

Level 13A: The Goblin Barracks

This small level contains additional barracks for the goblins of Greznek. Within it are a large number of low-level goblin warriors; a handful of elite goblin fighters; Herzord, the Captain of the guard — a ruthless half-hobgoblin with high ambitions; as well as his hobgoblin lieutenants. The PCs may approach this level in one of two ways: hack-and-slash or roleplaying. Obviously, they can simply attempt to storm the barracks and let the goblin blood flow. On the other hand, Herzord has designs on Greznek throne, and who better to carry off this coup d'état than the PCs? A map of this level is depicted in **Map RA-13A**.

Level 13A

Equivalent Dungeon Level: 6

Entrances: Chute from **Level 10**; from **Level 12A**.

Exits: None

Wandering Monsters: There are no wandering monsters in the barracks, though goblin warriors are common throughout (see side box).

Standard Features: Most of the rooms on this level are made of cut stone. These areas have 12 ft. high ceilings and smooth walls. The caves are rough-hewn and the ceilings are 8–15 ft. high. Because Herzord has only low-light vision and not darkvision, all areas, except the caves, are lit by torches secured in sconces. All doors are made of solid wood and are iron bound (2 in. thick). Secret doors are only found on a roll of 1 on 1d8 (or 1–2 on 1d8 for elves).

The River: This river is particularly swift, deep (15 ft.), and cold. Anyone falling into the river must succeed at an open doors check or be swept downstream. The river channel has only minimal headroom, and soon after exiting the map there is none at all. A PC carried that far can be presumed dead unless possessed of a means to breathe under water.

Goblin Warriors

This level contains a large number of low-level **goblin warriors**.

Goblin Warrior: HD 2; AC 5 [14]; Atk 1 spear (1d6) or light crossbow (1d4+1); Move 9; Save 16; AL C; CL/XP 2/30; Special: -1 to hit in sunlight; Gear: Ring mail, shield, pouch with 25 gp.

footsteps, the guard readies his heavy crossbow and prepares to alert the guards in **Area 13A-4**. If the creatures approaching the portcullis are not immediately hostile, he waits to learn why they have come. The guard speaks Goblin and Dwarf, but prefers Goblin (+1 to reaction checks if spoken to in Goblin). If the PCs have disguised themselves as goblins and have a reasonably plausible explanation as to why they need to enter the barracks, they might be able to bluff their way through. PCs not disguised as goblins face a harder time, but still might be able to convince the guard they have business here. If they mention Herzord by name or that they have some business with the captain, they receive a +4 bonus respectively to their reaction check. Remember, however, that elves and dwarves are not allowed into the barracks under any circumstances.

Goblin Elite Guard: HD 5; AC 4 [15]; Atk 1 spear (1d6) or light crossbow (1d4+1); Move 9; Save 12; AL C; CL/XP 5/240; Special: -1 to hit in sunlight; Gear: Chain mail, shield, pouch with 25 gp.

Tactics: If the PCs are trying to storm the gates, the elite guard and the two goblin fighters from **Area 13A-4** attempt to hold off the intruders with their crossbows while they call for help from **Area 13A-5**. The occupants of **Area 13A-5** arrive in 1d4+1 rounds, but not before sending one of their numbers to warn Herzord, his lieutenants, and the goblin warriors. If the combat is going poorly, or if the intruders are capable powerful ranged attacks, the goblins take up defensive positions in **Area 13A-5**, using over-turned tables as cover.

13A-1. Stairs from Level 12A

The steep stairs from **Level 12A** terminate in a landing blocked by a solid iron portcullis.

13A-2. Chute from Level 10

The chute from **Level 10** empties out into this small cavern. A set of stairs leads up to **Area 13A-1**.

13A-3. Portcullis and Guard

One **elite guard** stands watch on the north side of the portcullis at all times. The winch and pulley for the portcullis are on the eastern wall just south of the door to **Area 13A-4**. At the sound of approaching

