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Goblin: The word drums up many different thoughts in the minds of players and game masters alike. If asked about the experiences that these creatures have brought to all of us it will awaken an over flowing font of memories. The goblin has forever been the lynch pin and gateway monster to many first level adventurer's and these beasts have rightfully earned their place among the most troubling of nuisances that a player will ever square a magic missile or level a sword against at the low levels of game play.

Far too often, as the adventures grow in power, goblins are left by the wayside in favor of greater challenges. The book you now hold in your hands is a different look into the world of the goblin. From a detailed introduction of what the goblin truly is and aspires to be, to new ideas of how to incorporate these creatures into higher level play.

Presented within these pages are a wealth of information for the game master and player alike. Inside you will find over ten new types of goblins all detailed as playable character races, three new classes playable by any race, a section of new goblin based equipment and general goods and items, a section of feats, and a whole slew of goblin creatures in which to place into your game.

This book began with a simple question posed to me by the talented artist Rick Hershey. "Why are goblins always just the speed bump to second level? Is there anything more that could be done with these creatures?"

With that question in mind, we had drummed up a conversation about gaming and of a particular campaign which I had ran almost ten years ago. The game always had dramatic points in each of the sessions, but in particular we recalled a deadly encounter which had transpired during the group's first adventure involving goblins. The battle was bravely fought by Grendal (Rick's wizard) and his other companions against a small horde of goblins threatening a village in the dead of night. After the dice had been thrown and the spells had been slung, almost all of the party had suffered heavy wounds and almost fallen to the goblins attack. It seemed in those days that goblin were made of much tougher stuff. The ideas began to flow and eventually, after many sleepless nights spent both at keyboard and the concept design drawing board, you now hold this Codex, a labor of love for all involved in its creation. So sit back, throw on some trash armor, and enjoy the ride.



SPECIAL THANKS

First, and foremost, I would like to thank my beautiful wife. On top of all the long hours I work as an artist, she gave up many more nights with me to work on this book. She is amazing and always stands by and believes in me, no matter how tough things get. I love you, Tristan.

To my wonderful girls, for always filling me with inspiration and a drive I never felt before. The future is not ready for you three.

To my mother and father, thanks for teaching me hard work and believing in myself. . . even if it was indirectly. I like to believe I got your best parts, even if that's not always true. ~ **Rick** I would like to thank my loving wife Heather, who has endured many of my sleepless nights, insane ramblings, and overall insanity for almost six years. For your sake, I hope that your patience with me will never grow as weak as the armor bonus provided by cloth armor.

To my father, who always provided me with the lessons of endurance and hard work throughout all of my youthful years.

And finally, to my gaming groups throughout the years, you have all taught me to value of having plenty of headache medicine and spare d20's within arms reach. Thank you all. ~ Jason

GOBLINS

An Introduction to the Filthy Little Vermin

They came at us from every side, the other men and I had no warning . . . no time to prepare arms. Gnashing teeth and fire in their eyes, they scurried about like rodents, quickly seizing our horses and setting our caravan ablaze. I watched in horror as they tore the throat of my eldest son with tooth and claw. I drew my blade in a panic, quickly spinning about, trying to find a little beast to slay. The night was on their side, and the speed at which they moved was uncanny. They took nothing of value from our caravan, but left only three survivors that night. . .

Goblins are an evil and mischievous creature standing barely three feet tall. They are scrawny beings with sinewy arms and legs, swollen hands and feet, and an over-sized head. Their skin color ranges from putrid yellow to molten green to sickly brown. Most noticeable are their empty red eyes and many rows of jagged and crooked teeth. The collective opinion of all the intelligent races (and many notso intelligent ones) is that goblins are a horrid and wretched looking being, not suitable for the air they breath or the land they inhabit.

In ancient times, the goblin was considered a phantom or ghost, not a physical being. They had much smaller numbers then and a much higher fear of humans. They rarely attacked any creature, and instead relied on silent raids of farms and villages. They were a nuisance, but hardly a threat in those days.

As the population of man increased, so did that of the goblin. Like fleas on a dog, the goblin soon became dependent on man and his treasures. The coveted the animals they fenced, the fire that warmed their hearth's, and most of all the shiny objects they created.

With growing tribes, the goblins soon created raiding parties and set out to take from mankind what they desired. They used fire to burn their homes, stealth to surprise their foes, and mobs to murder and steal to their greedy hearts content.

Goblins were no longer just an annoyance.

This book's goal is to present the goblin in an all new light. We will provide many ideas, suggestions, and game material for you to use in your play sessions. This is not an extensive ecology book on the goblin, it is a book of optional races, variant subtypes, equipment, classes, religion, feats, etc.

This book gives options for players to play a variety of different goblins, with relevant equipment and abilities. This book also provides variant goblins for a Game Master to pit against their players, providing some fresh takes on a fantasy classic. We hope you enjoy and discover goblins in way you never thought possible.



GOBLIN

CR 1/3

XP 135

Goblin warrior 1

NE Small humanoid (goblinoid)

Init +6; Senses darkvision 60 ft.; Perception -1 DEFENSE

AC 16, touch 13, flat-footed 14 (+2 armor, +2 Dex, +1 shield, +1 size) hp 6 (1d10+1)

Fort +3, Ref +2, Will -1

OFFENSE

Speed 30 ft. Melee short sword +2 (1d4/19–20) Ranged short bow +4 (1d4/x3)

STATISTICS

Str 11, Dex 15, Con 12, Int 10, Wis 9, Cha 6

Base Atk +1; CMB +0; CMD 12

Feats Improved Initiative

Skills Ride +10, Stealth +10, Swim +4; Racial Modifiers +4 Ride, +4 Stealth

Languages Goblin

ECOLOGY

Environment temperate forest and plains (usually coastal regions)

Organization gang (4–9), warband (10–16 with goblin dog mounts), or tribe (17+ plus 100% noncombatants; 1 sergeant of 3rd level per 20 adults; 1 or 2 lieutenants of 4th or 5th level; 1 leader of 6th-8th level; and 10-40 goblin dogs,

wolves, or worgs) Treasure NPC gear (leather armor, light

wooden shield, short sword, short bow with 20 arrows, other treasure)

Goblins prefer to dwell in caves, amid large and dense thickets of thistles and brambles, or in structures built and then abandoned by others. Very few goblins have the drive to build structures of their own. Coastlines are favored, as goblins are guite fond of sifting through junk and flotsam in an unending quest to find treasures among the refuse of more civilized races.

Goblin hatred runs deep, and few things inspire their wrath more than gnomes (who have long fought against goblins), horses (who frighten goblins tremendously), and regular dogs (whom goblins regard as pale imitations of goblin dogs).

Goblins are also quite superstitious, and treat magic with a fawning mixture of awe and fear. They have the habit of ascribing magic to the mundane as well, with fire and writing both taking on mystical power in goblin society. Fire is much loved by goblins for its capacity to wreak great destruction and because it doesn't require size or strength to wield, but written words are hated. Goblins believe that writing steals words out of your head, and as a result of this belief, goblins are universally illiterate. Goblins are voracious and can eat their body

weight in food daily without growing fat. Goblin lairs always have numerous storerooms and larders. While they prefer human and gnome flesh, a goblin won't turn down any food-except, perhaps, vegetables.

BEHAVIOR

Tricks

Goblins are pranksters and are known for their often deadly traps, tricks, and jokes. These tricks are often meant to maim or kill the victim of the prank, which the goblin finds most hilarious. In fact, the more clever and more dangerous the prank, the more prestige awarded by fellow goblins.

Here are some of the common pranks played by goblins:

- · Placing marbles or polished stones on steep staircases.
- · Digging up graves and scattering bones around, or placing them in nearby houses (especially their beds).
- · Pissing in the fresh milk.
- · Catching fire to outhouses, while occupied.
- · Poisoning horses and other livestock.
- · Placing buckets of entrails above doors to fall on unsuspecting guests.



Naming

Goblins steal many of their naming conventions from those they admire, which is mainly orcs and trolls. Typical goblin names sound very guttural and often more like adjectives then proper names. Goblins who manage to acquire any level of prestige amongst their kind, will often be given titles or nicknames. Often a goblin will just assign his own title or nickname in order to feel more important then others of his kind, especially if they think they can cause awe or fear in weaker brethren.

Here are a few names that have been recorded from encounters with goblins.

- Daterg Foulshade
- Dkur Pussarm
- Dtan Babyscream
- Gsekob Stonebreaker
- Gxosk Evilface
- Kegd Sickheart
- Kemutg Foulyell
- Kmezs Madfart
- Knusb Bigtracker
- Mboxet Meatlkill
- Gorg Backstabber
- Tokle Rottentooth
- Kram Manbiter
- Durgo Blackbelly
- Flarg Dogsmeller
- Wankol Knubsom

Fire

All goblins suffer from an impulse control disorder when it comes to fire. They view the flame as a force of mystical power and chaos, one they can wield against their enemies and bring much destruction. Fire is not restricted in strength by the size of it's master. Many goblins deliberately start fires to relieve tension and feel a sense of strength and gratification while watching things burn. Watching the flames lick the sky is the only time this little creature experiences euphoria, especially after their rage subsides.

Goblins in Literature

Goblins have been depicted in many famous stories through the kingdoms. Here are a few of the most popular books.

The Benevolent Goblin, by Sir Argos

Grawn Nud the Goblin King, unknown

Twenty-Three Goblins, by Glen Halifax

Goblin Crescent, tribal folklore

Hatred

Goblins have immense hatred for lots of things, but none can match their hatred for dogs and horses.

Goblins both hate and fear horses for many obvious reasons. In the presence of horses, a goblin will suffer extreme anxiety and fear, even if the horse is calm and well trained. They usually avoid the animals entirely rather than risk being stepped on or bitten. Their hatred of the horse might stem from the animal being too large for them to ride or even to handle on their own. When confronted with a horse during an attack, many goblins will choose to try and kill the animals before any other adversary.

Goblins hate dogs because they are man's best friend. Dogs have an uncanny ability to locate goblins by smell, often before their presence is known by humans. In addition, dogs tend to view goblins much the same way as they do small animals, as play things. Meant to be chewed on, chased, and pounced upon. Goblins do not consider this pleasant and will poison the pets the first chance they get.

Goblins do not consider wolves to be dogs, and view goblin dogs as the only true breed worthy of living.

Eating

A goblin will typically eat, if food is plentiful, at least 12 meals per day. Their metabolism allows them to gorge themselves on food without gaining any real permanent weight. Often, an abundance of food is only a goblin dream and they must scrounge for whatever thing they can find that is edible (and in the case of goblins, it can be a wide range of things).

Although goblins would prefer the flesh of humans or gnomes to all others, if they have to settle, nothing beats the taste of chicken. Any goblin will tell you that chicken is the closest tasting critter to human meat in the realms. Goblins also like chickens as they are easy to catch and eat, and most humans just let me roam around unattended. Goblins prefer chickens fresh and raw, but hate the feathers.

Scavengers

Goblins love to dig through the trash of other races. Garbage pits, gutters, junkyards,

and abandoned settlements are prime locations for goblins to find salvageable trash left by others. From scraps of metal and various other bits a goblin can build an arsenal of weapons and armor. In fact, goblins excel at turning refuse into all kinds of usable items, such as shelter and tools.

Writing

Goblins don't like words. Writing steals your thoughts from you head, and you don't get them back. Goblins like to draw, and they draw on everything, and no subject is taboo or too explicit to depict.

Singing

For some unknown reason, goblins love to sing and chant together. They love to sing while they eat, while they sit around the fire, and most of all while they attack and murder people. Although the sound of their voices can be torture on one's ears, many of their songs are quite catchy, if you can get past the disturbing lyrics.

Relationships

Goblin society is mostly made up of males, with three males to every female. The most promising females



(beauty, strength, cunning, etc.) are often claimed by tribe leaders or those strong enough to kill other male suiters.

Goblins do not marry, and females will often breed with many different males over her lifetime, whether she chooses to or not. Rape often occurs among goblins, both opposite and of the same sex, and goblins without a mate are encouraged to seek release from any species they can find outside of the tribe. This encouragement and practice helps protect the females from being possibly killed or maimed from an assault of lustful goblin males..

Tribal leaders will often have a harem of the best females for their own breeding, many being the daughters and sisters of the tribal leader. This type of inbreeding causes many scholars to believe this is the reason for low birth rates among the goblin clans.

Pregnancy and Children

Standard goblins have a gestation period of about four months and produce an average of one offspring. Due to the harsh living conditions, it is common for goblin females to have a miscarriage or still birth.

Children are raised as a group by the females, with no particular bond formed with their birth mother. If any elderly males exist in the tribe, they will often instruct the boys in the goblin military tactics and basic fighting techniques.

In most cases, children are left to fend for themselves after the first year. They will scrounge for scraps of food left by adults, and often kill the weaker goblins in order to secure survival.

Tribe Structure

Goblin tribes are anything but organized, however, a general pattern seems to arise amongst the clans that give a basic idea how they are structured. It should be noted that no rank or position in a tribe is held by birthright. Goblins believe in one rule: You can do whatever you want, if you are strong enough.

This is a loose list of the type of class structure found amongst the typical goblin tribes.

Warlord / Chieftain The highest rank in a goblin tribe. The Warlord is in charge of everyone and makes the hard decisions, such as who to attack, what to eat, where to live.

Warboss A tribe usually has several warbosses amongst their ranks. A warboss leads hunting parties, raids, and keeps lower class goblins in line. They are also the most likely to kill the current Warlord.

Shaman This is typically a single goblin, although large tribes might contain a sort of twisted religious order containing several shamans of different ranks. The

Shaman governs over the beliefs and teaching of the tribe and often guards any important relics. Shaman's rarely have any true divine insight and use superstition and trickery to cause fear in others.

The Mob This refers to everyone else. From fighters and thieves, to females and children

Even slaves are often considered part of this class.

Dwellings

Goblin tribes will make their homes wherever they can find cool and amp surroundings. This makes shallow caves and caverns ideal for the race. However, dungeons or basements, hallowed trees, old buildings, and GOBLINS COME OUT A Goblin Song

Goblins come out to play, Under moon or light of day;

Find some supper, no time for sleep, We'll burn the houses all down the street.

Come with a yell, come with a call,

Come with fire or not at all.

Up the ladder and down the wall,

One dead body will feed us all.

You find a knife, and I'll start the fire. And we'll have human pudding in half an hour.

even heavy thicketed wilderness will make due for most.

Typical goblin lairs are littered with trash and debris, usually piled in heaps and rotting. They are natural hoarders, and will keep anything they think can be useful. From bits and pieces of rope and cloth, to weapons and armor. You can also typically find all sorts of rodents and other vermin amongst the refuse.

Religion

The word religion is a loose term amongst the goblin tribes. They do not posses a strict pantheon by any means, and typically will worship whatever they are told. Often, a shaman will dictate whatever deities a specific tribe worships. Often these idols are based on ancestors, myths, or just pure lies. They don't have any specific rituals as a race, but often partake in song or mayhem in the name of their chosen god.

Sometimes, goblins will worship any stronger and crueler being that claims to be deity. They are not particularly picky, so a little magic and some signs of ruthlessness will grant you a horde of devoted goblin worshipers.

Goblin Characters

Goblins are defined by their class levels—they do not possess racial Hit Dice. All goblins have the following racial traits.

-2 Strength, +4 Dexterity, -2 Charisma

Goblins are fast, but weak and unpleasant to be around.

Small: Goblins are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.

Fast: Goblins are fast for their size, and have a base speed of 30 feet.

Darkvision: Goblins can see in the dark up to 60 feet. **Skilled:** +4 racial bonus on Ride and Stealth checks.

Languages: Goblins begin play speaking Goblin. Goblins with high Intelligence scores can choose any of these bonus languages: Common, Draconic, Dwarven, Gnoll, Gnome, Halfling, Orc.

Goblin Motivation

Goblins are creatures of habit and often their limited intellectual and social tendencies lead them into the basic NPC class of Warrior. Only truly great goblins can envision a life outside of their tribe where they are free to follow their own whims and desires. For many goblins this will always be an impossibility as the races harsh caste system leaves the common goblin as nothing more than a servant and worker to those who are bigger, stronger, and in most cases smarter than the common creature. Listed below are some possible motivations that would lead a goblin character away from the brutal reality of tribal life and would spark the ideas of becoming an adventure.

Goblin Fighters: When it comes to killing, goblins are no stranger to its savage song. Many goblins are raised at birth in the philosophy that the "weak are food." This simple idea has lead to the goblin to naturally lead violent lifestyles where the use of weapons, especially that of fire, are always present. Many goblin tribes are lead by more powerful creatures. These take the form of Bargharst, Orgers, Orcs, Bugbears, Giants, and other evil humanoids. At times these creatures will train the goblin in the use of weapons to serve as shock troops. The schemes of these creatures typically fail (due to mislaid plans, adventuring groups, and other common misfortunes that prevent evil from constantly conquering the world.) After the disbandment of their troops, many of these goblins now find them selves without a tribe or boss to give them instruction. Sometimes the winds of fortune find these creatures a new path in life - one that never strays so far away from the twisted roots of goblin ideology as to radical change the goblins out look on life - but enough to provide the individual goblin a chance to acquire new experiences,

to discover the virtues of self reliance, and perhaps even true friendship along the path to becoming an adventurer.

Goblin Clerics: Its is uncommon, but not unheard of, for a goblin to hear the call of faith and feel the urge to follow in the lifestyles of a priest. While many other cultures have deities dedicated to the ways of peace, the arts, and prosperity, goblin theology embraces the more wicked tendencies of these commonly foul creatures. With portfolios dedicated to the worship of war, madness, violence and blood lust a goblins way of worship is in extreme contrast to the way that other more civilized races worship within the realms. Goblins still hold sacred the rituals and "holy" days of their faith and are often seen as shamans and elders within their tribes. At times these goblins are also forced to serve more powerful masters and find themselves in question of why their deity would allow an interloper control of the tribe while a dedicated member of the clergy resides. Many times the goblin priest is marked for punishment for acting against the will of the upsurge and forced to flee under the threat of death. These goblins find themselves in question of their faiths and take to wandering in a quest to gain more power, a new tribe, and the means to destroy those responsible for their exile.

Goblin Barbarians: Many goblins live in extremely inhospitable locations across the face of the world. These goblins are made of tougher stuff than their common counter parts. The harsh lifestyle of the hunter gather is alwavs a stark contrast to the scavenging ways of the typical goblin. These goblins are accustomed to killing for food (be it a boar or other creatures) and many follow a clan based law. While every bit as wild and unpredictable as the common goblin they are more powerful and trained in the ways of survival. Many of the leaders of these goblins clans find themselves in a struggle to maintain leadership, as challengers are a constant threat to both their leadership and their lives. Characters that come from clans such as this are often the loser of these challenges whom where lucky enough to escape with their hides intact. Without a home they turn their attention to survival and there primal instincts. These unlucky creatures are sometimes captured and forced into slavery. This slavery can take the form of back breaking labor within mines, or made to fight in combat arenas across the lands for the sheer sport of bloodshed. These goblins hatred for their captors lead to deadly revolts in the quest for freedom.

Goblin Rogues: The most common of the goblins class roles, the act of thievery and deception comes as naturally as the act of breathing to these creatures. Goblins found within this life style are often loners who have carved out a living space within a more civilized area. Some times particularly crafty goblins can be found within the employ of thieves guilds and street thugs, as many find it extremely useful the things such small a creature can achieve with its natural talents in stealth. All but the most organized groups eventually met with an ending caused by lawful minded rulers hell-bent on the eradication of such

syndicates within their cities borders. After the leaders of such groups are dealt with, it leaves many who fall within the underling category (where most of these creature reside) alone, and are then left to find other means to provide for themselves. Many of these goblins gravitates towards others who show signs of strength (such as well armed adventures found within a city), having been accustomed to being in a role where constant instruction was afforded.

Goblin Rangers: These creatures dwell on the fringe of societies boarders and often act as scouts for raiding parties' and goblin war bands. These goblins are stationed for many months and tasked with observing a city's day-to-day actives, strengths and weakness all in preparation for the oncoming invasion. Many times such plans are unsuccessful and these creatures are held accountable for their lack of properly gathered Intel and knowledge of the enemy. These creatures often flee for fear of reprisal and find new homelands in which to dwell. They sometimes find other adventures in which to ply their talents of survival in an attempt to gain protection from their former masters whom which they have reason to fear.

Goblin Bards: One of the strange traits held by all goblins is their unsettling love of song. These creatures love to screech out the most heinous of tunes all with disturbing subject matter. Goblin songs have been passed down from the former goblin generations and are held in high regard amongst all their kind. Goblin bards find it hard to make a living in human based cities. Many have described the sound of a goblin symphony as a mix between the high-pitched wale of an infant crying and the sounds given from that of a rabid badger being pummeled by broomsticks. These creatures have a deep-seated passion to create an epic poem, or song that will echo in the ears of all goblin kind. These goblins posses enough knowledge of the common world that they know the differences between the squalor in which the common goblin lives in , and the lap of luxury and easy living that, with the goblins sure fire talent, will soon be reached.

Goblin Sorcerers: Many goblins do not have the cursed fortune of being born with the powerful bloodlines of ancient beings flowing through their veins. At an early age, these creatures display the potential for the power of spell casting. This art form is virtually unheard of within the goblin society because of a goblins natural fear of the written word. If allowed to live to maturity these creatures go on to become the leaders of their clans. Often the have over reaching and grandiose plans to expand their tribes' holdings that meet with utter failure and eventual mutiny and exile that leads them into the life of an adventurer.

Goblin Wizards: At the heart of a goblin their only lies one true fear. The fear of the written word and the power which they believe it holds over their race. The cause of this fear is unknown by any and is something that is engrained into each goblin child from the time of birth. This fear will always keep these creatures from becoming wizards.

Goblin Paladins: While this choice is rare among goblin kind, it does exist. The foul gods who drive only the most powerful of these twisted creatures into becoming anti-paladins always demand their fierce loyalty. These creatures seek to destroy all but there own clans and reveal in the power of violence that has been gifted to them. Unless it is to further the goals of their deities it is unheard of for these creatures to work within the confines of a non-evil adventuring group.

Goblin Monks: The amount of dedication required to become part of the monastery keep many of these whimsical creatures from ever donning a robe. The often over-excited creatures find that serene compilation is extremely boring in contrast to lighting random fires and watching a city burn to the ground.

Diseases

Goblins are filthy and sickly creatures, often living in the poorest conditions. This combination often provides perfect breeding grounds for diseases and illness. Here are a few of the common afflictions goblins live with and pass unto others.

Mouth Rot

Type disease (fungus), contact; Save Fort DC 13 Onset 1 day; Frequency 1/day

Effect -4 on Charisma checks, on the 3rd failed save (and each additional failure) receives 1 point Charisma damage until disease is removed; Cure 2 consecutive saves.

Mouth Rot is typically spread from tainted food and bites from the infected. The fungus begins growing, appearing as red blisters and rash, before necrosis sets in and the lips and gums blacken and curl back, revealing exposed teeth and puss-yellow gums.

Whipworm Fever

Type disease (parasite), contact; Save Fort DC 16 Onset 1d3 days; Frequency 1/day

Effect 1d4 Str damage, fatigued and staggered; Cure 2 consecutive saves

Whipworm Fever is caused by infection from the whipworm parasite. Whipworms look similar to an earthworm and can produce 200,000 eggs daily. Whipworm larvae penetrate the skin. When whipworms reach adulthood, they use their teeth to burrow through the intestinal wall and feed on blood and fecal matter. Symptoms of whipworms are bloody stools, pain in the lower abdomen, weight loss, fever, nausea and dehydration.

Favored Classes

The final section for each racial discussion describes alternative benefits for members of that race taking certain classes as a favored class. The normal benefit of having a favored class is simple and effective: your character gains one extra hit point or one extra skill rank each time he gains a level in that class. The alternate favored class abilities listed here may not have as broad an appeal as the standard choices. They are designed to reflect flavorful options that might be less useful in general but prove handy in the right situations or for a character with the right focus. Most of them play off the goblins racial archetypes, like the goblins natural stealth and fascination with fire. In most cases, these benefits are gained on a level-by level basis-your character gains the specified incremental benefit each time she gains a level. Unless otherwise noted, these benefits always stack with themselves.

For example, a goblin with ranger as a favored class may choose to add +1 hit point to the ranger's animal companion; choosing this benefit twice increases this bonus to 2 per level, 10 times raises it to 10 per level, and so on. In some cases this benefit may eventually hit a fixed numerical limit, after which selecting that favored class benefit has no effect. Of course, you can still select the bonus hit point or skill rank as your favored class benefit, so there is always a reward for sticking with a favored class.

Finally, some of these alternate favored class benefits only add $\pm 1/2$, $\pm 1/3$, $\pm 1/4$, or $\pm 1/6$ to a roll (rather than ± 1) each time the benefit is selected; when applying this result to the die roll, round down (minimum 0). For example, a goblin with rogue as his favored class adds $\pm 1/2$ to his trap sense ability regarding mechanical traps each time he selects the alternate rogue favored class benefit; though this means the net effect is ± 0 after selecting it once (because $\pm \frac{1}{2}$ rounds down to ± 0), after 20 levels this benefit gives the Goblin a ± 10 bonus to his trap sense (in addition to the base value from being a 20th-level rogue).

As in the previous section, what is presented here is a set of alternative benefits that characters of the goblin race may choose instead of the normal benefits for their favored class. Thus, rather than taking an extra hit point or an extra skill rank, players may choose for their characters to gain the benefit listed here. This is not a permanent or irrevocable choice; just as characters could alternate between taking skill ranks and hit points when they gain levels in their favored class, these benefits provide a third option, and characters may freely alternate between them. As with any alternate or optional rule, consult with your GM to determine whether exchanging normal favored class benefits for those in this chapter will be allowed.

Fighter

Squirmier: Add +1 to the goblin fighter's CMD when resisting a grapple.

Fleet Footed: Add +1/ 4 to the goblin fighter's reflex saves versus any non-combat effect that would cause the goblin to become entangled, grappled, or pinned. Survivor: Add +1 on rolls to stabilize when dying. Sticky Fingers: Add +1 to the goblin fighter's CMD when resisting a disarm attempt.

Rogue

Hidden Talent: The goblin gains +1/4 of a new rogue talent.

Favored Blade: Choose a weapon from the following list: dagger, short sword or any weapon with "goblin" in its name. Add a $\pm 1/3$ circumstance bonus on critical hit confirmation rolls with that weapon (maximum bonus of ± 4). This bonus does not stack with Critical Focus.

Trickster: Add a +1/2 bonus on Bluff checks to Feint and all Slight of Hand checks.

Lock pick: Goblin rogues gain a +1 bonus on Disable Device and Craft checks relating to mechanical traps.

Ward Breaker: Add a +1/2 bonus on Disable Device checks regarding magical traps and a +1/2 bonus to trap sense regarding magical traps.

Ranger

Small Target: Add +1/3 dodge bonus to Armor Class against the goblin's favored enemies.

Wolf Sworn: Add +1 hit point or +1 skill rank to the goblin ranger's wolf, dire wolf, worg, or goblin dog animal companion. If the goblin ranger ever replaces his companion, the new companion gains these bonus hit points or skill ranks.

Resistant Hide: Add DR 1/magic to the goblin ranger's animal companion. Each time the goblin ranger selects this benefit, the DR/magic increases by +1/2 (maximum DR 10/magic). If the goblin ever replaces his animal companion, the new companion gains this DR.

Worg Blooded: Add a +1 bonus on wild empathy checks to influence all wolves, dire wolves, worgs, or any other creature that has "goblin" in their name.

Barbarian

Superstitious: Add +1/2 to the bonus from the goblin barbarian's superstitious rage power.

Quickness: Add 1 to the goblin 's base speed. In combat this has no effect unless the goblin has selected this reward 5 times(or another increment of 5); a speed of 34 feet is effectively the same as a speed of 30 feet, for example. This bonus stacks with a class's fast movement feature and applies

only under the same conditions as that ability.

Gnawing Rage: Add 1 to the goblin 's total number of rage rounds per day.

Bard

Out of Tune: Add +1 to the perform check used as part of the goblin bard's counter song bardic ability.

Goblin Song: Add 1 to the goblin 's total number of bardic performance rounds per day.

Deadly Disguise: Add and +2 on Disguise checks to appear as a human child.

Sobering Screech: Add +1 to the perform check used as part of the goblin bard's Distraction song bardic ability.

Jack-of-All-Trades: The goblin bard may add a +1/ 6 to all untrained skills.

Sorcerer

Flames Friend : for each point spent a goblin sorcerer may add one spell with the fire descriptor known from the sorcerer spell list. This spell must be at least one level below the highest spell level the sorcerer can cast.

Fanning the Flames: Add +1/2 to fire spell damage. **Dragons Blood:** Add an extra +1/ 4 to the DC and damage of your chosen dragon bloodline breath weapon. Fire in the Blood: Add an additional +1/ 3 use of the Elemental Ray sorcerer bloodline power. Each time you increase the number of uses of this power due to the invested points you also gain an increase of 5 feet to the rays range.

Goblin Racial Traits

Many commoners and adventures alike have always keep to the stereotypes that all goblins are nothing more than smelly creatures who are all the same in each and every way. Many think that goblins are easy to kill, and if not, for there great strength in numbers would be no more a problem in the common society then that of the occasional cellar rat. This line of narrow thinking have often lead many a novice (and sometimes overconfident adventures alike) too an early and unexpected demise. Goblins, like humans, are a race far too broad to stereotype. Many times a goblins birth place, as well as the environments in which the goblin is forced to survive in, goes a long way in determining what traits these creature have. Many goblins who dwell in the lower places of the world, such as deep dungeons and lightless underground areas which never see the sun), have attended skills of perception, while other goblins who dwell upon the high jagged cliffs of the Dark hold mountains have an uncanny ability to climb along the rugged stones. Listed below are a number of racial traits that can be used to customize a goblins racial skills.

These Alternate Racial Traits may be selected instead of existing goblin traits with each trait selected taking the place of an existing one. You cannot gain traits in excess of your starting total (though some feats may allow you to select more). You can exchange one or several of your character's normal racial traits, but of course, you cannot exchange the same racial trait more than once. Consult your GM before selecting any of these new options.

Ancient Hate: Goblins have long been in conflict with dwarves, humans, and elves. Goblins with this racial trait receive a +1 bonus on attack rolls against humanoid creatures of these subtypes. This racial trait replaces the goblins ride and stealth racial traits.

Deep Dweller: Goblins with this racial trait where born in the subterranean depths in a lightless world. These creatures have naturally sharpened senses of perception and stealth. These goblins receive a +2 bonus to all perception and stealth checks and have the range of their dark vision extended by an additional 10 feet. This racial trait replaces the goblins fast movement racial trait. **Arcane Resistant:** Some goblins are bred with the unnatural product of magical influence within their tribes. This comes from a number of reasons: Evil wizards, a tribe's placement within wild magic zones, or in areas of ancient evil. When selecting this racial trait the goblin character chooses a school of magic. The character receives a +2 bonus to all saving throws against the chosen school. This racial trait replaces a goblins ride trait.

Sinewy: These goblins are extremely thin. Their skin is stretched tightly over their bones and they appear to be malnourished and sickly. These goblins find it easy to fit into small places and to escape from all but the most expertly tied bonds. These goblins receive a +4 to all escape artist checks and are treated as a size smaller for squeezing. This racial trait replaces the stealth racial trait.



Goblin Physical Characteristics

Unfortunately, for goblins it's common to be born or develop unsightly physical mutations, some even odd to other goblinkind. Here we provide a fun chart for you to add some diversity to your own goblin creation. All physical characteristics are considered cosmetic only, and in no way alter any game mechanics.

1D20	Physical Characteristic		
1	You were born with only one eye, a mass of tangled flesh fills the socket.		
2	Your ears are misshapen and deformed, even by goblin standards.		
3	You are a strange color for your tribe, or any tribe. Black, albino, red, gold not green.		
4	You are hunchbacked and your body is twisted and grossly misshaped.		
5	A long tendril of flesh hangs from your backside and resembles a tail.		
6	Your skin is covered by a large number of warts and boils, a lot by goblin standards.		
7	You have a large hooked nose, like your goblin ancestors.		
8	Your body is small for a typical goblin, unfortunately your head is not.		
9	Your eyes are large and of an odd color, much like a frog or toad.		
10	You are one hairy goblin. Face, arms, legs, chest, etc. Very macho.		
11	You have teeth like a beaver, gerbil, or rabbit. Others mock you for it.		
12	Your skin is scaly and flakes off creating noticeable dandruff everywhere.		
13	Your body has extra limbs, digits, or other features that are completely useless.		
14	You have long limbs and a short torso.		
15	Your body is covered in an assortment of scars and burns.		
16	You resemble an ugly human child, and your mother hates you for it.		
17	Your skin is oily and greasy ok, slimy. You constantly soak through your clothing.		
18	Your eyes are close together, giving you the appearance of intelligence.		
19	Your stench is horrific. It makes eyes water and flies drop from the sky.		
20	Roll twice, sucker.		

Forest Dweller: Some goblins make their homes in ancient forests instead of underground cravens. These goblins have learned to best take advantage of there surroundings and how to best avoid being detected while moving throughout the densely packed undergrowth of their birthplace. While in forested areas, this character receives an additional +2 to all stealth and survival checks. This racial trait replaces the goblins ride racial trait.

Afflicted: Goblins are renowned for dwelling in filthy places and being able to eat almost anything. Goblins with this racial trait receive a +2 racial bonus on fortitude saves to resist poisons and diseases (natural and of magical origin).In addition, if they fail such a save, they receive another save 1 round later to prematurely end the effect (assuming it has duration greater than 1 round). This second save is made at the same DC as the first and before the poison takes its effect for the round. This racial trait replaces the fast movement racial trait.

Desert Dweller: Some goblins make their homes within the burning sands in deserts, thriving in these parched and barren lands. Goblins with this racial trait receive a +4 racial bonus on Constitution checks and Fortitude saves to avoid fatigue, exhaustion, or ill effects from running, forced marches, starvation, thirst, in these hot environments. This racial trait replaces the goblin ride and stealth racial traits.

Convincing Liar: Goblins with this racial trait are hard to predict and are masters of deception. Typically these goblins have come from human cities where their races where tolerated within the society. Goblins of this sort have mastered the art of slight of hand and bluffing to better obtain what they need and to escape the trouble brought upon them by their actions. These characters receive a +4 to all slight of hand and all bluff checks. This racial trait replaces the fast movement and ride racial traits.

Obese: Goblins with this racial trait grew up in

areas where food was abundant (such as city dumps and unprotected farmlands.) These creatures are of a larger variety then the others of there kind who struggle for survival. These characters are medium creatures who gain the following racial stat adjustments : +1 Constitution, -2 Charisma. In addition, these creatures gain the following traits: *Hardy:* these goblins receive a +2 racial bonus on saving throws against poison and natural disease. *Stability:* these goblins receive a +4 racial bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground. This racial trait replaces the Fast Movement, Small, Ride, and Stealth racial traits.

Cliff Dweller: Some goblins make their homes in the high places within the world. Goblins with this racial trait receive a +4 racial bonus on all climb checks and can take ten on all checks even while threatened. This racial trait replaces the goblin ride and racial trait.

Winter Born: These goblins dwell in areas home to the harshest winters, frozen tundra's, and arctic plains.

Goblins with this racial trait receive a +4 racial bonus on Constitution checks and Fortitude saves to avoid fatigue, exhaustion, or ill effects from running, forced marches, starvation, thirst, in these icy environments. This racial trait replaces the goblin ride and stealth racial traits.

Fire Fiend: Goblins with this racial trait are obsessed (more than the standard goblin) with the passion to burn anyone and everything with fire. These characters gain a +1 to all damage dice when using fire-based attacks. These include grenade weapons (such as Alchemists fire, burning oil, and torches). When dealing fire based damage to objects the goblin ignores half of the objects hardness value. This racial trait replaces the goblins ride and stealth racial traits.

Wolf Master: Some goblins have a kinship with wolves ,taming them or living and hunting their hated enemies with them. A goblin with this trait gains +2 to all Ride and Handle Animal checks involving wolves. The character may always choose to take ten on all ride checks while mounted on these beasts even while threatened. This racial trait replaces the goblins stealth racial trait.

Water Born: These goblins have live near oceans or large lakes. Goblins who posses this racial trait gain a swim speed of 30 feet. He can move through water at his swim speed without making swim checks. He has a +8 racial bonus on any Swim check to perform some action or avoid a hazard. He can always choose to take 10 on a Swim check, even if distracted or endangered. He can use the run action while swimming, provided he swims in a straight line. This racial trait replaces the goblins fast movement racial trait.

Earth Born: These goblins have dwelled in caverns and tunnels, are extremely sensitive to vibrations, and have developed an uncanny ability to detect even the slightest movement in or on the surface the earth around them. Goblins with this racial trait gain the Tremorsens ability to a range of 30 feet. This racial trait replaces the goblins ride racial trait.

Stone Hide: Goblins with this racial trait have hardened hides that make piercing their flesh extremely difficult to do. The goblin gains a +1 racial bonus to Armor Class as well as DR 1 / piercing. This bonus stacks with another class's damage reduction features and applies only under the same conditions as that ability. This racial trait replaces the Fast Movement, Ride, and Stealth racial traits.

Goblins in Myth

Believed to have originated from the Germanic sprite the Kobolt, in more modern times their origin appears to be somewhere in Britain where they migrated from England to France and then throughout the rest of medieval Europe. Nomads by nature, goblins have no real homes, traveling from country to country making temporary homes out of natural caves, crags and other impermanent natural shelters. One tradition relates goblins to the king of the gnomes, found throughout pre medieval and medieval Scandinavia and northern Europe.

Goblin seems to be a universal generic term for many different small and mischievous creatures. Depending on the country of origin, goblins can be friendly but mischievous or malicious and evil. Their description also varies from region to region, ranging in size from near human stature to tiny imps no more than a foot high. While they vary widely in physical characteristics, they almost all have predominately large slanted ears. Some are grotesquely ugly while others are merely strange looking.

The most widely known representation of a goblin describes them as being able to grow as tall as three feet, and having a thick pelt of course, black, wiry hair covering their entire body. They normally are found wearing dark or grey clothing and wearing a cap. The cap is believed to represent their servitude to the gnome king. They are depicted as having large, thick yellowish and crooked teeth. The goblin is a race which is perpetual of itself having both male and female variants. The women are described as extremely ugly hags, sometimes having unkempt gray mops of hair on their heads, usually filled with lice and other various unsavory pests.

Goblin culture is represented as being the opposite of human society. All rituals and activities are done in a perverse manner, representing the worst of human nature. Goblin children are abused and mistreated by their elders in order to keep them rough and mean, they have their own strange form of religion the details of which are a mystery to men, though the rituals are strikingly vulgar and tainted with evil when rarely observed by the unfortunate traveler in the wilds. While goblins do have the capability to create fire, they prefer to eat their meat raw, straight off the bone, and usually from a live victim. They do not wash their clothes, nor take baths and seem to be abhorrent of water for any reason.

KISSING COUSINS

Sub-races and Offspring of the Goblin

"This stink is strong enough to curl the whiskers of a bearded devil", thought Sidhar as he gagged on the vapors rising from the open sewer grating." Do we have to?" Mirix, busily soaking an ornate silken scarf with sweet oils

Mirix, busily soaking an ornate silken scart with sweet oils and scents looked annoyed with the warrior's words." I don't like this any more than you, but that retched creature now has the only map in existence to the Blackened Temple, a treasure I don't mean to pass up." The Scarf, now fully saturated, would provide some measure of relief from the stench of the old sewers.

Sidhar choked back the rising urge to be sick." It was just a goblin. I do not understand why you insist on waiting for the others. Why can't I just go down there and be done with this whole affair before Adrix and Gerrio even receive your summons?" Mirix felt the weave of the protective spell take hold,

forming a faintly glowing shield next to her." Because where one can find a single goblin....one can find a thousand more."

"What can be said about these small unclean beasts that have not already been uttered in a thousand curses?"

