

Level 10B: The Goblin Outpost

The followers of Orcus have a vested interest in this portion of Rappan Athuk, both to monitor activity in and around the Bloodways, and because it provides an alternate access to the surface world. To look over their interests, a small fortress was therefore constructed and manned by goblins. This level is shown on **Map RA-10B**.

Level 10B

Equivalent Dungeon Level: 9

Entrances: Passages from **Level 9D** in **Area 10B-1**; staircase to surface in **Area 10B-8**.

Exits: Passage to **Levels 10C** and **12A** in **Area 10B-14**.

Wandering Monsters: There are no wandering monsters within the outpost so long as the goblins maintain a presence here. If they are eradicated, then standard wandering monsters from neighboring levels may be encountered except for undead, unless one of the symbols in **Area 10B-1** has been effaced or dispelled. Eventually however the outpost is repopulated by Greznek, due to its key location in Rappan Athuk.

Detection: None.

Shielding: None, save for the *glyphs* at **Area 10B-1** which ward out undead.

Continuous Effects: None.

Standard Features: Unless noted otherwise, all doors are of wood and are unlocked but can be barred.

Entrances: Passages from **Level 9D** in **Area 10B-1**; staircase to surface in **Area 10B-8**.

Exits: Passage to **Levels 10C** and **12A** in **Area 10B-14**.

The entire area is unlit, except where indicated. **Areas 10B-4, 5, 6, 7, 8,** and **13** all have 8 ft. high ceilings; **Areas 10B-9, 10, 11,** and **14** have 12 ft. high ceilings. All construction is of magically hollowed out limestone that has been finished with tools.

and this has led to occasional fistfights. Nevertheless, the goblins work together to repel any intruders.

In addition to the goblins, the priest **Mesifin Styx** and **3 acolytes of Orcus** from the Talon of Orcus (**Level 10C**) are stationed here to keep an eye on things.

There is currently an uneasy three-way alliance between Morask and the goblin regulars; Oolarg and his berserkers, a band of swaggering braggarts who regard the scouts stationed here with disdain, and are out to make a name for themselves; and Mesifin Styx, the priest of Orcus stationed here, who is looking out for the interests of Hesperix as well as his own. It is possible that PCs may be able to get these groups to fight against one another, particularly if characters are captured or the outpost is infiltrated.

Goblin Scouts: HD 2; AC 6 [13]; Atk 1 weapon (1d6); Move 9; Save 16; AL C; CL/XP 2/30; Special: -1 to hit in sunlight. Gear: Ring armor, handaxe, dagger, shortbow, arrows (40), thieves' tools, 1d4 sp, 1d4 cp.

Goblin Berserkers: HD 3; AC 6 [13]; Atk 2 weapon (1d8); Move 9; Save 16; AL C; CL/XP 3/60; Special: -1 to hit in sunlight. Gear: Ring armor, heavy pick, javelins (3), thieves' tools, 2d10 gp, 1d10 sp, 1d4-1 gems worth 10 gp each.

Goblin Lieutenants: HD 3; AC 5 [14]; Atk 1 weapon (1d6); Move 9; Save 14; AL C; CL/XP 3/60; Special: -1 to hit in sunlight. Gear: Shortbow, arrows (40), handaxe, dagger, ring armor, shield, thieves' tools, 2d4 sp, 2d4 cp.

Acolytes of Orcus, Cleric 3: HP 12 each; AC 5 [14]; Atk 1 light mace (1d4); Move 9; Save 13; AL C; CL/XP 4/240; Special: Rebuke/command undead, cleric spells (1st—*cause light wounds, protection from good*). Gear: Chainmail, shield, light mace, unholy symbol of Orcus, lantern, *potion of healing*, 3 flasks oil, flint and steel, iron key to door of **Area 10B-5**.

