

THE  
DREAD CODEX  
GOBLINS



**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

JASON STOFFA  
AND RICK HERSHEY



# THE DREAD GODDEX GOBLINS

Jason Stoffa ~ Rick Hershey

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## 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, and left only three survivors that night. . .*

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 borders 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 civilization 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.





# GOBLIN CHRONICLES



## THE BASICS

Goblins are a race of childlike creatures with a destructive and voracious nature that makes them almost universally despised. Weak and cowardly, goblins are frequently manipulated or enslaved by stronger creatures that need destructive, disposable foot soldiers. Those goblins that rely on their own wits to survive live on the fringes of society and feed on refuse and the weaker members of more civilized races. Most other races view them as virulent parasites that have proved impossible to exterminate.

Goblins can eat nearly anything, but prefer a diet of meat and consider the flesh of humans and gnomes a rare and difficult-to-obtain delicacy. While they fear the bigger races, goblins' short memories and bottomless appetites mean they frequently go to war or execute raids against other races to sate their pernicious urges and fill their vast larders.

**Physical Description:** Goblins are short, ugly humanoids that stand just over 3 feet tall. Their scrawny bodies are topped with over-sized and usually hairless heads with massive ears and beady red or occasionally yellow eyes. Goblins' skin tone varies based on the surrounding environment; common skin tones include green, gray, and blue, though black and even pale white goblins have been sighted. Their voracious appetites are served well by their huge mouths filled with jagged teeth.

**Society:** Violent but fecund, goblins exist in primitive tribal structures with constant shifts in power. Rarely able to sustain their own needs through farming or hunting and gathering, goblin tribes live where food is abundant or near places that they can steal it from. Since they are incapable of building significant fortifications and have been driven out of most easily accessible locations, goblins tend to live in unpleasant and remote locations, and their poor building and planning skills ensure that they dwell primarily in crude caves, ramshackle villages, and abandoned structures. Few goblins are good with tools or skilled at farming, and the rare items of any value that they possess are usually cast-off implements from humans or

other civilized cultures. Goblins' appetites and poor planning lead to small tribes dominated by the strongest warriors. Even the hardest goblin leaders quickly find out that their survival depends on conducting frequent raids to secure sources of food and kill off the more aggressive youth of the tribe. Both goblin men and women are ugly and vicious, and both sexes are just as likely to rise to positions of power in a tribe. Goblin babies are almost completely self-sufficient not long after birth, and such infants are treated almost like pets. Many tribes raise their children communally in cages or pens where adults can largely ignore them. Mortality is high among young goblins, and when the adults fail to feed them or food runs low, youths learn at an early age that cannibalism is sometimes the best means of survival in a goblin tribe.

**Relations:** Goblins tend to view other beings as sources of food, which makes for poor relations with most civilized races. Goblins often survive on the fringes of human civilization, preying on weak or lost travelers and occasionally raiding small settlements to fuel their voracious appetites. They have a special animosity toward gnomes, and celebrate the capturing or killing of such victims with a feast. Of the most common races, half-orcs are the most tolerant of goblins, sharing a similar ancestry and experiencing the same hatred within many societies. Goblins are mostly unaware of half-orcs' sympathy, however, and avoid them because they are larger, meaner, and less flavorful than other humanoids.

**Alignment and Religion:** Goblins are greedy, capricious, and destructive by nature, and thus most are neutral or chaotic evil.

**Adventurers:** Goblin adventurers are usually curious and inclined to explore the world, though they are often killed off by their own foolish misdeeds or hunted down for their random acts of destruction. Their pernicious nature makes interacting with civilized races almost impossible, so goblins tend to adventure on the fringes of civilization or in the wilds. Adventurous individuals who survive long enough often ride goblin dogs or other exotic mounts, and focus on archery to avoid close confrontation with larger enemies. Goblin spellcasters prefer fire magic and bombs over





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almost all other methods of spreading mayhem.

## 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.

## 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.

## 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 than 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 than others of his kind, especially if they think they can cause awe or fear in weaker brethren.

**CHIEFTAIN NAMES:** Daterg Foulshade, Dkur Pussarm, Dtan Babyscream, Gsekob Stonebreaker, Gxosk Evilface, Kegd Sickheart, Kemutg Foulyell, Kmezs Madfart, Knusb Bigtracker, Mboxet Meatkill, Gorg Backstabber, Tokle Rottentooth, Kram Manbiter, Durgo Blackbelly, Flarg Dogsmeller, Wankol Knubsom

**MALE NAMES:** Boorgub, Chuffy, Churkus, Drubbus, Gawg, Ghorg, Gogmurch, Irnk, Kavak, Lunthus, Mogmurch, Mogawg, Murch, Nurpus, Pogus, Poog, Ronk, Rotfoot, Unk, Vogun, Zobmaggie, Zord.

**FEMALE NAMES:** Aka, Chee, Fevva, Geedra, Goomluga, Gretcha, Hoglob, Janka, Klony, Luckums, Lupi, Medge, Namby, Olba, Rempy, Reta, Ruxi, Vruta, Yalla, Ziku.

## GOBLIN PLAYER CHARACTERS

Goblins don't have to be evil maniacs—just because most of them are doesn't mean your character is. In fact, playing a non-evil or even a good-aligned goblin can present some enjoyable and interesting roleplaying challenges. If you want to play a goblin because you're eager to explore these challenges, or because you like playing strange characters against their stereotypes, or because you enjoy playing "monsters with hearts of gold," then you're on the right track for most campaigns.

None of this means you can't still enjoy playing up some of the goblin race's other quirks. Their ravenous hunger, their love of songs, their twisted senses of humor, and respect for nature are excellent traits that you can embrace as a goblin that don't disrupt parties or derail adventures. You can still



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maintain these classic goblin personality traits without also being a distraction to the game itself.

Talk with your GM about this before you decide to play a goblin PC. If the GM is okay with goblin player characters, he will be open to methods by which your goblin character can interact with non-goblin societies in non-disruptive ways. He might require you to be accompanied by one or two non-goblin friends who can vouch for you, or he might ask you to make a DC 10 or DC 15 Diplomacy check in order to convince locals to allow you to shop or visit establishments without calling the guard. Certainly you'll need to be on your best behavior in these situations. In time, if your character spends several weeks or months in a town without causing problems, the locals will grow used to you and may even start treating you like a friend or neighbor.

Playing a goblin also provides a character with the opportunity to be creative in the strangely charming and cleverly insane manners common to the race. Players of goblin bards (or fighters, or any other class for that matter) should consider this encouragement to spend some time composing their own goblin songs.

## Goblin Racial Traits

**+4 Dexterity, -2 Strength, -2 Charisma:** Goblins are fast, but weak and unpleasant to be around.

**Goblinoid:** Goblins are humanoids with the goblinoid subtype.

**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 from the following: Common, Draconic, Dwarven, Gnoll, Gnome, Halfling, and Orc.

## ALTERNATE RACIAL TRAITS

The following racial traits may be selected instead of existing goblin racial traits. Consult your GM before selecting any of these new options.

**Camouflage:** Goblins receive a +2 racial bonus on Stealth checks in caves and forested areas. This racial trait replaces skilled.

**Cave Crawler:** Some goblins are born and raised in caves and rarely see the light of day. Goblins with this trait gain a climb speed of 10 feet and the +8 racial bonus on Climb checks associated with having a climb speed. Goblins with this racial trait have a base speed of 20 feet and lose the fast movement racial trait.

**City Scavenger:** Goblins who live within the boundaries of human cities survive by scavenging for refuse and hunting stray animals. Goblins with this trait gain a







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+2 racial bonus on Perception and Survival checks, and can use Survival to forage for food while in a city. This racial trait replaces skilled.

**Eat Anything:** Raised with little or no proper food, many goblins have learned to survive by eating whatever they happen across and can digest nearly anything without getting sick. Goblins with this trait gain a +4 on Survival checks to forage for food and a +4 racial bonus on saves versus effects that cause the nauseated or sickened conditions. This racial trait replaces skilled.

**Gnarled Claws:** Some goblin have stronger and more developed claws than other members of their race, and can use them to make attacks. Goblin with this racial trait have a pair of claws they can use as natural weapons. These claws are primary attacks that deal 1d4 points of damage. This racial trait replaces skilled.

**Hatred:** Goblins receive a +1 bonus on attack rolls against humanoid creatures of the human and dwarven subtypes due to training against these hated foes. This racial trait replaces skilled.

**Hard Head, Big Teeth:** Goblins are known for their balloon-like heads and enormous maws,

but some have even more exaggeratedly large heads filled with razor-sharp teeth. Goblins with this trait gain a bite attack as a primary natural attack that deals 1d4 points of damage. This racial trait replaces skilled.

**Horrific Appearance:** Some goblins are uglier than others, perhaps by birth or some extreme mishap permanently disfiguring his appearance. Goblins with this racial trait gain a +2 racial bonus on Intimidate checks. This racial trait replaces skilled.

**Over-Sized Ears:** While goblins' ears are never dainty, these goblins have freakishly large ears capable of picking up even the smallest sounds. Goblins with this racial trait gain a +4 bonus on Perception checks. This racial trait replaces skilled.

**Skulk:** Some goblin can blend easily into their environments, and move with surprising grace. Goblins gain a +2 racial bonus on Stealth checks, and take only a -5 penalty on Stealth checks made to hide from creatures they have distracted with a Bluff check (rather than the normal -10 penalty). This racial trait replaces skilled.

**Swarming:** Goblins are used to living and fighting communally, and are adept at swarming foes for their own gain and their foes' detriment. Up to two goblin can share the same square at the same time. If two goblin in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares. This racial trait replaces skilled.

**Tree Runner:** In trackless rain forests and marshes, it can be difficult to find dry ground to build on. Goblin tribes living in such areas have learned to live in the treetops. These goblins gain a +4 racial bonus on Acrobatics and Climb checks. This racial trait replaces skilled.

**Weapon Familiarity:** Goblins' traditional weapons are the dogslicer and the horsechopper, weapons designed specifically to bring down their most hated foes. Goblins with this trait are proficient with the dogslicer and the horsechopper, and treat any weapon with the word "goblin" in it as martial weapons. This racial trait replaces skilled.

## Goblin 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.



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## FAVORED CLASS

### OPTIONS

The following options are available to any goblins that have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

**Alchemist:** The alchemist gains fire resistance 1. Each time this reward is selected, increase fire resistance by +1. This fire resistance does not stack with fire resistance gained from other sources.

**Barbarian:** Add +1/2 on critical hit confirmation rolls for attacks made with unarmed strikes or natural weapons (maximum bonus of +4). This bonus does not stack with Critical Focus.

**Bard:** Add +1 to the bard's total number of bardic performance rounds per day.

**Cavalier:** Add +1 hit points to the cavalier's mount companion. If the cavalier ever replaces his mount, the new mount gains these bonus hit points.

**Druid:** Add +1 hit points to the druid's animal companion. If the druid ever replaces her animal companion, the new animal companion gains these

bonus hit points.

**Gunslinger:** Add +1/3 on critical hit confirmation rolls made with firearms (maximum bonus of +5). This bonus does not stack with Critical Focus.

**Oracle:** Add +1 on concentration checks made when casting spells with the fire descriptor.

**Ranger:** Gain a +1/2 bonus on damage dealt to dogs (and dog-like creatures) and horses (and horselike creatures).

**Rogue:** Add a +1 bonus on the rogue's sneak attack damage rolls during the surprise round or before the target has acted in combat.

**Sorcerer:** Add +1 spell known from the sorcerer spell list. This spell must be at least one level below the highest spell level the sorcerer can cast, and must have the fire descriptor.

**Summoner:** Add +1/4 evolution point to the eidolon's evolution pool. These bonus evolution points must be spent on evolutions that deal fire damage or protect the eidolon from fire (for example, resistance, energy attacks, immunity, breath weapon, and so on).

**Witch:** Add +1 spell from the witch spell list to the witch's familiar. This spell must be at least one level below the highest spell level she can cast. If the witch ever replaces her familiar, the new familiar knows these bonus spells.

## Random Goblin Features

Unfortunately, for goblins it's common to be born or develop unsightly physical mutations, some even odd to other goblinkind.

None of these features grant any additional powers in excess of the normal abilities possessed by a goblin, but they serve to identify him and make for interesting and compelling roleplaying hooks.

### D% The Goblin Has...

01-02 only one eye, a mass of tangled flesh fills the socket.

03-04 misshapen and deformed ears, even by goblin standards

05-06 black skin.

07-08 red skin.

09-10 gold skin.

11-12 albino skin.

13-14 a large humped-back.

15-16 a long fleshy tail.

17-18 skin covered by oozing sores.

19-20 skin covered by warts.

21-22 a large hooked nose.

23-24 a really small body.

25-26 large frog-like eyes.

27-28 dark hair covering his body.

29-30 teeth like a beaver.

31-32 dry, flakey skin.

33-34 extra fingers.

35-36 two extra small arms.

37-38 two small horns.

39-40 long arms and legs.

41-42 burn scars covering most of his body.

43-44 face like a human child.

45-46 a horrific stench.

47-48 a very long tail.

49-50 no teeth.

51-52 a festering face wound.

53-54 deep blue/black skin.

55-56 dark red eyes.

57-58 a drooling problem.

59-60 a slight limp when walking.

61-62 scars from wearing manacles.

63-64 a scar on his chest.

65-66 a scar on his face.

67-68 an obsession with images of fire.

69-70 a tendency to talk in third person.

71-72 a loud voice.

73-74 flies and gnats that surround him.

75-76 large tusks.

77-78 a soft whispery voice.

79-80 a deep hallowed voice.

81-82 claws.

83-84 no short term memory.

85-86 an extremely thin body.

87-88 a large pot belly.

89-90 no hair on their body.

91-92 long fur covering their body.

93-94 a faint spotted pattern on their skin

95-96 a faint stripped pattern on their skin.

97 only one ear.

98-99 Roll again twice.

100 Roll again three times.





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## 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 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."*

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Presented on the following pages are a number of new goblin racial variants available as standard player races.



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## 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 than 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 number, 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







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## Aquatic Goblin Racial Traits

**+4 Constitution, -2 Strength, -2 Charisma:** Aquatic Goblins are fast, but weak and vile.

**Goblinoid:** Aquatic Goblins are humanoids with the goblinoid and aquatic subtypes.

**Small:** Aquatic 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:** Aquatic 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.

**Swim:** Aquatic Goblins have a swim speed of 30 feet and gain the +8 racial bonus on Swim checks that a swim speed normally grants.

**Amphibious:** Aquatic goblins are amphibious and can breathe both air and water.

**Toxic Skin:** Once per day as a swift action, an aquatic goblin can create a poison that can be delivered as a touch attack. Alternatively, the aquatic goblin can smear the poison on its own body as a standard action, affecting the first creature to hit it with an unarmed strike or natural weapon. The poison loses its potency after 1 hour. The aquatic goblin is immune to its own poison.

