

# Master Accessories

## Dangerous Dungeons

# Goblins' Lair



The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; **Characters**; characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, **Creatures**, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise **Create** Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

## 15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.  
System Rules Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

Master Accessories, Dangerous Dungeons, Goblins' Lairs © by Øone Roleplaying Games

## Dangerous Dungeons Goblins' Lairs

Concept by Mario Barbat  
Graphic Design by O'Bully  
Cartography by Guido Barbat and O'Bully  
Cover art by O'Bully

Requires the use of the Dungeons & Dragons® Player's Handbook, Third Edition, published by Wizards of the Coast®

Dungeons & Dragons® and Wizards of the Coast® are Registered Trademarks of Wizards of the Coast, and are used with Permission.

Every Reference to other copyrighted material in no way constitutes a challenge to the respective copyright holders of that material.

A) The following elements in this book is hereby designated as open game content, in accordance with the open game licence:

- 1- All Stat Blocks
- 2- All the game mechanics wholly derived from the d20 System Reference Document.

B) the following elements in this book are hereby identified as "product identity":

- 1- All not mentioned at the point "A"
- 2- Øone Roleplaying Games identifying marks and product titles.
- 3- All artwork and graphic design.

The reproduction or retransmission of this book, except for his open gaming content, without written permission of the copyright holder is expressly forbidden, except for the purpose of reviews.

'D20 System' and the 'D20 System' logo are Trademarks owned by Wizards of the Coast and are used according to the terms of the D20 System License version 3.0. A copy of this License can be found at [www.wizards.com/d20](http://www.wizards.com/d20).

**Øone Roleplaying Games**  
[www.Øonegames.com](http://www.Øonegames.com)  
[master@Øonegames.com](mailto:master@Øonegames.com)





# Dangerous Dungeons

# Goblins' Lairs

---

## Summary

### **4- How To Use This Accessory**

#### **5 -Maps**

- 5- Goblin Outpost (line art)
- 6- Goblin Outpost (color)
- 7- Goblin Outpost (B&W)
- 8- Goblin Outpost axonometric view (color)
- 9- Goblin Outpost axonometric view (B&W)
- 10- Sighting Tower (line art)
- 11- Sighting Tower (color)
- 12- Sighting Tower (B&W)
- 13- Sighting Tower axonometric view (color)
- 14- Sighting Tower axonometric view (B&W)
- 15- Abandoned Manor (line art)
- 16- Abandoned Manor (color)
- 17- Abandoned Manor (B&W)
- 18- Abandoned Manor axonometric view (color)
- 19- Abandoned Manor axonometric view (B&W)
- 20- Goblin Dungeon, 1st level (line art)
- 21- Goblin Dungeon, 1st level (color)
- 22- Goblin Dungeon, 1st level (B&W)
- 23- Goblin Dungeon, 2nd level (line art)
- 24- Goblin Dungeon, 2nd level (color)
- 25- Goblin Dungeon, 2nd level (B&W)
- 26- Occupied Dwarven Complex (line art)
- 28- Occupied Dwarven Complex (color)
- 30- Occupied Dwarven Complex (B&W)

- 32- Abandoned Cathedral elevations

- 33- Abandoned Cathedral (line art)

- 34- Abandoned Cathedral (color)

- 35- Abandoned Cathedral (B&W)

- 36- Abandoned Cathedral axonometric view (color)

- 37- Abandoned Cathedral axonometric view (B&W)

#### **38- Handouts**

- 38- Old journal (color)

- 39- Old journal (B&W)

- 40- Old journal (blank, color)

- 41- Old journal (blank, B&W)

- 42- Lost map (color)

- 43- Lost map (B&W)

- 44- Lost map (blank, color)

- 45- Lost map (blank, B&W)

- 46- Notebook (color)

- 47- Notebook (B&W)

- 48- Notebook (blank, color)

- 49- Notebook (blank, B&W)

- 50- Paper (color)

- 51- Paper (B&W)

- 52- Paper (blank, color)

- 53- Paper (blank, B&W)

#### **54- Monsters**

- 61- High Level Foes



---

  
**Dangerous Dungeons**  
**Gobblins' Lairs**

---

Welcome,

This book presents all the material you need to write a dungeon-based adventure actually without the adventure itself. If you need a dungeon ready to throw before your players or if you need a solid platform to build your own detailed adventure, Gobblins' Lairs will prove very useful.

### How to use this book

The book is divided in three sections: maps, handouts and monsters. Together these sections form the bare bones of adventures. You are free to use this accessory as you wish; the PDF file is free for you to modify, it will allow you to save a copy with your modifications.

### Maps

The maps are the first step for a dungeon-based adventure. Since the goblins usually occupy complexes formerly belonged to other races, you will find a broad selection of building and dungeons complexes. For each dungeon or building you will get: a line art map, easy to print with minimum ink waste, a color map with its black and white version and, where needed, perspective and axonometric views. Each map has blank spaces for your numbers and notes. Intelligent text fields allow you to change the maps with minimum effort. Simply type your room number (or anything else you want) on the room and it will appear on each room of each version of the chosen map. This will work for the map title also: simply click on the title and change it, the title will change in each version of the same map. A small sword points always northward, click on the text to change the orientation of your map.

Alternatively, if you are not confident with computers, you can print out the maps and use a pencil to mark your rooms and add notes.











### Handouts

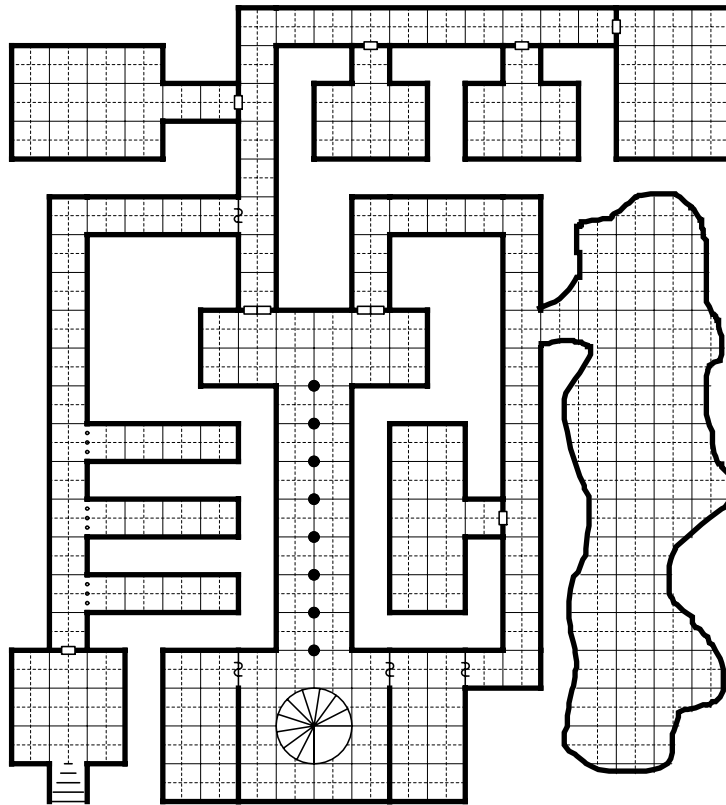
The handouts section provides several handouts you can use to give the players clues and hints about your adventure. For each handout there is a "ready" version, which also shows you how can use it and a "blank" version you can customize. There is a text field on each blank handout, but you can print it out and draw on it to show to your players dungeons sections, strange symbols or anything you need to show.

### Monster Stats

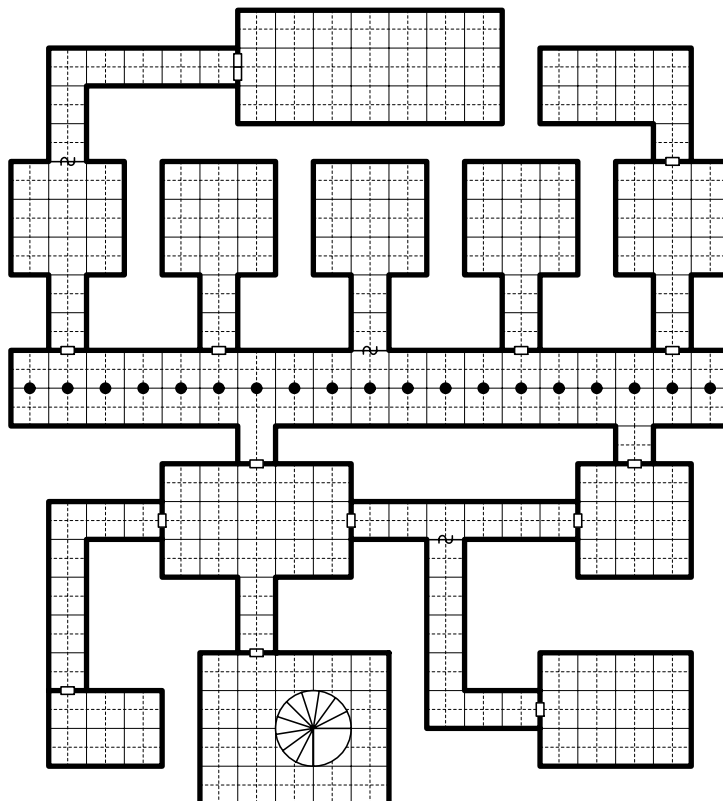
The last section presents a wide range of ready-to-use monsters stats. Obviously the stats do not cover all but you can copy and paste the stats on another text document and modify them to best suit your needs. Some high level foes are provided. They are high-level characters you can use as main villains in your adventures by adding background information and other notes.

### Symbols

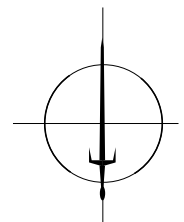
	door
	double door
	portcullis
	secret door
	statue
	fireplace
	pillar
	stair
	spiral stair
	trapdoor



