

Species, Breed: Goblin, Common

Type: Not applicable.

Class: Monster (mammal)

Align: Evil

Gender: %Roll: 01-50: Female; 51-00: Male

Level: 2-D6

Number encountered: 1-D20 The "Number encountered:" will be 10% of the main hoard of Goblins.

Example: A D20 is rolled to see how many Goblins there will be. A 13 is rolled; 13 Goblins will be encountered together at one time. The number encountered x 100 = total population of the Goblin Species.

A Goblin Stronghold will be established at the discretion of the G.M. It will be a secreted civilization, hidden away from the prying eyes of mankind.

Experience points: 10 x level.

Characteristics

Awareness: 22

Charisma: 8

Constitution: 25

Coordination: 18

Dexterity: 18

Intelligence: 10

Mental-strength: 20

Strength: 20

Wisdom: 10

Movement:

Flying: Can't

Grounded: 9

Swimming: 3

Luck: None.

Oxygen-points: 60

Blood-points: 75

Attack descriptions

Small Wooden Club: 1

Damage: 1-D12

Range: 1 space (5')

Attack type: Blunt.

or:

Bite: 1

Damage: 1-D12

Range: 1 space (5')

Attack type: Sharp.

Note: This form of attack will only be attempted if the Goblin loses its weapon, or cannot use the club proficiently.

Defense: 18

Offense: 18

Damage-Points: Roll 1-D12 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 40+ to have 1-D20

Bronze: 50+ to have 1-D20

Silver: 60+ to have 1-D12

Electrum: 70+ to have 1-D10

White-gold: 80+ to have 1-D8

Yellow-gold: 90+ to have 1-D6

Black-gold: 99+ to have 1-D4

Treasure item(s):

Common: 70+ to have 1

UnCommon: 90+ to have 1

Rare: None.

Legendary: None.

Description:

Annihilation Strike?: Yes

Description: This creature appears to be a humanoid, seemingly twisted by the hands of nature.

Eye color: Black.

Eye shape: Small and sharply slanted.

Height: 5'-0"

Skin color: Green-black.

Skin texture: Uneven and slightly deformed.

Posture: Biped (like an animal with two feet).

Weight: 140 lbs.



Dislikes: Any of the races, especially elves.

Disposition: If a company is defeated by Goblins, they will not finish off the survivors but bind and take them straightway to their master, whoever this may be (Discretion of the G.M.). The master will do what seems good to do with them. Usually captivity and slavery for life.

They will wear armors, and use weapons, if they have them.

When Goblins are encountered, roll on the following chart for each Goblin present:

%Roll: Goblin Rank (roll for each Goblin encountered):

01-10: Architect

11-80: Hoard Grunt

81-00: Hoard Commander

91-00: Hoard Marshal

Fears: Hoard Commander.

Habitat: Forests (common and dense), Grasslands. This creature has been known to appear in places never seen before, for they are of an exploratory nature.

Immunities: Disease, Sickness.

Life-span: 200 years.

Likes: Destruction and wealth. Elven slaves. At a high cost an elf will be captured and shackled; bound to the service of the Goblins forever, unless escape is successful.

Needs: Basic needs of life (food, water, shelter, etc.).

Note: A group of Goblins is known as a Hoard. If a Hoard Marshal is present, it will have one of the following books to keep as a personal reference guide and history log:

Manual of The Horde:

Hoard Commander's note to all goblins: Kill if defy me.

Goblin Ranks and Duties:

Architect:

These are unusually clever Goblins. Add 1-D10 points to their Intelligence. These goblins are Carpenters.

Duties: Design structures, create traps (common traps only). Creator and holder of maps (these will be personal items to the Architect). Architects will usually have an abundance of maps and designs within a protective scroll-case of some fashion.

Master of: Hoard Grunt.

Drudge-Smith:

This Goblin is a blacksmith, and so used for the creation of weapons.

Duties: Weapon crafter. These semi-intelligent Goblins craft all manner of crude weapons and machines of warfare, from the basic dagger, the serrated arrow, to the creating of the great battering rams and catapults of destruction they find glee in forging).

Master of: Hoard Grunt.

Hoard Commander:

This breed of Goblin is exceptional. This is what qualifies them to claim leadership positions.

Add 4-D10 points to current Strength and Constitution.

Add 4-D10 points to current Dexterity and Coordination.

Additional 1-D12 x2 damage-points per level.

Additional 1-D12 x4 damage for any weapon used.

A Hoard Commander will always keep and horde, all treasures and wealth. Thought, hated and feared by all other Goblins, the Hoard Marshals seem to like it). A Horde Commander has no problems with killing a few of its own, as an example to the others, and to force the loyalty of their hoard. In ruthlessness, slaves are collected to serve and please . . . or die.

Duties: As the king of the Goblin decides.

Master of: Hoard Marshal, Architect, Drudge Smith.

Hoard Grunt:

This dull-witted Goblin makes up most of all Goblins encountered.

Duties: Carry hoard supplies and fight.

Master of: None. If only Hoard Grunts be present, fights will usually break out. The most feared Goblin will lead unless overthrown.

Hoard Marshal:

These are unusually strong among Goblins and quickly promoted to Marshal status. This Goblin answers only to the Hoard Commander.

Add 2-D10 points to current Strength and Constitution.

Add 2-D10 points to current Dexterity and Coordination.

Additional 1-D12 damage-points per level.

Additional 1-D12 x2 damage for any weapon used.

Duties: Mediator between all other Goblins and the Horde Commander. Only a Hoard Marshal can speak directly to a Horde Commander unbidden. It is usually death for a Hoard Grunt to seek audience without the best excuse.

Master of: Architect, Drudge-Smith, Hoard Grunt.

Special Abilities: Language: Goblin's speak a very broken and crude form of Human.

Night-Vision: As the Psychic spell.

Tracking: Goblins have a 35% chance to pick up and visually follow a track, following it at $\frac{1}{2}$ its normal rate of movement. The signs of a track can be followed for 1-D4 hours. At the end of 1-D4 hours, another "Tracking" check must be successful in order to continue following the trail in the correct direction in the same manner and time frame.

Traps: Cunning in the creation of traps and snares, yet not adept (successful trap setting on a roll of 61+).

Special Defenses: Resistance: This creature has the following resistances:

Pain: 30%

Poison: 20% (excluding toxin poison).

Shock: 50%

Special Offenses: None.

Susceptibilities: Greed: The visual scene of treasure and money will have a 70% chance of causing a Goblin to make an unwise decision.

Weapon susceptibility: Rank-0 (or better) weapon to harm.