

Species, Breed: Goblin, Krill

Type: Not applicable.

Class: Monster (mammal)

Align: Evil

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

Level: 1-D20+1

Number encountered: 2-D6 The “Number encountered.” will be 10% of the main hoard of Goblins.

Example: Two D6 is rolled to see how many Goblins there will be. A 7 is rolled; 7 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: 1 x level.

Characteristics

Awareness: 24

Charisma: 9

Constitution: 27

Coordination: 20

Dexterity: 20

Intelligence: 11

Mental-strength: 22

Strength: 22

Wisdom: 11

Movement:

Flying: 27 Can only fly by means of a spell, ability, or magical item.

Grounded: 9

Swimming: 3

Luck: 10

Oxygen-points: 66

Blood-points: 81

Attack descriptions

1 Battle Axe (small): 1-D12 / 1 space (5') / Sharp attack.

or:

1 Bite: 1-D4+1 / 1 spaces (5') / Sharp attack.

Defense: 20

Offense: 20

Damage-Points: Roll 1-D10 per level.

Treasure: %Roll needed to have money and treasure:

Copper: 66+ to have 1-D100

Bronze: 71+ to have 4-D20

Silver: 76+ to have 3-D20

Electrum: 81+ to have 2-D20

White-gold: 86+ to have 1-D12

Yellow-gold: 91+ to have 1-D8

Black-gold: 96+ to have 1-D4

Treasure item(s):

Common: 76+ to have 1-D8

Uncommon: 96+ to have 1-D6

Rare: 99+ to have 1

Legendary: 00+ to have 1

Description:

Annihilation Strike?: Yes

Description: Height: 5'-2", Weight: 160 Lbs., Skin color: Light-brown, Skin texture: Smooth, Hair color: White, Eye color: Pink, Eye shape: Small and sharply slanted, Posture: Biped

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 to them whatsoever it wishes 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:

Chart #1

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

01-05 Architect Roll again on this same chart.

06-85 Hoard Grunt Roll again on this same chart.

86-90 Hoard Commander Roll again on Chart #2, and then back to this chart if there are more to roll up.

91-00 Hoard Marshal Roll again on this same chart.

Chart #2

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

01-05 Architect

06-90 Hoard Grunt

91-00 Hoard Marshal

Fears: Their superiors.

Habitat: Desert (arctic), Mountains (arctic).

Immunities: Disease, Sickness.

Life-span: 50 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.

Needs: Unknown.

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: Goblin Ranks and Duties:

Hoard Master's command: Kill if defy me.

Architect: These are unusually clever Goblins. Add 1-D10 points to their Intelligence.

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.

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

Add 3-D10 points to current Strength and Constitution.

Add 2-D10 points to current Dexterity and Coordination.

A Hoard Commander will always keep and hoard, 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 Horde Marshal decides.

Master of: Hoard Marshal, Architect, Hoard Grunt.

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 and dexterous Goblins.

Add 2-D6 points to current Strength and Constitution.

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: Hoard Grunt, Drudge-Smith, Architect.

Drudge-Smith: 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.

End of Manual of The Hoard

Special Abilities: **Tracking:** (can track on a roll of 61+). **Night-vision.** Goblin's speak Human. They are cunning in the creation of traps and snares, yet not adept (successful trap setting on a roll of 31+).

Special defenses: **Resistance:** 35% Pain-Resistance. 25% Poison-Resistance. 55% Shock-Resistance.

Special offenses: None.

Susceptibilities: Greed.

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