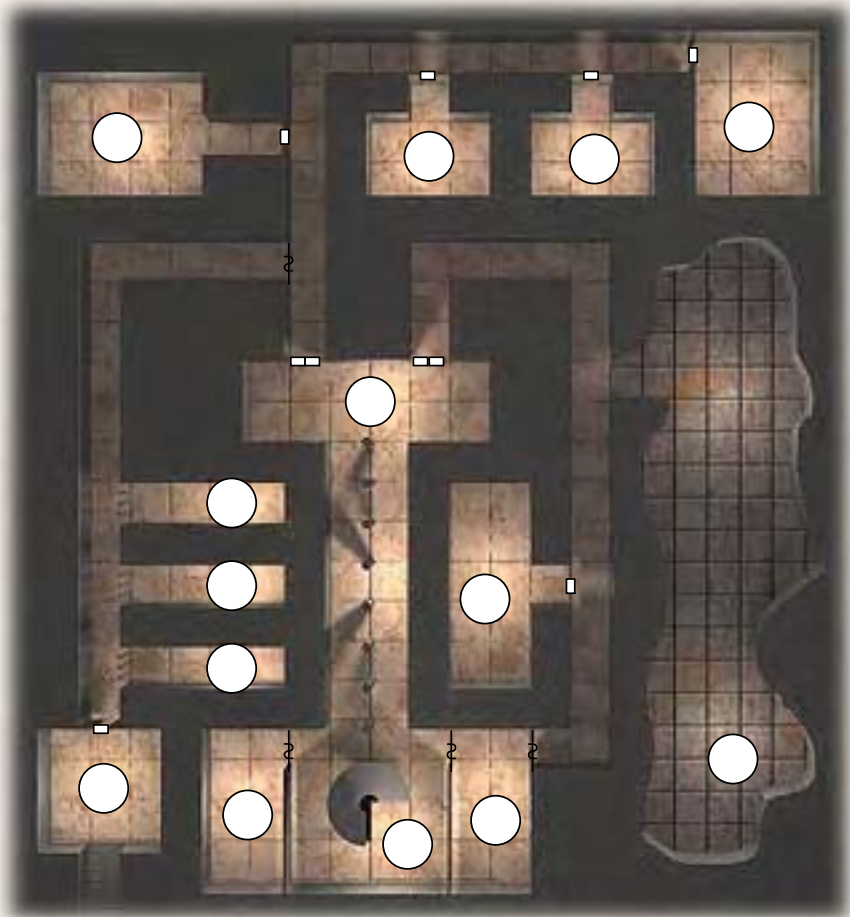
Level 1



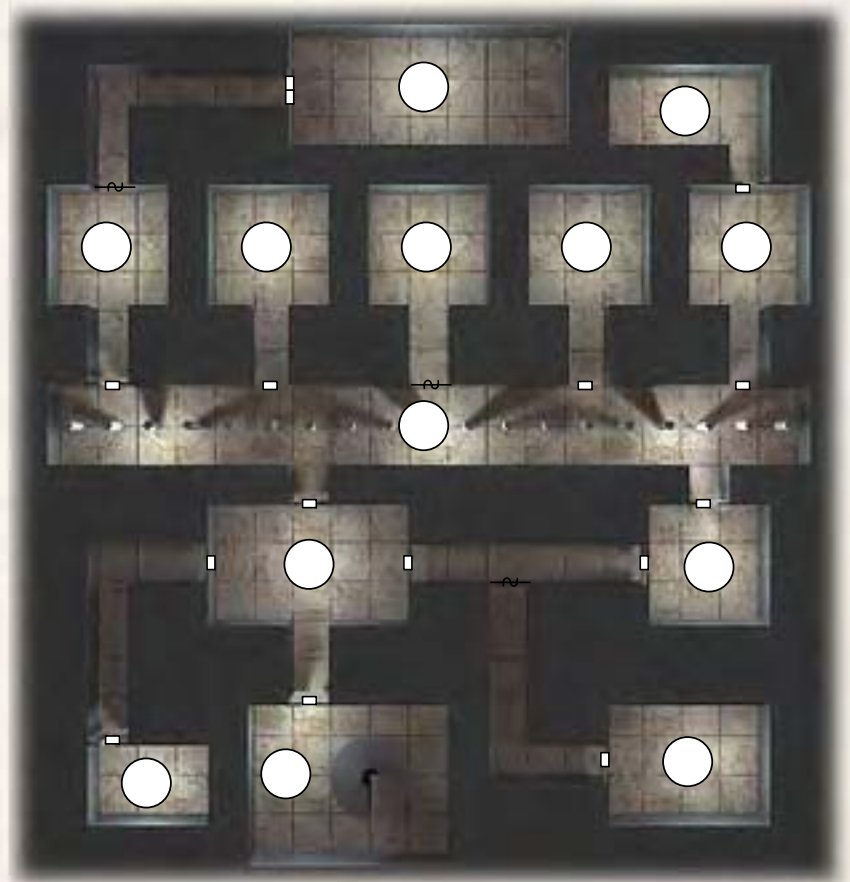
Level 2



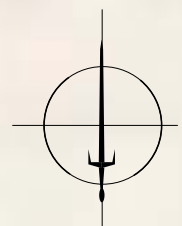
1 square = 5 feet



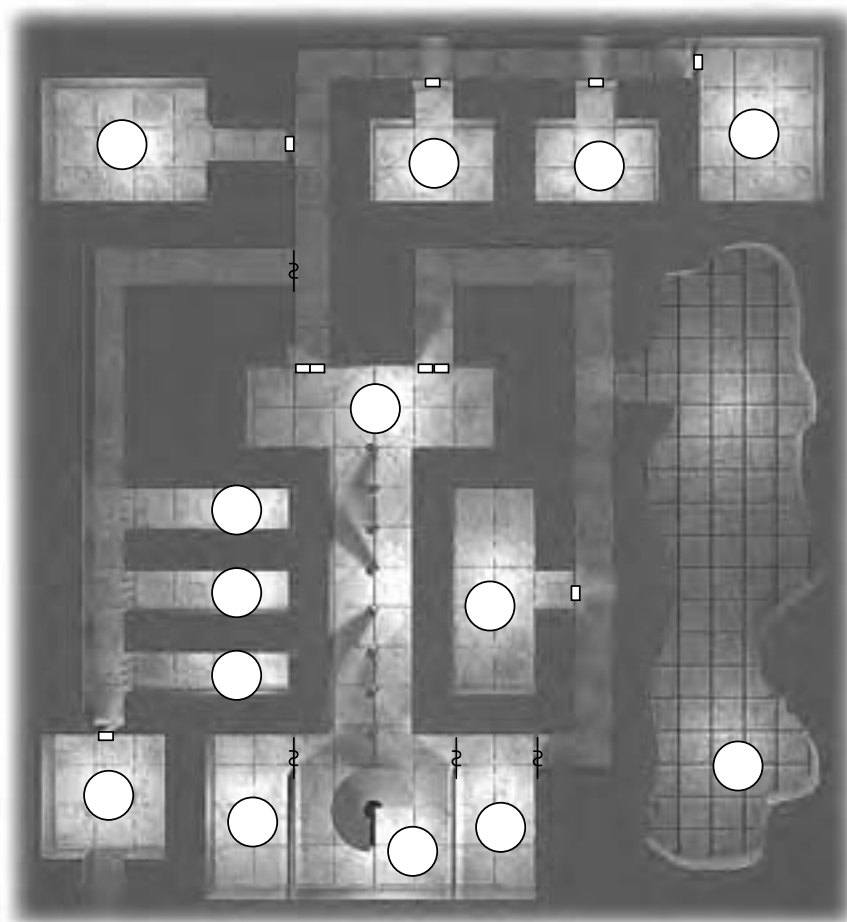
Level 1



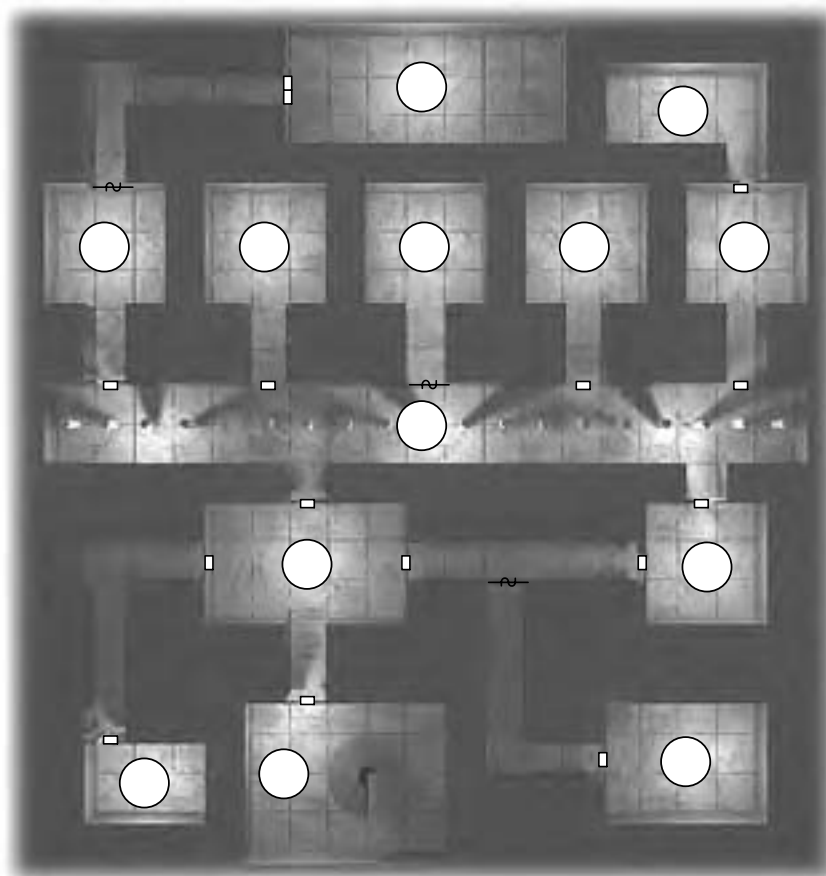
Level 2



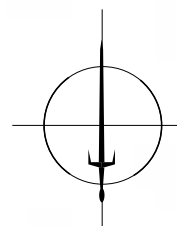
1 square = 10 feet



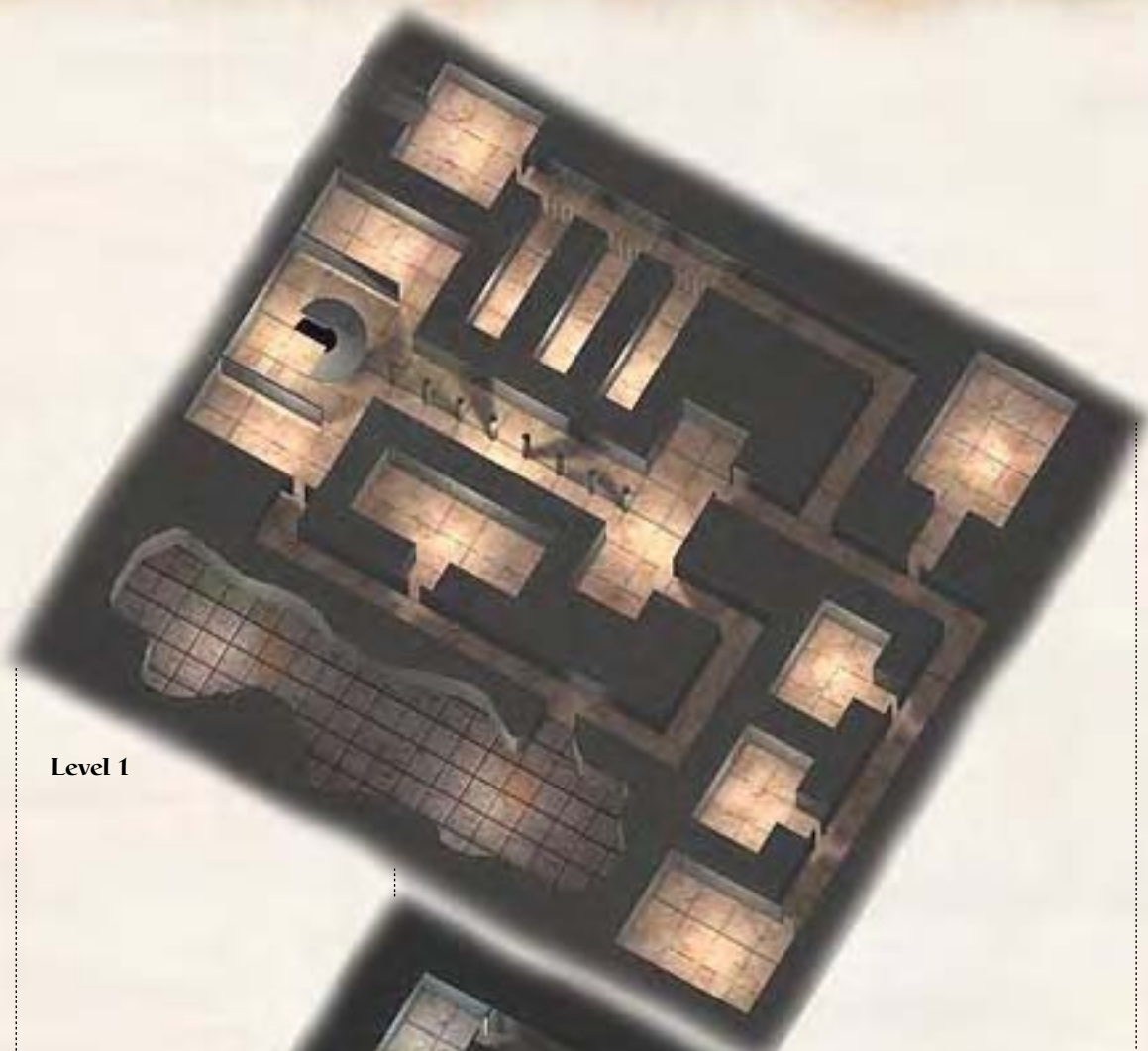
**Level 1**



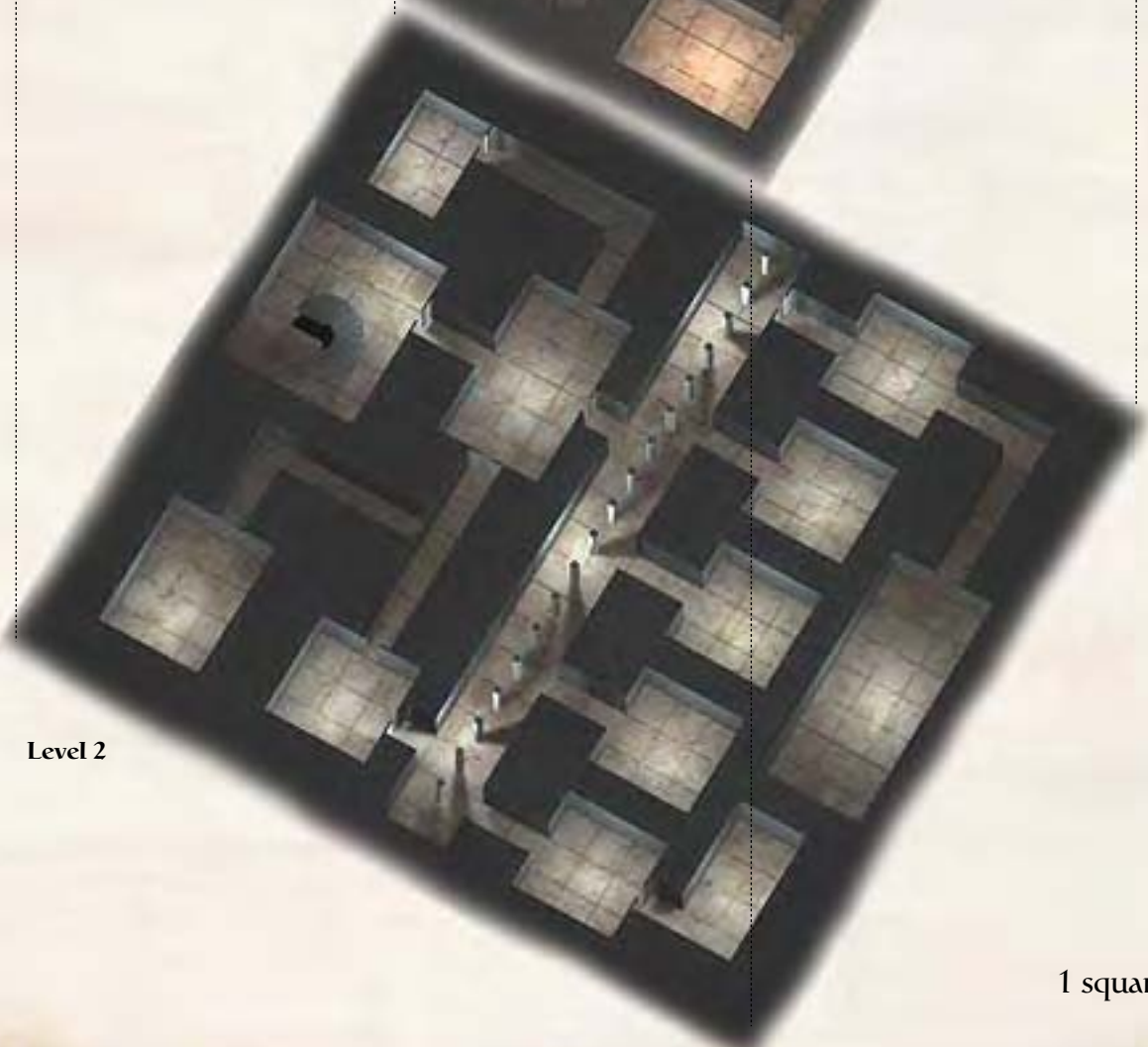
**Level 2**



1 square = 10 feet

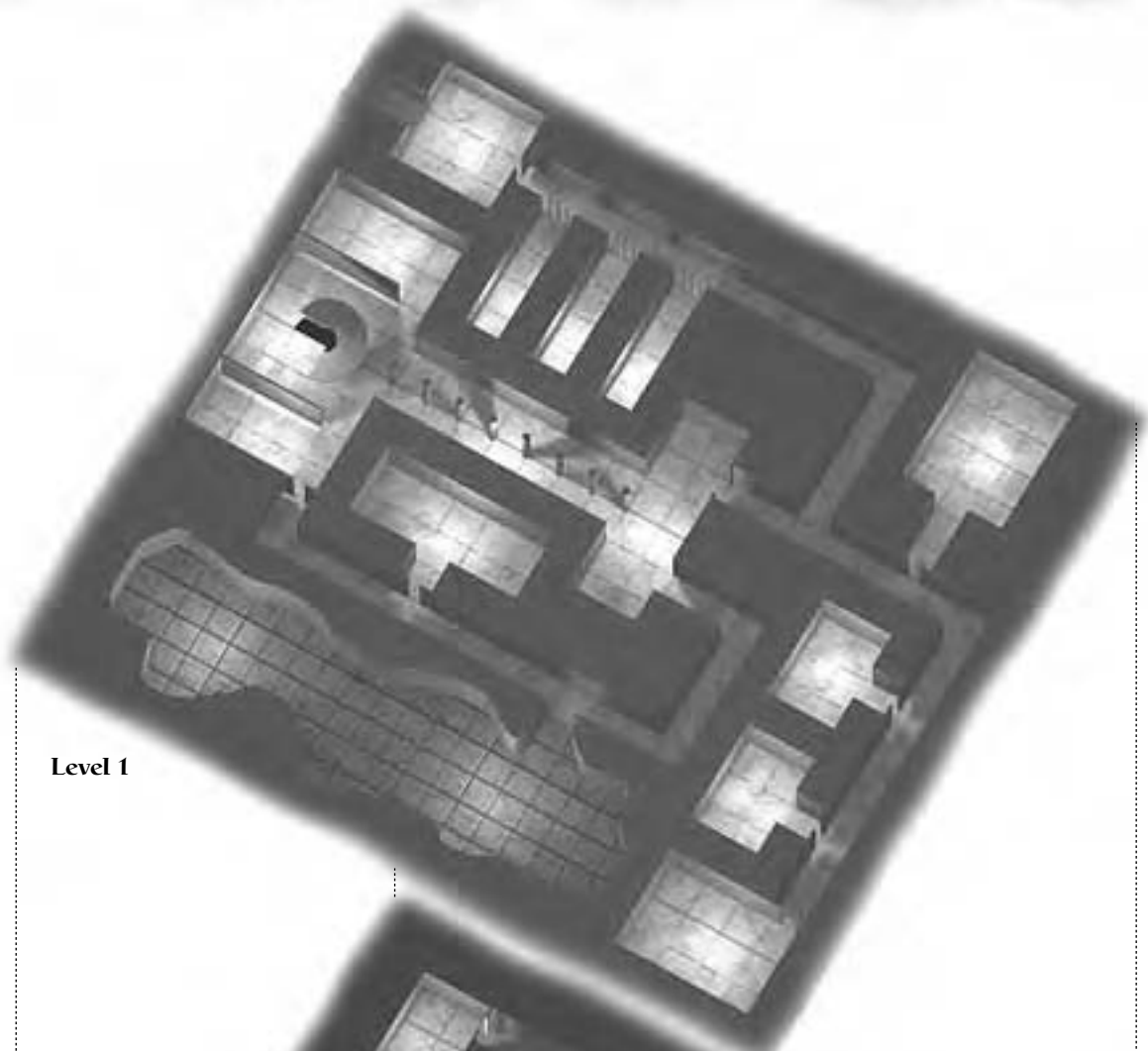


Level 1

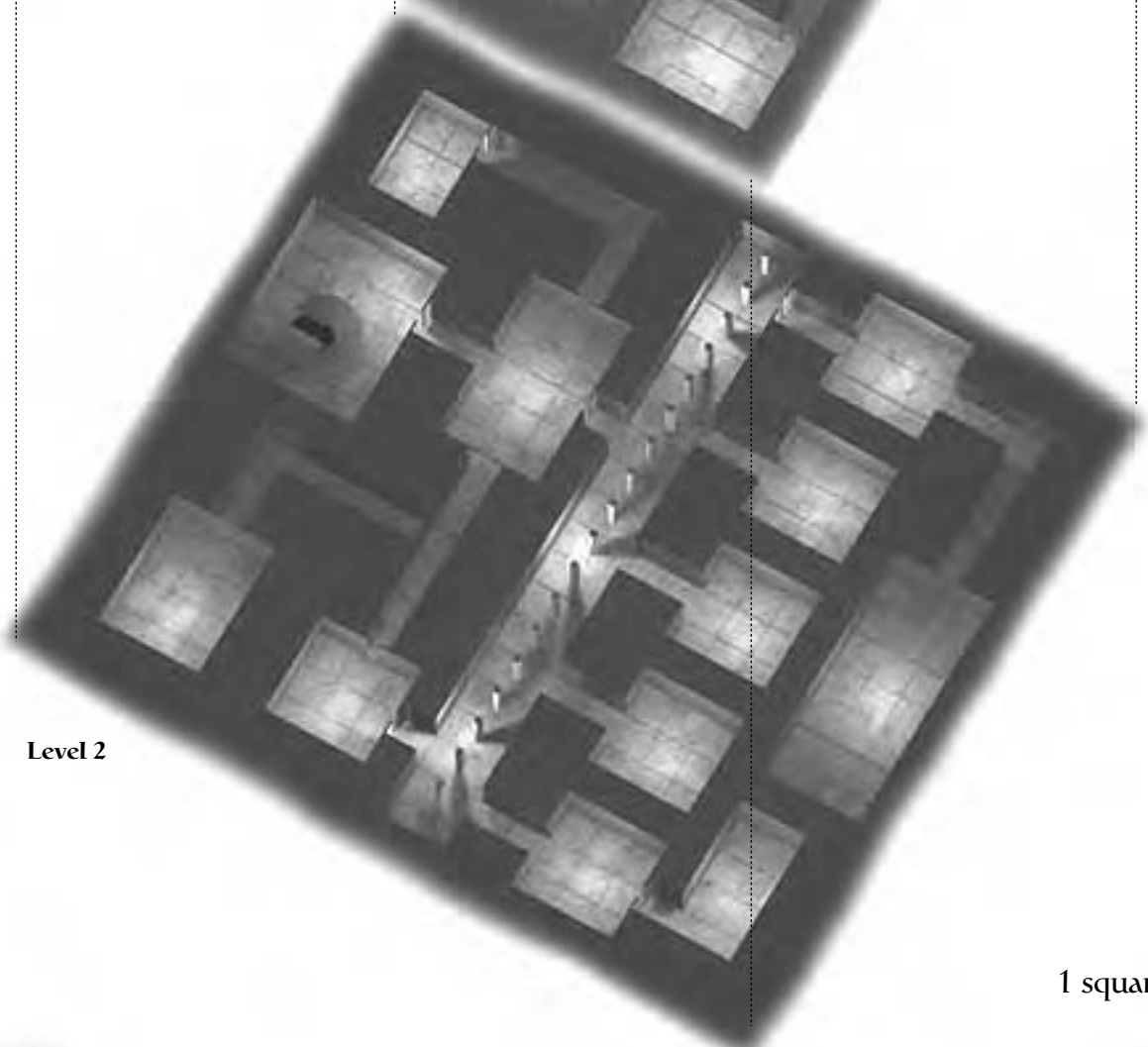


Level 2

1 square = 10 feet

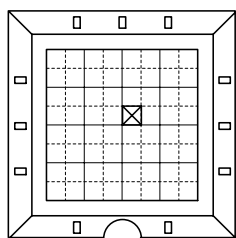


Level 1

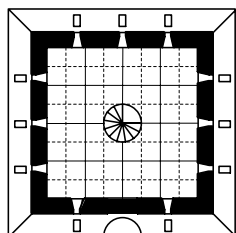


Level 2

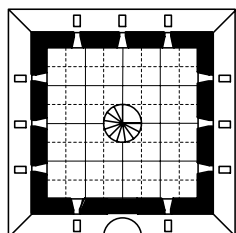
1 square = 10 feet



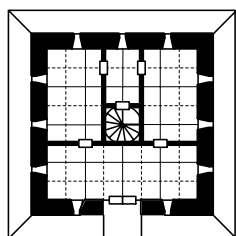
**Rooftop**



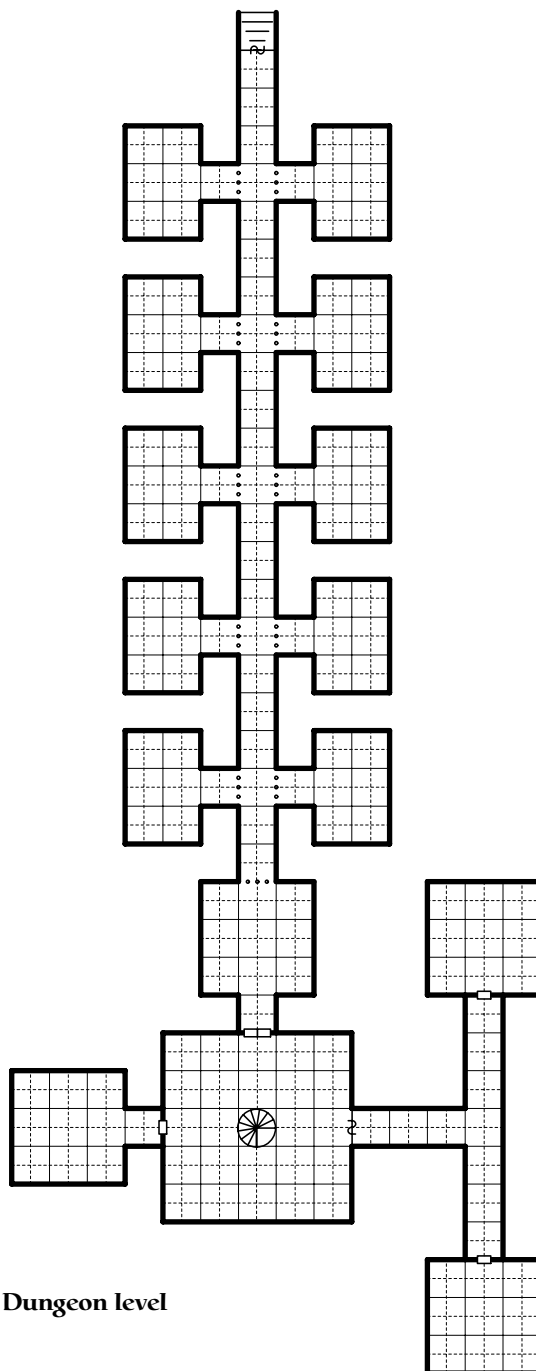
**Second Level**



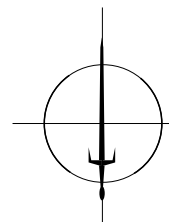
**First Level**



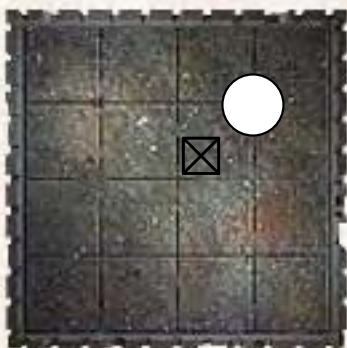
**Ground Level**



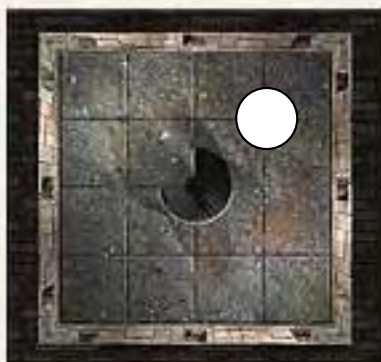
**Dungeon level**



1 square = 5 feet



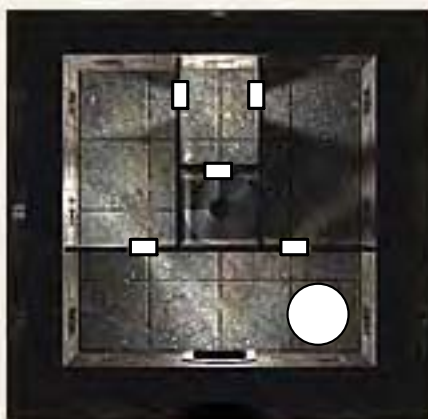
Rooftop



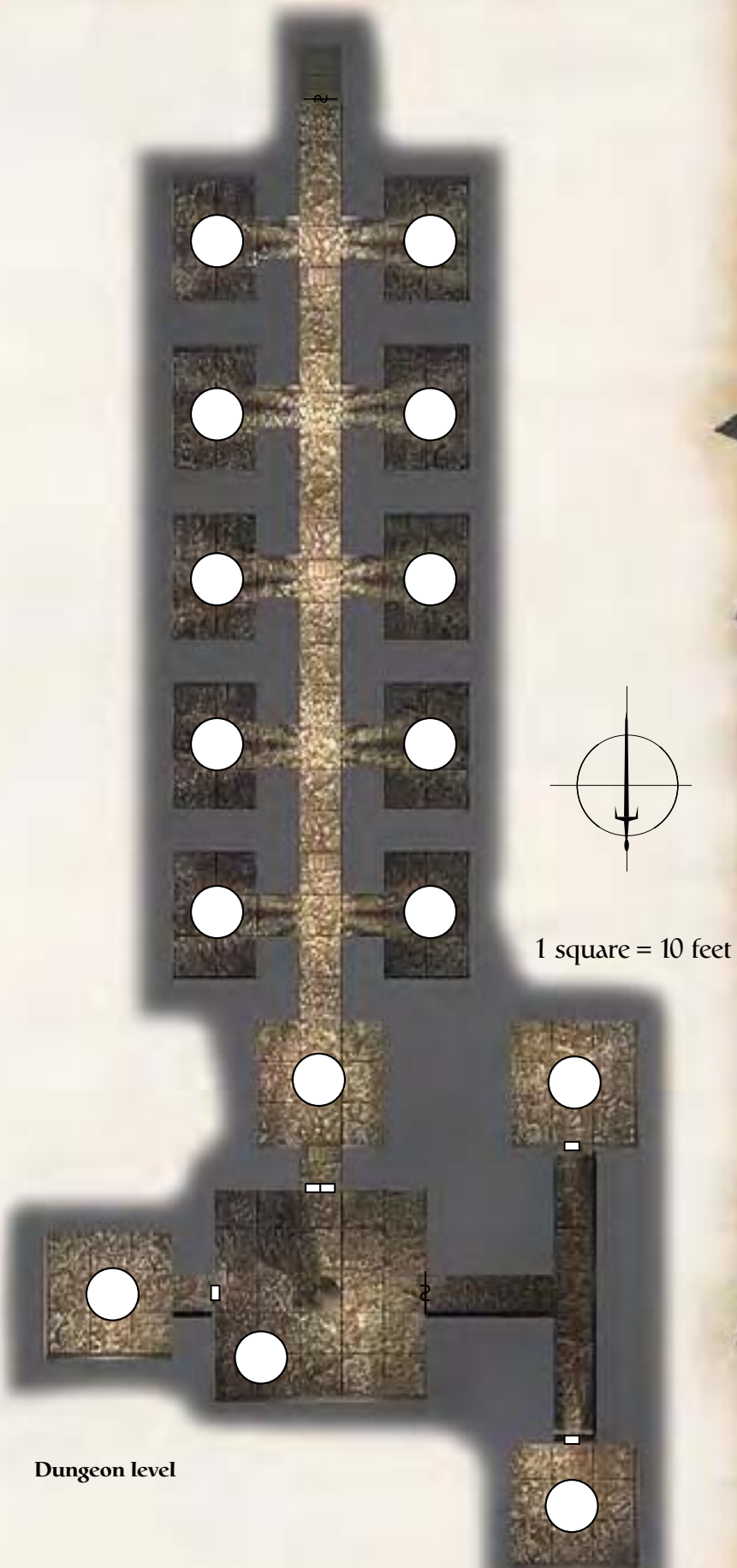
Second Level



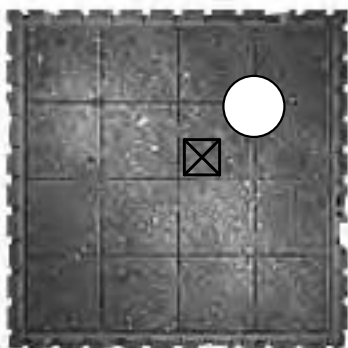
First Level



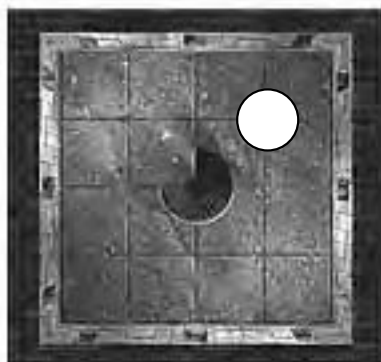
Ground Level



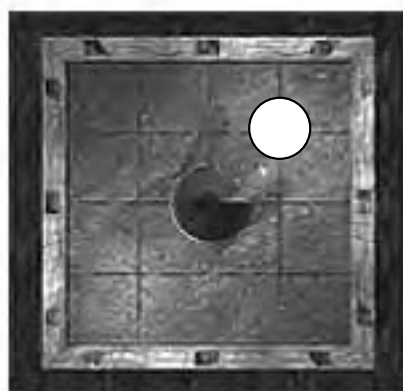
Dungeon level



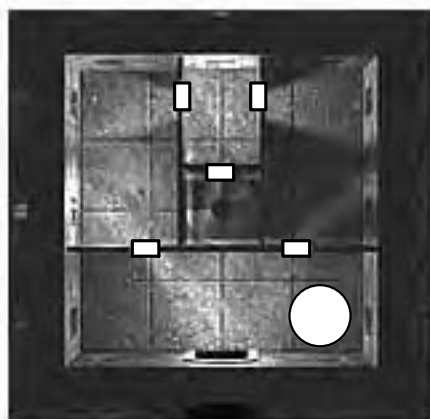
Rooftop



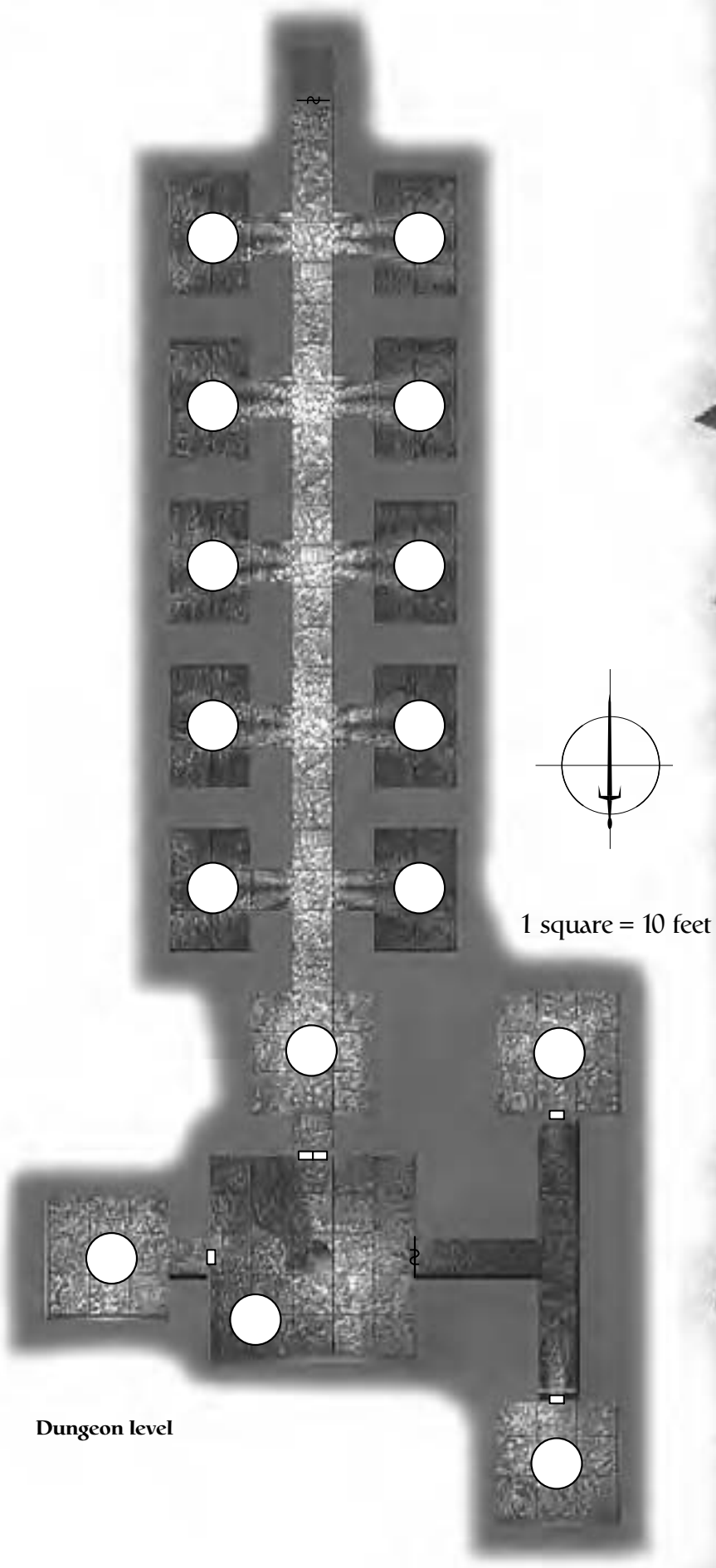
Second Level



First Level



Ground Level