Many different opinions have risen toward goblins and their kin - Many an adventure can recall early exploits involving these dreadful creatures but few can attest toward the true nature of Goblins. When one thinks of a goblin, the image of a creature whose height rarely rises above four feet tall, a large head (which seems to make up most of the beasts mass) and a maw filled with sharp blackened and broken teeth. The name conjures up scenes of fire and frenzy brought to lowly hamlets that stand defenseless in the wake of marching war bands. All of these ideas are correct and incomplete as goblins are so much more.

Goblins are common amongst all regions found within a world, from the temperate hills and low mountains to deep caverns and bottomless oceans to even within the very cities that other races call home. A goblin is and has always been a very adaptable creature (a frightening fact that has largely escaped the intelligent races.)The goblins ability to take root almost anywhere and the quickened pace at which they breed becomes a recipe for disaster for all who share the boarders of such contested territories. Within a few generations, which, for the goblin life span can measure less than 30 years each, the goblins weak genetic structure begins a cycle of change that helps improve the goblins functionality and chances of survival within the regions that they dwell.

The goblins impact upon its environment varies greatly and one must take into account a number of factors. A goblin clan's relevant size, the amount and abundance of food sources available, and the presence of other civilianization are factors within the equation. Many small communities never become aware that groups of goblins have settled into an area until these creatures consume and deplete the available resources and have need for more. These behaviors are a common thread that, no matter how different each variant race of the goblin seems, they all have the same basic survival instincts of creature with little to no self-control or for thought towards its actions. Many goblins never rise above the senseless acts of violence and greed that mark their culture. On very rare occasions, the urge of wanderlust sets into a goblin and they become dissatisfied with the typical existence of just being a goblin. These ideas can often lead to the goblin separating its self from a clan and even from its identity from the race as a whole.

Presented in the following pages are a number of new goblin racial variants available as standard player races. These new variations will add more flavor to the standard goblin. These variants are of a great use to a GM who wishes to change his players' notion that all goblins are simply the same.

Aquatic Goblin

Beneath the dark seas and roaring oceans, a toothy predator stalks the careless ships above, eager to eat and steal. Cold and calculating, the aquatic goblin was designed for this type of hunting.

Physical Descriptions: Aquatic goblins are built for swimming, possessing long torsos that easily snake through the water. Swimming is aided by webbed hands and feet, along with a jagged fin down their spines. Aquatic goblins are typically earth tones, with various natural patterns to improve camouflage.

Society: Although aquatic goblins seem to have strong racial bonds, they typically only associate in small family units, that act more like hunting parties then an actual family groups. A single female typically rule over these small groups, with the males eagerly fighting for her attention. Aquatic goblins do not seem to place importance on significant cultural practices or beliefs.

Relations: Aquatic goblins are feared and hated as ocean-dwelling piranhas. In small numbers, these creatures offer no more threat to an adventurer than their land dwelling cousins. When faced with a stronger opponents they gather in great schools and band together to attack A band of aquatic goblins and their shark mounts is likely to swoop down on any individual or group

perceived as weak, to strip it of everything from gold and jewelry to clothing and flesh. These creatures leave a bloodied wake of destruction and ruin behind them as they disappear beneath the waves, in search of other unlucky victims.

Alignment and Religion: Aquatic goblins are neutral evil. Many of these creatures believe in self-preservation over all else, and only rarely will they danger themselves to protect another of their kind.

Although aquatic goblins are never seen expressing any true religious dedication, it is commonly believed they worship the deity, Dagon.

Adventurers: Aquatic goblins take up adventuring for many reasons. While most goblins are neutral evil, many may have different beliefs and seek like-minded individuals outside the tribe. Some lack opportunities to advance, and tire of living on the scraps of those with more authority or higher social position.

Male Names: Cthaal, Fthool, Krothu, Skalth, Gthule, Barghal, Narthelf.

Female Names: Fith, Ctharga, Fethka, Smelthi, Pulcha

Aquatic Goblin Racial Traits

-2 Strength,+2 Dexterity, +2 Constitution, -2 Charisma. Aquatic goblins are hardy creatures, but weaker than many races. Humanoid (Aquatic, Goblinoid): Aquatic goblins are humanoids with the aquatic and goblinoid subtypes. An aquatic goblin can breathe underwater. He can also breathe air and remain out of his natural water environment for up to 1 hour +10 minutes per point of constitution. After which the creature must make a fortitude save DC 15 (and again every ten minutes with a cumulative +1 to the DC) or suffer 1d2 points of constitution damage until submerged in water.

Small: As a Small creature, an aquatic goblin gains a +1 bonus to Armor Class, a +1 bonus on attack rolls, a +4 bonus on Hide checks, and a -4 penalty on CMB checks to initiate or resist a grapple attack, but he uses smaller weapons than medium creatures use, and his lifting and carrying limits are 3/4 of those of a medium character.

An aquatic goblin base land speed is 30 feet.

An aquatic goblin has a swim speed of 30 feet. He can move through water at his swim speed without making swim checks. He has a +8 racial bonus on any Swim check to perform some action or avoid a hazard. He can always choose to take 10 on a Swim check, even if distracted or endangered. He can use the run action while swimming, provided he swims in a straight line.

Darkvision: Aquatic goblins can see in the dark up to 60 feet.

Thievery: Aquatic goblins get a +2 racial bonus on Disable Device and Sleight of Hand checks.

An aquatic goblin's racial bonus on Move Silently and Ride checks is only +2. Aquatic goblins are known for riding Medium sharks.

Automatic Languages: Common, Goblin.

Bonus Languages: Aquan, Draconic, Elven, Giant, Gnoll, Orc.

Arctic Goblin

In the far reaches of the north rest a landscape that is brutal and unforgiving. The bitter cold of winters embrace is never-ending, as is the struggle for survival within this environment for all creatures of these lands. A place of constant snowfall and Arctic temperatures that can kill a man in a matter of minutes if left exposed and vulnerable to the freezing winds of these high peaks. Arctic goblins are a savage race that claims these inhospitable realms as home, preferring the coldest of climates found in treacherous mountain peaks.

Physical Description: Arctic goblins are among the tallest of the goblin races, standing at almost four and a half feet tall. Their bodies are covered in a light insulated fur that helps protect them from the harsh rigors of the frozen environment in which they dwell. These creatures are physical dense with corded knotted muscles with wide, compact bodies that account for their burly appearance. Male and female Arctic goblins differ in appearance only in that the males are easily recognized by their great beards and silver manes.

Society: These creatures adhere to a clan-based society that respects strength, with the strongest of the

males claiming leadership over the clan. Arctic goblins claim large swaths of land as hunting grounds. Depending on the size of a given tribe, these distances can stretch up to fifty miles away from the clans dwelling. Males within a clan typically out number females three to one. The great distances between the mountainous peaks in which each clan claims account for the low number of births each season.

Relations: Arctic goblins are always at ends with humans and dwarves that are in direct competition for living space.

Alignment and Religion: Neutral Religious beliefs lie within the realm of shamanistic worship.

Adventurers: Although Arctic goblin adventurers are rare. Even amongst other goblin races, they can be found in most cold regions as guides through dangerous mountain passes and even as a sell sword in these areas. Most Arctic goblins tend toward classes such as f fighters, Rangers, or barbarians.

Male Names: Axsel, Bjarne, Gjurd, Halvdan, Rolf

Female Names: Bergljot, Gunnvor, Kaja, Ragna

Arctic Goblin Racial Traits +2 Constitution, +2 Dexterity, -2 Charisma.

Humanoid (Goblinoid).

Small: Goblins are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks. An arctic goblin's base land speed is 30 feet.
 Darkvision: Arctic goblins can see in the dark up to 60 feet.
 Cold Endurance: Arctic goblins have a +4 racial bonus on Fortitude saves made to resist the effects of cold weather or exposure. +4 racial bonus on Ride checks.
 +2 racial bonus on Handle Animal and Survival checks: Arctic goblins are natural hunters, tracking prey through out the harsh mountainous terrain.
 Automatic Languages: Common, Goblin.

Bonus Languages: Draconic, Elven, Giant, Gnoll, Orc.

Desert Goblin

A wasteland of trackless sand and high dunes rests beneath an unrelenting sun. In these places, the extreme temperature of both day and night can kill. Powerful Sandstorms, dangerous creatures, a lack of water, and the shifting winds are all hazards that can quickly claim an adventures life. Despite all of these hardships, the goblin race has no limit as to where its people can be found.

Physical Description: Desert goblins measure to a height of 3 and 1/2 feet. Their skins coloration varies dramatically from light shades of green to deep browns and tanned yellows. Dressed in a large assortment of mismatched cloth and seemingly random equipment, these goblins value anything they find with the deserts sands.

Society: Unlike common goblins who form into large clans, these creatures form into Nomadic tribes that constantly travel throughout the desert sands. They are traders who move from north to south and east to west, following the well-established trade routes. Found in groups no larger than twenty, these goblins take on the traits of nomadic gypsies. Daily life consists of tending to the Adair, a large breed of lizard which dwells in deep deserts. Desert goblins domesticate and train these creatures to become beasts of burden, and prized mounts for their warriors.

Relations: In a place where the commodities of life are scarce, they have become accustomed in dealings with all manors of races. It is a common sight to find a group of these goblins in a city or town attempting to sell or trade items and goods. Most prized among the items brought to market by these goblins are a variety of herbs and tobaccos harvested from rare plants found throughout the deserts region. Many of these goblins strive to maintain personal freedom and will actively

Desert Goblin Racial Traits

+4 Dexterity, -2 Strength, -2 Charisma. Humanoid (Goblinoid).

Small: Goblins are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.
A desert goblin's base land speed is 30 feet.
Darkvision: Desert goblins can see in the dark up to 60 feet.
Heat Endurance: Desert goblins gain a +6 racial bonus on Fortitude saves made to resist the effects of hot weather.
+2 racial bonus on Move Silently checks and Ride checks.
+4 racial bonus on Gather Information checks: Desert goblins soak up gossip like sponges when they visit towns or settlements.
Automatic Languages: Common, Goblin.

Bonus Languages: Draconic, Elven, Giant, Gnoll, Orc.

oppose all self-imposed leaders that try to subjugate there kind through force.

Alignment and Religion: Desert goblins do not hold the same moral views as the others of their kind. This leads them to take on the alignment of true neutrality, as many of the decisions they make support their tribe's survival. Religion holds no enduring place within their lives although it is not uncommon to find clerics who worship sun deities within their ranks.

Adventurers: Many goblins who find their way along the path of an adventurer take the form of guides for others into the deep sands. Favored classes include Fighters, Clerics, and Rangers

Male Names: Anum, Gakere, Okeke, Warui, Tiffu .

Female Names: Ajia, Doto, Jali, Faiza, Nadji.



Grim Goblin

Amide the horrific aftermath of war the dead and dying are not alone. On dark moonless nights, the still sanctuary of the city's graveyard hides the horrible secret of their kind. In places where the earth is stained black with corruption and foul taint the presence of these creatures can be found through the littering of gnawed upon bone and torn flesh.

Physical Description: Grim goblins stand at the cusp of four feet in height. A cursory glance of the creature would lead one to think that they are undead versions of a standard goblin, as their skin has tallow yellowing to its sheen and stretched thin over lithe frames giving them a skeletal appearance. They often decorate them selves with the treasures of the excavated deceased and can be found wearing the rings, armor, and clothing of the dead that they consume.

Society: Grim goblins form into small groups called haunts that consist of six to thirteen members lead by a master goblin known as a Death's Head. These creatures inhabit places where death and the dying are commonplace. Morgues, Graveyards, battlefields, and crypts are all common haunts they call home. Grim goblins are the result of common goblins being exposed to fell and powerful necromantic

energy for extended lengths of time. As a result, their forms have b e c o m e t w i s t e d

representations of its influence. These goblins no longer hunger for the foods that sustain other races, they now only desire to feast upon the decayed and rotting flesh of the dead. Bone marrow sucked straight from the bones of dead and dying creatures fills the creature with a dread euphoria. This practice as well as the unsettling effect they have upon other natural creatures makes this sub race unwelcome in most places. These goblins flock to the sites of plagues and mass disease knowing that death(and food) will soon follow in its wake.

Relations: Hated by many for the violation of the graves and final resting places of loved ones who have passed from this world to another, grim goblins come into conflict with the more civilized races of the world. Human cultures go to great lengths to ride their cities of their presence as the citizens grow tired of finding the grisly remains of their recently buried dead scattered throughout the streets.

Alignment and Religion: Grim goblins hold any deity with death in its portfolio in high regards. Many of the leaders of grim goblin haunts are sorcerers and clerics with the domains of death and fear. These goblins practice strange rituals and ghastly rites in honor of their dark gods.

Adventurers: Many goblins who find their way into adventuring groups knowing that such individuals constantly fight against (and kill) all manner of creatures. This ensures that a grim goblin that joins with a successful adventuring group will always have an endless source of food at its behest. Many of these goblins also hold to the belief that the power of a creature is sometimes passed onto the one who devours its flesh. Many have dreams of one day being able to consume the festering remains of a dragon. Favored classes include Fighters, Clerics.

Male Names: Lech, Gniew, Radost, Gorin, Zdrach

Female Names: Zalta, Rada, Jagoda, Dobra, Živa

Grim Goblin Racial Traits +2 Wisdom,+2 Constitution, -2 Charisma. Humanoid (Goblinoid). Small: Goblins are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks. A Grim goblin's base land speed is 30 feet. Grim Goblins gain a +2 saving throws made to resist mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms) ,death effects, disease, paralysis, poison, sleep effects, and stunning. Dark Vision: a grim goblin has dark vision to the range of 60'. +4 racial bonus on Move Silently checks Light Sensitivity: Grim Goblins are dazzled in bright sunlight . Automatic Languages: Goblin. Bonus Languages: Common, Elven, Gnome, Dwarven, Orc , Halfling.

Jungle Goblin

A Jungle's expansive canopy can hide many secrets. The old ruins of empires, dark monoliths devoted to powerful gods, and forgotten temples can all be found. Yet contained within a jungles savage environment less powerful creatures have found a niche and have begin to develop in new and unexpected ways.

Physical Description: Despite living in an environment such as a jungle, the goblin remains very similar in its appearance as its other kin. It still stands at the cusp of four feet in height, and skin has taken on a hue of mossy green growing to a blackish coloring on it's under belly. These creatures have a lithe form and at first glance appear malnourished, as they have a boney build and tightly pack muscle needed for survival within regions in which they make their homes. Man

Society: The societies of these jungle dwelling creatures are very similar to goblins found elsewhere save for two key differences. Jungle goblins tend to be more organized than typical goblins tribes ever could be. This may be a direct product of the environment that they live in, or perhaps these goblins are smarter than the standard goblin. These creatures act in as a single-family unit - even as they are broken into a caste system for the purposes of work, all goblins within a tribe will share food and shelter to the benefit of the tribe, actions that are far to complex for the standard chaotic goblin mind to grasp. These creatures hunt and gather as a unit and seem to live in reasonable harmony with their surroundings. The tribe is broken down into three distinct classes. Tribal warriors, Gathers, and mystics all have a set purpose within the tribe. Each cast within the tribe wears different pattern of paints with many different meanings behind them.

All warriors' faces are smeared a bright white with deep shades of red striping. Each marking represents the amount of skill the warrior possesses. Gathers wear a

light coating of blue paint all over their bodies and the hands are left uncovered. The Mystics of this group have a chaotic blending of colors all over their bodies with no true patterns emerging .As most tribes only bear a single mystic, each mystics coloring will vary wildly from the next. Mystics bear no rule of coloring but tend to favor patterns of color (no matter how chaotic they may seem) that match that of the tribes chosen "deity" creature. A mystic whose tribe reveres a great gorilla will likely have splotches of brown and gravish tan covering his body, while a mystic who worships a snake may have the colors of the creatures scales slathered on him. The only color that is used universally throughout the tribes is red, and then only in sacrifice to the "God". Tribal mystics have shown an uncanny ability to communicate with natural animals in the environments they dwell in, and a tribe will elect a creature to worship. Snakes, Frogs, Boars, Gorillas, Spiders, monkeys, Alligators and even Dire Leeches top the list as potential creatures that these goblins would worship as deities. All tribes, regardless of what creature they worship, have one belief in common; that all "Gods" require blood sacrifices. This requirement takes the form of live creatures captured in their hunts, and the elders who has grown too old and who has become useless to the tribe may be "rewarded" with the ability to become the god's next meal. It is a high honor in goblins society to be given as a sacrifice in this way. Sacrifice to the creature is a method of punishment to younger goblins that cannot or will not meld with the tribal ways, or for those who are born lamed and sickly. A creature selected as the tribes "god" becomes the identity

Jungle Goblin Racial Traits

+4 Dexterity, -2 Strength, -2 Charisma.

Humanoid (Goblinoid).

Small: Goblins are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.

A Jungle goblin's base land speed is 30 feet.

Jungle goblins gain a climb speed equal to their base movement.

Dark-vision: Goblins can see in the dark up to 60 feet.

Skilled: +4 racial bonus on craft and stealth checks.

+4 racial bonus on Move Silently checks

- +4 racial bonus to Acrobatics checks
- +1 to all attacks while using spears and javelins

+2 to all survival checks made while inside a jungle regions.

Automatic Languages: Goblin.

Bonus Languages: Common, Elven, Gnome, Dwarven

A note on Goblin Slaves

Throughout the many kingdoms, the idea of making slaves to do the backbreaking labor of others is frowned upon no matter what the race of the slave. This does not hold as true for goblins - which are viewed by many as the least intelligent of all races. Many consider a goblin domesticated for servitude in urban life to be a virtue to the poor creature. Many cities, which outlaw the selling of slaves, have little or no qualms with the ownership of a personal servant; even to the point that laws protecting the owner of a goblin slave have been enacted in larger cities were it has become a commonplace practice. The goblin is typically taken at a young age and throughout the length of two years and is trained in a multitude of skills that directly reflect the service that they will provide for their masters. Many goblins are only trained in the fine art of cooking and house keeping. All goblins are trained in the common tongue and the higher one wishes to pay the more skills that these servants may posses. It has even been rumored that some goblins have been trained at birth to become scribes, learning more languages and overcoming the age-old edict that all goblins hate and fear the written word. Still most goblin slaves provide the basic services of fetching items and cleaning messes around a noble manor. Most of these slaves are treated quite harshly and serve also as a target of abuse from their masters when something goes array. Despite all the laws enacted to protect them from the harm of others, there are very few laws protecting a goblin from death at the hands of their masters.

Despite the many negative examples of owners whose personalities' are as brutal and mean spirited as any goblin's; there are many examples of owners who not only respect their slaves (often many owners who fit this description prefer to call the goblins servants in light of slaves) but often take steps to help the poor creature become more integrated in the society in which they live in. Many human masters allow the goblin (when the creature grows old enough) to name itself and choose the way in which it will dress. Goblin slaves fortunate to be in the service of such a master will most often choose to mimic the way in which its master dresses. This may be in a military outfit, finely dresses in silks and breeches, or even in a top hat and monocle all in attempts to please their masters.

of the tribe in all manner of dress, armor; even speech becomes a direct reference to the creature's traits. A goblin tribe that worships frogs will hop around and their vocal dialect will take the form of croaks. Those who choose to worship snakes speak in a hissing speech and try to swallow live pray whole(a practice that may have killed one or more snake tribes, as choking to death on a swamp rat leads a goblin to think twice about his decision not to chew its food.)

Jungle goblins have been found to take a few simple approaches in regards of providing shelter for themselves within their environment. The tribe will form small communities out of simi-permanent huts. They set these encampments near a natural shelter such as a cave or in an area, which houses many great trees. In areas of complete submersion of land beneath the water, such as dense bogs or areas in which flooding is a constant threat, some tribes will take to making platforms and crude walkways in the trees above. Many tribes that worship spiders make huge "Webs" out of interwoven vines providing a system of rope bridges that can cover the treetops for many miles depending on the tribe's size and influence in the region. Others find that burrowing out portions of land into hallow caves works best. This provides the goblins with an ample way hide the entrance to their homes from intruders affording them a protective dry place to dwell in. Many an adventurer has set camp on a rising hilltop within a jungle and never realized that just below the surface of the ground waited a tribe of goblins.

Relations: Jungle goblins view any who travel through their territories as enemies. These goblins harvest all that they need from the jungles but, on rare occasion, do trade with outsiders.

Alignment and Religion: These creatures take on a true neutral alignment. In other jungle areas where the appearance of human colonists have made these goblins a more social race the alignment can shift towards a neutral good. Jungle goblins revere animals and the mystics who have bonds to them in place of other religious practices.

Adventurers: Jungle goblins rarely find themselves away from the safety of their tribes. In standard tribes, it is only through extreme situation that these creatures take on the role of an individual and strike out on their own. Adventurers can take the form of individuals that have been sent to different towns in an attempt to learn the language and customs of those that they deal with. Tribal goblin favored classes are Fighters, Clerics and Druids.

Male Names: Baako ,Enu ,Godlumthakathi ,Kgosi

Female Names: Dada, Ebuka, Ifeoma, K'Sea, Kaikura

Magma Goblin

With each strike of the forge, the ground seemed to shake sending bits of white-hot fragmented metal flying. The air within the old hall was a mixture rising steam and billowing black smoke as the blacksmiths worked tirelessly into the night creating the iron blades. After each series of strikes against the worked metal, they doused the newly formed weapons in troughs of brackish water causing them to hiss and crackle as they heated them anew. So entranced in their efforts they never took stock of the small creature hidden within the space. It simply watched and waited until the flames and time, was right....

Physical description: Both genders of these creatures stand between 3 and 3 ½ feet tall. The skin of the typical Magma goblin is midnight black to deep shades of purple. The most striking feature that this creature posses is the small wisps of white and blue flame that break through it skin at various places. The creatures hands seems to glow red as a furnace and variations of this coloring rise from it hands and upwards towards its arms in the form of "cracks" along its skin. These veins change from red to deep cobalt when the creature becomes angry or excited.

These beings all have glowing yellow eyes and great wide mouths in which small wispy trails of black smoke escape. Many scholars have dedicated a great deal of time and effort in attempts to understand this strange creature's ecology. The Magma goblins internal temperature reaches a scalding degree and produces what seems to be a near constant fire within the creature's gullet. As a result, the goblin has developed a strong resistance to fires and can even be seen eating hot coals or drinking flaming oil. They often dress themselves in what ever they can find that will not simply catch ablaze. This takes the form of leathers that can be found on a forger worker such as an apron or vest. They wield Iron fire stokers that seem to absorb their bodies' great heat and cause these weapons to glow red hot at the ends. The only other clothing that these creatures have been known to wear are the signature Iron boots which all of them seem to own.

Society: Also called "Forge Goblins", these creatures have a great love and affinity for fire much more so than the average goblin. Magma Goblins are most often found in the employee of fire based creatures that reside in places of extreme temperatures such as Volcanoes and underground near magma flows and great steam vents. Inside of urban environments, these goblins can be found near the cities forges, or where fire is in a great abundance. A cites crematoriums or within a city's dump, if the city makes a practice of regularly burning its garbage could be infested with such creatures.

Magma goblins have no true tribal suture as do others of their kind and on the rare occasion these creatures are found in great numbers, they are in the servitude of a master.

These masters often take the form of the black skinned fire giants who are artisan in their own right, using them as slaves to tend to the bellows of their forges. While these creatures share many common traits with the common goblin, many scholars have yet to understand

Magma Goblin Racial Traits

+2 **Dexterity**, -2 **Wisdom**, +2 Charisma **Humanoid (Goblinoid**).

Small: Goblins are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.

Resistance: Because of their fire like nature, Magma Goblins gain resistance fire 10. **Fast:** Goblins are fast for their size, and have a base speed of 30 feet.

Dark-vision: Goblins can see in the dark up to 60 feet.

Skilled: +4 racial bonus on craft and stealth checks.

Spell Like Abilities: A magma goblin can cast Flare, Mending (on metal objects only), and Burning Hands each once per day using his total character as his caster level. Heat Weapon (Ex): As magma goblins anger and rage flares so does the white-hot flames that burn inside the creature's body causing its hands to erupt into flames. The Magma goblin can use this ability as a move action once per round granting any weapon that it touches the Flaming weapon property for one full round.

Automatic Languages: Goblins

Bonus Languages: Common, Dwarven, Giant, Orc, or Ignan.

Sneaking in!!!

It has been noted that in times past that goblins have gone to great lengths in an attempt to enter a human city. Here is an example of just one of their most daring schemes.

While attempting to bypass the guard of a large city thirteen goblins wearing false beards and monastery robes posed as chicken merchants. Using a large wooden cart, they attempted to enter the wellguarded gates. Onto the back of the cart had been constructed a crudely built, ten foot tall chicken coupe of patchwork wire and scrape wood, that was being pulled by a weak and gnawed upon donkey. Inside the cage over a two hundred chickens had been stuffed inside. Needlessly to say the guard became guite cautious at the approach of these new travelers and halted them at the gates edge demanding to see traveling papers and to pay proper tax upon the imported goods. One of the crafty creatures threw a small clay pot holding a few dozen angry wasps onto the donkey's rump. In the midst of demanding the proper paperwork the cart lurched forwards slamming into the top of the gate which rested only nine feet tall, sending the carts poorly constructed top and the two hundred chickens cascading to the ground and scattering everywhere. The thirteen bearded goblins easily escaped into the city's merchant quarters in the midst of all the chaos.

Hide -n - Seek

Common places in to find a goblin within a city

Your Closet - Goblins are excellent at fitting into tight spots. They can be sometimes be found lurking inside the homes of an unaware citizen's residents.

City Dumping Grounds - A city's waste yard may seem nothing more than a pile of trash. To a goblin, it is a smorgasbord of food, tools, and a suitable place to hide during daylight hours.

The Sewers- A horrific stench serves as a protective measure to keep those of lesser fortitude and proper standards of cleanliness away. Goblins care little of the awful odors found within a crumbling sewer.

Slums District - The hardships of everyday existence provide enough of a distraction to the lowly citizen that a goblin inside the walls of the city seems hardly the first of their worries.

Underneath the Docks - The fishing wharfs of a larger city holds opportunity for urban goblins as an easy source of food. A city with an unguarded open fish market may soon find itself with problem.

what causes the abnormal birth of these goblins or where they originated. When clusters of these goblins amass, a leadership from within does seem to take hold, and if not slaves to another, these creatures fall to the orders of the strongest or most skilled among them. These goblins called "Fire Stokers" and are infused with a sorcerers' ability and an uncanny control over fire and flame.

Relations: Magma goblins have an intense hatred of gnomes, a trait that they share with their common kin. They choose not associate with creature of the elemental water subtypes and greatly fear any who show mastery of water magic. They work well with creatures of the fire subtype and industrial races such as fire giants, Efreeti, and Duergar. While they do interact with other humanoid races because of shared living space, they have no great love or hatred for them or their pets (dogs and horses). The exception being fish, as they see these creatures as constant mockeries of all that they are.

Alignment and Religion: Magma goblins are creatures that burn with passion to, well, burn things. They are excitable and frantic at times, calm and lazy the next moment that lead them towards a Chaotic Neutral Alignment. Most goblins of this sect pay homage to a being known as (fill in name from greek/latain translation = possible "consuming fire"). As all goblins have an intense loathing and inability to produce writing not much is known of this deity save that he has a connection with fire and, from what scholars can gather, is a being of living flame. Magma goblins have long worshiped this creature and in some instances may have unknowingly invoked him to help in burning down towns and villages.

Adventurers: Although Magma goblins are rare outside of their environments, some do find the wanderlust set upon them to discover hotter fires and to set flame to all kinds of new things that have not yet burned. Often these creatures are found hidden within a city feeding off the flames of others. While it often will become a full time job to keep these small creatures from lighting fires where ever they go, these goblins are smart enough to learn basic rules of a society so long as those rule do not include being near water or gnomes.

Names: Alzin, Aflase, Brunoth, Esieial, Flamoza, Gotrenin, Zenarth, Wispolna,

BURROW NOT TOO FAR IN OLDEN STONE, LEAST YOU REACH THE GOBLIN THRONE.

TREMBLE OF ROCK, QUAKE OF FEAR. HEAR THEM SCREAM, YOU'VE DRAWN TOO NEAR.

- Dwarven Nursery Rhymes

Stone Goblin

Deep underground in the labyrinth of seemingly endless tunnels that run beneath the mountains are places where the fabric of our world grows thin. Veins of precious ore begin to form, rare crystals begin to take hold like blossoming flowers and the creatures caught in this influence find them selves beginning to be changed as well.

Physical Description: Stone goblins are a direct form of elemental mutation and are usually only found in deep caverns in high mountains. After decades of exposure to an elemental rift these goblin have taken much different forms from their natural counterparts. These creatures stand to a height of four and a half feet tall and possess wide statures, much akin to a dwarf. The thick hide of these goblins takes the appearance of hardened gray and blackened stone. These creatures are afflicted by an over saturation of iron and magnesium in their diet which cause an extreme ossification of their bones. This restricts these creatures' manual dexterity and movements but provides them with excellent protection from all but the most powerful of bludgeoning attacks. Stone goblins are extremely sensitive to vibrations. Due to this sensitivity, they have developed an uncanny ability to detect even the slightest movement in or on the surface the earth. This also takes the form of a weakness as this hypersensitivity also leaves them vulnerable to all forms of sonic attacks.

Society: Formed into clans a stone goblin enclave can have as many as three hundred members. The elders of their race who take the form of calcified statues rule the society. In truth, they are still living as the ossification of their bodies has reached such an extreme state that they become stone. Deep within a stone goblins holding one

can find these elders either as freestanding statues or seemingly merged with the very stonewalls of their lairs.

Relations: The Stone Goblins needs of consumption, and its habitats, put these creatures in direct conflict with dwarves, which are attracted to the same rich veins of precious metals and ore. As a result a seething hatred has formed between both these races. During combat, these goblins will go to great lengths to attack any dwarves present, choosing these hated enemies over any other targets.

Alignment and Religion: Typically Neutral Evil. Stone Goblins are a xenophobic race that has little to no interactions with the outside world. They worship the gods of the stone and earth. Evil clans are often found in the service of powerful elemental demons or Ancient beings with ties to the plane of earth.

Adventurers: Very few stone goblins ever leave the deep caverns or clans in which they belong. Most often, banishment or disasters separate a goblin from its tribe that leads these creatures to the surface world. Most Stone goblins lean towards the classes of Fighter, Barbarian or Clerics devoted to the deities of Elemental Earth.

Male Names: Gansükh , Batsaikhan, Tömörbaatar, Chuluunbol, Chingis, Khubilai.

Female Names: Altantsetseg, Narantuyaa, Uranchimeg, Sarangerel, Erdenetungalag

Stone Goblin Racial Traits +2 Strength, +2 Constitution, -2 Charisma.

Humanoid (Goblinoid).

Small: Goblins are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.

A Stone goblin's base land speed is 20 feet. **Dark-vision:** Goblins can see in the dark up to 60 feet.

Skilled: +4 racial bonus on craft and stealth checks. **Stability:** Stone Goblins receive a +4 racial bonus to their Combat Maneuver Defense when resisting bull rush or trip attempt while standing on the ground. **Natural Armor:** Stone Goblins receive a +1 racial bonus to Natural armor. Vulnerability to Sonic based attacks. Tremorsense 30 feet **Automatic Languages:** Goblin, Terrian.

Bonus Languages: Drow, Draconic, Giant, Gnoll, Orc, Common

URBAN GOBLIN

One can almost loose themselves in the sounds of a busy city. The rumbling of a passing buggy upon cobble streets intermixed by a thousand conversations held at the same time can be quite a distraction. Vendors call out to the crowds as they pass by trying to clinch sales of meat, bread, or other goods to the masses. Nearby the City, guard is trying to sort out an argument between two weapon tradesmen who have become enraged over a lost sale to a rival merchant. The clanging of a brass church bell echoes across the district while across the way a street performer juggles brightly covered orbs calling out for a copper. In such a place, small things can be easily overlooked and forgotten by all. Perhaps these distractions in the hustle and bustle of city life have allowed the goblin a small and stealthy creature, to gain a foothold in all but the most vigilant and watchful of cities.

The average goblin found above ground in larger cities is somewhat of a lurker hiding in the small places of a bustling city. This goblin takes great pride and pleasure in making the habitable spaces of other races their homes as well. In much the same ways as rats these goblins will live inside of decomposing and abandoned buildings, large structures with ample amounts of open space(such as monolithic cathedrals, Noble homes, and other structures found within larger cities) These goblins tend to be scavengers rather than hunters with the exception of the common house cat or dog, these goblins diet include refuse of any sort.

Goblins have a natural affinity towards humans and the cities in which they dwell. Goblins are not the brightest of creatures that dwell in civilized lands, but all of these small menaces can identify a better living when to opportunity to live in a human city presents itself. Some goblins find their way into a city completely by accident while most actively seek a way beyond the cities guard. Whether it be in the back of a wagon filled with grain, in a bucket of pickled(now half eaten) salmon, or by pretending to be Halfling merchant selling baskets of kittens, or by simply tunneling under a city's walls; goblins will always try (and usually find) a way into a city. To a goblin, a city provides great luxury in the form of food, shelter, and the chance to cause great mischief. Many places within a human city lend themselves as a favorite habitation for goblins because of the commodities found there.

Food Markets: The average butchers market found within a city tends to dominate an entire block within a district. These shops are a constant source of fresh meat for the city's population. It is common that many of these shops have open access to sewers in which to discard the butchers waste. To a goblin, the smell of raw meat, which has sat out for a bit too long, is like a pungent perfume - one that can easily be identified almost as soon as a goblin sets foot within a cities wall. Open Bazaars' within a

town or city often offer a wide variety of fresh fish, poultry, and other livestock for sale. It isn't uncommon to hear reports of merchants losing a chicken (or cattle) or two over the course of a few days in the open market.

The Slums: Inside of the more successful districts of a large city, the watch is a vigilant and present protection, which offers the residents of the district a feeling of safety, and security that leads to a good nights sleep on behalf of the citizen. This does not hold true for all places within a city's walls. Poor districts within a city can have little to no protection against crimes or goblin invaders using the less fortune citizens as the target of its less than human tendencies. Many have little concern if a poverty-stricken beggar goes missing in the middle of a dark night. The abilities of a city's watch may be stretched to thin to take action on every report of a missing child or attack within a slums district. The inability to police each district (no matter its social standing) has lead even great cities through out the realm to find them-selves at the center of goblin related violent crimes and a surge of arson and vandalisms in its streets.

The Sewers: The typical goblin hates the bright light of a sun-filled day. A twisting labyrinth of lightless tunnels, a cesspool of filth and decay, sewers make a perfect place for the urban goblin to make his home. Teaming with diseases and a steadily increasing supply of food in the form rodents, vermin and worse, the sewers offer both of the basic needs that a goblin requires when entering into a city populated by humans - a safe place to hide during the day light hours and an endless smorgasbord of food and filthy treasures. Many reports from a city's sewer sweepers guild will point to the presence of these foul creatures. These signs come as reports of missing workers and sightings of goblins "nests" during investigations into sewer system back ups during times of heavy rain fall which can result into a district flooding.

The Dump: A city's dumping grounds all bear the markings of a goblin paradise. Huge piles of rotting, stinking garbage is at the top of every goblins holiday wishes, and larger cities have such an abundance it is enough to cause any goblin seeing a city dump to break out into tears and often song. Overjoyed by the sight of trash piled into hills almost as tall as the human buildings, goblins waste little time in claiming and hallowing out these hills into new home called "Goblin Mounds". These crudely dug tunnels are small, soggy and often prone to collapse during heavy rains. Often a goblin finds out to late that his love of fire can be a curse upon his environment. A city dumping grounds infested with goblins is constantly at risk of being set on fire often to a city's dismay. These fires send huge choking clouds of a stinking black smoke into nearby city districts. A fire also means that a majority of the goblins(and other vermin) who have found homes within the refuse are forced to find a new homes for a few days until the blaze dies down or is extinguished by the city's fire patrol. This leads to an increased activity of vandalism in an adjoined district to the dumping grounds.

Homes: Sometimes a goblin finds its way into a humans home within a city. This can be causes by a number of reasons ranging from the goblin seeing something shinny to wanting to kill the family's pet dog or eat a human baby. Much question can be placed on goblins logic in regards their skills of reasoning. Nevertheless, a goblin intruder inside of a human home can spell dire consciences for those who share sleeping quarters with a goblin. Goblins are sometimes random in their actions and can be unpredictable in their capacity to be both violent and peaceful to almost pleasant. Almost like children, these creatures make it a habit to mimic the actions of the household members in which it observes from its hide always. If the creature has found a home in a domicile full of violence and domestic abuse, the creature will most likely attack the members of the household. If in a loving emotional environment, the goblin is more apt to take on a peaceful or almost helpful attitude towards the family as long as its basic needs are met and no dogs are present. Most goblins take on a little of all the traits in which they observe and their actions become hard to judge. The creature may set a table one moment and then bite off the toes of children whose feet hang over the edge of the bed during the dead of night.

House Goblins

Physical Description: The average House goblin looks and acts much like its other kin. This creature stands at a height of almost two feet, almost a foot shorter than the average goblin. Its skin has grown a shade of darker green and includes hue of deep brown within its features. They have extremely flat and blunted teeth able to reduce the most inedible objects into a delicious feast within mere moments. Their feet are flat and soles padded by thick layers of fatty tissue that help with the creatures ability to move quietly and undetected within the dwelling. Their ears are much larger than a standard goblin allowing them advantage of keen hearing to detect approaching footsteps. One unique feature of these creatures is that they are malleable. Their frames are made of extreme layers of fat allowing the goblin to fit into spaces almost a third of its size.

Society: The oversized stomachs of a house goblin have adapted to be able to eat almost anything that can fit into there oversized maws . This leads to a rash of items disappearing in mass from the household. Spoons, curtains, wool clothing, mirrored glass, boots, door handles', old paintings, chair legs, and virtually anything that a goblin finds tasty and can gnaw upon is fair game in regards to this miscreant goblins diet. A particular goblin delight is that of devouring old books and scrolls. Perhaps it is the smell of the old parchment, oiled leather covers or their simple-minded hatred of the written word that leads them to devour book with such glee. A typical house goblin can consume almost five times his weight each day in text alone making these creatures particularly harmful to libraries where literary classics and tomes of knowledge are plentiful. A clueless dwellers owner may

become aware that he has a goblin tenet by the way in which animals react to the goblins presence. These animals grow overly excited and anxious. The random bouts of barking by dogs, squawking by birds, and hissing of cats become common occurrence. The stable workers and hired hands of an estate will find horses kept within the grounds soon begin to act nervous and jittery. The constant urination by canines becomes a problem, as these pets begin to mark their territory in an attempt to ward off an encroaching goblin.

House goblins behave much in the same way as rats do first locating a home based upon the readily available food sources - most larger dwellings found in cities have a connection to sewers and cellars - often a regular haunt for these creatures. It is most common for a servant to discover a narrow tunnel dug into an underground store room and dismissing it to the cause of moles or other natural creatures Only to the surprise and horror that after many months (door knobs, and pets) later that the home has been turned into a goblin hollow. In a tightly packed city street, where the rows of homes built as an increasing expanse from a single structure, the entire length of a cities block may find to the dismay of its citizens that a complex series of burrowed goblin tunnels exists within its walls. Outward Discovery of a goblininfested dwelling can be difficult to detect in the beginning stages of the parasitical habitation. Much in the same ways that a disease destroys the body a goblin begins the slow but assured process of destroying a dwelling - from the inside out. The first causality of the residence is the spaces between its walls .A particularly observant occupant will note the faint scratching noises that arise from the walls during the late hours of the night. The industrious goblin then begins the process of tunneling below the foundation of the home itself - creating low dips in floors, doors that will not close or windows that refuse to open. With time and goblin occupancy, any dwelling within a city can become structurally compromised. Often, without intervention, the home reaches a point of being declared condemned by those reasonable for safety within the city. In a matter of six months, goblins could turn a nobles towering abode into a crumbling ruin without ever being detected as the true cause of the damage. The damage caused to a building is not the only way to identify that a house goblin has moved into a city dwelling - the very act of tunneling into the ground can have many visible effects on the grounds surrounding the property as well. Large areas of dying vegetation become visible within only a few days of the sites infestation. Goblins love to destroy anything of natural beauty and take great pleasure in destroying flowering plants and shrubs. Anything bright, or which omits a sweet aroma that humans find pleasant will be the first causality of the outside estate. Large sinkholes have appeared in or near a "goblin yard" after heavy rains and can result in an entire city street collapsing into ruins because of goblin related activity.