**Aquatic Goblin Poison:** Skin—contact or injury; save Fort DC 10 + 1/2 the goblin's Hit Dice plus its Constitution modifier; frequency 1/round for 6 rounds; effect 1d2 Dexterity damage; cure 1 save.

**Languages:** Aquatic Goblins begin play speaking Goblin. Goblins with high Intelligence scores can choose from the following: Aquan, Common, Draconic, Elven, Gnoll, or 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 odds 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 fighters, Rangers, or barbarians.

**MALE NAMES:** Axsell, Bjarne, Gjurd, Halvdan, Rolf

**FEMALE NAMES:** Bergljot, Gunnvor, Kaja, Ragna



# GOBLIN CHRONICLES



## Arctic Goblin Racial Traits

**+4 Constitution, -2 Intelligence, -2 Charisma:**

Arctic goblins are fast, but weak and unpleasant to be around.

**Goblinoid:** Arctic goblins are humanoids with the goblinoid subtype.

**Small:** Arctic 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:** Arctic goblins are fast for their size, and have a base speed of 30 feet.

**Low-light Vision:** Arctic goblins can see twice as far as a race with normal vision in conditions of dim light.

**Mountaineer:** Arctic goblins are immune to altitude sickness and do not lose their Dexterity bonus to AC when making Climb checks or Acrobatics checks to cross narrow or slippery surfaces.

**Skilled:** Arctic goblins receive a +2 racial bonus on Perception, Stealth, and Survival checks.

**Languages:** Arctic goblins begin play speaking Goblin. Goblins with high Intelligence scores can choose from the following: Common, Draconic, Dwarven, Gnome, Halfling, and 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 oppose all self-imposed leaders that try to subjugate there kind through force.







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**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.



## Desert Goblin Racial Traits

**+4 Dexterity, -2 Strength, -2 Charisma:** Desert goblins are fast, but weak and unpleasant to be around.

**Goblinoid:** Desert goblins are humanoids with the goblinoid subtype.

**Small:** Desert 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.

**Desert Runner:** Desert goblins receive a +4 racial bonus on Constitution checks and Fortitude saves to avoid fatigue and exhaustion, as well as any other ill effects from running, forced marches, starvation, thirst, and hot environments.

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

**Scavenger:** Desert goblins gain a +2 racial bonus on Appraise and Perception checks to find hidden objects (including traps and secret doors), determine whether food is spoiled, or identify a potion by taste.

**Spell-Like Ability:** Desert goblins can use *Make Whole* once per day as a spell-like ability. The caster level for this ability equals the goblin's class level.

**Languages:** Desert goblins begin play speaking Goblin. Goblins with high Intelligence scores can choose from the following: Common, Draconic, Dwarven, Gnomish, Halfling, and Orc



# GOBLIN CHRONICLES



## GRIM GOBLIN

*Amid 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 become twisted 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







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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, and sorcerers.

**MALE NAMES:** Lech, Gniew, Radost, Gorin, Zdrach

**FEMALE NAMES:** Zalta, Rada, Jagoda, Dobra, Żiva

## Grim Goblin Racial Traits

**+4 Constitution, -2 Strength, -2 Charisma:**

Grim goblins are fast, but weak and unpleasant to be around.

**Goblinoid:** Grim goblins are humanoids with the goblinoid subtype.

**Small:** Grim 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:** Grim goblins are fast for their size, and have a base speed of 30 feet.

**Grim Immunities:** Grim goblins are immune to paralysis, phantasms, and poison. They also gain a +2 racial bonus on saving throws against spells and spell-like abilities.

**Carrion Sense:** Grim goblins have a natural ability to sniff out carrion. This functions like the scent ability, but only for corpses and badly wounded creatures (creatures with 25% or fewer hit points).

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

**Light Sensitivity:** Grim goblins are dazzled as long as they remain in an area of bright light.

**Languages:** Goblins begin play speaking Goblin. Goblins with high Intelligence scores can choose from the following: Common, Draconic, Dwarven, Gnoll, Gnome, Halfling, and Orc.

## 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 jungle's savage environment less powerful creatures have found a niche and have begun 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 its under belly. These creatures have a lithe form and at first glance appear malnourished, as they have a lith build and tightly pack muscle needed for survival within regions in which they make their homes.

**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

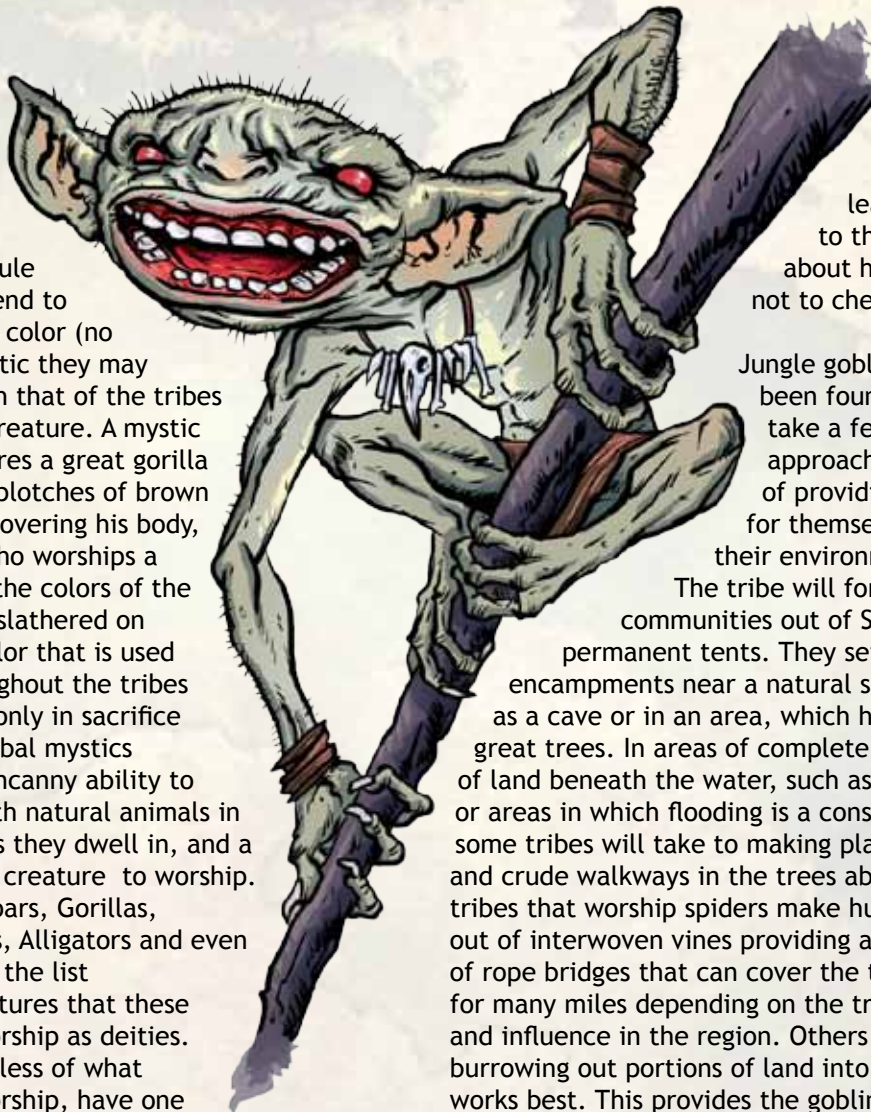


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tribes only bear a single mystic, each mystics coloring will vary wildly from the next.

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 grayish 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 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 Semi permanent tents. 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.





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## Jungle Goblin Racial Traits

**+4 Dexterity, -2 Strength, -2 Charisma:** Jungle goblins are fast, but weak and unpleasant to be around.

**Goblinoid:** Jungle goblins are humanoids with the goblinoid subtype.

**Small:** Jungle 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:** Jungle goblins are fast for their size, and have a base speed of 30 feet and a Climb speed of 30 feet.

**Jungle Stride:** A Jungle goblin can move through difficult terrain at its normal speed while within a jungle. Magically altered terrain affects a Jungle goblin normally.

**Jumper:** Jungle goblins are always considered to have a running start when making Acrobatics checks to jump.

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

**Camouflage:** Jungle goblins receive a +4 racial bonus on Stealth checks in marshes and jungled areas.

**Silent Hunter:** Jungle goblins reduce the penalty for using Stealth while moving by 5 and can make Stealth checks while running at a -20 penalty (this number includes the penalty reduction from this trait).

**Languages:** Jungle goblins begin play speaking Goblin. Goblins with high Intelligence scores can choose from the following: Common, Draconic, Dwarven, Gnoll, Gnome, Halfling, and Orc.

**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 1/2 feet tall. The skin of the typical Magma goblin is midnight black to deep shades of purple. The most striking feature that this creature possesses is the small wisps of white and blue flame that break through its skin at various places. The creature's hands seem to glow red as a furnace and variations of this coloring rise from its 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 whatever they can find that will not simply catch ablaze. This takes the form of leathers that can be found on a forger worker



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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 employ 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 cities 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 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/Latin translation = possible "consuming fire"). As all







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## Magma Goblin Racial Traits

**+4 Dexterity, -2 Strength, -2 Charisma:** Magma goblins are fast, but weak and unpleasant to be around.

**Goblinoid:** Magma goblins are humanoids with the goblinoid subtype.

**Small:** Magma 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:** Magma goblins are fast for their size, and have a base speed of 30 feet.

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

**Spell-Like Ability:** Burning hands 1/day (caster level equals the Magma goblins's level).

**Energy Resistance:** Magma goblins have fire resistance 5.

**Forge-Hardened:** Magma goblins gain a +2 racial bonus on Craft (armor and weapons) checks and saves to resist fatigue and exhaustion.

**Languages:** Goblins begin play speaking Goblin. Goblins with high Intelligence scores can choose from the following: Common, Draconic, Dwarven, Gnome, Halfling, and Orc.

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,

## 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



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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

+4 Constitution, -2 Dexterity, -2 Charisma: Stone goblins are fast, but weak and unpleasant to be around.

Goblinoid: Stone goblins are humanoids with the goblinoid subtype.

Small: Stone 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.

Slow Speed: Stone goblins have a base speed of 20 feet.

Spell-Like Ability: Magic stone 1/day (caster level equals the Stone goblins's total level).

Stability: Stone goblins receive a +4 racial bonus to their CMD against bull rush or trip attempts while on solid ground.

Natural Armor: Stone goblins have a +2 natural armor bonus.

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

Light Blindness: Abrupt exposure to bright light blinds members of this race for 1 round; on subsequent rounds, stone goblins are dazzled as long as they remain in the affected area.

Hardy: Stone goblins gain a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

Stonecunning: Stone goblins gain a +2 bonus on Perception checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, whether or not they are actively looking.

Languages: Stone goblins begin play speaking Goblin. Goblins with high Intelligence scores can choose from the following: Common, Draconic, Dwarven, Gnoll, Gnome, Halfling, and Orc.





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## 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 goblin infested 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



# GOBLIN CHRONICLES



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 digs 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 house mate.

**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







# THE DREAD CODEX

## House Goblin Racial Traits

**+4 Constitution, -2 Strength, -2 Dexterity:**

House goblins are fast, but weak and unpleasant to be around.

**Goblinoid:** House goblins are humanoids with the goblinoid subtype.

**Small:** House 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.

**Slow Speed:** House goblins have a base speed of 20 feet and gain a burrow speed of 20 feet.

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

**Damage Reduction:** House goblins have a body made of fatty tissue and cartilage. They gain DR 5/bludgeoning.

**Treacherous Earth:** Once per day, a house goblin can will the earth to rumble and shift, transforming a 10-foot-radius patch of earth, unworked stone, or sand into an area of difficult terrain centered on a square it can touch. This lasts for a number of minutes equal to the house goblin's level, after which the ground returns to normal.

**Languages:** House goblins begin play speaking Goblin. Goblins with high Intelligence scores can choose from the following: Common, Draconic, Dwarven, Gnome, Halfling, and Orc.

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 pupilless 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 form into small groupings commonly called "nests". A nest can contain as many as 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.

## 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 grayish film over their skin, making it



# GOBLIN CHRONICLES



## Sewer Goblin Racial Traits

**+4 Dexterity, -2 Intelligence, -2 Charisma:** Sewer goblins are fast, but weak and unpleasant to be around.

**Goblinoid:** Sewer goblins are humanoids with the goblinoid and aquatic subtypes.

**Small:** Sewer 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:** Sewer goblins are fast for their size, and have a base speed of 30 feet.

**Swim:** Sewer goblins have a swim speed of 30 feet and gain the +8 racial bonus on Swim checks that a swim speed normally grants.

**Amphibious:** Sewer goblins are amphibious and can breathe both air and water.

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

**Plagueborn:** Sewer goblins gain a +2 racial bonus on saving throws against disease, ingested poisons, and becoming nauseated or sickened.

**Swarming:** Sewer goblins are used to living and fighting communally, and are adept at swarming foes for their own gain and their foes' detriment. Up to two sewer goblins can share the same square at the same time. If two sewer goblins in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

**Languages:** Goblins begin play speaking Goblin. Goblins with high Intelligence scores can choose from the following: Common, Draconic, Dwarven, Gnoll, Gnome, Halfling, and Orc.

**MALE NAMES:** Aakarshan , Pramana , Santaso  
Iskandar , Kasih, Mawar

**FEMALE NAMES:** Aberia , Faiza, Bethair,  
Intan, susila

## 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







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## Trash Goblin Racial Traits

**+4 Dexterity, -2 Strength, -2 Charisma:** Trash goblins are fast, but weak and unpleasant to be around. **Goblinoid:** Trash goblins are humanoids with the goblinoid subtype.

**Small:** Trash 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:** Trash goblins are fast for their size, and have a base speed of 30 feet.

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

**Master Tinker:** Trash goblins gain a +1 bonus on Disable Device and Knowledge (engineering) checks. Trash goblins are also treated as proficient with any weapon they have personally crafted.

**Scavenger:** Trash goblins gain a +2 racial bonus on Appraise and Perception checks to find hidden objects (including traps and secret doors), determine whether food is spoiled, or identify a potion by taste.

**Greed:** Trash goblins gain a +2 bonus on Appraise checks to determine the price of nonmagical goods that contain precious metals or gemstones.

**Languages:** Trash goblins begin play speaking Goblin. Goblins with high Intelligence scores can choose from the following: Common, Draconic, Dwarven, Gnoll, Gnome, Halfling, and Orc.

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 too 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 and often end with the disastrous results of an entire city set determine the winner of such tribal wars 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 Paladins.