Dungeon level

Rooftop

Second Level

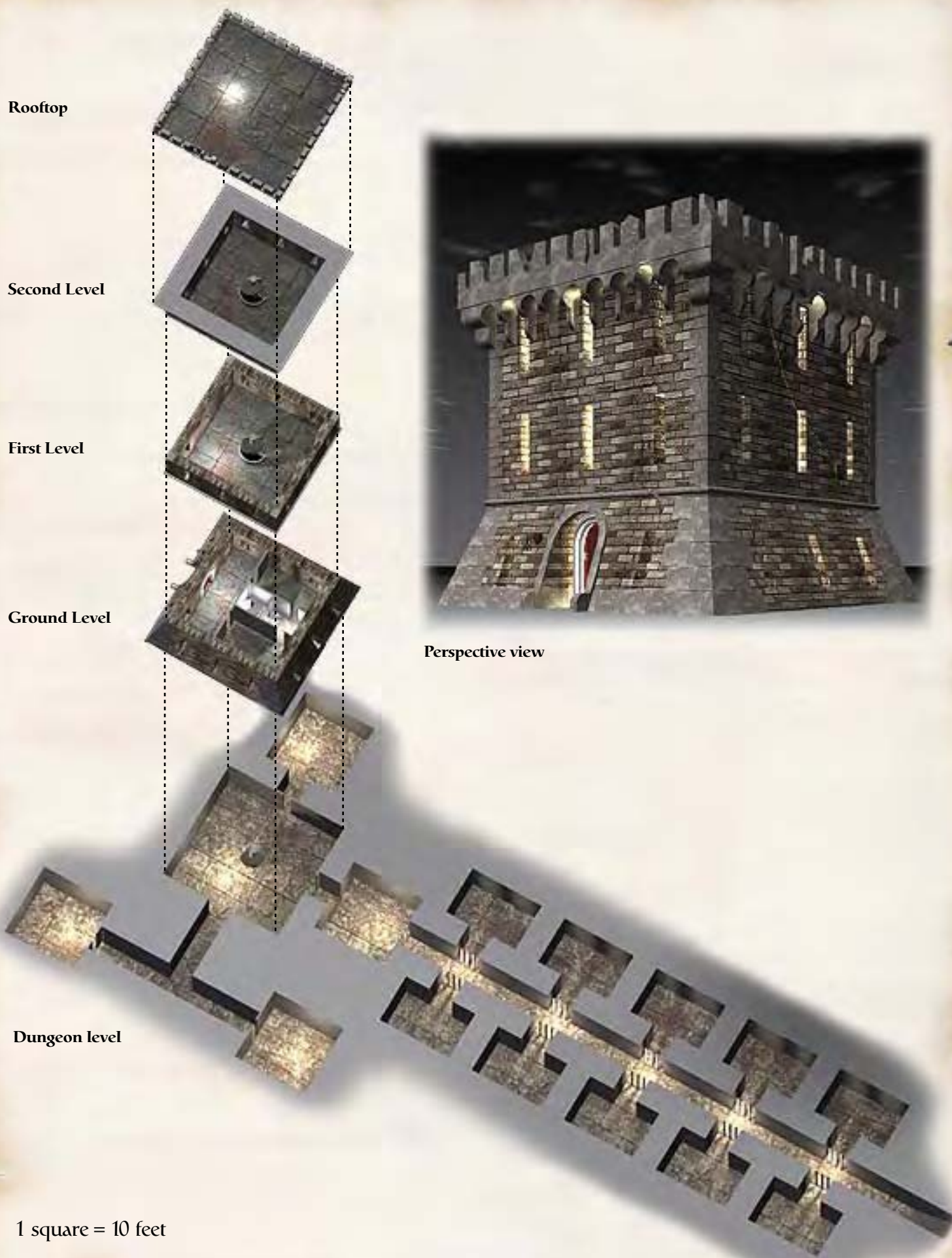
First Level

Ground Level

Dungeon level



Perspective view



1 square = 10 feet

Rooftop

Second Level

First Level

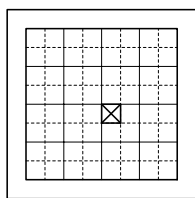
Ground Level

Dungeon level

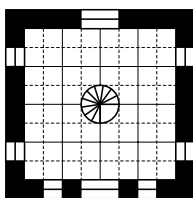


Perspective view

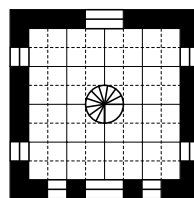
1 square = 10 feet



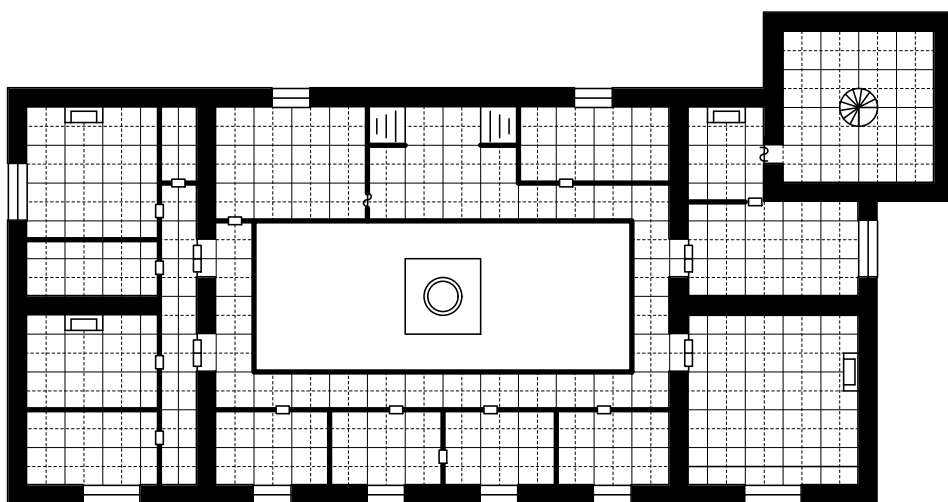
**Rooftop**



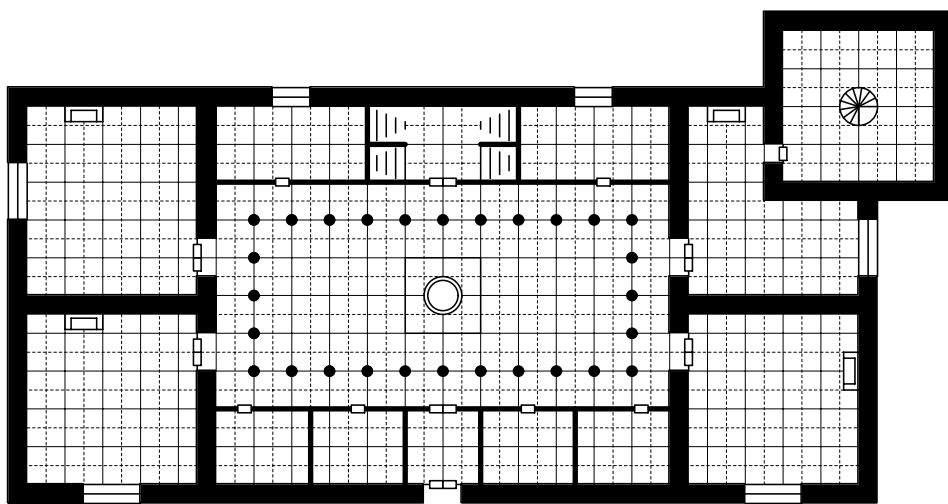
**Third floor**



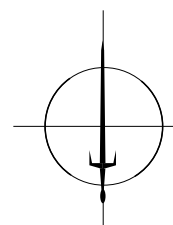
**Second floor**



**First floor**



**Ground floor**



1 square = 5 feet



Rooftop



Third floor



Second floor



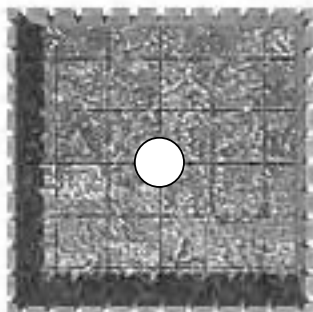
First floor



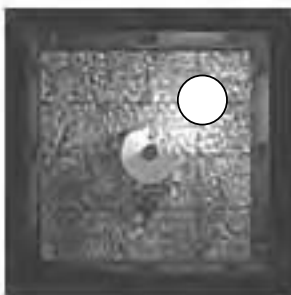
Ground floor



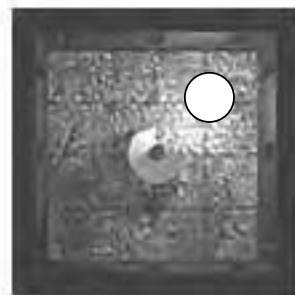
1 square = 10 feet



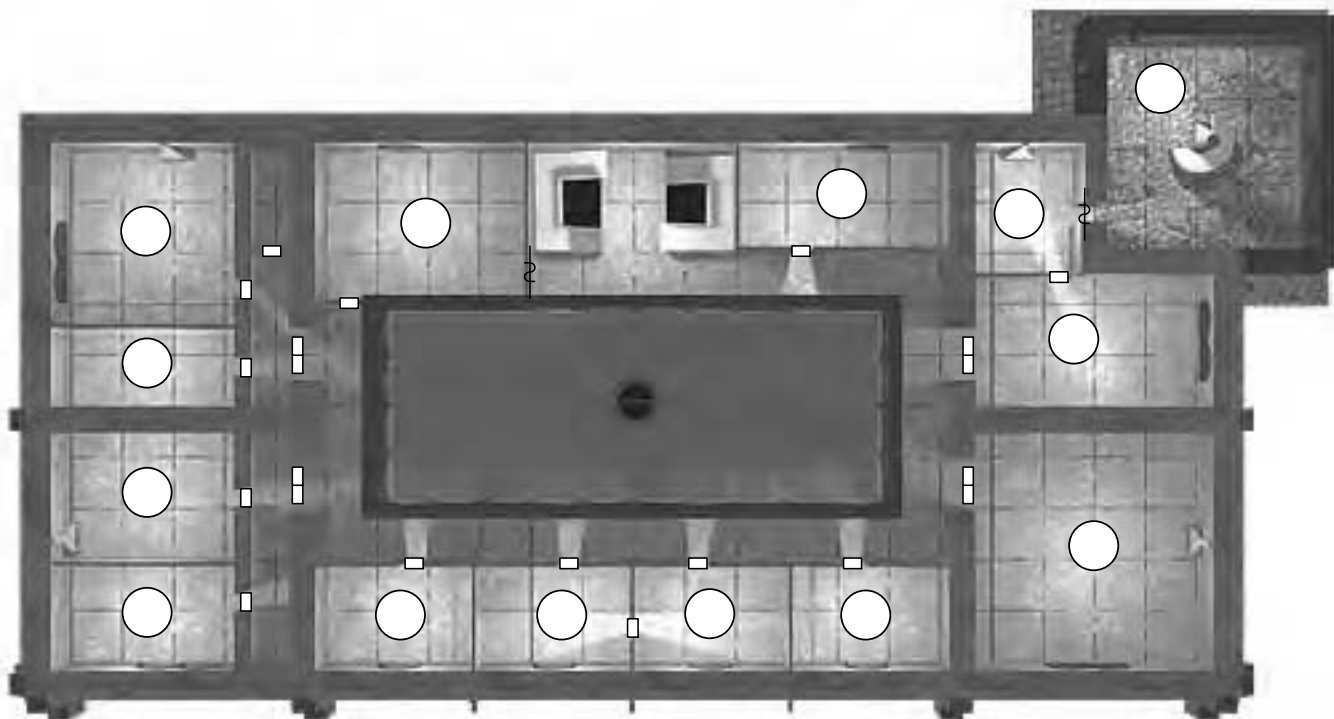
**Rooftop**



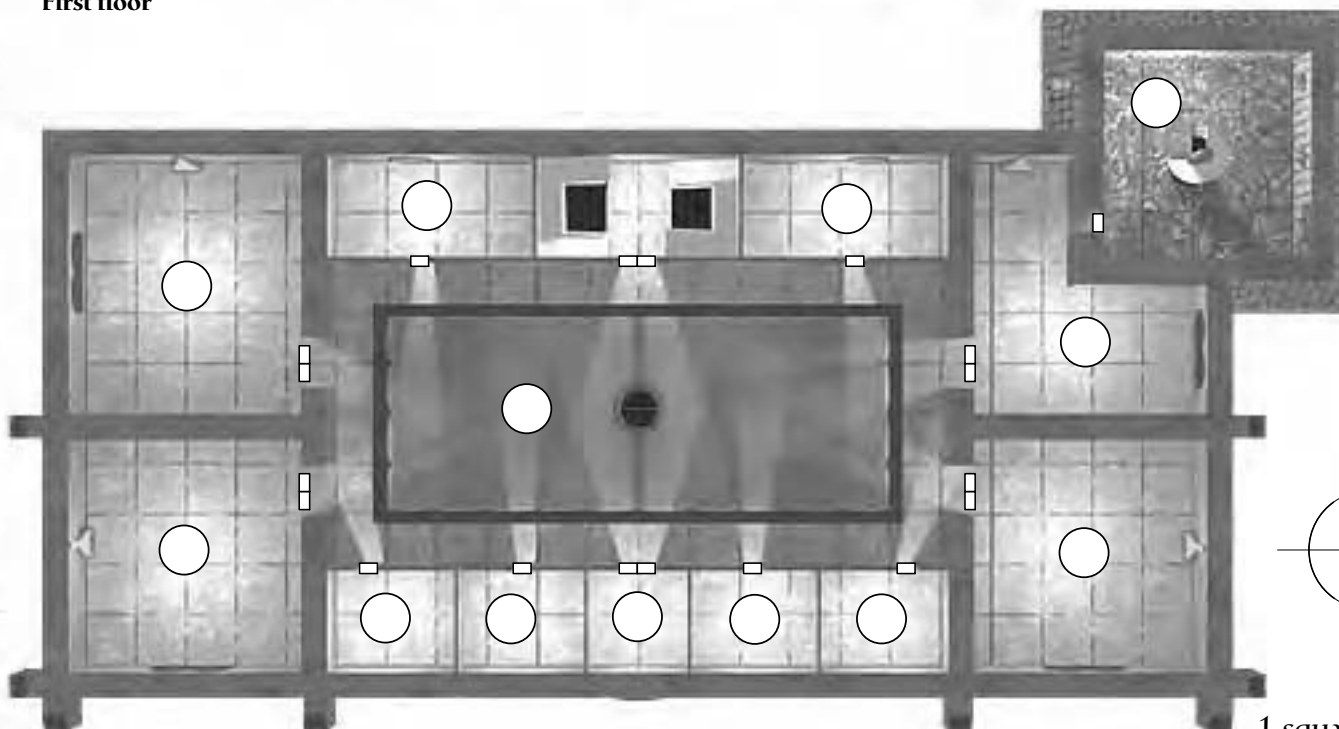
**Third floor**



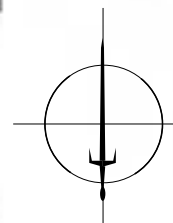
**Second floor**



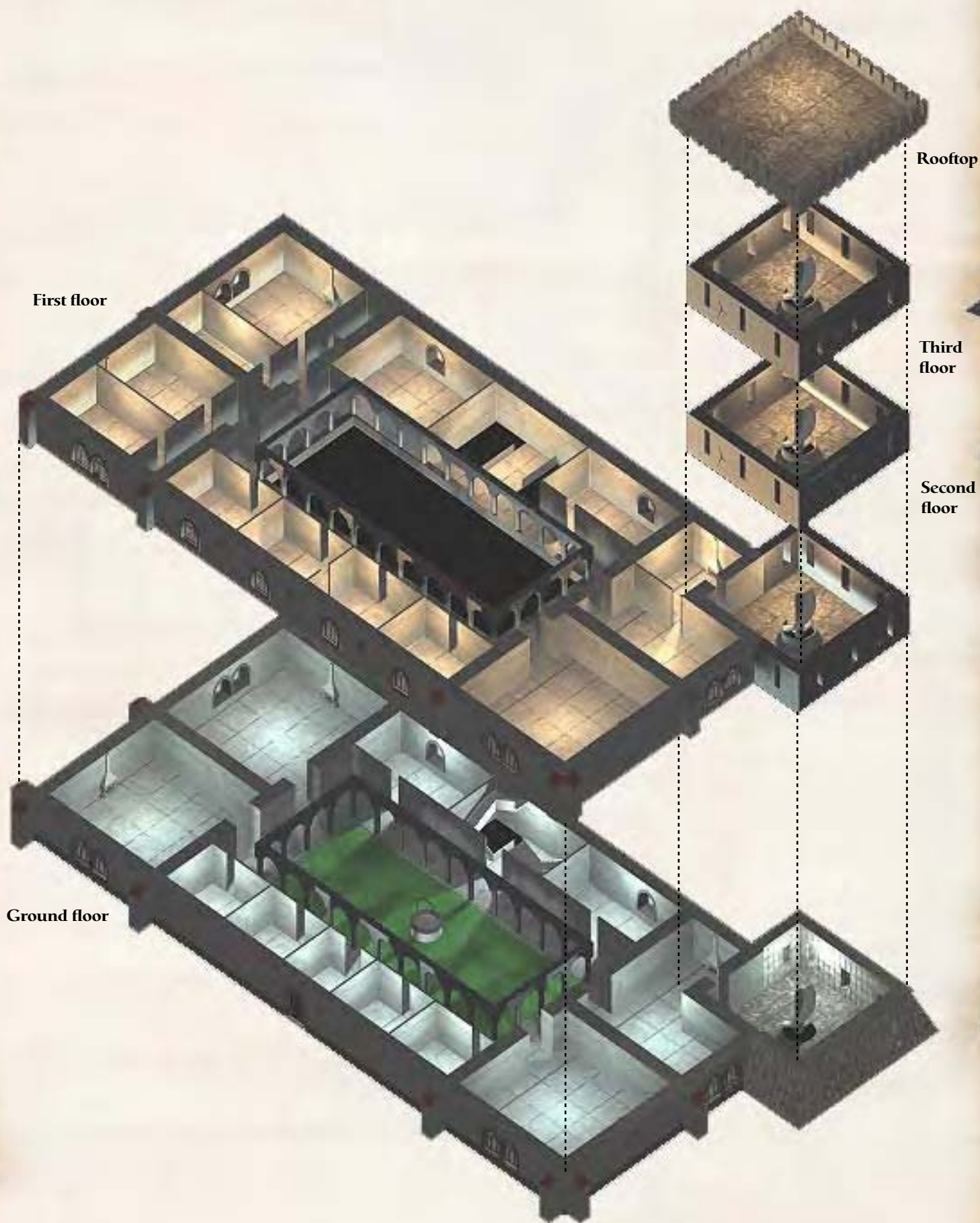
**First floor**



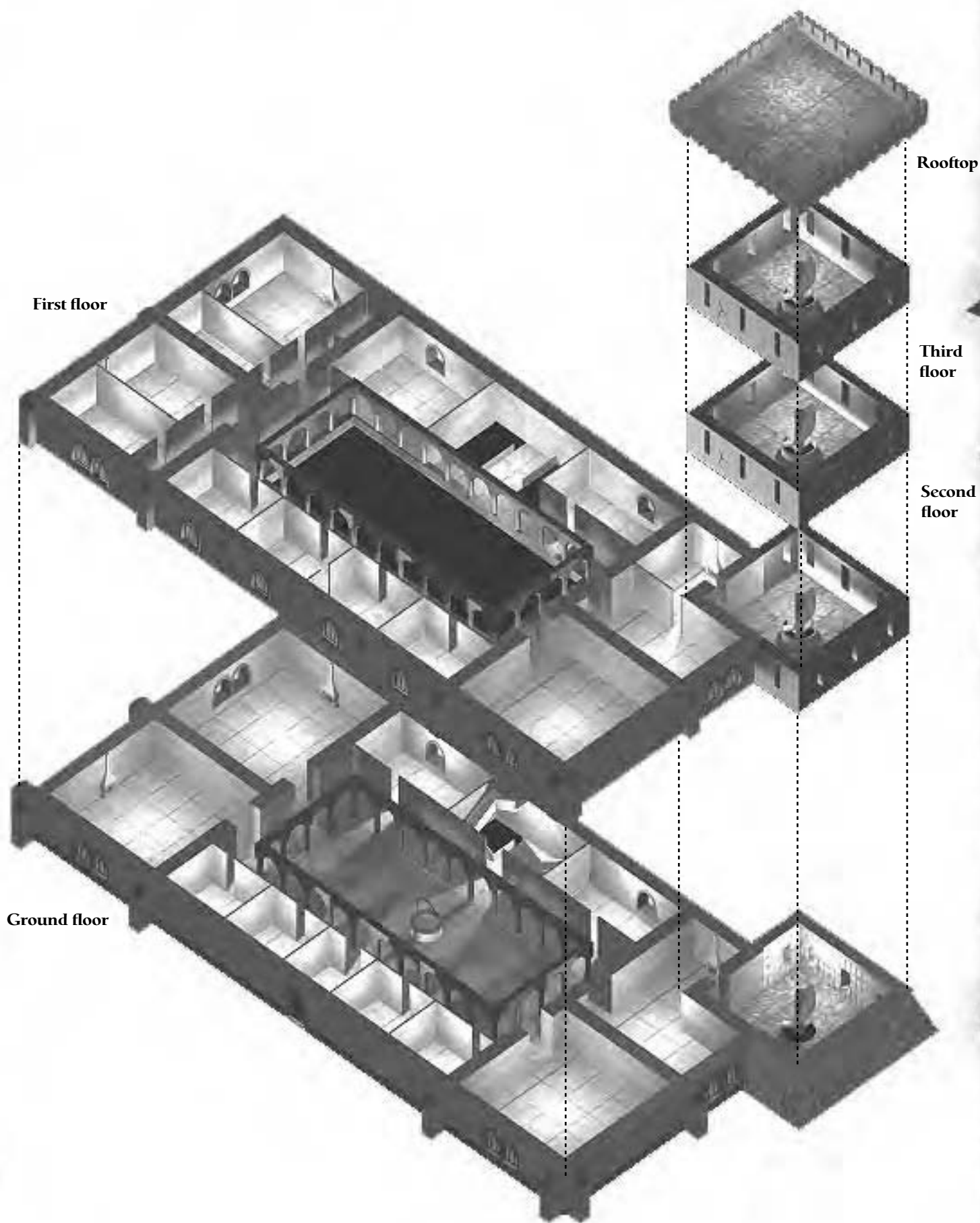
**Ground floor**



1 square = 10 feet

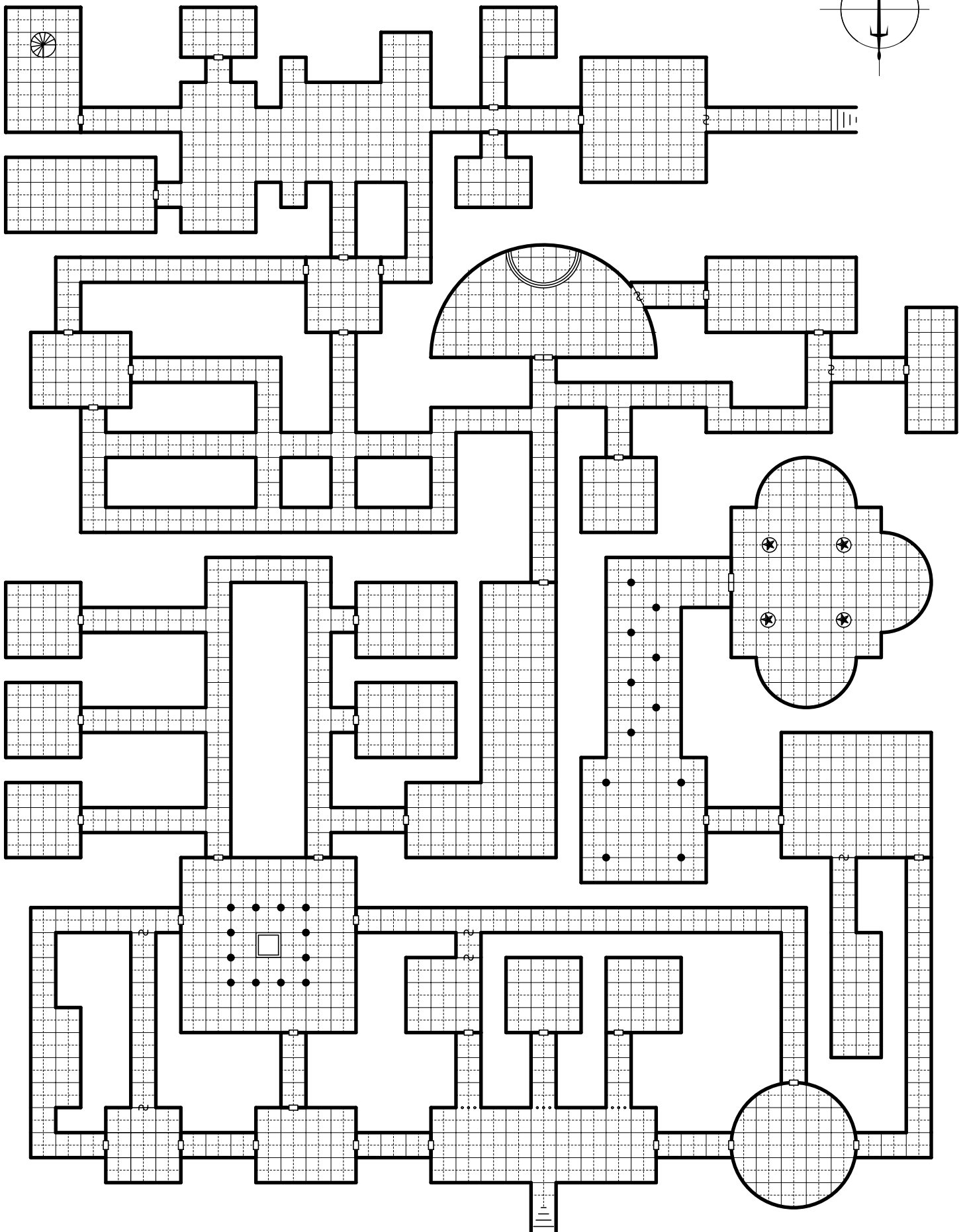
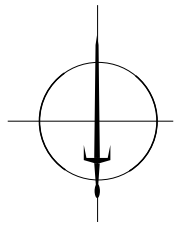


1 square = 10 feet

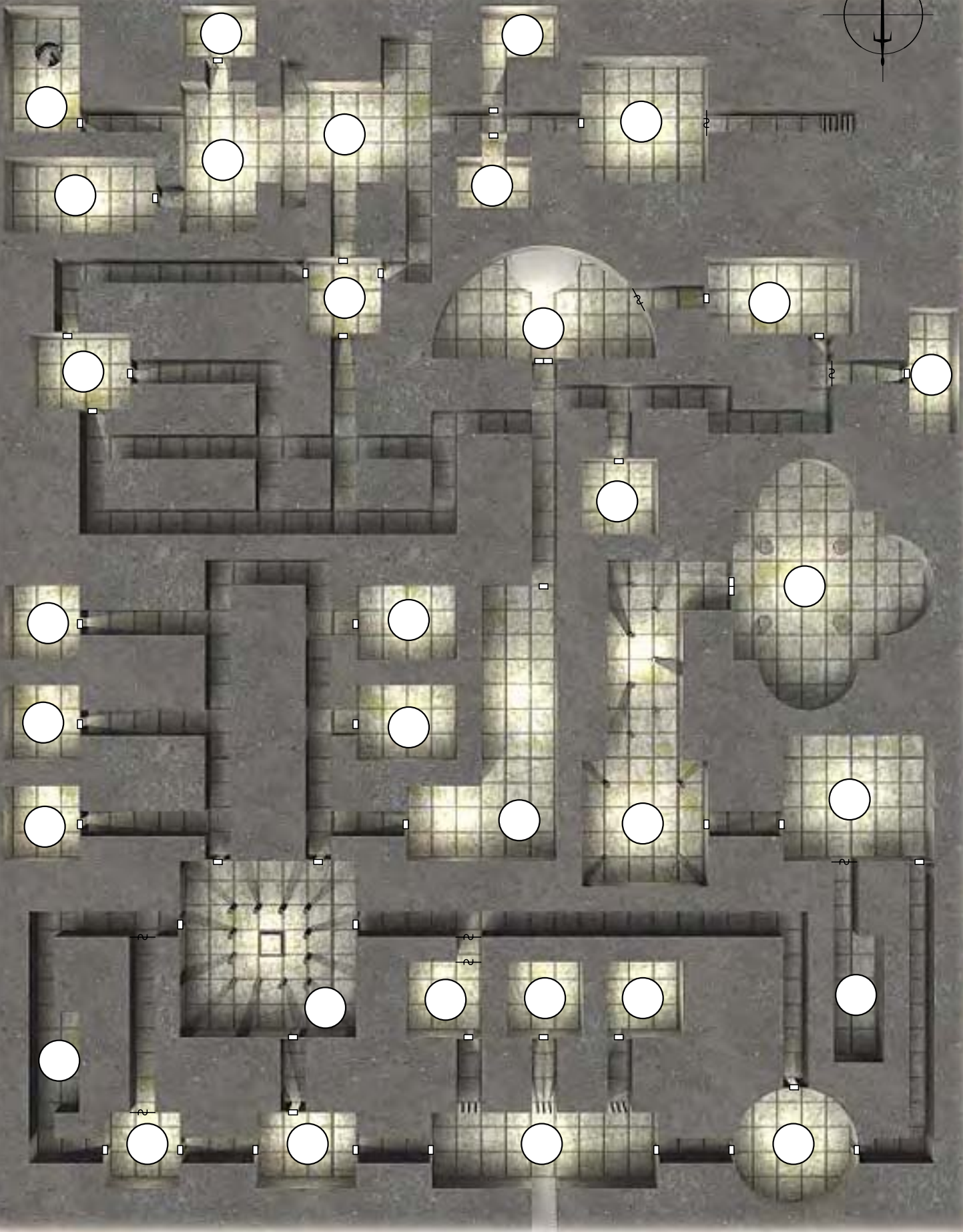


1 square = 10 feet

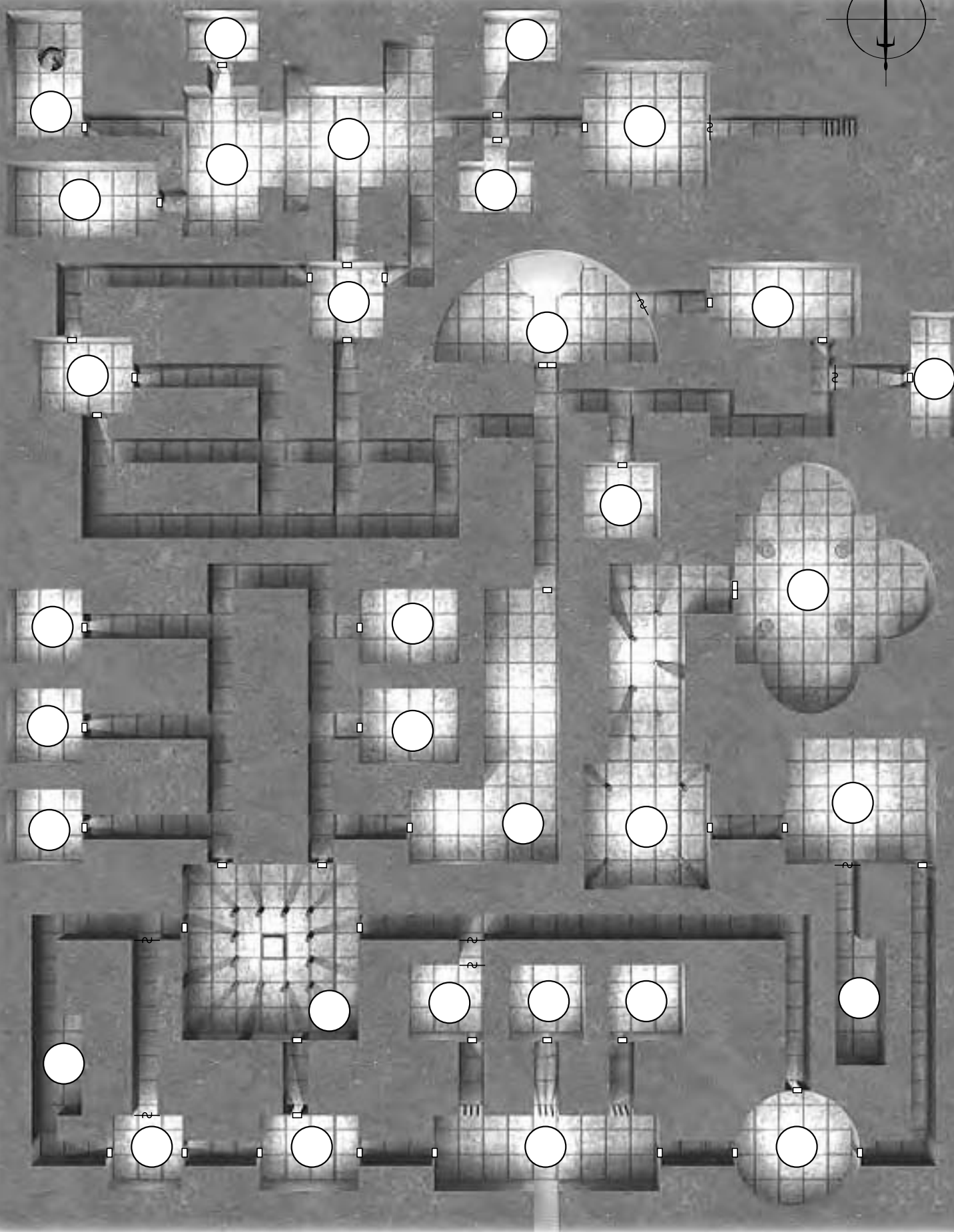
1 square = 5 feet



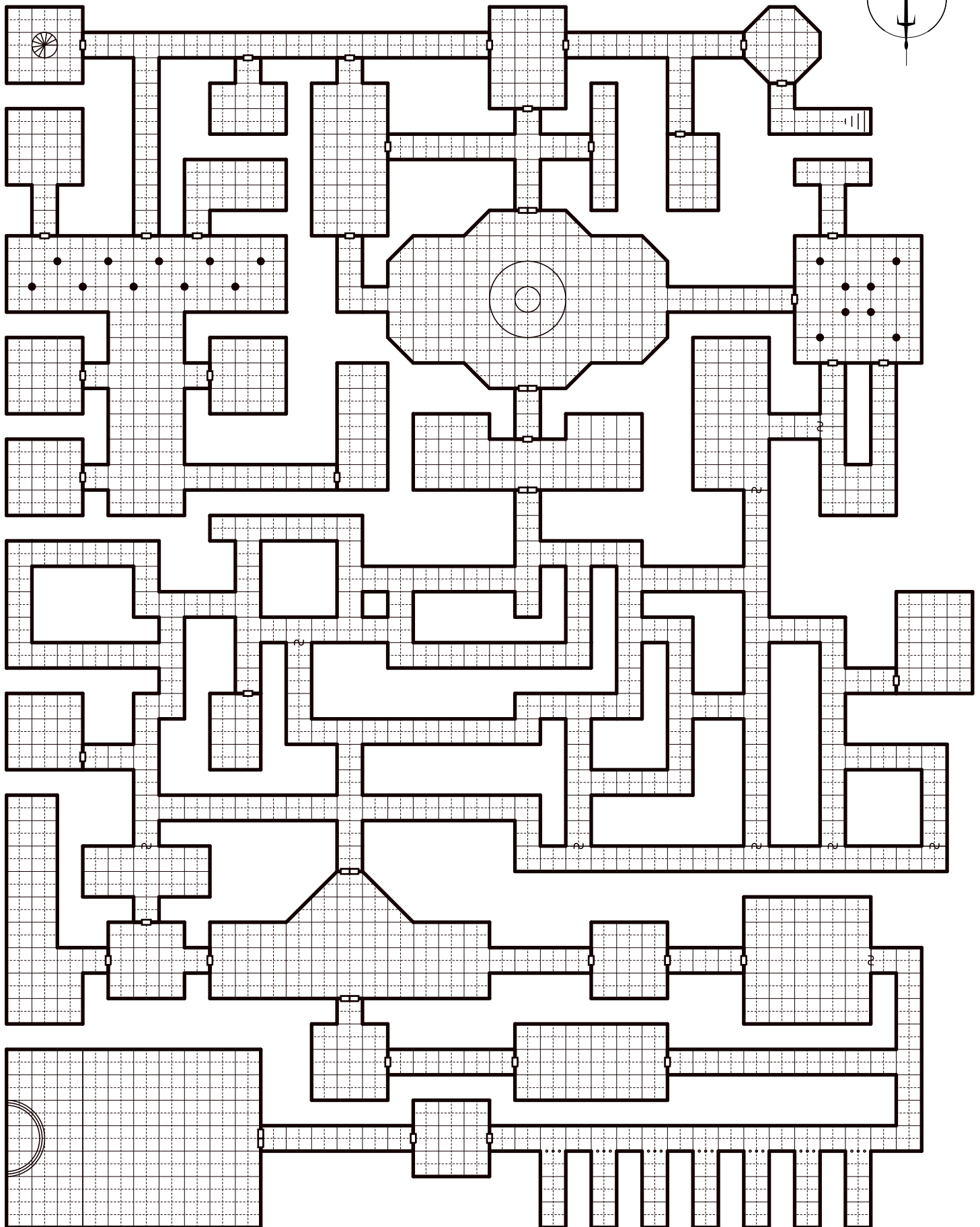
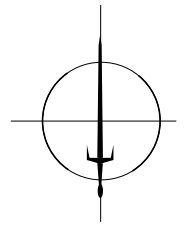
1 square = 10 feet