The tunnels that the goblins create vary in size from that of a half foot to two feet in diameter, these tunnels crisscross the walls of a typical dwelling wreaking the supports as the creature dugs further and further into the ceilings and floors of the home. Many of a standard cities homes share at least on one or more walls with other dwellings within a standard block, and tunnels often extend into the space of all the homes within that space forming a "hive" for the goblin to move from dwelling to dwelling looting, causing untold trouble, and eating at will. Common entrances into these tunnels are often discovered when an interior wall suddenly collapses spilling the goblins stolen contents or the goblin itself into a room after massive damage has been inflicted to the dwelling itself. Often if one looks closely, they will be able to find a hold behind a painting, at the bottom of a chest and from the bottom of that into the floor itself, under beds, in closets, and in cellars. The goblin will tunnel out a large cave under the house or surrounding landscape and fill it with stolen treasures that the creature deemed to shinny or appetizing to eat but may be to large to finish in one meal- often a house goblins treasure consists of gems, coins, and objects made of extremely hard materials - large portions of steel and iron (such as weapons and armor) - and morsels that the goblin may be stock piling for a later feast. Many nobles who have had a house goblin have found themselves to be under the impression that they have a

ghost residing within their home. The sounds emanating from the walls late at night, strange smells and destroyed or missing objects, and natural animals acting skittish are one in the same as symptoms of a haunting as that of a goblin housemate.

Relations: These goblins also share there kin's hatred of all canines and equine beasts. It is common for goblins to avoid making a home in a place that harbors many dogs, as they find these creatures extremely protective of their human masters.

Alignment and Religion: Typically Neutral evil, though many adventurers bear a true neutral alignment. House goblins bear no interest in religion. The only concern they have is to when their next meal will be.

Adventurers: There are many reasons that a house goblin would answer the call of adventurer. The goblin may feel that the time has come to find a bigger and better dwelling in which to destroy. A natural disaster or plague could drive the goblin from its city dwellings, or the callings to find exotic tasting food to fill their gullets are all great motivations. A house goblins favored class are Rogue.

Male Names: Solosolo, Lokepa, Kimobo, Ulger, Maleko

Female Names: Braceletto, Mahina, Liaio, Moana, Ginata

House Goblin Racial Traits +2 Dexterity, +2 Constitution, -2 Charisma. Humanoid (Goblinoid).

Small: Goblins are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.

A house goblin's base land speed is 15 feet. **Dark-vision:** Goblins can see in the dark up to 60 feet. **Tunneling:** House goblins gain a tunneling speed of 10 feet.

+4 racial bonus on Move Silently checks +4 racial bonus to Escape artist checks **Malleable:** The house goblins body is extremely shapeable despite the layers of fat that cover its body. While squeezing they suffer no penalties and count as tiny creatures in determining the spaces they can squeeze through.

Automatic Languages: Common, Goblin. Bonus Languages: Elven, Gnome, Dwarven, Orc, Halfling.

Sewer Goblins

A twisting labyrinth of lightless tunnels, a cesspool of filth and decay, sewers make a perfect place for an urban goblin to make his home. Aside from the many dangers that a cities age-old sewer system already presents to adventures, (tunnel collapses, disease, becoming lost) now the common goblin must be placed into these concerns as well.

Physical Description: Sewer goblins, commonly called "green stinks" because of the reeking odor that clings to these creatures, share some of the same basic build of their above ground cousins. Sewer goblins have a sheen of gravish film over their skin, making it appear as if they are covered in oil. Their eyes have adapted to the lightless regions of their underground homes and have become overly swollen and bulbous, almost completely pupil-less and milky white in color. Sewer goblins have adapted to their environment in some startling ways. They have developed webbed fingers and toes that aid in swimming through the tainted waters, and each of their three fingered hands and toes ends in short yet razor sharp claws

Society: These Goblins are less intelligent than the standard goblin have no natural affinity to fire. Encounters with dogs and horses are somewhat rare within the sewers, and as such, they no longer have an intense hatred for these beasts. Sewer goblins from into small groupings commonly called "nests". A nest can contain as many a fifty goblins. They feast on the raw filth, scavenged remains, and the bodies of those unfortunate enough to fall victim to their attacks. It is a common practice for these goblins to block key drainage routes to intently flood sewer tunnels. This forces the city officials to send down groups of workers or hired adventurers to

clear the blockages before flooding occurs within the city and provides a constant food source in the goblins lairs.

Relations: Sewer goblins are at constant conflict with those dwelling in the city above their lairs. It is believed that they ally themselves with thieves' guilds and other individuals who bribe or reward them with food in exchange for safe passage through areas they control.

Alignment and Religion: Typically Chaotic Evil, though adventurers are commonly Neutral evil to true neutral. Sewer goblins worship deities of filth and disease as well as other aquatic based gods.

Adventurers: Sewer goblins have a hard time fitting in with an adventuring group as the constant stench that surrounds them is always present. When these goblins hear, the call to adventure it is usually after the near eradication of their nest. Favored classes are Fighter and Clerics.

Male Names: Aakarshan , Pramana , Santaso Iskandar , Kasih, Mawar

Female Names: Aberia, Faiza, Bethair, Intan, susila

Sewer Goblin Racial Traits +2 Dexterity, +2 Constitution, -2 Charisma Humanoid (Goblinoid).

Small: Goblins are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their CMB and CMD, and

a +4 size bonus on Stealth checks.

A Sewer goblin's base land speed is 20 feet.

A Sewer goblin gains a swim speed equal to their base land speed. Dark vision: a sewer goblin gains dark vision to a range 120 feet. Stench: Sewer goblins emit a horrid stench. Creatures with the sent ability are able to pinpoint their exact location even while these creatures are under the effects of spells such as invisibility.

Natural Attacks: These creatures gain a natural claw attack that deals 1d4 damage each.

Afflicted: Goblins are renowned for dwelling in filthy places and being able to eat almost anything. Goblins with this racial trait receive a +2 racial bonus on fortitude saves to resist poisons and diseases (natural and of magical origin).

+4 racial bonus on Move Silently

Automatic Languages: Common, Goblin.

Bonus Languages: Elven, Gnome, Dwarven, Orc, Halfling.

Trash Goblins

Amid the rolling hills of stinking garbage found inside a city's walls a hidden threat grows. As the day turns to night the rotting hills spring to life as the forms of goblins arise from their hiding. Under the blanket of night, the time for goblin mischief is at hand.

Physical Description: Many trash goblins bare the markings of disease and the taint of filth. Their bodies are pox marked and have many open and weeping soars. Blisters cover their lips and puss runs from swollen and graying gums. Trash goblins make clothing and armor from discarded items such as pots and pans, the pelts of vermin, discarded pieces of metal and straps of leather. These goblins make use of simple weapons and anything that can be used as a stabbing implement (broken bottles, sharpened bones, and spearheads made from stolen weather veins.)

Society: Consisting in small groups numbering between five and ten, and in larger groups whose numbers grow into the hundreds, trash goblins can quickly become a threat to any city's common population. These creatures develop a society who pays tribute to a king. This king is selected as the goblin who is not only the strongest, but

also as one who claims (and is able to protect) the largest and smelliest pile of garbage. Many times different tribes come into conflict over choice garbage piles and a small war amongst these goblins breaks out. Skirmishes of these types can last anywhere from a few hours to many weeks as these creatures fight for control of the rotting mounds. Many times goblins engaged in these battles turn to the use of fire-based weapons. The last goblin standing often ends with the disastrous results of an entire city being set ablaze from the burning trash heaps which they border.

Relations: Trash goblins call very few friends. They are shifty creatures who do not trust many. Despite the problems that they create for the cities they inhabit their most hated enemies are in fact other goblins who try and claim their mounds.

Alignment and Religion: Trash Goblins are typically neutral evil with adventurers adopting true neutral alignments. They have little use for anything other than deities which can grant them power and help them in the pursuits of their dreams of trash heap domination.

Adventurers: Trash goblin adventures find themselves in search of new landscapes overflowing with garbage. Many have formed quests at the behest of their tribes to seek out and claim new regions of filth. Favored classes of trash goblins include Fighters, Clerics, and Rogues.

Male Names: Bakari, Jabria, Kitro, Mosi

Female Names: Shormia , Nia , Bakira, Hasini

Trash Goblin Racial Traits +2 Dexterity, +2 Constutition, -2 Charisma Humanoid (Goblinoid).

Small: Goblins are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.

A Abyssal goblin's base land speed is 30 feet A Trash goblin's base land speed is 30 feet.

Dark vision: a trash goblin gains dark vision to a range 120 feet. Improvised Natural Weapon Proficiency : Trash goblins gain improvised weapon proficiency as a bonus feat.

Afflicted: Goblins are renowned for dwelling in filthy places and being able to eat almost anything. Goblins with this racial trait receive a +4 racial bonus on fortitude saves to resist poisons and diseases (natural and of magical origin). +4 racial bonus on Move Silently (this bonus increases to +8 in areas of extreme filth such as trash heaps, city dumps, and carrion piles) and Ride checks

> Automatic Languages: Common, Goblin. Bonus Languages: Elven, Gnome, Dwarven, Orc, Halfling.

Abyssal Goblins

The dark foul air burned hot with the constant rain of white ash, a stark contradiction to the twisted blackened landscape that stretched for as long as the eye could see. High rising hills and broken spires of monolithic stone sundering the parched earth as everything burned. The land seemed alive with the flame of thousands of fires, their cinders carried aloft onto the toxic breeze hanging there like blazing stars until beginning their slow decent, falling back into the midst of the endless sea of marching armies.

Physical Description: A walking nightmare of twisted flesh, the Nysrogh as they are known, are abominations born from the twisted landscapes of the abyss. They basic forms take the appearance of standard goblins save that their blackened flesh is warped with strange mutations. These can take the form of whip like tongues, acidic spittle, extra misshapen limbs to sharp spines covering the creatures body.

Society: The Nysrogh , in their home plane, know very little about anything except constant war. They serve under the leadership of powerful demons who fill their armies' ranks with thousands of the filthy beasts. When amassed they move as a mindless black wave destroying anything which stands against them. They have little regard for their own safety and know that it is better to be killed in battle than to suffer the punishments of the warlords that command them. Thankfully, these creatures are extremely rare upon the prime material plane. Typically, they are the summons of low-level diabolists who use them as servants. When a brood is found within our world, it should be of great concern. These groupings are founded by powerful creatures known as Nysrough Progenitors or brood mothers. These demons find ways into our world through unstable rifts

and settle in places that that harbor a standard goblin tribe. In addition to giving birth to litters of true abyssal goblins, the corrupting influence of the progenitor warps the standard goblins of a subjected tribe into the likeness of the nysrogh. As with any thing which comes from the abyss, the form of a social structure within a brood is nothing short of chaos without any true definition to its form.

Relations: Abyssal goblins are demons who do the bidding of their brood mothers and when it does establish contact with a settlement its sole purpose is to destroy it.

Alignment and Religion: Born from chaos, abyssal goblins alignment are chaotic neutral, or chaotic evil. They do not worship any gods and no known clerics are rare amongst their race.

Adventurers: Some of these goblins who have been summoned to our world break free of their bindings and become free willed agents of chaos. If allowed into an adventuring group they are unpredictable and dangerous creatures to call an ally. Favored classes include Fighters, and sorcerers.

Abyssal Goblin Names: Abrasax, Baal, Culsu, Drekavac, Iblis, Nisroch, Obyzouth, Stuhac, Yeqon

Abyssal Goblin Racial Traits

+2 Strength, -2 Intelligence, +2 Charisma Humanoid (Goblinoid).

Small: Goblins are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.

A Abyssal goblin's base land speed is 30 feet.

Chaotic Subtype: A creature with the chaotic subtype overcomes damage reduction as if its natural weapons and any weapons it wields are chaotically aligned.

Mutation: Abyssal goblins begin play with a lesser mutation. See the abyssal goblin mutation chart below.

Darkvision: Abyssal Goblins can see in the dark up to 60 feet.

Tethered Soul: Unlike most living creatures, an outsider does not have a dual nature—its soul and body form one unit. When an abyssal goblin is slain, no soul is set loose. Spells that restore souls to their bodies, such as raise dead, reincarnate, and resurrection, don't work on abyssal goblins. **Skilled:** +4 racial bonus on Stealth and Intimidate checks.

Light Sensitivity: Abyssal Goblins are dazzled in bright sunlight . **Languages:** Abyssal Goblins begin play speaking Abyssal and Goblin. Goblins with high Intelligence scores can choose any of these.

Bonus languages: Common, Celestial, Draconic, Dwarven, Gnoll, Gnome, Halfling and Orc.

Dark Origins

"They moved like a tide, no clear definition, only a crashing wave whose screaming voice was that of chaos. The hoard was made of thousands upon thousands of the small creatures each a unique horror in its own right. Alone these creatures posed no threat to even the weakest of demon Lords but amassed and solidified its threat grew more real to all who fought against them. They are the Nysrogh, the Daemon Goblins of the Filth Reaches, and inhabitants of the four hundredth and sixtyninth layer of the abyss."

The primal Chaos of the abyss is, at best, a constant shifting balance of power and ruler ship as powerful demons and even exiled demigods gods struggle for control within this nightmarish realm. Often it requires a creature of great power to remain in control for any true length of time, and the passage of time is a relative term to an immortal demon. Many of these abyssal rulers have struggled for many millennia or more to gain even a semblance of dominion over these self-claimed hells capes. They draw other demonic creatures to their sides as generals and lieutenants, forming massive armies not only to protect their holdings but also as a warning to other rulers within this world never to grow weak.

A creature born from the very tainted fabric of the abyss itself has grown tired of his subjugated placement within the hierarchy of the pit and now seeks new worlds in which to yield its brood. Chernobog's origin is shrouded in mysteries and shadow but many scholars of the black arts place this creatures first appearance within the late period know as "The war of the Behemoth lords", a Blood War which occurred over the course of three millennia. The true beginnings of this war where thought to be lost to all of common knowledge. Recently the discovery of an abyssal tome entitled "Sor'morkin leth Ven Eados" or "Book of the Black Earth" within an ancient and crumbling mountain stronghold has shed a new light into the grim histories of this chaotic time.

When first discovered, the stronghold had become home to a host of strange creatures who bore the semblance of mutated goblins. These reports, as witnessed by the recollections of the adventuring group who had both discovered and liberated the tome, describes the covers of this massive manuscript are made of a fibrous blackened and seemingly organic material. Its pages, which number into the thousands, are of thinly scrapped and dried flesh of creatures still unknown to the wisest of sages. Its penned script is unmistakably abyssal with dark scrawling glyphs and still powerful runes adorning the surface of each page.

The Behemoth Lords of the abyss exist even now in a weakened state, their rule usurped by a lasting allegiance of true demons, which resulted in a successful attempt to reclaim past conquered layers in the endless depths. Of these creatures little, save for the legends surrounding their terrifying and enduring power, are known beyond the recollections found within the tome. The demonic author of the book goes to great length to describe the punishments and tortures that each solider within these blasphemous armies were made subject to.

The context of this volume explains many dark secrets and inner workings of these Behemoth lords and catalogs the rise and fall of Eraeros. It is recorded that upon this ruler's death, a cataclysmic burst of energy broke from his form and washed the essence of its twisted influence that merged with the land and it was from this the creatures now known as the nysrogh arose from his blood. If the records within the tome bare any shred of truth, the Nysrogh are a newborn among demons having only existed for ten thousand years.

Abyssal Goblin Mutations

When selecting to play an abyssal goblin, the creature gains a mutation of their choice. New abyssal goblin mutations feats can also be taken at later levels and can be found in chapter 4.

Mutation Name	Description	Effects / Granted Abilities
Tentacles	A large mass of failing tentacles on the goblins back.	Goblin gains a natural slam attack which deals 1d4 damage.
Screaming Flesh	The goblins chest is covered with small mouths which scream and moan.	+2 to all intimidate checks
Whip Tongue	A tentacle tongue functions as a trip weapon.	Goblin gains a natural attack with its Tongue. This is treated as a whip which deals no damage.
Merged Twin	Vestigial head gives the goblin bonuses to will saves.	+1 to will saves
Mutated Limb	Twisted limb grants bonus to damage rolls.	+1 to all weapon damage rolls.
Wicked Spines	The goblins body is covered in short spines.	Spines deal 1d4 damage to an creature grappling the goblin.

Goblin Adventure ideas

01: Goblin steals valuable quest item from party

02: Bounty on goblins declared by town mayor/city official

03: Goblins hijack a sea vessel and cause havoc along the coast.

04: The PC's, hired by a noblewoman try to rid manor of ghosts (really a mischief goblin).

05: Goblins have stolen all the beets from a village before the annual beet festival.

06: All of a town's horses have been kidnapped preventing the season's harvest.

07: An experimental gnomish flying device is stolen by goblins.

08: Goblins break into a potion shop and imbibe 1d10 random potions each.

09: A Sewer Goblin has raised an army of simi-intelligent fiendish rats to do his bidding.

10: A Goblin tries to run for a city office within a lawful good city.

11: A wandering band of goblin mistrials blamed at causing a rash of persisting magical migraines throughout the countryside to all who hear their music.

12: Black skinned goblins riding giant scorpions attack a desert town in search of a magical object.

13: The PC's meet a goblin witch while traveling through a haunted forest who claims to know the location of a powerful relic.

14: In a stone chest found within an underground crumbling ruin, adventures discover the true reason why all intelligent goblins fear the written word.

15: In pursuit of mayhem, goblins dress up in costumes and pretend to be clowns within a traveling carnival.

16: A king of a city hires the adventurers to reclaim a precious family artifact. He knows only that goblins of a nearby region stole the item from his grandfather.

17: A traveling cleric felt moved to minister to the goblin bands of the wild. His temple hires the adventurers after he has been missing for quite some time.

18: Troublesome (but industrious) goblins have blocked passage on a busy travel route and are trying to collect tolls (food, drink, baubles, weapons) from all who approach.

19: The adventurers are close to recovering an ancient scroll which contains long lost knowledge and magic. The scroll is hidden within a series of caverns and two mischievous goblin brothers are their guides.

20: Two goblin bands are at war over the city's refuse. one man's trash is a goblin's treasure.

21: An eccentric play write has insisted that only true props are needed for his play called "The outcast Goblin" and wishes to pay the sum of 300 gp for each application of goblin war paint brought to him.

22: One of the largest libraries in a nearby city has issued a plea of help. Hosts of many rare books are disappearing at an alarming rate. Detection spells have reviled that the books are still contained within the grounds (Goblins have moved into Library and have began to devour their books).

23: While within a major city, the party is approached by the Sewer Master's Guild. A rash of strange flooding within the city has lead the guild to believe that some supports have given away and need repair. Two days ago three of his men where killed by strange creatures (Sewer Goblins) that need to be removed before the project can continue.

24: High in the mountains a small village is attacked by creatures that where covered in long white fur and whose howls brought down a fierce Arctic storm.

25: A goblin war hero has kidnapped a local magister's daughter as a trophy bride for his heroics. Find her before this brave goblin has his way with her.



A LITTLE CLASS

Things Goblins like to do when not Eating

Garrio instantly regretted his decision. Having volunteered as the groups scout, they didn't expect him back for guite a while, as he had journeyed ahead of his companions to report any signs of danger within the winding tunnels. Now, as his wounded arm strained tired muscles to lift his axe, he prayed for their arrival. He couldn't hope to keep away the nimble strikes of the goblin's weapons for much longer. The two daggers were more akin to small scimitars with serrated blades and had already tasted far too much of the dwarfs blood this day. This goblin was unlike the rest, this was obvious. The foul creature had gained the upper hand of battle, as it had appeared silently from the flickering shadows cast by the single brazier that dimly lit the chamber, taking him by surprise.

Goblins have seemingly endless amounts of time at their disposal. The creatures do nothing all day but torment other goblins and plan the next big raid on farmer Mccullagin's poultry farm. This line of thought formulates the basic belief the common city dweller presumes as a unchallenged truth about the race. To believe this is quite foolish, as some of these the creatures, no matter how many stereotypes prove true, are dedicated to more than just foolish conquest and folly.

Some tribes of goblins train fearless fighters mounted atop wolves so savage that even orcs give a wide birth to the lands in which they claim. Some of the more industrious goblins have come to learn the ways of stealth based fighting maneuvers that utilize the creature's strengths as opposed to their many glaring and often exploited weakness. There are even examples of some goblins that have come to excel in a talent to set things ablaze, a passion found within all of their kind.

This chapter explores a few new classes well suited to these creatures. The Wolfsworn, Striker, and Pyromancer present three new and full detailed classes, along with a myriad of different options available to any race. Following these new classes are a listing of favored class abilities and alternate class features in which to further help with the customization of these characters. Provided below are a summery of these new classes providing a brief explanation of the base abilities of each class. **Wolfsworn:** This class combines some of a fighter's weapon training with a powerful animal companion mount that provides bonuses to the wolfsworn while mounted.

Striker: This brand of rouge features a wide array of combat options called maneuvers and static bonuses .In addition the striker fights with a choice of combat styles and receives a bonus to skills selected as trainings.

Pyromancer: These sorcerers focus on the destructive power of fire based spells and extraordinary abilities. At higher levels the pyromancer can melt opponent's weapons, or set them ablaze with but a touch.





A wolfsworn goblin is taught from birth how to care for, train, and use wolves as powerful allies and mounts in combat. This long period of time spend between the goblin and wolf forms a powerful bond between the two. Wolf sworn are skilled warriors, trained for combat while mounted on the backs of vicious wolves. They can found charging across a battlefield, savagely destroying enemies who do not have the sense enough to flee. The wolfsworn's true power comes from the mastery of his mount, his combat prowess that he has learned, and the devastating carnage they wreak together. Wolfsworn goblins tend to rush head long onto the field of battle, using their powerful mounts and brutal tactics to destroy enemies.

Hit Dice: d10.

Class Skills

The WolfSworn class skills are: Bluff (Cha), Climb (Str), , Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (Nature) (Int), Knowledge (Geography) (Int), Ride (Dex), Survival (Wis), Swim (Str).

Skill Ranks per Level: 3 + Int modifier.

Class Features

The following are class features of the Wolfsworn.

Weapon and Armor Proficiency: A Wolf Sworn is proficient with all simple and martial weapons and with all armor (heavy, light, and medium) and shields (including tower shields).

Wolf Mount (Ex): At first level the wolfsworn gains the service of a fierce wolf mount to carry him into battle. The goblin chooses one of the following wolf types to serve him: Blood Wolf, Steel Pelt, Black Fang, Iberion, or Death Hound. Once this type is chosen it cannot be changed. This mount functions as a druid's animal companion, using the wolfsworn's level as his effective druid level. A wolfsworn does not take an armor check penalty on Ride checks while riding his mount. The mount is always considered combat trained and begins play with Light Armor Proficiency as a bonus feat. A wolfsworn's mount does not gain the share spells special ability. A wolfsworn's bond with his mount is strong, with the pair learning to anticipate each other's moods and moves. Should a wolfsworn's mount die, the wolfsworn may find another wolf of the chosen type to serve him after 1 week of mourning. This new mount does not gain the link, evasion, devotion, or improved evasion, or any ability granted by the wolfsworn's training class feature special abilities until the next time the wolf sworn gains a level.

Mounted Fury (Ex): At first level, and every four levels afterward, the wolfsworn gains a bonus to certain combat maneuvers while mounted. The wolfsworn goblin adds this bonus to all such attacks and defenses made to resist the following combat maneuvers: *Bull rush, Disarm, Sunder, Overrun, and Trip.*

WolfSworn Training (Ex): At fist level the wolfsworn receives a bonus equal to 1/2 his wolfsworn level whenever he makes a ride check on an animal that serves as his mount. A wolfsworn's bond with his wolf runs deep and each share the thrill of bloodshed that combat creates. Constant combat training and violence are a way of life for these creatures, and as a result, the wolfsworn's mount can be presses into savage acts by its rider. These take the form abilities granted to the wolf by the wolfsworn's training. At first level, and every three levels afterward the wolfsworn are able to choose from the following list of abilities. Some of these abilities are static bonuses or effects gained by the mount (like Diseased Carrier, Infested), while other abilities may only be used while the wolfsworn is mounted on his wolf.

Wolfsworn							
Level	Base Attack Bonus	Fort Save	Ref SAve	Will Save	Special		
1st	+1	+2	+0	+0	Mount, Wolfsworn Training, Mounted Fury 1		
2nd	+2	+3	+0	+0	Bonus Feat, Mounted Speed +10ft		
3rd	+3	+3	+1	+1	Violent Charge		
4th	+4	+4	+1	+1	Wolfsworn Training, One with the Pack		
5th	+5	+4	+1	+1	Mounted Fury 2		
6th	+6/+1	+5	+2	+2	Bonus Feat, Mounted Evasion		
7th	+7/+2	+5	+2	+2	Wolfsworn Training		
8th	+8/+3	+6	+2	+2	Mounted Speed +20ft		
9th	+9/+4	+6	+3	+3	Mounted Fury 3		
10th	+10/+5	+7	+3	+3	Bonus Feat, Wolfsworn Training		
11th	+11/+6/+1	+7	+3	+3	Savage Charge		
12th	+12/+7/+2	+8	+4	+4	Improved Mounted Evasion		
13th	+13/+8/+3	+8	+4	+4	Mounted Fury 4, Wolfsworn Training		
14th	+14/+9/+4	+9	+4	+4	Bonus Feat		
15th	+15/+10/+5	+9	+5	+5	Mounted Speed +30ft		
16th	+16/+11/+6/+1	+10	+5	+5	Wolfsworn Training		
17th	+17/+12/+7/+2	+10	+5	+5	Mounted Fury 5		
18th	+18/+13/+8/+3	+11	+6	+6	Bonus Feat		
19th	+19/+14/+9/+4	+11	+6	+6	Wolfsworn Training		
20th	+20/+15/+10/+5	+12	+6	+6	Devastating Charge		

Silent Killer (Ex): The wolf is a silent killer able to stalk foes unheard and unnoticed. While mounted you gain a +4 to all stealth checks. <u>Perquisite</u>: None

Charnel Hound (Ex): Your mount can sustain its self from the rotted and despoiled flesh of carrion. The consumption of the dead has made the mount more resistant to the effect of necromantic and negative energy spells. While astride your mount you, also receive a +2 bonus on all saving throws made to resist spells from the Necromancy school. Perquisite: None

Diseased Carrier (Ex): The flesh of your mount weeps with open sores and boils. Your mount gains the ability to inflict disease with its bite attack. The saving throw of this disease is $10 + \frac{1}{2}$ the mounts Hit Dice + Constitution modifier. You may select from the following diseases: Filth Fever, Red Ache, Rabies, Devil Chills, or Blinding Sickness. Perquisite: Infested or Charnel Hound

Mouth Rot Beast (Ex): The mount carries with it an advanced and powerful form of disease that spreads through the body rapidly acting as a poison. The mount adds +2 to the DC of the disease selected from the Diseased Carrier training in addition the mount also gains the effects of one of the poisons listed below. You may select from the following poisons: Flesh Bloat*, Blood Burn*, Frothing Speech*, Black Boil*, or Green Limb* Perquisite: Infested or Charnel Hound, Diseased Carrier * New poison found in Chapter 4

Infested (Ex): The mount is covered with fleas, ticks, and jumping lice. The infestation is so bad that it causes any who are near to the creature to itch and scratch, destroying any type of concentration, even in the midst of combat. A mount with this training gains the Distraction special ability. <u>Perquisite</u>: None

Frenzied Attack (Ex):The Wolfsworn's mount descends into a bestial, frenzied state intent on killing all who stand in its way. When the creature takes damage in combat, on its next turn it can fly into a rage as a free action. It gains +4 Constitution and +4 Strength, but takes a -2 penalty to its AC. The rage lasts as long as the battle or 1 minute, whichever is shorter, after which the creature is fatigued. A Wolf Sworn's mount cannot again enter this rage again until it is no longer fatigued. It cannot end its rage voluntarily. <u>Perquisite:</u> *Harrowing Attack, Powerful Bite, and Relentless Aggression, Ravaging Bite.* Special : This Training may be selected multiple times. Each time it is selected add +2 to both the Constitution and Strength gained by the rage.

Ravaging Bite(Ex):The wolfsworn's mount gains a +1 bonus on a single damage roll. This bonus increases by +1 for every 3 levels the Wolfsworn has attained. This power is used as a swift action before the roll to hit is made. This power can be used a number of times equal to 1/ 3 the Wolf Sworn's class levels per day. <u>Perquisite</u>: Powerful Bite.

Snarling Beast: The wolfsworn mount snarls like a savage beast unnerving its enemies. The wolfsworn gains a +4 to all intimidate checks while mounted atop his wolf. <u>Perquisite</u>: None

Terrifying Howl (Ex): The wolfsworn's mount can unleash a terrifying howl as a standard action. All enemies within 30 feet must make a Will save (DC equal to $10 + \frac{1}{2}$ the Wolfsworn's level + Strength modifier) or become shaken for 1d4+1 rounds. Once an enemy has made a save versus terrifying howl (successful or not), it is immune to this power for 24 hours. <u>Perquisite</u>: Snarling Beast

Unstoppable Madness (Ex): The wolfsworn's mount can be spurned into a frothing rage intent upon killing enemies and nothing else. This madness grants both the mount and rider immunity to all mind effecting, illusion, charm and compulsion spell effects. This immunity lasts for a number of rounds equal to 1/2 the wolfsworn's class levels per day. These rounds must be consecutive and afterward the mount and its rider suffer from fatigue. Activating this training is a swift action. <u>Perquisite</u>: Harrowing Attack, Powerful Bite, and Relentless Aggression.

Relentless Aggression(Ex):The Wolfsworn's mount becomes intent on killing the creature targeted by this ability. The wolfsworn may target a creature as a swift action. The wolfsworn may only declare a single target per encounter. Once targeted wolfsworn's mount can move up to its normal speed as an immediate action but it can only use this ability when a targeted, adjacent foe uses a withdraw action to move away from them. The wolfsworn must end its movement adjacent to the enemy that used the withdraw action. The Wolf Sworn provokes attacks of opportunity as normal during this movement. Perquisite: Harrowing Attack, and Powerful Bite.

Drag(Ex): If a wolfsworn's mount is successful in its trip attempt in may automatically move the target into the square that it previous occupied and take 5-foot step. This ability cannot move the wolfsworn, or its target, into difficult terrain. This movement created by this ability does not provoke attacks of opportunity for either the wolf sworn or the creature targeted by the drag. Using this ability is part of a full round attack action <u>Perquisite:</u> Harrowing Attack, Powerful Bite, Grappling Bite.

Ragged Wounds(Ex): A wolfsworn with this ability can cause living opponents to bleed by hitting them with a bite attack. This attack causes the target to take 1/2 of the damage inflicted as bleed damage on the following round. Bleeding creatures take bleed damage at the start of their next turns. The bleeding can be stopped by a DC 15 Heal check or the application of any effect that heals hit point damage. Bleeding damage from this ability does not stack with itself. Bleeding damage bypasses any damage reduction the creature might possess. This ability is usable a number of times equal to 1/3 the Wolf Sworn's class levels per day. Activating this power is a swift action and must be used before the attack roll is made. Perquisite: Harrowing Attack, Powerful Bite, and Ravaging Bite.

Greater Drag(Ex): If a wolfsworn's mount is successful in its trip attempt in may automatically move the target up to 1/2 its speed. This ability cannot move the wolf sworn, or its target ,into difficult terrain. This movement created by this ability provoke attacks of opportunity for the wolfsworn but not the creature targeted by the drag. Using this ability is part of a full round attack action. Perquisite: Harrowing Attack, Powerful Bite, Grappling Bite, and Drag.

Grappling Bite (Ex): If a wolfsworn hits with its bite attack, it deals normal bite damage and may make the choice to attempt to start a grapple as a free action without provoking an attack of opportunity. This ability cannot be used in conjunction with the wolf's trip attempt. The wolfsworn must choose which combat maneuver they wish to use each time the mount hits. If the wolf hits, each successful grapple check it makes during successive rounds automatically deals bite damage to the grabbed creature. The wolf sworn receives a +4 bonus on combat maneuver checks made to start and maintain a grapple with this ability. This ability works only against opponents no larger than the same size category as the mount. <u>Perquisite</u>: Harrowing Attack, and Powerful Bite.

Grappling Pull Down(Ex): If a wolfsworn hits with its bite attack, it deals normal bite damage and may make the choice to attempt to automatically start a grapple as a free action (This does not provoking an attack of opportunity) if the trip attempt is successful. If the wolf hits, each successful grapple check it makes during successive rounds automatically deals bite damage to the grabbed creature. The wolfsworn receives a +4 bonus on combat maneuver checks made to start and maintain a grapple with this ability. This ability works only against opponents no larger than the same size category as the mount. Perquisite: Harrowing Attack, Powerful Bite, and Grappling Bite.

Powerful Bite(Ex): The jaws of this fanged beast are massive. The wolf treats all bite attack damage dice as if it were one size category larger. <u>Perquisite</u>: None

Harrowing Attack(Ex): The wolfsworn's mount greatly threatens an opponent's movement, making it a much easier task to flank them. When in combat any creature threatened by the wolfsworn's mount is consider to be flanked when attacked by any of your allies. Perquisite: None

Surging Speed(Ex): In a blinding bust of speed, this creature lunges through the air towards an opponent. The wolfsworn's mount may increase its speed by 10 feet for a number of rounds equal to 1/2 the wolfsworn's class levels per day. These rounds need not be consecutive and activating this training is a free action. Perquisite: None

Scared Hide(Ex): This wolfs hide as been wounded many times. The scar tissue has made this creatures hide extremely tough. This creature gains a +1 Natural Armor bonus. <u>Perquisite</u>: None. <u>Special</u>: This training may be selected multiple times. Its effect stack.

Die Hard(Ex): A wolfsworn with Die Hard remains conscious and can continue fighting even if its hit point total is below 0. The creature is still staggered and looses 1 hit point each round. A mount with Die Hard still dies when its hit point total reaches a negative amount equal to its Constitution score. <u>Perquisite:</u> Scared Hide.

Renewed Vigor(Ex): Once per day a mount with this ability can gain a number of temporary hit points equal to the wolfsworn's level. Activating this ability is an immediate action that can only be performed when it is brought to below 0 hit points. This ability can be used to prevent the creature from dying. These temporary hit points last for 1 minute. <u>Perquisite:</u> Scared Hide, and Die Hard.

Keen Sense(Ex) : The wolfs keen sense's can see and hear things others cannot. A wolfsworn rider gains a +4 to perception checks while mounted. <u>Perquisite:</u> None.

Opportunistic attack (Ex): Once per round, the mount can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as an attack of opportunity for that round. A mount can't use the opportunist ability
more than once per opponent per round. <u>Perquisite:</u> Harrowing Attack, Powerful Bite, and Surging Speed.

Mounted Speed (Ex): At 2nd level, a wolfsworn's mount gains an enhancement bonus to his land speed. A mount in medium or heavy barding, or carrying a medium or heavy load, loses this extra speed. The mount gains an additional bonus at 8th and 15th level.

Bonus Feats: At 2nd level, and at every fourth level thereafter, a wolfsworn gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat feats, sometimes also called "fighter bonus feats." Upon reaching 4th level, and every four levels thereafter (8th, 12th, and so on), a wolfsworn can choose to learn a new bonus feat in place of a bonus feat he has already learned. In effect, the wolfsworn loses the bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A wolfsworn can only change one feat at any given level and must choose whether or not to swap the feat at the time he gains a new bonus feat for the level.

Violent Charge (Ex): At 3rd level, a wolfsworn learns to make more accurate charge attacks while mounted. The wolfsworn receives a +4 bonus on melee attack rolls on a charge while mounted (instead of the normal +2). In addition, the wolfsworn does not suffer any penalty to his AC after making a charge attack while mounted.

One with the Pack(Ex): At 4th level, the wolfsworn receives a bonus equal to 1/2 his wolfsworn level whenever he uses Handle Animal on an animal that serves as a mount. In addition, he can reduce the time needed to teach a mount a new trick or train a mount for a general purpose to 1 day per 1 week required by increasing the DC by +5.

Evasion (Ex): At 6th level or higher, a wolfsworn can avoid damage from many area-effect attacks. While mounted, If a wolfsworn makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. A helpless wolfsworn does not gain the benefit of evasion.

Savage Charge (Ex): At 11th level, a wolf sworn learns to make savage charge attacks while mounted. Double the threat range of any weapons wielded during a charge while mounted. This increase does not stack with other effects that increase the threat range of the weapon. In addition, the wolfsworn can make a free bull rush, disarm, sunder, or trip combat maneuver if his charge attack is successful. This free combat maneuver does not provoke an attack of opportunity.

Improved Mounted Evasion(Ex): At 12th level, a wolfsworn's mounted evasion ability improves. He still takes no damage on a successful Reflex saving throw against attacks, but henceforth he takes only half damage

on a failed save. A helpless wolfsworn does not gain the benefit of improved evasion.

Supreme Charge (Ex): At 20th level, whenever the wolfsworn makes a charge attack while mounted, he deals double the normal amount of damage (or triple if using a lance). In addition, if the wolfsworn confirms a critical hit on a charge attack while mounted, the target is stunned for 1d4 rounds. A Will save reduces this to staggered for 1d4 rounds. The DC is equal to 10 + the wolfsworn's base attack bonus.

Wolfsworn Mount Choices

All animal attacks are made using the creature's full base attack bonus unless otherwise noted. Animal attacks add the animal's Strength modifier to the damage roll, unless it is its only attack, in which case it adds 1-1/2 its Strength modifier. Some have special abilities, such as scent As you gain levels, your animal companion improves as well, usually at 4th or 7th level. Instead of taking the listed benefit at 4th or 7th level, you can instead choose to increase the companion's Dexterity and Constitution by 2. Listed below are the five different types of wolves a wolfsworn can choose as their mounts. These creatures are detailed further in chapter 5.

Steel Pelt Wolf

Starting Statistics: Size Medium; Speed 30 ft.; AC +4 natural armor; Attack bite (1d6 plus trip); Ability Scores Str 13, Dex 15, Con 14, Int 2, Wis 10, Cha 6; Special Qualities scent, Perception +4

7th-Level Advancement: **Size** Large; **AC** +2 natural armor; **Attack** bite(1d8 plus trip); **Ability Scores** Str +8, Dex -2, Con +4.

Blood Wolf

Starting Statistics: Size Medium; Speed 40 ft.; AC +2 natural armor; Attack bite (1d6 plus trip); Ability Scores Str 14, Dex 17, Con 13, Int 2, Wis 12, Cha 6; Special Qualities scent, Acrobatics +4

7th-Level Advancement: Size Large; AC +2 natural armor; Attack bite (1d8 plus trip); Ability Scores Str +8, Dex -2, Con +4.

Black Fang Wolf

Starting Statistics: Size Medium; Speed 30 ft.; AC +1 natural armor; Attack bite (1d8 plus trip); Ability Scores Str 17, Dex 13, Con 14, Int 2, Wis 12, Cha 6; Special Qualities scent, survival +4.

7th-Level Advancement: Size Large; **AC** +1 natural armor; **Attack** bite (1d10 plus trip); **Ability Scores** Str +8, Dex -2, Con +4.

Iberian Wolf

Starting Statistics: Size Medium; Speed 60 ft.; AC +2 natural armor; Attack bite (1d6 plus trip); Ability Scores Str 13, Dex 15, Con 12, Int 3, Wis 12, Cha 6; Special Qualities scent, stealth +4 **7th-Level Advancement:** Size Large; AC +2 natural armor; Attack bite (1d8 plus trip); Ability Scores Str +8, Dex -2, Con +4.

Death Hound

Starting Statistics: Size Medium; Speed 40 ft.; AC +2 natural armor; Attack bite (1d6 plus trip); Ability Scores Str 13, Dex 15, Con 17, Int 2, Wis 10, Cha 6; Special Qualities scent, Intimidate +4

7th-Level Advancement: Size Large; AC +2 natural armor; Attack bite (1d8 plus trip); Ability Scores Str +8, Dex -2, Con +4.

