



AREA 1: GOBLIN GUARD ROOM

Encounter Level 2 (675 XP)

SETUP

The goblins in this area guard the stairs leading down into the dungeon. A few goblins lounge around this area, more interested in passing time than in paying attention to the dungeon entrance. A hidden pit trap dug in the center of the room holds a swarm of hungry rats. The rats serve as a hazard for trespassers and a convenient source of snacks for the goblins.

This encounter includes the following creatures.

2 goblin sharpshooters (S)

2 goblin warriors (W)

1 rat swarm (R)

Goblins occupy this portion of the dungeon. This guard room at the base of the stairs serves to warn Balgron about any unwanted visitors. It consists of three connected chambers: the pillared entry hall, a barracks to the south, and a storage room to the southeast.

The goblin sharpshooters spend their time in the barracks. They dare each other to touch the door to the west or else play endless rounds of a dice game. One goblin warrior lazily watches the stairs, while the other pokes around in the storage room. The rats chatter and bite at each other beneath the stone-colored canvas that covers the secret pit.

As the adventurers descend the stairs, read:

The stairway leading down consists of finely crafted stone, perhaps the work of dwarves. A breeze chills you to the bones as you take each step down. The flicker of torchlight spills from a room at the bottom of the stairs.

TACTICS

Goblins are short, gangly humanoids usually covered in filth. The goblin warrior south of the stairs keeps an eye out for intruders. He has a Perception check result of 13 on any attempt to notice someone sneaking down the stairs. The goblins' defense plan is simple. They hope intruders fall into the pit, allowing the goblins to leisurely shoot at them while the rats enjoy an unexpected feast. To accomplish this, the warrior attempts to taunt the PCs to charge after him as he stands on the opposite side of the pit from the stairs. Once alerted to trouble, the sharpshooters move to make ranged attacks against the intruders.

The goblins try to avoid melee. They use the goblin tactics ability to move away from melee attackers who miss them. They head from the guard room to the storage room to the barracks, back to the entrance, and so on. Once a third goblin falls, the survivor tries to run to Area 2 or 3 (whichever is closer) for help.

The rats attack any target, adventurer or goblin, that falls into the pit. If a bull rush forces a creature into the pit, it can immediately attempt a saving throw to avoid going over the edge. This works just like a normal saving throw, except the creature makes it as soon as it reaches the edge and not at the end of its turn. On a result lower than 10, the creature goes over the edge and falls. On a result of 10 or higher, the creature falls prone in the last square it occupied before it would have fallen.

