

# *Fin Starling's Guide to Morsain*

## Game Master's Web Supplement

### *Monsters of Morsain*

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<b>Gobhoblin</b> .....	<b>1</b>
Pathfinder Statistics .....	1
3.5 Statistics .....	1
<b>Phocce</b> .....	<b>4</b>
Pathfinder Statistics .....	4
3.5 Statistics .....	5

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# Goboblin

*The old lady that is stumbling toward you with the off-putting grin begins to spin and becomes a giant plant creature that's mostly mouth, with one giant leg that it begins hopping on toward you!*

Pathfinder Statistics

## GOBHOBBLIN

CR 8

XP 4,800

CE Large plant (leshy)

**Init** -2; **Senses** tremorsense 60 ft.;

Perception +8

### DEFENSE

**AC** 23, touch 7, flat-footed 23 (-2 Dex, -1 size, +16 natural)

**hp** 112 (12d8+48+12)

**Fort** +11; **Ref** +1, **Will** +3

### OFFENSE

**Speed** 20 ft.; hopping 40 ft.

**Melee** bite +13 (2d6+6 plus swallow whole)

**Space** 10 ft.; **Reach** 5 ft.

**Special Attacks** swallow whole (2d6 acid/round; AC 18; hp 11); underbite +13 (1d6+3)

### STATISTICS

**Str** 18 **Dex** 7 **Con** 18 **Int** 5 **Wis** 7 **Cha** 10

**Base Attack** +9; **CMB** +14; **CMD** 23

**Feats** Alertness, Improved Natural Armor, Improved Natural Attack (bite), Power Attack, Skill Focus (Stealth), Stealthy

**Skills** Perception +8, Stealth +10

**Language** broken Common

**SQ** *disguise self*, plant traits, spinning gait, tremorsense 60 ft.

## GOBHOBBLIN

**Size/Type** Large plant (leshy)

**Hit Dice** 12d8+48+12 (112 hp)

**Initiative** -2

**Speed** 20 ft., hopping 40 ft.

**Armor Class** 23 (-2 Dex, -1 size, +16 natural)

**Base Attack/Grapple** +9/+14

**Attack** +13 bite melee (2d6+6 plus swallow whole)

**Full Attack** +13/+8 bite melee (2d6+6 plus swallow whole)

**Space/Reach** 10 ft./5 ft.

**Special Attacks** swallow whole (2d6 acid/round; AC 18; hp 11), underbite (1d6+3)

**Special Qualities** *disguise self*, plant traits, spinning gait, tremorsense 60 ft.

**Saves** Fort +11; Ref +1, Will +3

**Abilities** Str 18, Dex 7, Con 18, Int 5, Wis 7, Cha 10

**Skills** Move Silently +10, Spot +6

**Feats** Alertness, Improved Natural Armor, Improved Natural Attack (bite), Power Attack, Skill Focus (Move Silently), Stealthy

**Challenge Rating** 8

**Alignment** Chaotic Evil

**Languages** broken common

### SPECIAL ABILITIES

**Disguise Self (Su)** The gobhoblin can use the spell *disguise self* as a spell-like ability for a total of 10 minutes per day. This need not be consecutive. In general, the gobhoblin will make itself look like a elderly man or woman, dressed in rags, and injured in some way. With this form, it can sometimes lure trusting fey close enough that it may attack

and attempt to swallow the fey. Once it has a mouthful of faerie creatures, the gobhoblin will hurry away before reinforcements arrive. As news of this disguise has spread through fey communities, the confusion has led to assaults on authentic wounded travelers.

**Hopping (Ex)** For up to four consecutive rounds at a time, the gobhoblin can increase its speed to 40 ft. per round by hopping on its muscular leg. The gobhoblin must rest for a number of round equal to the run of rounds that the hopping ability is used. While hopping, the gobhoblin takes a -4 circumstance penalty to its CMD to resist being tripped, and also loses its +4 bonus to resist being grappled.