Animal Companions

An animal companion's abilities are determined by the druid's level and its animal racial traits. Table 3–8 determines many of the base statistics of the animal companion. They remain creatures of the animal type for purposes of determining which spells can affect them. **Class Level**: This is the wolfsworn's character's level. **HD**: This is the total number of eight-sided (d8) Hit Dice the wolfsworn's animal companion possesses, each of which gains a Constitution modifier, as normal.

BAB: This is the animal companion's base attack bonus. An animal companion's base attack bonus is the same as that of the wolfsworn's of a level equal to the animal's HD. Animal companions do not gain additional attacks using their natural weapons for a high base attack bonus. **Fort/Ref/Will**: These are the animal companion's base

saving throw bonuses. An animal companion has good Fortitude and Reflex saves.

Skills: This lists the animal's total skill ranks. Animal companions can assign skill ranks to any skill listed under Animal Skills. If an animal companion increases its Intelligence to 10 or higher, it gains bonus skill ranks as normal. Animal companions with an Intelligence of 3 or higher can purchase ranks in any skill. An animal

companion cannot have more ranks in a skill than it has Hit Dice.

Feats: This is the total number of feats possessed by an animal companion. Animal companions should select

their feats from those listed under Animal Feats. Animal companions can select other feats, although they are unable to utilize some feats (such as Martial Weapon Proficiency). Note that animal companions cannot select a feat with a requirement of base attack bonus +1 until they gain their second feat at 3 Hit Dice.

Natural Armor Bonus: The number noted here is an improvement to the animal companion's existing natural armor bonus.

Str/Dex Bonus: Add this modifier to the animal companion's Strength and Dexterity scores.

Bonus Tricks: The value given in this column is the total number of "bonus" tricks that the animal knows in

addition to any that the wolfsworn might choose to teach it (see the Handle Animal skill for more details on how to

teach an animal tricks). These bonus tricks don't require any training time or Handle Animal checks, and they

don't count against the normal limit of tricks known by the animal. The wolfsworn selects these bonus tricks, and once selected, they can't be changed.

Special: This includes a number of abilities gained by animal companions as they increase in power. Each of

Level	HD	BAB	Fort	Ref	Will	Skills	Feats	Natural Armor Bonus	STR/ Dex Bonus	Bonus Tricks	Special
1st	2	+1	+3	+3	+0	2	1	+0	+0	1	Link
2nd	3	+2	+3	+3	+1	3	2	+0	+0	1	-
3rd	3	+2	+3	+3	+1	3	2	+2	+1	2	Evasion
4th	4	+3	+4	+4	+1	4	2	+2	+1	2	Ability Score Increase
5th	5	+3	+4	+4	+1	5	3	+2	+1	2	-
6th	6	+4	+5	+5	+2	6	3	+4	+2	3	Devotion
7th	6	+4	+5	+5	+2	6	3	+4	+2	3	-
8th	7	+5	+5	+5	+2	7	4	+4	+2	3	-
9th	8	+6	+6	+6	+2	8	4	+6	+3	4	Ability Score Increase, Multiattack
10th	9	+6	+6	+6	+3	9	5	+6	+3	4	-
11th	9	+6	+6	+6	+3	9	5	+6	+3	4	-
12th	10	+7	+7	+7	+3	10	5	+8	+4	5	-
13th	11	+8	+7	+7	+3	11	6	+8	+4	5	-
14th	12	+9	+8	+8	+4	12	6	+8	+4	5	Ability Score Increase
15th	12	+9	+8	+8	+4	12	6	+10	+5	6	Improved Evasion
16th	13	+9	+8	+8	+4	13	7	+10	+5	6	-
17th	14	+10	+9	+9	+4	14	7	+10	+5	6	-
18th	15	+11	+9	+9	+5	15	8	+12	+6	7	-
19th	15	+11	+9	+9	+5	15	8	+12	+6	7	-
20th	16	+12	+10	+10	+5	16	8	+12	+6	7	Ability Score Increase

Wolfsworn Mount Base Statistics

Goblins in Myth - part 2

In fairy lore, goblins are members of the Unseelie court, the anti fairy groups of species, and are constantly at war with fairy kind. They are often considered to be cousins of gnomes, though they are thought of as much more cunning and keen than gnomes. They are associated with the elements of earth and fire, representing death in most mystic circles. They cannot be tamed nor should any magician attempt to try and control a goblin as it could have dire consequences for the conjuror who would attempt to do so.

Although goblins are an independent race, they are often depicted in folk lore as being the servants of greater evil beings, serving as errand runners, messengers, and in some cases, upper members of great armies of evil. They are believed to be able to appear in the form of different malevolent animals such as wolves and other dangerous creatures of the woodland wilds, and have the ability to create fire from thin air when the mood suits them. Goblins are believed to be the creators of nightmares, forming them from spider webs and inserting them into unwary sleeper's ears as they lay at rest.

European peasantry folklore reputes that when a goblin smiles it can curdle the blood of any animal or person who sees it and when a goblin laughs it can sour milk straight out of the cows udder and causes fruit to wilt and fall from any nearby plants. Goblins are also known for stealing horses and riding them hard all night before returning them to their stalls to be found in the morning barely able to stand and extremely weak from the exertion. It is asserted that if a horse panics and keels for an unexplainable reason, that a goblin is trying to mount it. Since goblins are nearly invisible to the human eye, the witness to the panicking horse can't see the assailant to stop them. Unruly, ill-behaved and ill tempered children are blamed on goblin women who steal human children and replace them with their own. These children are called changelings because the goblin baby will shape shift to take on the outward appearance of the child whom it is replacing.

Goblins are known as great pranksters they are apt to rearrange the possessions of their victims, especially if the person is lazy or miserly. They also like to pinch people they perceive to be lazy. In some regions, especially around areas that have underground mines, goblins are referred to as "knockers". One modern reference to this tradition is Steven Kings, "The Tommy Knockers" which takes a twisted form of goblin lore to extreme proportions. Knockers like to wreak havoc on a household by banging pots and pans loudly in the middle of the night, knocking on doors, walls and windows in the early hours of the morning in order to watch the inhabitants scramble out of bed to investigate the ruckus. Mining lore depicts knockers as a harbinger of death, striking unseen pick axes against the walls of the mine causing it to echo throughout, or starting fires deep in the mine driving the miners out for fresh air. Unexplained fires or knocking in a mine is seen as an omen of impending death for a mining party. To avoid a knocker's ire, miners leave traditional mining meals of a pastie, a small dried meal cake when they leave the mine each evening to retire home.

these bonuses is described below.

Link (Ex): A wolfsworn can handle her animal companion as a free action, or push it as a move action, even if he doesn't have any ranks in the Handle Animal skill. The druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

Evasion (Ex): If an animal companion is subjected to an attack that normally allows a Reflex save for half damage, it takes no damage if it makes a successful saving throw.

Ability Score Increase (Ex): The animal companion adds +1to one of its ability scores.

Devotion (Ex): An animal companion gains a +4 morale bonus on Will saves against enchantment spells and effects.

Multiattack: An animal companion gains Multiattack as a bonus feat if it has three or more natural attacks and does not already have that feat. The animal companion gains a second bite attack at a - 5 penalty.

Improved Evasion (Ex): When subjected to an attack that allows a Reflex saving throw for half damage, an animal companion takes no damage if it makes a successful saving throw and only half damage if the saving throw fails.

Animal Skills

Animal companions can have ranks in any of the following skills: Acrobatics* (Dex), Climb* (Str), Escape Artist (Dex), Intimidate (Cha), Perception* (Wis), Stealth* (Dex), Survival (Wis), and Swim* (Str). All of the skills marked with an (*) are class skills for animal companions.

Animal Feats

Animal companions can select from the following feats: Acrobatic, Agile Maneuvers, Armor Proficiency (light, medium, and heavy), Athletic, Blind-Fight, Combat Reflexes, Diehard, Dodge, Endurance, Great Fortitude, Improved Bull Rush, Improved Initiative, Improved Natural

Armor (see the Pathfinder RPG Bestiary), Improved Natural Attack (see the Pathfinder RPG

Bestiary), Improved Overrun, Intimidating Prowess, Iron Will, Lightning Reflexes, Mobility, Power Attack, Run, Skill Focus, Spring Attack, Stealthy, Toughness, and Weapon Focus. Animal companions with an Intelligence of 3 or higher can select any feat they are physically capable of using. GMs might expand this list to include feats from other sources.

STRIKER

The baron's yearly feast was in full swing. A stage set along the eastern wall sported an entire troop of performers creating the lively tunes to which the nobles of the kingdom danced. The food sat heaped high on silver trays, enough to feed an entire village. The king sat at the head of the massive table goblet in hand in perpetration of a toast. Amide the noise and celebration, the group of well-trained guards stood at attention, all oblivious to the cloaked figure scaling the outside walls. Like a shadow, still and silent, the Striker slipped into the palace and waited. The baron, his mark, would not live to see the rising sun.

Strikers are a select class of rogue who specialize in the art of focused killing. These individuals have the uncanny ability to move into well-protected organizations, controlled territories, and guarded strongholds undetected, all with the intent of recovering stolen items, or some other mission typically assigned to them by their superiors. Sometimes the Strikers are there because of personal grudges or age-old vendettas against their people. Some use their talents to become professional thieves. Whatever their motivations, many that cross these dangerous individuals never live to tell the tales of their exploits.

Role: Strikers excel at moving about undetected and have the weapon training needed to survive in head-to-head combat. Their skill set is varied and their training and abilities allow them to be highly versatile, with great variations in expertise existing between different Strikers.

Class Skills

The Striker's class skills are Acrobatics (Dex), Appraise(Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy(Cha), Disable Device (Dex), Disguise (Cha), Escape Artist(Dex), Intimidate (Cha), Knowledge (Dungeoneering) (Int), Knowledge (local) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

Skill Ranks per Level: 8 + Int modifier. Alignment: Any. Hit Die: d8.

Class Features

The following are class features of the Striker.

Weapon and Armor Proficiency: Strikers are proficient with all simple and martial weapons and with light armor, medium armor, and shields (except tower shields).

Skirmish Fighting (Ex): Trained in the ways of a skirmishing fighting style, Strikers gain a bonus while staying mobile in combat. This style takes the form of fluid

unpredictability and creates coordinated confusion in enemies who are the target. The Striker gains extra damage to attacks if they move 10ft or more during a round. This damage is precision based, and can only be applied to one attack per round. This extra damage is 1d6 at 1st level, and increases by 1d6 every three Striker levels thereafter. Should the Striker score a critical hit with a skirmish attack, this extra damage is not multiplied. Ranged attacks can as skirmish attacks only if the target is within 30 feet.

Favored Ground (Ex): At 1st level, a striker may select a type of area in which he was taught his skills of stealth and combat. The choices are Urban (buildings, streets, and sewers), Underground (caves and dungeons), and Wilderness (this includes all non-underground or urban environments). While in this chosen environment, the Striker gains a +2 bonus on initiative checks and adds his favored ground bonus to all Perception, Stealth, and Survival skill checks. At 8th and 15th level,

the Striker may select an additional favored ground. In addition, at each such interval, the skill bonus and



initiative bonus in any one favored terrain (including the one just selected, if so desired), increases by +2.

Maneuver Pool (EX): At 1st level, an Striker gains a pool of Maneuver points, energy that he can use to accomplish amazing combat attacks. The number of points in an Striker's maneuver pool is equal to 1/2 his Striker level + his Intelligence modifier. These points are used to pay for the cost for the Strikers maneuver attacks (see below.) These points are replenished after the Striker rests for 8 hours. A fatigued or exhausted Striker regains no maneuver points until after these conditions have been removed and they then have the required amount of rest to regain them as normal.

Striker Maneuvers (Ex): During the years of his training, the Striker has come to pick up special tricks and skills to help in their pursuits. These take the form of abilities and attacks selected from the following list. Each use of these abilities requires the use of a point from the Strikers maneuver pool. A Striker may only make use of one maneuver per round. Unless otherwise stated within the description of the abilities text, each use of a maneuver costs one maneuver point. These abilities are selected from the following list at 1st level and again every three levels afterward. Activating these abilities are swift actions that do not provoke attack of opportunity unless the maneuvers description states otherwise. If an maneuver calls for a saving throw to lessen or negate it's effects all maneuvers use the formula of 10 + 1/2 Striker's class level+ the Striker's strength modifier to determine the difficulty class of the saving throw.

Sickening Strike (Ex): Aiming for a vital point your attack causes foes to become sickened. If your attack hits the foe becomes sickened for a number of rounds equal to ½ your Striker level. They may make a fortitude save to halve the number of rounds they suffer this effect. The use of this maneuver must be announced before the attack roll is made.

Learned Brutality (EX): The Striker can add a bonus to his damage rolls made equal to ½ his Striker level. This bonus applies to all of the Strikers attack rolls during the round in which it was activated. The use of this this maneuver must be announced before any attack rolls are made. An Striker must be at least 6th level before purchasing this maneuver.

Muffling Strike (Ex): When a Striker makes an attack against a foe he can choose to designate an attack to make it a muffling strike. If the target is dealt damage from the attack, they become unable to speak, call for help, or cast spells for 1d4 rounds. A fortitude save negates this effect.

Piercing Strike (Ex): When a Striker makes an attack against a foe he can choose to designate the attack as a piercing strike. During the round in which this maneuver is activated a single attack of the Striker's choice is considered to be a touch attack. An Striker must be at least 10^{th} level before purchasing this maneuver.

Crippling Strike (Ex): A Striker with this ability can attack opponents with such precision that his blows weaken and

hamper them. An opponent damaged by this attack loses his next move action. An opponent who takes damage from an attack of opportunity during a move or charge action ends their movement in the square in which they took damage from this attack. Activating this maneuver is an immediate action. An Striker must be at least 13th level before purchasing this maneuver.

Expected impact (Ex): The Striker's keen sense of combat allows him to anticipate and parry strikes that would otherwise hit. At the cost of two maneuver points, the Striker may add a bonus to his armor class equal to the amount of maneuver points left within his pool as a dodge bonus. Activating this maneuver is an immediate action and may be used after the roll to confirm the attack has been made. An Striker must be at least 16th level before purchasing this maneuver.

Blinded Swing (Ex): The Striker gains the abilities of the Blind Fighting feat for a number of rounds equal to 1/2 the Striker's level.

Sure Footed (Ex): The Striker is nimble on his feet and hard to trip. The Striker may add a dodge bonus equal to ½ his Striker class level to his CMD to resist the effects of a Trip, Bull Rush, or Overrun attempt. Activating this maneuver is an immediate action and must be used before an opponent's attack roll has been made.

Surging speed (Ex): The Striker may add a bonus to his base land speed until the end of his current round. The bonus gained to the Striker's base speed is +10ft at 1st level. This bonus increases to +20ft at 7th level, and again to +30 ft movement at 13th level.

Damming strike (Ex): The Striker's attack becomes so precise that he can selectively target an opponent's strengths and exploit them. When an Striker makes an attack against a foe, he can choose to designate the attack as a damming strike. If the targeted foe takes damage from the attack, they also suffer a -6 to a chosen ability score selected by the Striker. This effect otherwise functions as a *Bestow Curse* spell. A will saving throw negates this effect. The use of this this maneuver must be announced before the attack roll is made. An Striker must be at least 10th level before purchasing this maneuver.

Dazing Strike (Ex): The Striker's strike leaves the target dazed and unable to act. The target is unable to act normally and creatures can take no actions, but has no penalty to AC. This condition lasts for 1 round. A fortitude saving throw negates the effect. The use of this this maneuver must be announced before the attack roll is made and cost two maneuver points. An Striker must be at least 16th level before purchasing this maneuver.

Exhausting strike (Ex): The Striker's attack saps the strength and coordination of their opponents, leaving them winded and barely able to carry on in the battle. A fortitude saving throw negates this effect. If the foe has the endurance feat, they receive a +4 to their saving throw to avoid this maneuver's effects. If the target of an exhausting strike fails the fortitude saving throw they become exhausted: An exhausted character moves at half speed, cannot run or charge, and takes a -6 penalty to Strength and Dexterity. After 1 hour of complete rest, an exhausted character becomes

				Str	iker
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Skirmish Fighting (1d6), (1st) Favored Ground, Maneuver Pool, Maneuver
2nd	+1	+0	+3	+0	Combat Style Feat
3rd	+2	+1	+3	+1	Training, Evasion
4th	+3	+1	+4	+1	Skirmish Fighting (2d6), Maneuvers
5th	+3	+2	+4	+1	Uncanny Dodge
6th	+4	+2	+5	+2	Combat Style Feat
7th	+5	+2	+5	+2	Skirmish Fighting (3d6), Training, Maneuvers
8th	+6/+1	+3	+6	+2	(2nd) Favored Ground
9th	+6/+1	+3	+6	+3	Striker's Stride
10th	+7/+2	+3	+7	+3	Skirmish Fighting (4d6), Maneuvers, Combat Style Feat
11th	+8/+3	+4	+7	+3	Training, Camouflage
12th	+9/+3	+4	+8	+4	Improved Uncanny Dodge
13th	+9/+4	+4	+8	+4	Skirmish Fighting (5d6), Maneuvers
14th	+10/+5	+5	+9	+4	Combat Style Feat, Training Mastery
15th	+11/+6/+1	+5	+9	+5	(3rd) Favored Ground, Training
16th	+12/+7/+2	+5	+10	+5	Skirmish Fighting (6d6), Maneuvers
17th	+12/+7/+2	+5	+10	+5	Maneuver Mastery
18th	+13/+8/+3	+6	+11	+6	Combat Style Feat, Inescapable
19th	+14/+9/+4	+6	+11	+6	Skirmish Fighting (7d6), Training, Maneuvers
20th	+15/+10/+5	+6	+12	+6	Maneuver Mastery

exhausted by doing something else that would normally cause fatigue. The use of this this maneuver must be announced before the attack roll is made. An Striker must be at least 16th level before purchasing this maneuver.

Blinding Strike: A well-placed strike sends your targeted foe reeling. When an Striker makes an attack against a foe, he can choose to designate the attack as a blinding strike. If the targeted foe takes damage from the attack, they also become blinded. A fortitude saving throw negates this effect. The creature cannot see and suffers from the blind condition for 1d4 rounds. An Striker must be at least 4th level before purchasing this maneuver.

Nimble blades (Ex): When using the duel dagger combat style the Striker may expend the use of a maneuver point to gain, the effects of *Haste* (as per the spell) equal to ½ his Striker level.

Critical strike (Ex): The Striker's attacks carry with them the promise of a mortal wound. When an Striker makes an attack against a foe, he can choose to designate the attack as a critical strike. If that attack hits, it is considered a critical threat. The Striker must roll to confirm as usual. The use of this this maneuver must be announced before the attack roll is made and costs two maneuver points. An Striker must be at least 19th level before purchasing this maneuver.

Sweeping shot (Ex): When using the whispering bow combat style you may use this maneuver to attempt to knock foes off balance with expertly placed arrow attacks. When an Striker makes an attack against a foe, he can choose to designate the attack, as a sweeping shot .The use of this maneuver must be announced before the attack roll is made. In addition to your standard damage dealt, you may make a trip attempt with a bonus equal to ½ your Striker class level to the CMB. An Striker must be at least 7th level before purchasing this maneuver and use the Whispering Bow combat style.

Recovery attack (Ex): This grand maneuver allows you to re-roll a missed attack, if that attack was a fumble gain a +4 to that attack roll. An Striker must be at least 19th level in order to purchase this ability. This activating this maneuver is an immediate action and costs two points.

Refocus (Ex): As a standard action, the Striker may spend two maneuver points in order to refocus his energy and provide healing to himself through techniques learned in his training. The Striker heals 1d8 at 1st level, this amount increases to 2d8 at 5th level, and again every 5 levels after ward to a maximum of 5d8 at 20th level.

Evasion (Ex): At 2nd level and higher, an Striker can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the Striker is wearing light armor or no armor. A helpless Striker does not gain the benefit of evasion.

Striker Training (Ex): These acquired skills are of great use to the Striker and are chosen in the exact way as the Striker's maneuver abilities but use the following list. These abilities require no maneuver points in which to use and are always active so long as the Striker has at least one point remaining within his maneuver pool. These abilities are selected from this list at 3rd level and again every four levels afterward. *Keen Hearing (Ex):* The Striker has developed sense of awareness. The Striker gains a +2 to all Perception checks.

Tumbler (Ex): The Striker gains a +2 to all Acrobatics checks.

Fast Stealth (Ex): This ability allows an Striker to move at full speed using the Stealth skill without penalty.

Ledge Walker (Ex): This ability allows an Striker to move along narrow surfaces at full speed using the Acrobatics skill without penalty. In addition, an Striker with this talent is not flat-footed when using Acrobatics to move along narrow surfaces.

Nimble Charge (Ex): This ability allows an Striker to run or charge across difficult surfaces without requiring an acrobatics check

Surprise Attack (Ex): During the surprise round, opponents are always considered flat-footed to an Striker with this ability, even if they have already acted.

Shadowed Stealth (Ex): The Striker gains a +2 bonus to all stealth checks.

Quick ascension (Ex): The Striker has the ability to ascend vertical surfaces such as walls, trees, and other obstacles with uncanny speed. The Striker gains a climb speed equal to ½ his base movement. This movement can only be used to ascend and the Striker looses this ability if descending a surface. The Striker cannot use this ability to climb sheer, slippery, or smooth surfaces.

Repelling Grapple (Ex): The Striker gains the ability to repel down anchored ropes (like those tied to a grappling hook) at twice his base speed without making a climb check.

Whispering shot (Ex): The Striker suffers only half of the penalties when attempting a stealth check after make an attack action with a ranged weapon.

Trained Lies (Ex): The Striker is exceedingly good at telling lies and half-truths. The Striker gains a +2 bonus to all bluff and diplomacy checks.

Light Sleeper (Ex): Trained to be ready at a moments notice for danger, the Striker sleeps with one eye open. When making perceptions while asleep the Striker suffers only ½ the listed penalty.

Many Faces (Ex): The Striker has great training in disguise and impersonation. The Striker gains a +2 bonus to all disguise checks.

Forgery Expert (Ex): The Striker gains a +2 bonus to all linguistics checks to reveal hidden codes and to create forgeries.

Unbound Sprit (Ex): The Striker gains a +2 bonus to all escape artist checks.

Magically Trained (Ex): The Striker gains a +2 bonus to all use magic device checks.

Quick Fingers (Ex): The Striker gains a +2 bonus to all Sleight of hand checks.

Combat Style (Ex): Striker's choose to make use of weapons that are light weight, draw little attention, and can easily be hidden. At 2nd level, they receive the choice of mastering one of the two types of weapon styles used in their profession. The choices are duel dagger or silent

bow. The Striker's expertise manifests in the form of bonus feats at 2nd, 6th, 10th, 14th, and 18th level. He can choose feats from his selected combat style, even if he does not have the normal prerequisites. If the Striker selects silent bow, he can choose from the following list whenever he gains a bonus feat: Far Shot, Point Blank Shot, Precise Shot, and Rapid Shot. At 10th level, he adds Improved Precise Shot and Many shot to the list. At 16th level, he adds Pinpoint Targeting and Shot on the Run to the list. If the Striker selects duel dagger style, he can choose from the following list whenever he gains a bonus feat: Double Slice, Quick Draw, and Two-Weapon Fighting. At 10th level, he adds Improved Two-Weapon Fighting and Two-Weapon Defense to the list. At 16th level, he adds Greater Two-Weapon Fighting and Two Weapon Rend to the list. The benefits of the Striker's chosen style feats apply only when he wears light, medium, or no armor. He loses all benefits of his bonus feats when wearing heavy armor. Once an Striker selects a combat style, it cannot be changed.

Uncanny Dodge (Ex): Starting at 5th level, a Striker can react to danger before his senses would normally allow him to do so. He cannot be caught f lat-footed, even if the attacker is invisible. He still loses his Dexterity bonus to AC if immobilized. A rogue with this ability can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action against him. If a rogue already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

Camouflage (Ex): A Striker of 11th level or higher can use the Hide skill in his chosen favored ground, even if the environment doesn't grant cover or concealment.

Improved Uncanny Dodge (Ex): At 12th level and higher, a Striker can no longer be flanked. This defense denies a rogue the ability to sneak attack the Striker by flanking him, unless the attacker has at least four more rogue levels than the target has Striker levels. If a character already has uncanny dodge (see above) from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum level a rogue must be to flank the character.

Striker's Stride (Ex): Beginning at 9th level, a Striker can move at his normal speed while following tracks within his favored ground without taking the normal -5 penalty. He takes only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

Training Mastery (Ex): At 14th level the Striker gains training mastery. All bonuses granted to skills through any training are now doubled (+4 instead of +2.)

Inescapable (Sp): At 18th level, the target of a Striker can never escape. The Striker gains the use of the *Locate Person* or *Locate Object* spell three per day as a spell like ability. The caster level is equal to their Strikers class level

The Vulgar Language of Goblins

A small collection of the more "colorful" phrases and curses found amongst the goblin races, loosely translated into common tongue through the spoken word.

BAWBLES: Trinkets; a goblin's testicles.

FARTLEBERRIES: Excrement hanging about the anus.

FRUMMAGEMMED: Choked, strangled, suffocated, or hanged.

FUBSEY: Plump. A fubsey goblin; a plump, healthy goblin.

FUSSOCK: A lazy fat female goblin. An old fussock; a frowsy old female goblin.

FUSTY LUGGS: A beastly, sluttish goblin.

GNARLER: A little dog that by his barking alarms the family when any person is breaking into the house.

GOLLUMPUS: A large, clumsy fellow. Any larger humanoid race.

HOG GRUBBER: A mean stingy goblin.

LOBCOCK: A dull inanimate fellow, a fat and lazy human.

NIGMENOG: A very silly goblin: a goblin that has gone mad.

RANTUM SCANTUM: Playing at rantum scantum; making the beast with two backs.

SCRUBBADO: The itch.

SHANKER: A venereal wart.

SLUICE YOUR GOB: Take a hearty drink.

TO SNABBLE .: To rifle or plunder; also to kill.

TWIDDLE-DIDDLES: Testicles.

YAFFLING: Eating

to determine duration. The range is doubled for the duration of the spell.

Maneuver Mastery (Ex): At 20th level, a Striker becomes a master of his training. The Striker can activate one maneuver as a free action without paying the maneuver point cost a round. This allows the striker to use up to two maneuvers per round. Each maneuver must be applied to a separate attack. A striker may only use is ability on his turn.



PYROMANCER

They have been called by many names. Scions of the inferno, masters of flame, maniacs and firestorm fanatics, they are all descriptions following in the charred wake of a pyromancer. Pyromancers look within themselves for arcane prowess and draw forth the mighty ability to bend the power of fire to their will, be it for good or evil. Empowered, and sometimes consumed, by their innate powers, these arcane-touched spell casters endlessly indulge in and refine their dangerous abilities, gradually learning how to harness their skills and call forth evergreater power. Some pyromancers seek to control their abilities through discipline and study, others give in to their innate magic, letting its wild nature drive their lives into a fanaticism, often, with explosive results.

Role: Pyromancers excel at casting a selection of fire based spells frequently. As they become familiar with a specific and ever-widening set of spells, pyromancers often discover new and dangerously destructive ways of making use of their abilities.

Alignment: Any.

Hit Die: d6.

Class Skills

The pyromancer's class skills are Bluff (Cha), Craft (Int), Fly (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks per Level: 2 + Int modifier.

Class Features

All of the following are class features of the pyromancer. Weapon and Armor Proficiency: Pyromancers are proficient with all simple weapons. They are not proficient with any type of armor or shield. Armor interferes with a pyromancer's gestures, which can cause his spells with somatic components to fail.

Spells: A pyromancer casts arcane spells drawn from the pyromancer spell list. He can cast any spell he knows without preparing it ahead of time. To learn or cast a spell, a pyromancer must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a pyromancer's spell is 10 + the spell level + the pyromancer's Charisma modifier. Like other spell casters, a pyromancer can cast only a certain number of spells of each spell level per day. This base daily spell allotment is listed in the following sidebar pyromancer spells known sidebar. In addition, he receives bonus spells per day if he has a high Charisma score. A pyromancer's selection of spells is extremely limited. A pyromancer begins play knowing three 0-level spells and two 1st-level spells of his choice. At each new pyromancer level, he gains one or more new spells, as indicated in the

pyromancer known spells table. (Unlike spells per day, the number of spells a pyromancer knows is not affected by his Charisma score; the numbers on the known spells sidebar are fixed.) These new spells can be spells chosen from the pyromancer spell list, or they can be unusual spells that the pyromancer has gained some understanding of through study.

Unlike a wizard or a cleric, a pyromancer need not prepare his spells in advance. he can cast any spell he knows at any time, assuming he has not yet used up his spells per day for that spell level.

Upon reaching 5th level, and at every odd-numbered pyromancer level after that (7th, 9th, and so on), a pyromancer can choose to learn a new spell in place of one he already knows. In effect, the pyromancer loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged. A pyromancer may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

Fire Resistance *(Ex)*: At 1st level, the pyromancer gains fire resistance 5.At 5th level, and every five levels after, this bonus increases by 5 until at 20th level the pyromancer's fire resistance increases to 20.

Master of Flames (Ex): Every time a Pyromancer inflicts Fire damage on a target, be this with a spell or another source of fire, he inflicts an amount of extra Fire Damage equal to his Charisma modifier.

Fiery Ray (*Sp*): Starting at 2nd level, the pyromancer can unleash an fiery ray as a standard action, targeting any foe within 30 feet as a ranged touch attack. This ray deals 1d8 points of fire damage + 1 for every two pyromancer levels the pyromancer possess. The pyromancer can use this ability a number of times per day equal to 3 + the pyromancer's Charisma modifier.

Maintain fire (Su): This supernatural ability allows the pyromaniac to maintain a flame and keep it from being extinguished. He must have eye contact with the flame and then focuses his energy to maintain it. By doing this, he raises the extinguish DC of the fire to $10+ \frac{1}{2}$ the pyromancer's class level+ Cha modifier. The flame is maintained as long as the pyromaniac focuses on it. Using this ability is a move action and during which the pyromancer becomes flat-footed.

Flaming Burst (Sp): At 5th level, the pyromancer can unleash a blast of flame once per day. This 20-foot-radius burst does 1d6 points of fire damage per pyromancer level. Those caught in the area of the pyromancer's blast receive a Reflex save for half damage. The DC of this save is equal to 10 + 1/2 the pyromancer's level + the pyromancer's Charisma modifier. At 5th level, the pyromancer can use this ability once per day. At 12th level, the pyromancer can use this ability twice per day. At 19th level, the pyromancer can use this ability three times per day. This power has a range of 60 feet.

Control Fire (Su): At 6th level, the pyromancer gains the supernatural ability to control the size and brightness of fires within 50 feet. The pyromancer can choose to extinguish the fire or change the level of light given from the fire by two steps. If the pyromancer chooses to adjust the size of an existing fire, he may increase it by +5 feet for every three levels he possesess. Any creatures caught in the effect receive a reflex saving throw to avoid the effects. If failed these creatures are effected as if they where successfully targeted with the fire and suffer damage as normal. The pyromancer may also choose to replicate the effects of a Pyrotechnics Spell. Only natural fires can be affected by this ability. Activating this ability is a standard action, and all changes last for as long as the pyromancer continues to concentrate on maintaining the effect(a move action.

Rebuke Elemental(Ex): At 8th level, the pyromancer gains the extraordinary ability to rebuke or command fire creatures as a cleric of the same level.

Clinging Flame(Su): At 9^{th} level a pyromancers fire spells have a supernatural ability to cling to an object or creature and continue to burn. The pyromancer may use a swift action to make any spell a clinging spell. This ability must be used before the spell is cast and if the spell is disrupted during casting this ability is lost. If successfully cast the spell will continue to deal $\frac{1}{2}$ of the original spells damage on the following round. A reflex saving throw (DC of this save is equal to $10 + \frac{1}{2}$ the pyromancer's level + the pyromancer's Charisma modifier) reduces this amount to $\frac{1}{4}$ instead. At 9th level, the pyromancer can use this ability once per day. At 14th level, the pyromancer can use this ability two times per day. At 20th level, the pyromancer can use this ability three times per day.

Piercing Heat (Ex): At 10th level, a pyromancer's fire spells becomes more powerful and can cut through fire resistance and the hardness of natural materials. No more than ½ of the damage inflicted by his fire damage (spells and abilities) can be negated by an items hardness or resistance to fire.

Searing Heat (Su): A 12th level a pyromancer can generate an intense amount of heat, causing anything that touches his body to take 2d6 (+1 per pyromancer level) of fire damage. Creatures striking a Pyromancer with natural attacks or non reach weapons are subject to this damage. Activating this ability is a swift action. The duration of this effect lasts a number of rounds equal to the pyromancers class level. At 12th level, the pyromancer can use this ability once per day. At 17th level, the pyromancer can use this ability twice per day.

Pyromancer Ascension(Ex): At 13th level, the pyromancer again gains a bonuses when he sets objects or creatures on fire. The damage the fire deals is

increased by +1 per die, and the extinguishing DC of any such fire attacks rises by +5.

Improved Piercing Heat (Ex): A 15th level Pyromancer's fire from his spells ignores entirely any fire resistance, hardness, or immunity a creature or object may have. Objects now take full damage from the pyromancers spells and even stone can be reduced to a cindered ruin.

Combustion (Su): Beginning at 16th level a Pyromancer can cause any creature he touches to burst into flame. As a standard action the pyromancer can make a touch attack against a creature. The target of this attack must succeed a fortitude save DC 10 + ½ the pyromancer's level + charisma modifier or instantly catch on fire, suffering 1d6 points of fire damage per every two pyromancer levels the pyromancer possess. This damage continues until the target extinguishes the flames as a full round action. At 16th level, the pyromancer can use this ability twice per day. At 20th level, the pyromancer can use this ability three times per day.

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Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Fire Resistance Master of Flames	3	-	-	-	-	-	-	-	-
2nd	+1	+0	+0	+3	Fiery Ray	4	-	-	-	-	-	-	-	-
3rd	+1	+1	+1	+3		5	-	-	-	-	-	-	-	-
4th	+2	+1	+1	+4	Maintain Flame	6	3	-	-	-	-	-	-	-
5th	+2	+1	+1	+4	Fiery Burst	6	4	-	-	-	-	-	-	-
6th	+3	+2	+2	+5	Control Fire	6	5	3	-	-	-	-	-	-
7th	+3	+2	+2	+5		6	6	4	-	-	-	-	-	-
8th	+4	+2	+2	+6	Rebuke Elemental	6	6	5	3	-	-	-	-	-
9th	+4	+3	+3	+6	Clinging Flame	6	6	6	4	-	-	-	-	-
10th	+5	+3	+3	+7	Piercing Heat	6	6	6	5	3	-	-	-	-
11th	+5	+3	+3	+7		6	6	6	6	4	-	-	-	-
12th	+6/+1	+4	+4	+8	Searing Heat	6	6	6	6	5	3	-	-	-
13th	+6/+1	+4	+4	+8	Pyromancer Ascension	6	6	6	6	6	4	-	-	-
14th	+7/+2	+4	+4	+9		6	6	6	6	6	5	3	-	-
15th	+7/+2	+5	+5	+9	Improved Piercing Heat	6	6	6	6	6	6	4	-	-
16th	+8/+3	+5	+5	+10	Combustion	6	6	6	6	6	6	5	3	-
17th	+8/+3	+5	+5	+10		6	6	6	6	6	6	6	4	-
18th	+9/+4	+6	+6	+11	Spreading Flames	6	6	6	6	6	6	6	5	3
19th	+9/+4	+6	+6	+11		6	6	6	6	6	6	6	6	4
20th	+10/+5	+6	+6	+12	Fiery Form	6	6	6	6	6	6	6	6	6

Spreading Flames (Sp): At 18th level the pyromancer becomes able to cause any spell to gain the effects of one of the following feats; *Empower Spell, Enlarge Spell, Extend Spell or a Widen Spell* without an increase to the spells level. Activating this ability is a swift action. At 18th level, the pyromancer can use this ability twiice per day. At 19th level, and each level beyond, the pyromancer gains another use this ability.

Fiery Form (Ex): A 20th level a pyromancer's very essence is consumed by the power of fire. His type changes to elemental. The pyromancer no longer ages, he gains the fire subtype, and he is immune to any banishment spells that would normally affect an elemental, due to his connections with the Prime Material Plane The Pyromancer also gains Immunity to paralysis, poison, sleep effects, and stunning. He is no longer subject to critical hits or flanking or additional damage from precision-based attacks, such as sneak attack.

Pyromancer Spell List

0-Level Pyromancer Spells

Arcane Mark: Inscribes a personal rune on an object or creature (visible or invisible).

Dancing Lights: Creates torches or other lights.

Detect Magic: Detects spells and magic items within 60 ft. **Flare**: Dazzles one creature (-1 penalty on attack rolls). **Orb of Fire***: Creates a small flame which deals 1d3 fire damage.

Prestidigitation: Performs minor tricks. Read Magic : Read scrolls and spellbooks. Resistance: Subject gains +1 bonus on saving throws. Spark(APG): Ignites flammable objects. Torch: Object shines like a torch.

1st-Level Pyromancer Spells

Burning Hands: 1d4/level fire damage (max 5d4). Dancing Lantern(APG): Animates a lantern that follows you.

Endure Elements: Exist comfortably in hot or cold regions.

Fiery doom* :This spell fills a single subject with a feeling of horrible dread that causes it to become shaken.

Flaming Coal*: Three stones gain +1 on attack rolls, deal 1d6+1 damage.

Obscuring smoke*: Fog surrounds you.

Produce Flame: 1d6 damage + 1/level, touch or thrown. Summon Monster I: Summons elemental creature to fight for you.

2nd-Level Pyromancer Spells

Burning Gaze(APG): 1d6 fire damage to target by looking at it.

Cinder Cloud*: Fog obscures vision.

Continual Flame: Makes a permanent, heatless light. **Elemental Speech(APG)**: Enables you to speak to elementals and some creatures.

Fire Breath(APG): Exhale a cone of f lame at will.

Flame Blade: Touch attack deals 1d8 + 1/two levels damage.

Flaming Sphere: Rolling ball of fire deals 3d6 fire damage.

Heat Metal: Makes metal so hot it damages those who touch it.

Madding Flames*: Subject takes 1d6 penalty to Int, Wis, and Cha.

Pyrotechnics: Turns fire into blinding light or thick smoke.

Resist Energy: Ignores 10 or more points of damage per attack from specified energy type.

Scorching Ray: Ranged touch attack deals 4d6 fire damage,+ 1 ray/four levels (max 3).

Summon Monster II: Summons elemental creature to fight for you.

3rd-Level Pyromancer Spells

Campfire Wall(APG): Creates a shelter around a campfire.

Fire Ball: 1d6 damage per level, 20-ft. radius.

Fire Bolt*: Fiery bolt deals 1d6/level damage.

Flame Arrow: Arrows deal +1d6 fire damage.

Quench: Extinguishes fires.

Sapping Flames: Deals/heals 1d4 points of damage and blinds.

Summon Monster III: Summons elemental creature to fight for you.

4th-Level Pyromancer Spells

Elemental Body I: Turns you into a Small elemental. **Fire Fall(APG)**: Fire bursts upward, dealing 2d6 fire damage.

Fire Trap: Opened object deals 1d4 + 1/level damage.

Fire Shield: Creatures attacking you take fire damage; you're protected from heat or cold.

Flame Stride*: Teleport short distances through flame.

Flaming Tentacles*: Tentacles of flame grapple all creatures within a 10-ft. spread.

Smoldering Spittle: Able to spit explosive spheres of flame.

Summon Monster IV: Summons elemental creature to fight for you.

Wall of Fire: Deals 2d4 f ire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage + 1/ level.

5th-Level Pyromancer Spells

Elemental Body II: Turns you into a Medium elemental. Fire Snake(APG): Creates a serpentine path of fire 5 ft. long/level that deals 1d6 fire damage/level.

Geyser(APG): Creates a geyser of boiling water.

Planar Binding, Lesser: Traps elemental creature of 6 HD or less until it performs a task.

Summon Monster V: Summons elemental creature to fight for you.

Weapons of Flame: Enchant weapons with flaming ability.

6th-Level Pyromancer Spells

Chain Inferno*: 1d6/level damage and 1 secondary bolt/ level.