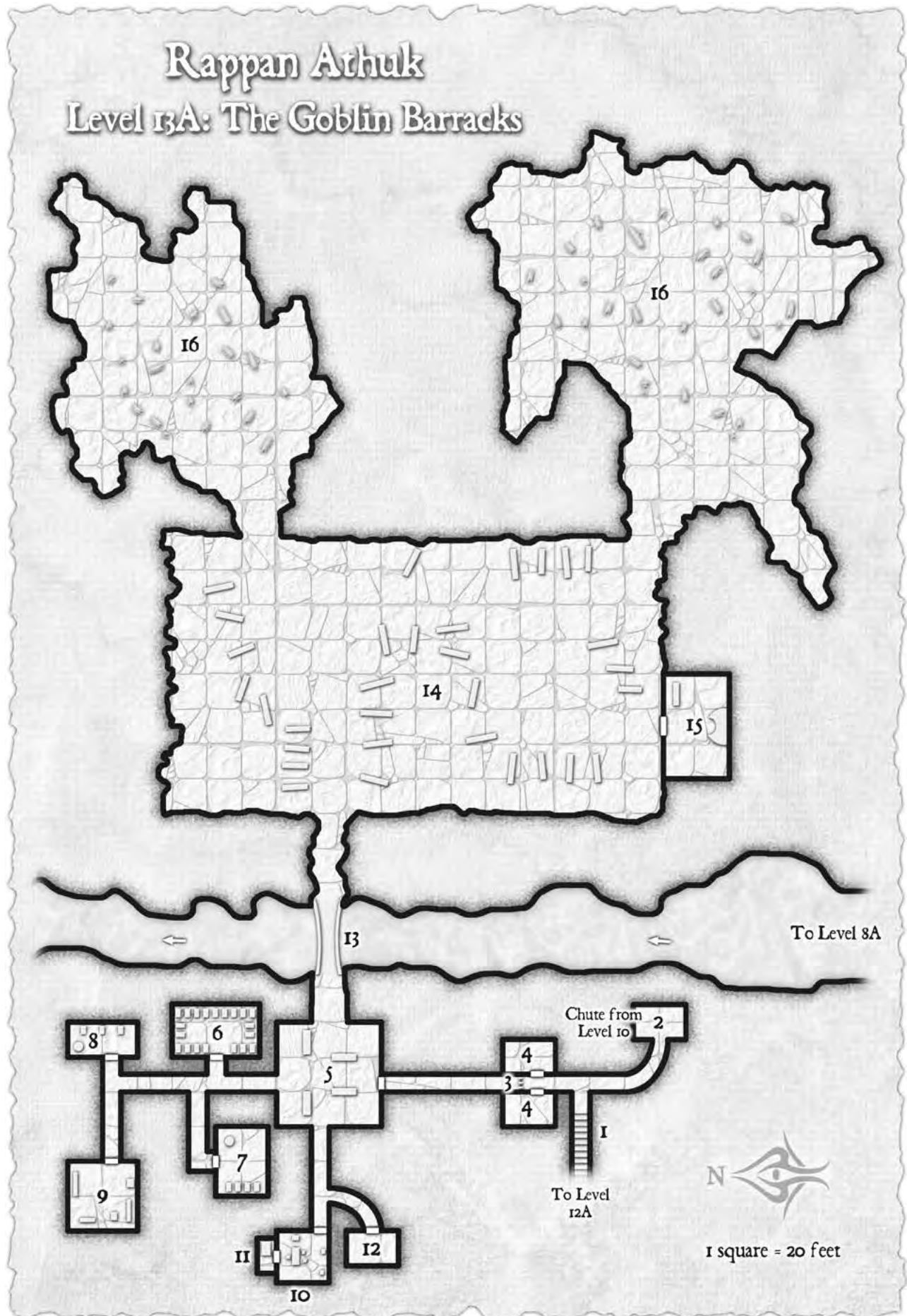
13A-4. Guard Rooms

Each room contains a small table, a stool, and a barrel holding 50 normal crossbow bolts. **Two goblin warriors** armed with heavy crossbows stand guard here. The goblin warriors are not particularly alert, however, and are surprised on a roll of 1–3 on 1d6. If either goblin hears the sounds of combat in **Area 13A-3**, they immediately investigate. If there is trouble at the portcullis, and intruders are still on the south side of the gate, the goblins fire their crossbows through the arrow slits until the enemy is out of range, at which point they head for **Area 13A-3**.

Goblin Guards (2): HD 3; AC 5 [14]; Atk 1 spear (1d6) or heavy crossbow (1d6+1); Move 9; Save 14; AL C; CL/XP 3/60; Special: -1 to hit in sunlight; Gear: Ring mail, shield, pouch with 25 gp.

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13A-5. Elite Common Room

This large room serves as a gathering place for the elite members of the barracks. There are four long wooden tables, dozens of wooden chairs, and a keg of ale and several pewter mugs on a wooden table in the northeast. Currently, **8 goblin fighters** and **1 hobgoblin lieutenant** are lounging about here, drinking ale and belching. They are not particularly alert, but are fully armored and capable of being ready for combat in 3 rounds. If combat is joined here, they call for help from **Areas 13A-6, 13A-7, and 13A-8**, and attempt to alert Herzord.

Goblin Guards (8): HD 3; AC 5 [14]; Atk 1 spear (1d6) or light crossbow (1d4+1); Move 9; Save 14; AL C; CL/XP 3/60; Special: -1 to hit in sunlight; Gear: Ring mail, shield, pouch with 25 gp.