**Spinning Gait (Ex)** Due to the extreme differences between the legs of a gobhoglin, its locomotion consists of planting its shorter leg and pushing off with its larger leg. This causes it to rotate in a complete circle around the smaller leg with each step. This mode of motion is slower than usual, but gives the gobhoblin a +4 circumstance bonus to CMD to avoid being grappled.

**Swallow Whole (Ex)** If a gobhoblin begins its turn with an opponent grappled in its mouth, it can attempt a new combat maneuver check (as though attempting to pin the opponent). If it succeeds, the gobhoblin swallows its prey, and the opponent takes bite damage. The gobhoblin can swallow up to one Medium-sized creature, two Small-sized creatures, four Tiny creatures, eight Diminutive creatures, or 16 Fine creatures. The swallowed creature(s) takes 2d6 acid damage each round. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (AC 18, 11 hp). If a swallowed creature cuts its

way out, the gobhoblin cannot use swallow whole again until the damage is healed. If the swallowed creature escapes the grapple, success puts it back in the gobhoblin's mouth, where it may be bitten or swallowed again.

**Underbite (Ex)** The gobhoblin can unhinge its lower jaw and make attack that deals 1d6+3 slashing damage.

#### **ECOLOGY**

**Environment** any temperate woods

**Organization** Solitary

**Treasure** None



The gobhoblin, also known as the fey gobbler, is unrelated to the hobgoblin (or by extension, the regular goblin), but got its name by essentially being a giant mouth on a pair of unmatched legs. The first known specimen was dubbed the “hobbling gob,” but adventurers, as they do, corrupted it into the ‘gobhobblin,” and the name has stuck.

Incredibly stealthy despite its size, the gobhoblin hunts by sneaking near an unassuming group of fey and then using its *disguise self* ability to appear as a man or woman, typically appearing injured. It babbles in its broken Common, trying to trick trusting fey into the range of its bite attack. Those viewing this illusion must make a DC 10 Perception check to notice that some of the features and mannerisms of the gobhoblin are wrong.

The form of the elderly man or woman that the gobhoblin takes is the same as the spirit that resides inside the spiteful plant. The gobhoblin can alter this figure to appear as anything from young adult to a wizened form.

Once the gobhoblin makes a successful bite attack, it will grapple its prey and attempt to pin its target and swallow them whole on the second round. While grappled, the opponent(s) can be seen thrashing around inside the wattle of the gobhoblin. As fey are generally smaller than the gobhoblin, they fail the required checks and end up being swallowed. Once this happens, the gobhoblin hurries off in order to digest its meal before reinforcements arrive.

The gobhoblin stands around nine feet tall and weighs 800 pounds. Its head is green with darker green segments and its mouth extends half way around its head, full of the razor-sharp teeth of a predator. The two legs of the gobhoblin are mismatched, with one being much larger and more muscular than the other. The smaller leg is six inches short than the larger leg, giving the gobhoblin its namesake gait.

## Phocce

*This creature has the features of several others about its face—an old human, a goblin, a rabbit, a dog, a goat and a horse—depending on how you see it and its mood. Whichever form seems dominant, there is mischief about it!*

### Pathfinder Statistics

#### PHOCCE

CR 12

XP 19,200

CN Large fey

**Init** +4; **Senses** darkvision 60 ft.; low-light vision; Perception +15

#### DEFENSE

**AC** 25 (+4 Dex, -1 size, +12 natural), touch 13, flat-footed 21

**hp** 170 (20d6+100)

**Fort** +11; **Ref** +16, **Will** +16 (+18 vs. mind reading, scrying, or against mind-affecting effects)

#### OFFENSE

**Speed** 60 ft.

**Melee** bite +15 (1d8+6), 4 hooves +9 (1d8+3)

**Space** 10 ft.; **Reach** 5 ft.

**Special Attacks** persuasive words, powerful charge (hooves, 2d8+12), trample (1d8+9, DC 26)

**Spell-Like Abilities** (CL 12th; concentration +24)

Constant—*freedom of movement*, *jump*, *pass without trace*

At will—*shadow walk* (self and rider) (DC 19)