Contagious Flame(APG): Rays do 4d6 fire damage, then move on to new targets.

Elemental Body III: Turns you into a Large elemental. Flaming Fog*: Fog deals fire damage.

Fire Stones*: Gemstones become grenades and bombs. Planar Binding: As *lesser planar binding*, but up to 12 HD.

				Pyrom	ancer Spe	ells Per Da	ıy			
Level	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	4	2	-	-	-	-	-	-	-	-
2nd	5	2	-	-	-	-	-	-	-	-
3rd	5	3	-	-	-	-	-	-	-	-
4th	6	3	1	-	-	-	-	-	-	-
5th	6	4	2	-	-	-	-	-	-	-
6th	7	4	2	1	-	-	-	-	-	-
7th	7	5	3	2	-	-	-	-	-	-
8th	8	5	3	2	1	-	-	-	-	-
9th	8	5	4	3	2	-	-	-	-	-
10th	9	5	4	3	2	1	-	-	-	-
11th	9	5	5	4	3	2	-	-	-	-
12th	9	5	5	4	3	2	1	-	-	-
13th	9	5	5	4	4	3	2	-	-	-
14th	9	5	5	4	4	3	2	1	-	-
15th	9	5	5	4	4	4	3	2	-	-
16th	9	5	5	4	4	4	3	2	1	-
17th	9	5	5	4	4	4	3	3	2	-
18th	9	5	5	4	4	4	3	3	2	1
19th	9	5	5	4	4	4	3	3	3	2
20th	9	5	5	4	4	4	3	3	3	3

Sirocco(APG): Hot wind does 4d6 damage, fatigues those damaged, and knocks creatures prone.

Summon Monster VI: Summons elemental creature to fight for you

7th-Level Pyromancer Spells

Delayed Blast Fireball: 1d6/level fire damage; you can postpone blast for up to 5 rounds.

Elemental Body IV: Turns you into a Huge elemental.

Firebrand(APG): Allies gain *f laming* weapons, immunity to your fire spells, and a one-use ray of fire attack.

Fire Storm: Deals 1d6/level fire damage.

Summon Monster VII: Summons elemental creature to fight for you.

8th-Level Pyromancer Spells

Binding: Utilizes an array of techniques to imprison a creature.

Blazing Ray*: Ranged touch attack deals 1d6/level fire damage and 1d4 points of Charisma drain.

Incendiary Cloud: Cloud deals 6d6 fire damage/round.

Planar Binding, Greater: As *lesser planar binding*, but up to 18 HD.

Summon Monster VIII: Summons elemental creature to fight for you.

Wall of Lava(APG): Wall damages foes that try to enter, periodically launches lava at nearby targets.

9th-Level Pyromancer Spells

Elemental Swarm: Summons multiple elementals.

Flame Gate*: Connects two planes for travel or summoning.

Meteor Swarm: Four exploding spheres each deal 6d6 fire damage.

Summon Monster IX: Summons elemental creature to fight for you.

See the "Spell" section in Chapter 10 of the Pathfinder Roleplaying Game: Core Rule Book.

X: A Goblin Pyromancer cannot gain the Read Magic spell due to the racial hatred goblins have to the written word.

(APG): See the "Spell" section in Chapter 5 of the Pathfinder Roleplaying Game: Advanced Player's Guide. * : New Spell (found in chapter 5)

New Favored Class Abilities

The final section of this chapter describes alternative benefits for characters of the Wolfsworn, Striker, and Pyromancer as a favored class. The normal benefit of having a favored class is simple and effective: your character gains one extra hit point or one extra skill rank each time he gains a level in that class. The alternate favored class abilities listed here are designed to reflect flavorful options that can prove handy for a character with the right focus.

Wolfsworn

Thick Hide: Add a +1/3 Natural Armor Class bonus to your wolfsworn

Increased Size: Your wolf is extremely large for its size add a +1/10 bonus to your wolfsworn mounts size. Once the ability reaches a whole number the wolfsworn mount increases one size category. This ability can only increase the size of your mount once.

Foul Mouthed: Add a + 1/4 bonus to the DC of the wolfsworn mounts diseased carrier of mouth rot beast attack.

Jagged Teeth: Add a + ¹/₄ bonus to the bleed damage done by the wolfsworn's *Ragged Wounds* ability.

Greater Vigor: Add $a + \frac{1}{2}$ bonus to the hit points gained by the wolfsworn's *Renewed Vigor* ability.

Striker

Strike Zone: Add a + ¼ bonus to all skills listed in the Favored Ground ability.

Tedious Training - add an additional +1/2 maneuver point to the strikers maneuver point total.

Focused Meditation: Add an additional + $\frac{1}{2}$ point to the hit point total restored with the striker's *Refocus* maneuver. Light Foot: Lessen the penalties of the *Whispering Shot* training by $a + \frac{1}{2}$ point bonus.

Throat Gouger: Add and additional +1/3 rounds to the duration of a *Muffling Strike* maneuver.

Pyromancer

Persistent Study: Add +1/3 of a new spell to the pyromancers list of spells known. This spell must be of a level lower than the pyromancers current spell level.

_Fire's Friend: Add a +¹/₄ point to the extra damage by the pyromancer's *Master of Flames* ability.

Fire it up!: Add a +1/4 point to the DC of the pyromancer's *Flaming Burst* ability.

Fanning the Flames: Add a + ¹/₄ point to the DC of the pyromancer's *Combustion* ability.

Fire Proof: Add a +1/2 point to the pyromancers Fire Resistance ability.

Alternate Class Features

Most of the options presented on the following pages include a host of alternate class features. When a character selects a class, he must choose to use the standard class or those listed in one of the archetypes presented here. Each alternate class feature replaces a specific class feature from its parent class. When an archetype includes multiple class features, a character must take all of them-often blocking the character from ever gaining certain familiar class features, but replacing them with equally powerful options. All of the other class features found in the core class and not mentioned among the alternate class features remain unchanged and are acquired normally when the character reaches the appropriate level (unless noted otherwise). A character who takes an alternate class feature does not count as having the class feature that was replaced when meeting

any requirements or prerequisites. A character can take more than one archetype and garner additional alternate class features, but none of the alternate class features can replace or alter the same class feature from the core class as another alternate class feature.

New Class Archetypes

The newly presented class archetypes that follow are included in this chapter. Characters may take more than one archetype if they meet the requirements.

Wolfsworn: Savage Beast Master, Pack Master, and Outrider.

Striker: Infiltrator, Spy Master, and Saboteur.

Pyromancer: Flame Forge Crafter, and Hellfire Ascendant.

Wolfsworn Archetypes

Whether mounted on the back of a ferocious wolf beast or focusing on ranged attacks and stealth the wolfsworn have many varityping tribes which focus on different trainings to best their foes in combat.

Savage Beast Master

Many wolf sworn forsake the rigorous training of mounted combat in favor of seeking a truly savage wolf in which to use as a weapon of war. These wolfsworn lose many of their mounted combat bonuses in exchange for a bolstered version of their animal companion. These wolfsworn spent many years seeking a savage beast to tame that would tower over others of its kind.

Savage Beast (Ex): The wolfswon's mount is a feral creature who knows only the language of violence and bloodshed. The wolfsworn's mount gains the ability to rage (as per the barbarian rage class feature). This class feature replaces the wolfsworn's Mounted Fury class feature. At 5th, 9th, 13th, and 17th level the strength and constitution bonuses gained through this alternate class feature increase by +2 and the armor class penalty worsens by -1 at each of these levels. These bonuses do not stack with any other rage class feature or ability with the exception of the wolfsworn's class feature Frenzied Attack . If a wolfsworn has chosen the savage beast master archetype Frenzied Attack no longer functions as described in the ability's text but once acquired it furthers the beasts rage as if the wolfsworn had gained a point in his Mounted Fury class feature.

Keen Mount (Ex): The Wolfsworn's mount is a cunning creature that is smarter than others of its kind. At first level the Woflsworn's mount gains a +2 to its Intelligence, and for the purposes of determining its saving throw bonus (Fortitude, Reflex, Will), bonus tricks, and special abilities it receives it is treated as two hit dice higher than its total (*Example:* A Wolfsworn's mount(4 HD) gains the described bonuses of an animal companion of 6 HD).These bonus increases to four hit dice higher at 7th level, and six hit dice higher at 13th level. The creatures intelligence score is also increase by a further +1at 7th and 13th level. This alternate class feature replaces the

Wolfsworn Violent Charge, Savage Charge, and Devastating Charge class features.

Massively Built(Ex): The wolf that you have chosen as a mount is massively built and an extremely large example of its breed. At 6th level the wolfsworn's mount increases by one size category. This alternate class feature replaces the *Evasion* and *Improved Evasion* class features at 6th and 12th level.

Outrider

Trained in gorilla tactics the outrider makes use of a mounted bow style. Using speed and stealth, they rely upon ambush attacks to bring down opponents in large numbers and other foes which they do not want to engage in close quarters fighting.

Mounted Hunter(Ex): The wolfsworn is trained in the style of mounted archery. This ability allows the wolfsworn accesses to some of the benefits of the *Favored Enemy* ranger class feature. At 1st level, a wolfsworn outrider selects a creature type from the ranger favored enemies list. This ability functions exactly the same , but the outrider only gains half the listed amount to all bonuses described. At 5thlevel and every four levels thereafter (at 9th, 13th, and 17th level), the outrider may select an additional favored enemy. In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired) increases by +1. This class feature replaces the wolfsworn's *Mounted Fury* class feature.

Ambush(Ex): At 3rd level, the wolfsworn outrider is able to deliver a powerful attack to enemies in which he is able to surprise. The wolfsworn outrider is able to take a full rounds worth of actions during any surprise round in which he initiated and is the attacker. During this surprise round all the wolfsworn's attacks gain a +2 to hit and damage rolls. In addition to this bonus the wolf sworn may also make an extra attack at his highest bonus(as if under the effects of a haste spell) during the surprise round. The bonus to hit and damage rolls increases by +2 at 11th level and again at 20th. This alternate class feature replaces the Wolfsworn *Violent Charge, Savage Charge, and Devastating Charge* class features.

Unheeded Pursuit(Ex): The wolfsworn's mount gains the woodland stride class feature. This feature allows the mount to move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment. Other areas that are enchanted or magically manipulated to impede motion, however, still affect him. This alternate class feature replaces the *Evasion* class features at 6th level. When *Unheeded Pursuit* is selected the *Improved Evasion* class feature the wolfsworn gains at 12th level becomes *Evasion* instead.

Pack Master

WolfSworn pack masters forsake the traditional training with a single mount and instead are gifted trainers who instead focus on multiple wolf companions. They believe in the ideology that there is great strength in numbers and through pack tactics any foe can be brought down.

Multiple Wolves (Ex): The wolfsworn gains the service of multiple wolves as animal companions. Instead of simply receiving a single mount at first level, the wolfsworn may have more than one wolf animal companion, but he must divide up his effective druid level between his animal companions to determine the abilities of each companion. For example, a wolfsworn with an effective druid level of 4

can have one 4th level wolf, two 2nd level wolves, or one 1st-level and one 3rd-level wolf. Each time a wolfsworn's effective druid level increases, he must decide how to allocate the increase among his animal companions (including the option of adding a new 1st-level companion). Once an effective druid level is allocated to a particular wolf companion, it cannot be redistributed while that companion is in the wolfsworn's service (he must release a wolf companion or wait until a wolf companion dies to allocate its levels to another companion). This ability replaces the Mounted Fury class feature.

Improved Empathic Link (Su): The wolfsworn gains an empathic link with all of his animal companions. This functions like an empathic link with a familiar, except the wolfsworn can also see through a companion's eyes as a swift action, maintaining this connection as long as he likes (as long as the companion is within 1 mile) and ending it as a free action. The wolfsworn can only see through the eyes of one companion at a time, and is blinded while maintaining this connection. This replaces the 8th level bonus feat.

Improved training (Ex): At 10th level, the wolfsworn has improved the fighting tactics with his wolf companions. Whenever the wolf sworn gains a wolfsworn training for his wolf companions he also grants the training to another of his wolf companions. Example: At tenth level a wolfsworn who has three wolves under his command selects the Infested training. Normally this training would only be applied to a single wolf companion but instead he chooses two of his wolves to gain the benefit of the training. This ability replaces the fast movement class feature.

Striker Archetypes

The archetypes present below are the Saboteur, Spy Master, and the Infiltrator. Both are a more task focused class options that work well with the striker's combat maneuvers. At a DM's option the new maneuvers present below may be selected by a striker class without selected the alternate class options.

Saboteur

Masters of sabotage, these archetypes specialize in creating and disabling lethal traps and finding ways to bypass the hazards and obstacles that bar them from their objectives.

Favored Device (Ex): At 1st level, an saboteur may select a category of devices in which he was taught the skills of bypass and disabling. The choices are mechanical traps (Pitfalls, Blade Traps etc.), Magical traps (traps which replicate spells in the effects and construction), and Hazards (natural occurring hazards such as avalanches and cave ins.). While dealing with traps of this nature, the saboteur gains a +2 bonus on all disable device and craft checks made to create, disable, or bypass these obstacles. At 8th and 15th level, the saboteur may select an additional Favored Device. In addition, at each such interval, the skill bonus in any one favored device (including the one just selected, if so desired), increases by +2. This class feature replaces the strikers *Favored Ground* class feature.

Maneuvering Disarm (Ex): At 1st level, the saboteur gains the ability to use maneuver points to bolster his ability to construct, disarm and bypass the functions of a device, hazard, or trap. If the device, trap or hazards falls into a category of the saboteurs' favored device class feature, the saboteur may spend a maneuver point from his pool to gain an additional +2 bonus while attempting any of the options listed above. This class feature replaces the skirmisher's bonus damage dice at first level. The skirmisher receives the bonus damage dice and skirmish fighting class feature, albeit not until 4th level and at one dice lower than listed.

Saboteur Maneuvers:

Delay Activation (Ex): This maneuver may be used once a saboteur has successfully bypassed a trap, device, or hazard. By spending 2 maneuver points from his pool the saboteur may rig the obstacle to automatically activate within 10 minutes +1 minute per striker level. This time must be determined at the time this maneuver is used. The saboteur must select this as his 4th level maneuver. A striker(with the permission of the DM) must be at least 4th level to purchase this maneuver.

Quick Key (Ex): Many devices (such as locks or mechanical traps) stand no chance against your knowledge of how to disarm them quickly before they function. After a failed disable device attempt the saboteur may make another disable device attempt as an immediate action. Activating this maneuver costs 2 points. This second attempt occurs directly after the failure but before the trap activates. The saboteur must select this as his 7th level maneuver. A striker(with the permission of the DM) must be at least 7th level to purchase this maneuver.

Saboteur Training

Reactive Step (Ex):Your defensive reaction causes you to step back moments before the trap activates. The study of mechanical traps has saved your life more than once. The saboteur gains a +2 bonus on all Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Infiltrator

Infiltrators are trained in the art of stealth and deception. The infiltrator gains abilities that help him in his pursuits, be they his own objectives or others who have hired him, to perform an undercover operation that requires his talents.

Favored Deception (Ex): At 1st level, an infiltrator may select a type of deception in which he has become a master of its skills. The choices are **Disguise** (Impersonations and costuming), **Forgeries** (linguistics) (legal documents, the written word), and **Lying** (Bluff/ Sense Motive) (the spoken word and body language.). While dealing with deceptions of this nature, the infiltrator gains a +2 bonus on all skill checks. At 8th and 15th level, the infiltrator may select an additional favored deception. In addition, at each such interval, the skill bonus in any one favored deception (including the one just selected, if so desired), increases by +2. This class feature replaces the strikers *Favored Ground* class feature. A character who has the handicap of being unable to read or write cannot select the forgeries deception and may instead opt to have the +2 bonus apply again to either Lying or Disguise.

Maneuvering Conversation (Ex): At 1st level, the infiltrator gains the ability to use maneuver points to bolster his ability of a spoken deception, disguise, and to read the body language of others. The infiltrator may spend a maneuver point from his pool to gain am additional +2 bonus while attempting any of the following skills: Bluff, Sense Motive, or disguise. This class feature replaces the skirmisher's bonus damage dice at first level. The skirmisher receives the bonus damage dice and skirmish fighting class feature, albeit not until 4th level and at one dice lower than listed.

Infiltrator Maneuvers:

Known Shadows (Ex):You have traveled the city's streets for many years. Through the busy market, docks, and alleys you have found the places in which to walk unseen. As a swift action you can make a stealth check even if the surrounding environment does not provide concealment or cover. The use of this maneuver cost 2 points and lasts for 1 round + 1 round equal to one-half the infiltrators dexterity modifier. The saboteur must select this as his 10th level maneuver. A striker(with the permission of the DM) must be at least 10th level to purchase this maneuver.

Trustful Boasting (Ex):Your knowledge of the surrounding city, town, or villages make you seem more trustworthy to the local population. With a quick joke, or rumor those whom you speak to regard you as one of their own. The use this maneuver costs 2 points and must be used before making a diplomacy check. You may use this ability to shift the targets attitude one-step higher towards helpful. You may not use this ability on a creature with the starting attitude of hostile. The target of this ability must share a common language with you. The infiltrator must select this as his 13th level maneuver. A striker(with the permission of the DM) must be at least 13th level to purchase this maneuver.

Spy Master

These characters have trained in the arts of deception and heavy espionage. They are skilled in the liberal use of poisons and lies. In a moment they able to turn their personalities and allegiances to best suit the often dangerous situations they find themselves in. Spies are manipulators, and even those who hire them often find that the spy has many underlying reasons for accepting a mission that serve the spies' own interests and hidden goals.

Expert Liar (Ex):

Whenever a spy uses the Bluff skill to attempt to deceive someone they gains a bonus on the opposed roll equal to 1/2 their striker level (minimum +1). This bonus also applies to the use of the feint skill. This ability replaces the striker's 2nd level

bonus combat feat.

Poison Use (Ex):

A 3rd level, a spy is trained in the use poison and cannot themselves when applying ability replaces the striker

accidentally poison poison to a blade. This evasion class feature.

Confused Aura (Ex): At 9th level attempts to discern the spy's alignment becomes almost impossible. Spells which affect creatures with specific alignments still effect the spy, but if a spell has differing effects depending on the alignment of its target the spy is able to choose which effect is applied. This replaces the striker's stride class feature.

Pyromancer Archetypes

With the mastery of flame many different paths open themselves before a pyromancer. These individuals sometimes take to the forge determined to stoke the fires hotter than ever before, and to make weapons in which to hold their power. Others take a darker path and invite foul creatures of the pit into their careers, making dark pacts in exchange for more power.

Flame Forge Crafter

Bent on making enchanted weapons and items of a power that rival their own, these pyromancers become like artists with the ability to merge iron and flame as one. Throughout their levels, they spend great amounts of time and energy to gather materials in order to perfect the craft of forging.

Forge Initiate(Ex): At fifth level the pyromancer gains the Craft Magic Arms and Armor as a bonus feat. At sixth level the Pyromancer also gains the Master Craftsman feat even if he does not meet the feats prerequisites. This replaces the Fiery Burst and Control Flame class features at 5th and 6th level. In addition the Flame Forge Crafter adds a bonus equal to one half their pyromancer class

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levels to all craft checks involving magical arms and armors.

Fire Crafting (Ex): At level eight the pyromancers mastery over the forge becomes so great that he can reduce the time required in crafting metal items. This ability reduces the creation time by one-third. In addition, if the pyromancer chooses to include exotic metals such as Adamantine, Cold Iron, or Mithral into the creation of the item the included metals cost is reduced by 25%.

This replaces the Rebuke Elemental class feature at 8th level

> Fiery Infusion(Ex): At thirteenth level the

pyromancer gains the ability to infuse a portion of his power into any magical arms or armor in which he crafts. These infusions take the form of the following enchantments which can be added at no cost or additional crafting time to the creation of the weapon or armor. Only one such infusion can be applied to a weapon or armor.

Flaming Weapon (su): This infusion allows the wielder to will the presence of the pyromancer's influence to give birth to a white hot flame which sheaths the weapon. This ability can be called forth as a move action for a number of rounds per day equal to the pyromancer's level at the time of the weapons creation. These rounds need not be consecutive and dismissing the infusion is a free action. While active the infused weapon acts as a flame burst weapon.

Flame Forged Weapon / Shield(su): Whenever the wielder of this weapon or shield is targeted by a fire-based spell, the item has a chance to absorb the spell. The wielder of this item can use this ability as an immediate action three time per day, the wielder gains SR equal to 10+1/2 the pyromancers class level+ charisma modifier at the time of creation. If the spell fails to overcome the SR, the item becomes temporally enchanted and acts as a spell storing item until the spell is released. This power cannot be used if the item already holds a absorbed a spell.

Black Iron (su): This infusion can be called upon up to three times per day .When called upon the weapon begins to smolder and glow red-hot. The weapons blade will bypass a creature's various damage reduction ratings. The pyromance'r level (at the time of infusion) determines what type of damage reduction is bypassed. At 13th level weapon can bypass anything requiring DR/ Cold Iron. At 15th level the weapon can bypass DR/Adamantine. At 17th level the weapon can overcome damage reduction with no requirements (DR/-).

Flame Walker (su): When the pyromancer uses this infusion on a created suit of metal armor it gains the ability to absorb heat and damage from fire based attacks and effects. Three times per day the wearer of this armor can call upon the infusion to absorb fire damage based on the pryomancer's level at the time of the infusion. At 13th level the armor, as an immediate action, grants the wearer Fire Resistance 5. This resistance increases to 10 at 15th level, 15 at 17th level, and 20 at 19th level. Once per day, after the armor has prevented 30 or more fire damage, the armor can be willed as a standard action to release a 10 foot radius bust of flame that deals 5d6 damage (Reflex DC 15 for half damage).

Hellfire Ascendant

Hell bent on achieving powers that cannot be learned from earthly sources, the Hellfire Ascendant has turned to the otherworldly in the form of devils to grant him greater powers at the cost of his mortal soul.

Devils Mark (Ex): At first level, the pyromancer gains a devil's mark in the form of a brand along his wrist, shoulder, throat or some other area of the body. This signifies that he has completed a pact with the devil in exchange for the dark powers of the pit. The devils mark acts the same as the pyromancer's *Master of Flame* ability. The pyromancer is now considered an evil creature for the purposes of spells that affect evil creatures, regardless of his true alignment, such as *Protection From Evil*, and *Detect Evil*. The ability replaces the pyromancer's *Master of Flame* class feature.

Wicked Blood(Ex): At fifth level the pyromancer's blood becomes infused with a small power of the pit. Whenever the pyromancer is damaged by a piercing or slashing weapon his now supernatural blood sprays from the wounds in the form of gouts of liquid fire. The creature who caused the damage must make a reflex saving throw (DC is equal to $10 + \frac{1}{2}$ the pyromancer's class level + charisma modifier) or suffer 1d6 + the pyromancer's Cha modifier fire damage for each attack. The damage dice of this ability increases to 1d8 at 10th level, 1d10 at 15th, and 2d6 at 20th. This ability replaces the pyromancer's *Fiery Burst* class feature.

Hellfire (Ex): At sixteenth level the true powers of the Hellfire Ascendant become apparent as all fire created by the caster begins to take the form of writhing blackened flames. The sounds of pain and torments can be heard be hind each roar of the pyromancer's fiery spells. The pyromancer can use the hellfire ability a number of times per day equal to one-half his charisma modifier. Each time that the pyromancer uses this ability the spell it is applied to is cast as an empowered spell (as per the feat). In addition Half the damage is fire damage, but the other half results directly from profane power and is therefore not subject to being reduced by resistance to fire-based attacks. A creature who takes damage from a Hellfire spell cannot heal the wound naturally and must seek the help of magic healing in order to restore the charred flesh left behind by these wounds. This ability replaces the pyromancer's *Combustion* class feature.

Hell Bound (Ex): Whenever a pyromancer gains the dying condition he suffers a -2 to all checks made to stabilize. If the stabilization roll is unsuccessful he suffers one extra point of damage resulting from the failed roll. Once a Hellfire Ascendant dies his body is rapidly consumed in black flames and reduced to ash within seconds of his death. The character cannot be the target of *Raise Dead, Resurrection,* and *Breath of life* and similar spells which restore the dead to life. Nothing short of a *Limited wish, Wish* or *Miracle* spell can restore a lost hellfire ascendant back to life. If one of these mentioned effects are used to restore him if he loses all class features of the Archetype.



LOOK WHAT I DID

Goblin Feats and Spells

Mirix dove towards to the ground as the ram hammer struck the caverns wall mere inches away from her skull. The impact so powerful the stone had shattered sending pieces of it cascading in every direction. She had not seen one like this before, it body was covered in patches of metallic tumors with veins of metal streaking across its powerful arms. The creature drew the heavy hammer slowly across the ground as it approached and repositioned for another swing. Knowing that this may be her last chance, she began to chant the words of a spell. The air around Mirix erupted into an array of colors as a bolt of magical energy shot forward and struck the goblin in the chest. She watched as the weave of her spell spread until they engulfed its entire form in a raging white flame. The stone goblin dropped its weapon and began to savagely scream as it hands worked feverishly to ride itself of the fire.

Getting to her feet, Mirix looked back to see Sidhar drawing forth his holy symbol and mouthing the religious words of his faith. " Save your breath Sidhar" she said between hand gestures that would summon forth the mystical flames once more, " this one hasn't got a prayer!"

New Feats

Presented within this chapter are a whole mess of new feats to equip your characters with. Some of these feats are unique to certain races of the goblin kind and others are feats that any player, so long as they can meet the requirements can take. This equals out to a whole lot of different options in which a player can customize their characters. From an abyssal goblins ability to have greater mutations, to new combat teamwork feats(which groups of goblins love to use to help equal out the threat of larger and more dangerous foes), to new feats to help improve the abilities of the classes found in chapter three.

Prerequisites

Some feats have prerequisites. Your character must have the indicated ability score, class feature, feat, skill, base attack bonus, or other quality designated in order to select or use that feat. A character can gain a feat at the same level at which he gains the prerequisite. A character can't use a feat if he loses a prerequisite, but he does not lose the feat itself. If, at a later time, he regains the lost prerequisite, he immediately regains full use of the feat that prerequisite enables.

Types of Feats

The feats within this chapter are broken into the following categories: Racial, Class, Combat, General, and Teamwork.

Some feats are general, meaning that no special rules govern them as a group.

Class Feats

A feat designated as a class feat is for characters which share the prerequisite of a certain class feature. This designation restricts characters from other classes which do not have the class features required to gain these feats.

Combat Feats

A feat designated as a combat feat can be selected as a fighter's bonus feat. This designation does not restrict characters of other classes from selecting these feats if they meet the prerequisites.

Racial Feats

Feats that are designated as a racial feat may only be taken by member of the race indicated. Some racial feats, such as the Crystal Hide, and Undead Sensitivity have a subsection of race attached to the prerequisites. The goblin must be of a certain type before selecting this feat.

General Feats

Any feat designated as a general feat can be selected by any class or race. This designation does not restrict characters of any other class from selecting these feats, assuming that they meet the prerequisites needed.

Teamwork Feats

Any feat designated as a teamwork feat must have others who have the same listed feats for the feat's ability's to function. Many times goblins can be found with these feats, as when paired together they can be quite powerful.

NEW FEAT DESCRIPTIONS.

Acidic Bile, Racial (Goblin)

The abyssal goblin is able to produce a noxious breath weapon of acidic vomit .

Prerequisite: Abyssal Goblin, Greater Mutation, Whip Tongue.

Benefit: The abyssal goblin is able to spew forth an acidic bile onto foe a number of times per day equal to the abyssal goblins constitution modifier. This attack takes the form of a 15 ft line and deals 2d6 (+1 per hit dice of the abyssal goblin). Creatures are allowed a Reflex save(DC 10 + 1/2 the goblin's HD + the goblins' Con modifier) for $\frac{1}{2}$ damage.

Adamantine Hide, Racial (Goblin)

Veins of this blacken metal begin to appear throughout the length of your body. Your skin begins to harden to the consistency of this precious metal.

Prerequisite: Stone Goblin, Crystal Hide, Iron Hide **Benefit**: Gain an additional +4 to natural armor, this bonus stacks with the stone goblin's natural armor bonus and those gained from the Crystal and Iron Hide feats. **Special**: The stone goblin must be at least 16^h level to select this feat.

Artful Dodge (Combat)

You quickly step beneath your opponents blade to slash at them and step back again.

Prerequisite: base attack bonus +7, Dodge

Benefit: During a full round action you may make two five foot steps instead of one. You may make this movement at anytime during your full round action and this movement doesn't incur attacks of opportunity.

Normal: You may only take a single five foot step during a round in which you make a full attack action.

Blasphemous Growth, Racial (Goblin)

The abyssal goblins form becomes swollen with tumor like patches of muscular tissue.

Prerequisite: Abyssal Goblin, Greater Mutation, Mutated Limb.

Benefit: The abyssal goblin is able to call forth amazing feats of strength a number of times per day equal to the abyssal goblins constitution modifier. With these surges of strength the abyssal goblin can gain one of the following effects : +4 to a single weapon damage roll; gain a +8 to die roll to break an object; or gain a +4 to a single CMB roll. Calling on this sudden surge of strength is a swift action.

Crystal Hide, Racial (Goblin)

Through the consumption of crystalline materials your skin has become hardened and tough.

Prerequisite: Stone Goblin.

Benefit: Gain a +1 to natural armor, this bonus stacks with the stone goblin's natural armor bonus.

Special: This feat must be selected at 1st level.

Day Hunter, General

You have spent vast amounts of time in daylight and have overcome your sensitivity to light. **Prerequisite**: Light Sensitivity **Benefit**: You no longer suffer from Light Sensitivity.

Diseased Bite, Racial (Goblin)

Your goblin gains the benefit of a diseased bite attack. **Prerequisites**: Goblin, +5 base attack, Goblin Bite, Improved Goblin Bite

Benefit: You gain the ability to transmit a horrible disease with your natural bite attack. Choose a disease from the following list: Mouth Rot, Whipworm Fever, Filth Fever, Red Ache, or Shakes. The saving throw to negate the disease is a Fort save (DC 10 + 1/2 the goblin's HD + the goblins' Con modifier) instead of the listed disease's saving throw.

Distracting Wound (Combat)

Your blade finds a weak point in your foes defenses and causes them to ignore all others except you.

Prerequisite: base attack bonus +6, Weapon Focus

Benefit: As a full round action you may make a single attack against a creature you threaten. If that attack hits the target of the attack cannot make opportunity attacks until its next round.

Dwarf Hatred (Combat)

The hatred of Dwarves runs thick through your veins. You have grown to loath these ancient enemies and will stop at nothing to destroy them.

Prerequisite: base attack bonus +3

Benefit: When attacking an dwarf with a melee or thrown weapon, you gain a +1 insight bonus to all your attack and damage rolls. Any Charisma based skills checks when dealing with elves suffer a -4 penalty.

Special: If in a battle which includes dwarves you must make them the priority of all attacks until they are dead or have fled the combat.

Dwarf Hunter (Combat)

You have spent much time fighting dwarves the ancient enemy of many of the underground creatures.

Prerequisite: base attack bonus +5, Dwarf Hatred

Benefit: When attacking an dwarf, you gain a +1 insight bonus to all of your attack rolls, as well as a +2 to confirm all critical threats. You add a +1 insight bonus on Bluff, Stealth., Move Silently, Sense Motive, Perception, and Survival skill checks when tracking or interacting with these hated foes.

Elf Hunter(Combat)

You have spent much time hunting elves the dire enemy of goblins. While hunting, you have gained significant insight into your prey

Prerequisite: base attack bonus +3

Benefit: When tracking or attacking an elf, you gain a +1 insight bonus to all of your attack rolls, as well as a +2 to

Feats	Prerequisites	Benefits			
Artful Dodge , Combat	base attack bonus +7, Dodge	Allows you to make a second five foot step in a round			
Day Hunter, General	Light Sensitivity	You no longer suffer from Light Sensitivity.			
Distracting Wound , General	base attack bonus +6, Weapon Focus	target of the attack cannot make opportunity attacks			
Dwarf Hatred , General	Base attack bonus +5 Dwarf Hatred	+1 insight bonus to all your attack and damage rolls			
Dwarf Hunter, General	Base attack bonus +3,	Receive various bonus to roll dealing with dwarves			
Elf Hunter, General	base attack bonus +3	Receive various bonus to roll dealing with elves			
Elven Hatred , General	Base Attack +5, Elf Hunter	+1 insight bonus to all your attack and damage rolls			
Extra Maneuvers , Class (Striker)	Dexterity 13, Maneuvers class feature	Gain 2 extra Maneuver points			
Goblin Bite, Racial (Goblin)	Goblin, +1 base attack	Gain a natural Bite Attack			
Improved Goblin Bite, Racial (Goblin)	Goblin, +3 base attack , Goblin Bite	Increase Bite Damage			
Diseased Bite, Racial (Goblin)	Goblin, +5 base attack, Goblin Bite, Improved Goblin Bite	Transmit disease with goblin bite			
Greater Fury, Class (Wolfsworn)	Mounted Fury class feature	Gain a +2 to wolfsworn mounted fury ability			
Greater Mutation, Racial (Goblin)	Abyssal Goblin	Gain +3 HP , and gain accesses to Greater Mutations			
Acidic Bile, Racial (Goblin)	Abyssal Goblin, Greater Mutation, Whip Tongue.	Gain Vomit Attack			
Blasphemous Growth, Racial (Goblin)	Abyssal Goblin, Greater Mutation, Mutated Limb	Gain bonuses to Attack, Damage, or Breaking Objects			
Greater Tentacles, Racial (Goblin)	Abyssal Goblin, Greater Mutation, Tentacles	Tentacles Gain Reach, Grab			

confirm all critical threats. You add a +1 insight bonus on Bluff, Stealth, Perception, Move Silently, Sense Motive, and Survival skill checks when tracking or interacting with these hated foes.

Elven Hatred (Combat)

The hatred of elves runs thick through your veins. You have grown to loath these ancient enemies and will stop at nothing to destroy them.

Prerequisite: base attack bonus +5, Elven Hunter

Benefit: When attacking an elf with a melee or thrown weapon, you gain a +1 insight bonus to all your attack and damage rolls. Any Charisma based skills checks when dealing with elves suffer a -4 penalty.

Special: If in a battle which includes elves you must make them the priority of all attacks until they are dead or have fled the combat.

Extra Burn, Class (Pyromancer)

You have honed your pyromancer's innate abilities .

Prerequisites: Fire Mastery class feature, Greater fire Mastery.

Benefit: Gain two additional uses of a pyromancer class feature with limited uses.

Normal: You gain a number of uses of a pyromancer class feature based on your charisma bonus.

Special: You may select this feat multiple times its benefits must be applied to a different pyromancer ability.

Extra Maneuvers, Class (Striker)

You have honed your strikers abilities in combat with practice and training.

Prerequisites: Dex 13, Maneuvers class feature

Benefit: Gain an additional two maneuver point to your strikers maneuver pool.

Normal: Your gain maneuver points based on your striker level.

Special: You may select this feat multiple times. Its effects stack.

Goblin Bite, Racial (Goblin)

Your goblin gains the benefit of a bite attack. **Prerequisites**: Goblin, +1 base attack

Benefit: You gain a natural bite attack. Your bite attacks can be used as a secondary attack during a full round attack action and deals damage based on your size. **Special:** If you already have a bite attack this feat acts grants a +1 to the goblins bite attack.

Greater Fury, Class (Wolfsworn)

Your wolfsworn training is more advanced than others less skilled.

Prerequisites: Mounted Fury class feature .

Benefit: Gain a +2 to your wolfsworn fury modifier. **Normal:** You receive a bonus to your Mounted Fury based on your wolfsworn level.

Feats	Prerequisites	Benefits
Heinous Speech, Racial (Goblin)	Abyssal Goblin, Greater Mutation, Vestigial Head	Vestigial Head Grants goblin Comprehend Languages
Living Host, Racial (Goblin)	Abyssal Goblin, Greater Mutation, Screaming Flesh	Swarm Fights For Abyssal Goblin
Poisonous Spines, Racial (Goblin)	Abyssal Goblin, Greater Mutation, Wicked Spines	Gain Poison Attack with Spines
Improved Skirmish, Class(Striker)	Dexterity 16, Skirmish class feature, 6th level Striker	Gain +1d6 to Skirmish Damage
Mob Strike Teamwork (Combat)	Base attack +1.	Gain Bonuses when 2 Allies Threaten
Swarming Tackle, Teamwork (Combat)	Base attack bonus +3, Mob strike	Gain Bonus to CMB with Allies
Mob Fighting, Teamwork (Combat)	Base attack bonus +10, Mob Strike, Swarming Tackle	Grant Opportunity Attacks to Allies
Night Hunter , General	Darkvison	Improve Darkvison
Scavenger (Combat)	Base attack bonus +1	Able to use Weapons Non -Proficient In
Shielding Mount (Combat)	Ride 5 ranks, Animal Companion class feature.	Ride Check to Allow Mount to Absorbed 1/2 Damage
Undead Sensitivity, Racial (Goblin)	Grim Goblin	Gain Detect Undead at will
Wolf Training, Class (Wolfsworn)	Wolfsworn Training class feature. 3rd Level	Gain Extra Wolfsworn Training
Extra Burn, Class (Pyromancer)	Fire Mastery class feature, Greater fire Mastery	Gain Extra Ability Use
Greater Fire Mastery, Class (Pyromancer)	Cha 13, Fire Mastery class feature	Gain Additional +1 Damage to Fire Spells
Supreme Fire Mastery, Class(Pyromancer)	Cha 16, Fire Mastery class feature, Greater fire Mastery	x2 Charisma Mod to Fire Spells
Crystal Hide, Racial (Goblin)	Stone Goblin,	+1 Natural Armor

Greater Mutation, Racial (Goblin)

Your abyssal heritage takes the form of more powerful mutations.

Prerequisite: Abyssal Goblin.

Benefit: Allows an abyssal goblin to gain greater mutation feats. In addition the abyssal goblin gains 3 extra hit points.

Special: This feat must be selected at 1st level.

Greater Tentacles, Racial (Goblin)

The body of the abyssal goblin is covered in long failing tentacles.

Prerequisite: Abyssal Goblin, Greater Mutation, **Tentacles**.

Benefit: The tentacles of the abyssal goblin grow in length and power. The tentacles reach increases to 10 ft and the damage dice increases to 1d6. In addition when ever the tentacles hit with a slam attack they may attempt a grapple as a free action which doesn't provoke an attack of opportunity.

Greater Fire Mastery, Class (Pyromancer)

Fire grows hotter when sculpted by your hands. **Prerequisites**: Cha 13, Fire Mastery class feature. **Benefit**: You gain an additional +1 to all damage dealt with fire based spells.

Heinous Speech, Racial (Goblin)

The vestigial head of the abyssal goblin mimics the speech of others into a gruesomely understandable language.

Prerequisite: Abyssal Goblin, Greater Mutation, Vestigial Head.

Benefit: The abyssal goblins vestigial head acts as a translator, repeating the words of others and of the abyssal goblin. This grants the goblin the effects of a continuous *Comprehend Languages* spell.

Improved Goblin Bite, Racial (Goblin)

Your bite becomes more feral and savage.

Prerequisites: Goblin, +3 base attack, Goblin Bite

Benefit: Increase the damage of your goblin bite attack as if you where one size category larger.

Improved Skirmish, Class (Striker)

Your combat skirmishing skill confounds and confuses foes to your advantage.

Prerequisites: Dex 16, Skirmish class feature, 6th level Striker

Benefit: Gain an additional +1d6 to your skirmish damage.

Normal: You gain skirmish fighting dice based on your striker level.

Iron Hide, Racial (Goblin)

Veins of metal begin to appear throughout the length of your body. Your skin begins to harden to the consistency of iron.

Prerequisite: Stone Goblin, Crystal Hide

Benefit: Gain an additional +2 to natural armor, this bonus stacks with the stone goblin's natural armor bonus and those gained from the Crystal Hide feat.

Special: The stone goblin must be at least 9th level to select this feat

Living Host, Racial (Goblin)

The body of the abyssal goblin is covered in swarms of loathsome worms and maggots, biting flies and other vermin.