Mesifin Styx, Half-Orc Cleric 6: HP 28; AC 4 [15]; Atk +1 *morningstar* (1d6+1); Move 9; Save 10; AL C; CL/XP 8/800; Special: Rebuke/command undead, cleric spells (1st—*cause light wounds, protection from good*; 2nd—*bless, hold person*; 3rd—*prayer*; 4th—*cause serious wounds*). Gear: +1 *morningstar*, chainmail, shield, *potion of extra healing*, scroll of *neutralize poison*, unholy symbol of Orcus, prayer book, 18 pp, 43 gp, sapphire (150 gp), platinum ring (50 gp), fine black robe emblazoned with the symbol of Orcus, iron key to door of **Area 10B-5**, and a small gold key to the door at **Area 10C-6C**.

Oolarg, Goblin Berserker: HD 6 (38 hp); AC 6 [13]; Atk 2 weapon (1d8+1); Move 12; Save 11; AL C; CL/XP 6/400; Special: -1 to hit in sunlight. Gear: +1 *leather armor*, +1 *heavy pick*, javelins (3), 23 pp, 36 gp, mithral baton of office worth 500 gp.

Kamlyss, Goblin Rogue: HD 4 (22 hp); AC 4 [15]; Atk 1 handaxe or shortbow (1d6); Move 9; Save 16; AL C; CL/XP

Running the Outpost

Inhabitants

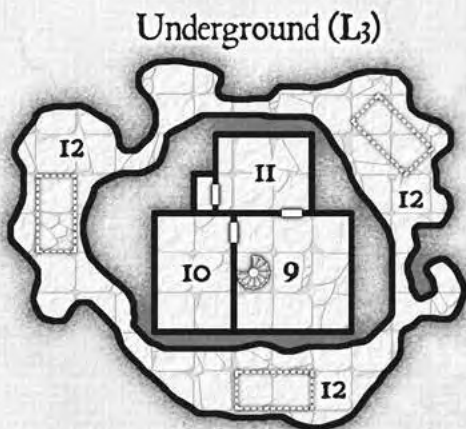
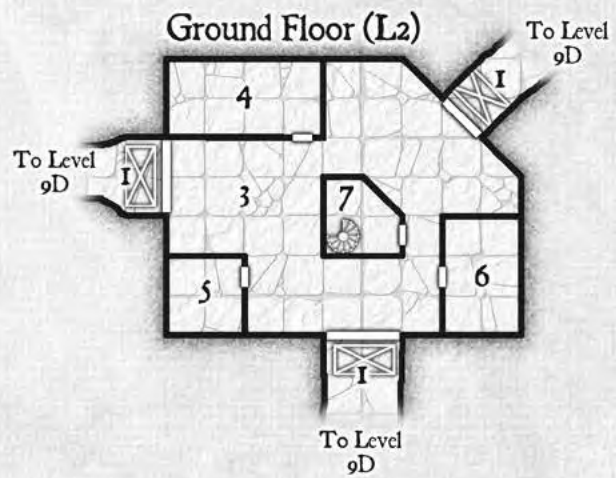
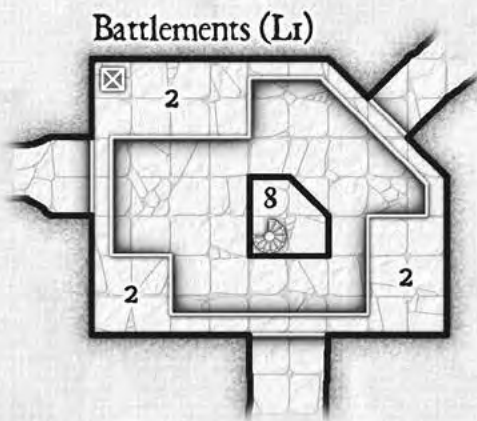
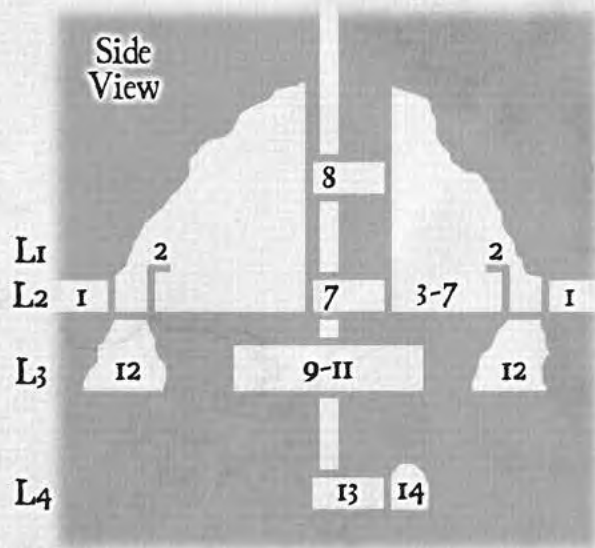
Normally the goblin outpost is manned by **48 goblin scouts** and **16 goblin lieutenants**, and are led by **Morask** and his aide, **Kamlyss**. Due to recent activity within Rappan Athuk, an additional contingent of **10 goblin berserkers** led by the goblin **Oolarg** have been stationed here. Significant tension exists between Oolarg's band and the other goblins,

