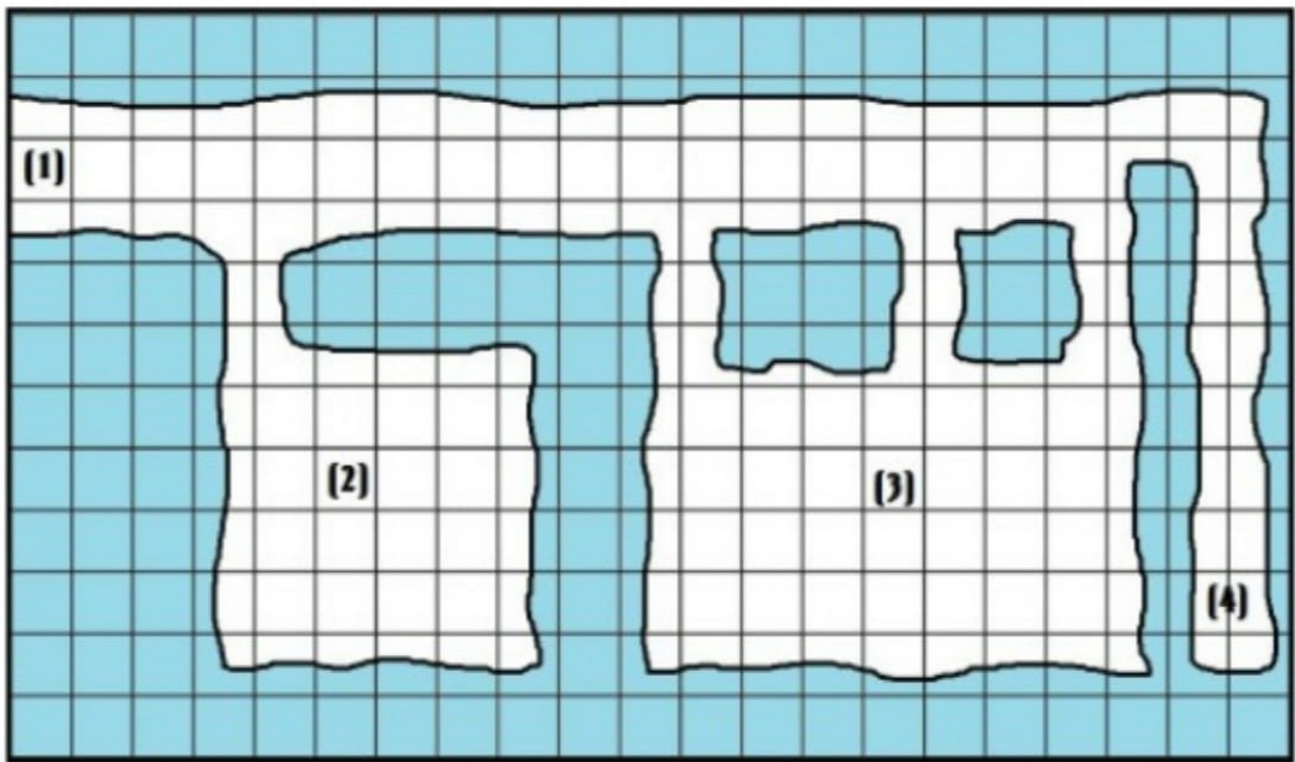


**Goblin Bandit Camp  
&  
More Goblin Bandit Camp**



**TWO SCENARIOS IN ONE BOOK  
FOR USE WITH OSR B/X RULE SYSTEMS  
FOR LEVELS 1-3**



## GOBLIN BANDIT CAMP

– 2 Goblin Quarters -

*....A small band of Goblins have made an old mine their base of operations for raiding the small farms in the area. The Goblins have mainly been taking livestock and have avoided harming anyone in the process. The locals have sent word out that they wish to hire some brave souls that are willing to drive them out and end all their raids.*

– 1 Entrance -

Unless the party approaches with caution they will be met with an all out charge attack by 5 Goblins while the 6<sup>th</sup> one runs back into the mine and sounds the alarm to the others.

-  
-  
-

There is a total of 12 Goblins that call this room their own. There is a total of 18 sleeping mats and 5 crates in this room. Once the Goblin from 1 has sound the alarm 6 of the Goblins will rush to reinforce the entrance while the remaining 6 will set up a second line of defense.