Prerequisite: Abyssal Goblin, Greater Mutation, Screaming Flesh.

Benefit: Once per day the abyssal goblin gains the ability to cast a host of vermin onto a foe. The swarm has the same statistics as a wasp swarm and assaults a target creature for a number of rounds equal to the abyssal goblins constitution modifier + 1 (or a minute which ever is greater) or until the swarm is killed. A swarm gains a bonus of +3 hp per hit dice of the abyssal goblin. activation of this ability is a standard action.

Mob Strike (Combat)

You are skilled at striking foes distracted by others. **Prerequisite**: Base attack +1. **Benefit**: You gain a +2 to hit enemies who are threatened by 2 or more of your allies.

Mob Fighting, Teamwork (Combat)

Your fighting technique improves in brawls, and team members know how to take advantages of such chaos. **Prerequisite**: Base attack bonus +10, Mob Strike, Swarming Tackle

Benefit: As a full round action you may make a single attack against a creature you threaten. If that attack hits each ally who has this feat, and threatens the creature, is entitled an attack of opportunity against the target of this attack.

Night Hunter, General

You have spent vast amounts of time in darkness, either above or below the below the surface and your vision in the dark has improved.

Prerequisite: Darkvison.

Benefit: Your darkvision range is doubled up to 120 ft. Special: This feat can not be combined with the Day Hunter feat

Poisonous Spines, Racial (Goblin)

Long spines glistening with poison cover your body. **Prerequisite**: Abyssal Goblin, Greater Mutation, Wicked spines.

Benefit: The abyssal goblin gains a slam attack with his spines as a natural attack. These spines deal 1d4 points of damage and delivers a powerful abyssal poison called *Black Ichor (see chapter 5)*. The saving throw for this poison is a Fort save (DC 10 + 1/2 the goblin's HD + the goblins' Con modifier.)

Scavenger (Combat)

You are accustomed to picking over the remains of your foes and appropriating their gear for your own use.

Prerequisites: Base attack bonus +1 or higher Benefit: You suffer only half the normal nonproficiency penalty for using weapons and armor for which you do not have the appropriate proficiency feat. Your penalty when attacking with such weapons drops to -2. You suffer only half the armor check penalty to movement skills (such as Ride) when wearing such armor.

Normal: You take a -4 penalty on attack rolls made with an improvised weapon and a character who is wearing armor with which he is not proficient applies its armor check penalty to attack rolls and to all skill checks that involve moving.



Shielding Mount (Combat)

You have trained your mount to take some of the impact from blows that target you.

Prerequisites: Ride 5 ranks, Animal Companion class feature

Benefit: When ever you are the target of a successful attack(non Magical) you may make a ride check (DC 15+1 per point of damage taken). If this check is successful your mount receives ½ the damage inflicted. **Normal:** You receive all damage from an attack which targets you.

Supreme Fire Mastery, Class (Pyromancer)

Your ability to craft flame, and your joy to watch things burn into cinders and ash, is a dangerous and disturbing thing to watch.

Prerequisites: Cha 16, Fire Mastery class feature, Greater fire Mastery.

Benefit: Add twice you charisma modifier to all damage dealt with fire based spells.

Normal: Add your charisma modifier to all damage dealt with fire based spell.

Swarming Tackle, Teamwork (Combat)

You fight in coordinated strikes with companions to bring the largest of foes to their knees.

Prerequisite: Base attack bonus +3, Mob strike.

Benefit: You receive a +2 to your CMB for each ally with this feat who also threatens the target of your combat maneuver. The ally must be able to take opportunity actions(cannot be stunned, staggered, or paralyzed) at the time of your action to receive this bonus.

Undead Sensitivity, Racial (Goblin)

Special intimacy with the undead gives you a special sight to detect their presence.

Prerequisites: Grim Goblin

Benefit: At will, you can detect undead (as the spell).

Wolf Training, Class(Wolfsworn)

You have honed your mounts abilities in combat with practice and training.

Prerequisites: Wolfsworn Training class feature. Benefit: Gain an additional Wolfsworn training. You must

meet all prerequisites for the new training before selecting this feat. You must be third level before selecting this feat. **Normal:** You gain a number of Wolfsworn trainings based on your wolfsworn class level.

NEW PYROMANCER SPELLS

Blazing Ray

School evocation [fire]; Level Pyromancer, Sorcerer/Wizard 8 Casting Time 1 standard action Components V, S, F (an fine cut amber gem worth 100gp) Range medium (100 ft. + 10 ft./level) Effect ray

Duration instantaneous

Saving Throw none; Spell Resistance yes

A white hot ray of burning flame and springs from your hand. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d6 points of cold damage per caster level (maximum 25d6) and 1d4 points of charisma drain.

Chained Inferno

School evocation [fire];

Level Pyromancer, Sorcerer/Wizard 6

Casting Time 1 standard action

Components V, S, F (a flask of alchemist fire; a piece of amber, both of which are consumed during casting)

Range medium(150 ft. + 25 ft./level)

Targets one primary target, plus one secondary target/ level (each

of which must be within 20 ft. of the primary target) **Duration** instantaneous

Saving Throw Reflex half; Spell Resistance yes

This spell creates an fiery discharge that begins as a explosion

Erupting at the feet of the initial target and then again and again to different targets within the spells range. *Chained Inferno* strikes one object or creature initially, then the explosion moves to other targets. The explosion deals 1d6 points of fire damage per caster level (maximum 20d6) to the primary target. After it explodes, chained inferno then moves to a number of secondary targets equal to your caster level(maximum 20). The secondary explosions each strike one target and deal as much damage as the primary explosions. Each target can attempt a Reflex saving throw for half damage.

The Reflex DC to halve the damage of the secondary explosion is 2 lower than the DC to halve the damage of the primary bolt. You choose secondary targets as you like, but they must all be within 20 feet of the primary target, and no target can be struck more than once. You can choose to affect fewer secondary targets than the maximum.

Fiery Doom

School evocation [fire, mind-affecting]; Level pyromancer 1 Casting Time 1 standard action Components V, S, M Range medium (100 ft. + 10 ft./level) Target one living creature Duration 1 min./level

Saving Throw Will negates; Spell Resistance yes

This spell sets a single subject ablaze with false fire and fills the target with a feeling of being burned alive. This effect causes it to become shaken. The material component for the spell is a small bit of lamp oil.

Fire Orb

School conjuration (creation) [fire]; Level Pyromancer, Sorcerer/Wizard 0 Casting Time 1 standard action Components V, S

Range close (25 ft. + 5 ft./2 levels) **Effect** one missile of fire

Duration instantaneous

Saving Throw none; Spell Resistance no

You fire a small orb of fire at the target. You must succeed on a ranged touch attack to hit your target. The orb deals 1d3 points of fire damage.

Flame Stride

School conjuration (teleportation); [fire] Level Pyromancer, Sorcerer/Wizard 4 Casting Time 1 standard action Components V Range medium (100 ft. + 10 ft./level)

Target you and touched objects

Duration instantaneous

Saving Throw none and Will negates (object); Spell Resistance no and yes (object)

With an explosion of flame you instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired—whether by simply visualizing the area or by stating direction. When the spell is cast a circle of flame with a 10ft radius centered on you bursts forth dealing 1d6 +1d6 per every three caster levels(Reflex save for 1/2 damage) to any creature within range. This effect also happens again at the arrival point of the intended destination. After using this spell, you can't take any other actions until your next turn. You can bring along objects as long as their weight doesn't exceed your maximum load. If you arrive in a place that is already occupied by a solid body, you take 1d6 points of damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location. If there is no free space within 100 feet, you take an additional 2d6 points of damage and are shunted to a free space within 1,000 feet. If there is no free space within 1,000 feet, you take an additional 4d6 points of damage and the spell simply fails.

Flaming Bolt

School evocation [electricity]; [fire] Level Sorcerer/Wizard 3 Casting Time 1 standard action Components V, S, M (Sulfur and flint) Range 60 ft. Area 40-ft long line x 10ft wide Duration instantaneous

Saving Throw Reflex half; Spell Resistance yes

You release a powerful gout of flame that deals 1d4 +1 points of fire damage per caster level (maximum 10d4+10) to each creature within its area. The flaming bolt begins at your fingertips. The *Flaming bolt* sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze.

Flaming Coal

School transmutation; [fire] Level Pyromancer 1 Casting Time 1 standard action Components V, S, M Range touch

Targets up to three pieces of coal touched Duration 30 minutes or until discharged Saving Throw Will negates (harmless, object); Spell

Resistanceyes (harmless, object)

You transmute as many as three pieces of coal, which can be no larger than sling bullets, so that they burst into flame when they strike when thrown or slung. If hurled, they have a range increment of 20 feet. If slung, treat them as sling bullets (range increment 50 feet). The spell gives them a +1 enhancement bonus on attack and damage rolls. The user of the coal makes a normal ranged attack. Each coal piece that hits deals 1d6+1 points of fire damage(including the spell's enhancement bonus). The material component for the spell are the three pieces of coal need for the spell.

Flaming Fog

School conjuration (creation); [fire] Level Pyromancer, Sorcerer/Wizard 6 Casting Time 1 standard action Components V, S, M (powdered hematite and a flint) Range medium (100 ft. + 10 ft./level) Effect fog spreads in 20-ft. radius, 20 ft. high Duration 1 round/level

Saving Throw none; Spell Resistance no

Flaming fog creates a billowing mass of super heated vapors like the *solid* fog spell. In addition to slowing down creatures and obscuring sight, this spell's vapors reach extremely superheated temperatures as flames burst forth from the fog .Each round on your turn, starting when you cast the spell, the fog deals 3d6 points of fire damage to each creature and object within it.

Flaming Tentacles

School conjuration (creation); [fire] Level Pyromancer, Sorcerer/Wizard 4 Casting Time 1 standard action Components V, S, M (oil wick soaked in alchemist fire) Range short (25 ft. + 5 ft./level) Area 10-ft.-radius spread Duration 1 round/level (D)

Saving Throw: none; Spell Resistance: no

This spell causes a field of flaming tentacles to appear, burrowing up from the floor and reaching for any creature in the area. Every creature within the area of the spell is the target of a combat maneuver check made to grapple each round at the beginning of your turn, including the round that *Flaming tentacles* is cast. Creatures that enter the area of effect are also automatically attacked. The tentacles do not provoke attacks of opportunity. When determining the tentacles' CMB, the tentacles use your caster level as their base attack bonus and receive a +4 bonus due to their Strength and a +1 size

bonus. Roll only once for the entire spell effect each round and apply the result to all creatures in the area of effect. Any creature caught in the grasp of the Flaming tentacles suffer 1d6 points of fire damage per round.

Madding Flames

School enchantment (compulsion) [mind-affecting]; [fire] Level Pyromancer, Sorcerer/Wizard 2 Casting Time 1 standard action Components V, S, M (Amber gem worth 25 gp) Range close (25 ft. + 5 ft./2 levels) Target one creature; see text Duration 1 round/level

Saving Throw Will negates; Spell Resistance yes

As this spell is cast a small thin sheen of fire erupts around the subjects head dealing 1d6 points of fire damage and begins to burn away flesh and sanity. Each round the subject takes 1d6 points of fire damage and must make an new will save to end the spells effects. This spell afflicts the subject with uncontrollable screaming. It collapses into a horrified heap of terrified screaming as the subject believes that his face and body are being melted away by the pyromancer's flame. Falling prone, the subject can take no actions while screaming, but is not considered helpless. After the spell ends, it can act normally. On the creature's next turn, it may attempt a new saving throw to end the effect. This is

a full round action that does not provoke attacks of opportunity. If this save is successful, the effect ends. If not, the creature continues screaming and burning.

Obscuring Smoke

School conjuration (creation); Level Pyromancer, Sorcerer/Wizard 1 Casting Time 1 standard action Components V, S

Range 20 ft.

Effect cloud spreads in 20-ft. radius from you, 20 ft. high Duration 1 min./level (D)

Saving Throw none/Fort negates **Spell Resistance** no A smog like vapor arises around you. It is stationary. The smoke obscures all sight, including darkvision, beyond 5 feet. A

creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures who begin their turns in the must succeeded a fortitude save or become sickened for 1 round. Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). A moderate wind (15+ mph), such as from a *gust of wind* spell, disperses the fog in 4 rounds. A strong wind (25+ mph) disperses the smoky cloud.

Sapping Flames

School evocation; [fire] Level Pyromancer, Sorcerer/Wizard 3 Casting Time 1 standard action Components V, S Range touch Target living creature touched Duration instantaneous Saving Throw none; Spell Resistance yes You must succeed on a melee touch attack. Flames begin to arise from the targets skin as they are covered with a sheen of blue fire. This fire deals 1d4 points of damage per two caster levels (maximum 10d4) and temporally blinds the target of the attack for 1 round. At the end of the targets next round the flames leap from the target back and onto the caster's body where they are absorbed. You gain hit points equal to the damage you deal. You can't gain more than the subject's current hit points + the subject's Constitution score (which is enough to kill the subject).

Weapons of Flame

School conjuration (creation); [fire] Level Pyromancer, Sorcerer/Wizard 5 Casting Time 1 minute Components V, S, M (a small piece of flint or charcoal per item you plan to create with *Weapons of flame*) Range 0 ft.

Effect create one weapon/ 3 caster levels Duration 1 hour/level (D)

Saving Throw none; Spell Resistance no

You create one melee weapon per three caster levels from magical flame which can be used by yourself or others. This can be any weapon the caster wills, two-handed and reach weapons created in this way count as two weapons. These items can be given to, stolen and used by other creatures. These fiery weapons are considered magical, deal no damage to the item's wielder, and do damage listed as per the weapon created + 1d6 fire damage.

Smoldering Spittle

School evocation [fire]; Level Pyromancer, Sorcerer/Wizard 4 Casting Time 1 standard action Components V, S, M (the caster must place a small amount of sulfur to the tongue) Range short(25 ft. + 10 ft./level) Area 10-ft.-radius spreads, see text

Duration instantaneous

Saving Throw Reflex half, see text; **Spell Resistance** yes *Smoldering spittle* is a spectacular spell that is similar to *fireball* in many aspects. Once cast the mage gains the ability to spit one explosive sphere of fire per each three caster levels. These small spheres spring from your mouth and streak in straight lines to the target. The spheres leave a fiery trail of sparks when shot. If you aim a sphere at a specific creature, you may make a ranged touch attack to strike the target with the spittle. Once a sphere reaches its destination, it explodes in a 10-foot radius spread, dealing 3d6 points of fire damage on a direct hit and one half damage each creature in the area. If a targeted sphere misses its target, it simply explodes at the nearest corner of the target's space.

You may aim more than one spittle attack at the same target. If a creature is within the area of more than one sphere, it must save separately against each.

FINDERS - KEEPERS

Goblin Equipment and Items

Sidhar felt the surging stings run up along his spine like a spreading fire. He turned and took a step, almost falling to his knees as the strength was suddenly sapped from both of his legs. The Maze was already a nightmare to navigate with out these creatures harrowing each of his steps, but now it seemed he couldn't travel a hundred feet without suffering an attack. A single goblin became visible no more than twenty paces away, partially concealed behind a smashed statue which littered the floor. Its ungainly head lulled to one side as it begin to taught the wounded priest. The sounds of its laughter echoed through out the labyrinth as it disappeared back into the shadows. Sidhar pulled the barbed dart from his back and moved into a position against the nearest wall, as he searched the corridor for any sign of the small beast he could see nothing except the trail of his own blood leading back the way he had already came. . . into the darkness.

The following pages present many new and exciting weapons, Armor, and items ready for purchase and use by any character(goblin or not). Some of the items, such as the steel pot and garbage armor are more in line with the goblin themes present in previous chapters and, while still options for characters, may not be the wisest of selections. As with all new options presented within this book, check with your game master to make sure that they will approve and allow these new items into their game.

NEW WEAPONS



Avalanche gauntlets

These large Stone Gauntlets are made from a single hollowed out bolder and shaped to fit around the wearer's hands and length of the forearm. The "fist" of these oversized gauntlets typically take the form of one massive spike or cruel bladed edge that also allows the weapon user to change weapon damage types as needed in combat. The name comes from the sound of their heavy impact upon bones causing a mutilation of fractures reminiscent of a shattered and crumbling Cliffside



Baby Pokers

These long, thin needles are hollow on the inside. When used as a weapon they create small wounds which due to the hollow shaft, prevent the wound from closing causing one point of bleed damage per round until removed. The bleed damage from these weapons stack. A creature may take a move action to remove a baby pokers per sacrificed action. The listed price is for a clutch of twenty needles. These fragile weapons are destroyed once removed from an afflicted creature.

Barbed Axe

These weapons take the form an oversized axe, whose blade is adorned with jagged hooks of metal. Whenever the character hits with an axe attack, the wounded creature takes one point of bleed damage at the beginning of their next turn. This bleed damage does not stack with any other source of bleed damage. The bleeding can be stopped with the application of healing magic or by succeeding on a Heal check DC15.

Goblin Darts

These thin slivers of bone are commonly used by jungle goblins in conjunction with a blow gun. If coated in poison the porous nature of the bone absorbs the poison and increases the DC of the poison by +2. The listed price is for a clutch of twenty needles. These fragile weapons are destroyed after they are fired from a blow gun regardless if they hit or miss.

Iron Staff

These metal staves are used by physically stronger mages for greater damage. The staff has an addition benefit that any fire based spell with a ranged touch may be cast while holding the staff to cause it to glow red hot. The staff, once a spell is expended in this way, is treated as a flaming weapon dealing an extra 1d6 fire damage per successful strike. This effect lasts a number of rounds equal to the spells level, after which it returns to being a simple iron staff.

Kraken Lance

This lance is crafted from hewn coral from the deepest oceans and fashioned in the form of interwoven tentacles. While used from the back of an aquatic mount and underwater, the user gains an additional +2 to all attack and damage rolls during any charge attack.

Pole Fork

This simple fifteen foot wooden pole is capped with a three pronged metal fork. In addition to its combat abilities, and being an extremely long fork, this weapon can be used to retrieve small items which can be hooked onto the forks prongs.

Ram Hammer

These massive hammers bear a single wedged spike and are positioned at the end of large poles allowing the combatant to use it in a variety of ways. While too heavy to be used for bracing for a charge, these hammers allow the user to extend or shorten the reach of the weapon as a move action. While the weapon is drawn close the user suffers a -2 to all attacks and can make only use of wedged spiked tip (treating it like a great spear inflicting only piercing damage.) While at full reach, the weapon can be used to make trip attempts and both types of damage can be applied.

Simsheen

These strange weapons take the form of thin steel staves with a wide crescent blade located along one end. These weapons are primarily found within desert locals. The wielder of this weapon may chose to, as a full round action which suffers a -4 to the attack roll, to make a sweeping attack. This attack targets all creatures the wielder threatens. A single attack roll is made and the resulting number applied to all the targets of this attack. Damage is resolved as usual to each individual creature struck.

Skull Bolas

These bolas is fashioned with a pair of cracked skulls connected by a thin length of rope. You can use this weapon to make a ranged trip attack against an opponent. You can't be tripped during your own trip attempt when using a bolas. Unlike standard bolas , which deal non-lethal damage, skull bolas inflict normal damage.

Spine Darts

These thin lengths of black steel are covered in folded down spines and topped with a razor sharp needle. These darts are treated exactly as standard darts. Only when used to make sneak attacks against creatures can their true nature be appreciated. If such an attack hits, the victim's speed is reduced by 5ft per successful spine dart attack. This reduction in speed is only applied for each successful attack which also deals sneak attack damage. A creature may take a move action to remove a spine dart per sacrificed action. The listed price is for a clutch of five needles.

Steel Pot

This is exactly what it sounds like, a steel pot. Many goblins reach for this make shift weapon not only to smash in the skull of sleeping canines while lurking about the inside of urban homes, but also to cook tasty meals from the remains of their victims. While using this "weapon" to cook with it provides a +1 to all craft cooking skill checks.

Talons

These metal claws are wielded in much the same way brass knuckles are. While worn the user not only can make slashing attacks, but also gains a + 2 item bonus to all climb checks while climbing any material's surface in which the claws can be wedged or driven into as to aid in the character's accent.



Garbage Armor

This armor is a sloppy mess that has only gained popularity amongst the cities poorest adventures, and trash goblins who live in areas where the materials to manufacture the crude, smelly suites are abundant. The wear of this armor suffer a -4 to all diplomacy checks when dealing with a creature who has any sense of smell. The wear of such armor becomes prone to random

attacks by birds and other avian creatures. Check for such random encounters (1 in 6 chance each hour) using a bat swarm's statistics if needed.



NEW ARMOR

Bone Armor

This armor is made from the bones of various large animals. The chest piece is fashioned from multiple rib bones and held together by tightly wound cloth and knotted cord. The shoulder, bracers and gantlets riveted and sewn bone fragments affixed to stout leather.



Patchwork Plate

The damaged plates of many suites of armor have b e e n h a p h a z a r d l y assembled together again. Many ill fitting and hasty patchwork repairs are evident to this armor. A patchwork plate armor has one half the listed amount of hit points as a standard suite. The ill fitting suite also provides a lower

speed value to the wear of such a fine piece of goblin craftsmanship.

NEW WE	EAPONS							
Name	Cost	Dmg(S)	Dmg(M)	Critical	Range	Weight	Туре	Special
Avalanche Gauntlet	12gp	1d6	1d8	19-20/x2	-	8lb	B and P	-
Baby Pokers	1sp	1	1	x2	-	-	Р	Bleed
Barbed Axe	20gp	1d8	1d10	19-20/x2	-	15lb	S and P	Bleed
Goblin Darts	5gp	1	1d3	x3	15ft	-	Р	-
Iron Staff	Зgp	1d6	1d8	x2	-	6lb	В	-
Kraken Lance	12gp	1d6	1d8	xЗ	-	10lb	Р	Reach
Pole Fork	2gp	1d3	1d4	19-20/x2	-	4lb	Р	Reach
Ram Hammer 1	16gp	1d8	1d10	xЗ	-	10lb	B or P	Reach, Trip
Simsheen	15gp	1d4	1d6	18-20/x2	-	4lb	S	-
Skull Bolas	2gp	1d3	1d4	x2	15ft	3lb	В	Trip
Spine Darts	5gp	1	1d3	x4	10ft	-	Р	Movement Reduction
Steel Pot	2sp	1d2	1d3	x2	-	2lb	В	-
Talons	8gp	1d4	1d6	x2	-	3lbs	S or P	+2 climb checks

NEW A	RMOR	ł						
Armor	Cost	Armor/Shield Bonus	Max Dex Bonus	Armor Check Penalty	Arcane Spell Failure	30 ft	20 ft	Weight
Bone	15gp	+4	+3	-3	20%	20	15	20lb
Garbage Armor	1sp	+1	+4	-2	25%	30	20	6lb
Patchwork Plate	150gp	+5	+1	-8	40%	15	10	30lb
Spiked Leather	15gp	+3	+5	-1	15%	30	20	22lb
Wander Robes	5gp	+1	+8	-	0	30	20	3lb

Spiked Leather

This armor is made from a corse leather hide dyed a shade of midnight black. A steel plate has been affixed to the headpiece of this armor. The stitched hide bristles with long sharp steel spikes and ready to maim any who would be foolish enough to attempt to bring the creature down with a short hafted weapon or bare hands. Any time a



creature who wears this armor is struck in combat with a natural weapon the armor has a chance to pierce the flesh of the attacker. Any who attack in such a manner must make a DC 12 reflex saving throw or suffer 1d4 damage.

Wander Robes

These thick robes offers only slight protection against weapon attack and are often worn by tradesmen and mages.

GOBLIN GOODS

Arsonist's Kit

This kit contains alchemical substances and other additives and tool you need to make a fire or natural flame based attack(such as the use of burning oil or a torch as a weapon) more potent. With these tools, you may choose which benefit is gained from each use of the kit. Each Arsonist's kit has ten uses. Improved flame: When this substance is added to an existing flask of oil, it acts as a fuel stabilizer. The length

in which the oil burns is doubled. In a lantern it burns for twice as long, if thrown it provides and additional round of damage to the target hit. *Quick Light:* A use of the kit may be used to light a flame as a quick action rather than a move action.

Flame Fluid: This substance may be added to any flame based attack (natural or magical). If added to a magical attack it becomes a material component and must be in hand at the time of casting.

When applied this substance increases the DC of the fire based attacks by +1. If applied to a torch it provides a +1 to the fire damage for 5 rounds.

Fire Flasks: These flasks bear a strange red fluid that acts as alchemist's fire when thrown. Components used in this way counts as two of the kits uses.

Bee Hives

Goblins love to torment creatures with pain and suffering just for the sheer sport of it. Its is quite disturbing yet funny to watch a goblin run headlong into combat only to throw a few beehives into the melee. When the hive is thrown, it breaks and releases a small swarm of furious bees that attack everything nearby. Any one within ten feet of the hives impact must make a DC 15 Fortitude save or suffer a -2 penalty to all attacks and skill checks for the next 1d6 rounds due to the bees. All afflicted spell casters must seceded a concentration check DC 12 to be able to cast spell.



The bees hive is typical wrapped in paper to prevent the bees from escaping. Once purchased the hive must be thrown within 1d6 days or the item ceases to function as all the bees within the hive die .

Double Harness

This curious backpack is an adaptation of the papoose used by mothers to carry their children. A double harness is worn by a strong humanoid sized creature and allows him to carry an smaller creature on his back. The two face in opposite directions and both can fight with a reasonable degree of freedom. The smaller creature prevents the human from being flanked.

A double harness is worn by a Medium-size humanoid and carries a small humanoid. Both lose their Dexterity bonus and all Reflex saving throws are taken for both by the carrier. Both suffer a -2 circumstance penalty to attack rolls and other skill checks that are restricted by space. The two move as

GOBLIN GOOD	S	
Item	Cost	Weight
Arsonist kit	50gp	5lbs
Bee Hive	5gp	4lbs
Double Harness	20gp	15lbs
Goblin Cheese	15gp	1lbs
Goblin Fire	20gp	3lbs
Goblin Pipe	5gp	1lbs
Goblin Pots		
Centipede Pot	40gp	5lbs
Cockroach Pot	20gp	5lbs
Spider pot	10gp	5lbs
Wasp Pot	30gp	5lbs
Goblin Marbles	2gp	1lbs
Iron Shoes	50gp	8lbs
Kill Horn	10gp	3lbs
Goblin Weed		
Blue Lotus	100gp	-
Dreamy Smoke	20gp	-
Dwarf Skullcap	25gp	-
Giggle Smoke	30gp	-
Hashish	15gp	-
Mugwort	10gp	-
Stone Moss	50gp	<u>ن</u> - ا
White Wisdom	20gp	- 1
Wormwood	25gp	-

one creature, because the small creature is being carried by the larger. Both can attack, but cannot attack the same target unless the carrier has the *Spring Attack* feat. It takes two rounds to get out of a double harness.



There is no accounting for taste. This being said some of those with a weak stomachs may find this smelly variety of cheese hard to swallow, for the key ingredient is goblin breast milk. Many nobles swoon over the ability to partake in this rare delicacy and will pay handsomely to obtain it

for their next grand ballroom event or social gathering.

Goblin Fire

Goblins have perfected the creation of liquid fire in this concoction of alchemical substances. This liquid is extremely volatile and detonates as into a fiery explosion upon impact. You can throw a flask of goblin fire as a splash weapon. Treat this attack as a ranged touch attack with a range increment of 10 feet. A direct hit deals 2d6 points of fire damage. Every creature within 10 feet of the point where the flask hits takes 1d4+1 points of fire damage from the splash and are allowed a

Reflex saving throw DC 12 for one half damage. On the round following a direct hit, the target takes an additional 2d4 points of damage. If desired, the target can use a full-round action to attempt to extinguish the flames before taking this additional damage. Extinguishing the flames requires a DC 17 Reflex save. Rolling on the ground provides the target a +2 bonus on the save. Leaping into a lake or magically extinguishing the flames automatically smothers the fire.

Goblin Pipe

Often carved from bone and in fashioned into odd shapes, goblin smoking pipes have a deep bowl at one end that holds a pinch or three of fine pipeweed.

Goblin Pots

Goblin pots are small clay pots capped with a dirty rag tied around the opening and filled with small swarms of angry bees, hornets, cockroaches or other dangerous insect types. When you throw a goblin pot at a creature (as a ranged touch attack with a range increment of



10 feet), the fragile pot shatters on impact, and releases a small insect swarm to plague the creature that it struck. If the attack results in a miss, determine where the pot impacts using the standard rules for thrown splash weapons, and the insect swarm moves to attack the nearest creature to the place of impact. The swarm persists for 1d3+1 rounds after the goblin pot is opened. The type of goblin pot determines the cost and swarm type. Statistical information for these swarms can be found in chapter 7.

Spider Pots: These pots are covered in wispy spider webs and capped with a dark silk cloth tied with iron twine.

Cockroach Pots: These filthy clay pots reek of decay and have chunks of rotted greenish meat clinging to their sides. Beneath a blood stained cloth tied around this pots opening something moves.

Wasp Pots: These brittle pots are made from dried mud clumps wrapped in a thin layer of cloth. From within you can hear the sound of hundreds of angry hornets.

Centipede Pots: These clay pots are tired with woven moss and vines. From Beneath the brown leather, covering a centipede writhes free.

Goblin Marbles

Small glass orbs which create unsure footing in any area which they are spread. You scatter marbles on the ground in the hope that your enemies trip on them or are at least forced to slow down to avoid them. One 2pound bag of caltrops covers an area 5 feet square. Each time a creature moves into an area



covered by marbles (or spends a round fighting while standing in such an area), or it runs the risk of tripping on them. A creature in such an area must make a reflex DC 12 saving throw. If they fail the reflex save they are knocked pone in the square they were forced to make the saving throw. A saving throw is made each time that a creature takes a movement action in a square that is covered in marbles. A charging or running creature suffers a -4 to their saving throws while moving through these areas. Any creature moving at a quarter speed or slower can

pick its way through a marble field with no trouble.

Iron Shoes

These shoes are made entirely of Iron and steel and offers the wearer a weighted solution to staying firmly rooted to the



Kill Horns

An instrument of the goblins, kill horns are carved from bones of bulls or other large creatures which have horns or teeth large enough to fashion into the size needed. Some of these horns are made of varnished wood. Kill horns are not especially musical instruments, inflicting a -2 penalty to all the users perform checks while using them. The horns discordant, rather flatulent notes blare out over great distances, and are often used for signaling between valleys. When this horn is sounded all creatures within a mile of the user may make a perception check DC 5 to hear the call. Goblins scouts often carry these devices to alert all of impending attacks or to single the start of a raid of a village or town.



A common vice of goblins, goblin weed is a herb that grows wild in strange and exotic places within the world. When shredded and smoked, it produces a thick, aromatic smoke that produces a variety of effects. These effects differ from each type of weed smoked and can range from promoting as sense of well-being and relaxation,. enhancing concentration, to causing extreme fits of rage and anger in the user. Running out of goblinweed can be a disaster, as the herb is addictive. Long-term use of goblinweed can adversely affect one's health and can have many issues related with its use(a yellowing stain on teeth and fingertips, a reeking smell which clings to the user.)

Dreamy smoke: This weed can be found growing along the cliffs of low Mountains. It takes the form of a stalk which bears bright purple seed pods. The pods are crushed or ground and smoked to produce a relaxing sense of well being. Under the effects of dreamy smoke, the user need only rest for three hours. Resting while under the influence of dreamy smoke in this fashion counts as a full days rest. Individuals using this herb cannot be roused by the sounds of combat or other loud noises. Waking a character from the slumber induced by dreamy smoke requires a full round action.

Dreamy Smoke

Type inhaled; Addiction minor, Fortitude DC 18 Price 20 gp Effect only needs three hours of rest a day Effects 1 hour; -2 penalty to initiative. If addicted, the user also gains a -2 penalty to initiative for as long as he is addicted **Damage** 1d2 Con damage

Hashish: Jungle goblins cultivate this herb and grow fields of it in secret locations throughout dense jungles. It is a dry plant with small leaves that are shredded and smoked from long pipes called shigras. When smoked its effects become apparent as the motor skills of the user become impaired. The user also gains an alchemical bonus to any knowledge checks made while under its effects.

Hashish

Type inhaled; Addiction moderate, Fortitude DC 16 Price 15 gp Effects 1 hour; +4 alchemical bonus to all Knowledge Effect 1 hour; staggered Damage 1d2 Con and 1d2 Wis damage

Giggle Smoke: This common herd grows wild in the desert sands. Small and shrub like it's thorny thistles protect it from being eaten by many wildlife. When ground into paste the plants root can be smoked to produce a strange effect. Its user to suffer from bouts of uncontrollable laughter as everything becomes oddly humorous. The root can also be brewed into rich ale that has found fame inside desert kingdoms. It is prized for its healing effects, and if imbibed can help cure long lasting wounds.

Giggle Smoke

Type inhaled; Addiction moderate, Fortitude DC 16 Price 30 gp

Effect (inhaled) make a Fortitude DC 14 save or fall under the effects of *Hideous Laughter* for 1d6 rounds as per the spell

Effect (ingested) regain twice as many hit points when taking a full nights rest

Damage 1d2 Wis damage

Dwarf Skullcap: Found within old dwarven strongholds, this mushroom grows in places where water runoff mixes with rich deposits of metal ore. Its appearance can range between a dull gray to a deep black cap, taking on the coloration of the metals which saturates its water supply. When eaten or smoked this herb provides the use with a boost to their immune systems, helping them to resist poisons.

Dwarf Skullcap

Type inhaled, ingested; Addiction moderate, Fortitude DC 15

Price 25 gp

Effects 1 hour; +1d6 temporary hit points, +2 alchemical bonus on Fortitude saves

Damage 1d4 Str and 1d4 Wis damage

White Wisdom: This flowering plant can be found growing on the steeps of high hills. Its small petal flowers weep a milky sap which can be dried and crushed into a powder. This power is then added to common tobacco and smoked from pipes or hookahs creating a fragrant smelling smoke. Many wise men swear by the herb and many monasteries keep a hefty supply of the plant on hand to aid with meditation.

White Wisdom

Type inhaled; Addiction moderate, Fortitude DC 16 Price 20 gp Effect 1 hour; +2 alchemical bonus to Wis Damage 1d2 Con damage

Mugwort: This potent smelling plant grows in temperate regions which receives large amounts of rainfall throughout the year. Once dried this herb can be eaten to produce feelings of courage and bravery in its user. Its can also be burnt within censer to produce a thick bluish smoke that offers protection from the undead.

Mugwort

Type inhaled or ingested; Addiction minor, Fortitude DC 12

Price 10 gp

Effects (ingested)1 hour; +2 alchemical bonus on saves against fear, mind-affecting effects

Damage 1 Con damage

Special If burnt as incense the bear of the censor gains the benefits of a protection from evil spell for 1 minute.

Wormwood: This thick root commonly grows in places of the dead. Its twisting vines produce small red flowers that have a sickly sweet odor. Found in cemeteries, old battlefields, and crypts, this plant can be harvested and used in a number of ways. The roots can be harvested to make a powerful liquor called Absinth, or chewed upon to relieve the user of fatigue. If dried, its roots can be smoked to produce a heightened sense of awareness. It can also be included as an additive to the casting of illusionary spells.

Wormwood

Type ingested or inhaled; Addiction moderate, Fortitude DC 16

Price 25 gp

Effects (ingested) Removes fatigue

Effects (inhaled) 1 hour; Gain a +2 to perception Damage 1d2 Con damage

Special wormwood can be included in the casting of illusion spells with material components to add +1 to DC of the spells saving throw.

Stone Moss: Growing on the undersides of stones, this tangled mass of black moss is found deep in swampy regions. Wild boar and other swamp dwelling creatures eat the chewy moss. Once consumed the user feels feverish as they start to sweat uncontrollably. Within a few minutes, an upwelling of anger and rage begins to take hold. Their effect is thankful brief and leaves the individual fatigued after its use. It is of common practice among warriors make use of this herb before battle.

Stone Moss

Type ingested; Addiction moderate, Fortitude DC 20 Price 50 gp Effect 1d4 rounds; rage as per the spell Damage 1d2 Con damage

Blue Lotus: Found areas of shallow and murky waters, blue lotus flowers enjoy warm sunlight and are intolerant to cold weather. The beautiful and fragrant Lotus flower opens in the morning and petals fall in the late afternoon sun. If the flowers are picked when they are opened, they can be dried and shredded. The dried remains are smoked from pipes to produce a potent healing effect upon the user. These plants are extremely rare and hard to find.

Blue Lotus

Type inhaled; Addiction major, Fortitude DC 20 Price 100 gp Effects heals 2d8+5 damage as the spell cure moderate wounds

Damage 1d2 Str and 1d2 Wis damage

NEW POISONS

Flesh Bloat

Type poison, injury; Save Fortitude DC 12 Onset 1 round; Frequency 1/round for 4 rounds Effect 1 Con damage ; Cure 1 save

Flesh Bloat: A round after the injury is inflicted the wound begins to turn a dark purplish color as the flesh swells into a large fleshy blister. The poison is a flesh destroying enzyme that can quickly strip skin and leave nothing but bone.

Blood Burn

Type poison, injury; Save Fortitude DC 13 Onset 1 round; Frequency 1/round for 3 rounds Effect Confusion ; Cure 1 save

Blood Burn: Once injured the victim begins to breakout into feverish sweats and finds it extremely difficult to concentrate. The pulse increases as the creature experiences an episode of vertigo and nausea.

Frothing Speech

Type poison, injury; Save Fortitude DC 12 Onset 1 round; Frequency 1/round for 4 rounds Effect 1 Int damage ; Cure 1 save

Frothing Speech: The brain begins to swell due to the toxic nature of the poison which causes the creature to begin to excessively drool and froth from the mouth while uncontrollably speaking bits of gibberish.

Black Boil

Type poison, injury; Save Fortitude DC 13 Onset 1 round; Frequency 1/round for 4 rounds Effect 1 Cha damage ; Cure 1 save

Black Boil: This strange poison causes the victim to begin to grow horrible looking black pox marks across the site of injury.

Green Limb

Type poison, injury; Save Fortitude DC 14 Onset 1 round; Frequency 1/round for 3 rounds Effect 1 Dex damage ; Cure 1 save

Green Limb: This fact acting poison is based on destroying the central nervous system and causing slower than usual reactions and hindering movements.

NEW MAGICAL ITEMS.

ELF CHOPPER

Aura strong necromancy; CL 11th Slot none; Price 18,302 gp; Weight 1 lb. DESCRIPTION

This +1 elf bane black steel cleaver has a serrated edge which never goes dull (It is treated as a short sword for game statistics). When used against an elf, the cleaver begins to weep blood and glow with a purplish light. Once per day, once a critical threat against an elf is rolled, but before the confirmation roll is resolved, as a swift action the wielder can call on the heinous power of the weapon. The weapon gains the Vorpal quality. This weapon maintains this quality only until the critical confirmation is resolved and then becomes a standard elf chopper once again.

Construction

Requirements Craft Magic Arms and Armor, summon monster I, keen edge; **Cost** 9,302 gp

DWARF STICKER

Aura moderate necromancy; CL 13th Slot none; Price 32,500 gp; Weight 1 lb. DESCRIPTION

This +2 wounding Adamantine Long spear's blades end in wickedly barbed angels. It allows the wielder to use a *Ray of Exhaustion* effect (as the spell, save DC 14) upon a creature struck by the blade three times per day. The wielder can decide to use the power after he has struck. Doing so is a free action, but the *Ray of Exhaustion* effect must be invoked in the same round that the spear strike strikes.

Construction

Requirements Craft Magic Arms and Armor, Ray of Exhaustion; Cost 16,250 gp

Noxious Shield

Aura moderate conjuration; CL 6th Slot shield; Price 4,153 gp ; Weight 5 lbs. Description

This +1 light steel shield has the image of a leering goblin face molded into its form. Once per day the wielder may

call upon the shield to unleash its power. Once invoked a noxious cloud of greenish vapor begins to spill from the goblins mouth replicating the effect of a stinking cloud spell. The wielder of the shield is immune to effects of the spell so long as the shield remains in his hand. If possession of the shield is lost while the cloud still persists the former user must make a saving throw or suffer the stinking cloud's effects.