Rappan Athuk

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1 square = 10 feet



LEVEL 10B

5/240; Special: -1 to hit in sunlight, backstab for x3 damage. Gear: +1 ring armor, handaxe, shortbow, arrows (50), *potion of invisibility*, thieves' tools, 18 gp, 24 sp, two aquamarines worth 100 gp each, platinum ring worth 80 gp, amber scarab worth 250 gp.

Morask, Goblin Rogue: HD 5 (27 hp); AC 2 [17]; Atk 1 handaxe (1d6) or dagger (1d4) or +1 shortbow (1d6); Move 9; Save 16; AL C; CL/XP 5/240; Special: -1 to hit in sunlight, backstab for x3 damage. Gear: +1 shortbow, arrows (2), handaxe, daggers (3), +2 ring armor, +1 shield, *potion of healing*, 6,000 gp in gems.

Troop Layout

Although individual areas are described below, attention should be paid to the overall layout of the complex and the general tactics the goblins employ. The goblins run the complex in three eight-hour shifts.

Usually there are 14 goblin scouts on duty at any time, with 14 more sleeping in **Area 10B-2**, and the last 14 carousing in **Area 10B-9**, or wandering through the complex. Those on duty are stationed as follows: three at each of the entrances to the Bloodways (**Area 10B-2** and **10B-3**), with two on the battlements and one behind each gate; three in **Area 10B-8**, with a view throughout the complex; and two in **Area 10B-13**, guarding the connecting passage to **Levels 10C** and **12A**.

There are normally three goblin lieutenants on duty at a time as well, with one on the battlements (**Area 10B-2**), one wandering between **Areas 10B-7**, **8**, **9**, and **13**, and one that could be anywhere in the complex.

The priest and acolytes keep to their room in **Area 10B-5**, though they may be found leading services or administering punishment elsewhere in the outpost.

Oolarg and his berserkers have taken over **Area 10B-10**, and about half can be found there or in **Area 10B-9** at any time, with the rest wandering throughout the outpost.

Morask often leads patrols of 7 lieutenants into the Bloodways to keep an eye on things there. There is a 30% chance such a patrol is taking place when the outpost is first assaulted.

Tactics

If an assault occurs, one goblin sounds the alarm while those remaining attempt to stall their aggressors. Mesifin Styx and his acolytes respond 1d3 rounds after an alarm has been sounded, Oolarg and his band take 2d6 rounds to organize and move out, the goblins in **Area 10B-9** take 1d4+1 rounds to ready themselves, and the sleeping goblins in **Area 10B-4** take 1d8+2 rounds, though they do not take the time to put on armor.

If given time to position themselves, Oolarg and his berserkers attempt to attack intruders directly, while the scouts stay back and provide missile support. They also make sure that each of the other points of entry into the lair has a pair of alert goblins standing by in case of a flanking attack. The goblin berserkers' traditional melee tactic is charge.