– 3 Elite Goblin Quarters -

6 Elite Goblins call this room their own. This room contains 6 sleeping mats and a big pile of old clothes as well as 6 crates. There is also 9 female Goblins and 6 Goblin children but they do not fight. Once the alarm has been sounded these 6 Elite Goblins will rush out of the room and join the Goblins at the second line of defense.

– 4 Trash Room -

At the end of this hall is a small Gelatinous Cube that the Goblins use to help dispose of their garbage. The Gelatinous Cube will look at the PC's as if they was food and will move towards them to attack.

If the players search this area they will have (the same chance of finding a secret door) a chance at finding a long forgotten hidden cache of treasure located in a small cut-out in the wall where someone has wedged a rock into it to help hide it.

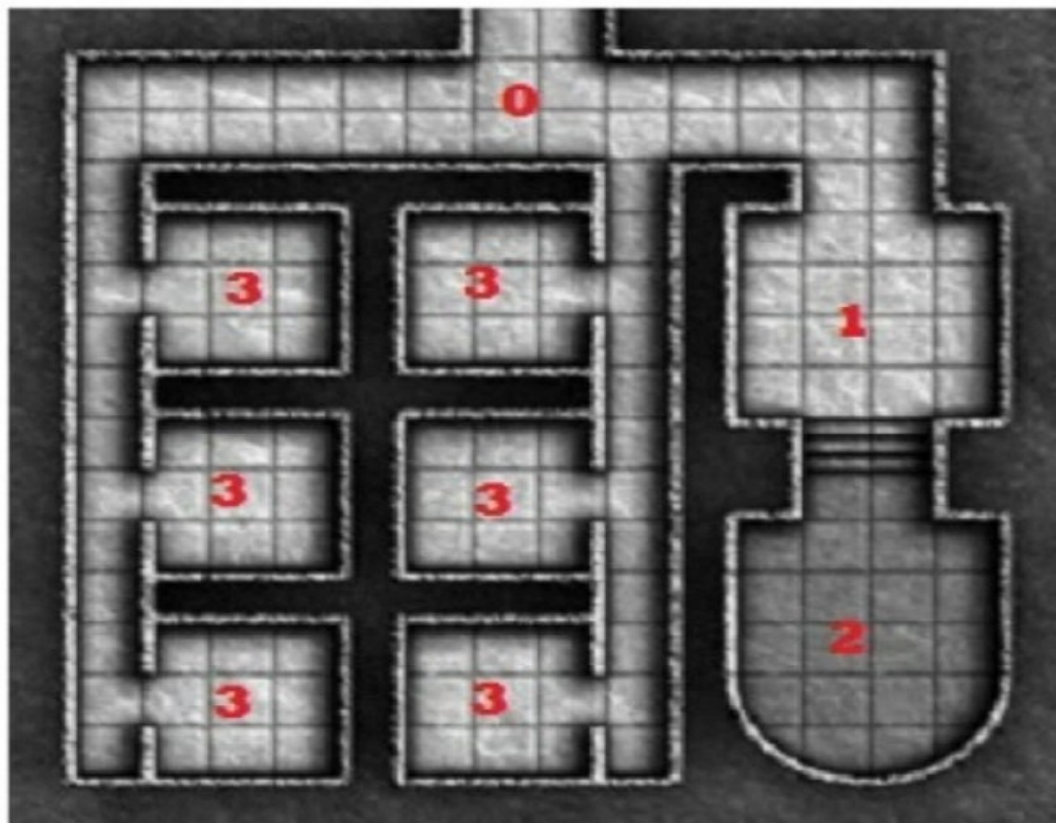
– Encounter/Treasure

- 1. 10ep per Goblin
- 2. 5ep per Goblin
- 4 Gems v=5gp each
- 3. 10sp per Elite Goblin
- 500cp in a sack
- 2 Rings v=10gp each
- General Items v=90sp

- 4. 10gp and 1pp
- 1 Potion of Healing
- 1 Dagger +1
- 2 scroll spells
- 1 Bag of Holding