Construction

Requirements Craft Magic Arms and Armor, *Stinking Cloud*, **Cost** 2,653 gp

Goblin Kings Crown Aura strong evocation and Conjuration; CL 15th Slot head; Weight 1 lb.; Price 23,760 gp

Description

The goblin Kings Crown grants a +2 AC deflection bonus to the wearer. On command, three times per day, this crown of bones and steel can summon goblins to fight for the wielder. This takes the form of a powerful version of *Summon* Monster VI spell which only summons

goblins. When used the crowns owner gains the choice to summon 3d10 standard goblins to his side, or 1d4+1 goblin warbosses to his side (the stats for these creatures are presented in chapter 6.) Once per day the wielder may also grant any goblin creatures within 30 feet of the crown the benefits of a *aid* spell.

Construction

Requirements Craft Wondrous Item, Summon Monster VI,

Aid; Cost 11,880 gp

Flesh Banner

Aura strong transmutation; CL 6th Slot none; Price +1(8,000 gp); +2 (18,000 gp);+3 (26,000 gp);+4 (36,000 gp) +5(44,000 gp) Weight 8 lbs. Description

This large iron pole has the skins of flayed creatures tied to it and takes the form of a horrific banner which waves wildly in the wind. The bearer of the flesh banner may activate this item once per day. Its effect last for 1 minute or until the battle is over whichever is longer. Depending on the bonus of the banner, allies who can see the banner, and are within 30 feet while it is activated gains a bonus to all attack and damage rolls against any creature type whose flesh hangs from the standard.

Construction

Requirements Craft Wondrous Item, *Summon Monster I*; **Cost**+1(4,000 gp); +2 (8,000 gp);+3 (12,000 gp);+4 (16,000 gp) +5(20,000 gp) gp

Wicked Shackles

Aura conjuration (healing); CL 13th Slot hands; Price 38,000; Weight 3lbs Description

These disturbing shackles are a gift from dark deities that show favor to the goblin race. Masterly made from adamantine and shaped like a demons mouth, they bear a single hole large enough to drive a spike through the unfortunate prisoner's wrist. With a flat rounded head, the spike has space for a masterwork lock (included in the set) to be placed after it

is driven through the flesh and bone of a humanoid creature. The effect of affixing the shackles in place deals 1d3 points of constitution from the victim, which cannot be healed until the

> shackles are removed. Each day these shackles cast a powerful Regenerate spell targeted on the creature

bound. The effect of the shackles function but once each day, its automatic

activation occurs at a time chosen during its creation. These items are the prize of a goblin tribe as it allows the successful restraint of a prisoner, a steady source of food as the magic restores fingers, toes, and flesh devoured each day by the creatures. Many prisoners have been driven mad while in these restraints. Daily, they experience being eaten alive, only to find that their wounds have healed and they are again the target of another feast. Goblins have been known to feast upon the same individual for many years using these devices, elves being the more favored to suffer this horror upon. Using this device is an evil act.

Construction

Requirements Craft Wondrous Item, Regenerate; Cost 21,625 gp

FLOWERS FOR THE DEAD

It is a commonly believed superstition that the fragrant smell of freshly picked flowers, placed on a grave, will ward off the vile grim goblins from feasting on a buried loved one. This superstition is often told by florists within a city.

A GOBLIN'S BAG:

Here is a list of all the random items which can be found inside these filthy creature's bags and pouches. This list is by no means extensive or complete.

means extensive Roll	Item	Roll	Item	Roll	ltem
1	Dead bird	35	Bag of dice	69	Frying pan
2	A gnawed on boot	36	A Tobacco pipe	70	A half eaten cupcake
3	Twelve onions	37	Sack full of kittens	71	Three dog collars
4	Gnomes pointed hat	38	A bottle of dwarven ale	72	Piece of torn rug
5	Wadded up treasure map	39	Three foot length of rope	73	Two live chickens
6	Oversized egg	40	Wig of human hair	74	Wedding dress
7	Ship oar	41	Judge's gavel	75	Leather belt
8	A rat with green fur	42	Large rusted key	76	Royal signet ring
9	A bag of turnips	43	Snakes in a bag	77	120 gold pieces
10	Gnawed on book of poetry	44	Door knobs	78	Skull of a baby dragon
11	Excessive toenail clippings	45	A Giants spoon	79	Machine gears
12	Kabob of burnt lizards	46	Sword sheath	80	Rabbit's foot
13	Potted plant	47	Twenty wine corks	81	A human toe
14	Wedge of goblin cheese	48	A human baby -still alive!	82	Branding iron
15	A velvet glove	49	A golden flute	83	Tiny palladium bell
16	Apple pie	50	A copper bird cage	84	Dog feces
17	A block of wax	51	Pinecones painted orange	85	Tickets to an opera show
18	Spinning top	52	Broom stick	86	A live skunk
19	Necklace of elven ears	53	Set of false teeth	87	Pirates peg leg
20	Eye patch	54	A small silver mirror	88	Rotting meat
21	A rolling pin	55	A silver spoon	89	Floppy hat
22	A soup bowl	56	Forty feet of steel wire on a spindle	90	A scroll of sheet music
23	A prayer book.	57	A chirugeons bag of knives and tools	91	A piglet
24	A five page guide to mustaches and beards	58	A ratty kilt.	92	A roll of ten torches
25	A dozen hard sausages	59	A sack of nuts	93	A bottle of perfume
26	A bag of candied fruits	60	jug of pickled eggs	94	A large bar of hard soap
27	A pair of iron goblets	61	A set of four chisels	95	A pound of goat jerky
28	A small drum	62	Ten sticks of chalk	96	A monocle
29	A very nice squash	63	A painting of an aardvark	97	A flask of alchemist fire
30	A set of four horse shoes	64	A purple table cloth	98	Flint & steel
31	A potion of healing	65	A fake mustache	99	A human child mask
32	A thousand buttons	66	A block of black rubber	100	Adventure!!
33	A copper ring	67	A large woman's bloomer		
34	Boot laces	68	An ornate serving platter		
UGLIES & MEANIES

Creatures associated with Goblins

There were the stories the elders had told us of the old times. Stories when dark creatures prowled the nights and humans cowered in fear wondering if they would survive another day. The times have long passed when we would laugh at the idea of such things existing. I can still smell their fetid breath and rotten odor. It seemed as if the gods were laughing at us that night. The legends were true and woe to those who dismissed the warnings. It was that night, full of bloodshed and violence and of terrified screams that will haunt me forever. It was the night the goblins had returned.

Monster Feats

Listed below are standard monster feats that any of the new creatures presented inside this section can benefit from, so long as they meet the prerequisite for the feat.

Ability Focus

One of this creature's special attacks is particularly difficult to resist.

Prerequisite: Special attack.

Benefit: Choose one of the creature's special attacks. Add +2 to the DC for all saving throws against the special attack on which the creature focuses.

Special: A creature can gain this feat multiple times. Its effects do not stack. Each time the creature takes the feat, it applies to a different special attack.

Awesome Blow (Combat)

This creature can send opponents flying.

Prerequisites: Str 25, Power Attack, Improved Bull Rush, size Large or larger.

Benefit: As a standard action, the creature may perform an awesome blow combat maneuver. If the creature's maneuver succeeds against a corporeal opponent smaller than itself, its opponent is knocked flying 10 feet in direction of the attacking creature's choice and falls prone. The attacking creature can only push the opponent in a straight line, and the opponent can't move closer to the attacking creature than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent is knocked prone in the space adjacent to the obstacle.

Improved Natural Armor

This creature's hide is tougher than most. **Prerequisites**: Natural armor, Con 13.

Benefit: The creature's natural armor bonus increases by +1.

Special: A creature can gain this feat multiple times. Each time the creature takes the feat, its natural armor bonus increases by another point.

Improved Natural Attack

Attacks made by one of this creature's natural attacks leave vicious wounds.

Prerequisite: Natural weapon, base attack bonus +4.

Benefit: Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Nysrough Progenitor

This enormous, obese demon lies in a pool of its own filth. Taking the form of a massive, slime covered maggot with a vaguely misshapen goblin head, this creature's back is covered with failing tentacles.

NYSROUGH PROGENITOR CR 13

XP 25,600

CE huge outsider (chaotic, demon, evil, extraplanar) Init +0; Senses darkvision 60 ft., *detect good*, *true seeing*;, Perception +24

DEFENSE

AC 27, touch 12, flat-footed 27 (+4 deflection, +15 natural, – 2 size); *Swarming Flies* hp 251 (18d10+152) fast healing 10

11 231 (10010+132) last liealin

Fort +19, Ref +6, Will +16

DR 10/cold iron and good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 24

OFFENSE

Speed 30ft

Melee Bite +25 (3d6+15) plus snatch, two slams +25 (1d10+15), 4 tentacles +23 (1d8+10)

Space 20 ft.; Reach 10 ft. (20ft with tentacles)

Special Attacks swallow whole(5d6 acid, AC 17, hp 25) Venomous Bile(Reflex 26; see text)

Spell-Like Abilities (CL 18th)

Constant – true seeing, unholy aura (DC 23) At will – dominate monster (DC 23), greater dispel magic, greater teleport (self plus 50 lbs. of objects only), power word stun, telekinesis (DC 23) 1/day – blasphemy (DC 23), fire storm (DC 23)

STATISTICS

Str 31 , Dex 11, Con 27, Int 24, Wis 16,Cha 19 Base Atk +15; CMB +27; CMD 37

Feats Multiattack, Snatch (bite), Improved Natural Attack(bite), Vital strike, Improved Vital strike, Power Attack, Intimidating Prowess, Iron will, Toughness

Skills Acrobatics +21, Bluff +25, Climb +31, Craft +28, Intimidate +35, Knowledge (Arcana) +28, Knowledge (History) +28, Knowledge (planes) +28, Knowledge (Religion) +28, Perception +24, Sense Motive +24, Spellcraft +28, Stealth +13.

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

ECOLOGY

Environment any (the Abyss) Organization solitary Treasure standard Special Abilities

Swarming Flies The Nysrough Progenitor lives in pools of their own filth having their servants, the abyssal, tend to their every twisted whim. The stench of the filth pools draws forth massive swarms of stinging and biting flies. These swarms live and feed from the open puss filled sores that cover the progenitor's maggot like form. These flies form an aura around the progenitor at a range of 10 feet. Any creature who enters this area must make of a fortitude DC 22 each round not to become nauseated as these swarms bite and tear at the creatures flesh. In addition to the possibility of becoming nauseated, each round spent in the swarm inflicts 2d6 damage to the creature. Any area attack which inflicts at least 25 hp of damage dissipates the swarm for a round , until more of the insects crawl forth from the sores of the progenitor's next turn.

Venomous Bile Once every 1d4 rounds the Progenitor can belch form a viscous stream of highly caustic acidic bile in a 60 foot line that deal 10d4 acid damage. Creatures caught in the line are allowed a reflex DC 26 saving throw for half damage and to avoid the secondary effect of the bile. Creatures who fail the initial save also suffer 1 con bleed at the beginning of their next round ,and each subsistent round, until a creature uses a full round action to scrap of the clinging vomit.

Goblin Dog

This mangy creature lets loose a hissing growl as it slinks towards you. It has the same features of an oversized rodent with beady yellow eyes, flattened protruding teeth, and a long rats tail.

GOBLIN 1	DØG	CR 1
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XP 400

N Medium animal

Init +2; Senses low-light vision, scent; Perception +4

DEFENSE

AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural) hp 9 (1d8+5) Fort +4, Ref +4, Will +1 Immune disease

OFFENSE

Speed 50 ft.

Melee bite +2 (1d6+3 plus allergic reaction)

STATISTICS

Str 15, Dex 14, Con 15, Int 2, Wis 12, Cha 8 Base Atk +0; CMB +2; CMD 14(18 vs. trip) Feats Toughness

Skills Stealth +5, Perception +4

ECOLOGY

Environment temperate forest, swamp, or underground **Organization** solitary or pack (2–12)

Treasure none

SPECIAL ABILITIES

Allergic Reaction (Ex) A goblin dog's dander is highly irritating to all creatures save those with the goblinoid subtype. A non-goblinoid creature damaged by a goblin dog's bite, who deals damage to a goblin dog with a natural weapon or unarmed attack, or who otherwise comes into contact with a goblin dog (including attempts to grapple or ride the creature) must make a DC 12 Fortitude save or break out in an itching

rash. A creature affected by this rash takes a -2 penalty to Dexterity and Charisma for 1 day (multiple allergic reactions do not stack). *Remove disease* or any magical healing removes the rash instantly. This is a disease effect. The save DC is Constitution-based. Hated by men and other natural animals alike, goblin dogs are unsightly, foul-smelling, and foul-tempered. It's no surprise that these creatures find a universal hatred by all the civilized races except those of the goblin. Constantly scratching at their flee bitten mange ,these animals are afflicted with a horrid skin condition which makes even the most healthy of the beasts to have sores and lesions along their hides. Despite the name goblin dog, the animal is a species of a monstrously large rodent who's existence within the borders of more civilized lands have only propagated their size and numbers by providing a more ample food source. A goblin dog measures almost 5 feet long and can weigh up 75 pounds fully grown, although larger examples of these creatures have been reported. Goblin dogs breed at an astounding rate, giving birth to litters of five to ten pups up to twice each year. The numbers of these beasts have become guite a problem for many frontier towns and the bounty of a silver piece per goblin dog tail is standard in these places.

GOBLIN DIOG PUPS CI	R 1/8
XP 50	
N small animal	
Init +4; Senses low-light vision, scent; Perception +4	130
DEFENSE	
AC 15, touch 15, flat-footed 11 (+4 Dex, +1 size)	
hp 4 (1d8+1)	
Fort +4, Ref +4, Will +1	
Immune disease	
OFFENSE	
Speed 30 ft.	
Melee bite +1 (1d4)	
STATISTICS	
Str 11, Dex 18, Con 11, Int 2, Wis 12, Cha 8	
Base Atk +0; CMB -1; CMD 11(15 vs. trip)	
Feats Toughness	
Skills Stealth +10, Perception + 4	
ECOLOGY	
Environment temperate forest, swamp, or undergrou	ind
Organization 1-5 litters (5–10 pups each)	
Treasure none	

Goblin dog pups can be found in most goblin lairs. After a female goblin dog gives birth to a litter of pups she will nurse the beasts for a small period of two to three weeks until the creatures eyes open. These creatures are born without fur and resemble hairless rats at the time of birth. After the nursing time has ended, the pups begin to forge for their own food and eat smaller rodents, insects, and other vermin(all which are plentiful food sources within a goblin dwelling.) Many times the small beasts become food for the goblin tribe in lean times.

DIRE GOBLIN DIOG

XP 1600

N advanced, large animal

Init +2; Senses low-light vision, scent; Perception +8

CR 6

DEFENSE

AC 18, touch 12, flat-footed 15 (+3 Dex, +6 natural, -1 size)

hp 55 (5d8+35)

Fort +10, Ref +7, Will +4

Immune disease

OFFENSE

Speed 50 ft.

Melee bite +10 (2d6+11 plus allergic reaction)

STATISTICS

Str 24, Dex 16, Con 23, Int 2, Wis 16, Cha 14

Base Atk +3; CMB +11; CMD 24 (28 vs. trip)

Feats Toughness, Improved Natural Attack(Bite), Ability Focus (Allergic Reaction)

Skills Acrobatics +7,Perception +8, Stealth +6, and Swim +10.

ECOLOGY

Environment temperate forest, swamp, or underground Organization solitary or pack (2–12)

Treasure none

SPECIAL ABILITIES

Allergic Reaction (Ex) A dire goblin dog's allergic reaction is increased to DC 17.

These creatures are extreme examples of their kind. They grow to lengths of seven to nine feet long and can weigh upwards of 250 pounds. The skin affliction on these beasts are extreme as patches of raw skin and chewed manage, along with their lithe frames and gauntly stretched skin, give them the often mistake appearance of undead creatures.

Goblin Dog Companions

Starting Statistics: Size Small; Speed 50 ft.; Attack bite (1d4); Ability Scores Str 11, Dex 16, Con 11, Int 2, Wis 12, Cha 8; Special Qualities allergic reaction, low-light vision, scent.

4th-Level Advancement: Size Medium; **AC** +1 natural armor; **Attack** bite (1d6); **Ability Scores** Str +4, Dex -2, Con +4.

Goblin druids and paladins often take these creatures as trusted mounts and animal companions. It is a very rare occurrence to find these filthy creatures in the service of any self respecting class that was not a goblinoid race, as the beasts are typically killed on site no matter how well trained or behaved they are.

GOBLIN SNAKE

CE Small aberration (goblinoid)

Init +2; Senses darkvision 60 ft., scent; Perception +7 DEFENSE

AC 16, touch 14, flat-footed 13 (+3 Dex, +2 natural, +1 size)

hp 21 (3d8+3)

XP 600

Fort +3, Ref +6, Will +4

OFFENSE

Spd 30 ft., burrow 5 ft.

Melee bite +5 (1d6 +3)

Space 5 ft.; Reach 5 ft. Special Attacks goblin breath, lunge

STATISTICS

Str 15, Dex 17, Con 14, Int 8, Wis 12, Cha 13 Base Atk +2; CMB 14 ; CMD 16(can't be tripped) Feats Lighting Reflexes, Toughness

Ckille Acrebatice (C. Dluff (E. Intimi

Skills Acrobatics +6, Bluff +5, Intimidate +5, Perception +7, Stealth +10

Languages Common, Goblin

SPECIAL ABILITIES

Goblin Breath (Ex) Once every 1d4 rounds a goblin snake can release a disgusting belch. Any creature within 5 feet of the goblin snake must succeed on a DC 14 Fortitude save or be sickened for 1d6 rounds. The save DC is Constitution-based. Creatures that successfully save cannot be affected by the same goblin snake's goblin breath for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throw.

Lunge (Ex) A goblin snake can coil itself to attack normally out-of reach opponents. First, a goblin snake must spend a full-round action tightly coiling itself. In any following round, it can attack a creature within 10 feet, as if it had double its normal reach. It gains a +2 bonus on this attack. Moving before it attacks causes a goblin snake to uncoil, preventing it from lunging. While coiled, the goblin snake is considered flat-footed. A goblin snake must spend a round recoiling between lunge attacks.

Oversized maw(Ex) The goblin snake's maw is immense. This ability increases the damage dice of its bite attack as if the goblin snake was one size category larger.

Snake Empathy (Ex) This ability functions similarly to a druid's wild empathy ability, but allows goblin snakes to verbally communicate with and be understood by snakes and similar serpentine reptiles.

The goblin snake rolls 1d20 and adds their hit dice+ Charisma modifier +4 to determine the wild empathy check result.

ECOLOGY

Environment Any underground

Organization Solitary, pair (2), nest (3–16) Treasure None

Before Combat If a goblin snake expects danger, it uses its menace and snake empathy to convince any goblins or serpentine allies to defend it. Afterward, or if its alone, it spends a round finding an advantageous position, coiling to lunge at the first creature to near.

During Combat A goblin snake lunges and belches its goblin breath as often as possible, shrieking all the while to attract aid or predators more dangerous than its attackers. **Morale** Ultimately cowardly creatures, goblin snakes flee from most larger creatures, fighting only if no other options remain.

These wicked snake like creatures are prime examples of bullies in the goblin world. They care for nothing but inflicting cruelty and pain on weaker beings. A long serpentine body, whose scales are the color of blood supports a misshapen goblinoid head with bulbous bloodshot eyes. The length of goblin snakes can range from 4 to 6 feet in length, and weight 50 pounds or more. These aberrations have been rumored to grow to massive sizes which can rival an anaconda in both weight and length. Arrogant, goblin snakes make no excuses for their actions, and often can be found extorting food and tribute by force from the ranks of standard goblins, in whose tribes they insert themselves into. While a threat and bully to those weaker then itself, at its core the goblin snake is a coward. Its tactics include allowing others to fight while it, makes use of its stealth, attacking only a weakened foe, and from an advantageous position. The goblin

snake makes use of its lunge and goblin breath ability as often as it can. When found within a goblin tribe , the goblin snake makes ample use of its snake empathy ability to form a nest for itself. The other serpents found within these nests are aggressive Venomous snakes which help keep the dwelling of the goblin snake free from intrusion by tribal goblins seeking reprisal for it's cruel deeds.

CR 2

GOBLIN NAGA

CR 6

XP 2,400

CE medium aberration (Goblinoid)

Init +6; Senses darkvision 60 ft.; Perception +12

DEFENSE

AC 25, touch 16, flat-footed 14 (+6 Dex, +4 armor, +1 dodge, +4 natural)

hp 58 (9d8+18)

Fort +5, Ref +11, Will +8 (+4 vs. charm effects)

Defensive Abilities chaotic mind ; Immune poison

OFFENSE

Speed 30 ft.

Melee bite +13 (1d8+1), sting +13 (2d4+1 plus poison) Space 10 ft.; Reach 5 ft.

Special Attacks Warping gaze

Spells Known (CL 5th)

3rd (3/day) - fire ball (DC 17)

2nd (5/day) - cat's grace, scorching ray

1st (6/day)—*expeditious retreat, mage armor, magic missile, ray of enfeeblement* (DC 14),

0 — daze, detect magic, light, mage hand, open/close, ray of frost, bleed

STATISTICS

Str 13, Dex 23, Con 15, Int 14, Wis 15, Cha 17 Base Atk +6; CMB +8; CMD23(can't be tripped)

Feats Dodge, Combat Casting, Eschew Materials, Weapon Finesse, Lighting Reflexes

Skills Bluff +13, Diplomacy +9, Escape Artist +11, Intimidate +9, Knowledge (Arcana) +11, Perception +12, Sense Motive +11, Spellcraft +14, Stealth +17, Swim +7 Languages Goblin, Common, Infernal

ECOLOGY

Environment any underground Organization solitary

Treasure standard

Chaotic Mind (Ex) Goblin nagas are immune to any form of mind reading, such as that granted by *Chaotic Mind*. This ability also grants a +4 racial bonus on all saves against charm effects.

Oversized maw(Ex) The goblin naga's maw is immense, this ability increases the damage dice of its bite attack as if the goblin naga was one size category larger.

Poison (Ex) Sting—injury; *save* Fort DC 16; *frequency* 1/ round for 4 rounds; *effect* 1d3 Con damage; *cure* 1 save. The save DC is Constitution-based.

Spells Goblin nagas cast spells as 6th-level sorcerers.

Warping Gaze(Su) As *lesser confusion*, 30 feet, Will DC 17 negates. The save DC is Charisma-based.

Goblin nagas covet power and revile in the subjection and dominion it holds over others. Typical goblin nagas measures approximately 8 feet long and weighs upward of 150 pounds. With bodies covered by slimy scales that range from rust colored browns to dark crimson hues, goblin nagas seek out weak creatures like standard goblins and, through force enlist the tribes into their service. Many of the naga's lesser goblin kin worship the creature as a form of a deity and dedicate the treasure from raids in order to stave off its anger. Goblin nagas are wicked creatures that spread only misery wherever they slither. These aberrations go to great lengths to establish control, often by killing established leaders with their poison or magical abilities and then devouring the corpse before a tribe in a show of dominance. Overconfident and aggressively violent, a goblin naga will attack any perceived threat that could jeopardize it's territories and claimed lands. Sometimes these creatures seek lairs within a large city, leading them to the labyrinth of the city's sewer systems and slums districts to gather a following. Goblin nagas see none as equals and actively avoid working with others of their kind for fear of betrayal. At their black hearts they are goblins after all.

Abyssal Goblin Titan

This mass of tangled flesh stands almost nine feet tall. In one hand it holds a massive axe, it's blade composed of numerous barbs and jagged hooks. Its body pulsates with the horrific growth of hundreds of vestigial limbs, mouths, and eyes. All of them alive, twitching, and screaming.



ABYSSAL GOBLIN TITAN CR 10

CE Large Outsider (chaotic, demon, evil, extraplanar)

Init +1; Senses darkvision 60 ft.; Perception +19, Light sensitivity

DEFENSE

AC 24, touch 10, flat-footed 24(+1 Dex,+3 Armor, +12 natural,-1 size)

hp 166(10d10+123)

Fort +14, Ref +8, Will +2

DR 10/good; Resist cold 10, fire 10; SR 15

Special Quality: Covered in Eyes

OFFENSE

Speed 30 ft. Reach 10ft.

Melee Barbed Axe +18/+13 (2d6+11) + Tearing Wound or Slam +13/+13 (1d6+7) + Clinging Flesh

Special Abilities: Blasphemous Growth, Symphony of Horror(DC 23), Clinging Flesh (1d6+4)

STATISTICS

Str 26, Dex 13, Con 24, Int 13, Wis 8, Cha 15 Base Atk +10; CMB +23; CMD 25

Feats Weapon Focus (Barbed Axe), Weapon Specialization(Barbed Axe), Exotic Weapon Proficiency (Barbed Axe), Greater Mutation, Blasphemous Growth Skills Acrobatics +14:Climb +15, Swim +14, Perception

+13, +5 Stealth ,+13 Intimidate

Racial Modifiers +4 Stealth, +4 Intimidate, +8 Perception Languages Abyssal, Common, Goblin

ECOLOGY

Environment any (the Abyss) Organization Solitary or Brood(10-50 standard abyssal goblins)

Treasure standard

Blasphemous Growth (Ex): 7/day The abyssal goblin titan is able to call forth amazing feats of strength. With these surges of strength the abyssal goblin can gain one of the following effects : +4 to a single weapon damage roll; gain a +8 to die roll to break an object; or gain a +4 to a single CMB roll. Calling on this sudden surge of strength is a swift action.

Clinging Flesh (Ex): The Titan's flesh is covered in half formed limbs and biting mouths filled with sharp teeth. If the goblin titan makes successful slam attack against a creature the creature becomes the target of a grapple attempt. If the grapple is successful the target automatically suffers a d6+4 damage and is considered grappled. The twisted flesh of the titan holds the creature with its many malformed limbs allowing the titan not to suffer any of the ill effects of being engaged in a grapple. The titan is not considered grappled and can fight, move, and act normally while a creature sized medium or smaller is held by its flesh. During each round the grapple is maintained by the titans clinging flesh ability the creature suffers a further d6+4 damage. **Covered in Eyes (Ex):** The abyssal goblin titans body is a melded nightmare of vestigial growth that consists of a merging of numerous heads and eyes. This ability grants the titan *Uncanny Dodge*.

Smite Good (Ex): 1/day as a swift action the abyssal goblin titan adds its Cha bonus to attack rolls and damage bonus equal to HD against good foes; smite persists until target is dead or the fiendish creature rests.

Symphony of Horror (Ex): As a standard action, an abyssal goblin titan may unleash a horrific roar. This affects all foes within a 30' radius. These creatures must succeed a Will saving throw DC 23 or become shaken for 1d6 rounds. This is a fear-based effect. Any creature who successful saves against this ability cannot be affected by it until 24 hours have passed.

Tearing Wound: The weapon of choice for the goblin titan is an oversized axe, whose blade is adorned with jagged hooks of metal. Whenever the titan hits with an axe attack a creature wounded takes 1 bleed damage at the beginning of their next turn. This bleed damage does not stack with any other source of bleed damage. The bleeding can be stopped with the application of healing magic or by succeeding on a Heal check DC15.

Goblin Titians are the byproducts of powerful demons known as Nysrough Progenitors(more commonly called brood mothers among the tribes who are inflicted with these demons). Goblin Titan's are given life by the conjoining of a goblin brood (the birthing process where a progenitor lays a litter of demons numbering between ten to twenty), in which the mass never divides into separate life forms but instead fuses into a warped pile of flesh. At full maturity, these creatures stand between nine and ten feet tall with powerfully built limbs. Their skin is a tangled meshing of their surviving kin consisting of a multitude of heads, arms and mouths. In their infant form, titans take the shape as large pools of melted flesh and a relatively weak during the first year of life. After this period the titan begins to increase in size each month until its form stabilizes, during which time the creature begins gain control of its horrific shape and becomes mobile. Over the next few years the creature consumes anything which it can kill and devour. This typically involves the consumption of weaker goblins of the tribe.

Abyssal goblin titans are never found any great distance away from their brood mothers and act as a guardian to them. A true terror to behold on the field of battle, titan's tower above the common rabble of the brood and often kill many of them while in combat because of the shear joy these creatures gain from inflicting pain. A favored tactic of these creatures are to unleash a Symphony of horror during the first round of combat to demoralize foes. This is followed by slam attacks made with the hopes of grappling a foe using its clinging flesh ability and then full round attacks with its barbed axe to inflict massive damage. The goblin titan makes use of its blasphemous growth feat to maintain grapples and to increase its damage round after round.



The Filth Reaches

The Four-Hundred sixty ninth layer, known as the Filth reaches of the abyss, once bore the greatest part of the bloodshed of the behemoth war. The plane is a barren wasteland of broken earth and jagged stone, bodies of water form emerald hued lakes of fuming poison. Looming monolithic spires soaring hundreds of feet into the darkened crimson sky stand in stark contrast as their forms are of sculpted ivory of purest white and bearing the likeness of some long forgotten race. These titanic statues stand in silent testament to the atrocities to the unending battles fought there. It is also site to a strange relic known as the Oblivion Helix. Even less is known about this strange device than of the demons that have waged a constant battle over its possession. Many sages speculate that this may be a planner gate or a means of merging planer rifts, whatever the purposes this apparatus serves it has been the focus of more than one abyssal campaign.



STEEL PELT WOLF

XP 400

N Medium animal

Init +2; Senses low-light vision, scent; Perception +8 DEFENSE

CR1

CR 1

AC 16, touch 12, flat-footed 12 (+2 Dex, +4 natural)

hp 13 (2d8+4) Fort +5, Ref +5, Will +0

OFFENSE

Speed 30 ft.

Melee bite +2 (1d6+1 plus trip)

STATISTICS

Str 13, Dex 15, Con 14, Int 2, Wis 10, Cha 6 Base Atk +1; CMB +2; CMD 14 (18 vs. trip)

Base Alk +1, CIVID +2, CIVID 14 (10 VS

Feats Skill Focus (Perception)

Skills Perception +8, Stealth +6, Survival +1 (+5 scent tracking);

Racial Modifiers +4 Survival when tracking by scent

ECOLOGY

Environment cold or temperate forests Organization solitary, pair, or pack (3–12) Treasure none

This wolf once inhabited most all of the commonly known parts of the world. And though it still covers the greatest range among all wolf subspecies, it is now limited to mainly to centralized northern and mountainous regions. The size of these wolves pack's territories depends on the abundance of food and water. They are very adaptable to different environments. On average, a steel pelt wolves weigh from 70 to 130 pounds and can measure up to 39 inches at shoulder height. They can vary in length from 40 to 65 inches Their fur is known to be coarser and more dense as compared to other wolves.

BLOOD WOLF XP 400

N Medium animal
Init +2; Senses low-light vision, scent; Perception +4
DEFENSE
AC 14, touch 12, flat-footed 12 (+3 Dex, +2 natural)
hp 11 (2d8+2)
Fort +5, Ref +5, Will +1
OFFENSE
Speed 50 ft.
Melee bite +2 (1d6+2 plus trip)
STATISTICS
Str 14, Dex 17, Con 13, Int 2, Wis 12, Cha 6
Base Atk +1; CMB +2; CMD 15 (19 vs. trip)
Feats Skill Focus (Perception)
Skills Perception +4, Acrobatics +7, Stealth +6, Survival
+1 (+5 scent tracking);
Racial Modifiers +4 Survival when tracking by scent
ECOLOGY
Environment Wasteland or Desert
Organization solitary, pair, or pack (3–12)

Treasure none

The blood wolf inhabits only a few mountain pockets of the Bale highlands. The largest concentration of these wolves exist in the Bale Mountains, where the common farmers of the region, own many of the larger domestic dogs of the area per household in order to protect their livestock. Although the wolves' habitat has constantly dwindled as a result of human encroachment, its greatest threat of extinction is a recurring epidemic of rabies which is transmitted from other dominate wildlife with whom the wolves compete for food.

The blood wolf has long legs and a long muzzle, resembling a lager version of a coyote in both shape and size. It has a distinctive reddish coat with a white throat, chest, and under parts, broad pointed ears, and a thick black tail with a white base. It ranges in size from 50 to 70 inches (tip of nose to end of tail) and weighs from 65 to 130 pounds.

BLACK FANG WOLF CRI	
XP 400	
N Medium animal	
Init +2; Senses low-light vision, scent; Perception +8	
DEFENSE	1
AC 12, touch 11, flat-footed 11 (+1 Dex, +1 natural)	
hp 13 (2d8+4)	
Fort +5, Ref +4, Will +1	
OFFENSE	
Speed 50 ft.	
Melee bite +3 (1d8+3 plus trip)	
STATISTICS	
Str 17, Dex 13, Con 14, Int 1, Wis 12, Cha 6	
Base Atk +1; CMB +3; CMD 15 (18 vs. trip)	
Feats Skill Focus (Perception)	
Skills Perception +8, Stealth +6, Survival +1 (+5 scent	t
tracking);	5
Racial Modifiers +4 Survival when tracking by scent	
ECOLOGY	
Environment cold or temperate forests or mountains	
Organization solitary, pair, or pack (3–12)	
Treasure none	
Being a heavier animal with shorter legs, the black fang wolf is	
slower and less adept at catching prey than the other wolves of	1.00
its kind. It is, therefore, common knowledge that the blood wolf	
is a far more aggressive of a predator. Its teeth are more massive	
and stronger than the average wolves, allowing it to inflict more damage onto pray. Although its head was larger, the brain case	
was smaller (A feral hunter does not need to outsmart its prey).	

Also, being larger in size, it has less competition. It has a

distinctive black coloring with a gray throat, and flat ears. It ranges in size from 60 to 85 inches (tip of nose to end of tail) and weighs from 110 to 185 pounds.

IBERIAN WOLF

XP 400

N Medium animal
Init +2; Senses low-light vision, scent; Perception +8
DEFENSE
AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)
hp 13 (2d8+4)
Fort +4, Ref +5, Will +1
OFFENSE
Speed 50 ft.
Melee bite +2 (1d6+1 plus trip)
STATISTICS
Str 13, Dex 15, Con 12, Int 3, Wis 12, Cha 6
Base Atk +1; CMB +2; CMD 14 (18 vs. trip)
Feats Skill Focus (Perception)
Skills Perception +8, Stealth +10, Survival +1 (+5 scent
tracking);
Racial Modifiers +4 Survival when tracking by scent
ECOLOGY
Environment Cold Forests or Tundra
Organization solitary, pair, or pack (3–12)
Treasure none

Able to tolerate years of sub-zero temperatures, up to five months of darkness a year, and weeks without food, the Iberian wolf lives in the frozen tundra's and cold mountainous regions of the world. Iberian wolves inhabit some of the most inhospitable terrain and in early months of the years cycle, the air temperature rarely rises above -22° F in habituated regions. The Iberian wolf is one of the few mammals that can tolerate these conditions. Despite the many studies by rangers and scholars, details of the animal's life through much of the year are virtually unknown. It has a silver coloring with short and pointed ears. It ranges in size from 38 to 65 inches (tip of nose to end of tail) and weighs from 50 to 120 pounds.

DEATH WOLF CR 1 **XP 400** N Medium animal Init +2; Senses low-light vision, scent; Perception +8 DEFENSE AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural) hp 16 (2d8+6) Fort +6, Ref +5, Will +0 OFFENSE Speed 50 ft. Melee bite +2 (1d6+1 plus trip) STATISTICS Str 13, Dex 15, Con 17, Int 2, Wis 10, Cha 6 Base Atk +1; CMB +2; CMD 14 (18 vs. trip) Feats Skill Focus (Perception) Skills Perception +8, Stealth +6, Survival +1 (+5 scent tracking) Intimidate +4; Racial Modifiers +4 Survival when tracking by scent ECOLOGY **Environment** Wasteland or Gravesite Organization solitary, pair, or pack (3-12) Treasure none

Death's wolves have piercing sallow eyes, sharp needle like fangs and roams the eastern wastelands and old battlefields throughout the realms. These creatures have molted fur and bare patches which revile sores and scabbed flesh. The eyes of a death wolf glow an eerie shade of yellow when the creature is angered or in the reflection of light. It has a patchy black fur coloring with stretched skin coving most of its lithe frame. Primarily scavengers, The sight of these creatures are often attributed to ill omen. It ranges in size from 40 to 62 inches (tip of nose to end of tail) and weighs from 60 to 117 pounds.

Steel Pelt Wolf ~ Blood Wolf ~ Black Fang Wolf ~ Iberian Wolf ~ Death Wolf

CR1

Goblin Pot Swarms

CR 1

CR4

SPIDER SWARM

XP 400

N Diminutive vermin (swarm) Init +3; Senses darkvision 60 ft., tremorsense 30 ft.;

Perception +4

DEFENSE

AC 17, touch 17, flat-footed 14 (+3 Dex, +4 size) **hp** 9 (2d8)

Fort +3, Ref +3, Will +0

Defensive Abilities swarm traits; **Immune** mind-affecting effects, weapon damage

Weaknesses swarm traits

OFFENSE

Speed 20 ft., climb 20 ft.

Melee swarm (1d6 plus poison and distraction)

Space 10 ft.; Reach 0 ft. Special Attacks distraction (DC 11)

STATISTICS

Str 1, Dex 17, Con 10, Int –, Wis 10, Cha 2 Base Atk +1; CMB –; CMD –

Skills Climb +11, Perception +4;

Racial Modifiers +4 Perception; uses Dexterity for Climb checks

ECOLOGY

Environment any

Organization solitary, pair, tangle (3–6 swarms) or colony (11–20 swarms) Treasure none

SPECIAL ABILITIES

Poison (Ex) Swarm—injury; *save* Fort DC 11; *frequency* 1/ round for 2 rounds; *effect* 1d2 Str; *cure* 1 save. The save DC is Constitution-based.

CENTIPEDE SWARM

XP 1,200 N Diminutive vermin (swarm) Init +4; Senses darkvision 60 ft., tremorsense 30 ft.; Perception +4 DEFENSE AC 18, touch 18, flat-footed 14 (+4 Dex, +4 size) hp 31 (9d8–9)

Fort +5, Ref +7, Will +3

Defensive Abilities swarm traits, Immune weapon damage OFFENSE

Speed 30 ft., climb 30 ft.

Melee swarm (2d6 plus poison) Space 10 ft.; Reach 0 ft.

Special Attacks distraction (DC 13), poison

STATISTICS

Str 1, Dex 19, Con 8, Int -, Wis 10, Cha 2

Base Atk +6; CMB -; CMD -

Feats Weapon Finesse

Skills Climb +12, Perception +4; Racial Modifiers +4 Perception

ECOLOGY

Environment temperate or warm forest or underground Organization solitary, pair, or tangle (3–6 swarms) Treasure none

SPECIAL ABILITIES

Poison (Ex) Bite-injury; save Fort DC 13; frequency 1/ round for 6 rounds; effect 1d4 Dex damage; cure 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

	100 C 200
WASP SWARM	CR 3
XP 800	State of the second
N Diminutive vermin (swarm)	and the second
Init +1: Senses darkvision 60 ft.: Perception +9	
DEFENSE	
AC 15, touch 15, flat-footed 14; (+1 Dex, +4 size)	a Comb
hp 31 (7d8)	
Fort +5, Ref +3, Will +3	
Defensive Abilities swarm	
traits; Immune weapon	
damage	
Weakness swarm traits	
OFFENSE	
Speed 5 ft., fly 40 ft. (good)	
Melee swarm (2d6 plus poison)	
Space 10 ft.; Reach 0 ft.	
Special Attacks distraction	
(DC 13), poison	
STATISTICS	
Str 1, Dex 13, Con 10, Int -, Wis 12,	
Cha 9	1
Base Atk +5; CMB -; CMD -	
Skills Fly +11, Perception +9;	
Racial Modifiers +8 Perception	
SQ swarm traits, vermin traits	
ECOLOGY	
Environment temperate forests	
Organization solitary, pair, fury (3–6 swarms),	
maelstrom (7–12 swarms)	
Treasure none	1.1
SPECIAL ABILITIES	
Poison (Ex) Swarm-injury; save Fort DC 13; f	requency
1/round for 4 rounds: effect 1 Dexterity damage	

Poison (Ex) Swarm—injury; *save* Fort DC 13; *frequency* 1/round for 4 rounds; *effect* 1 Dexterity damage; *cure* 1 save. The save DC is Constitution-based.