**MALE NAMES:** Bakari, Jabria, Kitro, Mosi

**FEMALE NAMES:** Shormia , Nia ,Bakira, Hasini





# GOBLIN CHRONICLES



## BLUE (PSIONICS)

Once thought to be a subrace of the goblins, blues are related to goblins, being a goblinoid race, but are actually defined as their own race. Able to interbreed with goblins, similar to humans interbreeding with elves, blues often infiltrate goblin tribes to procreate with the females of the tribe, having a limited population of blue females to choose from. Many blues with strong psionic ability learn to control their physical form using psionics to assume the look of a normal goblin, thereby allowing easier integration into a goblin tribe. The blood of blues runs stronger than goblins, and therefore a tribe that knowingly or unknowingly allows blues to breed with them will over a matter of a few generations be composed completely of blues. Because of this, the blues were once hunted into near extinction by their goblin kin, prompting their stealthier and cautious ways. The blue elders will often breed and then leave a tribe, looking for a new place to spread their blood before it is destroyed.

**Physical Description:** Short with leathery blue hide, large eyes and ears and a mouth filled with fangs, blues stand between 3 and 4 feet tall, with males slightly taller and heavier than females. Most blues have black hair on their heads, although some choose to go bald. To most, the blue is simply an oddly-colored goblin. Very few things make them stand out from their racial cousins, at least physically, aside from their skin tone.

**Society:** Where goblins are disorganized, driven by their passions and need for activity, blues are quite the opposite. They are determined, focused, and driven to organization and structure. A tribe of goblins that doesn't kill a newborn blue will often come to be dominated by that blue, whose natural organizational skills and intelligence allows it to either rule the tribe outright, or manipulate the less intelligent goblins. These tribes tend to become focused and unified, whipped into structure not necessarily by the leadership qualities of the blue, but by his psionic

power and intelligence. As a result, most of the dominant goblin societies are actually lead by a powerful blue; the few tribes of only blues that have popped up tend to welcome order and competition, finding common cause with the ophidians.

**Relations:** While driven and intelligent, most blues are colored by the dark ways of the tribes where they grew up. These blues tend to look down on all other races and wish to dominate and enslave them, which naturally makes them enemies to most races, but even a more mild-natured or civilized blue will be met by suspicion by half-giants, elves, dwarves, gnomes and dromites, while the maenad and







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ophidian societies often find much in common with a blue's worldview, seeing the need for structure and order, which can equate to expansionistic and conquering tendencies..

**Alignment and Religion:** Few blues are religious, believing themselves to be superior

to the weak-willed people around them that need supernatural crutches to cope with a hostile world. Most blues tend to be lawful evil, tainted by their lives among the goblin tribes. Laws tend to protect the selfish more than the altruistic and therefore a blue would rather learn to use the rules than break them.

**Adventurers:** Blues often become adventurers having been driven out by their home tribe, or they come from one of the few existing blue tribes. Even so, to wander means that they are either desperate (often for power) or cocky and unafraid. Blues find adventuring a means to an end, a way for them to become rich, powerful, and connected, with death one of the possible outcomes. To a blue, that is a fair bargain to be made.

**Names:** Most blues outside of goblin society take a name from other humanoid, which means that their naming conventions are as varied as that of all other races combined. However, many often add a descriptive title, such as "Oman the Magnificent" or "Andra the Wild" to enhance their individuality.

## Blue Goblin Racial Traits

**+2 Intelligence, +2 Dexterity, -2 Strength:** Blues are smart and quick, but their small size makes them weak.

**Goblinoid:** Blues are of the humanoid (goblinoid) subtype.

**Small:** Blues are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

**Normal Speed:** Blues are fast for their size, and have a base speed of 30 feet.

**Darkvision:** Blues can see in the dark up to 60 feet. See Vision and Light.

**Naturally Psionic:** Blues gain the Wild Talent feat as a bonus feat at 1st level. If a blue takes levels in a psionic class, he instead gains the Psionic Talent feat.

**Psionic Aptitude:** When a blue takes a level in a favored class, he can choose to gain an additional power point instead of a hit point or skill point.

**Pariah:** The appearance of the blue can affect the reactions of those nearby. A blue takes a -1 penalty to Charisma-based skill checks when dealing with non-goblinoid humanoids, but gains a +1 bonus to Charisma-based skill checks while interacting with goblins.

**Repletion (Su):** A blue can sustain his body without need of food or water. If he spends 1 power point, a blue does not need to eat or drink for 24 hours.

**Keen Senses:** Blues receive a +2 racial bonus on Perception skill checks.

**Stealthy:** Blues receive a +2 racial bonus on Stealth and Ride checks, and blues always treat Stealth as a class skill.

**Weapon Familiarity:** Blues treat any weapon with the word "goblin" in its name as a martial weapon.

**Languages:** Blues begin play speaking Common and Goblin. Blues with high Intelligence scores can choose from the following: Draconic, Dwarven, Gnoll, Gnome, Halfling, and Orc.



# GOBLIN CHRONICLES



## ALTERNATE RACIAL TRAITS

Goblins are a race far too broad to try and stereotype. Many times a goblin's 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 creatures possess. Many goblins who dwell in the lower places of the world, such as deep dungeons and lightless underground areas, have attained skills of perception, while other goblins who dwell upon the high jagged cliffs have an uncanny ability to climb along the rugged stones. These random mutations help give the goblin an element of surprise that many a traveler underestimates.

The following racial traits may be selected instead of existing goblin racial traits. Consult your GM before selecting any of these new options.

**Bully (stone goblin):** You are an especially large and hulking individual, and when you strike, you aim to deliver the maximum amount of pain. Whenever you score a critical threat, you add (but not multiply, in the case of a confirmed critical hit) an amount of damage equal to your weapon's critical modifier. This racial trait replaces the stonecunning racial trait.

**Craven (house goblin):** Being afraid of human attention, some goblins are very skittish, making them particularly alert. Goblins with this racial trait gain a +1 bonus on initiative checks and a +1 bonus on attack rolls when flanking. They take a -2 penalty on saves against fear effects and gain no benefit from morale bonuses on such saves. When affected by a fear effect, their base speed increases by 10 feet and they gain a +1 dodge bonus to Armor Class. This racial trait replaces the treacherous earth racial trait.

**Deadeye (trash goblin):** You have only one working eye, the other plucked out long ago from a scavenger bird. You receive a +2 trait bonus on all Perception checks involving sight with your good eye. This racial trait replaces the greed racial traits.

**Deep Warrior (stone goblins):** Goblins with this racial trait grew up facing the abominations that live deep beneath the surface. They receive a +2 dodge bonus to AC against monsters of the aberration type and a +2 racial bonus on combat maneuver checks made to grapple such creatures (or to continue a grapple). This racial trait replaces the stonecunning racial trait.

**Demented Inventor (desert or trash goblin):** You adore crafting new and ever more creative weapons from the discarded items you find. You gain a +2 trait bonus on Craft (weapons) checks, and it becomes a class skill. This racial trait replaces the scavenger racial trait.

**Desert Mirage (desert goblin):** These goblins thrive in the deserts of the world, where their keen instincts give them a huge edge over their competitors. Those with this trait gain a +2 racial bonus on Stealth checks in desert environments and on saves to resist starvation and thirst. This racial trait replaces the scavenger racial trait.

**Fire-Starter (magma goblin):** Goblins with this racial trait derive sadistic satisfaction from watching others burn. Anytime the goblin causes a creature to catch fire, he gains a +1 morale bonus on the next single attack roll, saving throw, skill check, or ability check that he makes in the next round. The goblin only gains this bonus the first time he causes a particular creature to catch fire; subsequent times the creature catches fire provide no bonus. This racial trait replaces the forge-hardened racial trait.





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**Ooze Breath (sewer goblin):** Some goblins have been exposed for long periods to toxic and magical waste. These goblins have a breath weapon that is a 5-foot cone of slime usable once per day. The slime deals 1d4 points of acid damage per two character levels (maximum 5d4) and sickens creatures in the area for 3 rounds. A successful Reflex saving throw (DC 10 + 1/2 the goblin's level + the goblin's Constitution modifier) halves the damage and negates the sickened effect. This racial trait replaces the swarming racial trait.

**Save Yourself (house goblin):** Greedy and self-centered, some goblins learn early on how to avoid trouble. Once per day, as an immediate action, these goblins gain a +2 dodge bonus to AC, CMD, and Reflex saves for 1 round. At 5 HD and every five HD thereafter, this bonus

increases by 1. This racial trait replaces the treacherous earth racial trait.

**Sky Sense (trash goblin):** As a creature hunted by scavenger birds, these goblins keep an eye out for attacks from above. Enemies on higher ground gain no attack roll bonus against goblins with this racial trait, and they gain a +1 racial bonus on attack rolls, a +2 dodge bonus to AC, and a +2 bonus on Perception checks against flying creatures. This racial trait replaces the scavenger and greed racial traits.

**Terrain Chameleon (aquatic goblin):** Some goblins can change their coloration to blend in with underwater terrain, mixing browns, grays, and greens to resemble kelp or other natural water plants. As a standard action, a goblin with this racial trait can change her coloration, gaining a +4 bonus on Stealth checks in underwater environments. She can return to normal as a free action. This racial trait replaces the toxic skin racial trait.



# GOBLIN CHRONICLES



## 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.

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 reputed 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.





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## LOOK WHAT I DID

### A Collection of Goblin Campaign Traits and Feats

*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!"*

## GOBLIN TRAITS

Character traits are abilities that are not tied to your character's race or class. They can enhance your character's skills, racial abilities, class abilities, or other statistics, enabling you to further customize him. At its core, a character trait is approximately equal in power to half a feat, so two character traits are roughly equivalent to a bonus feat. Yet a character trait isn't just another kind of power you can add on to your character—it's a way to quantify (and encourage) building a character background that fits into your campaign world.

**Advantageous Distraction (Goblin)** *Like most goblins, you're easily distracted. Unlike most goblins, though, you have a knack for being distracted at the right time, especially when it comes to avoiding pain.*

Once per day as a swift action, you can be momentarily distracted in combat—ducking an axe swing to inspect a toadstool, or stooping behind a tree to lick some bark and accidentally avoiding an arrow, and so on. When you activate this ability, you gain a +2 dodge bonus to your AC for 1 round.

**Amazingly Ugly (Goblin):** *Your skull is misshapen in a grotesque way.*

You receive a +1 trait bonus on Intimidate skill checks, and it becomes a class skill.

**Balloon Headed (Goblin)** *Your head is particularly wide and large, even for a goblin.*

You gain a +1 trait bonus on Perception checks, and Perception is always a class skill for you. Any Escape Artist checks that requires you to squeeze your head through a tight space take a -8 penalty.

**Bent Body (Goblin)** *From ritualistic abuse as a child, your broken bones have healed and mended in a fashion that causes your body to look bent and distorted.*

You gain a +2 trait bonus to CMD when resisting grapple attempts.

**Big Boned (Goblin)** *Your tribe speaks of hobgoblin or bugbear lineage in your family.*

You gain a +1 trait bonus on combat maneuver checks made to overrun opponents, as well as a +1 trait bonus to your CMD against trip attempts.



# GOBLIN CHRONICLES



**Big Ears (Goblin)** *Your massive ears are your pride and joy, and other goblins claim you can hear a flea scream as it falls off a goblin dog.*

While this might not quite be the case, you gain a +2 bonus on all Perception checks made to hear noises. Additionally, you can hear noises that normally only dogs or other animals can hear, like the sound of a dog whistle.

**Big Mouth (Goblin):** *You have an innate ability to weave stories about yourself that extol your might and prowess.*

You gain a +1 trait bonus on all Bluff, Intimidate, and Perform (oratory) checks made against goblins.

**Bloodthirsty (Goblin):** *You have a vicious streak, and nothing satisfies you more than warm blood on your hands and blade.*

Whenever you make an attack that reduces a foe to 0 hit points or fewer or you confirm a critical hit, your attack deals 1 additional point of damage. The additional damage is a trait bonus, and is multiplied by your weapon's critical hit multiplier.

**Bouncy (Goblin)** *Your bones, flesh, and skin are a bit more elastic than those of most goblins—when you fall, you tend to bounce a little better as a result.*

Whenever you take falling damage, the first 1d6 points of lethal damage suffered in the fall are automatically converted to nonlethal damage. You also gain a +2 trait bonus on all Reflex saves made to avoid unexpected falls.

**Buried Anxiety (Goblin)** *You laugh at what makes others tremble, but are secretly disturbed by a particular sort of mundane item.*

Pick a specific sort of object, color, sound, or similar relatively common phenomena. You gain a +2 trait bonus on saving throws made to resist fear effects except when you can see, hear, smell, or taste that which unnerves you.

**Burnished Skin (Goblin)** *Sometime during your adolescence, you suffered severe burns from playing with fire. Along with your scars, you developed the uncanny ability to tell what is and isn't real.*

You gain a +2 trait bonus on saving throws made to disbelieve illusions.

**Color Thief (Goblin)** *Your skin is an odd tint that somehow absorbs background colors. Maybe because your mother drank a lot of potions when you were still inside her belly. Maybe because you've been blessed by the barghests. Maybe because you're just better than the other boring goblins.*

You gain a +2 trait bonus on Stealth checks, providing you wear only light armor or no armor.

**Dog-Sniff-Hate (Goblin)** *You know the filthy smell of a dog all too well.*

You gain the scent special quality but only against canine creatures, like dogs or wolves, including monstrous hounds such as hell hounds, yeth hounds, and even werewolves. You gain a +2 trait bonus on attack rolls against dogs you can smell.

## 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 fussy; a frowsy old female goblin.

**FUSTY LUGGS:** A beastly, sluttish goblin.

**GNARLER:** A little dog that by his barking alarms the family when a goblin 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.

**SLUCE YOUR GOB:** Take a hearty drink.

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

**TWIDDLE-DIDDLES:** Testicles.

**YAFFLING:** Eating





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**Flair for Destruction (Goblin)** *You never found an object you couldn't destroy.*

You gain a +1 trait bonus on weapon damage rolls made against objects and constructs.

**Foul Belch (Goblin)** *It's like every rancid thing you've ever eaten is rotting in your gut.*

Once per day as a standard action, you can force a particularly odious belch at a single opponent within 5 feet. The character affected must make a DC 12 Fortitude save or be sickened for 1d6 rounds. The save DC is Constitution-based.

**Friendless (Goblin)** *You have grown used to looking after yourself without help.*

You can make Heal checks on yourself for the purposes of treating deadly wounds, diseases, and poisons.

**Goblin Foolhardiness (Goblin)** *You have a tendency toward gross overconfidence in combat and your brethren are surprised you are not dead.*

When facing an enemy that's larger than you are, if you have no allies in any adjacent squares, your posturing, bravado, and cussing grant you a +1 trait bonus on attack rolls with non-reach melee weapons.

**Inciter (Goblin)** *You always seem to know the perfect words to sow discord.*

You gain a +2 trait bonus on Bluff checks made to convince creatures to attack each other.