#### STATISTICS

**Str** 23 **Dex** 18 **Con** 21 **Int** 16 **Wis** 19 **Cha** 16

**Base Attack** +10; **CMB** +17; **CMD** 30 (+34 vs. trip)

**Feats** Careful Speaker, Experienced Vagabond, Free Spirit, Multiattack, Persuasive, Run

**Skills** Acrobatics +4 (+34 jump), Bluff +17 (+19 to fool someone or pass secret messages), Diplomacy +17, Disguise +12, Escape Artist +11 (+13 on all Escape Artist or grapple checks made to escape a grapple or to escape from bonds), Knowledge (geography) +10, Knowledge (local) +10, Knowledge (nature) +10, Perception +15, Sense Motive +13, Sleight of Hand +13, Stealth +17, Use Magic Device +12

**Language** Truespeech

**SQ** change shape (human, goblin, rabbit, dog, goat, horse; *shapechange*)

#### ECOLOGY

**Environment** any (prefers forests, hills, and plains)

**Organization** solitary

**Treasure** none (able to produce limitless bags of 10 gp or 100 gp)

#### PHOCCE

**Size/Type:** Large Fey

**Hit Dice:** 12d6+60 (112 hp)

**Initiative:** +4

**Speed:** 60 ft. (12 squares)

**Armor Class:** 25 (-1 size, +4 Dex, +12 natural), touch 13, flat-footed 21

**Base Attack/Grapple:** +6/+13

**Attack:** Bite +10 melee (1d8+5)

**Full Attack:** Bite +10 melee (1d8+5) and 4 hooves +8 melee (1d8+2)

**Space/Reach:** 10 ft./5 ft.

**Special Attacks:** Persuasive words, powerful charge (hooves) 2d8+10, trample 1d8+7

**Special Qualities:** Change shape (human, goblin, rabbit, dog, goat, horse; *shapechange*), darkvision 60 ft., low-light vision, spell-like abilities, *tongues*

**Saves:** Fort +9, Ref +12, Will +12

**Abilities:** Str 21, Dex 18, Con 21, Int 16, Wis 19, Cha 16

**Skills:** Bluff +14, Diplomacy +18, Disguise +5 (when being observed and acting in character), Escape Artist +11, Gather Information +5, Hide +15, Intimidate +16, Jump +34, Knowledge (geography) +10, Knowledge (local) +10, Knowledge (nature) +10, Listen +13, Move Silently +15, Sense Motive +15, Sleight of Hand +6, Spellcraft +5 (to decipher scrolls), Spot +13, Survival +6 (to keep from getting lost or for avoiding hazards; in aboveground natural environments ), Use Magic Device +11, Use Rope +4 (+6 involving bindings)

**Feats:** Multiattack, Negotiator, Persuasive, Run, Stealthy

**Environment:** Any, but prefers countryside including forests, hills, and plains

**Organization:** Solitary

**Challenge Rating:** 12

**Treasure:** None (able to produce limitless bags of 10 gp or 100 gp)

**Alignment:** Usually chaotic neutral

**Advancement:** 13-18 HD (Medium); 19-24 HD (Huge)

Phocces speak Sylvan and Common, but can communicate with almost any creature, thanks to their tongues ability.

### **Combat**

### **Spell-like Abilities**

Constant—*freedom of movement*, *jump*, *pass without trace*; at will—*shadow walk (self and rider)* (DC 19). Caster level 12th. The save DCs are Charisma-based.

## **SPECIAL ABILITIES**

### **Improved Woodland Stride (Su)**

A phocce can move through any sort of undergrowth (natural thorns, briars, overgrown areas, and similar terrain) at its normal speed without taking damage or suffering other impairment. This includes areas that are magically manipulated to impede motion including movement.

**Instinctively Sure-Hooved (Su)** A phocce is instinctively able to keep its balance and make Reflex saves to avoid falling. It can move at a normal speed on steep slopes and stairs and does not risk falling when running or charging downhill. This ability only works for creatures that clearly have hooves (as opposed to feet, flippers, or insect-style legs, for example) and have at least four legs ending with hooves.