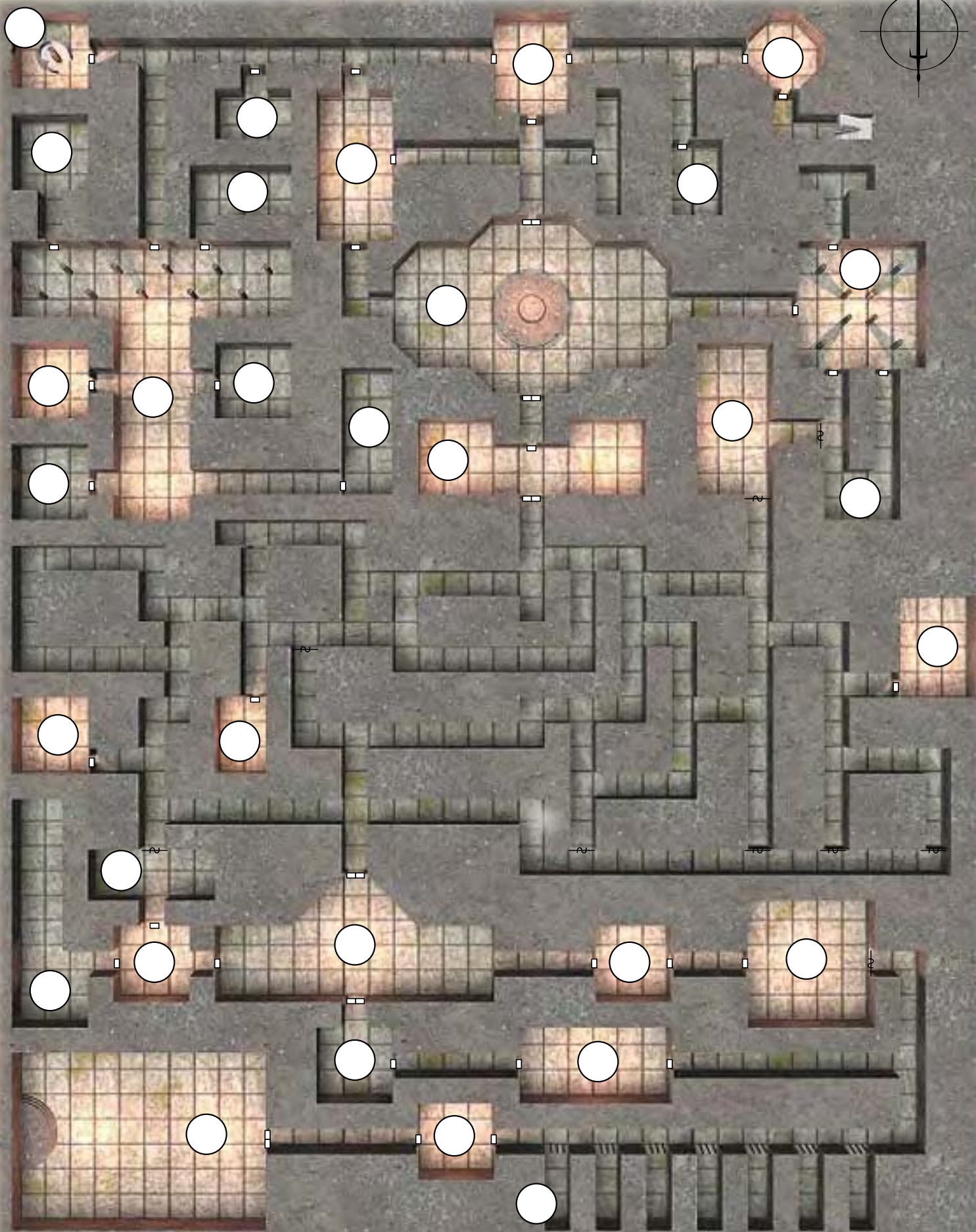
1 square = 10 feet



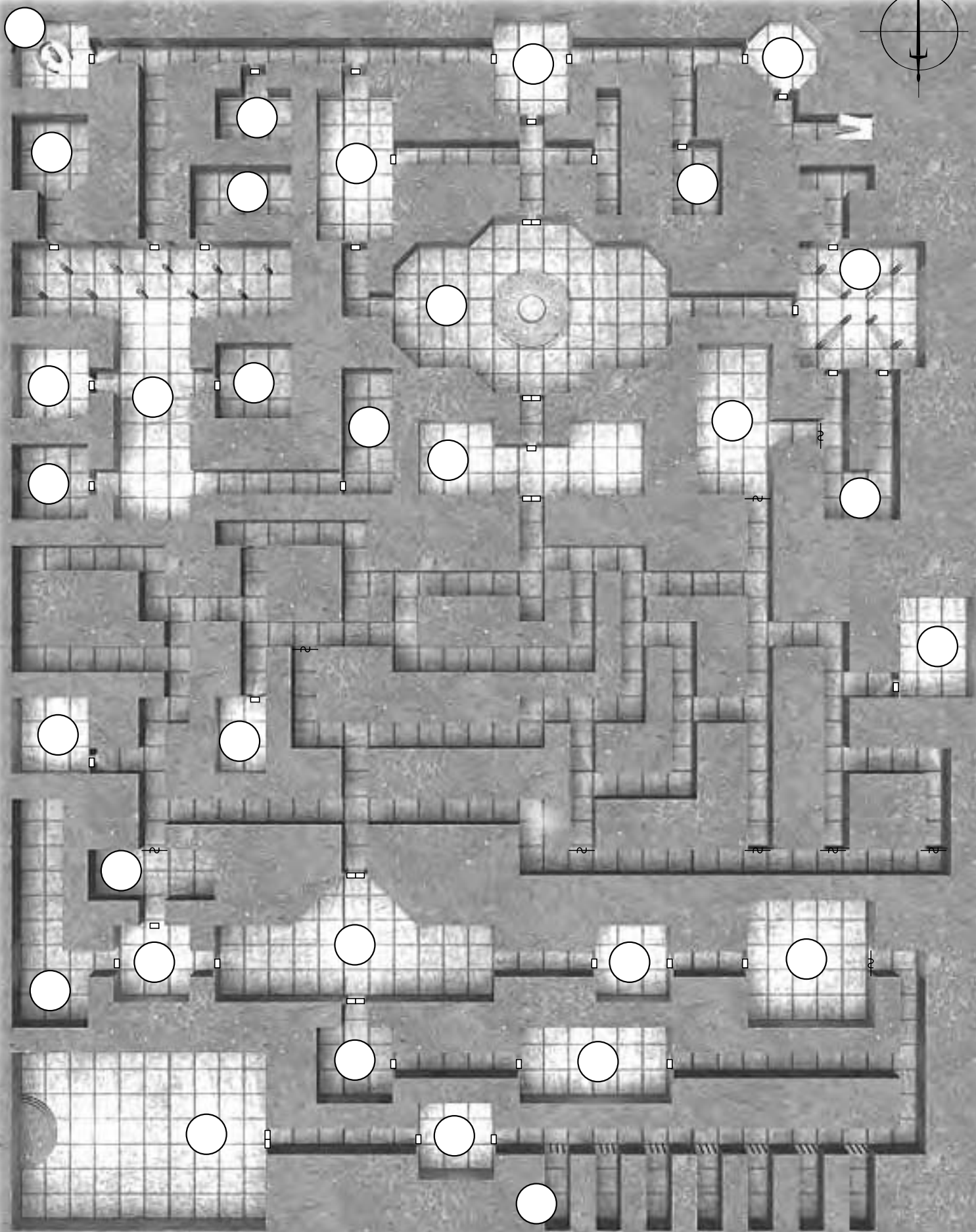
1 square = 5 feet

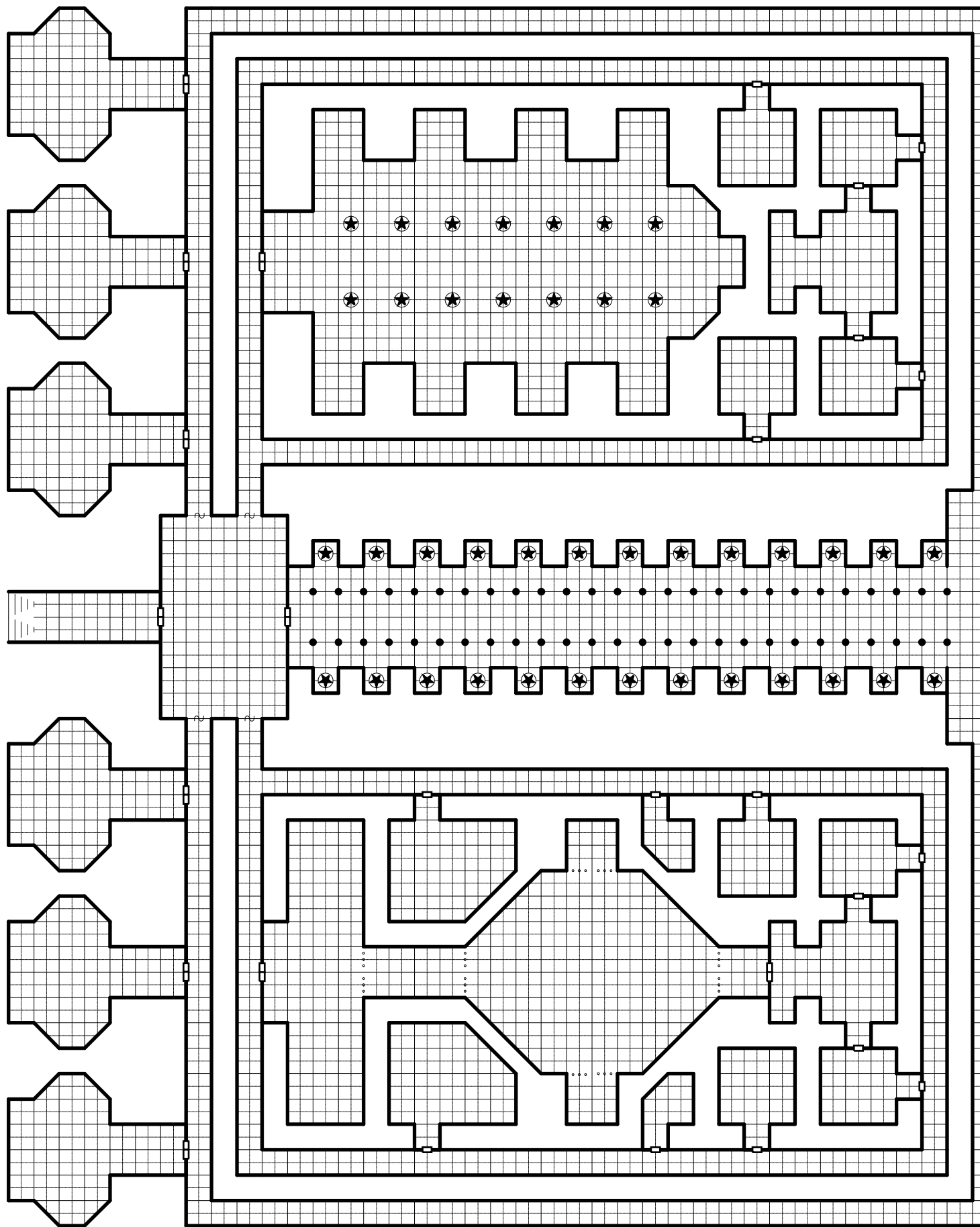


1 square = 10 feet

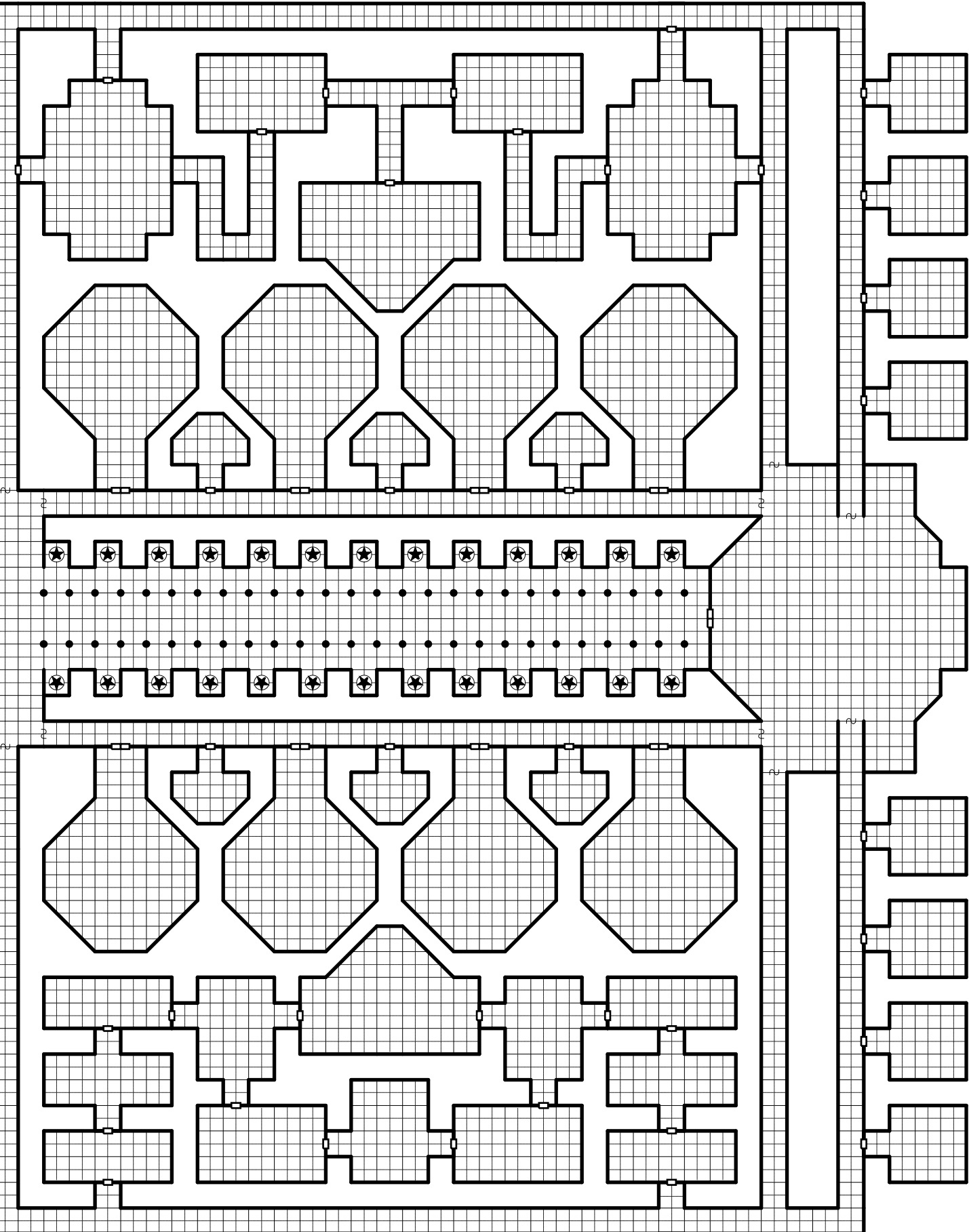
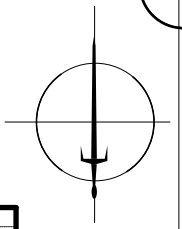


1 square = 10 feet



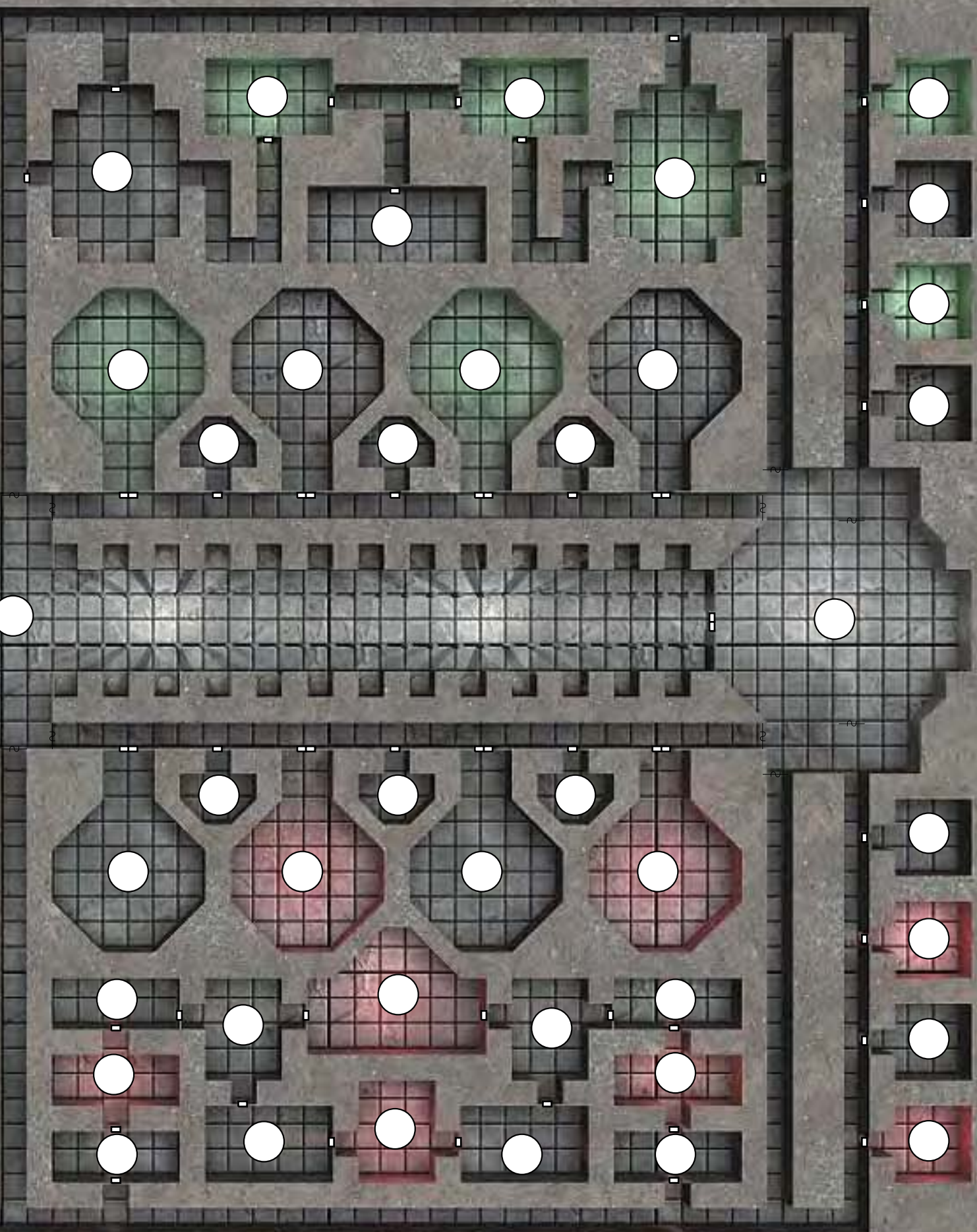


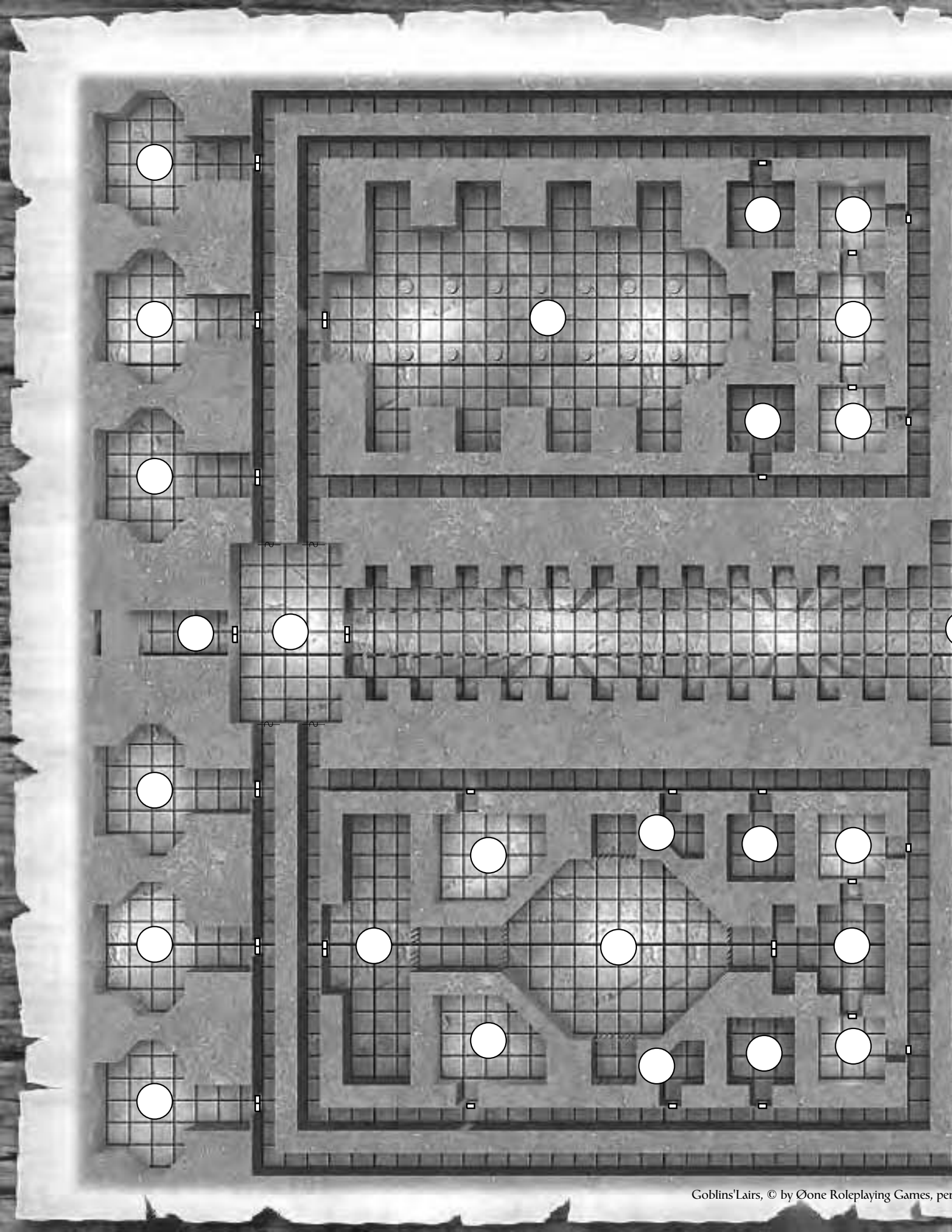
1 square = 5 feet



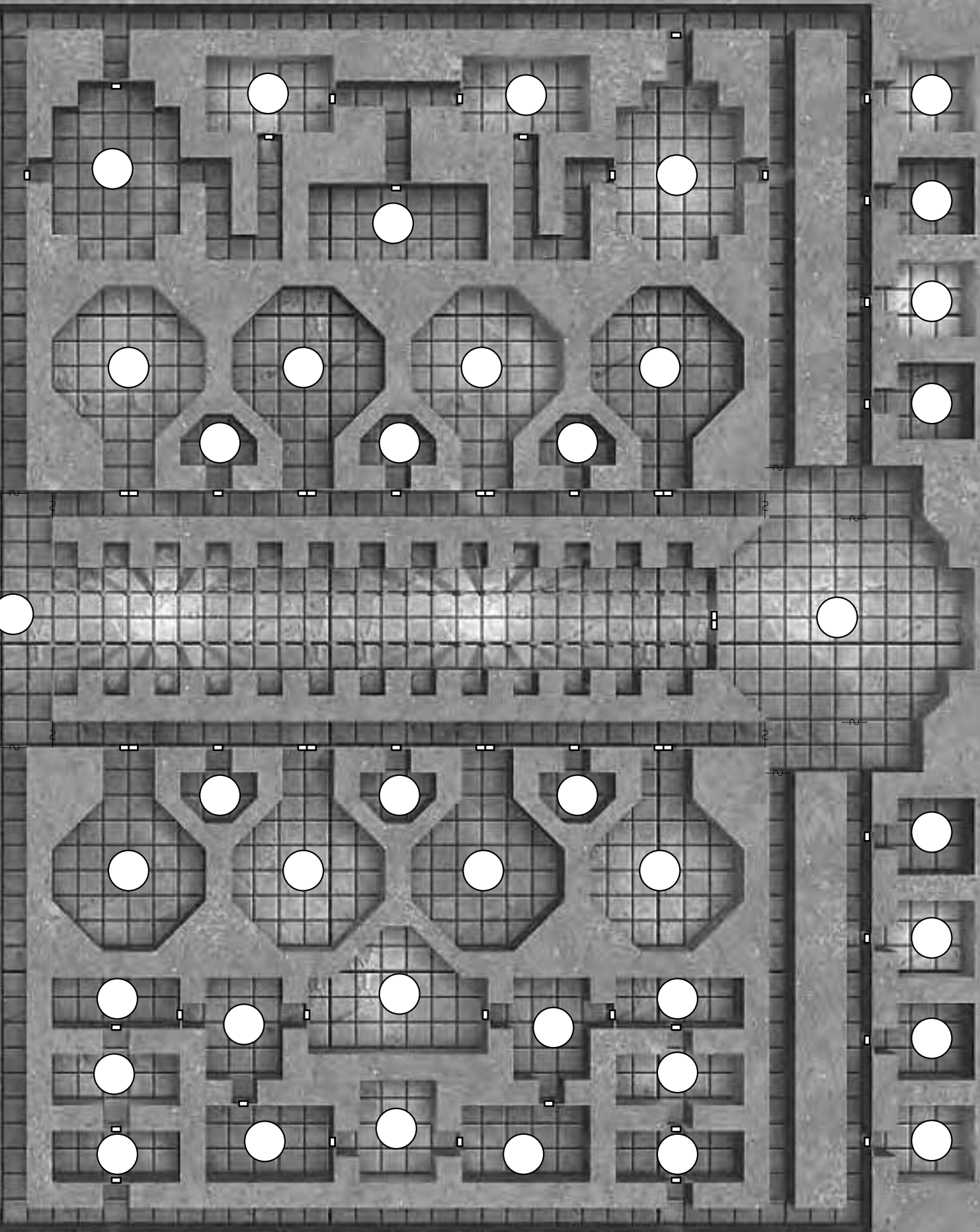


1 square = 10 feet



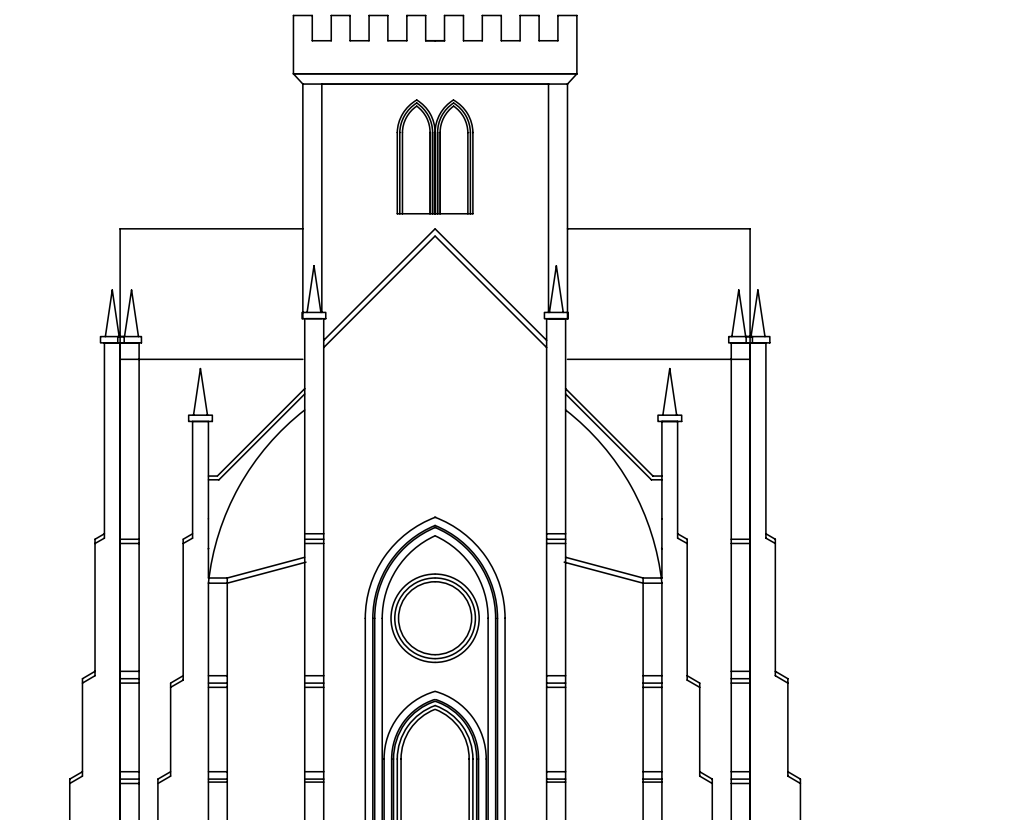


1 square = 10 feet



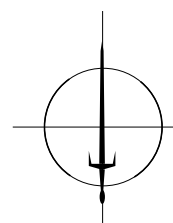


**Side elevation**

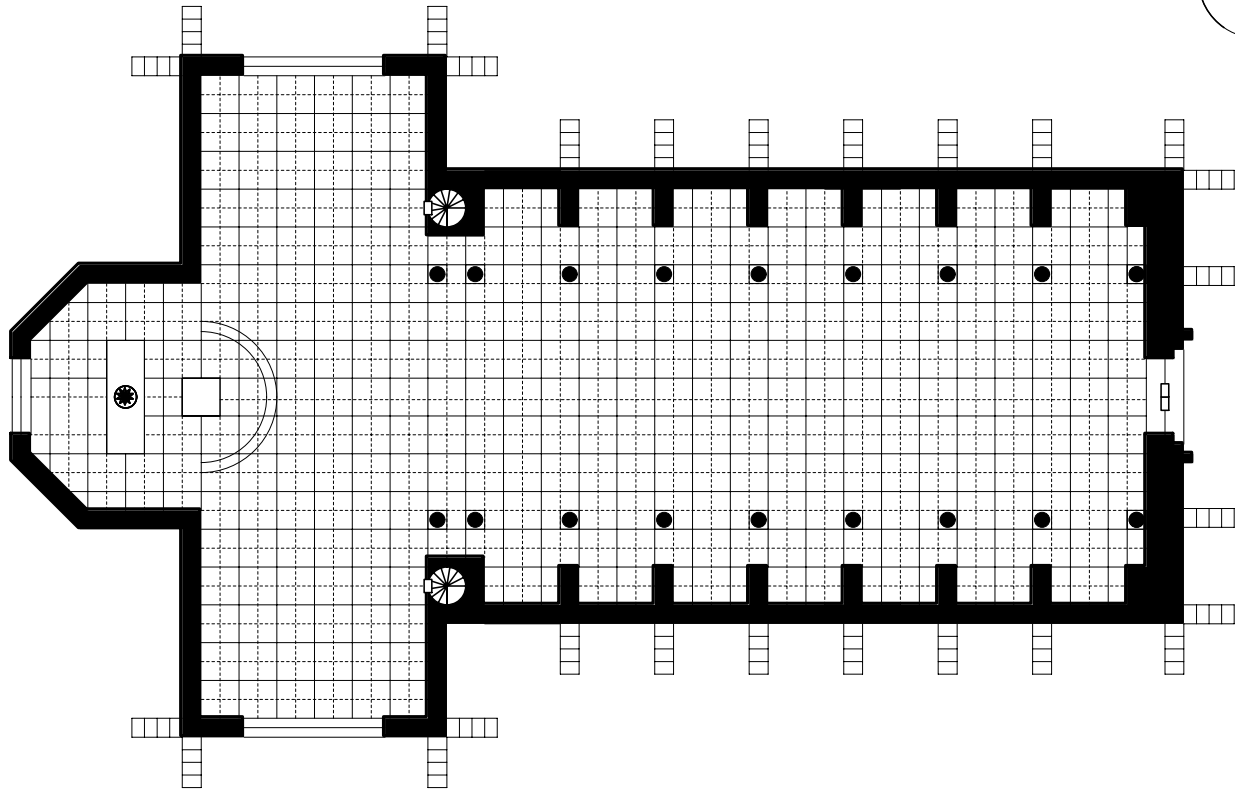
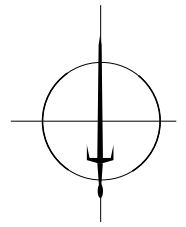


**Front elevation**

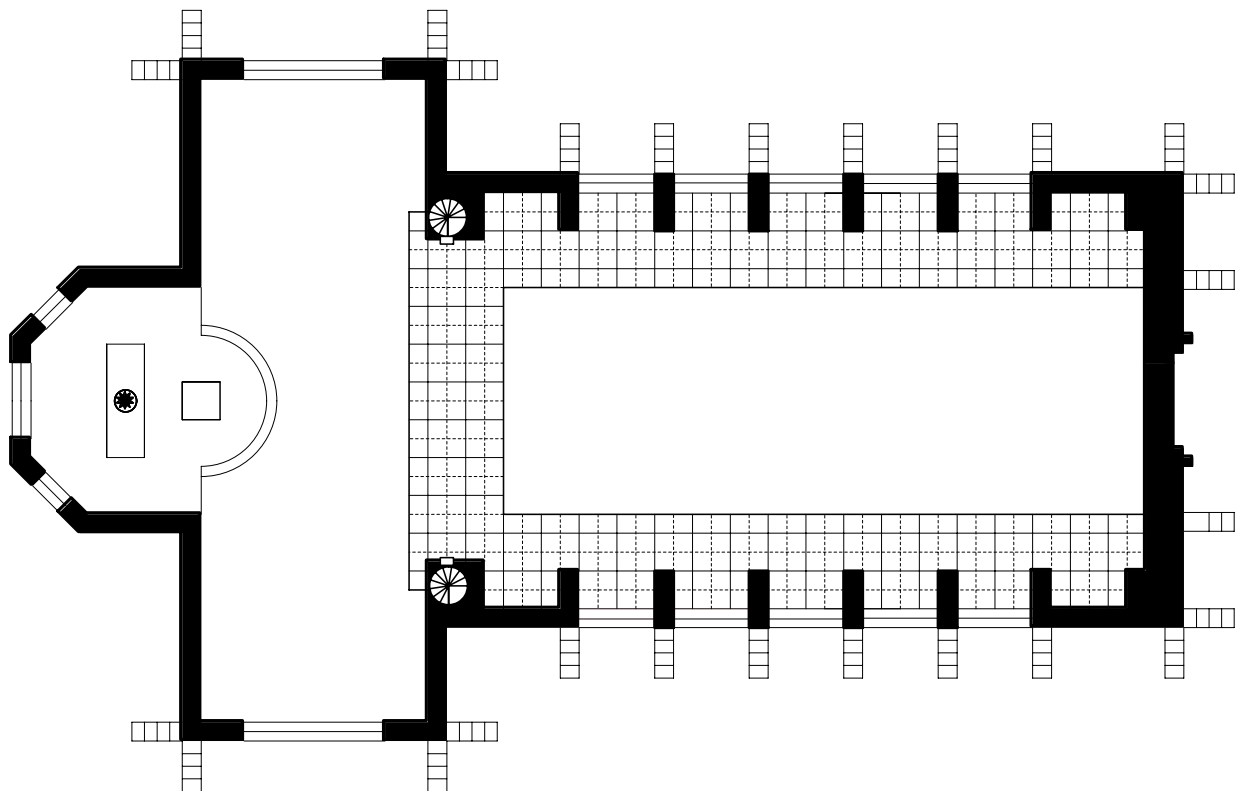
— = 5 feet



1 square = 5 feet

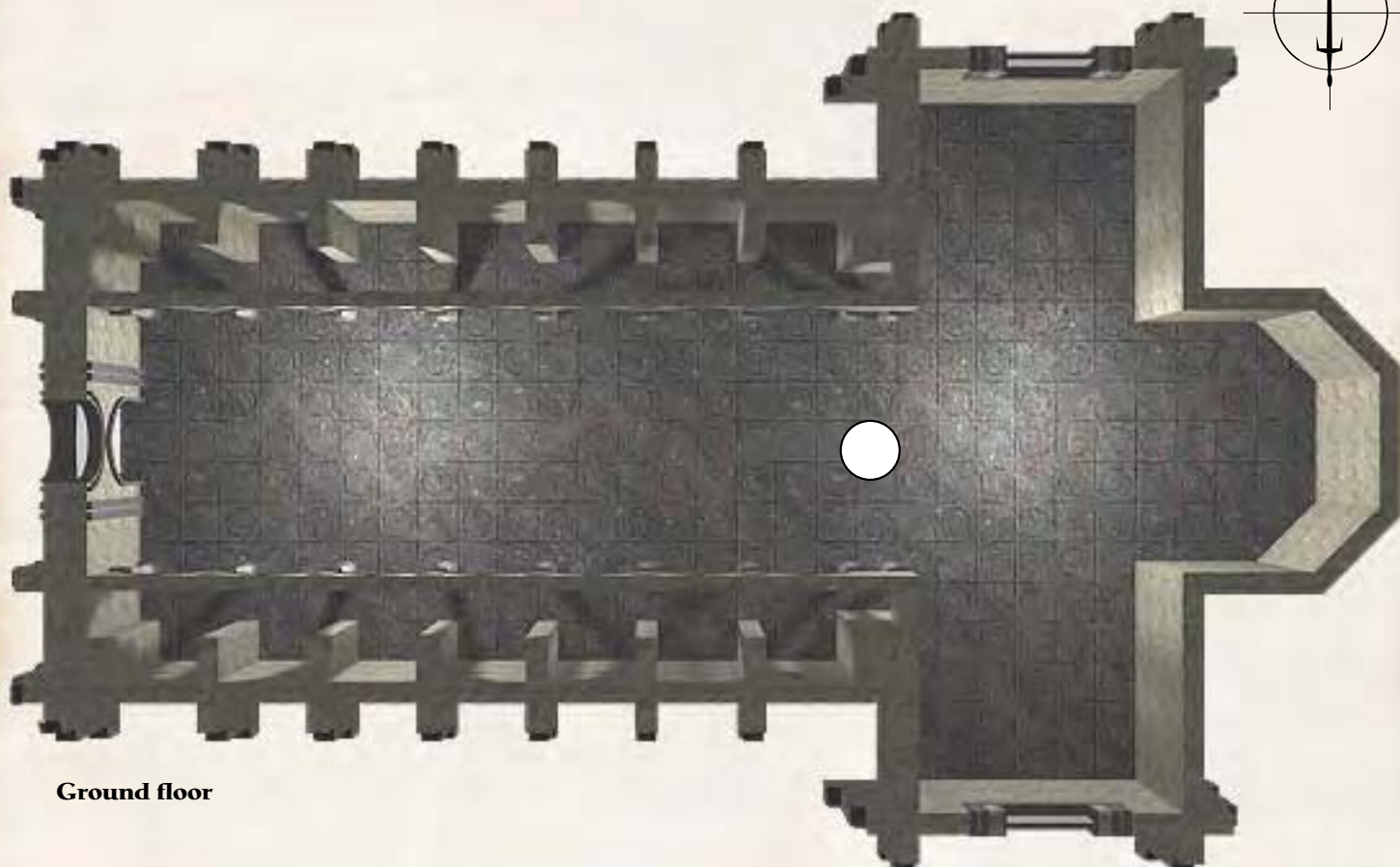
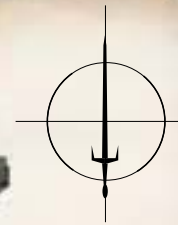