**Killer (Goblin):** *You made your first kill at a very young age and found the task of war or murder to your liking. You either take particular pride in a well-placed blow, or find vile pleasure in twisting the blade to maximize your target's pain.*

You deal an amount of additional damage equal to your weapon's critical hit modifier when you score a successful critical hit with a weapon; this additional damage is added to the final total, and is not multiplied by the critical hit multiple itself. This extra damage is a trait bonus.

**Mindlessly Cruel (Goblin):** *You take delight in delivering vicious blows with cruel weapons.*

Whenever you have a morale bonus on weapon attack rolls, you also receive a +1 trait bonus on weapon damage rolls.

**Motherless (Goblin)** *Your first murder was strangling your mother with your embilcal cord, and you learned, even before words, how to manipulate others into looking after you.*

You gain a +2 trait bonus on Bluff and Disguise checks made for the purpose of making you seem injured, sickly, or weak in some other way.

**Outcast (Goblin):** *For multiple reasons, you were kicked out of your tribe and lived in the wilds nearby.*

You receive a +1 trait bonus on Survival skill checks. Survival becomes a class skill for you.

**Pain Artist (Goblin)** *Many hours of boredom has taught you numerous ways to torture your food.*

You gain a +2 trait bonus on Intimidate checks made against helpless creatures.

**Prideful Temper (Goblin)** *Memories of the cruel abuse and taunts you suffered as a child cause you to strike back with great fury at anyone who slanders you.*

You gain a +1 trait bonus on attack rolls made against creatures that have insulted you until you actually succeed in dealing damage.

**Pustular (Goblin)** *Your face is covered with unpleasant pimples and outright boils that have a tendency to pop at inopportune moments. Although this makes you particularly ugly, you're also used to discomfort.*

Whenever you're subjected to an effect that causes the sickened condition, you may make two saving throws to avoid the effect (if a saving throw is allowed), taking the better of the two results as your actual saving throw.

**Pyromancer (Goblin)** *You're especially adept at casting flame-based spells.*

You gain a +1 trait bonus on damage rolls for any spell you cast with the fire descriptor. Spells that do not deal damage do not benefit from this trait.

**Repulsive (Goblin)** *Your repulsiveness causes others to almost instinctively shy away from making physical contact with you.*

You gain a +1 trait bonus on combat maneuver checks made to overrun and reposition opponents.



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**Rude Songs (Goblin)** *The lyrics of your songs are incredibly personally insulting.*

Providing an opponent can hear and understand you, you gain a +2 trait bonus on all Perform (song) checks. Perform is always a class skill for you.

**Ruthless (Goblins)** *You never hesitate to strike a killing blow.*

You gain a +1 trait bonus on attack rolls to confirm critical hits.

**Scarred Descendant (Goblin):** *Your own people are your favored enemy.*

You gain a +1 trait bonus on rolls to confirm critical hits against favored enemies of your own subtype and on Survival checks made to track such creatures.

**Shift the Blame (Goblin)** *You have learned many tricks to keep yourself from facing the consequences of your misdeeds.*

You gain a +1 trait bonus on Bluff and Diplomacy checks made to convince someone that another person is actually at fault for your actions.

**Smoke-Stained Hands (Goblin):** *The violent use of fire figures prominently in your background. You have well-learned the benefits of fire as a weapon.*

You gain a +2 trait bonus to damage when using any nonmagical fire as a weapon, including alchemist fire.

**Tribal (Goblin):** *You are especially devoted to your tribe and have nothing but pride in your origins.*

If you are within 60 feet of a tribal standard, you gain a +1 trait bonus on attack rolls and Will saves against fear effects, as if you were the recipient of a *bless* spell.

**Ugly Swine (Goblin)** *You are a repulsive little freak whose origins are unclear. Your head is small for a goblin and your mouth oddly narrow, allowing you to pass in urban environments as an unidentifiable mongrel, providing you keep a low profile. However, if examined closely, your goblin origins are revealed.*

You gain a +2 trait bonus on Disguise checks, and Disguise is a class skill for you.

## DRAWBACKS

Drawbacks are traits in reverse. Instead of granting you a boon, they grant you a negative effect, typically in particular circumstances. If you choose to take a drawback, you can take a third trait that you have access to. You don't have to take a drawback.

### ABRASIVE ATTITUDE

*You have a way of rubbing people the wrong way when you speak. This could be due to your natural belligerence, boastfulness, uncouthness, or simply for being a goblin.*

When using Diplomacy to change attitudes, you must add an extra 5 to the DC.

### ALBINISM

*Many years in the deep caves of the world has caused you to lack pigmentation in your skin, giving you a distinctively pale appearance. Your skin is very sensitive to sunlight.*

You must make a Fortitude saving throw for every hour that your skin is exposed to direct sunlight. The DC is 15 +1 for every hour that you've been exposed. A failure causes 1d4 hit points of sunburn damage.

### ANIMAL ANIMOSITY

*You've always hated dogs and horses, and you sense they hate you as well.*

You gain a -1 trait bonus on Will saving throws as long as a dog or horse is within 30 feet. This does not include goblin dogs, wolves, dire wolves, and worgs.

### BAD LUCK

*Whenever you need luck most, you can count on it not being there.*

Once per session, the GM can force you to make a secondary roll and take the worse of the two. This will usually be when you desperately need to succeed.

### CLUMSY

*Your large head and disproportioned body cause you to stumble your way through life.*

You gain a -1 trait bonus on Reflex saves.

### COWARD

*Your childhood was brutal, you were lucky to survive. Other goblins loved to torment you on a daily basis, making you skittish and cowardly.*





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You gain a -2 trait bonus on saving throws against fear effects.

## **Gullable**

*You believe what you are told.*

You gain a -1 trait bonus on Sense Motive checks, and Sense Motive is always a class skill for you.

## **GREY ANATOMY**

*You have no understanding of anatomy or how to strike vital areas.*

You gain a -1 trait bonus on all rolls made to confirm critical hits.

## **SLOW TO REACT**

*Maybe it's a glandular problem, or your arms are just a tad short, but you react slower than most to situations.*

You gain a -2 trait bonus on initiative checks.

## **SICKLY**

*Growing up in the filth of a goblin den afforded you exposure to many diseases.*

You have a compromised immune system and gain a -1 trait bonus on Fortitude saves.

## **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. Needless to say the guard became quite 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.



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## GOBLIN FEATS

Goblins have access to the following feats.

### ANKLE BITER

*You know how take a mouthful out of anyone who tries to overpower you.*

**Prerequisite:** Goblin, Escape Artist 1 rank.

**Benefit:** If you are the target of a combat maneuver you can, as an immediate action, attempt to bite your opponent in addition to any attacks of opportunity or other consequences your opponent might incur from attacking you. This bonus natural attack does not provoke an attack of opportunity itself and deals base damage appropriate for a creature of your current size (usually 1d4 for Small creatures). If grappled or pinned, you can continue to make this additional bite attack each round as swift action on your turn. You gain a bonus on any attempt to break the grapple equal to the damage you dealt with your bite that round.

**Special:** You cannot make this bite attack when you are the aggressor, including if you manage to reverse a grapple or make any other attack of opportunity.

### ARTFUL DODGE

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

**Prerequisite:** Goblin, 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.

### BATTLE SINGER

*Your battle songs can drive your fellow goblins to new heights of frenzy.*

**Prerequisite:** Goblin, bardic performance class feature.

**Benefit:** When using bardic performance to inspire courage in allies, you can choose to sing in Goblin—allies who do not speak Goblin gain no benefits from this performance. Allied goblins who hear your battle songs become more energetic and brave, and thus add the

bonus granted by your inspire courage ability to all saving throws as a morale bonus.

### Blood Ripper

*There is nothing you like more than spilling your enemy's blood.*

**Prerequisite:** Goblin, Base attack bonus +4

**Benefit:** When you successfully hit an opponent who is currently at full hit points (or more, if they have temporary hp due to spells or other effects), you deal an extra







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2d6 damage. This extra damage is considered precision damage, is not multiplied on a critical hit, and does not apply to attacks that deal nonlethal damage.

## BRUTAL DECEPTION

*You know that the best time to plant a dagger in someone is right after a friendly pat on the back.*

**Prerequisite:** Goblin, Cha 13, non-lawful alignment

**Benefit:** You automatically score a critical hit when you successfully attack a target with a friendly attitude towards you (see the Diplomacy skill). Abilities dependent on critical hits, such as the vorpal weapon property, do not take effect.

## BURN! BURN! BURN!

*You take the goblin love of arson and fire play to a whole new level.*

**Prerequisites:** Goblin, Disable Device 1 rank

**Benefit:** You deal an extra 1d4 points of fire damage when you attack with fire from an alchemical or nonmagical source (such as with alchemical fire or torches) and gain a +4 competence bonus on Reflex saving throws made to avoid catching on fire or to put yourself out when on fire. Additional damage caused by this feat does not apply to magical attacks (such as an alchemist's bomb) or to splash damage.

## COMBAT DISTRACTION

*Anyone who attacks you while you act like a lunatic exposes themselves to brutal counterattacks from your allies.*

**Prerequisite:** Goblin, Acrobatics 1 rank, Escape Artist 1 rank.

**Benefit:** As a full-round action, you can choose to do something that seems to serve no useful purpose. Example actions could include laughing at another creature's misfortune, rooting in your pockets for a snack, bending over to pick up what looks like a weird bug, or trying to fly into the air by flapping your arms like a sea gull. Although you're acting like a lunatic, your unpredictable actions are distracting. Any creature other than a goblin within 5 feet of you takes a -2 penalty on Perception checks and concentration checks for as long as you continue to be a distraction and remain in range. This penalty stacks with other goblins performing combat distractions, as long as you're both adjacent to the distracted target.

## CUTTING INSULT

*Your sharp tongue and quick wit are so brutal that you can actually harm an opponent with words alone.*

**Prerequisite:** Goblin, Cha 13, Persuasive

**Benefit:** Once per encounter you may, as a free action, insult an opponent with exceeding wit, issuing a brutal slight. Your opponent must make a successful Will save (DC 10 + half your character level + your Charisma modifier) or suffer a -1 morale penalty to armor class, attack and damage rolls, skill checks, and saving throws. This penalty lasts one minute for every three levels you possess.

**Special:** A successful save makes the creature immune to your insults until you gain another level.

## DWARF HATRED (COMBAT)

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

**Prerequisite:** Goblin, 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.

## ESCAPE OF OPPORTUNITY

*When an opponent gives you an opportunity to flee, you take it.*

**Prerequisite:** Goblin, Dex 13, Escape Artist 5 ranks

**Benefit:** Whenever an opponent provokes an attack of opportunity, you may forgo the attack of opportunity to make a partial withdrawal. As an immediate action, you may move up to your speed in a straight line away from the



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opponent. You do not provoke an attack of opportunity from the opponent from whom you fled, but you do provoke attacks of opportunity as normal from other creatures. Your initiative is not affected, but you may take only a move action on your next turn.

## EXPERIENCED ESCAPE ARTIST

*You've been tied up or grabbed enough times that you're becoming an expert on breaking free.*

**Prerequisites:** Goblin

**Benefit:** You gain a +2 bonus on Escape Artist checks. Further, you do not suffer the normal penalty for making a Disable Device check with improvised equipment (such as a hair pin). Finally, you gain a +2 bonus to CMD for checks made to escape a grapple, and a +2 bonus to your CMD versus grapple attempts.

## EXPLOIT OPENING

*You take advantages of combat opportunities when they present themselves.*

**Prerequisite:** Goblin, Combat Reflexes, Stand Still, base attack bonus +6

**Benefit:** In any given round, you deal an additional 1d6 points of damage on each attack of opportunity after the first.

## FEIGN DEATH

*For you, playing dead is more than lying still and holding your breath.*

**Prerequisite:** Goblin, Con 13, Bluff 5 ranks

**Benefit:** You can attempt to appear dead, slowing your heart rate and breathing considerably, blocking out reactions to pinpricks and similar stimuli, and lowering your body temperature. Entering this trance-like state is a standard action, and while maintaining it you are paralyzed (though you remain aware of your surroundings). In this trance you can hold your breath for one minute per point of Constitution score, which is also the maximum duration of your trance. You appear dead to all casual observers, and may make a Bluff check (opposed by an examiner's Heal or Perception check, whichever is higher) to appear dead even to a careful examination. If you ready an action to use this feat when you are next struck for damage, the attacker must make a Perception check opposed by your Bluff, or believe it has slain you.

## FIRE HAND

*Born with a torch in your hand, you have a gift with anything that burns.*

**Prerequisite:** Goblin

**Benefit:** You can wield a torch as a weapon without taking the nonproficient penalty and gain a +1 bonus on attack rolls with melee weapons that deal fire damage.

## FIRE TAMER

*You know your way around even magical fire.*

**Prerequisite:** Goblin

**Benefit:** You gain a +2 bonus on saves against spells with the fire descriptor. Additionally, your scars mark you as a talented fire tamer, granting you a +2 circumstance bonus on Diplomacy and Intimidate checks when dealing with other goblins.

## FLAME HEART

*You have mastered fire magic and alchemy.*

**Prerequisites:** Goblin, Fire Tamer, character level 5th

**Benefit:** You gain fire resistance 5. When casting spells with the fire descriptor or throwing alchemist bombs that deal fire damage, treat your caster level or alchemist level as if you were 1 level higher.

## GOBLIN GUNSLINGER

*You have learned how to fire the big guns.*

**Prerequisite:** Goblin

**Benefit:** You can wield Medium firearms without taking the penalty for an inappropriately sized weapon.

**Normal:** You take a -2 penalty when using an inappropriately sized weapon.

## HAMSTRING

*Your small stature has given you an eye for sensitive attack locations.*

**Prerequisites:** Goblin, Base attack bonus +1

**Benefit:** As a standard action, you may make a single melee attack with a weapon that deals slashing damage against a single target within reach, which, if successful, deals normal damage and reduces the target's land speed by 20 feet (to a minimum of 5 feet).

## KNIFE TRICK

*You have learned to draw a weapon and attack a foe as one quick action.*

**Prerequisite:** Goblin





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**Benefit:** As a standard action you can draw a light weapon and attack one target with it. Rather than make a standard attack roll, make a Sleight of Hand check. If your skill check exceeds your target's AC, your attack hits. If your skill check also exceeds a DC of 10 + the target's base attack bonus + the target's Wisdom modifier (or 10 + your target's Sense Motive bonus, whichever is higher), your target is also denied its Dexterity bonus to AC against this attack. Any given target may be the target of your Knife Trick only once per day.



## NIGHTMARISH MIND

*Your experience growing up with your tribal brethren has drained the shock out of you.*

**Prerequisite:** Goblin

**Benefit:** You are immune to all non-magical fear effects and receive a +2 divine bonus to saving throws versus magical fear effects, or versus spells that cause madness or insanity.