COCKROACH SWARM	CR 2
XP 600	Ch Z
N Diminutive vermin (swarm)	
Init +2; Senses darkvision 60 ft.,tremorsense 30	ft ·
Perception +4	,
DEFENSE	
AC 16, touch 16, flat-footed 14 (+2 Dex, +4 size)	fee
hp 26 (4d8+8)	3.03
Fort +6, Ref +3, Will +1	1
Defensive Abilities swarm traits, Immune	weapon
damage	1
Weaknesses light sensitivity, swarm traits	14. 15
OFFENSE	
Speed 20 ft., climb 20 ft., fly 30 ft. (poor)	
Melee swarm (1d6)	
Space 10 ft.; Reach 0 ft.	
Special Attacks distraction (DC 14)	- 297,32
STATISTICS	1
Str 1, Dex 15, Con 14, Int —, Wis 10, Cha 2	1. 1. 1. 1. 1. 1.
Base Atk +3; CMB —; CMD —	
Skills Climb +10, Fly +4, Perception +4, Ste	alth +14;
Racial	
Modifiers +4 Perception	
SQ hold breath	3
ECOLOGY	

Environment any temperate, warm, or urban

Organization solitary, pair, or intrusion (3–20 swarms) **Treasure** none

GOBLIN SHARK

XP 1200

N Large animal (aquatic)

Init +6; **Senses** blindsense 30 ft., keen scent; Perception +9

CR 2

DEFENSE

AC 16, touch 11, flat-footed 14 (+2 Dex, +5 natural, -1 size)

hp 38 (5d8+15)

Fort +9, Ref +6, Will +2

OFFENSE

Speed swim 60 ft.

Melee bite +7 (1d8+6) plus grab.

Space 10 ft.; Reach 5 ft.

STATISTICS

Str 19, Dex 15, Con 17, Int 1, Wis 12, Cha 2 Base Atk +3; CMB +8 (+12 grapple); CMD 20

Feats Great Fortitude, Improved Initiative, Power Attack **Skills** Perception +9, Swim +13

ECOLOGY

Environment any ocean

Organization solitary, pair, school (3–6), or pack (7–13)

Treasure none SPECIAL ABILITIES

Keen Scent (Ex) A goblin shark can notice creatures by scent in a 180-foot radius underwater and can detect blood in the water at ranges of up to a mile.

Thrash (Ex) Whenever a goblin shark maintains a grapple, the creature begins to savagely trash about , rending the flesh of it's opponent. In addition to its normal bit damage, the shark also inflicts an additional 1d6 damage.

Unpredictable (Ex) Whenever a goblin shark enters combat, all handle animal and ride checks made to control a goblin shark suffer a -4 penalty as the creature is driven into a feeding frenzy. A failed roll to properly direct the goblin shark during a combat round results in the goblin shark attacking the nearest creature,

be it friend or foe. This attack excludes their rider, as long as they remain mounted on the beast.

By any standard, the Goblin Shark is a bizarre creature.

Growing to a length of over 10 feet and weighing up to 350 pounds, it has a peculiar blade-like snout overhanging long and highly protractible jaws that bristle with slender, fang-like

teeth. This species is usually depicted in the stories of sailors and others unfortunate enough to run across these tenacious creatures, deepwater demons that have an insatiable hunger for the flesh of man. These wild tales often follow with descriptions of the creatures as always having its forceps like jaws fully extended, resembling a snaggle-toothed demon with the hideous human face rising from the murky depths.

Aside from being solitary predators, goblin sharks hunt in great packs. With numbers ranging between seven and thirteen sharks, the havoc that these creatures bring to fishing towns and cities along costal regions is devastating, as they have been known to attack the vessels which ply the ocean waters. Attracted by even the smallest amount of blood in the water, these sharks can locate the source at ranges of a mile or more if the currents are in it's favor. Goblin sharks serve as powerful mounts to other intelligent aquatic races. These creatures are unpredictable in their movements, and despite rigorous training, a goblin sharks rider finds it hard to control them in the midst of combat. While the scent of blood is in the water, and if not properly directed to attack an intended foe, these creatures violently lash out at random targets seeking nothing but a mouthful of flesh to quench it's never ending hunger.

Goblin Shark Animal Companions

Starting Statistics: Size medium; Speed swim 60 ft.; AC +3 natural armor; Attack bite (1d6) plus grab; Ability Scores Str 13, Dex 15, Con 15, Int 1, Wis 12, Cha 2; Special Qualities scent, Thrash(1d4), Unpredictable 4th-Level Advancement: Size large; Attack bite (1d8) plus grab;

Ability Scores Str +4, Dex –2, Con +2; Special Qualities Blindsense, Thrash(1d6), Unpredictable

Goblataur

This strange creature has the upper torso of a goblinoid and the lower body of a mangy dog. Their skin takes the hues of a rust colored orange or tones of dark browns fading into black along their underbelly . The lower portions of their bodies are muscular and have patches of dirty thick fur. These creatures are somewhat of an enigma to adventurers and scholars alike. It is a widely known fact that many tribes of goblins keep goblin dogs as pets. It is also a fact that goblins, given the lack of another proper goblin mate, will take advantage of anything that its twisted little hands and filthy urges will allow. This includes goblin dogs, chickens, house cats, pigs, and occasionally, the unfortunate Halfling victim. A Less known, and even more disturbing fact about goblins is the inconsistent structure, and alarming adaptability to procreate with varying species found throughout the world. Though the conception or live birth of a Goblataur have never been witnessed, these facts serves as the theory as to the creation of these monsters.

GORL AUK **Goblin Centaur** XP 800 N Advanced medium monstrous humanoid (goblinoid) Init +6; Senses darkvision 60 ft.; Perception +8 DEFENSE AC 20, touch 15, flat-footed 15 (+3 armor, +5 Dex, +1 natural,+1 shield) Hp 38 (4d10+16)

Fort +3, Ref +9, Will +6

OFFENSE Speed 50 ft.

Melee longsword +7 (1d8+2/19-20), 2 claws +0 (1d6+1) Ranged crossbow +9 (1d8+1/×3)

Space 5 ft., Reach 5 ft.

STATISTICS

Str 15, Dex 20, Con 17, Int 11, Wis 14, Cha 12 Base Atk +4; CMB +9; CMD 21 (25 vs. trip) Feats Improved Initiative, toughness Skills Intimidate +7, Knowledge (nature) +5, Perception +8, Survival +10

Languages Goblin, common

ECOLOGY

Environment temperate forests and plains Organization solitary, pair, band (3-10), tribe (11-30 plus 3 rangers of 3rd level and 1 leader of 6th level) Treasure standard (studded leather, buckler, longsword, crossbow, 120 bolts, and other treasure) SPECIAL ABILITIES

Allergic Reaction (Ex) A goblataur's dander is highly irritating to all creatures save those with the

goblinoid subtype. A non-goblinoid creature who deals damage to a goblataur with a natural weapon or unarmed attack, or who otherwise comes into contact with a Goblataur (including attempts to grapple or ride the

creature) must make a DC 15 Fortitude save or break out in an itching rash. A creature affected

by this rash takes a -2 penalty to Dexterity and Charisma for 1 day (multiple allergic reactions do not stack). Remove disease or any magical healing removes the rash instantly. This is a disease effect. The save DC is Constitution-based.

Stone Goblin Mountain Crusher

Stone goblin Mountain crushers represent the strongest of the Clans warriors. Their Great strengths allow them to use their racial weapons, the avalanche gauntlets, to devastating ability. These creatures often dress in Chain mail taken from the dead dwarves that they crushed in battle in addition to using shields of hewn stone. These creatures wade into battle fearlessly killing all in their way. They relying on the damage reduction to absorb a great deal of damage and make use of their improved sunder ability to destroy any blunt weapons causing them harm. Once joined in battle these creatures enter a deep rage and make full use of power attack each round in an attempt to kill their enemies quickly by dealing massive amounts of damage.

STONE GOBLIN MOUNTAIN CRUSHER CR7

XP 3200

Goblin Warrior 5th/Barbarian 3rd

NE Medium elemental humanoid (goblinoid)

Int +1, **Senses** Dark-vision 60ft, Tremor-sense 120', Perception +3

DEFENSE

AC 22, touch 11, flat-footed 18 (+ 6 armor, +2 shield, +4 Natural)

HP 64(5d10+ 3d12 +21)

Fort +12, Ref +3, Will +1(+1 vs. fear effects)

DR 5/bludgeoning

Immune Poisons, Petrifaction, Stunning

Weaknesses vulnerability to sonic

OFFENSE

Speed 30ft

Melee Avalanche Gauntlet +12/ +10 (1d8+7 / 17-20) Reach 5ft

Ranged Boulder +9 (1d6+4), 15ft

STATISTICS Str 18 Dex 10 Con 16 Int 11 Wis 9 Cha 6

Base Atk+ 8; **CMB** + 12(+2 when using a Sunder attempt) ; **CMD** 23 (25 vs. sunder attempt, 27 vs. trip or bulrush attempts)

Feats: Great Fortitude, Power Attack, Weapon Focus (Avalanche Gauntlet), Weapon Specialization (Avalanche Gauntlet), Improved Critical, Improved Sunder

Skills: Climb +14, Appraisal +7

Racial Modifiers +4 Climb Checks, +4 on Appraisal checks to identify metals and precious ore.

Languages Goblin, Terran

SQ Stability, bravery +1, Armor training 1, Weapon training: Gauntlet, Fast movement, Rage, Rage power, Uncanny dodge, Trap-sense ,Hatred (Dwarves) ECOLOGY

Environment any underground, high mountains **Organization** solitary, team (2-5), gang (6-12 plus 1 "Rock Splitter" (Warriors of 5th level),

Or clan (15-80 plus 30% noncombatant young plus 1 Rock Splitter per 10 adults, 3-6 "Mountain Crushers" (Warrior 5/ Barbarian 3), and 1 Living Elder. **Treasure** incidental, double standard for gems (NPC gear, Masterwork Avalanche Gauntlets, Chain mail, Heavy Rock Shield, other treasure)

Rage: While raging the Stone Goblin Mountain Crusher receives a +4 moral bonus to Strength and Constitution, as well as a +2 moral bonus to will saves. A Mountain crusher can rage an amount of rounds per day equal to its constitution modifier +4 plus 2 rounds per barbarian level afterwards (11 total rounds per day). The stone Goblins Mountain Crushers Stats change to the following while raging:

DEFENSE

AC 20, touch 9, flat-footed 16 (+ 6 armor, +2 shield, +4 Natural,-2 Rage)

HP 80

Fort +14, Ref +3, Will +3(+1 vs. fear effects)

DR 5/bludgeoning

Immune Poisons, Petrifaction, Stunning

Weaknesses vulnerability to sonic

OFFENSE Speed 30ft

Melee Avalanche Gauntlet +14/ +12 (1d8+9 / 17-20) Reach 5ft

Ranged Boulder +9 (1d6+6), 15ft

STATISTICS

Str 22, Dex 10, Con 20, Int 11, Wis 9, Cha 6

Rage Power: *No Escape (Ex):* The stone goblin mountain crusher can move up to double its speed as an immediate action. It can only use this ability when an adjacent foe uses a withdraw action to move away.

It must end its movement adjacent to the target that used the withdraw action. The barbarian provokes attacks of opportunity as normal. This power can be used once per rage.

Uncanny Dodge: Cannot be caught flat-footed even if the attacker is invisible. Still loses Dex ability modifier to AC if it is immobilized.

Fast Movement: Gains a +10ft to base movement **Trap-sense:** Gains a +1 bonus to Reflex saves to avoid traps as well as a +1 bonus to AC vs. trap attacks.



ME TRIBE, ME KIND

Creating Goblin Tribes

Moog sat on the large rock positioned just outside the cave s entrance staring at the small speck of light shining in the darkness of the valley below. Moog knew what was down there, a large human town full of chickens to steal, wooden buildings to burn, and horses to kill. Then there where the humans... Moog remembered the stories that the old goblins would tell him about the times when the great goblin tribes stretched as far as the western mountains and down to the seas. That was before all the stinky humans came and killed Moog's people and drove them into the mountains. That was before the new boss came and made all the goblins stop fighting each other. That was before the goblins found the strange powder that made the big fires and sounded like thunder. A huge toothy smile spread across Moog's face as he closed his eyes and begin to dream about the sounds of screams and the taste of flesh.

Building A Better Goblin Tribe

Many adventures only encounter goblins early into the stages of their careers. This most often occurs as they battle small groups of these creatures along caravan roads, caverns in hills and low mountains, and small villages being attacked. It is rare that the dwellings and organization of these creatures are ever truly explored in any true depth or detail. Listed below are quick and fun ways in which a game masters can create unique goblin tribes to place inside of their worlds. All of the following charts are presented with random generation results which can have some fun and unexpected results. A game master is encouraged to also make sensible choices as to what type, and size, of goblin tribe that best suit's the area and adventure's needs.

Goblin Tribe Types

Listed below are the ten different types of goblins in which the tribe is composed from. While it is uncommon, some tribes are composed of different types of the creatures working towards a common goal. If the Game master wishes to include this element into his game he may wish to roll twice from table below. The standard tribe composition is made up of a single goblin type.

	D10	Goblin Type		
	1	Abyssal Goblin		
	2	Artic Goblin*		
1	3	Aquatic Goblin		
	4	Desert Goblin*		
	5	Grim Goblins		
	6	Jungle Goblin*		
	7	Magma Goblin		
	8	Stone Goblin		
	9	Standard Goblin		
	10	Urban Goblin (House, Sewer, Trash) **		

* Goblin types listed with an asterisk have a listed terrain type in their descriptions. The listed terrain type may be altered to fit a different region if desired. Examples: Frozen Tundra(Desert goblins with the arctic terrain result), Arctic Plateau (Arctic goblins with the mountain terrain result).

** These goblins are urban dwelling and will always be listed with those environments. The terrain result indicates in which terrain type the urban setting is located.

Terrain Type

Listed below is a random terrain generator in which to place the goblin tribe. The different types of terrain listed below may need to be adjusted to suite the result generated by the goblin type which inhabits these areas. Remember that these terrain features exist in many different regions and with a little imagination on behalf of the game master, can be made to fit with little effort.

d00%	Terrain Type
01-06	Cold
08-12	Desert
13-18	Forest
19-36	Jungle
37-44	Mountain
45-53	Hill
54-63	Swamp
64-73	Underground
74-83	Urban
84-91	Water
00	Roll twice (This area has the mixed traits of both terrain types)

Tribal Power Level

Not all goblin tribes are formed the same way. The most commonly recognized power that goblin's have are in the sheer force of their numbers. While small numbered groups exist, there are also clan dwellings which may have grown in extreme power and influence throughout the realms. After the goblin type and terrain in which they dwell have been rolled or selected, this chart provides the number of members and power levels represented within their holdings. While an area may contain many smaller tribes, the result of powerful or overwhelming should be carefully considered before being placed within a game world. As the level of power increases with each step, so does the amount of influence and pull that the goblin society has on the surrounding areas.



	D00 %	Tribal Power Level	Organization
	01 - 43	Feeble	Goblin Vandals (2-4 goblins)
No Providence	44 - 67	Weak	Goblin Gang (5 –11 goblins plus 1-2 goblins with goblin dog mounts)
	68 - 83	Moderate	Goblin Warband (4-9 standard goblins, plus 10–16 goblins with goblin dog mounts, plus shaman of 1st - 3rd level.)
	84 - 96	Strong	Goblin Tribe (30-60 plus 100% noncombatants; 1 Warboss of 3rd level per 20 adults; 1 or 2 lieutenants of 4th or 5th level; 1-3 Shaman's of 2nd to 5th level; 1 leader of 6th–8th level; and 10–40 goblin mounts (dogs, wolves, sharks, or worgs)
	97- 99	Powerful	Goblin Tribe (60-140 plus 100% noncombatants; 1 Warboss of 5th level per 20 adults; 3-5 lieutenants of 6th or 7th level; 3 - 5 Shaman's of 3rd to 7th level; 1 leader of 8th–11th level; and 20–60 goblin mounts (dogs, wolves, sharks, or worgs)
1000	00	Overwhelming	Goblin Clan containing (160-340 plus 100% noncombatants; 1 Warboss of 7th level per 20 adults; 6-15 lieutenants of 9th or 11th level; 5-7 Shaman's of 5th to 9th level;1 leader of 13th–15th level; and 60–140 goblin mounts (dogs, wolves, sharks, or worgs)

Clan Names

Presented below is a random name generator for goblin tribes. Roll a d20 ,or choose, a prefix for the goblin clans name, then again for the suffix and title.

D20	Prefix	Suffix	Titles
1	Black Tooth	Scab	Killers
2	Green Skinned	Gut	Flingers
3	Crimson Eyed	Human	Eaters
4	Dagger Clawed	Dragon	Hunters
5	Needle-toothed	Dog	Stickers
6	Reeking	Fire	Rippers
7	Raging	Elf	Mashers
8	Flesh Torn	Horse	Punchers
9	Cankerous	Fat	Belchers
10	Wicked	Baby	Squishier
11	Fierce	Dwarf	Splitters
12	Foul Mouthed	Wolf	Thumpers
13	Broken Tooth	Bone	Stealers
14	Brutal	Monkey	Gnawers
15	Rabid	Gnome	Crashers
16	Feared	Halfling	Poppers
17	Tainted	Kitten	Belchers
18	Maggot Breath	Donkey	Riders
19	Hated	Heart	Devourers
20	Bloodied	Blood	Raiders

Clan Attributes

Listed below are attribute which can be applied to add a little flavor to the standard goblin tribe. Each result has a

role playing aspect which can provide some interesting elements to play.

D20	Clan Attributes
1	Cursed – The tribe is afflicted with a particular disease or magical curse. This can range from the proximity of the goblin dwelling near a tainted land or from the clan possessing a cursed relic or item.
2	Legendary Dwelling – The goblins have formed their dwelling in a place of known legend. This could take the form of a ruined stronghold to a long since abandoned city along an active volcano's edge.
3	Peaceful – The goblin clan is peaceful and works alongside other humanoid races to prosper.
4	Fearful – These goblins fear a certain race or creature type which they view as a common threat to the clans continued existence. This can take the form of an area infested with serpents to an area which has a bounty placed upon their heads.
5	Non-Goblin Leader – The goblin tribe is lead by a different creature other than the standard goblin king. While this is not an uncommon trait among tribes, placing an unusual creature such as a elf, or even a deranged dwarf could lead to some unexpected results and role playing.
6	Diseased – The members of this tribe have become afflicted with a widespread disease. The disease could be transmitted through a goblins bite and possibly leave a recently attacked town or settlement facing a plague or epidemic long after the goblins have returned to their dwellings.
7	Enslaved – The goblin race has become unwilling servants to some other powerful creature's whims and desires. Escaped members of these clans may seek out and even work with adventures to liberate them from their oppressors.
8	Expansionists – The goblins of these tribes are on the move. Ill content to settle with the areas in which they have already claimed these goblins actively seek to establish holdings in the lands which boarder their homes. This could lead to a mass exodus of the population of small villages and hamlets in the path of these goblins, all seeking safety from the ensuring hoards.
9	Mobile – These goblins have no set home and instead travel the lands in large groups. These hoards move a cycles as nomads and con often come into conflict worth more established cultures when the seasons are particularly rough or food is scarce.
10	Civilized – These goblins have established a culture that is unlike many other goblins could imagine. They may have established a cast system, and even farm crops or cultivate livestock for food. Clans with this trait may also have established trade with other humanoid cities.
11	Destructive – These goblins are much more violent and ill tempered than others of their kind. Not satisfied with simply attacking a town or village they will actively seek to destroy and cause ruin to any of the surrounding lands in which they dwell. Setting forest fires, poisoning lakes and rivers, the massive killing of livestock and even the diversion of rivers or destruction of dams to cause flooding is not beyond the imagination of these wicked creatures.
12	Mercantile – These goblins have perfected a craft of exceptional quality which is highly sought after by other races. These crafted goods could range from standard items such as pottery or glass works, to unique or rare items such as magical weapons or armor the likes which have not been seen before.
13	Industrial - These goblins have settled in an area which has rich deposits of needed resources. The creatures use their knowledge of harvesting these materials, as well as their numbers to gain leverage over others who seek to claim them as well. Common resources include minerals and ore, lumber, or spices.
14	Infighting – These goblins are at constant war with others inside of their tribe. This could be the result of an attempted coup or a simple argument which erupted over who had the bigger piece of baby after the big raid. Whatever the case, the tribe is locked into a massive war which could last for a matter of day to years depending on the goblins temperament.
15	Xenophobic – These goblins activity seek solitude within their dwellings. The locations of these dwelling are commonly unknown to many as the goblins remain hidden from other humanoid dwellings.
16	Matriarchy – The positions of power within the goblin tribe are all held by females. The males are viewed as slaves or breeding cattle, are placed in an even lower rung of the goblin society.
17	Slavers – These goblins actively seek to enslave any survivors of a raid or attack. They often will have dealing with other creatures, or even be in league with other humanoid races in order to sell these prisoners to slave markets throughout the lands. Slaves taken this way may also be forced to work for the goblins or be kept as food. In the vilest of acts, female humanoids may be forced to procreate with the goblins resulting in mutations.
18	Cannibalistic – While acting much like a standard goblin tribe, these goblins will fall upon each other as a source of food when it becomes scarce. These tribes tend to be much smaller in numbers as the consummation of its members keeps its size in constant check.
19	Warlike – These goblins are active in combat once every two to three years. The clan may have a hated enemy, or have declared an open war to a region or area of the realm. Often clans which meet with defeat once again return to the safety of the holding s until they have yet again amassed their numbers for another attempt to destroy their enemies, resulting in a cycle for their attacks.
20	Roll Twice – Roll twice and apply the results.

THE BURNING MOUNTAIN CLAN

ALZIN, GOBLIN KING

XP 12800

Goblin Pyromancer 11 NE Small humanoid (goblinoid)

Init +2; Senses Darkvision 60 ft.; Perception +1 DEFENSE

DEFERIOL

AC 22, touch 16, flat-footed 19 (+4 armor, +3 dex, +1 size, +2 deflection, +2 natural)

CR 11

Hp 77 (11d6+44)

Fort +6, Ref +7, Will +10

OFFENSE

Speed 30 ft.

Melee Elf chopper +4 (1D6) +2D6 (versus elves) Spell Like Abilities: CL 11

1/day - Flare (DC 15), Mending (on metal objects only), and Burning Hands (DC 15)

Spells Prepared (CL 11th)

5th - 3/day- Fire Snake, Summon Monster V

4th - 6/day-Flame Stride*(DC 21), Flaming Tentacles*(DC 21), Summon Monster IV, Wall of Fire

3rd - 6/day- Fire Ball (DC 20), Fire Bolt*(DC 20), Flame Arrow, Summon Monster III

2nd - 6/day- Burning Gaze (DC19), Fire Breath, Flaming Sphere (DC19), Madding Flames*(DC17), Summon Monster II

1st - 6/day- Burning Hands (DC 18), Fiery doom*, Mage Armor, Obscuring smoke*, Summon Monster I

*New spell presented in chapter 4

STATISTICS

Str 8, Dex 17, Con 16, Int 13, Wis 13, Cha 20 Base Atk +5; CMB +3; CMD 17

Defensive Abilities Fire Resistance 10

Feats: Combat Casting, Extra Burn(Flaming Burst), Greater Spell focus, Greater Fire Mastery, Toughness , Spell Focus

Skills Bluff +15, Craft +13, Intimidate +14, Knowledge (arcana) +11, Spellcraft +8, Stealth +10, Use Magic Device +11

Racial Modifiers +4 Craft, +4 Stealth

Languages Goblin, Igan, Common, Giant

Equipment Iron Boots, Amulet of natural armor +2, Bracers of Armor +3, Cloak of Resistance +2 **Heat Weapon** (*Ex*): As magma goblins anger and rage flares so does the white-hot flames that burn inside the creature's body causing its hands to erupt into flames. The Magma goblin can use this ability as a move action once per round granting any weapon that it touches the *Flaming* weapon property for one full round.

Master of Flames (Ex): Every time a Pyromancer inflicts Fire damage on a target, be this with a spell or another source of fire, he inflicts an amount of extra Fire Damage equal to his Charisma modifier

Fiery Ray (*Sp*): 8/day - Alzin can unleash a fiery ray as a standard action, targeting any foe within 30 feet as a ranged touch attack. This ray deals 1d8+11 points of fire damage.

Maintain fire (Su): This supernatural ability allows Alzin to maintain a flame and keep it from being extinguished. He must have eye contact with the flame and then focuses his energy to maintain it. By doing this, Alzin raises the extinguish DC of the fire to 20. The flame is maintained as long as Alzin focuses on it. Using this ability is a move action and during which Alzin is considered flat-footed.

Flaming Burst (Sp): 3/day (DC 20) - Alzin can unleash a blast of flame which travels from his outstretched hands and explodes into a ball of fire. This power has a range of 60 feet. This 20-foot-radius burst deals 11d6 points of fire damage. Those caught in the area of the blast receive a DC20 Reflex save for half damage.

Control Fire (Su): Alzin has gained the supernatural ability to control the size and brightness of fires within 50 feet. The pyromancer can choose to extinguish the fire, or change the level of light given from the fire from dim to bright light. If the pyromancer chooses to adjust the size of a fire, any creatures caught in the effect receive a reflex saving throw to avoid the effects. If failed these creatures are effected as if they were successfully targeted with the fire and suffer damage as normal. Only natural fires can be affected by this ability. Activating this ability is a standard action, and all changes last for as long as the Alzin continues to concentrate on maintaining the effect (a move action.)

Rebuke Elemental (Ex): Alzin has gained the extraordinary ability to rebuke or command fire creatures as a cleric of the same level.

Clinging Flame (Su): 1/day - Alzin's fire spells have a supernatural ability to cling to an object or creature and continue to burn. The pyromancer may use a swift action to make any spell a clinging spell. This ability must be used before the spell is cast and if the spell is disrupted during casting this ability is lost. If successfully cast the spell will continue to deal $\frac{1}{2}$ of the original spells damage on the following round. A reflex saving throw (DC of this save is equal to $10 + \frac{1}{2}$ the pyromancer's level + the pyromancer's Charisma modifier) reduces this amount to $\frac{1}{4}$ instead.

Piercing Heat (Ex): Alzin fire spells have become powerful enough to cut through fire resistance and the hardness of natural materials. No more than ½ of the damage inflicted by his fire damage (spells and abilities) can be negated by an items hardness or resistance to fire.

Alzin's Rule

For over two hundred years the region known as the Burning Mountain has been plagued with an infestation of goblins, but it was not until the coming of the current maniacal king, have they ever been a true threat to the lands in which they inhabit. Alzin's the magma goblin's rule over the Burning Mountain tribe has been long standing in goblins. He is an Iron fisted tyrant who rules through brutal force over the goblins who number his fold. The clan's ever expanding holding include all of the small mountain range known as the smoking peaks and extends miles into the surrounding hills and lowlands which border them. Almost fifty years ago the position of the tribes leader was won by Alzin through the calculated murder of the previous goblin king, and since his assumed role, he has done well in uniting the many clans through fear and force. One of the first imposed acts as king, was to lead a successful campaign against an existing dwarven stronghold known as El'Gorath, The battle lasted but a single night as the dwarves who had dwelled there where unprepared for the massive hoard of goblins who had been gathered under Alzin's rule. Having been killed or driven from the safety of their halls, the few remaining dwarves fled the mountains, their ancient stronghold left behind as the new seat of Alzin's throne.

The Burning Mountain tribe's power level is overwhelming, hosting well over five hundred able body warriors and almost twice that number of noncombatants. With each passing season, and as their warrens fill with swollen numbers, the tribe has been extremely active in expanding their hold on the lands. This activity has lead to the sacking of numerous villages and town in the close proximity of the mountain range. The once vibrant lands have now grown in a region ruled by the fear of the next goblin raid, and many settlers have altogether abandoned the prospect of taming the wilds despite the rich and fertile lands and proof of valuable deposits of gold and silver found within the rolling hills. Tales told from the dwarven survivors of the massacre have spread over the passing years of the incredible wealth of gold and

Alzin's Thugs

The tribes within the mountain regions keep a constant show of force, and gangs of goblin bandits attack any who travel the roads, making travel along the mountain passes extremely dangerous. The war band consists of 6-20 goblin bandits lead by an elite goblin bandit of 7th level. In addition to the roaming bands of bandits, Alzin has cultivated a cabal of goblins trained within the art of sorcery. These adepts can be found in the numerous outposts littering the mountain side, or leading raiding parties into the human controlled lands to gather more tribute for their iron fisted king. In addition to the standard horde of goblins found within the walls of his crumbling stronghold, the outside regions of the claimed lands are patrolled by goblin druids who report on the presence of new threats within the tribe's lands.

GOBLIN BANDIT

Goblin warrior 2

NE Small humanoid (goblinoid)

Init +6; Senses Darkvision 60 ft.; Perception -1

DEFENSE

AC 18, touch 14, flat-footed 15 (+3 armor, +2 Dex, +1 shield, +1 size, +1 dodge)

Hp 13 (2d10+2)

Fort +3, Ref +2, Will -1

OFFENSE Speed 30 ft.

Melee short sword +2 (1d4/19–20)

Ranged short bow +4 (1d4/x3)

STATISTICS

Str 11, Dex 15, Con 12, Int 10, Wis 9, Cha 6 Base Atk +2; CMB +1; CMD 14

Feats Improved Initiative, dodge

Skills Ride +10, Stealth +10, Swim +4; Racial Modifiers +4 Ride, +4 Stealth

Languages Goblin

Gear studded leather, buckler, short sword, short bow with 20 arrows, 17 gp

ELITE GOBLIN BANDIT XP 2400

Goblin fighter 4/rouge 3

NE Small humanoid (goblinoid)

Init +4; Senses Darkvision 60 ft.; Perception +11

DEFENSE AC 21, touch 15, flat-footed 15 (+5 armor, +4 Dex, +1 shield, +1 size)

Hp 53 (7 HD; 4d10+3d8+3 +14)

Fort +7, Ref +12, Will +4; +1 vs. fear

Defensive abilities bravery +1, evasion, trap sense +1 OFFENSE

Speed 30 ft.

Melee masterwork short sword +11/+6/ (1d4/19–20) Ranged +1 short bow +12/+7 (1d4+3/×3) or w/ rapid shot +10/+10/+5 (1d4+3/x3)

Special Attacks +2d6 sneak

STATISTICS

Str 14, Dex 18, Con 14, Int 10, Wis 12, Cha 6 Base Atk +6; CMB +7; CMD 21

Feats weapon focus (short bow), weapon specialization (short bow), deadly aim, point blank shot, precise shot, rapid shot, many shot, weapon finesse, agile maneuvers, lighting reflexes

Skills acrobatics +16, Climb +7, Disable Device +10, Perception +11(+12 to find traps), Ride +10, Sleight of Hand +10, Stealth +15, Swim +4, Survival +6; Racial Modifiers +4 Ride, +4 Stealth

Languages Goblin, Common

SQ armor training 1, rouge talent (surprise attack), trap finding

Gear +2 studded leather, buckler, short bow with 20 arrows, potion of healing (2), a bag of 50 gp, and cloak of resistance +1

CR 1/2

CR 6

GOBLIN SHAMAN

XP 400

Goblin Adept 3

NE Small humanoid (goblinoid) Init +2; Senses Darkvision 60 ft.; Perception +5

DEFENSE

AC 14, touch 14, flat-footed 11 (+2 Dex, +1 size, +1 dodge)

Hp 10 (3d6)

Fort +1, Ref +3, Will +6

OFFENSE

Speed 30 ft.

Melee dagger +2 (1d3/19-20)

Adept Spells Known (CL 3, +0 melee touch,+ 3 ranged touch):

1 (3/day) Cause Fear (DC 13), Sleep (DC 13), Cure Light Wounds (DC 13)

0 (3/day) Detect Magic, Guidance, Touch of Fatigue (DC 12)

STATISTICS

Str10, Dex 14, Con 11, Int 12, Wis 14, Cha 12 Base Atk +1; CMB +0; CMD 12 Feats Brew Potion, Dodge Skills Appraise +3, Heal +6, Perception +5, Ride +6,

Sense Motive +5, Spellcraft +7, Stealth +10; Racial Modifiers +4 Ride, +4 Stealth Languages Goblin, Common Gear Wand of magic Missile(50 charges)

GOBLIN SHAMAN

CR 2

XP 600

Goblin adept5

NE Small humanoid (goblinoid)

Init +2; Senses Darkvision 60 ft.; Perception +8

DEFENSE

AC 14, touch 14, flat-footed 11 (+2 Dex, +1 size, +1 dodge)

Hp 17 (5d6)

Fort +2, Ref +4, Will +7

OFFENSE

Speed 30 ft.

Melee masterwork dagger +4 (1d3/19-20)

Adept Spells Known (CL 5th,+ 1 melee touch,+ 4 ranged touch):

2 (2/day) Aid, Scorching Ray

1 (3/day) Cause Fear (DC 13), Sleep (DC 13), Cure Light Wounds (DC 13)

0 (3/day) Detect Magic, Guidance, Touch of Fatigue (DC 12)

STATISTICS

Str10, Dex 14, Con 11, Int 12, Wis 15, Cha 12

Base Atk +2; CMB +1; CMD 13 Feats Brew Potion, Dodge

Skille Approiae 12 Heal

SkillsAppraise +3, Heal +6, Perception +8, Ride +6,SenseMotive +5, Spellcraft +10, Stealth +10;Modifiers +4Ride, +4Ride, +4Stealth

Languages Goblin, Common

Gear Potion of cure moderate wounds (2), Potion of

invisibility, Wand of magic missile (50 charges), and Cloak of resistance +1

60	BLIN SHAMAN CR
XP 8	
	n adept 7
	mall humanoid (goblinoid)
	6; Senses Darkvision 60 ft.; Perception +9
	ENSE
	4, touch 14, flat-footed 11 (+2 Dex, +1 size, -
dodg	
-	4 (7d6) +3, Ref +4, Will +9
OFFI	
	d 30 ft.
Mele	e masterwork dagger +5 (1d3/19-20)
-	t Spells Known (CL 7th, +2 melee touch, +5 range
touch	,
	lay) Aid, Scorching Ray, Darkness (DC 15) day) Cause Fear (DC 14), Sleep (DC 14), Cure Lig
	nds (DC 14), Protection from good
	day) Detect Magic, Guidance, Touch of Fatigue (L
13)	
	ISTICS
	, Dex 14, Con 11, Int 12, Wis 16, Cha 12
	Atk +3; CMB +2; CMD 14
	 Brew Potion, Dodge, Improved Initiative Appraise +3, Heal +9, Perception +9, Ride +
	e Motive +5, Spellcraft +11, Stealth +11; Rac
	fiers +4 Ride, +4 Stealth
	uages Goblin, Common
	Necklace of fireballs type II, Cloak of resistance +
Elixir	of fire breath, Potion of cure moderate wounds (2)
e 10	NT AND STRANKAR
60	SHIN HANN CR
XP 1	200
Gobli	n adept 9
NE S	mall humanoid (goblinoid)
INC O	6; Senses Darkvision 60 ft.; Perception +11
Init +	ENSE
Init +	ENSE 4, touch 14, flat-footed 11 (+2 Dex, +1 size, -

Fort +3, Ref +5, Will +11

OFFENSE

Speed 30 ft. Melee masterwork dagger +6 (1d3/19–20)

Adept Spells Known (CL 9th, +3 melee touch,+ 6 ranged touch):

3 (2/day) Lighting bolt (DC 16), Bestow Curse (DC 16)

2 (3/day) Aid, Scorching Ray, Darkness (DC 15)

1 (4/day) Cause Fear (DC 13), Sleep (DC 14), Cure Light Wounds (DC 14), Protection from good

0 (3/day) Detect Magic, Guidance, Touch of Fatigue (DC 13)

STATISTICS

Str10, Dex 14, Con 11, Int 12, Wis 17, Cha 12 Base Atk +4; CMB +3; CMD 15 Feats Brew Potion, Dodge, Improved Initiative, Iron Will Skills Appraise +3, Heal +6, Perception +11, Ride +6,

CR 1

Sense Motive +5, Spellcraft +13, Stealth +16; Racial Modifiers +4 Ride, +4 Stealth Languages Goblin, Common

Gear Elemental Gem (Fire), Necklace of Fireballs (type III), Cloak of resistance +2, and Potion of cure moderate wounds (2)wounds (2)

CR 3

CR 3

GOBLIN WARBOSS

XP 800

Goblin Warrior 5 NE Small Humanoid (Goblinoid)

Init +2; Senses Darkvision (60 feet); Perception +0 DEFENSE

AC 20, touch 13, flat-footed 18 (+6 armor, +2 Dex, +1 size, +1 natural)

hp 44 (5d10+12)

Fort +6, Ref +3, Will +1

OFFENSE

Speed 20 ft.

Melee +1 Longsword +9 (1d6+2)

STATISTICS

Str 13, Dex 14, Con 14, Int 11, Wis 11, Cha 11 Base Atk +6; CMB +5; CMD 17

Feats Skill Focus: Intimidate, Toughness +5, Weapon Focus: Longsword

Skills Acrobatics -3, Appraise +1, Climb -4, Diplomacy +2, Escape Artist -3, Fly -1, Handle Animal +4, Intimidate +11, Ride +5, Sense Motive +2, Stealth +9, Swim -4

Languages Goblin

Combat Gear +1 Longsword, Chainmail; Other Gear Amulet of Natural Armor +1, Potion of Bull's Strength, Potion of Cure Serious Wounds, Potion of Enlarge Person

GOBLIN DRUID

XP 800

Male goblin druid 4

NE Small humanoid (goblinoid)

Init +3; **Senses** Darkvision 60 ft.; Perception +2 DEFENSE

AC 17, touch 14, flat-footed 14 (+3 armor, +3 Dex, +1 size)

hp 33 (4d8+12)

Fort +7, Ref +5, Will +7

OFFENSE

Speed 30 ft.

Melee flame blade +3 touch (1d8+2 fire) or spear +3 (1d6-1/x3)

Ranged produce flame +6 (1d6+4 fire) or sling +6 (1d3-1)

Special Attacks wild shape 1/day

Spells Prepared (CL 4th)

2nd—animal messenger, flame blade, lesser restoration 1st—charm animal (DC 13), cure light wounds (2), entangle (DC 13)

0-flare (DC 12), guidance, mending, stabilize

STATISTICS

Str 8, Dex 16, Con 14, Int 8, Wis 15, Cha 12 Base Atk +3; CMB +1; CMD 14 Feats Brew Potion, Combat Casting

Skills Handle Animal +8, Knowledge (nature) +8, Survival +11

Languages Common, Druidic, Goblin

SQ nature bond(chosen animal companion), nature sense, resist nature's lure, trackless step, wild empathy +5, woodland stride **Gear** *elixir of speak with animals* (2), *elixir of tree shape* (2), *potion of cure light wounds, wand of produce flame* (34 charges) +1 *leather armor*, spear, sling, *cloak of resistance* +1



GOBLIN LAIR

- 1. Watch Post: This area serves as a guard post for the main entrance to the upper levels. Often it is littered with broken bones and refuse for which the goblins do not consume.
- 2. Elite Barracks: This area is the common quarters held by the capable warriors of the clan.
- 3. Common Quarters: The majority of the goblin clan can be found within this chamber. Here is where the majority of the males (not laboring) will be found, along with all females and children.
- 4. Breeding Quarters: This area serves as a nursery and is heavily guarded. 2-3 females will be present in this area, looking after the new borns.
- Chamber of the Elders: This room houses any of the elders of the tribe. These might include the Chief, warbosses, etc.

GOBLIN LAIR

4

6

1- Entrance to the goblin lair.

2- Underground pool

1

1

1

A

3- Tunnel to another entrance/exit of the lair.

4- Straw bedding area for most of the goblin tribe.

5- Sleeping area for the goblin chief and his best warriors.

6- Either an exit out of the lair, or a passage leading into a deeper complex.

7- Either an exit out of the lair, or a passage leading into a deeper complex.

Goblin Village



Caravan Bridge (for typical goblin ambushes)

1