When Mesifin is alerted to trouble, he and his acolytes survey the threat and cast whatever buff and protective spells they deem appropriate. Mesifin stays back and casts spells as long as possible.

Morask and Kamlyss, assuming both are present, move to the source of the disturbance and use their stealth abilities and magic items to make as many sneak attacks as they can, preferably sniping with their bows.

Reinforcements

PCs may engage in a preliminary assault, and then come back later for additional attacks on the outpost. This is fine, but the goblins receive reinforcements at regular intervals to shore up their numbers, so long as the passage to Greznek and the Talon of Orcus remains open. Reinforcements

arrive in the following sequence:

- 8 hours after any assault — replacement for the priest and acolytes of Orcus, though the priest is only replaced once and the acolytes twice at a maximum; equipment and supplies are also replenished at this point
- 12 hours after any assault — enough goblin scouts and lieutenants to replace any that have fallen — including any goblins from reinforcements listed below
- 12 hours after second assault — an additional force of 5 lieutenants and 30 scouts to shore up the defenses; these only show up if at least 20 scouts or 8 lieutenants in total have been killed
- 12 hours after third assault — a force of 12 ogres led by an ogre mage arrive to reinforce the outpost; these only show up if at least 30 scouts or 12 lieutenants have been killed, or if Oolarg and his band have been wiped out
- 24 hours after fourth assault — a large expeditionary force of 100 goblins, led by a 6 priests (5th-level clerics of Orcus) arrive to deal with the problem; these only show up if at least 60 goblin scouts, 20 lieutenants, or half the ogres are killed

10B-1. Bloodways Approaches

The primary point of defense for the outpost is against these three passages, each of which leads directly into **Level 9D**. Due to the number of hostile creatures that come wandering down this way, and the relative security of the other entrances, most attention toward possible invasion is directed at these areas.

Sixty feet down the passage from the outpost's three gates, the holy symbol of Orcus is engraved into the stone floor. This symbol has two effects: first, it commands any undead not accompanied by a priest of Orcus to go back. Non-intelligent undead get no save against this effect; intelligent undead are allowed a saving throw to overcome the effect, but most do not bother trying to make the attempt unless they are pursuing tasty prey. The second benefit of the inscribed symbols is to prevent passage of the red mist of the Bloodways.

At the entrance to the outpost, the three passages open out into a large, 70 x 90 ft. diameter cavern. Further progress is blocked by a 12-foot-high wall with crenellations at the top. The last 10 ft. of the passage forms a stone bridge over a crevasse. Set into the wall is a stout, iron-reinforced gate barred from within. The gate and the wall on either side are fitted with arrow slits, so goblins in the courtyard (**Area 10B-3**) can fire directly out at intruders.

The cavern beyond the wall has a large domed ceiling about 50 ft. high at its apex. A 20-foot-wide column rises up through the center of the cavern and connects to the ceiling. An area near the top (**Area 10B-8**) is riddled with arrow slits as well, which allow goblins there to fire down into the approaches to the outpost, although anyone within 10 ft. of the wall has total cover against this missile fire.

Just inside each gate there is a lever that causes the floor in the 10 ft. closest to the gate to drop suddenly, dumping anyone standing there into the snake run (**Area 10B-12**). This is a 20-ft. fall. The goblins direct their fire preferentially at those more than 10 ft. from the gate, to encourage them to move onto the trapped section. They then dump victims into the snake run, hoping to separate intruders and allow them time to get their forces into position. Flaming oil is saved for use against creatures particularly susceptible to or fearful of fire.

10B-2. Battlements

Behind the 12-foot-high wall, a ledge 5 ft. wide and 10 ft. above the courtyard runs around the interior periphery of the wall. Where this connects with rooftops it opens out into a larger area where troops can marshal. A trapdoor in the northwest corner opens into stairs in **Area 10B-4**.