Hobgoblin Lieutenant: HD 8+4 (36 hp); AC 3 [16]; Atk 1 long sword (1d8); Move 9; Save 8; ALC; CL/XP 8/800; Special: None; Gear: plate mail, pouch with 25 gp.

13A-6. Goblin Fighters' Chambers

Twenty goblin fighters are housed here. There are 20 cots, 20 trunks, two small tables, and trash everywhere. Currently **12 goblin fighters** are resting in this chamber. They are unarmored at the moment (AC 12) and require one minute to don their chainmail hastily.

Goblin Guards (12): HD 3; AC 5 [14]; Atk 1 spear (1d6) or light crossbow (1d4+1); Move 9; Save 14; CL/XP 3/60; Special: -1 to hit in sunlight; Gear: Ring mail, shield, pouch with 25 gp.

Treasure: Most of the trunks contain only personal belongings and a spare dagger here and there. One, however, has a false bottom and contains a gold necklace with a jade tiger pendant worth 500 gp.

13A-7. Elite Guards' Chambers

This room houses **4 elite guards**. There are four cots, four trunks, and a table with four chairs. Currently 3 elite guards relax here. They are fully armored, however, and can be ready for combat in three rounds. They are not, however, particularly alert (surprised on 1-3 on 1d6).

Goblin Elite Guards (4): HD 5; AC 4 [15]; Atk 1 spear (1d6) or light crossbow (1d4+1); Move 9; Save 12; CL/XP 5/240; Special: -1 to hit in sunlight; Gear: Chain mail, shield, pouch with 25 gp.

13A-8. Lieutenants' Chambers

Herzord's **three lieutenants** are housed here. The room contains three beds, three locked iron trunks (each lieutenant has a key), a table with a jug of wine and three goblets upon it, and three wooden chairs. At the moment, 2 lieutenants are relaxing here. They are fully armored, however, and can be ready for combat in 3 rounds.

Hobgoblin Lieutenants (3): HD 8+4; AC 3 [16]; Atk 1 long sword (1d8); Move 9; Save 8; CL/XP 8/800; Special: None; Gear: Plate mail, shield, pouch with 25 gp.

Treasure: The iron trunks contain the lieutenants' personal belongings. In one trunk is a winter cloak, in the pocket of which is a diamond ring worth 1,250 gp.

13A-9. Armory

The door to this chamber is locked. The room contains spare weapons

and armor stored on racks, in crates, or just piled about. In all there are 15 short swords, 50 morningstars, 250 javelins, 4 heavy crossbows, 300 crossbow bolts, 5 +1 *heavy crossbow bolts*, 5 small suits of chainmail, 40 small suits of leather armor and 5 shields.

13A-10. Herzord's Office

Herzord keeps the door to his office locked when he is away and unlocked when he is present. This room serves as an office and meeting area, and it contains a wooden table (Herzord's desk), a lamp, and five wooden chairs. A whip hangs on a hook on the western wall, directly behind the desk. Herzord makes frequent use of the whip when patrolling the ranks, and it is entirely possible the PCs might come upon the captain in the midst of disciplining a foot soldier. On the table are a quill pen and several sheets of vellum with information about the troops and their general state of readiness. Although statistics for Herzord are given here, it is not necessary he remain in his chambers while the PCs explore the barracks. Herzord is an active leader and likes to wander among his troops, sniffing out slackers, instilling discipline, and even, from time to time, attempting to keep up morale.

Herzord, Half-Hobgoblin Ftr12: HP 50; Atk 1 two-handed sword (1d10+3) or 1 longbow (1d6); AC 3 [16]; Move 9; Save 4; AL C; Str 18; Dex 14; Con 14; Int 14; Wis 9; Cha 12; Special: Parry (-1 to enemy attacks). Gear: Two-handed sword, longbow, quiver with 20 arrows, platemail, key ring with four keys, *potion of invisibility*.

Development: As stated earlier, Herzord has ambitions to assume the seat of power in Grezneck. He despises and distrusts Tribitz and is himself revered by most of the citizenry of the city. Unfortunately for Herzord, his troops, including his lieutenants, do not share his distrust of Tribitz. In fact, the high priest is viewed with a kind of divine awe by the goblins in the barracks, which only incites Herzord further. It is well known that the quickest way to taste Herzord's whip is to sing Tribitz's praises within earshot of the Captain.

Herzord would like to see Tribitz dead. If the high priest and several of his underpriests were to meet an untimely end, Herzord would be the natural successor to the throne of Greznek. Since his troops are loyal to Tribitz, he cannot do this himself. If, on the other hand, some adventurers were to take on the job, he would be blameless and free to assume power. Thus, if possible, Herzord (who speaks Common, Goblin and Dwarf) seeks to parlay with the PCs, assuming—since they have made it this deep into Rappan Athuk—that they are quite powerful. This exchange occurs in private, in **Area 13A-10**. Herzord offers the PCs a deal: for the head of Tribitz and his underpriests, he will reward them 5,000 gp.