**Ground floor**

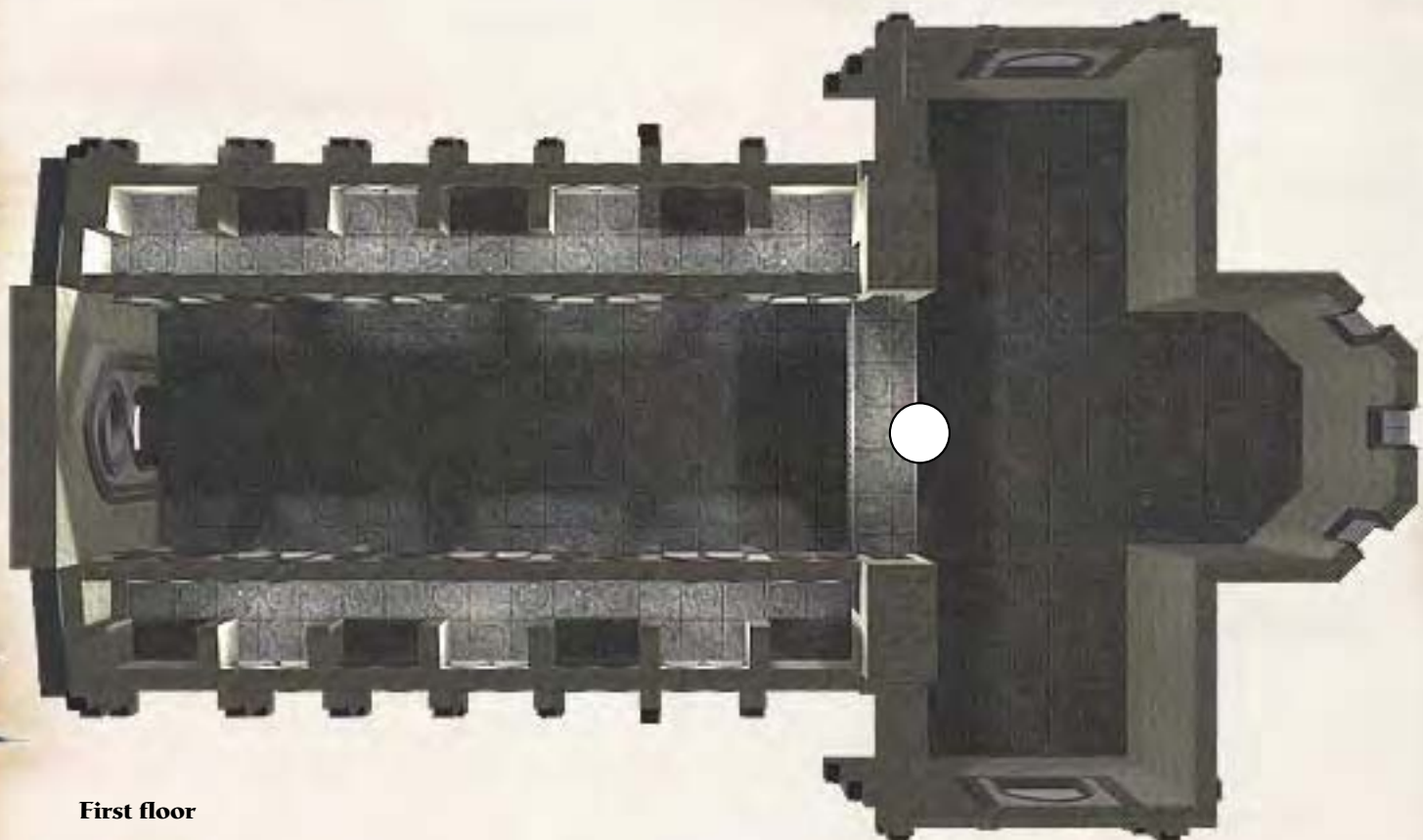


**First floor**

1 square = 5 feet

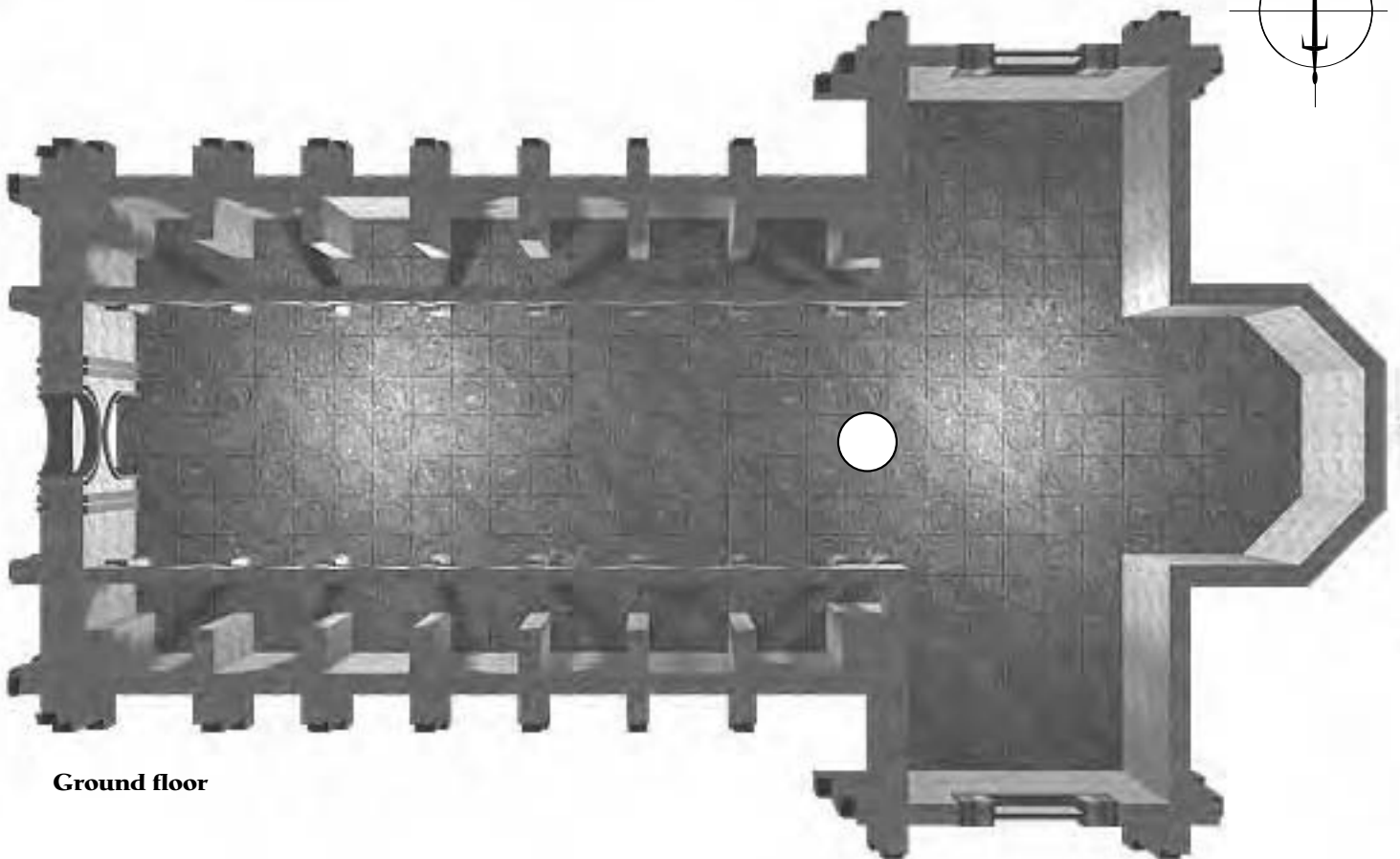
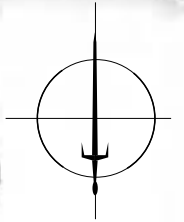


**Ground floor**

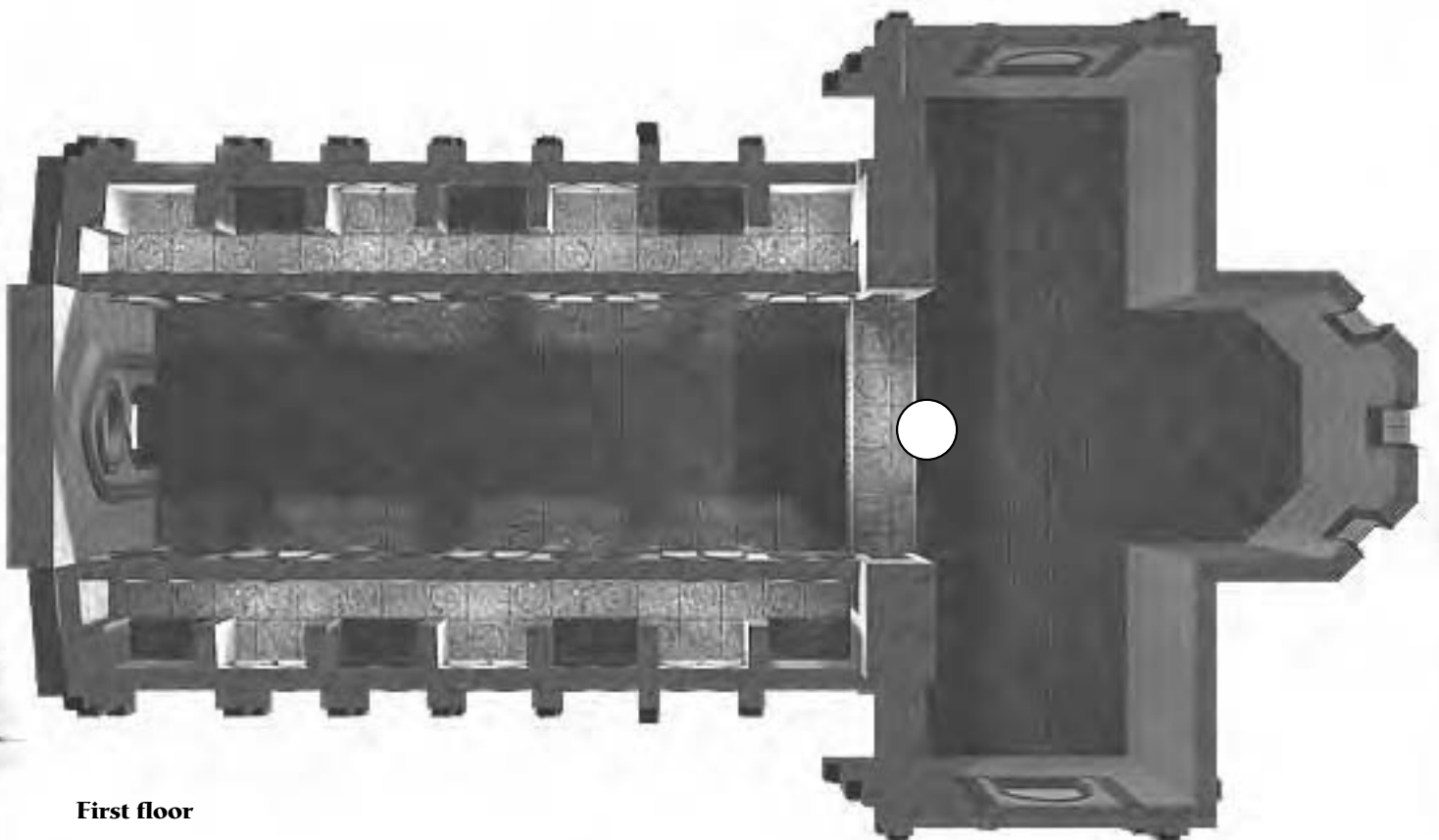


**First floor**

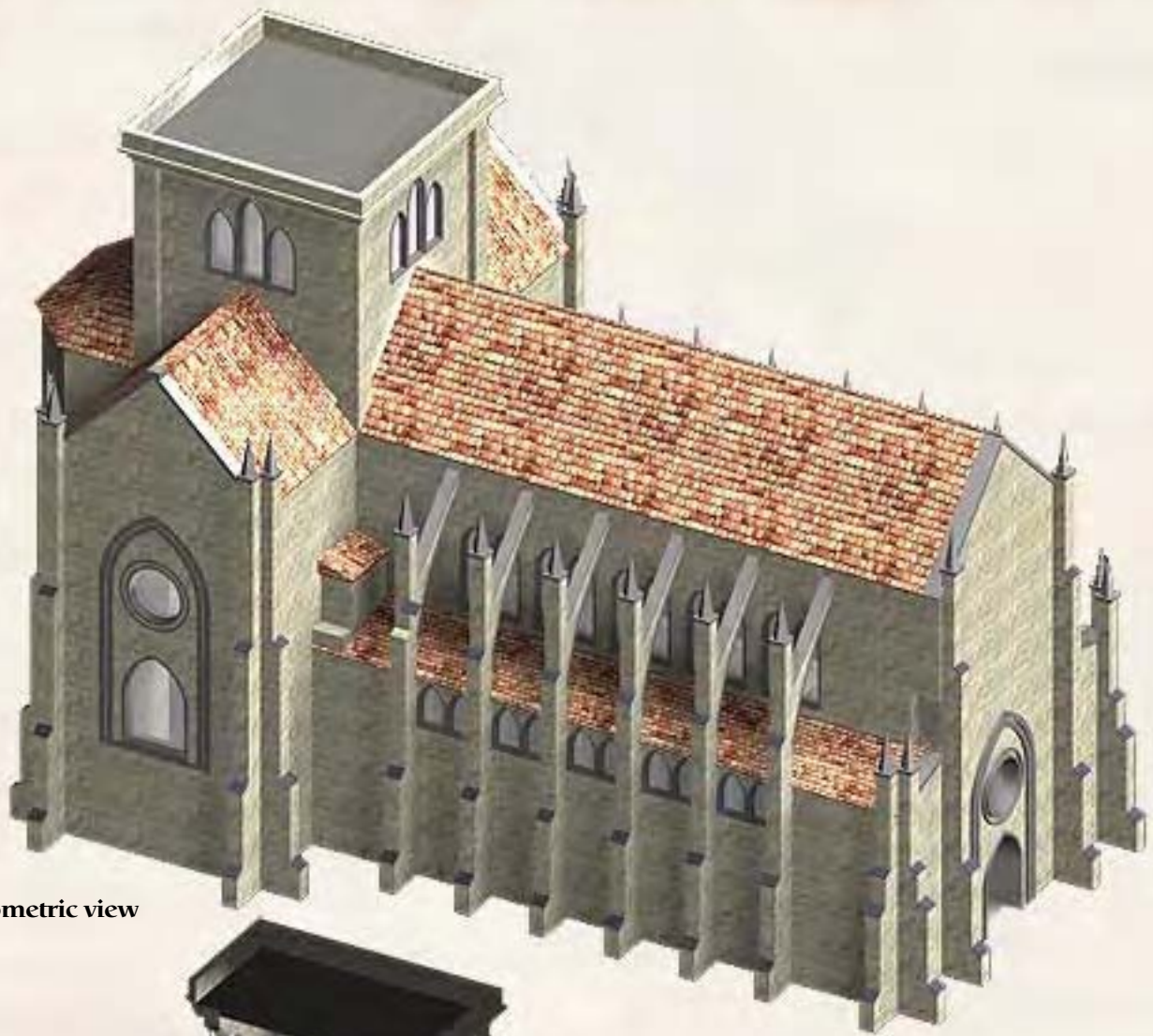
1 square = 5 feet



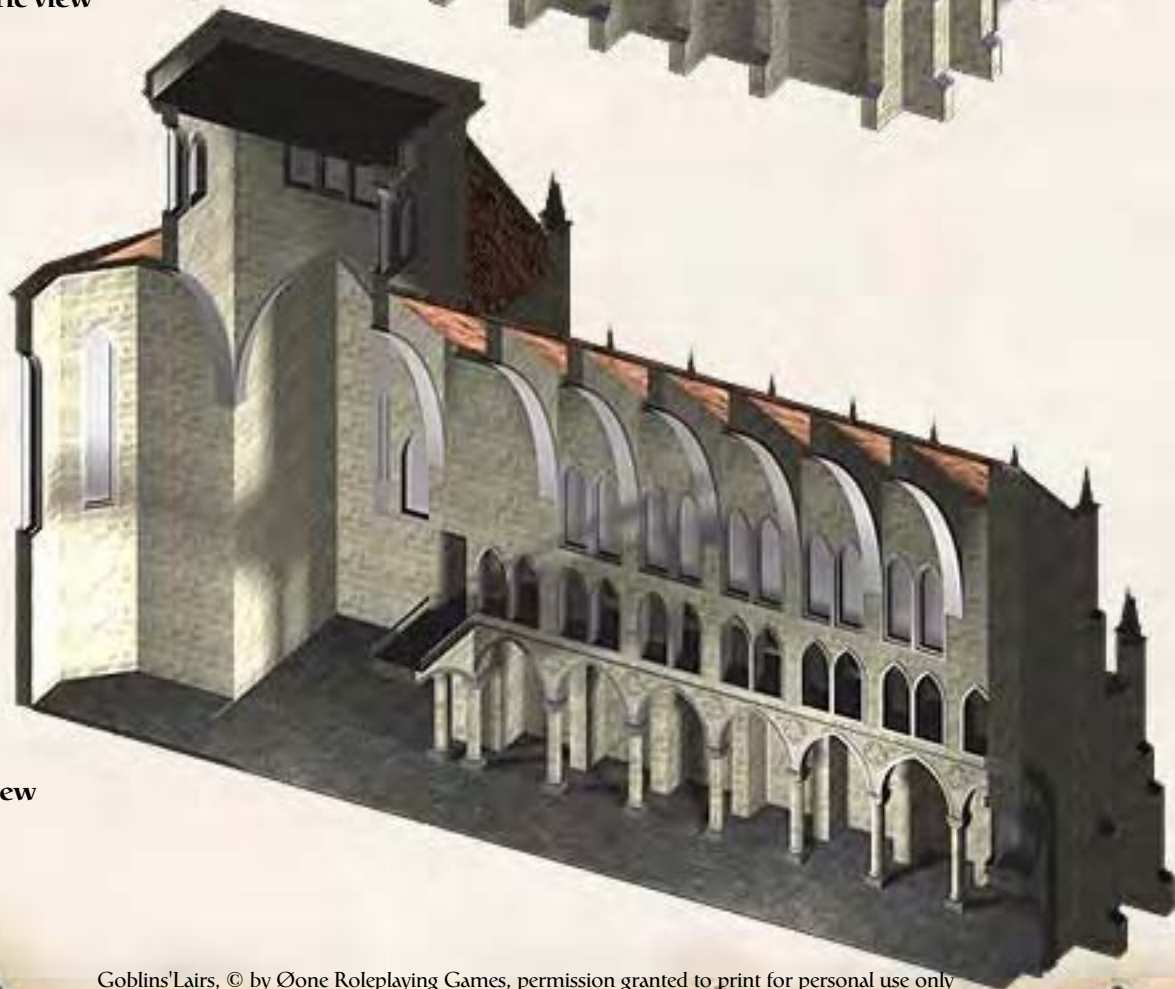
**Ground floor**



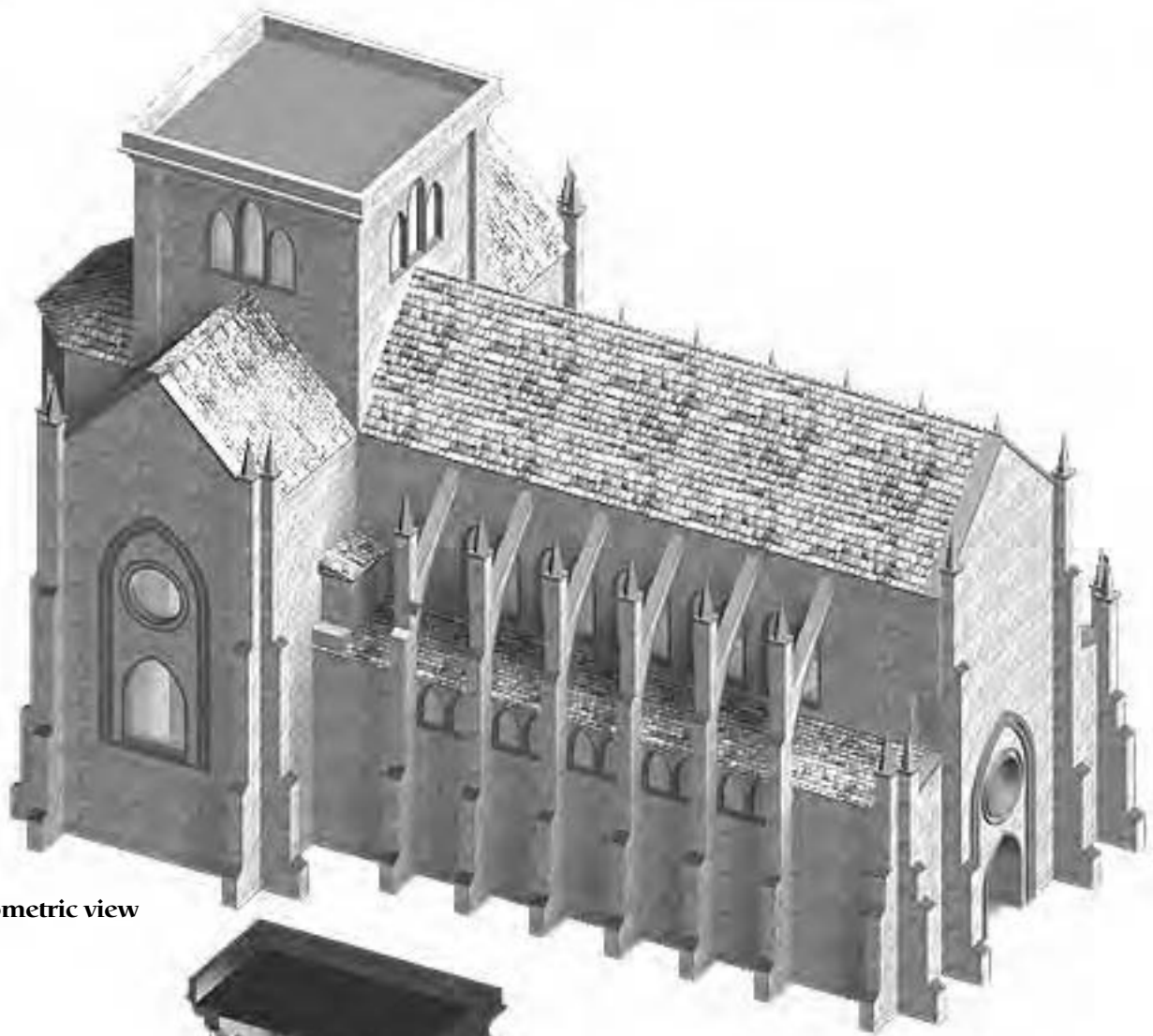
**First floor**



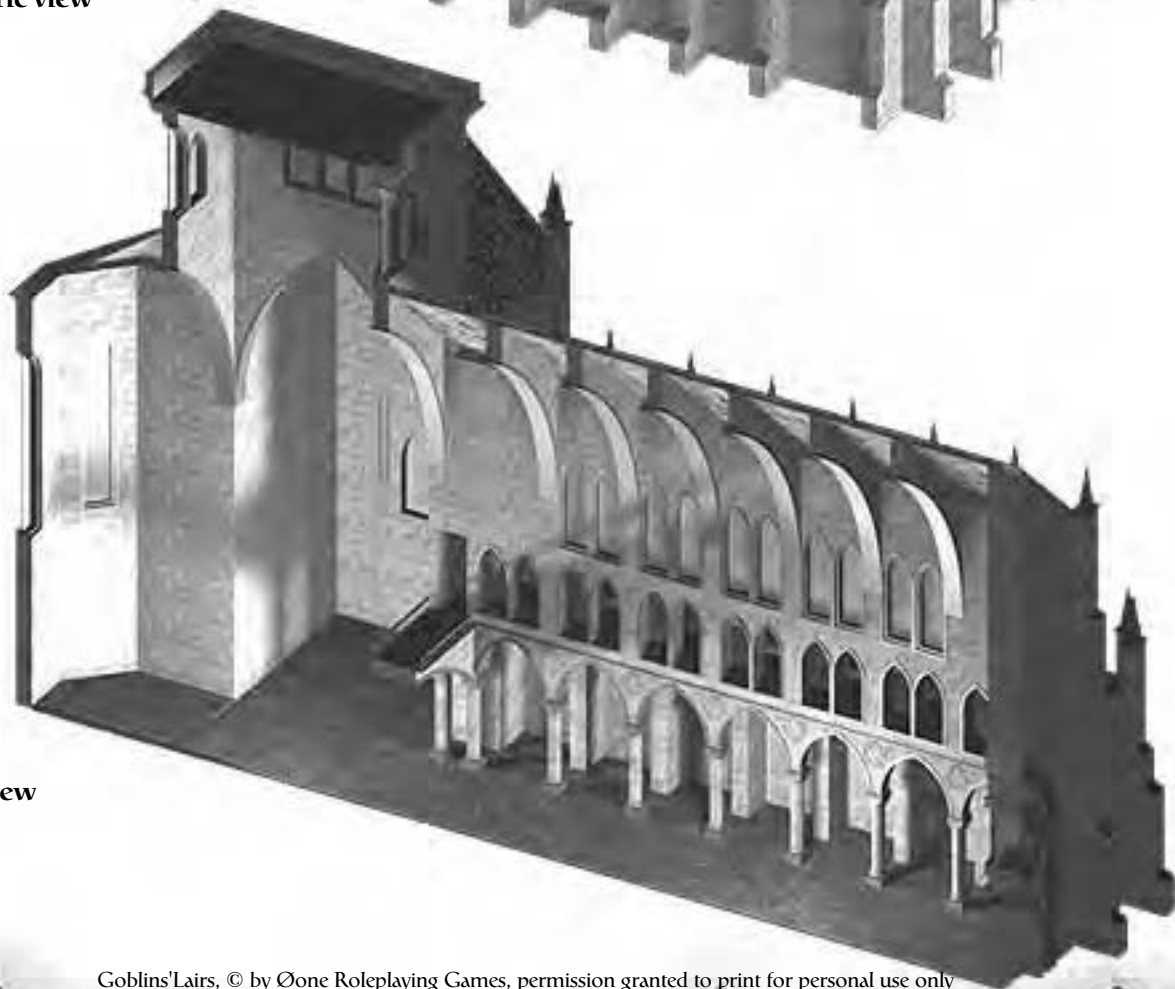
axonometric view



cutaway view



axonometric view

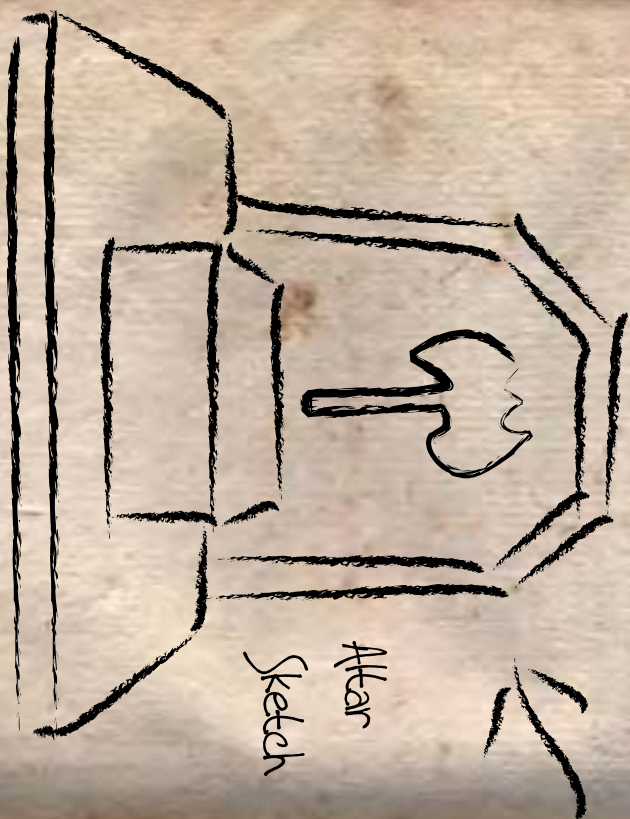


cutaway view

Exploring the Dwarven Stronghold

Day 13

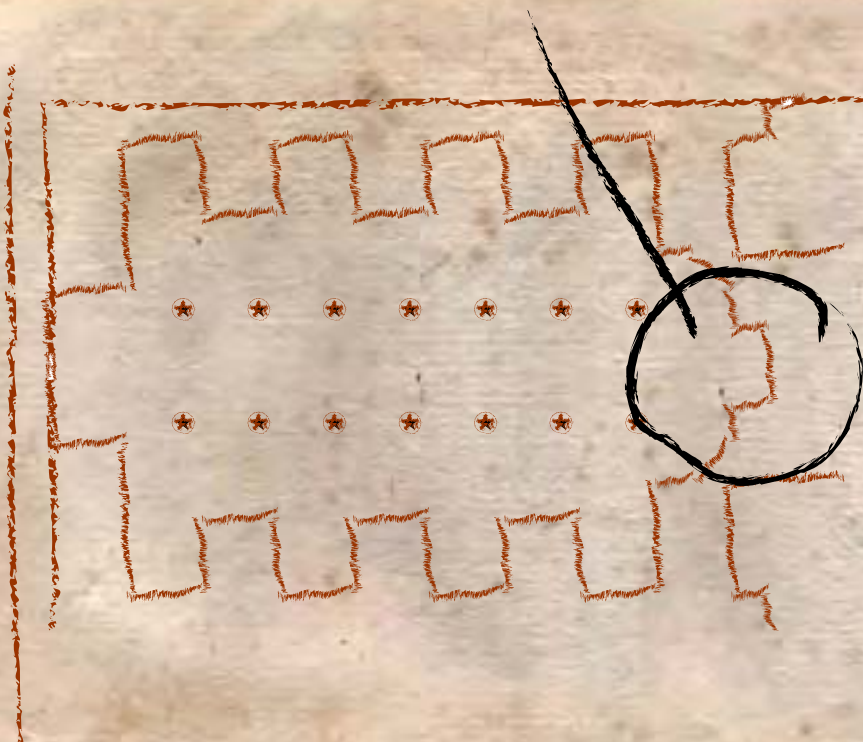
We found these  
strange rooms  
goblins stay away  
from these places,  
we don't know why...



Altar  
Sketch

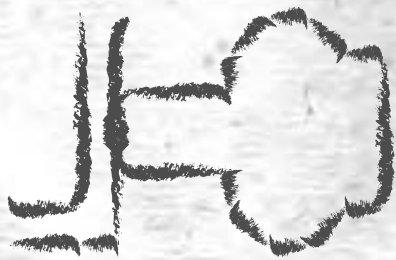
Day 14

The great temple... the architecture  
is stunning... found a strange altar...



Exploring the Dranven Stronghold

Day 13



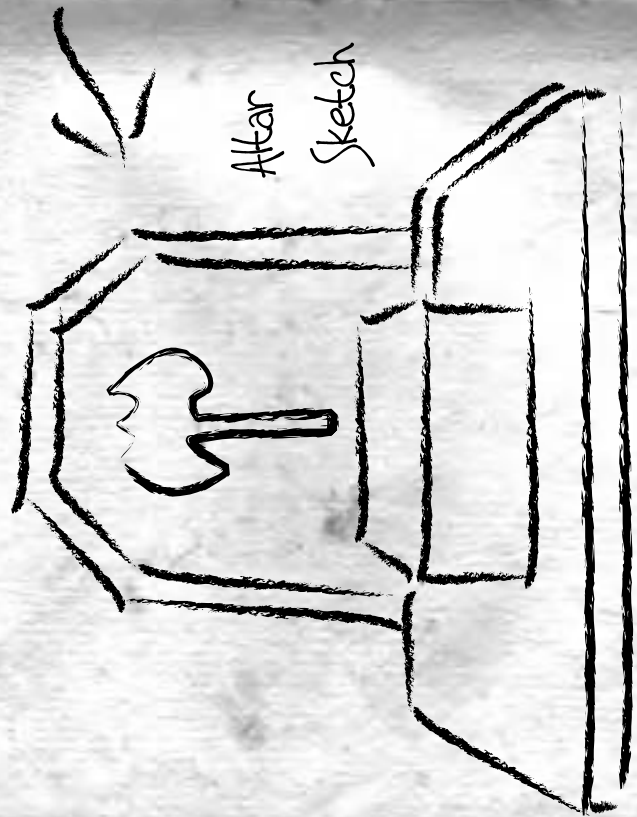
We found these

strange rooms

Goblins stay away

from these places,

we don't know why...