*...Upon your return to the locals with proof of your success they reward youe efforts with a feast and a collected amount of 100gp's (obviously this can be more....)*





## More Goblin Bandit Camp

*....Word has gotten out about well your party of heroes handled the band of Goblin Bandits .. It appears that there is another group of Goblin Bandits raiding a small village just a few days ride away from your location. "Goblins Are Everywhere!" or so it seems these days.....*

- Entrance/Hallways -

The entrance is always guarded by 4 Goblins and if any intruder tries to enter 3 will attack and the 4<sup>th</sup> will sound the alarm with a horn. 4 rounds after the alarm is sounded another 4 goblins will join the battle. After the additional 4

Goblins join in, every 2 rounds another 4 will join the battle (this will happen 4 times – the Goblins are from rooms #3)

– 1 Grand Hall -

This is where the Elite Goblin leaders hold all their meetings with the Goblin troops. The party will encounter 10 Goblins here and they will not join the battle at the Entrance as their job is to guard this area from intruders. If a battle starts here, the Elite Goblins from room #2 will join the battle in 2 rounds. There are various crates and boxes lining the walls.

– 2 Elite Goblins Quarters -

This is where the Elite Goblins sleep. The party will encounter 8 Elite Goblins unless they met them in room #1. This room contains 8 sleeping mats and numerous crates, sacks, bags, and the like.

– 3 Goblin Barracks -

Each of these rooms contain 4 sleeping mats and 4 crates. Unless the party does a sneak attack and go undetected, they will not encounter any of the Goblins in any of the rooms.

– Encounter/Treasure -

0. 12sp on each Goblin
1. 12sp on each Goblin
2. 12sp and 6gp Each Elite Goblin. The room also contains 200ep, 50gp, 4pp, 4 Rings v=5gp each, 10 Gems v=3gp each, 2 Bags of Holding, 2 Potions of Healing, 1 Spell scroll.
3. Various Items v=5sp each crate





# Master Monster Matrix

## Gelatinous Cube

AC: 8 HD: 4\* ATT: 1

DAM: 2D4 + PARALYSIS

SAVE AS: F2

MORALE: 12

AL: N XP: 125

If A PC Gets Hit They  
Must Save VS. Paralysis  
Fail: Paralyze 2D4 Turns

## Goblin

AC: 6 HD: 1-1 ATT: 1

DAM: BY WEAPON

SAVE AS: NORMAL MAN

MORALE: 7 / 9

AL: C XP: 3

Stats For An Elite Goblin Is  
Same As Above Except:  
HD: 2 XP: 6

## Normal Wolf

AC: 7 HD: 2 +2 ATT: 1 (BITE)

DAM: 1D6 SAVE AS: F1

MORALE: 8 AL: N XP: 25

FOR MORE MONSTER INFORMATION  
PLEASE CONSULT YOUR  
RULEBOOK

## Scimitar of the Goblin Army



The Official Goblin Army outfits each elite goblin with one of the known world's best forged weapons. Nobody knows where or even how they got the knowledge to create such a weapon. All anybody knows who has been hit by one is the fact it does what it is supposed to do with effective results. The metal has yet to be identified and the handle is wrapped in normal leathers. Due to the great balance, craftsmanship, and materials, this weapon offers a non-magical bonus.

+3 to hit / +3 to damage

THIS LICENSE IS APPROVED FOR GENERAL USE. PERMISSION TO DISTRIBUTE THIS LICENSE IS MADE BY WIZARDS OF THE COAST!

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.



10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc

**Cover And Dwarf Illustration By E. B. Bensell From The Book Titled  
"Davy And The Goblin" By Charles E. Carryl  
The Riverside Press Company - 1885  
(Public Domain)**

**All Other Illustrations And Images Are By  
Edward E. Sutton  
FEI Games inc.  
2020**

**Same Old Story.....**

**Goblins Are Raiding And The Locals  
Are Looking For A Party Of Heroes To  
Save The Day.... Are You That Party?**

**The Two Scenarios Can Either Be Played  
As Stand Alones Or Can Be Combined Into  
A Single Adventure.....**



*Keeping Your  
Imagination Alive*

**FEI Games inc.**

RPG Supplements

[www.facebook.com/feigamesinc](http://www.facebook.com/feigamesinc)