## RANDOM ACTS OF VIOLENCE

*You know a trick or two from running with your goblin tribe and raiding villages.*

**Prerequisite:** Goblin

**Benefit:** You receive a +2 racial bonus to Bluff, Diplomacy, Disable Device or Stealth while you are committing or fleeing from a violent crime.

## ROLL WITH IT

*You know how to take a hit, even if your reaction sends you bouncing and flying out of battle while shrieking at the top of your lungs.*

**Prerequisite:** Goblin, Acrobatics 1 rank.

**Benefit:** If you are struck by a melee weapon you can try to convert some or all of that damage into movement that sends you off in an uncontrolled bouncing roll. To do so, you must make an Acrobatics check ( $DC = 5 + \text{the damage dealt from the attack}$ ) as an immediate action. If you succeed in this check, you take no damage from the actual attack but instead convert that damage into movement with each point equating to 1 foot of movement. For example, if you would have taken 6 points of damage, you would convert that into 6 feet of movement. You immediately move in a straight line in a direction of your choice this number of feet (rounded up to the nearest 5-foot-square), halting if you reach a distance equal to your actual speed. If this movement would make you strike an object or creature of your size or larger, the movement immediately ends, you take 1d4 points of damage, and fall prone in that square. This involuntary movement provokes attacks of opportunity normally if you move through threatened squares, but does not provoke an attack of opportunity from the creature that struck you in the first place. You are staggered for 1 round after you attempt to use this feat, whether or not you succeed.



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## SADDLE SHRIEKER

*You sometimes get carried away when encouraging your mount to fight.*

**Prerequisite:** Goblin, Ride 1 rank.

**Benefit:** You can choose to take a -1 penalty on all attack rolls and combat maneuver checks to grant your mount a +1 bonus on all attack rolls and damage rolls made with natural weapons. These effects affect you and your mount for 1 round. When your base attack bonus reaches +4, and every 4 points thereafter, this penalty increases by -1 and the bonus to your mount's attack and damage increases by +1 to a maximum of +5. You must choose to use this feat before making an attack roll.

## SIZE DOESN'T MATTER

*You ignore size penalties when using Intimidate.*

**Prerequisites:** Goblin

**Benefit:** You don't suffer a size penalty when using Intimidate on targets larger than yourself, nor do targets larger than yourself gain a bonus when attempting to intimidate you.

## TANGLE FEET

*Creatures who cross your path find themselves tripping over their own feet.*

**Prerequisites:** Goblin, Dodge, Mobility, Underfoot, Small size or smaller.

**Benefit:** When you successfully make an Acrobatics check to avoid provoking an attack of opportunity from a larger opponent when you move through its threatened area or its space, you can make that opponent lose its balance until the end of its next turn as a free action. While that creature's balance is lost, if it attempts to move, it must make a successful DC 15 Acrobatics check or fall prone, wasting the move action. You can only affect one creature with this effect each round.

## THICK SKULL

*You are so dense, you can headbutt an armored foe and not feel a thing. Your target, on the other hand...*

**Prerequisite:** Goblin, Toughness

**Benefit:** You gain a natural attack that deals 1d4 damage + ½ your Strength modifier.

## TRICKSY

*You are exceptionally gifted at all sorts of trickery and subterfuge.*

**Prerequisite:** Goblin

**Benefit:** Three times per day you gain a +2 divine bonus to Bluff, Disable Device, Disguise, Escape Artist, Sleight of Hand or Stealth.

## VANDAL

*Even other goblins admire your talent for mindless destruction.*

**Prerequisite:** Goblin, sneak attack class feature.

**Benefit:** You treat unattended objects as if they were vulnerable to your sneak attack, but you only deal half as much damage as you would against an actual creature. For instance, if you rolled 12 extra damage from the sneak attack you would deal an extra 6 damage to the object. This only applies when attacking unattended objects.

## VICIOUS

*Like the mightiest of goblin heroes, you can attack with such vigor you hurt yourself.*

**Prerequisite:** Goblin, Con 15, BAB +1

**Benefit:** Whenever you make a melee attack, you may choose to deal an additional 2d4 points of damage on a successful hit. Whenever you do this, you also deal 1d4 damage to yourself. The damage you take from this feat bypasses all defenses, protections, DR, and effects that reduce the damage you would take.

## 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.

*- as recorded by Gunther the Stout*





# THE DREAD CODEX

## FINDERS - KEEPERS

### An Assortment of Goblin Equipment and Weapons

*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 began to taunt 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.*

#### **VICIOUS BITE**

*You have a vicious bite that you can use as an off-hand attack.*

**Prerequisite:** Goblin

**Benefit:** You gain a bite as a natural attack.

The bite does 1d6 damage (critical x2). You are considered proficient with this attack.

## 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.

#### **BARBED DAGGER**

The barbed dagger is similar to a normal dagger except that it has a series of barbs on its sides, allowing additional damage when "gutting open" an opponent. Usually daggers

are considered to be secondary weapons and allow the attacker to use the Weapon Finesse feat to apply their Dexterity modifier instead of the normal Strength modifier to their attack rolls.

#### **BARBED KAMA**

The barbed kama is a foul, deadly version of the standard kama. Unlike a normal kama, an assortment of jagged barbed teeth line various points of the blades edge, allowing the attacker to more effectively "gut open" a target. A monk using a barbed kama can strike with his or her unarmed base attack, including his or her more favorable number of attacks per round, along with other applicable attack modifiers. The barbed kama is suitable for goblins and other Small monks.

#### **BARBED SWORD**

A hideous version of a normal longsword that features jagged barbs along the blade's edge. This weapon tends to leave terrible, agitated wounds on its victims.

#### **DAGGERLANCE**

A daggerlance is a thin bladed dagger like a needle. With the smallest amount of effort these weapons can pierce flesh and impale themselves into a body. Daggerlances are



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considered a light throwing weapon and are easily concealed with a +2 bonus to Sleight of Hand checks.

## GOBLIN PIN-DAGGER

The blade of this dagger is extremely strong, yet thin and needle-like. You get a +2 bonus on Sleight of Hand checks made to conceal this thin-bladed dagger on your person. Drawing a hidden gnome pindagger is a move action that does not provoke attacks of opportunity. If your Sleight of Hand check made when drawing a hidden gnome pindagger beats your foe's Perception check, you enjoy a +2 circumstance bonus on your first attack roll.

## KRIS DAGGER

The kris dagger is similar to a normal dagger except that it has a curvy, almost snake-like looking blade. This blade, when causing critical damage, easily causes more injury due to it's "weaving" in and out of the wound. Usually daggers are considered to be secondary weapons and allow the attacker to use the Weapon Finesse feat to apply their Dexterity modifier instead of the normal Strength modifier to their attack rolls. The kris dagger is also

valued as a ceremonial weapon.

## KRIS LONGSWORD

Similar in design to a normal longsword but having a curvy, snake-like blade that tends to make a jagged, uneven mess of the victim's wounds. The kris longsword is also valued as a ceremonial weapon.

## KRIS SHORTSWORD

This weapon is very similar to a normal shortsword except for the fact that it has a curvy blade which allows one to cause more painful wounds when entering and exiting the target's flesh. The kris shortsword is also valued as a ceremonial weapon.

## SKULL MACE

This weapon resembles a morning star in many respects but instead of having a head consisting of a spiked iron ball, the head of the skull mace is a securely fitted human skull. Several iron spikes are lodged into the skull, and two well-defined spikes with barbed sides protrude from the eye sockets.

## SKULL BOLAS

### WEAPONS

Name	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight1	Type2	Special
<b>(Simple) Light Melee Weapons</b>								
Barbed Dagger	4gp	1d6	1d8	19-20/x2	10ft.	1lb.	P or S	-
Barbed Kama	3gp	1d6	1d8	19-20/x2	—	2lb.	S	-
Kris Dagger	3gp	1d4	1d6	18-20/x2	10ft.	1lb.	P	-
Kris Shortsword	12gp	1d4+2	1d6+2	x2	—	3lb.	P	-
<b>One-Handed Melee Weapons</b>								
Barbed Sword	25gp	1d6+2	1d8+2	19-20/x2	—	4 lb.	S	-
Kris Longsword	18gp	1d6+1	1d8+1	x2	—	4lb.	P or S	-
Skull Mace	15gp	1d8	1d12	x2	—	7lb.	B	-
<b>(Light) Exotic Melee Weapons</b>								
Goblin Pin-dagger	3gp	1d3	1d4	19-20/x2	1/2 lb.	P	-	-
<b>One-Handed Exotic Melee</b>								
Avalanche Gauntlets	12gp	1d6	1d8	19-20/x2	-	8 lbs	B and P	-
Daggerlance	5gp	1d4	1d6	x3	20 ft.	1/2 lb.	P	-
<b>Exotic Ranged Weapons</b>								
Skull Bolas	2gp	1d3	1d4	x2	15 ft.	3 lbs.	B	Trip





# THE DREAD CODEX



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.

## GOBLIN 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.

### 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.



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## SCRAP ARMOR

Goblin scrap armor is not a true armor type. It only emulates other armor types, and not very well at that. Goblins create scrap armor literally out of anything they find that can be strapped to their bodies. While less costly to create and more comfortable to wear, it has significant drawbacks in terms of the armor bonus it provides and its weight, not to mention the increased chance of arcane spell failure. The armor check penalty is not modified for scrap armor. See the Table for how scrap armor modifies the statistics of other armor types.

## SCRAP SHIELD

Like scrap armor, goblin scrap shields are made of whatever the goblin can arrange to carry on one arm. See Table for how a scrap shield modify the statistics of other shield types.

## GOBLIN GOODS

### ARSONIST'S KIT

50 gp, 8 lbs.

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

5 gp, 4lbs.

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 spellcasters must succeed a concentration check DC 12 to be able to cast spell. The bees hive is typically 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.

## ARMOR

Name	Cost	Armor Bonus	Max Dex Bonus	Armor Check Penalty	Arcane Spell Failure	30 ft.	20 ft.	Weight
Bone Armor	15gp	+4	+3	-3	20%	20.	15	20lbs.
Garbage Armor	1sp	+1	+4	-2	25%	30	20	6lbs.
Scrap Armor	x .75	-2	+1	—	x 1.5	—	—	x 1.25
Scrap Shield	x .5	—	—	x2	x 1.5	—	—	x 1.25

\*Armor fitted for Small characters weighs half as much.





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## CALTROPS, VICIOUS

50 gp, 4 lbs.

These specially modified caltrops have clusters of needle-sharp spines that are slightly longer and more brittle than those on normal caltrops. Like standard caltrops, a 2-pound bag of vicious caltrops covers a 5-foot-square area. Vicious caltrops work just like normal caltrops, save that they have an attack bonus of +4, do 1d2 points of damage, and require a DC 20 Heal check to fully treat.

## COBBLED ITEM

Goblins are masters at crafting things from bits of rubbish. The category of “cobbled item” is a general catchall to describe any piece of equipment that has been repaired or modified by goblins. Such items are of an inferior quality—whenever they’re used as part of a skill check or attack roll, they have a 10% chance

of being broken. Cobbled items can never be masterwork items. A cobbled item is of lesser quality than a normal item, and thus costs only 75% as much as the normal item, but is often much bulkier. Any cobbled item of 1 pound or more in weight actually weighs twice as much as a normal item of its type. Any item that normally costs more than 50 gp can never be a cobbled item, nor can alchemical items be cobbled. At the GM’s discretion, other items may not be able to be cobbled items either.

## DOUBLE HARNESS

20 gp, 15lbs.

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 a smaller creature on his back. The two face in opposite directions and both can fight



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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 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.

## **FANGFILE** 3 gp, 2 lbs.

This narrow metal file is used by goblins to sharpen their teeth. The file ends in a pointed spike in case tooth-sharpening is interrupted by combat—a fangfile can function as a punching dagger when used in combat.

## **FETISH, TRIBAL** 5 gp, —

Tribal fetishes vary from tribe to tribe, but are generally small, carved wooden or stone religious symbols, luck tokens, or curious naturally occurring objects specially carved to resemble something of significance (such as an acorn with a wolf fangs, a dried mushroom with skull-shaped blotches, or a stone with a lizard carved on it). A goblin divine spellcaster can use a tribal fetish as a divine focus for spellcasting.

## **FIRE CARRIER** 1 sp, 1 lb.

A fire carrier is a conical device made of thickly insulated leather and wood designed to carry a live coal under a layer of ash. A fire carrier can keep a coal red hot for 24 hours and allows anyone to light a fire in normal conditions without having to resort to Survival checks, alchemical devices, or magic.

## **GOBLIN FIRE** 20 gp, 3 lbs.

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 PICKLES (1 JAR)** 4 sp, 1 lb.

Goblins pickle everything, and thus goblin pickles can be composed of almost anything. Their only shared characteristic is that they're mostly edible. At the GM's discretion, a non-goblin who eats a goblin pickle must make a DC 10 Fortitude save to avoid being sickened for 1 hour. A single jar of goblin pickles provides a goblin enough nourishment for a day.

## **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 Bestiary section.

*Centipede Pots (40 gp, 5lbs.):* These clay pots are tired with woven moss and vines. From Beneath the brown leather, covering a centipede writhes free.

*Cockroach Pots (20 gp, 5lbs.):* 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.

*Spider Pots (10 gp, 5lbs.):* These pots are covered in wispy spider webs and capped with a dark silk cloth tied with iron twine.

*Wasp Pots (30 gp, 5lbs.):* 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.





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## IRON SHOES

50 gp, 8lbs.

These shoes are made entirely of Iron and steel and offers the wearer a weighted solution to staying firmly rooted to the ground. While worn the wearer gains a +1 CMD verses all Bull rush, Trip, and Overrun attempts.

## KILL HORNS

10 gp, 3lbs.

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.

## PIG GREASE

1 sp, 1 lb.

Maybe it's the wide heads, but more likely it's the lack of common sense that causes goblins to so often get stuck in narrow spaces. In such cases, a dose of pig grease is really helpful. An application of pig grease applied to the body grants a +2 circumstance bonus on all Escape Artist checks for 1 hour.

## TOSSGLOVE

1 sp, 1 lb.

A tossglove is a hefty leather and metal glove made for holding and throwing an insect, snake, or other tiny creature that would otherwise bite the goblin. Those who don't use a tossglove when attempting to sling such creatures provoke an attack of opportunity from the animal they attempt to throw or stash. The glove has overlapping plates that cover the goblin's arm up to the elbow. It's a full-round action to put on or take off a tossglove, and while it's worn, that hand can't be used to perform acts of fine manipulation (such as making a Disable Device check or firing an arrow). The gloved hand can still wield a melee weapon.