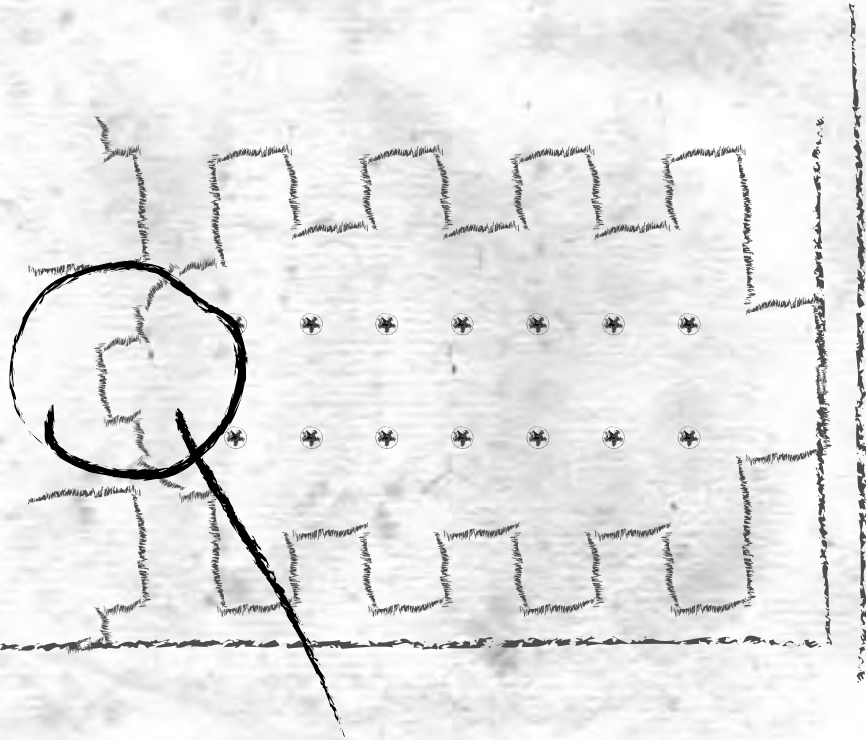
Altar

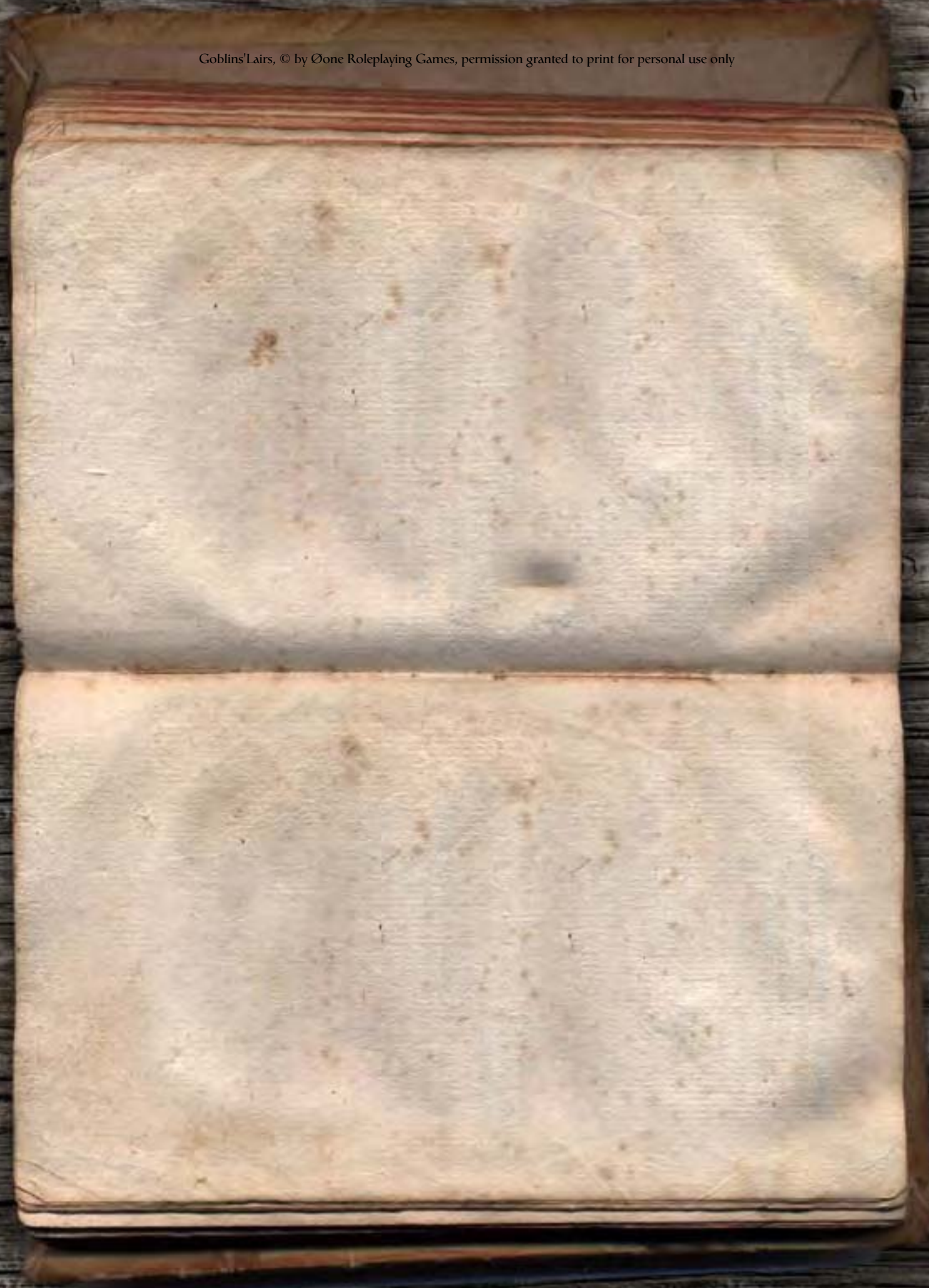
Sketch

Day 14

The great temple... the architecture

is stunning... found a strange altar...







Search this pillar

Remove floor tiles

Warning: Goblins this way

Follow this route

Search this pillar

Remove floor tiles

Warning: Goblins this way

Follow this route



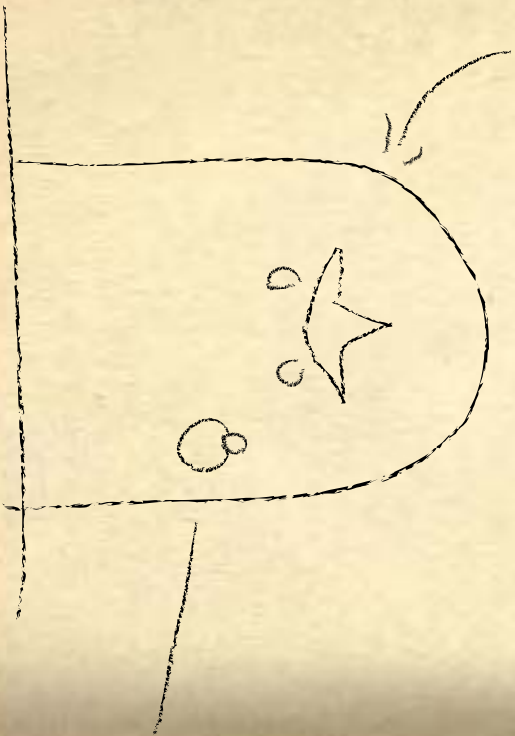


## Goblin Sighting tower

Goblins  
always  
watch through these

arrowslits

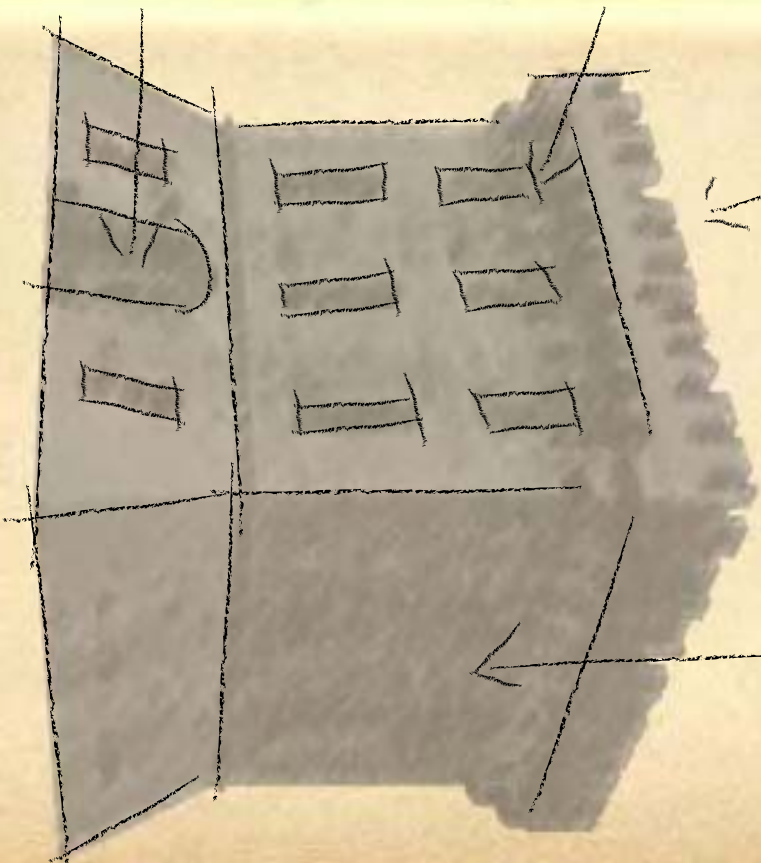
strange symbol on the main door



they seem to have  
a ballista on

the rooftop

unknown arrowslits  
layout this side



## Goblin Sighting tower

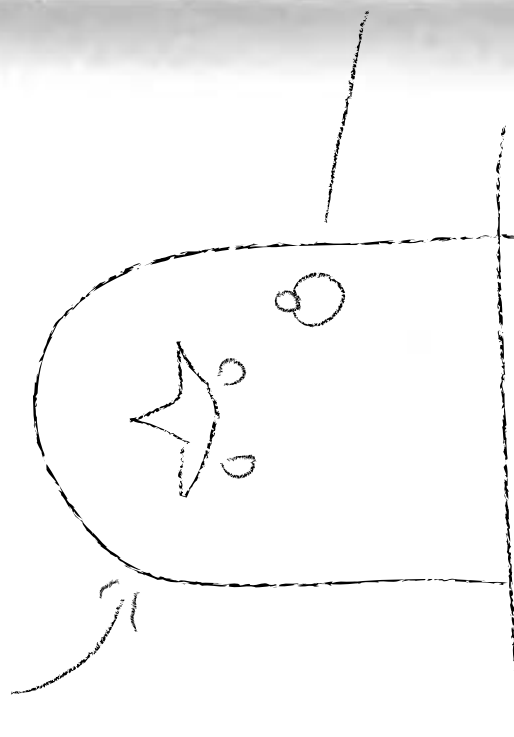
Goblins

always

watch through these

arrowslits

strange symbol on the main door



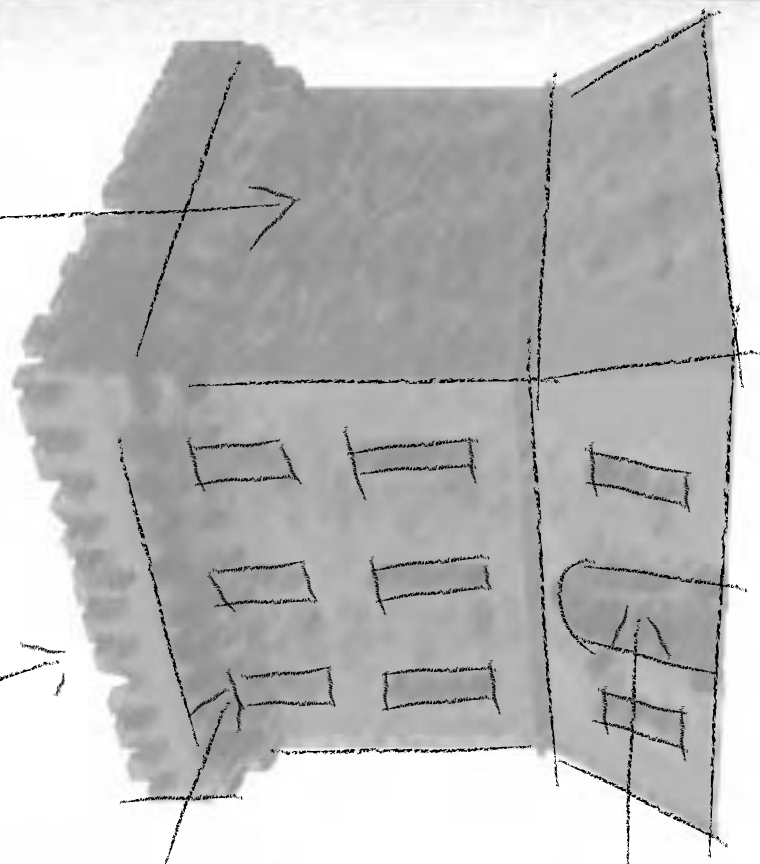
they seem to have

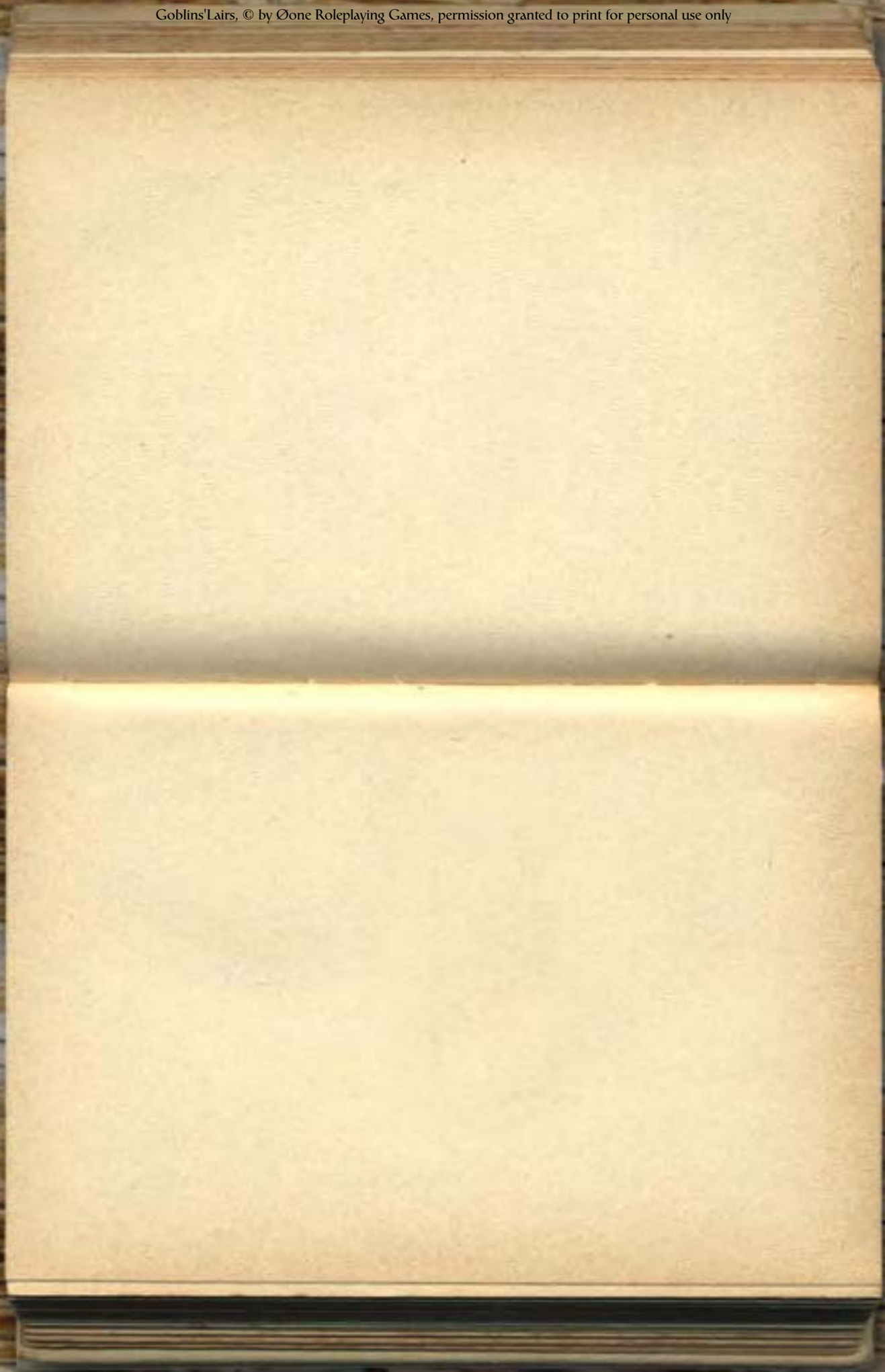
a ballista on

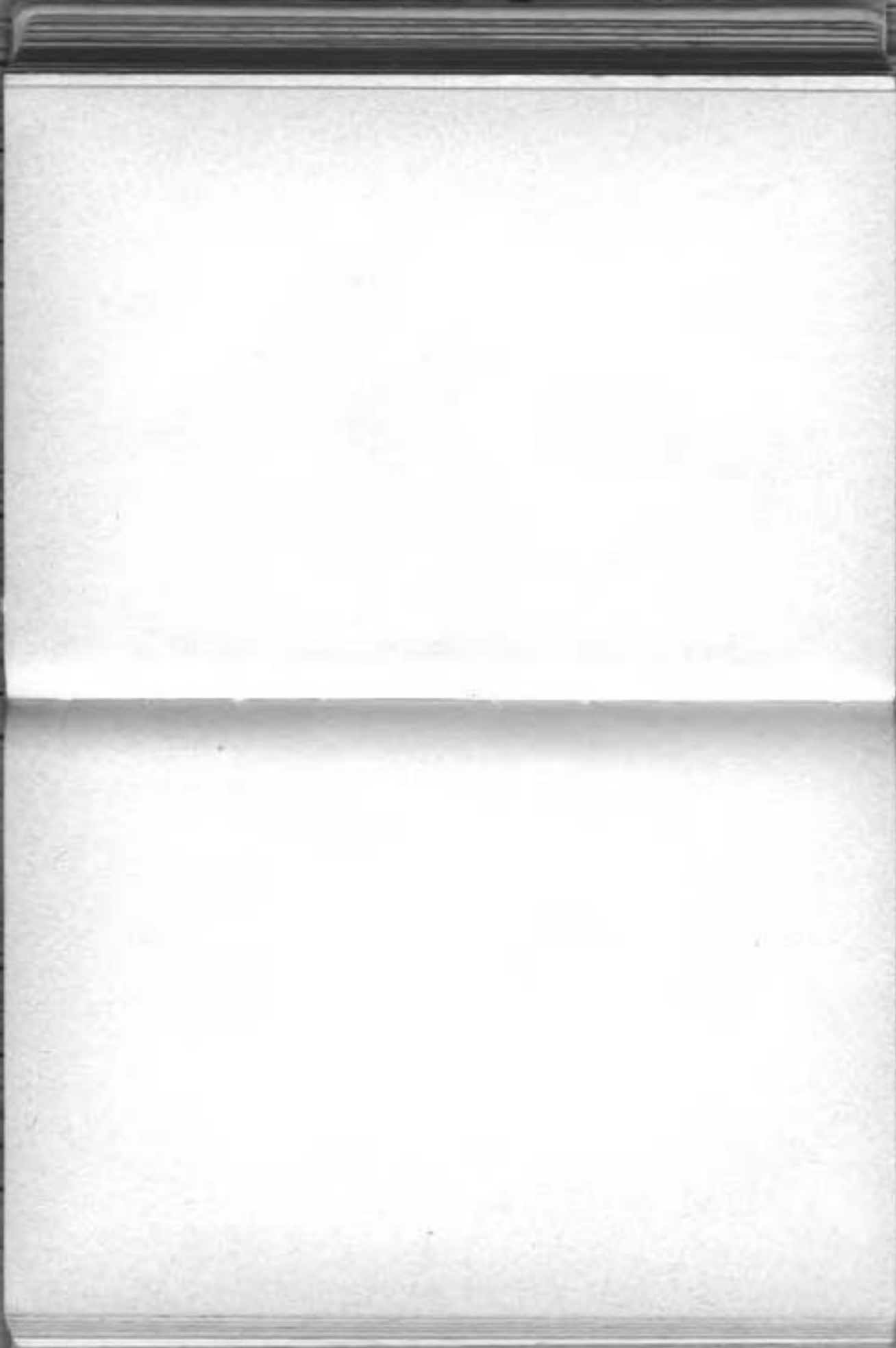
the rooftop

unknown arrowslits

layout this side









Strange symbol found  
on the front door  
of an abandoned cathedral



Strange symbol found  
on the front door  
of an abandoned cathedral





  
**Dangerous Dungeons**  
**Goblins' Lairs**

## Monsters

**Goblin Scum (#), Male Goblin Warrior1; CR 1/4; Size S; Type humanoid; HD (1d8); hp 5; Init +1 (+1 Dex); Spd Walk 20'; AC 15 (flatfooted 14, touch 12); Atk Morningstar +1 (1d8 -1 20/x2) or Javelin +3 (1d6 -1 20/x2); Vision:** Normal, Darkvision (60'); **AL NE; Sv:** Fort +2, Ref +1, Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8  
**Skills and Feats:** Hide +2, Listen +4, Move Silently +2, Spot +3; Alertness  
**Possessions:** Morningstar, Javelin, Studded Leather

**Goblin Scum Chief (#), Male Goblin Warrior2; CR 1; Size S; Type humanoid; HD (2d8)+2; hp 12; Init +1 (+1 Dex); Spd Walk 20'; AC 16 (flatfooted 15, touch 12); Atk Sword, Short +4 (1d6-1 19 -20/x2) or Javelin +4 (1d6 -1 20/x2); Vision:** Normal, Darkvision (60') **AL NE; Sv:** Fort +4, Ref +1, Will +0; Str 8, Dex 13, Con 12, Int 10, Wis 11, Cha 8  
**Skills and Feats:** Hide +2, Listen +2, Move Silently +2, Spot +2; Weapon Focus (sword, short)  
**Possessions:** Shield (Small/Wooden), Sword Short, Javelin, Studded Leather

**Goblin Scum Bowman (#), Male Goblin Warrior1; CR 1/4; Size S; Type humanoid; HD (1d8); hp 4; Init +2 (+2 Dex); Spd Walk 20'; AC 16 (flatfooted 14, touch 13); Atk Shortbow +4 (+5 point blank) (1d6-1 20/x3) or Dagger +1 (1d4-1 19-20/x2); Vision:** Normal, Darkvision (60') **AL NE; Sv:** Fort +2, Ref +2, Will +0; Str 8, Dex 14, Con 11, Int 10, Wis 11, Cha 8  
**Skills and Feats:** Hide +3, Listen +2, Move Silently +3, Spot +1; Point Blank Shot  
**Possessions:** Dagger, Shortbow, Studded Leather, Quiver 20 Arrows.

**Goblin Regular (#), Male Goblin Rogue1; CR 1; Size S; Type humanoid; HD (1d6); hp 4; Init +6 (+2 Dex, +4 Feat); Spd Walk 30'; AC 15 (flatfooted 13, touch 13); Atk Sword, Short +1 (1d6 19-20/x2) or Crossbow, Light +3 (1d8 19-20/x2); SA Sneak Attack +1d6; Vision:** Normal, Darkvision (60'); **AL NE; Sv:** Fort +0, Ref +4, Will +0; Str 10, Dex 14, Con 11, Int 10, Wis 11, Cha 8  
**Skills and Feats:** Climb +4, Hide +10, Jump +4, Listen +4, Move Silently +10, Search +4, Spot +4, Tumble +6; Improved Initiative  
**Possessions:** Sword, Short, Crossbow Light, Leather, 10 quarrels

**Goblin Regular (#), Male Goblin Rogue3; CR 3; Size S; Type humanoid; HD (3d6); hp 13; Init +6 (+2 Dex, +4 Feat); Spd Walk 30'; AC 15 (flatfooted 15, touch 13); Atk Crossbow, Light +5 (1d8 19-20/x2) or Sword, Short +3 (1d6 19-20/x2); SA: Evasion (Ex), Sneak Attack +2d6, Uncanny Dodge (Dex bonus to AC); Vision:** Normal, Darkvision

(60'); **AL NE; Sv:** Fort +1, Ref +5, Will +2; Str 10, Dex 15, Con 11, Int 10, Wis 12, Cha 8  
**Skills and Feats:** Climb +6, Hide +12, Jump +8, Listen +7, Move Silently +12, Search +6, Spot +7, Tumble +10; Improved Initiative, Point Blank Shot  
**Possessions:** Crossbow, Light, Leather, Sword, Short

**Goblin Regular (#), Male Goblin Rogue5; CR 5; Size S; Type humanoid; HD (5d6); hp 21; Init +7 (+3 Dex, +4 Feat); Spd Walk 30'; AC 16 (flatfooted 16, touch 14); Atk Crossbow, Light +7 (1d8 19-20/x2) or Sword, Short +4 (1d6 19-20/x2) or; SA: Evasion (Ex), Sneak Attack +3d6, Uncanny Dodge (Dex bonus to AC); Vision:** Normal, Darkvision (60'); **AL NE; Sv:** Fort +1, Ref +7, Will +2; Str 10, Dex 16, Con 11, Int 10, Wis 12, Cha 8  
**Skills and Feats:** Climb +8, Hide +15, Jump +10, Listen +9, Move Silently +15, Search +8, Spot +9, Tumble +13; Improved Initiative, Point Blank Shot  
**Possessions:** Crossbow, Light, Leather, Sword, Short

**Goblin Regular (#), Male Goblin Rogue7; CR 7; Size S; Type humanoid; HD (7d6); hp 30; Init +7 (+3 Dex, +4 Feat); Spd Walk 30'; AC 16 (flatfooted 16, touch 14); Atk Crossbow +1 (Light) +8 (1d8+1 19-20/x2 Rapid Shot) or Sword, Short +6 (1d6 19-20/x2); SA: Evasion (Ex), Sneak Attack +4d6, Uncanny Dodge (Dex bonus to AC), Uncanny Dodge (can't be flanked); Vision:** Normal, Darkvision (60'); **AL NE; Sv:** Fort +2, Ref +8, Will +3; Str 10, Dex 16, Con 11, Int 10, Wis 12, Cha 8  
**Skills and Feats:** Climb +10, Hide +17, Jump +12, Listen +11, Move Silently +17, Search +10, Spot +11, Tumble +15; Improved Initiative, Point Blank Shot, Rapid Shot  
**Possessions:** Crossbow +1 (Light), Leather, Sword, Short

**Goblin Elite (#), Male Goblin Rogue1 Fighter1; CR 2; Size S; Type humanoid; HD (1d6)+(1d10)+2; hp 15; Init +7 (+3 Dex, +4 Feat); Spd Walk 30'; AC 17 (flatfooted 14, touch 14); Atk Shortbow +6 (1d6 20/x3) or Sword, Short +3 (1d6+1 19-20/x2); SA: Sneak Attack +1d6; Vision:** Normal, Darkvision (60'); **AL NE; Sv:** Fort +3, Ref +5, Will +0; Str 12, Dex 16, Con 12, Int 10, Wis 11, Cha 8  
**Skills and Feats:** Climb +2, Hide +11, Intuit Direction +1, Jump +5, Listen +4, Move Silently +11, Search +3, Spot +5, Tumble +7; Improved Initiative, Weapon Focus (Shortbow)  
**Possessions:** Shortbow, Studded Leather, Sword, Short,

**Goblin Elite (#), Male Goblin Rogue2 Fighter2; CR 4; Size S; Type humanoid; HD (2d6)+(2d10)+4; hp 27; Init +7 (+3 Dex, +4 Feat); Spd Walk 30'; AC 18 (flatfooted 15, touch 14); Atk Shortbow +8 (1d6 20/x3) or Sword, Short +6 (1d6+1 19-20/x2); SA: Evasion (Ex), Sneak Attack +1d6; Vision:** Normal, Darkvision (60'); **AL NE; Sv:** Fort +4, Ref +6, Will +0; Str 12, Dex 17, Con 12, Int 10, Wis 11, Cha 8  
**Skills and Feats:** Climb +3, Hide +12, Intuit Direction +1,

  
**Dangerous Dungeons**  
**Goblins' Lairs**

Jump +4, Listen +6, Move Silently +10, Search +3, Spot +7, Tumble +8; Improved Initiative, Point Blank Shot, Weapon Focus (Shortbow, Sword (Short))

**Possessions:** Chain Shirt, Shortbow, Sword, Short

**Goblin Elite (#), Male Goblin Rogue<sup>3</sup> Fighter<sup>3</sup>; CR 6; Size S; Type humanoid; HD (3d6)+(3d10)+6; hp 42; Init +7 (+3 Dex, +4 Feat); Spd Walk 30'; AC 18 (flatfooted 18, touch 14); Atk Shortbow +1, +11(1d6+1 20/x3) or Sword, Short +8 (1d6+1 19-20/x2); SA: Evasion (Ex), Sneak Attack +2d6, Uncanny Dodge (Dex bonus to AC); Vision: Normal, Darkvision (60'); AL NE; Sv: Fort +5, Ref +7, Will +2; Str 12, Dex 17, Con 12, Int 10, Wis 11, Cha 8**

**Skills and Feats:** Climb +5, Hide +12, Intuit Direction +1, Jump +4, Listen +6, Move Silently +12, Search +5, Spot +9, Tumble +10; Improved Initiative, Point Blank Shot, Rapid Shot, Weapon Focus (Shortbow, Sword (Short))

**Possessions:** Chain Shirt, Shortbow +1, Sword, Short

**Goblin Elite (#), Male Goblin Rogue<sup>4</sup> Fighter<sup>4</sup>; CR 8; Size S; Type humanoid; HD (4d6)+(4d10)+8; hp 56; Init +8 (+4 Dex, +4 Feat); Spd Walk 30'; AC 19 (flatfooted 19, touch 15); Atk Shortbow +1, +14/+9 (1d6+1 20/x3) or Sword +1 (Short) +11/+6 (1d6+2 19-20/x2); SA: Evasion (Ex), Sneak Attack +2d6, Uncanny Dodge (Dex bonus to AC); Vision: Normal, Darkvision (60'); AL NE; Sv: Fort +6, Ref +9, Will +2; Str 12, Dex 18, Con 12, Int 10, Wis 11, Cha 8**

**Skills and Feats:** Climb +5, Hide +15, Intuit Direction +1, Jump +6, Listen +6, Move Silently +15, Search +5, Spot +11, Tumble +15; Improved Initiative, Point Blank Shot, Rapid Shot, Weapon Focus (Shortbow, Sword (Short)), Weapon Specialization (Shortbow)

**Possessions:** Chain Shirt, Shortbow +1, Sword +1 (Short),

**Goblin Elite (#), Male Goblin Rogue<sup>5</sup> Fighter<sup>5</sup>; CR 10; Size S; Type humanoid; HD (5d6)+(5d10)+10; hp 69; Init +8 (+4 Dex, +4 Feat); Spd Walk 30'; AC 20 (flatfooted 20, touch 15); Atk Shortbow +1, +15/+10 (1d6+1 20/x3 or Sword +1 (Short) +12/+7 (1d6+4 19-20/x2); SA: Evasion (Ex), Sneak Attack +3d6, Uncanny Dodge (Dex bonus to AC); Vision: Normal, Darkvision (60'); AL NE; Sv: Fort +6, Ref +9, Will +2; Str 12, Dex 18, Con 12, Int 10, Wis 11, Cha 8**

**Skills and Feats:** Climb +8, Hide +16, Intuit Direction +3, Jump +7, Listen +8, Move Silently +16, Search +7, Spot +13, Tumble +16; Improved Initiative, Point Blank Shot, Rapid Shot, Weapon Focus (Shortbow, Sword (Short)), Weapon Specialization (Shortbow, Sword (Short))

**Possessions:** Chain Shirt +1, Shortbow +1, Sword +1 (Short)

**Goblin Cavalry (#), Male Goblin Fighter<sup>1</sup>; CR 1; Size S; Type humanoid; HD (1d10); hp 10; Init +3 (+3 Dex); Spd Walk 30'; AC 16 (flatfooted 13, touch 14); Atk**

Morningstar +3 (1d8+1 20/x2) or Shortbow +5 (1d6 20/x3); SA: Goblin Cavalry; Vision: Normal, Darkvision (60'); AL NE; Sv: Fort +2, Ref +3, Will +1; Str 12, Dex 16, Con 10, Int 9, Wis 12, Cha 10

**Skills and Feats:** Handle Animal +2, Ride +10; Mounted Archery, Point Blank Shot

**Possessions:** Leather, Morningstar, Shortbow,

**Goblin Cavalry (#), Male Goblin Fighter<sup>2</sup>; CR 2; Size S; Type humanoid; HD (2d10); hp 17; Init +3 (+3 Dex); Spd Walk 30'; AC 16 (flatfooted 13, touch 14); Atk Morningstar +4 (1d8+1 20/x2) or Shortbow +6 (1d6 20/x3); SA: Goblin Cavalry; Vision: Normal, Darkvision (60'); AL NE; Sv: Fort +3, Ref +3, Will +1; Str 12, Dex 16, Con 10, Int 9, Wis 12, Cha 10**

**Skills and Feats:** Handle Animal +2, Ride +11; Mounted Archery, Point Blank Shot, Rapid Shot

**Possessions:** Leather, Morningstar, Shortbow

**Goblin Cavalry (#), Male Goblin Fighter<sup>3</sup> Ranger<sup>1</sup>; CR 4; Size S; Type humanoid; HD (3d10)+(1d10); hp 31; Init +3 (+3 Dex); Spd Walk 30'; AC 16 (flatfooted 13, touch 14); Atk Morningstar +6 (1d8+1 20/x2) or Shortbow +8 (1d6 20/x3); SA: Favored Enemy (Dwarves) +1, Goblin Cavalry; Vision: Normal, Darkvision (60'); AL NE; Sv: Fort +5, Ref +4, Will +2; Str 12, Dex 16, Con 10, Int 10, Wis 12, Cha 10**

**Skills and Feats:** Animal Empathy +2, Handle Animal +3, Ride +12, Spot +2; Mounted Archery, Point Blank Shot, Rapid Shot, Ride-By Attack