Goblins are positioned as described in the tactics section on this wall. In addition to them, the area over each gate is stocked with the following items: 3 replacement shortbows, 120 arrows in six quivers, 6 flasks of oil.

10B-3. Courtyard

A central courtyard connects the three gateways; there are usually **2d4 scouts** and **1d4 berserkers** wandering around in here at any time, with an 80% chance of 1–2 lieutenants and a 30% chance of Oolarg, Mesifin Styx, or Kamlyss (roll separately for each).

The courtyard is composed of flagged stone, to allow purchase for running goblin feet. There are three low (10 ft. high) buildings, opening into **Areas 10B-4, 10B-5, and 10B-6**. In addition, there is a heavily reinforced wooden door that opens into the central stairwell at **Area 10B-7**. The walls of this central pillar are studded with both shackles embedded in the stone and arrow slits for missile fire from **Area 10B-7**. Corporal punishment of goblins takes place here, witnessed by the majority of the goblins in the outpost.

10B-4. Barracks

The **goblin scouts** normally maintain their bedrolls here; the entire place is infested with fleas, lice, and the ripe stench of unwashed goblin. With Oolarg's arrival, the **goblin lieutenants** who normally live in **Area 10B-10** have been forced to relocate here. There is no significant wealth to be had. In the northwest corner, a set of stairs ascends to a trapdoor that leads to the battlements.

10B-5. Shrine of Orcus

The door to this room is locked but untrapped.

The priest **Mesifin Styx** and his **3 acolyte aides** dwell here. Mesifin made the mistake of killing a torture victim prematurely a few months ago, and as punishment his superior appointed him as the current liaison between the Talon of Orcus and the outpost. This has sat poorly with the ambitious Mesifin. He spends an equal amount of time plotting his revenge and whining to his acolytes, who in turn have little love for the egotistical priest.

10B-6. Storage Room

This room holds several weeks' worth of rations for the goblins — mushroom paste, pickled and preserved meats, and two tuns of aptly-named Crack-Snout, a potent goblin ale. A pair of cages in the southern end of the room holds **3 kobold slaves** used to perform menial work. The keys to the cages hang on a hook on the north wall.

10B-7. Bunker

This room is accessed by a stout, iron-reinforced door, and its walls are riddled with arrow slits. The door has no lock, but can be triple-barred from the inside. In the southwest corner a set of spiral stairs lead up and down, to **Areas 10B-8 and 10B-9**, respectively. Arrows are located in small bins along the walls of the hall, and additional weapons stand in small racks against the walls in several places. When the outpost is not on alert, the sounds of merriment can be heard drifting up from the stairs below.

In case of an assault, the goblins retreat to this chamber and try to bar and hold the door as long as they can, while comrades use the arrow slits to riddle opponents with holes.

10B-8. Upper Aerie

The stairs from **Area 10B-7** spiral up about 30 ft. through solid rock before opening into this chamber. It is outfitted much like the room below,

with weapon racks, arrow bins, and the like. There are always several goblins on guard here.

The spiral stairs continue up and end at a large wooden trapdoor that is kept barred from within. On the far side of this trapdoor, the stairs continue, traveling upward several hundred feet before emerging into the back of a small cave that opens out onto a thorn-choked defile located several miles north of Rappan Athuk's main entrance; see **Wilderness Area 11**.

10B-9. Common Room

This area sees constant use by goblins in the outpost; there are a number of tables, fires with pots, and piles of rubbish and dubious refuse piled around the room. Goblins here gamble, brawl, engage in contests of arms, and perform other such activities to unwind. A thorough search through the refuse would take some time, and would turn up approximately 50 gp worth of valuables.

Spiral stairs enter the room in the middle of the western wall from **Area 10B-7** above, and continue down to **Area 10B-13** below. In addition, there are two of wooden doors: one leads to **Area 10B-10**, where the goblin lieutenants normally live (currently occupied by Oolarg and his berserkers); the other wooden door is locked, and opens into Morask's personal quarters (**Area 10B-11**).