If the Referee wishes, Tribitz might feel similarly toward Herzord. Although the Captain's might and authority are useful for maintaining a ready fighting force, Tribitz senses Herzord's treachery and knows that he must strike first. Thus, Tribitz could hire the PCs to slay Herzord, for which he would reward them with a *gem of seeing*. Both of these items would be in **Area 12A-16B**, if Tribitz were interested in offering this deal. Otherwise, the room's contents would be as written.

Tactics: Herzord will not likely face the PCs on his own. Should this occur, however, he fights ferociously. If he is reduced to half his hit points, he attempts to drink a *potion of invisibility* and escape. If encountered with his troops, no goblin or hobgoblin flees the combat, no matter how dire the odds, until Herzord himself is dead.

13A-11. Herzord's Bedchamber

This room contains a four-poster bed, a nightstand, an armoire, and an oak trunk. On the walls are tapestries depicting goblinoids felling scores of men in battle. The trunk is locked (Herzord has the key) and holds many fine winter cloaks, fine leather boots, a dress sword (silver rapier), and several nice wool hats. The armoire holds three capes, a suit of silvered chainmail, a halberd, and a heavy crossbow.



13A-12. Herzord's Treasure Room

The door to this secret room is locked (Herzord has the key). It is also **trapped** (see below). The room contains only the treasure.

Poison Gas Trap: Triggered by door; all within 20 ft. of the door must save or die.

Treasure: A small unlocked iron chest containing 6,750 gp.

13A-13. The Bridge and River

A solid stone bridge spans the river, connecting the two portions of the barracks. While unlikely to break, the bridge is without sides or handrails and slightly damp. Anyone attempting to run on the bridge must move at half normal speed or slip and fall into the water.

13A-14. Common Room

The mass of goblin warriors gather here to eat, argue, brawl, and complain. There are two dozen long wooden tables and over a hundred small wooden stools scattered about this large chamber. At present, **100 goblin warriors** are engaged in all the above listed activities. The place is foul smelling and utterly filthy. From time to time, Herzord or one of his lieutenants comes through and commands the warriors to clean the place up, but this has not happened recently.

The goblins here do not automatically assume the PCs are hostile. They

grow suspicious, however, if the PCs attempt to enter **Area 13A-16**, and a band of twenty or so quickly demand some explanations. If, however, the PCs simply poke their heads into the common room to investigate, the goblins take notice but ignore them.

Goblin Warriors (100): HD 2; AC 6 [13]; Atk 1 morningstar (1d6) or javelin (1d6); Move 9; Save 16; AL C; CL/XP 2/30; Special: -1 to hit in sunlight. Gear: Morningstar, ring armor, 2 javelins, pouch with 3d6 sp.

Tactics: Without a leader to rally or guide them, the warriors really have no battle plan. If attacked, they charge their assailants. If the PCs prove too formidable, they retreat to the caves, where they are joined by the rest of the warriors and stage a last defense.

Referee Note: the wholesale slaughter of low-level goblins by high-level PCs should not be rewarded with a pile of experience points. Use your discretion.

If the goblins hear the sounds of combat in **Area 13A-5**, a group of 20 goes to investigate. These warriors are not very alert, however, thus requiring a very loud combat to draw their attention.

13A-15. Kitchen

The food for the entire barracks is prepared here by **6 common goblins** (hp 3 each, non-combatants). The room contains a large fireplace with an enormous pot suspended over it, a wide wooden table for cutting and chopping, and several cleavers and chef's knives hung on the wall. These

goblins have absolutely no interest in fighting and cower in the corner if they hear any trouble in **Area 13A–14**.

13A–16. The Warriors' Caves

Both these large caves house the barracks' 200 goblin warriors. Presently, **50 goblin warriors** are relaxing in each cave. These areas are unlit and are scattered with debris and piles of cloth and hides that might or might not be bedding.

Creatures: The goblins, as they are wont to do, simply lie down wherever it seems comfortable at the time. **As in Area 13A-14**, these goblins are not alert, although they question anyone they do not recognize. Unless successfully bluffed, they become hostile. If attacked, they defend themselves as best they can. If combat breaks out in **Area 13A-14**, 4d6 of these goblins grab their weapons and run to investigate. The rest arrive 10 rounds later, if combat continues.

Goblin Warriors (50): HD 2; AC 6 [13]; Atk 1 morningstar (1d6) or javelin (1d4); Move 9; Save 16; CL/XP 2/30; Special: -1 to hit in sunlight. Gear: Morningstar, ring armor, 2 javelins, pouch with 3d6 sp.