## FIREWORKS

**Desnan Candle (5 gp):** When lit, this foot-long wooden tube launches a flaming pyrotechnic "candle" every round for 4 rounds. Each projectile deals 1 point of nonlethal damage and 1 point of fire damage if it hits; on a critical hit, the target is also blinded for 1 round. The projectiles shed light as candles for 1 round and have a range increment of 5 feet. Attacking with a Desnan candle is a ranged touch attack and always has a -4 nonproficiency penalty.

**Paper Candle (1 gp):** This finger-sized explosive detonates noisily 1 round after lighting. Anyone in the same square as a paper candle when it explodes must make a DC 15 Fortitude save or be dazzled for 1d4 rounds.

**Skyrocket (50 gp):** When lit, this foot-long wooden tube begins to shake and emit a handful of white sparks, shedding light as a torch. One round later it takes flight, moving in a straight line with a fly speed of 90 for 1d6 rounds before loudly exploding in an burst of light and sound, dealing 2d6 points of fire damage in a 10-foot burst (DC 15 Reflex save for half ). If a skyrocket impacts a solid surface or a creature before reaching its maximum range, it detonates prematurely at the point of impact. Anyone who takes damage from the explosion is either blinded or deafened (a 50% chance of either) for 1 round.

## MAGICAL FIREWORKS

### FUSES FOR MAGICAL FIREWORKS

Besides making an enchanted firework universally usable, the fuse of a firework provides timing for its arcane ignition. The length of the fuse and where the flame is applied, may both be varied to closely control the explosion's timing.

Fireworks may detonate immediately or after a set amount of time. Smaller fireworks—squibs, crackers and the like—have fuses which allow for detonation up to 3 rounds after lighting. Larger fireworks, such as fountains and rockets, have fuses lasting up to 5 rounds. The creature



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lighting the fuse must determine how many rounds the fuse will burn, if any.

## ACCIDENTAL IGNITION

Fireworks may explode unintentionally when struck with a flame. If not held or carried, magical fireworks directly contacted any source of non-illusory flame automatically ignite in the following round. Magical fireworks held or carried use their carrier's Reflex saving to avoid ignition; a DC is included with each firework below. If the saving throw succeeds, the magical fireworks do not ignite.

If the saving throw fails, the fireworks ignite in the following round, inflicting maximum damage (for damaging fireworks), their listed effect, and 1d4+2 damage to whoever held them. The unfortunate character, in addition to his burns, suffers a -4 to any saving throws related to the firework's effect.

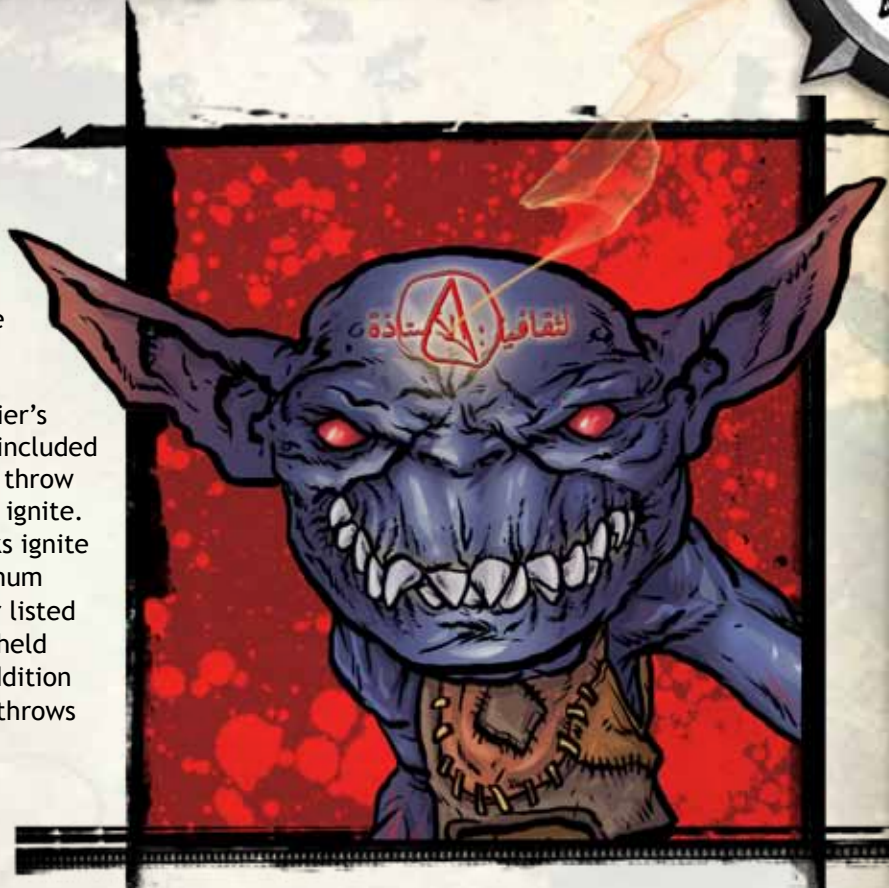
## THROWING AND SHOOTING FIREWORKS

Fireworks of less than 1 lb. can be lit and thrown with an effective range of 10 feet. When thrown, rockets have a 30% chance of going off in the direction desired but otherwise fly in a random direction. Most rockets are not thrown at all, but instead they are aimed (a move action) and lit (a standard action). A PC can aim at a moving target with magical fireworks, but this is always dangerous and results in powder burns because the aiming character must hold the rocket and track the target. Burns inflict 1d8 hp fire damage from a small rock, and 1d12 from a large one (no save).

## EXTINGUISHING MAGICAL FIREWORKS

Magical fireworks whose fuse is lit but which have not yet gone off may be extinguished. This requires a create water, dispel magic, pyrotechnics, or quench spell, or throwing at least 1 gallon of non-magical water on a lit fuse (a standard action). Magical fireworks submerged in water are ruined beyond further use. Their powder and spells are imbalanced by the presence of elemental water.

Magical fireworks likewise will not explode underwater.



## BLINDING GOBLIN-CRACKER

Aura moderate evocation; CL 11th  
Slot none; Price 3,300 gp; Weight -  
Accidental ignition (Reflex) DC 14

### DESCRIPTION

When this small, bright yellow firecracker explodes, it does so with a blinding flash. Anyone within 30 ft. must make a DC 12 Fortitude save or be struck blind for 2d6 rounds.

### CONSTRUCTION

Requirements Craft Wondrous Item,  
*blindness*; Cost 1,650 gp

## DEAFENING KOBOLD-BARKERS

Aura faint evocation; CL 9th  
Slot none; Price 1,650 gp; Weight 1/4 lb.  
Accidental ignition (Reflex) DC 16

### DESCRIPTION

Comprised of a dozen, small green firecrackers, linked one after another, this item produces a rapid series of explosions, each





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louder than the next. Anyone within 30 ft. of the explosions must make a DC 12 Fortitude save or be deafened for 2d6 rounds.

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## CONSTRUCTION

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**Requirements** Craft Wondrous Item, *deafness*; **Cost** 825 gp

## ENCHANTING DRAGON'S BREATH

**Aura** moderate enchantment & evocation; **CL** 9th  
**Slot** none; **Price** 3,000 gp; **Weight** 1 lb.  
**Accidental ignition** (Reflex) DC 13

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## DESCRIPTION

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When lit, This red-wrapped cone showers forth beguiling sparks for 1d4+1 rounds, after which it erupts into a 60-foot pillar of fire for one round. The pillar has a radius of ten ft., ignites flammable materials, and does 9d6 points of damage to everything within range (as the fireball spell). Any living creature which observes the beguiling sparks feels compelled to move at half speed towards the fountain, taking no other actions as they do so (DC 12 Will save negates).

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## CONSTRUCTION

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**Requirements** Craft Wondrous Item, *enthrall*, *fireball*; **Cost** 1,500 gp

## ENCHANTING ELF-FOUNTAIN

**Aura** faint enchantment; **CL** 3rd  
**Slot** none; **Price** 600 gp; **Weight** 1/2 lb.  
**Accidental ignition** (Reflex) DC 13

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## DESCRIPTION

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As this green-wrapped cone burns, it produces a fascinating shower of fiery sparks for 10 rounds. Anyone observing the sparks must make a DC 12 Will save or be enthralled for the duration.

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## CONSTRUCTION

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**Requirements** Craft Wondrous Item, *enthrall*; **Cost** 300 gp

## FAIRY FIRE

**Aura** moderate divination; **CL** 5th  
**Slot** none; **Price** 3,000 gp; **Weight** 1/2 lb.  
**Accidental ignition** (Reflex) DC 13

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## DESCRIPTION

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This white wrapped cone is decorated with small yellow stars. When lit, this firework burns with a fierce white light for 10 rounds. Besides shedding light as a daylight spell, the light produced by the fire causes any invisible or ethereal creatures to cast an obvious shadow. Any character who succeeds at a DC 10 Perception skill check suffers no concealment penalty when attacking such a creature.

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## CONSTRUCTION

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**Requirements** Craft Wondrous Item, *daylight*, *see invisibility*; **Cost** 1,500 gp

## FIERY BOTTLE-ROCKET

**Aura** moderate evocation; **CL** 5th  
**Slot** none; **Price** 1,500 gp; **Weight** -  
**Accidental ignition** (Reflex) DC 13

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## DESCRIPTION

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When you aim and light this small red bottle-rocket, it streaks forward in a straight line for 100 ft., or until it strikes an object (DC 13 Reflex to avoid), and explodes as a 5d6 fireball. On a successful saving throw the rocket continues to the next occupied square or the end of its range.

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## CONSTRUCTION

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**Requirements** Craft Wondrous Item, *fireball*; **Cost** 750 gp

## GUIDING LIGHT

**Aura** faint (lesser) or moderate (greater, standard) divination; **CL** 2nd (lesser), 5th (standard) or 7th (greater)  
**Slot** none; **Price** 50 gp (lesser), 1,000 gp (standard), 2,800 gp (greater);  
**Weight** 1/2 lb.  
**Accidental ignition** (Reflex) DC 15

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## DESCRIPTION

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If lit indoors, this green rocket flies in a straight line for 200 ft., or until it hits an obstacle (DC 14 Reflex to avoid), exploding for 2d6 fire damage. On a successful save, the rocket continues to the next occupied square or the end of its range. When used outside, it flies 200 ft. into the air and explodes, releasing a shower of sparks which coalesce as they descend, drifting in an easily discernible



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direction. The sparks of a lesser guiding light always drift north, regardless of wind. Before lighting the fuse of a standard guiding light, characters may speak the name of an object, and so long as the object is within a mile, the sparks will drift in the direction of the object. A greater guiding light may locate individuals as well as objects up to a mile away.

## CONSTRUCTION

**Requirements** Craft Wondrous Item, *locate object* (standard), *locate creature* (greater), survival 2 ranks (lesser); **Cost** 25 gp (lesser), 500 gp (standard), 1,400 (greater)

## PRIEST LIGHT

**Aura** faint abjuration; **CL** 5th

**Slot** none; **Price** 1,500 gp;

**Weight** 1/2 lb.

**Accidental ignition** (Reflex) DC 13

## DESCRIPTION

When lit, this thin white tube produces a tall argent flame and numerous golden sparks for 10 minutes. While burning, it produces light in a 30 ft. radius. Undead cannot enter this area, and if within the area, they must make a DC 14 Will save or flee out of the light. Creatures within the light are immune to fear effects for the duration of the flame.

## CONSTRUCTION

**Requirements** Craft Wondrous Item, *magic circle against evil*, *remove fear*; **Cost** 750 gp

## RED DRAGON ROCKET

**Aura** moderate evocation; **CL** 9th

**Slot** none; **Price** 3,000 gp; **Weight** 2 lb.

**Accidental ignition** (Reflex) DC 20

## DESCRIPTION

Papered with gold leaf and inscribed with a mass of scarlet runes on every surface, this rocket is large enough to require a hefty spear-like stick for aiming. It weighs more than most other fireworks, and some consider the red dragon rocket the “king of magical fireworks.” When ignited, this golden rocket streaks forward in a straight line for 150 ft., or until it strikes an object, at which point it explodes as a 9d6 fireball. If the rocket enters an occupied

square, it strikes the occupant (DC 15 Reflex avoids). On a successful save, the rocket continues to the next occupied square or the end of its range.

## CONSTRUCTION

**Requirements** Craft Wondrous Item, *fireball*; **Cost** 1,500 gp

## SNAKE FOUNTAIN

**Aura** faint conjuration; **CL** 5th

**Slot** none; **Price** 1,500 gp;

**Weight** 1/2 lb.

**Accidental ignition** (Reflex) DC 15

## DESCRIPTION

This firework fountain is wrapped in red and gold paper with a scaled motif. When lit, the fountain emits a shower of green sparks and a black ashy extrusion which, as it leaves the cone, transforms into a small black viper under your control (apply the young simple template to a venomous snake). The fountain burns for 10 rounds, producing 1 viper a round. The vipers turn to black ash when the fountain ceases to burn.

## CONSTRUCTION

**Requirements** Craft Wondrous Item, *summon monster III*; **Cost** 750 gp

## SHRIEKING ROCKET

**Aura** moderate necromancy; **CL** 7th

**Slot** none; **Price** 2,800 gp;

**Weight** 1/2 lb.

**Accidental ignition** (Reflex) DC 15

## DESCRIPTION

When you aim and light this black rocket, it flies forward in a straight line for 80 ft., or until it strikes an obstacle, at which point it explodes. If the rocket enters an occupied square, it strikes the occupant (DC 14 Reflex avoids). On a successful save, the rocket continues to the next occupied square or the end of its range. It whistles loudly as it flies, and when it explodes, it produces a banshee-like shriek and a shower of green sparks. Any character within 30 ft. of the explosion must make a DC 14 Will save or become panicked for 4 rounds. Those that make their save are shaken for 1 round. Additionally, characters actually struck by the rocket suffer 2d4 damage.





# THE DREAD CODEX

## CONSTRUCTION

**Requirements** Craft Wondrous Item, *fear*;  
**Cost** 1,400 gp

## GOBLIN MAGIC ITEMS

Goblins have access to the following magic item.

### CLOAK OF FANGS

**Aura** moderate transmutation; **CL** 9th  
**Slot** shoulders; **Price** 2,800 gp; **Weight** 1 lb.

#### DESCRIPTION

This rough-looking cloak covered in coarse animal hair is greatly prized by goblins. Wearing the cloak grants a +1 resistance bonus on saving throws. Furthermore, the wearer can force its teeth to grow rapidly up to five times per day as a swift action. The oversized teeth last for 1 round, during which time the wearer can make a bite attack. Treat this attack as a primary natural attack that deals 1d4 points of damage (or 1d6 if the wearer is Medium). If the wearer already has a bite attack, the damage of that bite attack increases by one step (see page 302 of the Bestiary).