**Possessions:** Leather, Morningstar, Shortbow

**Goblin Cavalry (#), Male Goblin Fighter<sup>3</sup> Ranger<sup>2</sup>; CR 5; Size S; Type humanoid; HD (3d10)+(2d10); hp 37; Init +3 (+3 Dex); Spd Walk 30'; AC 16 (flatfooted 13, touch 14); Atk Morningstar +7 (1d8+1 20/x2) or Shortbow +1, +10 (1d6+1 20/x3); SA: Favored Enemy (Dwarves) +1, Goblin Cavalry; Vision: Normal, Darkvision (60'); AL NE; Sv: Fort +6, Ref +4, Will +2; Str 12, Dex 16, Con 10, Int 10, Wis 12, Cha 10**

**Skills and Feats:** Animal Empathy +3, Handle Animal +4, Ride +13, Spot +3; Mounted Archery, Point Blank Shot, Rapid Shot, Ride-By Attack

**Possessions:** Leather, Morningstar, Shortbow +1

**Goblin Cavalry (#), Male Goblin Fighter<sup>4</sup> Ranger<sup>2</sup>; CR 6; Size S; Type humanoid; HD (4d10)+(2d10); hp 45; Init +3 (+3 Dex); Spd Walk 30'; AC 16 (flatfooted 13, touch 14); Atk Morningstar +8/+3 (1d8+1 20/x2) or Shortbow +1, +12/+7 (1d6+1 20/x3); SA: Favored Enemy (Dwarves) +1, Goblin Cavalry; Vision: Normal, Darkvision (60'); AL NE; Sv: Fort +7, Ref +4, Will +2; Str 12, Dex 16, Con 10, Int 10, Wis 12, Cha 10**

**Skills and Feats:** Animal Empathy +3, Handle Animal +4,

  
**Dangerous Dungeons**  
**Goblins' Lairs**

Ride +14, Spot +4; Mounted Archery, Point Blank Shot, Rapid Shot, Ride-By Attack, Weapon Focus (Shortbow), Weapon Specialization (Shortbow)

**Possessions:** Leather, Morningstar, Shortbow +1

**Goblin Cavalry (#), Male Goblin (Cavalry) Fighter4 Ranger3; CR 7; Size S; Type humanoid; HD (4d10)+(3d10); hp 51; Init +3 (+3 Dex); Spd Walk 30'; AC 17 (flatfooted 14, touch 14); Atk Morningstar +9/+4 (1d8+1 20/x2) or Shortbow +, +13/+8 (1d6+1 20/x3); SA: Favored Enemy (Dwarves) +1, Goblin Cavalry; Vision: Normal, Darkvision (60'); AL NE; Sv: Fort +7, Ref +5, Will +3; Str 12, Dex 16, Con 10, Int 10, Wis 12, Cha 10**

**Skills and Feats:** Animal Empathy +4, Handle Animal +5, Ride +16, Spot +6; Mounted Archery, Point Blank Shot, Rapid Shot, Ride-By Attack, Weapon Focus (Shortbow), Weapon Specialization (Shortbow)

**Possessions:** Leather +1, Morningstar, Shortbow +1

**Worg: CR 2; Medium-Size Magical Beast; HD 4d10+8; hp 32; Init +2 (Dex); Spd 50 ft.; AC 14 (+2 Dex, +2 natural); Atk Bite +7 melee (1d6+4); SA Trip; SQ Scent; AL NE; Sv: Fort +6, Ref +6, Will +3; Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10.**

**Skills and Feats:** Hide +7, Listen +9, Move Silently +7, Spot +9, Wilderness Lore +2\*; Alertness.

**Goblin Scout (#), Male Goblin Ranger1; CR 1; Size S; Type humanoid; HD (1d10); hp 10; Init +2 (+2 Dex); Spd Walk 30'; AC 15 (flatfooted 13, touch 13); Atk Dagger +0 (1d4 19-20/x2) or Dagger (Thrown) +4 (1d4 19-20/x2) or Shortbow +4 (1d6 20/x3) or Sword, Short +1 (1d6 19-20/x2); SA: Favored Enemy (Dwarves) +1; Vision: Normal, Darkvision (60'); AL NE; Sv: Fort +2, Ref +2, Will +1; Str 10, Dex 15, Con 10, Int 11, Wis 13, Cha 10**

**Skills and Feats:** Animal Empathy +1, Climb +1, Handle Animal +1, Heal +2, Hide +7, Intuit Direction +2, Jump +1, Listen +2, Move Silently +7, Search +1, Spot +2, Swim +3, Wilderness Lore +5; Weapon Focus (Sword (Short))

**Possessions:** Dagger, Leather, Shortbow, Sword, Short

**Goblin Scout (#), Male Goblin Ranger2; CR 2; Size S; Type humanoid; HD (2d10); hp 16; Init +2 (+2 Dex); Spd Walk 30'; AC 15 (flatfooted 13, touch 13); Atk Dagger +1 (1d4 19-20/x2) or Dagger (Thrown) +5 (1d4 19-20/x2) or Shortbow +5 (1d6 20/x3) or Sword, Short +2 (1d6 19-20/x2); SA: Favored Enemy (Dwarves) +1; Vision: Normal, Darkvision (60') AL: NE; Sv: Fort +3, Ref +2, Will +1; Str 10, Dex 15, Con 10, Int 11, Wis 13, Cha 10**

**Skills and Feats:** Animal Empathy +1, Climb +1, Handle Animal +1, Heal +2, Hide +7, Intuit Direction +2, Jump +1, Listen +3, Move Silently +7, Search +1, Spot +4, Swim +3, Wilderness Lore +6; Weapon Focus (Sword (Short))

**Possessions:** Dagger, Leather, Shortbow, Sword, Short

**Goblin Scout (#), Male Goblin Ranger2 Rogue1; CR 3; Size S; Type humanoid; HD (2d10)+(1d6); hp 21; Init +2 (+2 Dex); Spd Walk 30'; AC 15 (flatfooted 13, touch 13); Atk Dagger +1 (1d4 19-20/x2) or Dagger (Thrown) +5 (1d4 19-20/x2) or Shortbow +5 (1d6 20/x3) or Sword, Short +2 (1d6 19-20/x2); SA: Favored Enemy (Dwarves) +1, Sneak Attack +1d6; Vision: Normal, Darkvision (60'); AL NE; Sv: Fort +3, Ref +4, Will +1; Str 10, Dex 15, Con 10, Int 11, Wis 13, Cha 10**

**Skills and Feats:** Animal Empathy +1, Climb +3, Handle Animal +1, Heal +2, Hide +7, Intuit Direction +2, Jump +1, Listen +7, Move Silently +7, Search +3, Spot +8, Swim +3, Wilderness Lore +6; Alertness, Weapon Focus (Sword (Short))

**Possessions:** Dagger, Leather, Shortbow, Sword, Short

**Goblin Scout (#), Male Goblin Ranger3 Rogue1; CR 4; Size S; Type humanoid; HD (3d10)+(1d6); hp 28; Init +2 (+2 Dex); Spd Walk 30'; AC 15 (flatfooted 13, touch 13); Atk Dagger +2 (1d4 19-20/x2) or Dagger (Thrown) +6 (1d4 19-20/x2) or Shortbow +6 (1d6 20/x3) or Sword, Short +3 (1d6 19-20/x2); SA: Favored Enemy (Dwarves) +1, Sneak Attack +1d6; Vision: Normal, Darkvision (60') AL: NE; Sv: Fort +3, Ref +5, Will +3; Str 10, Dex 15, Con 10, Int 11, Wis 14, Cha 10**

**Skills and Feats:** Animal Empathy +1, Climb +3, Handle Animal +1, Heal +3, Hide +7, Intuit Direction +5, Jump +1, Listen +8, Move Silently +7, Search +3, Spot +9, Swim +3, Wilderness Lore +9; Alertness, Weapon Focus (Sword (Short))

**Possessions:** Dagger, Leather, Shortbow, Sword, Short

**Goblin Scout (#), Male Goblin Ranger4 Rogue1; CR 5; Size S; Type humanoid; HD (4d10)+(1d6); hp 34; Init +2 (+2 Dex); Spd Walk 30'; AC 15 (flatfooted 13, touch 13); Atk Dagger +3 (1d4 19-20/x2) or Dagger (Thrown) +7 (1d4 19-20/x2) or Shortbow +7 (1d6 20/x3) or Sword, Short +4 (1d6 19-20/x2); SA: Favored Enemy (Dwarves) +1, Sneak Attack +1d6; Vision: Normal, Darkvision (60') AL: NE; Sv: Fort +4, Ref +5, Will +3; Str 10, Dex 15, Con 10, Int 11, Wis 14, Cha 10**

**Skills and Feats:** Animal Empathy +1, Climb +3, Handle Animal +1, Heal +3, Hide +8, Intuit Direction +5, Jump +1, Listen +8, Move Silently +8, Search +3, Spot +10, Swim +3, Wilderness Lore +10; Alertness, Weapon Focus (Sword (Short))

**Possessions:** Dagger, Leather, Shortbow, Sword, Short

**Spells Known:**

**Level 1:** Alarm, Animal Friendship, Delay Poison, Detect Animals or Plants, Detect Snares and Pits, Entangle, Magic Fang, Pass without Trace, Read Magic, Resist Elements, Speak with Animals, Summon Nature's Ally I

Cast: 0/1

  
**Dangerous Dungeons**  
**Goblins' Lairs**

**Goblin Scout (#), Male Goblin Ranger4 Rogue2; CR 6; Size S; Type humanoid; HD (4d10)+(2d6); hp 38; Init +2 (+2 Dex); Spd Walk 30'; AC 15 (flatfooted 13, touch 13); Atk Dagger +4 (1d4 19-20/x2) or Dagger (Thrown) +8 (1d4 19-20/x2) or Shortbow +8 (1d6 20/x3) or Sword +1 (Short) +6 (1d6+1 19-20/x2); SA: Evasion (Ex), Favored Enemy (Dwarves) +1, Sneak Attack +1d6; Vision: Normal, Darkvision (60'); AL: NE; Sv: Fort +4, Ref +6, Will +3; Str 10, Dex 15, Con 10, Int 11, Wis 14, Cha 10**

**Skills and Feats:** Animal Empathy +1, Climb +3, Handle Animal +1, Heal +3, Hide +10, Intuit Direction +5, Jump +1, Listen +10, Move Silently +10, Search +5, Spot +10, Swim +3, Wilderness Lore +10; Alertness, Run, Weapon Focus (Sword (Short))

**Possessions:** Dagger, Leather, Shortbow, Sword +1 (Short)

**Spells Known:**

**Level 1:** Alarm, Animal Friendship, Delay Poison, Detect Animals or Plants, Detect Snares and Pits, Entangle, Magic Fang, Pass without Trace, Read Magic, Resist Elements, Speak with Animals, Summon Nature's Ally I  
 Cast: 0/1

**Goblin Scout (#), Male Goblin Ranger5 Rogue2; CR 7; Size S; Type humanoid; HD (5d10)+(2d6); hp 42; Init +2 (+2 Dex); Spd Walk 30'; AC 15 (flatfooted 13, touch 13); Atk Dagger +5 (1d4 19-20/x2) or Dagger (Thrown) +9/+4 (1d4 19-20/x2) or Shortbow +9/+4 (1d6 20/x3) or Sword +1 (Short) +7/+2 (1d6+1 19-20/x2); SA: Evasion (Ex), Favored Enemy (Dwarves) +2, Favored Enemy (Elves) +1, Sneak Attack +1d6; Vision: Normal, Darkvision (60'); AL: NE; Sv: Fort +4, Ref +6, Will +3; Str 10, Dex 15, Con 10, Int 11, Wis 14, Cha 10**

**Skills and Feats:** Animal Empathy +1, Climb +3, Handle Animal +1, Heal +3, Hide +10, Intuit Direction +5, Jump +2, Listen +10, Move Silently +10, Search +6, Spot +10, Swim +3, Wilderness Lore +12; Alertness, Run, Weapon Focus (Sword (Short))

**Possessions:** Dagger, Leather, Shortbow, Sword +1 (Short)

**Spells Known:**

**Level 1:** Alarm, Animal Friendship, Delay Poison, Detect Animals or Plants, Detect Snares and Pits, Entangle, Magic Fang, Pass without Trace, Read Magic, Resist Elements, Speak with Animals, Summon Nature's Ally I,  
 Cast: 0/1

**Goblin Scout (#), Male Goblin Ranger6 Rogue2; CR 8; Size S; Type humanoid; HD (6d10)+(2d6); hp 46; Init +3 (+3 Dex); Spd Walk 30'; AC 16 (flatfooted 13, touch 14); Atk Dagger +6 (1d4 19-20/x2) or Dagger (Thrown) +11/+6 (1d4 19-20/x2) or Shortbow +11/+6 (1d6 20/x3) or Sword +1 (Short) +8/+3 (1d6+1 19-20/x2); SA: Evasion (Ex), Favored Enemy (Dwarves) +2, Favored Enemy (Elves) +1,**

**Sneak Attack +1d6; Vision:** Normal, Darkvision (60'); **AL** NE; **Sv:** Fort +5, Ref +8, Will +4; Str 10, Dex 16, Con 10, Int 11, Wis 14, Cha 10

**Skills and Feats:** Animal Empathy +1, Climb +3, Handle Animal +1, Heal +3, Hide +11, Intuit Direction +6, Jump +2, Listen +11, Move Silently +11, Search +6, Spot +11, Swim +3, Wilderness Lore +13; Alertness, Run, Weapon Focus (Sword (Short))

**Possessions:** Dagger, Leather, Shortbow, Sword +1 (Short)

**Spells Known:**

**Level 1:** Alarm, Animal Friendship, Delay Poison, Detect Animals or Plants, Detect Snares and Pits, Entangle, Magic Fang, Pass without Trace, Read Magic, Resist Elements, Speak with Animals, Summon Nature's Ally I,  
 Cast: 0/2

**Goblin Elite Guard (#), Male Goblin Rogue1 Fighter4; CR 5; Size S; Type humanoid; HD (1d6)+(4d10)+10; hp 45; Init +5 (+1 Dex, +4 Feat); Spd Walk 20'; AC 18 (flatfooted 17, touch 12); Atk Crossbow (Light/Masterwork) +7 (1d8 19-20/x2) or Sword (Short/Masterwork) +10 (1d6+5 19-20/x2); SA: Sneak Attack +1d6; Vision: Normal, Darkvision (60'); AL: NE; Sv: Fort +6, Ref +4, Will +1; Str 17, Dex 12, Con 14, Int 11, Wis 11, Cha 9**

**Skills and Feats:** Hide +5, Intimidate +3, Jump +5, Listen +4, Move Silently +5, Sense Motive +4, Spot +4, Tumble +5; Improved Initiative, Power Attack, Quick Draw, Weapon Focus (Sword (Short)), Weapon Specialization (Sword (Short))

**Possessions:** Chainmail (Masterwork), Crossbow (Light/Masterwork), Shield (Small/Wooden/Masterwork), Sword (Short/Masterwork)

**Goblin Elite Guard (#), Male Goblin Rogue1 Fighter5; CR 6; Size S; Type humanoid; HD (1d6)+(5d10)+12; hp 54; Init +5 (+1 Dex, +4 Feat); Spd Walk 20'; AC 19 (flatfooted 18, touch 12); Atk Crossbow (Light/Masterwork) +9 (1d8 19-20/x2) or Sword (Short/Masterwork) +11 (1d6+5 19-20/x2); SA: Sneak Attack +1d6; Vision: Normal, Darkvision (60') AL: NE; Sv: Fort +6, Ref +4, Will +1; Str 17, Dex 12, Con 14, Int 11, Wis 11, Cha 9**

**Skills and Feats:** Hide +5, Intimidate +3, Jump +5, Listen +4, Move Silently +5, Sense Motive +4, Spot +4, Tumble +6; Improved Initiative, Power Attack, Quick Draw, Weapon Focus (Sword (Short), Crossbow (Light)), Weapon Specialization (Sword (Short))

**Possessions:** Chainmail +1, Crossbow (Light/Masterwork), Shield (Small/Wooden/Masterwork), Sword (Short/Masterwork)

**Goblin Elite Guard (#), Male Goblin Rogue1 Fighter6; CR 7; Size S; Type humanoid; HD (1d6)+(6d10)+14; hp 63; Init +5 (+1 Dex, +4 Feat); Spd Walk**

  
**Dangerous Dungeons**  
**Goblins' Lairs**

20'; **AC** 19 (flatfooted 18, touch 12); **Atk** Crossbow (Light/Masterwork) +10/+5 (1d8 19-20/x2) or Sword +1 (Short) +12/+7 (1d6+6 19-20/x2); **SA:** Sneak Attack +1d6; **Vision:** Normal, Darkvision (60'); **AL** NE; **Sv:** Fort +7, Ref +5, Will +2; Str 17, Dex 12, Con 14, Int 11, Wis 11, Cha 9

**Skills and Feats:** Hide +5, Intimidate +3, Jump +5, Listen +4, Move Silently +5, Sense Motive +4, Spot +4, Tumble +7; Improved Initiative, Power Attack, Quick Draw, Weapon Focus (Sword (Short), Crossbow (Light)), Weapon Specialization (Sword (Short), Crossbow (Light))

**Possessions:** Chainmail +1, Crossbow (Light/Masterwork), Shield (Small/Wooden/Masterwork), Sword +1 (Short)

**Goblin Elite Guard (#), Male Goblin Rogue1 Fighter7; CR 8; Size S; Type** humanoid; **HD** (1d6)+(7d10)+16; **hp** 71; **Init** +5 (+1 Dex, +4 Feat); **Spd** Walk 20'; **AC** 20 (flatfooted 19, touch 12); **Atk** Crossbow (Light/Masterwork) +11/+6 (1d8 19-20/x2) or Sword +1 (Short) +14/+9 (1d6+7 19-20/x2); **SA:** Sneak Attack +1d6; **Vision:** Normal, Darkvision (60'); **AL** NE; **Sv:** Fort +7, Ref +5, Will +2; Str 18, Dex 12, Con 14, Int 11, Wis 11, Cha 9

**Skills and Feats:** Hide +5, Intimidate +3, Jump +8, Listen +4, Move Silently +5, Sense Motive +4, Spot +4, Tumble +9; Improved Initiative, Power Attack, Quick Draw, Weapon Focus (Sword (Short), Crossbow (Light)), Weapon Specialization (Sword (Short), Crossbow (Light))

**Possessions:** Chainmail +1, Crossbow (Light/Masterwork), Shield +1 (Small/Wooden), Sword +1 (Short)

**Goblin Elite Guard (#), Male Goblin Rogue1 Fighter8; CR 9; Size S; Type** humanoid; **HD** (1d6)+(8d10)+18; **hp** 79; **Init** +5 (+1 Dex, +4 Feat); **Spd** Walk 20'; **AC** 20 (flatfooted 19, touch 12); Crossbow +1 (Light) +12/+7 (1d8+1 19-20/x2) or Sword +1 (Short) +15/+10 (1d6+7 17-20/x2); **SA:** Sneak Attack +1d6; **Vision:** Normal, Darkvision (60'); **AL** NE; **Sv:** Fort +8, Ref +5, Will +2; Str 18, Dex 12, Con 14, Int 11, Wis 11, Cha 9

**Skills and Feats:** Hide +5, Intimidate +3, Jump +8, Listen +4, Move Silently +5, Sense Motive +4, Spot +4, Tumble +10; Cleave, Improved Critical (Sword (Short)), Improved Initiative, Power Attack, Quick Draw, Weapon Focus (Sword (Short), Crossbow (Light)), Weapon Specialization (Sword (Short), Crossbow (Light))

**Possessions:** Chainmail +1, Crossbow +1 (Light), Shield +1 (Small/Wooden), Sword +1 (Short)

**Goblin Elite Guard (#), Male Goblin Rogue2 Fighter8; CR 10; Size S; Type** humanoid; **HD** (2d6)+(8d10)+20; **hp** 85; **Init** +5 (+1 Dex, +4 Feat); **Spd** Walk 20'; **AC** 20 (flatfooted 19, touch 12); **Atk** Crossbow +1 (Light) +13/+8 (1d8+1 19-20/x2) or Sword +2 (Short) +17/+12 (1d6+8 17-20/x2); **SA:** Evasion (Ex), Sneak Attack +1d6;

**Vision:** Normal, Darkvision (60'); **AL** NE; **Sv:** Fort +8, Ref +6, Will +2; Str 18, Dex 12, Con 14, Int 11, Wis 11, Cha 9

**Skills and Feats:** Hide +5, Intimidate +5, Jump +8, Listen +6, Move Silently +5, Sense Motive +4, Spot +6, Tumble +12; Cleave, Improved Critical (Sword (Short)), Improved Initiative, Power Attack, Quick Draw, Weapon Focus (Sword (Short), Crossbow (Light)), Weapon Specialization (Sword (Short), Crossbow (Light))

**Possessions:** Chainmail +1, Crossbow +1 (Light), Shield +1 (Small/Wooden), Sword +2 (Short)

**Goblin Witch Doctor (#), Male Goblin Cleric1 Sorcerer1; CR 2; Size S; Type** humanoid; **HD** (1d8)+(1d4); **hp** 11; **Init** +1 (+1 Dex); **Spd** Walk 30'; **AC** 12 (flatfooted 11, touch 12); **Atk** Warhammer +0 (1d8-1 20/x3); **SA:** Rebuke Undead 4/day, Spontaneous casting, Summon Familiar; **Vision:** Normal, Darkvision (60'); **AL** NE; **Sv:** Fort +2, Ref +1, Will +6; Str 8, Dex 13, Con 10, Int 12, Wis 15, Cha 13

**Skills and Feats:** Bluff +2, Concentration +4, Diplomacy +2, Disguise +2, Heal +5, Hide +6, Move Silently +6, Spellcraft +3; Dodge, Martial Weapon Proficiency

**Possessions:** Warhammer

**Domains:** Evil (cast evil spells at +1 caster level.); Trickery (Bluff, Disguise and Hide are class skills.)

**Spells Known (Cleric):**

**Level 0:** Create Water, Cure Minor Wounds, Detect Magic, Detect Poison, Guidance, Inflict Minor Wounds, Light, Mending, Purify Food and Drink, Read Magic, Resistance, Virtue

**Level 1:** Bane, Bless, Bless Water, Cause Fear, Change Self, Command, Comprehend Languages, Cure Light Wounds, Curse Water, Deathwatch, Detect Chaos, Detect Evil, Detect Good, Detect Law, Detect Undead, Divine Favor, Doom, Endure Elements, Entropic Shield, Inflict Light Wounds, Invisibility to Undead, Magic Stone, Magic Weapon, Obscuring Mist, Protection from Chaos, Protection from Evil, Protection from Good, Protection from Law, Random Action, Remove Fear, Sanctuary, Shield of Faith, Summon Monster I

**Spells Known (Sorcerer)**

**Level 0:** Detect Magic, Detect Poison, Ray of Frost, Read Magic,

**Level 1:** Mage Armor, Magic Missile

**Cast** (cleric): 3/2+1

**Cast** (sorcerer): 5/4

**Goblin Witch Doctor (#), Male Goblin Cleric2 Sorcerer1; CR 3; Size S; Type** humanoid; **HD** (2d8)+(1d4); **hp** 16; **Init** +1 (+1 Dex); **Spd** Walk 30'; **AC** 12 (flatfooted 11, touch 12); **Atk** Warhammer +1 (1d8-1 20/x3); **SA:** Rebuke Undead 4/day, Spontaneous casting, Summon Familiar; **Vision:** Normal, Darkvision (60'); **AL**

  
**Dangerous Dungeons**  
**Goblins' Lair**

NE; **Sv:** Fort +3, Ref +1, Will +7; Str 8, Dex 13, Con 10, Int 12, Wis 15, Cha 13

**Skills and Feats:** Bluff +2, Concentration +5, Diplomacy +2, Disguise +2, Heal +5, Hide +7, Move Silently +6, Spellcraft +4; Combat Casting, Dodge, Martial Weapon Proficiency

**Possessions:** Warhammer

**Domains:** Evil (cast evil spells at +1 caster level.); Trickery (Bluff, Disguise and Hide are class skills.)

**Spells Known (Cleric):**

**Level 0:** Create Water, Cure Minor Wounds, Detect Magic, Detect Poison, Guidance, Inflict Minor Wounds, Light, Mending, Purify Food and Drink, Read Magic, Resistance, Virtue,

**Level 1:** Bane, Bless, Bless Water, Cause Fear, Change Self, Command, Comprehend Languages, Cure Light Wounds, Curse Water, Deathwatch, Detect Chaos, Detect Evil, Detect Good, Detect Law, Detect Undead, Divine Favor, Doom, Endure Elements, Entropic Shield, Inflict Light Wounds, Invisibility to Undead, Magic Stone, Magic Weapon, Obscuring Mist, Protection from Chaos, Protection from Evil, Protection from Good, Protection from Law, Random Action, Remove Fear, Sanctuary, Shield of Faith, Summon Monster I,

**Spells Known (Sorcerer)**

**Level 0:** Detect Magic, Detect Poison, Ray of Frost, Read Magic,

**Level 1:** Mage Armor, Magic Missile,

**Cast (cleric):** 4/3+1

**Cast (sorcerer):** 5/4

**Goblin Witch Doctor (#), Male Goblin Cleric3 Sorcerer1; CR 4; Size S; Type humanoid; HD (3d8)+(1d4); hp 22; Init +1 (+1 Dex); Spd Walk 30'; AC 12 (flatfooted 11, touch 12); Atk Warhammer +2 (1d8-1 20/x3); SA: Rebuke Undead 4/day, Spontaneous casting, Summon Familiar; Vision: Normal, Darkvision (60') AL: NE; Sv: Fort +3, Ref +2, Will +8; Str 8, Dex 13, Con 10, Int 12, Wis 16, Cha 13**

**Skills and Feats:** Bluff +2, Concentration +6, Diplomacy +2, Disguise +2, Heal +8, Hide +7, Move Silently +6, Spellcraft +4; Combat Casting, Dodge, Martial Weapon Proficiency

**Possessions:** Warhammer

**Domains:** Evil (cast evil spells at +1 caster level.); Trickery (Bluff, Disguise and Hide are class skills.)

**Spells Known (Cleric):**

**Level 0:** Create Water, Cure Minor Wounds, Detect Magic, Detect Poison, Guidance, Inflict Minor Wounds, Light, Mending, Purify Food and Drink, Read Magic, Resistance, Virtue,

**Level 1:** Bane, Bless, Bless Water, Cause Fear, Change Self, Command, Comprehend Languages, Cure Light Wounds, Curse Water, Deathwatch, Detect Chaos, Detect Evil, Detect

Good, Detect Law, Detect Undead, Divine Favor, Doom, Endure Elements, Entropic Shield, Inflict Light Wounds, Invisibility to Undead, Magic Stone, Magic Weapon, Obscuring Mist, Protection from Chaos, Protection from Evil, Protection from Good, Protection from Law, Random Action, Remove Fear, Sanctuary, Shield of Faith, Summon Monster I,

**Level 2:** Aid, Animal Messenger, Augury, Bull's Strength, Calm Emotions, Consecrate, Cure Moderate Wounds, Darkness, Death Knell, Delay Poison, Desecrate, Endurance, Enthral, Find Traps, Gentle Repose, Hold Person, Inflict Moderate Wounds, Invisibility, Lesser Restoration, Make Whole, Remove Paralysis, Resist Elements, Shatter, Shield Other, Silence, Sound Burst, Speak with Animals, Spiritual Weapon, Summon Monster II, Undetectable Alignment, Zone of Truth

**Spells Known (Sorcerer)**

**Level 0:** Detect Magic, Detect Poison, Ray of Frost, Read Magic,

**Level 1:** Mage Armor, Magic Missile,

**Cast (cleric):** 4/3+1/2+1

**Cast (sorcerer):** 5/4

**Goblin Witch Doctor (#), Male Goblin Cleric3 Sorcerer2; CR 5; Size S; Type humanoid; HD (3d8)+(2d4); hp 24; Init +1 (+1 Dex); Spd Walk 30'; AC 12 (flatfooted 11, touch 12); Atk Crossbow, Light +5 (1d8 19-20/x2 ) or Warhammer +3 (1d8-1 20/x3); SA: Rebuke Undead 4/day, Spontaneous casting, Summon Familiar; Vision: Normal, Darkvision (60') AL: NE; Sv: Fort +3, Ref +2, Will +9; Str 8, Dex 13, Con 10, Int 12, Wis 16, Cha 13**

**Skills and Feats:** Bluff +2, Concentration +7, Diplomacy +2, Disguise +2, Heal +8, Hide +7, Move Silently +6, Spellcraft +6; Combat Casting, Dodge, Martial Weapon Proficiency

**Possessions:** Crossbow, Light, Warhammer

**Domains:** Evil (cast evil spells at +1 caster level.); Trickery (Bluff, Disguise and Hide are class skills.)

**Spells Known (Cleric):**

**Level 0:** Create Water, Cure Minor Wounds, Detect Magic, Detect Poison, Guidance, Inflict Minor Wounds, Light, Mending, Purify Food and Drink, Read Magic, Resistance, Virtue

**Level 0:** Create Water, Cure Minor Wounds, Detect Magic, Detect Poison, Guidance, Inflict Minor Wounds, Light, Mending, Purify Food and Drink, Read Magic, Resistance, Virtue,

**Level 1:** Bane, Bless, Bless Water, Cause Fear, Change Self, Command, Comprehend Languages, Cure Light Wounds, Curse Water, Deathwatch, Detect Chaos, Detect Evil, Detect Good, Detect Law, Detect Undead, Divine Favor, Doom, Endure Elements, Entropic Shield, Inflict Light Wounds, Invisibility to Undead, Magic Stone, Magic Weapon, Obscuring Mist, Protection from Chaos, Protection from

  
**Dangerous Dungeons**  
**Goblins' Lairs**

Evil, Protection from Good, Protection from Law, Random Action, Remove Fear, Sanctuary, Shield of Faith, Summon Monster I,

**Level 2:** Aid, Animal Messenger, Augury, Bull's Strength, Calm Emotions, Consecrate, Cure Moderate Wounds, Darkness, Death Knell, Delay Poison, Desecrate, Endurance, Enthral, Find Traps, Gentle Repose, Hold Person, Inflict Moderate Wounds, Invisibility, Lesser Restoration, Make Whole, Remove Paralysis, Resist Elements, Shatter, Shield Other, Silence, Sound Burst, Speak with Animals, Spiritual Weapon, Summon Monster II, Undetectable Alignment, Zone of Truth,

**Spells Known (Sorcerer)**

**Level 0:** Daze, Detect Magic, Detect Poison, Ray of Frost, Read Magic,

**Level 1:** Mage Armor, Magic Missile,

**Cast** (cleric): 4/3+1/2+1

**Cast** (sorcerer): 6/5

**Goblin Witch Doctor (#), Male Goblin Cleric4 Sorcerer2; CR 6; Size S; Type humanoid; HD (4d8)+(2d4); hp 30; Init +1 (+1 Dex); Spd Walk 30'; AC 12 (flatfooted 11, touch 12); Atk Crossbow, Light +6 (1d8 19-20/x2) or Warhammer +4 (1d8-1 20/x3); SA: Rebuke Undead 4/day, Spontaneous casting, Summon Familiar; Vision: Normal, Darkvision (60'); AL NE; Sv: Fort +4, Ref +4, Will +10; Str 8, Dex 13, Con 10, Int 12, Wis 16, Cha 13**

**Skills and Feats:** Bluff +2, Concentration +8, Diplomacy +2, Disguise +2, Heal +9, Hide +7, Move Silently +6, Spellcraft +7; Combat Casting, Dodge, Lightning Reflexes, Martial Weapon Proficiency

**Possessions:** Crossbow, Light, Warhammer

**Domains:** Evil (cast evil spells at +1 caster level.); Trickery (Bluff, Disguise and Hide are class skills.)

**Spells Known (Cleric):**

**Level 0:** Create Water, Cure Minor Wounds, Detect Magic, Detect Poison, Guidance, Inflict Minor Wounds, Light, Mending, Purify Food and Drink, Read Magic, Resistance, Virtue,

**Level 1:** Bane, Bless, Bless Water, Cause Fear, Change Self, Command, Comprehend Languages, Cure Light Wounds, Curse Water, Deathwatch, Detect Chaos, Detect Evil, Detect Good, Detect Law, Detect Undead, Divine Favor, Doom, Endure Elements, Entropic Shield, Inflict Light Wounds, Invisibility to Undead, Magic Stone, Magic Weapon, Obscuring Mist, Protection from Chaos, Protection from Evil, Protection from Good, Protection from Law, Random Action, Remove Fear, Sanctuary, Shield of Faith, Summon Monster I,