**Persuasive Words (Su)** If a phocce decides to talk with something, its words are very persuasive. Over the course of the next two hours of discussion, it produces the

same result as a *symbol of persuasion* spell.

A DC 19 Will save resists the effect when the phocce starts to talk. If the creature talking with the phocce makes the saving throw, the phocce drops a bag of 10 gp and leaves.

If the creature fails the save, it not only becomes *charmed*, it is subjected to an effect that acts in the same way as a combination of *mind fog* and *greater heroism*, although the *greater heroism* has no effect against the phocce itself or to resist its actions. In fact, even the wildest, most reckless plan suggested by the phocce seems like nothing more than a wonderful adventure. This usually involves “accepting a lift” (see below), and a final effect of this ability is that the listener gains the Ride skill (with ranks equal to character level plus three) for the duration of the “lift” if she doesn’t already have it. The effects of the persuasive words cease 1 round before the phocce dumps its rider, drops a bag of 100 gp, and disappears into the distance.

**Right Before Your Eyes (Su)** A phocce is an almost peerless expert at hiding in countryside, including forests, hills, and plains. Within any of those terrains, a phocce can hide using the Stealth skill, even if being observed.

**Tongues (Su)** Phocces can speak with any creature that has a language, as though using a *tongues* spell (caster level 12th). This ability is always active.

**Trackless Step (Su)** A phocce does not leave a trail in natural surroundings and cannot be tracked. A phocce can choose to leave a trail, if it so desires.

Phocce (pronounced faux-key or foe-key) is from the old Klavek word meaning 'spirit' or 'ghost'. There are many variations of the spelling phocce, some of which are phuca, phica, pwwka, phuka, phookha, púca, phouka, phooka, phooca, puca, púka, pwca, pwwka, or pouque. All of these are totally acceptable as there are as many names for the phocce as there are tales of their appearances and escapades. They are closely associated with pooka, which are thought to be the faerie offspring of phocce and humans in some places. Puck is a name occasionally given to humanoids that display phocce tendencies, particularly amongst halflings.

It is also possible that the origin of the word phocce may come from the Vikmordere word pook, puki, or puke, meaning 'nature spirit/sprite'. However, the modern Klavek spelling is an acronym of the main forms a phocce takes when appearing to humanoids.

In much of Aventyr, the phocce seems to be a most feared faerie, possibly because it appears either at dusk or late at night and enjoys creating havoc and mischief. This may be doing the phocce an injustice, as there are no recorded definitive incidents of a phocce actually causing someone any real or specific harm; they just seem to be present when something foul befalls many a humanoid.

A phocce is a shapeshifter said to be able to take any form it chooses, but usually it chooses from the forms of a person (often an old man), humanoid (often a goblin), oryctolagus (common rabbit), canine (often a dark, heavy-set hunting dog), capra (goat), or equine (traditionally a dark, sleek horse with a long wild flowing mane and luminescent golden eyes). No matter what form they take, they retain the features given above if attacked; while they may appear as a rabbit, for example, the phocce is a particularly powerful one!

They are also able to hide in plain sight so well that many believe a phocce can become

invisible at will. Finally, a phocce has the power of truespeech, but is inclined to make great sport of those they talk with as they like to weave deliberate misunderstandings into what they say, or elaborately embellish the truth.

### *Where can you find a Phocce?*

Phocces can be found in any rural location and every country in Aventyr has its very own phocce. They like open areas so that they can run free while in horse form, but are happy to encounter humanoids in any non-urban area that they inhabit. Considered to be bringers both of good and bad fortune, they either help or hinder rural, marine, and other remote communities. They almost exclusively approach those who would be viewed as vagabonds or the underclass.

### *Phocce superstitions and customs*

There are a lot of superstitions and customs in Aventyr regarding the phocce, many of which that are still observed today. These vary depending on which region you happen to find yourself in, although there seems to be a lot of common ground when you talk about a phocce as some stories are alike and only differ when minor details are considered.