Kamlyss is most often found here, keeping an eye on things and trying to calm down any confrontations between his scouts and the berserkers led by Oolarg. In addition, 2d6 scouts and 1d4 lieutenants lounge here at any given time unless an alarm has been called out.

10B-10. Lieutenant's Quarters

The goblin lieutenants once laired here, but it has been taken over by Oolarg and his band. Half of this group of **goblin fighter/thieves** can be found here at any time, with the others in small gangs of three or four wandering elsewhere in the outpost, bullying scouts. The once neatly-arranged beds in the area are now scattered about and in bad shape thanks to the depredations of the berserkers.

10B-11. Morask's Room

This chamber is set aside for Morask, leader of the outpost. The door is kept locked. The room itself holds a bed, a large, locked chest, a small table and chair, and a cabinet holding several handcasks of dwarven ale.

In the southern part of the western wall there is also a secret door, accessed by pressing a pair of stones in the wall just north of it. This goes into a small closet where the outpost's funds and most valuable equipment are kept. To guard the treasury, a somewhat wimpy **mohrg** has been placed within; it leaps out and attacks anyone in the room unless the secret door is knocked upon thrice before opening it. (This mohrg was deemed substandard by the Orcus priests who created, and agreed to have it serve here rather than simply discarding it; it has the same stats as a regular mohrg but significantly fewer hit points.)

Mohrg: HD 14 (30 hp); AC 0 [19]; Atk 1 strike (1d8) and tongue (paralysis 1d4 rounds); Move 12; Save 3; AL C; CL/XP 15/2900; Special: Paralysis, those killed by the mohrg rise in 1d4 days as zombies under its control.

Treasure: Inside the chest are Morask's extra clothes, along with a diamond-studded tiara worth 2,500 gp. The secret chamber holds 32 gp, 283 sp, 130 cp, 20 flasks of fire oil, a *potion of extra healing*, and an *scroll of haste, slow and confusion*.

10B–12. Snake Run

This circular passageway has no exits except through the three openings 20 ft. up. Some time ago the goblins lured **2 shadow hunter serpents** into this area, and here they remain, prowling the passage, feeding on anyone dumped into their lair.

In addition to the snakes, the area is filled with the bones of digested victims that litter the floors, sometimes in drifts. The area is regularly harvested of loot soon after a feeding, when the snakes are sluggish as they digest, so there are no valuables to be found down here.

In case a PC is dropped into this area from above, they attract the attention of the two serpents in 1d6 rounds (roll separately for each).

Shadow Hunters (2): HD 8; AC 1 [18]; Atk 1 bite (1d8 + poison); Move 12 (Climb 9, Swim 12); Save 8; AL N; CL/XP 10/1400; Special: In shadows AC improves to -3 [22], lethal poison.

10B–13. Lower Bunker

The spiral stairs end in this room, located some 30 ft. below the common room (**Area 10B–9**). This room contains a 2 ft. diameter well that descends a further 50 ft. to an underground stream, a small cart 8 ft. long and 4 ft. wide, and a stout, iron-reinforced door that can be barred from either side. There is also a lever in this room that collapses a 40 ft. section of passage in **Area 10B–14**.

10B–14. Access Tunnel

This 10 ft. wide passage runs north and south. To the north the passage descends, and winds down into the earth until it connects with the goblin city of Greznek (**Level 12A, Area 12A–12A**); this is a 15-minute journey by foot at Speed 30 ft., though a running goblin scout can make the trip in just 5 minutes. To the south, the passage travels 300 ft. on the level before coming to the entrance to the Talon of Orcus (**Level 10C**).

The passage to Greznek is trapped, though this trap can only be activated by pulling a lever in **Area 10B–13** or a lever on the left hand wall 60 ft. down the passage. Pulling the lever collapses the ceiling in the first 40 ft. of corridor north of the entrance to **10B–13**, dealing 6d6 points of damage. This serves to seal off access to Greznek in case of dire need.