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *alter self*, *resistance*; **Cost** 1,250 gp

### FANGED GOBLIN CLEAVER

**Aura** moderate transmutation; **CL** 11th  
**Slot** weapon; **Price** 22,375 gp; **Weight** 8 lbs.

#### DESCRIPTION

The blade of this brutal-looking black steel cleaver has a serrated edge which never goes dull and appears to weep blood when wielded. These weapons are fashioned in honor of great goblin war heroes and as gifts for revered chieftains.

A fanged goblin cleaver is a +1 unholy short sword—wounds caused by the weapon's serrated edge are horrifically

ragged and bleed profusely. Whenever a fanged goblin cleaver scores a successful critical hit, the sword's blade vibrates and digs into its victim. In addition to doing damage for the critical hit, this horrific sawing deals 2 points of Constitution damage and forces the victim to make a DC 15 saving throw to avoid being stunned for 1 round. Creatures immune to critical hits are immune to this Constitution damage and the stun effect.

#### CONSTRUCTION

**Requirements** Craft Magic Arms and Armor, *harm*, *unholy blight*, creator must be evil; **Cost** 11,375 gp.

### FIREPOWDER

**Aura** faint evocation (fire); **CL** 3rd  
**Slot** none; **Price** 10 gp; **Weight** 1/2 lb.

#### DESCRIPTION

This chalky yellow powder is usually kept in a finely woven canvas pouch. When you mix firepowder with fine sand, the resultant mixture quickly heats up until it combusts, creating a slow-burning flame that requires no additional fuel. Half a pound of firepowder takes 1 minute to mix, and the fire produced burns for 8 hours, equivalent to a standard campfire.

#### CONSTRUCTION

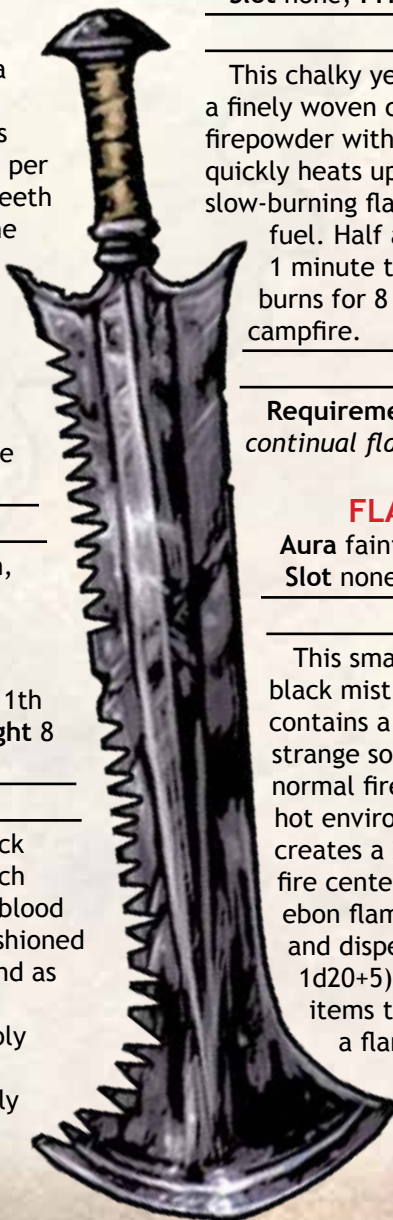
**Requirements** Craft Wondrous Item, *continual flame*; **Cost** 5 gp

### FLASK OF EBON FLAME

**Aura** faint transmutation; **CL** 5th  
**Slot** none; **Price** 1,500 gp; **Weight** 1 lb.

#### DESCRIPTION

This small flask smokes with an odorless black mist when opened. Each flask contains a single use of ebon flame, a strange sort of fire that is hostile to normal fire. Cool to the touch even in hot environs, when poured out, a flask creates a 20-foot-radius burst of black fire centered on the user. This burst of ebon flame extinguishes all natural fires and dispels magical fire (dispel check 1d20+5) in the area, including magic items that have fire effects (such as a flametongue sword or a necklace of fireballs), although items dispelled merely cease to





# GOBLIN CHRONICLES



function for 1d4 rounds.

The ebon flame can cure damage caused by fire— each creature in the burst is healed 5d6 points of damage caused by fire effects.

A creature with the fire subtype inside the area of the burst takes 5d6 points of damage and is stunned for 1 round — a successful DC 15 Fortitude save halves the damage and negates the stun effect.

Ebon flame is unstable, and when combined in doses larger than a single use, or when not stored in a specially prepared flask, it dissipates harmlessly in a cloud of faint black smoke. Overlapping areas of ebon flame do not stack their effects.

## CONSTRUCTION

**Requirements** Craft Wondrous Item, *false life* or *cure moderate wounds*, *resist energy* or *quench*; **Cost** 750 gp

## ELIXIR OF FIRE BREATH

**Aura** moderate evocation; **CL** 11th  
**Slot** —; **Price** 1,100 gp; **Weight** —

## DESCRIPTION

This strange bubbling elixir bestows upon the drinker the ability to spit gouts of flame. He can breathe fire up to three times, each time dealing 4d6 points of fire damage to a single target up to 25 feet away. The victim can attempt a DC 13 Reflex save for half damage. Unused blasts of fire dissipate 1 hour after the liquid is consumed.

## CONSTRUCTION

**Requirements** Craft Wondrous Item, *scorching ray*; **Cost** 550 gp

## EXPLOSION POCKET

**Aura** faint evocation; **CL** 1st  
**Slot** none; **Price** 3,000 gp; **Weight** 1/2 lb.

## DESCRIPTION

An explosion pocket looks like a cloth pouch just large enough to contain a Small or Medium humanoid's hand. When placed against a shirt, vest, jacket, trousers, or similar piece of clothing, this ragged green patch attaches to the clothing, creating a loose pocket. The pocket functions as a normal pocket, but once per day

the pocket's wearer can, as a standard action by speaking a command word while his hand is in the pocket, cause the pocket to create a single vial of alchemist's fire. If a vial of alchemist's fire is in the explosion pocket when it is commanded to create a vial of alchemist's fire, the pocket instead supercharges the existing vial within so that it inflicts double the normal fire damage a vial of alchemist's fire would normally inflict. An explosion pocket can be removed as a full-round action, allowing it to be placed on a different piece of clothing as the owner wishes. A vial of alchemist's fire created or supercharged by an explosion pocket reverts to a vial of inert bitter-tasting water 1 minute after it is created or supercharged.







# THE DREAD CODEX

## ME TRIBE-ME KIND

### An overview of 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.

#### CONSTRUCTION

Requirements Craft Wondrous Item, *burning hands*; Cost 1,500 gp

## GOBLIN TRIBES

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

#### Tribal Power Level

D%00	Tribal Power Level	Organization
01 - 43	Feeble	Goblin Vandals (2-4 goblins)
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)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)



# GOBLIN CHRONICLES



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.

## 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.

## 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.

## 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

### Clan Names

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	Cankorous	Fat	Belchers
10	Wicked	Baby	Squishier
11	Fierce	Dwarf	Splitters
12	Foul-Mouthed	Wolf	Thumpers
13	Broken-Toothed	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







# THE DREAD CODEX

## 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.



# GOBLIN CHRONICLES



aspect which can provide some interesting elements to play.

## SAMPLE TRIBES

### THE BLOODFACE TRIBE

**Population:** 318 adults/543 non-combatants

**Character Types:** 300 1st-level Warriors, 2 Lieutenants (4th-level Warrior), 15 Sergeants (3rd-level Warrior), 6th-level Warrior (Leader), 12 Worgs, 4 Dire Wolves

**Government:** The Bloodface tribe is led by Scabbus, a 6th-level goblin warrior chief.

**Dominant Alignment:** The Bloodface are predominantly Neutral Evil in alignment.

**Religion:** The Bloodface worship a wide variety of evil deities and show their patronage to individual ones as they feel needed.

**Major Trades/Skills:** The Bloodface are extremely nomadic and purely militant in behavior. As such, they are quite limited in the skills of craftsmanship. Those who have risen into the ranks of an officer tend to show a degree of skill in Riding.

**Currency:** The Bloodface tend to carry and recognize any form of currency that they are capable of looting.

**Dress and Adornment:** Beyond the linen scraps that serve as simple clothing and undergarments, most of the Bloodface are garbed in hides and leather armor.

**Preferred Weapons:** The Bloodface tend to make good use of the morningstar, a weapon that is quite easily made by most goblins.

**Description:** Though not particularly unique for a goblin tribe, the Bloodface have shown a surprising degree of success in their efforts to further the tribe through skirmishes, looting, and pillaging. Never content to remain in a single spot for a lengthy period of time, the Bloodface earned their tribal name by the bloody face paint they wear as they ravage one human village after another. While weak human outposts are their primary targets, the Bloodface have a history of ravaging small elven tribes and have been known to wipe out a few gnome colonies here and there. While rape is surprisingly rather uncommon, the goblins of the Bloodface tribe are not above the torturous slaughter of men, women, and children. Even mutilations of livestock and pets have been



### Goblins 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**.

5. Chamber of the Elders: This room houses any of the elders of the tribe. These might include the Chief, warbosses, etc.





# THE DREAD CODEX

## ALL THE GODS

### Details on the known Goblin Deities

*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..*

witnessed, and upon gathering up anything that the goblins might find useful or valuable, most dwellings and other such buildings are typically torched or vandalized.

At the cornerstone of any race is the creation myth, the story of how they came to be. Whether this is true or not remains to be seen, but the goblins have their own story of how they were spawned onto the many realms. And some of them have even theorized why. Many thousands of years ago, before the worlds were settled and before light and dark spawned a war in the heavens, there were other gods. One such god was a misshapen being known as Jollim. He was called the broken one, or the half formed jester. Jollim was the plaything of the gods, but he was also quite bright and quite cunning.

He tricked the other gods into letting him settle a small corner of creation, all to his own. From this place where the other gods did not bother to go, he began to shape and form a race of beings that would evolve into what we now call goblins.

The first of his spawn was a barely intelligent and half created monster, with lank hair and big saucer-like eyes. The lifespan of this beast was only moments, and it collapsed into the primordial ooze that Jollim had created it from. He spat forth a curse and a thousand angry words, or so the legend says, that moved a nearby mountain and sunk it into the very sea. Jollim called to the other gods for help, but the gods of law and the gods of order would

not create imperfect beings in the image of the jester, so they scorned and ignored him. This began to fuel his hatred towards all they had created.

Then into Jollim's underground lair strode an enigmatic being, with hair the color of a setting sun and eyes like two pools of ochre liquid. This was Velshavhes the twisted, one of the gods of chaos and destruction.

At first Jollim was defensive; he spat a curse at the god of chaos, who, being greater than the jester, simply laughed it off with a single spoken word.

"I am here, broken one, to help you get your revenge," said the greater god, his eyes running over the shabby domain of the other.

"Why me, do you help?" questioned the little jester, big eyes fixing on the dark stranger.

"I am the greater god of chaos and destruction. The gods of order refuse to hear your whining whimper— but I have heard and so, I come to aid thee. Yet you curse me, and thusly I am inclined to return to my dark domain."

"Help me? You would do this for I, what gain have you from this act?" The little broken god bounced from one foot to the other. "How in you can I trust?"

"I can give your creations the gift of life, and for this all I ask is that you give me their souls when they die." The dark smile of the greater god flickered like balefire.

"That is all? This is only thing you wish? Why care I, for their little lives if live they do. When dead, souls they have, yours always will be—this



# GOBLIN CHRONICLES



be our bargain, made in what?" Now the big eyes raked the greater god as the man returned the gaze with a level look.

"A bargain made is a bargain sealed in fate," came the hollow echo, and it seemed as if the little god's world shrank down to a miniscule dot. "So it is spoken, so it is bound."

The god of chaos and destruction then took his hand and placed it on the little god's forehead. A surge of power crackled between them both, and when Jollim came to, his powerful benefactor had gone, vanished like smoke. But, he soon discovered that this meeting had left a mark on him in more than one way; an indelible change to the god's eyes—they now glowed red like bloody rubies.

Deep in his cavernous home, Jollim took the mud and some of his own blood; he spat into the concoction and even cut some of his hair and skin.

Then he called once more to the gods, and to the one known as Velshavhes. The god, as dark as his word, sent forth his own power to aid the broken jester god and the cavern was lit with a bright actinic flash. And from the ooze and putrid foul stench crawled a creature that looked upon the world with hideously jaundiced and cunning eyes.

The first of Jollim's progeny was born, closely followed by the next and the next until a full score of the creatures stood, naked and blinking in the presence of their lord and master. They did not collapse into the mud and ooze, they remained disturbingly alive and beautiful to the broken god. They mirrored him in many ways and shared many of his disgusting features. And Jollim rejoiced by crowning one of them, the biggest and the toughest leader, later to be known as King. This being was known as Rukat, and he stood a head taller than the rest; he was strong and cunning—the power of the dark chaos god burned in his eyes and he led his people from Jollim's presence without as much as a word.

But Jollim could not take revenge for this slight against him, he had to watch, broken hearted—if it can be said a god has a heart, as those creatures he cared for turned to the worship of the chaos god and left him to rot in his empty caves and caverns. While Jollim grew weaker and weaker, the god of chaos and destruction grew stronger and stronger as the broken jester god's progeny began to seed throughout creation, across a dozen

worlds. Eventually Rukat died and his soul was swallowed by chaos.

By now Jollim's spawn were numerous and they had almost forgotten their true origins, until a shaman who had fevered dreams of a weak and dying broken god, united a small tribe of goblins under a single banner. He was known as Tushanata the one eyed, and it was said that he had gouged out his right eye so he might better see the visions that Jollim sent.

The right eye of the shaman was embedded in a stave made of blackened wood and smeared with the blood of three innocent souls. It was with this powerful artefact that the shaman was able to cross the barrier between their world and the world of Jollim, find the broken god, and restore him to his former glory—how ever miniscule that this was. Angry at being cast aside so, the god of chaos and destruction slew the shaman directly, thus incurring the wrath of the other gods. Velshavhes was bound and imprisoned in the planar prison known as the Recess, a place where even the most powerful deity feared, where their abilities were negated by the natural aura of the dimension, and where they were utterly powerless.

Jollim mourns the loss of his shaman and the stave passes onto the shaman's next of kin, becoming a holy artefact of the god's newborn religion. Since there are a great deal of his progeny upon the face of creation, he is now promoted to a greater god and challenged by the other gods to take up the mantle of chaos; the mantle of destruction is unclaimed and remains so to this day.

He decides that his people require a new name, and in a series of dreams he sends forth ideas to his most gifted followers—in vanity he calls his own race Jollims. But over the years, aeons, and sands of time, that name is corrupted—becoming first Joblins, and then finally Goblins.

At last he has a race he can truly be proud of: insidious, tricky, cunning, and possessed of a malign intellect and desire to cause chaos. Goblins spread through creation like a plague and end up across the multiverse, infesting many of the worlds. However, this time they know of their one true creator, and his religion prospers, propelling a fairly weak little god into the ranks of the truly divine, an irony that is not lost on the other gods, who watch this broken jester chaos god with careful eyes, waiting to see if he will be tempted as his predecessor was.