The human sage Tuntea Paljon, an expert on matters arcane and natural, said, "accurate knowledge respecting them is very vague at best, and deliberately confused at worst," and in a brief description gives an account collected by his assistant Rahastaja from a boy living near Morsain who stated that, "old people used to say that the phocces were very numerous...long ago... were wicked-minded, black-looking, bad things...that would come in the form of wild colts, with chains



hanging about them,” and that the creatures frequently harmed unwary travellers.

In contrast, the phocce is represented as being helpful to farmers by the druid Lady Wildewren, who relates the following tale. A farmer's son named Poika one day noticed the presence of a hidden phocce by brushing against it, and called out to the creature, offering it a coat. The phocce appeared in the guise of a young horse, and told him to come to the old mill at night. From that time onward, the phocce came secretly at night and performed all the work of milling the sacks of corn into flour. Poika fell asleep the first time, but later concealed himself in a chest to catch sight of the colt, and afterwards made a present of a fine silk barding. This unexpectedly caused the phocce to go off to “see a little of the world” and cease its task. But by then the farmer's wealth allowed him to retire and give his son an education. Later, at Poika's wedding, the phocce returned. It left a gift of a golden cup filled with wine that guaranteed their happiness.

There are stories of some phocce being blood-thirsty and vampire-like creatures. Other stories even say some are man-eating beings, hunting down, killing, and eating their victims, but they all seem fanciful at best and far-fetched at worst, with none being substantiated in any way

### *Would you accept a lift?*

When a phocce is in horse form, which it seems to favour a lot, it tends to have fun by inviting a rider to jump on his back. This seems to happen when the rider has had a little too much to drink, is making his weary way home, and would gladly take up the chance of a lift. Thus starts the wildest trip the recipient will ever know, for the phocce loves to terrify the rider with its great prowess by jumping over hedges and boulders and making

death defying leaps. Come the grey dawn the rider is thrown off the phocce's back at the point where the experience started, and left trembling to find his own way home, although none the worse from the night's events as no harm is actually done. This is maybe where the phocce's reputation slips a little as while on such a night out like this they do tend to run through crop fields and knock down fences without a care.

However according to some sages, the only man ever to truly ride a phocce was Tolkovar the Third, King of Klavek, by using a special bridle incorporating four hairs of the phocce's feathers, as well as getting the creature to step into a pool of *salve of slipperiness* so its hooves couldn't get proper purchase.

Although a phocce may be encountered in any of its various forms, it instantly changes to a horse when the lift is accepted. Usually, if a person the phocce is speaking with points out that its form is unsuitable for riding, it changes into horse form at that point in the conversation.

### *Stop for a chat*

Another thing the phocce love is to aimlessly talk, and one will happily stop and do so with you, either giving great advice and making exceptional prophecies, or accurate but dire warnings.

In some rural areas you will see houses that will have a bench on the right side of the door, whereas on the left there will be a rockery or some sort of uncomfortable mound. This is because a good phocce will always sit on the right while more mischievous types favor the left.

A phocce tends to use the same opening gambit to introduce himself; it will be something like, “You are new here I think. Many years ago I used to live in this house..” Then one of his favourite topics is how the family lost its fortune or was



swindled out of their money and lands. The tale will be long, twisted, full of digression, and open to interpretation, but will always be entertaining.

The odd thing about a conversation with a phocce is that you may have sat and chatted to him for over an hour but he will suddenly disappear without saying goodbye (a phocce never says goodbye) and you will be left with the uncomfortable feeling of not knowing for sure if the past hour was real. The phocce will never leave any sign that he was there.

### *The Phocce's Share*

Phocces are most closely associated with the autumn equinox, and this day is considered Phocces' Day. This coincides with the end of many harvests, and the traditional custom is that when the last of the crops are being brought in, the reaper must leave a few stalks behind. This remaining crop is called the Phocces Share, and must be left to appease the phocce in order not to incur its wrath. However, the day of the autumn equinox is the one day of the year when a phocce can be expected to behave civilly.

It is said also that when you see the rain falling on a sunny day, the phocce will definitely be out and about that night. Finally, berries that have been killed by the frost overnight should never be eaten as it is said to be the phocce's habit to spit on the wild fruits rendering them inedible and unsafe thenceforth, possibly even turning them poisonous.

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