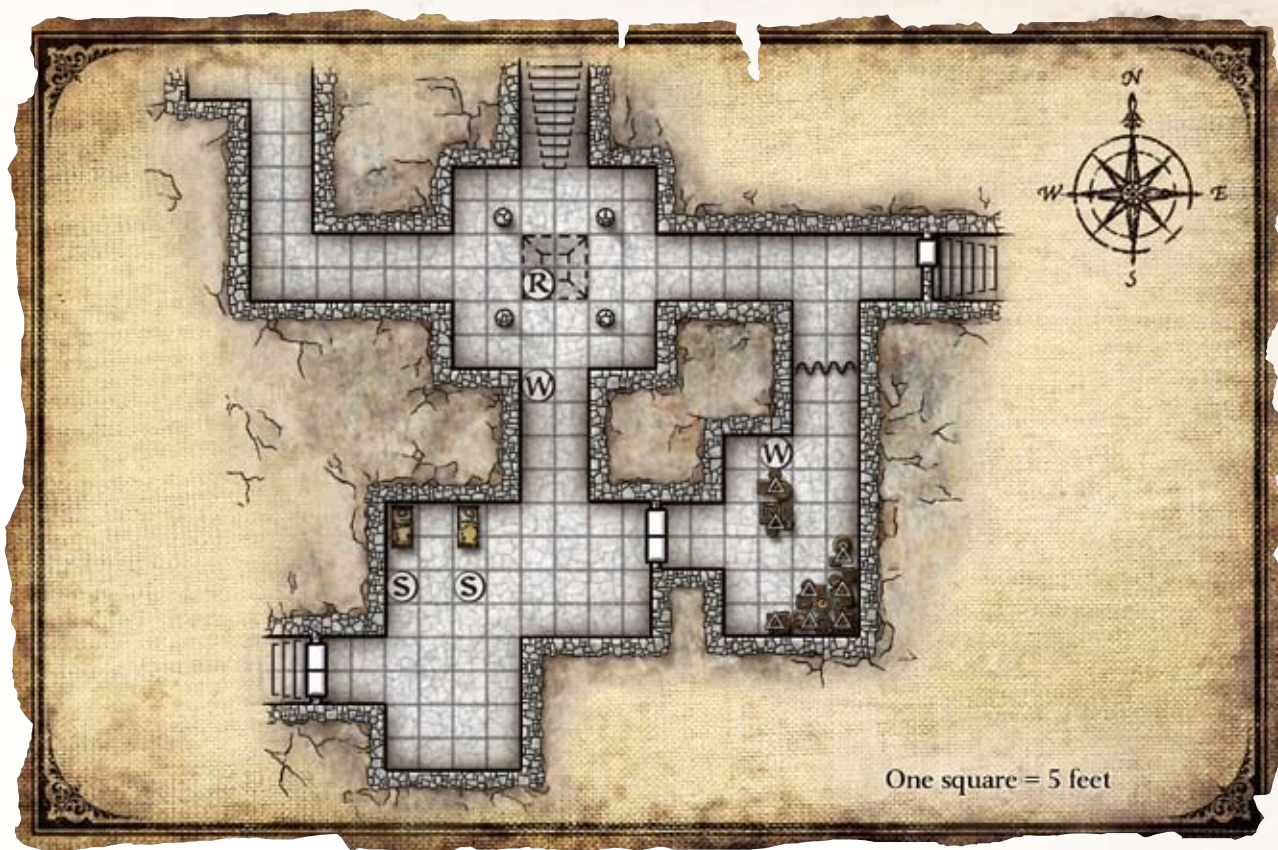
Perception Check

DC 10 *The smell of unwashed bodies is strong.*

DC 14 *Chattering squeaks pierce the otherwise silent ruins.*

Rat Swarm (R)		Level 2 Skirmisher
Medium natural beast (swarm)		XP 125
Initiative +6	Senses Perception +6; low-light vision	
Swarm Attack aura 1; the rat swarm makes a basic attack as a free action against each enemy that begins its turn in the aura.		
HP 36; Bloodied 18		
AC 15; Fortitude 12, Reflex 14, Will 11		
Resist half damage from melee and ranged attacks; Vulnerable 5 against close and area attacks		
Speed 4, climb 2		
⬇ Swarm of Teeth (standard; at-will)		
+6 vs. AC; 1d6 + 3 damage, and ongoing 3 damage (save ends).		
Alignment Unaligned		Languages –
Str 12 (+2)	Dex 17 (+4)	Wis 10 (+1)
Con 12 (+2)	Int 2 (-3)	Cha 9 (+0)

2 Goblin Sharpshooters (G)		Level 2 Artillery
Small natural humanoid		XP 125 each
Initiative +5 Senses Perception +2; low-light vision		
HP 31; Bloodied 15		
AC 16; Fortitude 12, Reflex 14, Will 11		
Speed 6; see also <i>goblin tactics</i>		
⚔ Short Sword (standard; at-will) ♦ Weapon		
+6 vs. AC; 1d6 + 2 damage.		
🏹 Hand Crossbow (standard; at-will) ♦ Weapon		
Ranged 10/20; +9 vs. AC; 1d6 + 4 damage.		
Sniper		
A hidden goblin sharpshooter that misses with a ranged attack remains hidden.		
Combat Advantage		
The goblin sharpshooter deals an extra 1d6 damage against any target it has combat advantage against.		
Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)		
A goblin shifts 1 square.		
Alignment Evil		Languages Common, Goblin
Skills Stealth +12, Thievery +12		
Str 14 (+3)	Dex 18 (+5)	Wis 13 (+2)
Con 13 (+2)	Int 8 (+0)	Cha 8 (+0)
Equipment leather armor, short sword, hand crossbow with 20 bolts		



2 Goblin Warriors (W)		Level 1 Skirmisher
Small natural humanoid		XP 100 each
Initiative +5	Senses Perception +1; low-light vision	
HP 29; Bloodied 14		
AC 17; Fortitude 13, Reflex 15, Will 12		
Speed 6; see also <i>mobile ranged attack</i> and <i>goblin tactics</i>		
⬆ Spear (standard; at-will) ⬆ Weapon		
+6 vs. AC; 1d8 + 2 damage.		
⌵ Javelin (standard; at-will) ⬆ Weapon		
Ranged 10/20; +6 vs. AC; 1d6 + 2 damage.		
Mobile Ranged Attack (standard; at-will)		
The goblin warrior can move up to half its speed; at any point during that movement, it can make one ranged attack without provoking an opportunity attack.		
Great Position		
If, on its turn, the goblin warrior ends its move at least 4 squares away from its starting point, it deals an extra 1d6 damage on its ranged attacks until the start of its next turn.		
Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)		
A goblin shifts 1 square.		
Alignment Evil	Languages Common, Goblin	
Skills Stealth +10, Thievery +10		
Str 14 (+2)	Dex 17 (+3)	Wis 12 (+1)
Con 13 (+1)	Int 8 (-1)	Cha 8 (-1)
Equipment leather armor, spear, 5 javelins		

FEATURES OF THE AREA

Illumination: Bright light.

Pillars: The pit trap in the center of the guard room is surrounded by four slender pillars that provide cover. They cannot be tipped over, broken, or otherwise manipulated.

Curtain: This thick tapestry blocks line of sight and line of effect and provides an obstacle between squares, requiring 2 squares of movement for a Medium creature to move through it. A PC can pull down the curtain with a DC 10 Strength check.

Pit Trap: The goblins dug the pit and covered it with a stone-colored canvas. Any PC moving into or past the trap falls in. The trap is hidden until triggered and functions only one time. Anyone who falls into the pit takes 1d10 points of damage and falls prone. The rat swarm attacks anything that falls into the pit. A DC 15 Athletics check is required to climb out of the pit. A character actively searching for traps might discover the pit trap before it triggers with a DC 20 Perception check.

Treasure: The goblins have a total of 43 gp and 51 sp between them.