**Level 2:** Aid, Animal Messenger, Augury, Bull's Strength, Calm Emotions, Consecrate, Cure Moderate Wounds, Darkness, Death Knell, Delay Poison, Desecrate, Endurance, Enthral, Find Traps, Gentle Repose, Hold Person, Inflict

Moderate Wounds, Invisibility, Lesser Restoration, Make Whole, Remove Paralysis, Resist Elements, Shatter, Shield Other, Silence, Sound Burst, Speak with Animals, Spiritual Weapon, Summon Monster II, Undetectable Alignment, Zone of Truth,

**Spells Known (Sorcerer)**

**Level 0:** Daze, Detect Magic, Detect Poison, Ray of Frost, Read Magic,

**Level 1:** Mage Armor, Magic Missile,

**Cast** (cleric): 5/4+1/3+1

**Cast** (sorcerer): 6/5

**Goblin Witch Doctor (#), Male Goblin Cleric5 Sorcerer2; CR 7; Size S; Type humanoid; HD (5d8)+(2d4); hp 35; Init +1 (+1 Dex); Spd Walk 30'; AC 12 (flatfooted 11, touch 12); Atk Crossbow, Light +6 (1d8 19-20/x2) or Warhammer +1 +5 (1d8 20/x3); SA: Rebuke Undead 4/day, Spontaneous casting, Summon Familiar; Vision: Normal, Darkvision (60'); AL NE; Sv: Fort +4, Ref +4, Will +10; Str 8, Dex 13, Con 10, Int 12, Wis 16, Cha 13**

**Skills and Feats:** Bluff +2, Concentration +9, Diplomacy +2, Disguise +2, Heal +10, Hide +7, Knowledge (Religion) +2, Move Silently +6, Spellcraft +7; Combat Casting, Dodge, Lightning Reflexes, Martial Weapon Proficiency

**Possessions:** Crossbow, Light, Warhammer +1

**Domains:** Evil (cast evil spells at +1 caster level.); Trickery (Bluff, Disguise and Hide are class skills.)

**Spells Known (Cleric):**

**Level 0:** Create Water, Cure Minor Wounds, Detect Magic, Detect Poison, Guidance, Inflict Minor Wounds, Light, Mending, Purify Food and Drink, Read Magic, Resistance, Virtue,

**Level 1:** Bane, Bless, Bless Water, Cause Fear, Change Self, Command, Comprehend Languages, Cure Light Wounds, Curse Water, Deathwatch, Detect Chaos, Detect Evil, Detect Good, Detect Law, Detect Undead, Divine Favor, Doom, Endure Elements, Entropic Shield, Inflict Light Wounds, Invisibility to Undead, Magic Stone, Magic Weapon, Obscuring Mist, Protection from Chaos, Protection from Evil, Protection from Good, Protection from Law, Random Action, Remove Fear, Sanctuary, Shield of Faith, Summon Monster I,

**Level 2:** Aid, Animal Messenger, Augury, Bull's Strength, Calm Emotions, Consecrate, Cure Moderate Wounds, Darkness, Death Knell, Delay Poison, Desecrate, Endurance, Enthral, Find Traps, Gentle Repose, Hold Person, Inflict Moderate Wounds, Invisibility, Lesser Restoration, Make Whole, Remove Paralysis, Resist Elements, Shatter, Shield Other, Silence, Sound Burst, Speak with Animals, Spiritual Weapon, Summon Monster II, Undetectable Alignment, Zone of Truth,

**Level 3:** Animate Dead, Bestow Curse, Blindness/Deafness, Contagion, Continual Flame, Create Food and Water, Cure

  
**Dangerous Dungeons**  
**Goblins' Lairs**

Serious Wounds, Daylight, Deeper Darkness, Dispel Magic, Glyph of Warding, Helping Hand, Inflict Serious Wounds, Invisibility Purge, Locate Object, Magic Circle against Chaos, Magic Circle against Evil, Magic Circle against Good, Magic Circle against Law, Magic Vestment, Meld into Stone, Negative Energy Protection, Nondetection, Obscure Object, Prayer, Protection from Elements, Remove Blindness/Deafness, Remove Curse, Remove Disease, Searing Light, Speak with Dead, Speak with Plants, Stone Shape, Summon Monster III, Water Breathing, Water Walk, Wind Wall,

**Spells Known (Sorcerer)**

**Level 0:** Daze, Detect Magic, Detect Poison, Ray of Frost, Read Magic,

**Level 1:** Mage Armor, Magic Missile,

**Cast (cleric):** 5/4+1/3+1/2+1

**Cast (sorcerer):** 6/5

**Goblin Witch Doctor (#), Male Goblin Cleric5 Sorcerer3; CR 8; Size S; Type humanoid; HD (5d8)+(3d4); hp 39; Init +1 (+1 Dex); Spd Walk 30'; AC 14 (flatfooted 13, touch 12); Atk Crossbow, Light +6 (1d8 19-20/x2) or Warhammer +1 +5 (1d8 20/x3); SA:** Rebuke Undead 5/day, Spontaneous casting, Summon Familiar; **Vision:** Normal, Darkvision (60') **AL:** NE; **Sv:** Fort +5, Ref +5, Will +10; Str 8, Dex 13, Con 10, Int 12, Wis 16, Cha 14

**Skills and Feats:** Bluff +3, Concentration +10, Diplomacy +3, Disguise +3, Heal +10, Hide +7, Knowledge (Religion) +3, Move Silently +6, Spellcraft +9; Combat Casting, Dodge, Lightning Reflexes, Martial Weapon Proficiency

**Possessions:** Bracers of Armor +2, Crossbow, Light, Warhammer +1

**Domains:** Evil (cast evil spells at +1 caster level.); Trickery (Bluff, Disguise and Hide are class skills.)

**Spells Known (Cleric):**

**Level 0:** Create Water, Cure Minor Wounds, Detect Magic, Detect Poison, Guidance, Inflict Minor Wounds, Light, Mending, Purify Food and Drink, Read Magic, Resistance, Virtue,

**Level 1:** Bane, Bless, Bless Water, Cause Fear, Change Self, Command, Comprehend Languages, Cure Light Wounds, Curse Water, Deathwatch, Detect Chaos, Detect Evil, Detect Good, Detect Law, Detect Undead, Divine Favor, Doom, Endure Elements, Entropic Shield, Inflict Light Wounds, Invisibility to Undead, Magic Stone, Magic Weapon, Obscuring Mist, Protection from Chaos, Protection from Evil, Protection from Good, Protection from Law, Random Action, Remove Fear, Sanctuary, Shield of Faith, Summon Monster I,

**Level 2:** Aid, Animal Messenger, Augury, Bull's Strength, Calm Emotions, Consecrate, Cure Moderate Wounds, Darkness, Death Knell, Delay Poison, Desecrate, Endurance, Enthral, Find Traps, Gentle Repose, Hold Person, Inflict Moderate Wounds, Invisibility, Lesser Restoration, Make

Whole, Remove Paralysis, Resist Elements, Shatter, Shield Other, Silence, Sound Burst, Speak with Animals, Spiritual Weapon, Summon Monster II, Undetectable Alignment, Zone of Truth,

**Level 3:** Animate Dead, Bestow Curse, Blindness/Deafness, Contagion, Continual Flame, Create Food and Water, Cure Serious Wounds, Daylight, Deeper Darkness, Dispel Magic, Glyph of Warding, Helping Hand, Inflict Serious Wounds, Invisibility Purge, Locate Object, Magic Circle against Chaos, Magic Circle against Evil, Magic Circle against Good, Magic Circle against Law, Magic Vestment, Meld into Stone, Negative Energy Protection, Nondetection, Obscure Object, Prayer, Protection from Elements, Remove Blindness/Deafness, Remove Curse, Remove Disease, Searing Light, Speak with Dead, Speak with Plants, Stone Shape, Summon Monster III, Water Breathing, Water Walk, Wind Wall,

**Spells Known (Sorcerer)**

**Level 0:** Daze, Detect Magic, Detect Poison, Ray of Frost, Read Magic,

**Level 1:** Mage Armor, Magic Missile, Sleep,

**Cast (cleric):** 5/4+1/3+1/2+1

**Cast (sorcerer):** 6/6

## High Level Foes

**Urgamak, Male Goblin Rogue10 Fighter7; CR 17; Size S; Type humanoid; HD (10d6)+(7d10)+34; hp 121; Init +9 (+5 Dex, +4 Feat); Spd Walk 30'; AC 22 (flatfooted 22, touch 15); Atk Sword +3 (Short/Defending) +20/+15/+10 (1d6+8 17-20/x2 can transfer some or all of sword's enhancement bonus to AC) or Dagger of Venom +18/+13 (1d4+4 19-20/x2 Inflict a poison spell 1/day) or Mighty Composite Shortbow (+2 Str Bonus) +21/+16/+11 (1d6+2 20/x3); SA:** Evasion (Ex), Opportunist, Sneak Attack +5d6, Uncanny Dodge (Dex bonus to AC), Uncanny Dodge (can't be flanked); **Vision:** Normal, Darkvision (60'); **AL:** NE; **Sv:** Fort +10, Ref +14, Will +5; Str 16, Dex 20, Con 15, Int 12, Wis 10, Cha 14

**Skills and Feats:** Balance +19, Bluff +9, Climb +22, Diplomacy +7, Gather Information +8, Hide +14, Innuendo +3, Intimidate +10, Listen +13, Move Silently +14, Ride +18, Search +9, Sense Motive +6, Spot +13, Tumble +17; Ambidexterity, Improved Critical (Sword (Short)), Improved Initiative, Improved Two-Weapon Fighting, Two-Weapon Fighting, Weapon Focus (Shortbow (Composite), Sword (Short), Dagger), Weapon Specialization (Sword (Short), Dagger)

**Possessions:** Sword +3 (Short/Defending), Dagger of Venom, Brooch of Shielding, Chain Shirt +3, Mighty Composite Shortbow (+2 Str Bonus)

**Ugamana, Male Goblin Monk12; CR 12; Size S; Type humanoid; HD (12d8)+12; hp 89; Init +5 (+5 Dex); Spd Walk 70'; AC 21 (flatfooted 16, touch 21); Atk Unarmed Strike +13/+10/+7 (1d10+2 19-20/x2 ) or Shuriken +3,+19/**

  
**Dangerous Dungeons**  
**Goblins' Lairs**

+14 (1+3 20/x2); **SA:** Abundant Step (Sp), Diamond Body (Su), Flurry of Blows, Improved Evasion (EX), Ki Strike (+1) (Su), Leap of the Clouds, Purity of Body, Slow Fall (50 ft.), Still Mind, Stunning Attack 12/day (DC 19), Wholeness of Body (Su) 24 **hp/day**; **Vision:** Normal, Darkvision (60'); **AL** LE; **Sv:** Fort +9, Ref +13, Will +11; Str 14, Dex 20, Con 12, Int 10, Wis 16, Cha 8

**Skills and Feats:** Balance +13, Climb +12, Diplomacy +2, Escape Artist +8, Hide +10, Jump +12, Listen +10, Move Silently +10, Spot +6, Tumble +22; Dodge, Improved Critical (Unarmed Strike), Point Blank Shot, Weapon Focus (Unarmed Strike, Shuriken)

**Possessions:** 10 Shuriken +3

**Inkamal, Female Ghost Goblin NeCRomancer16;** **CR** 18; **Size** S; **Type** undead; **HD** (16d4); **hp** 127; **Init** +7 (+3 Dex, +4 Misc); **Spd** Walk 30'; **AC** 14 (flatfooted 11, touch 14); **Atk** Unarmed Strike +8/+3 (1d3-1 20/x2); **SA:** 50% chance to ignore any damage from a corporeal source, Always moves silently, attacks pass through armor, Can be harmed only by other incorporeal Creatures/+1 or better weapons/magic, Can pass through solid objects at will, Immune to mind-influencing effects/ poison/ sleep/ paralysis/ stunning/ disease, Not subject to Critical hits/ subdual damage/ ability damage/ energy drain/ or death from massive damage, Rejuvenation, Summon Familiar, Turn Resistance 4; **Vision:** Normal, Darkvision (60'); **AL** NE; **Sv:** Fort +5, Ref +8, Will +15; Str 8, Dex 16, Con \*, Int 20, Wis 16, Cha 18

**Skills and Feats:** Alchemy +8, Bluff +6, Concentration +19, Diplomacy +5, Gather Information +6, Hide +10, Intimidate +13, Intuit Direction +5, Listen +12, Move Silently +8, Sense Motive +6, Spellcraft +24, Spot +12; Combat Casting, Dodge, Improved Initiative, Iron Will, Quicken Spell, Silent Spell, Simple Weapon Proficiency, Spell Focus (Necromancy), Spell Mastery (Detect Magic, Ghost Sound, Mage Hand, Open/Close, Read Magic)

#### Spells Known:

**Level 0:** Arcane Mark, Dancing Lights, Daze, Detect Magic, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance,

**Level 1:** Cause Fear, Chill Touch, Grease, Hold Portal, Mage Armor, Magic Missile, Protection from Good, Ray of Enfeeblement, Sleep,

**Level 2:** Darkness, Flaming Sphere, Ghoul Touch, Misdirection, Scare, Shatter, Spectral Hand, Web, Whispering Wind,

**Level 3:** Dispel Magic, Fireball, Gentle Repose, Halt Undead, Haste, Hold Person, Lightning Bolt, Magic Circle against Good, Stinking Cloud, Vampiric Touch, Wind Wall,

**Level 4:** Confusion, Contagion, Enervation, Fear, Hallucinatory Terrain, Ice Storm, Wall of Ice,

**Level 5:** Animate Dead, Cloudkill, Cone of Cold, Dominate Person, Dream, Hold Monster, Magic Jar, Wall of Stone,

**Level 6:** Chain Lightning, Circle of Death, Freezing Sphere, Greater Dispel, Guards and Wards,

**Level 7:** Control Undead, Finger of Death, Power Word (Stun), Spell Turning,

**Level 8:** Clone, Horrid Wilting, Protection from Spells, Trap the Soul,

**Cast:** 4+1/6+1/5+1/5+1/5+1/5+1/3+1/3+1/2+1

**Sazzssh, Male Goblin Half Fiend Rogue8 Assassin6;** **CR** 16; **Size** S; **Type** outsider; **HD** (8d6)+(6d6)+28; **hp** 96; **Init** +13 (+9 Dex, +4 Feat); **Spd** Walk 30', Fly 30'; **AC** 23 (flatfooted 23, touch 16); **Atk** Rapier +3 (Wounding/Small) +24/+19 (1d4+6 15-20/x2 wounds inflicted bleed for 1 point of damage per round until heal (DC 15) or any cure spell) or Crossbow +3 (Hand/Keen) +23/+18 (1d4+3 17-20/x2 threat range doubled); **SA:** Acid/Cold/Electrical/Fire Resistance 20, Bat-like Wings, Death Attack (DC 19), Evasion (Ex), Immune to poison, Poison Use, **SAve** vs. Poison +3, Sneak Attack +7d6, Uncanny Dodge (+1 against traps), Uncanny Dodge (Dex bonus to AC), Uncanny Dodge (can't be flanked), Uncanny Dodge (+2 against traps); **Vision:** Normal, Darkvision (60'); **AL** NE; **Sv:** Fort +6, Ref +20, Will +5; Str 16, Dex 29, Con 15, Int 17, Wis 12, Cha 10

**Skills and Feats:** Appraise +4, Balance +17, Bluff +6, Climb +9, Decipher **SCRIPT** +4, Diplomacy +7, **DisAble** Device +6, Disguise +8, Escape Artist +11, Gather Information +6, Hide +30, Innuendo +7, Intimidate +9, Jump +11, Listen +18, Move Silently +30, Open Lock +10, Search +9, Sense Motive +6, Spot +18, Tumble +23, Use Rope +12; Combat Reflexes, Improved Critical (Rapier), Improved Initiative, Weapon Finesse (Rapier), Weapon Focus (Rapier)

**Possessions:** Rapier +3 (Wounding/Small), Crossbow +3 (Hand/Keen), Studded Leather +3 (DEX +3)

**Innate Spells:** Blasphemy, Unholy Aura, Unhallow, Desecrate, Unholy Blight, Poison, Contagion, Darkness

**Opfollen, Male Goblin Lycanthrope Rogue4 Ranger10;** **CR** 14; **Size** S; **Type** humanoid; **HD** (4d6)+(10d10)+28; **hp** 120; **Init** +9 (+5 Dex, +4 Feat); **Spd** Walk 30'; **AC** 23 (flatfooted 23, touch 16); **Atk** Handaxe +3 (Impact) +18/+13/+8 (1d6+7 20/x3 +2 damage in addition to enhancement bonus.) or Dagger +2 +16/+11 (1d4+3 19-20/x2) or Dagger +2 (Thrown) +21/+16/+11 (1d4+4 19-20/x2); **SA:** Curse of Lycanthropy, Evasion (Ex), Favored Enemy (Dwarves) +3, Favored Enemy (Elves) +2, Favored Enemy (Humans) +1, Lycanthropic Empathy, Sneak Attack +2d6, Uncanny Dodge (Dex bonus to AC); **Vision:** Normal, Darkvision (60'); **AL** NE; **Sv:** Fort +10, Ref +12, Will +6; Str 14, Dex 20, Con 14, Int 13, Wis 14, Cha 8

**Skills and Feats:** Animal Empathy +0, Climb +9, Concentration +5, Control Shape +19, Escape Artist +8, Handle Animal +2, Heal +8, Hide +20, Intimidate +2, Intuit

  
**Dangerous Dungeons**  
**Goblins' Lairs**

Direction +10, Jump +11, Listen +14, Move Silently +10, Sense Motive +7, Spot +14, Tumble +14, Wilderness Lore +14; Dodge, Improved Initiative, Improved Two-Weapon Fighting, Mobility, Weapon Focus (Handaxe)

**Possessions:** Handaxe +3 (Impact), Dagger +2, Studded Leather +2 (Shadow),

**Spells Known:**

**Level 1:** Alarm, Animal Friendship, Delay Poison, Detect Animals or Plants, Detect Snares and Pits, Entangle, Magic Fang, Pass without Trace, Read Magic, Resist Elements, Speak with Animals, Summon Nature's Ally I

**Level 2:** Animal Messenger, Cure Light Wounds, Detect Chaos, Detect Evil, Detect Good, Detect Law, Hold Animal, Protection from Elements, Sleep, Snare, Speak with Plants, Summon Nature's Ally II

**Cast:** 0/2/2

**Zuurumagh, Male Goblin Vampire Sorcerer8 Fighter8; CR 18; Size S; Type undead; HD (8d4)+(8d10); hp 142; Init +11 (+7 Dex, +4 Feat); Spd Walk 30'; AC 28 (flatfooted 24, touch 15); Atk Unarmed Strike +19/+14/+9 (1d3+7 19-20/x2); SA:** Alternate Form, Cold/Electricity Resistance 20, Fast Healing 5, Gaseous Form, Immune to mind-influencing effects/ poison/ sleep/ paralysis/ stunning/ disease, Not subject to Critical hits/ subdual damage/ ability damage/ energy drain/ or death from massive damage, Spider Climb, Summon Familiar, Turn Resistance 4; **Vision:** Normal, Darkvision (60'); **AL** CE; **Sv:** Fort +8, Ref +13, Will +12; Str 20, Dex 24, Con \*, Int 13, Wis 14, Cha 18

**Skills and Feats:** Climb +16, Concentration +11, Hide +19, Jump +16, Knowledge (Arcana) +7, Listen +17, Move Silently +15, Search +10, Spellcraft +12, Spot +17; Combat Casting, Improved Critical (Unarmed Strike), Improved Unarmed Strike, Iron Will, Mobility, Quicken Spell, Silent Spell, Spring Attack, Still Spell, Weapon Focus (Unarmed Strike), Weapon Specialization (Unarmed Strike)

**Possessions:** Chain Shirt +3 (Phasing)

**Spells Known:**

**Level 0:** Daze, Detect Magic, Detect Poison, Flare, Ghost Sound, Mage Hand, Open/Close, Read Magic,

**Level 1:** Burning Hands, Expeditious Retreat, Mage Armor, True Strike,

**Level 2:** Bull's Strength, Cat's Grace, Web,

**Level 3:** Dispel Magic, Fireball,

**Level 4:** Stoneskin,

**Cast:** 6/7/7/6/4

**Qwarkmak, Male Goblin Half Dragon (Green) Barbarian9 Fighter4; CR 15; Size S; Type dragon; HD (9d12)+(4d10)+39; hp 139; Init +7 (+3 Dex, +4 Feat); Spd Walk 30'; AC 25 (flatfooted 25, touch 14); Atk Longsword +3 (Body Feeder/Flaming Burst) +25/+20/+15 (1d8+15 17-20/x2 Crit hit grants wielder temp Hps equal to damage dealt, +1d6 fire damage, on a Critical hit deals extra fire damage**

(+1d10)); **SA:** 30 foot Cone of Gas 1/day (6d6), Immune to Acid, Immune to Paralysis, Immune to Sleep, Rage 3/day, Uncanny Dodge (Dex bonus to AC), Uncanny Dodge (can't be flanked); **Vision:** Normal, Darkvision (60'); **AL** CE; **Sv:** Fort +13, Ref +7, Will +5; Str 24, Dex 16, Con 16, Int 14, Wis 13, Cha 13

**Skills and Feats:** Climb +20, Intimidate +12, Intuit Direction +7, Jump +20, Listen +13, Spot +9, Wilderness Lore +12; Cleave, Great Cleave, Improved Critical (Longsword), Improved Initiative, Power Attack, Quick Draw, Weapon Focus (Longsword), Weapon Specialization (Longsword)

**Possessions:** Breastplate +2 (Quickness/Radiant), Longsword +3 (Body Feeder/Flaming Burst), Necklace of Fireballs IV

**Lisarnos, Male Goblin Rogue6 Cleric12; CR 18; Size S; Type humanoid; HD (6d6)+(12d8)+18; hp 118; Init +7 (+3 Dex, +4 Feat); Spd Walk 20'; AC 26 (flatfooted 26, touch 14); Atk Warhammer +3 (Soul Feeder) +18/+13/+8 (1d8+3 20/x3 Crit hit drains one level from target; Fort DC18 or permanent.); SA:** Evasion (Ex), Rebuke Undead 5/day, Smite 1/day, Sneak Attack +3d6, Spontaneous casting, Uncanny Dodge (Dex bonus to AC), Uncanny Dodge (can't be flanked); **Vision:** Normal, Darkvision (60'); **AL** NE; **Sv:** Fort +13, Ref +12, Will +15; Str 11, Dex 16, Con 12, Int 13, Wis 20, Cha 14

**Skills and Feats:** Balance +12, Bluff +3, Climb +3, Concentration +20, Diplomacy +5, Disguise +6, Escape Artist +1, Gather Information +3, Hide +5, Innuendo +6, Intimidate +3, Intuit Direction +6, Jump +5, Knowledge (Religion) +7, Listen +11, Move Silently +10, Search +2, Sense Motive +11, Spellcraft +12, Spot +11, Tumble +23, Use Rope +4; Combat Casting, Dodge, Great Fortitude, Improved Initiative, Martial Weapon Proficiency, Silent Spell, Still Spell, Weapon Focus (Warhammer)

**Possessions:** Amulet of Proof against Detection and Location, Breastplate +4 (Natural Armor Bonus (+3)), Warhammer +3 (Soul Feeder)

**Domains:** Destruction (gain the smite power, a supernatural ability to make a single melee attack with +4 bonus to hit and damage bonus equal to the cleric level once per day.); Trickery (Bluff, Disguise and Hide are class skills.)

**Spells Known:**

**Level 0:** Create Water, Cure Minor Wounds, Detect Magic, Detect Poison, Guidance, Inflict Minor Wounds, Light, Mending, Purify Food and Drink, Read Magic, Resistance, Virtue

**Level 1:** Bane, Bless, Bless Water, Cause Fear, Change Self, Command, Comprehend Languages, Cure Light Wounds, Curse Water, Deathwatch, Detect Chaos, Detect Evil, Detect Good, Detect Law, Detect Undead, Divine Favor, Doom, Endure Elements, Entropic Shield, Inflict Light Wounds, Inflict Light Wounds, Invisibility to Undead, Magic Stone,

  
**Dangerous Dungeons**  
**Goblins' Lairs**

---

Magic Weapon, Obscuring Mist, Protection from Chaos, Protection from Evil, Protection from Good, Protection from Law, Random Action, Remove Fear, Sanctuary, Shield of Faith, Summon Monster I

**Level 2:** Aid, Animal Messenger, Augury, Bull's Strength, Calm Emotions, Consecrate, Cure Moderate Wounds, Darkness, Death Knell, Delay Poison, Desecrate, Endurance, Enthrall, Find Traps, Gentle Repose, Hold Person, Inflict Moderate Wounds, Invisibility, Lesser Restoration, Make Whole, Remove Paralysis, Resist Elements, Shatter, Shield Other, Silence, Sound Burst, Speak with Animals, Spiritual Weapon, Summon Monster II, Undetectable Alignment, Zone of Truth

**Level 3:** Animate Dead, Bestow Curse, Blindness/Deafness, Contagion, Continual Flame, Create Food and Water, Cure Serious Wounds, Daylight, Deeper Darkness, Dispel Magic, Glyph of Warding, Helping Hand, Inflict Serious Wounds, Invisibility Purge, Locate Object, Magic Circle against Chaos, Magic Circle against Evil, Magic Circle against Good, Magic Circle against Law, Magic Vestment, Meld into Stone, Negative Energy Protection, Nondetection, Obscure Object, Prayer, Protection from Elements, Remove Blindness/Deafness, Remove Curse, Remove Disease, Searing Light, Speak with Dead, Speak with Plants, Stone Shape, Summon Monster III, Water Breathing, Water Walk, Wind Wall

**Level 4:** Air Walk, Confusion, Control Water, Cure Critical Wounds, Death Ward, Dimensional Anchor, Discern Lies, Dismissal, Divination, Divine Power, Freedom of Movement, Giant Vermin, Greater Magic Weapon, Imbue with Spell Ability, Inflict Critical Wounds, Lesser Planar Ally, Neutralize Poison, Poison, Repel Vermin, Restoration, Sending, Spell Immunity, Status, Summon Monster IV, Tongues

**Level 5:** Atonement, Break Enchantment, Circle of Doom, Commune, Dispel Chaos, Dispel Evil, Dispel Good, Dispel Law, Ethereal Jaunt, False Vision, Flame Strike, Greater Command, Hallow, Healing Circle, Insect Plague, Mark of Justice, Plane Shift, Raise Dead, Righteous Might, Scrying, Slay Living, Spell Resistance, Summon Monster V, True Seeing, Unhallow, Wall of Stone,

**Level 6:** Animate Objects, Antilife Shell, Banishment, Blade Barrier, Create Undead, Etherealness, Find the Path, Forbiddance, Geas/Quest, Greater Dispelling, Greater Glyph of Warding, Harm, Heal, Heroes' Feast, Mislead, Planar Ally, Summon Monster VI, Wind Walk, Word of Recall

**Cast:** 6/7+1/5+1/5+1/4+1/4+1/2+1



The Legend  
of the  
Steel General



Heroes & Magic  
Sourcebook



The Twenty Sides  
of the Evil



Brotherhoods

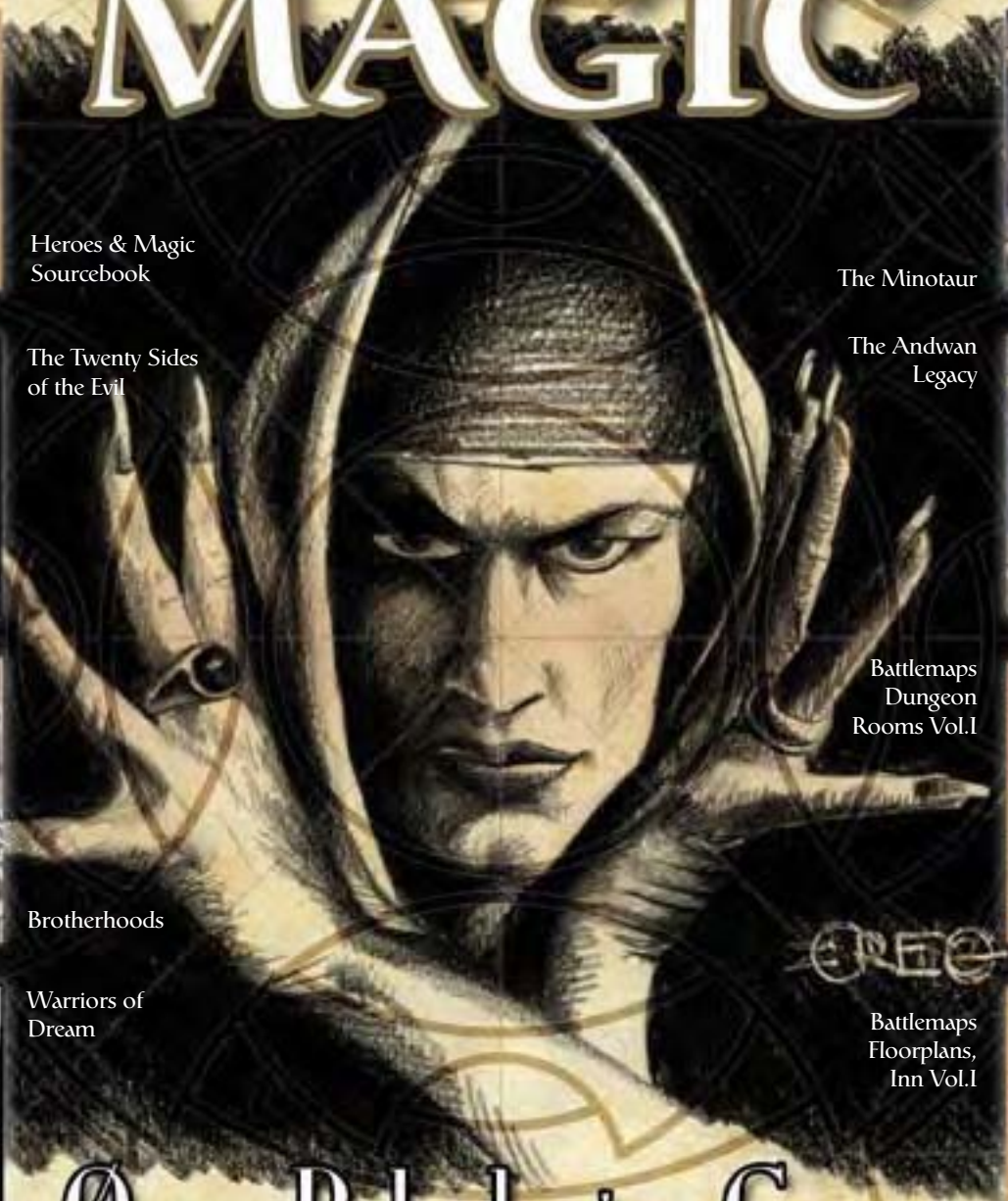


Warriors of  
Dream



The Siege of  
Draman Del

# FEEL THE MAGIC



Deadly Ice



The Minotaur



The Andwan  
Legacy



Battlemaps  
Dungeon  
Rooms Vol.1



Battlemaps  
Floorplans,  
Inn Vol.1



## Done Roleplaying Games

the first d20 pdf publisher of the world

[www.Donegames.com](http://www.Donegames.com)

Dangerous  
Dungeons  
Goblins' Lair



This new exciting accessory will help busy DMs to build their own adventures or dungeon crawls.

The book presents all the material you need to write an adventure actually without the adventure itself. If you need a dungeon ready to throw before your players or if you need a solid platform to build your own detailed adventure, Goblins' Lair will prove very useful.

The accessory includes:

**Maps:** From the simplest outpost to the huge dungeon complex. For each dungeon or building you will get: a line art map, easy to print with minimum ink waste, a color map with its black and white version and, where needed, perspective and axonometric views. Each map has blank spaces for your numbers and notes. Intelligent text fields allow you to change the maps with minimum effort. You can extract, print and modify the maps as you desire: the PDF file will not be protected.

**Handouts :** Several handouts are provided: the old book, the treasure map and the like. Some handouts are left blank for your customization.

**Monster Stats:** Your dungeon crawl needs critters. Dozens of goblin's stat blocks are provided, from the simplest goblin warrior to the multiclassed sorcerer-king of the goblin tribe. You can cut-and-paste and modify these stats for your own adventures.