# THE DREAD CODEX

## VULGLEKUSA

*Queen Mother Of The Goblin Armies, The Breeding Queen*

**Alignment:** Chaotic Neutral

**Portfolio:** goblins, breeding, death and rebirth

**Domains:** Community, Death, Evil, War

**Symbol/Crest:** A crude image of a goblin female's face with a sneering grin, long flowing white hair, and hollow eyes

**Favored Weapon:** dagger

Regarded as being the Queen Mother Of The Goblin Armies, Vulglekusa is a stern goddess who holds high favor in both the expansion of her people as well as the formation of well organized armies. Revered by more intelligent goblins that cling to visions of greatness, Vulglekusa is often referred as being the goddess of goblinoid dictators.

Though one would think that a queen goddess of reproduction would tend to favor a less lawful outlook, the exact is opposite with Vulglekusa. She views the romantic union of two goblins as a form of mass production, enabling the goblin armies to restock their numbers in an effort to claim the world both above and below the surface. She holds an equal rivalry with both the good and evil deities of other intelligent humanoids, and it has even been said that Vulglekusa views the other goblinoids as abominations of the true goblin race. Temporary alliances with bugbears and hobgoblins may be fine to accomplish a short-term goal, but these insults to goblin kind must eventually be wiped out if her people are to reign over all other races. Vulglekusa usually appears to be a tall goblin of Medium stature with long white hair and eyes that constantly glow with a sickly, yellow coloration.

## GAGGLEPEWKA

*The Disease Bringer, Goblin King Of The Fallen Wickedness, Toll Collector Of Goblin Death*

**Alignment:** Chaotic Evil

**Portfolio:** goblinoids, disease, death, decadence

**Domains:** Evil, Trickery, Death, and Destruction

**Symbol/Crest:** A goblin skull with a single eye

**Favored Weapon:** kris dagger dripping with applied poison

Though the goblinoids may hold their greatest amount of reverence to better known deities, many quietly whisper a few trembling, groveling prayers to Gagglepewka when they are suffering from a disease or ailment or lying on their death beds. Though it is the hopes of most goblins that a greater, more respectable god or goddess will take on the fate of their souls, it is never wise, in the minds of the goblinoid tribes, to not heed some degree of homage to the Toll Collector Of Goblin Death.

Gagglepewka resembles a hideous, emaciated goblin that is just a bit taller than normal stature and has somewhat pale skin. His hideous, wrinkled, leathery hide is covered with discolored lesions that constantly drip foul smelling, discolored pus. Gagglepewka is typically adorned in the finest, most royal examples of clothing and jewelry, but these luxuries are soiled with crusted patches of filth and sickly fluids. Greenish brown bile constantly drips from his mouth and chin as he speaks.

No one is exactly sure of the origins of Gagglepewka. Some tribes claim that he is as old as life and death itself, while others say that Gagglepewka was once a great grim goblin necromancer who ascended to deity status.

## HOBBLAKOALKUS

*The Black Bugbear, Evil Champion Of Goblin Kind*

**Alignment:** Neutral Evil

**Portfolio:** Goblinoids, evil, war

**Domains:** Evil, Destruction, War

**Symbol/Crest:** A black-clawed hand covered in blue fur wielding a war hammer

**Favored Weapon:** war hammer

Whispered goblin legend speaks of a great bugbear of huge proportions with a tar black hide that's covered in glossy blue fur. This vicious monstrosity, known by the faithful as Hobblakoalkus, is revered as a god by many of the goblinoid tribes.

According to legend, Hobblakoalkus was a goblinoid war general that was half bugbear, half hobgoblin. He was skilled as both a fighter



# GOBLIN CHRONICLES



and a wizard, and Hobblakolkus was constantly on one quest after another in an effort to further increase his personal might, wisdom, and power. While seeking out some of the lost artifacts of the goblin race, Hobblakolkus fell through a mystical portal and was determined by his elite forces to be forever vanished to an unknown plane. He returned, however, three hundred and twenty nine years later, to reclaim the lands of his now abandoned native tribe. It seems that rather than perishing, Hobblakoalkus ended up on unknown worlds within the Prime Material plane, where the workings of strange

magic and unrestrained power helped him ascend to the status of a deity.

Hobblakoalkus is a brutal and unforgiving deity who stresses the importance of might, war, and destruction. Though he holds special favor towards goblinoids who have used the arcane arts to further the interests of power over non-goblinoids, it's the fighters and warriors of the faithful tribes that make up the greatest number of the devoted followers of Hobblakoalkus.

## 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 PCs, 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 PCs 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 begun 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 were 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 were 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.





# THE DREAD CODEX

## UGLIES & MEANIES

### Creatures and Beasts Associated with Goblins

#### 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 DOG	CR 1
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 quite a problem for many frontier towns and the bounty of a silver piece per goblin dog tail is standard in these places.



# GOBLIN CHRONICLES



GOBLIN DOG PUPS	CR 1/8
XP 50 N small animal Init +4; Senses low-light vision, scent; Perception +4	
DEFENSE	
AC 15, touch 15, flat-footed 11 (+4 Dex, +1 size) hp 4 (1d8+1) Fort +2, Ref +4, Will +1 Immune disease	
OFFENSE	
Speed 30 ft. Melee bite +1 (1d4 )	
STATISTICS	
Str 11, Dex 15, 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 underground 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 DOG

*The smell of rot and dampness filled the air as we came upon the sleeping pack of goblin dogs. We moved cautiously, only stopping when we saw the gleaming eyes pierce us from the darkness. It was a goblin dog, but much larger and with boned ridges upon it's brow. Putrid bile dripped from it's crooked teeth as it seemed to smile at us, daring us to move.*

DIRE GOBLIN DOG	CR 6
-----------------	------

XP 2,400 N advanced, large animal Init +3; Senses low-light vision, scent; Perception +8	
DEFENSE	
AC 20, touch 12, flat-footed 17 (+3 Dex, +8 natural, -1 size) hp 75 (9d8+35) Fort +13, Ref +9, Will +6 Immune disease	
OFFENSE	
Speed 50 ft. Melee bite +12 (2d6+11 plus allergic reaction)	
STATISTICS	
Str 24, Dex 16, Con 23, Int 2, Wis 16, Cha 14 Base Atk +6; CMB +14; CMD 27 (31 vs. trip) Feats Toughness, Improved Natural Attack	







# THE DREAD CODEX

(Bite), Ability Focus (Allergic Reaction), Great Fortitude, Alertness  
Skills Acrobatics +7, Perception +10, 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 20.

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 ANIMAL 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 SHARK

*It's long sword-like nose quickly gave way to wretched teeth that seemed to smile at my exhausted body barely treading the ocean water.*

## GOBLIN SHARK

CR 4

XP 1200

N Large animal (aquatic)

Init +6; Senses blindsense 30 ft., keen scent;

Perception +9

## 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 + 6 (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



# GOBLIN CHRONICLES



**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 thrash about, rending the flesh of its opponent. In addition to its normal bite damage, the shark also inflicts an additional 2d6 damage.

**Unpredictable (Ex)** Whenever a goblin shark enters combat, all Handle Animal and Ride skill checks made to control the shark suffer a -4 penalty. A failed roll to properly direct the goblin shark during a combat round results in the goblin shark attacking the nearest creature. 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 and its maw 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, deep water 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

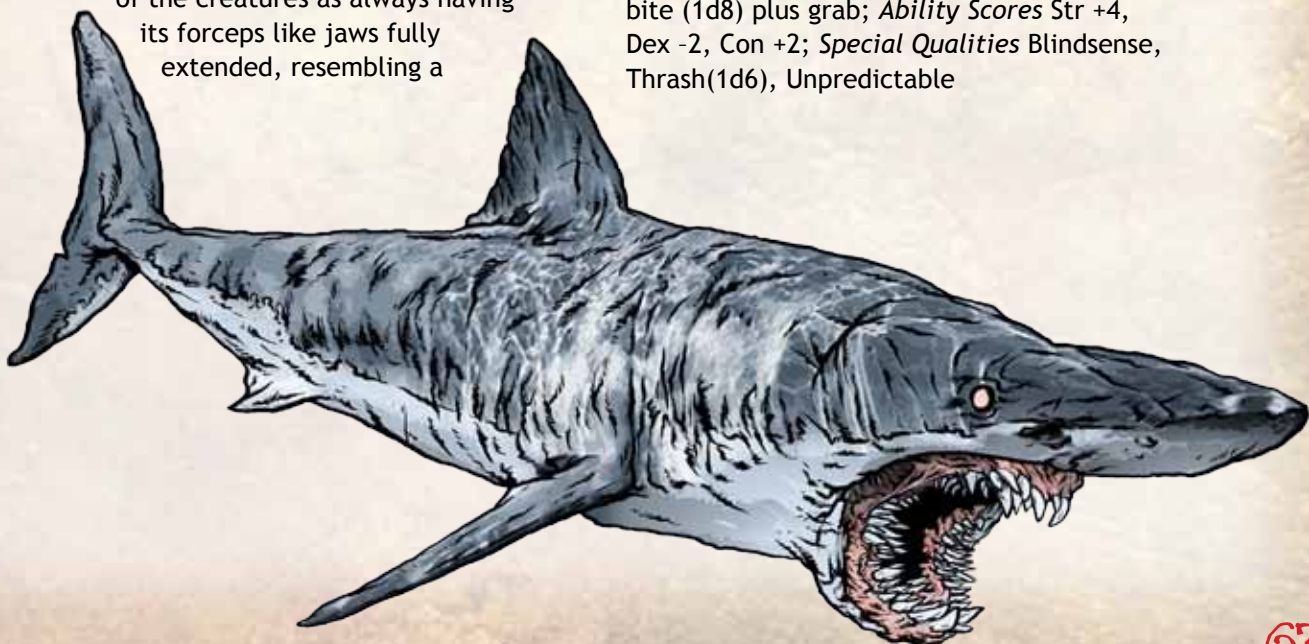
demon with the hideous human face rising from the murky depths.

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 coastal 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 its 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 shark's 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 its 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* Blindsight, Thrash(1d6), Unpredictable







# THE DREAD CODEX

## GOBLIN SNAKE

*It's long serpentine body was hideous enough, but none of us expected the gleaming goblin-like face.*

GOBLIN SNAKE	CR 2
XP 600 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) Fort +3, Ref +6, Will +4	
OFFENSE	
Speed 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 Skills Acrobatics +6, Bluff +5, Intimidate +5, Perception +7, Stealth +10 Languages Common, Goblin	
ECOLOGY	

Environment Any underground  
Organization Solitary, pair (2), nest (3-16)  
Treasure None



### 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.

**Before Combat** If a goblin snake expects danger, it uses its menace and snake empathy to convince



# GOBLIN CHRONICLES



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.

## GOBLIN NAGA

*The swollen serpentine body made its way through the cavern, the spikes on it's body scraping the walls and ceilings. We were transfixed by the creature's gaze, a face of seering eyes and a twisted smile.*

### 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; CMD 23(can't be tripped)

Feats Dodge, Combat Casting, Eschew

Materials, Weapon Finesse, Lightning 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

#### SPECIAL ABILITIES

**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.

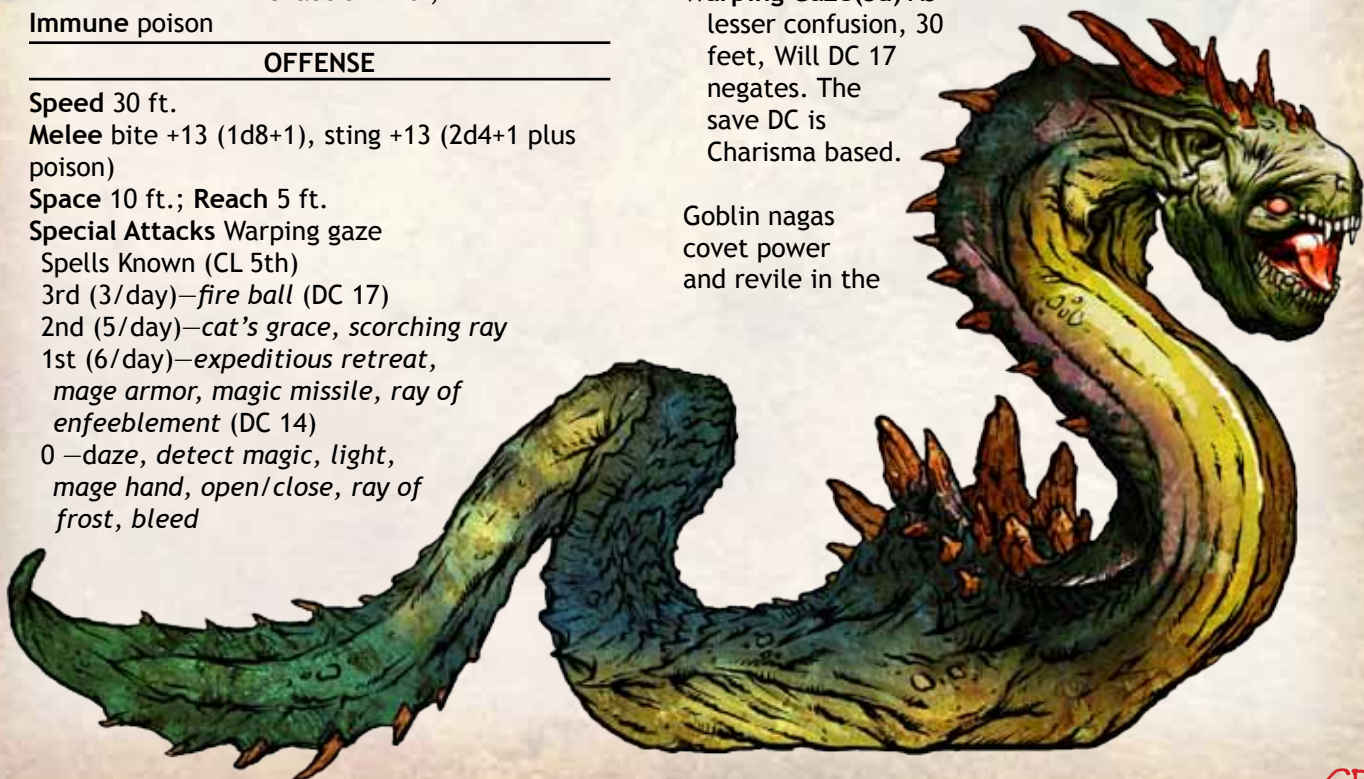
**Poison (Ex)** *Sting*—injury; save Fort DC 16; frequency 1/ round for 4 rounds; effect 1d3 Con damage; cure 1 save.

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



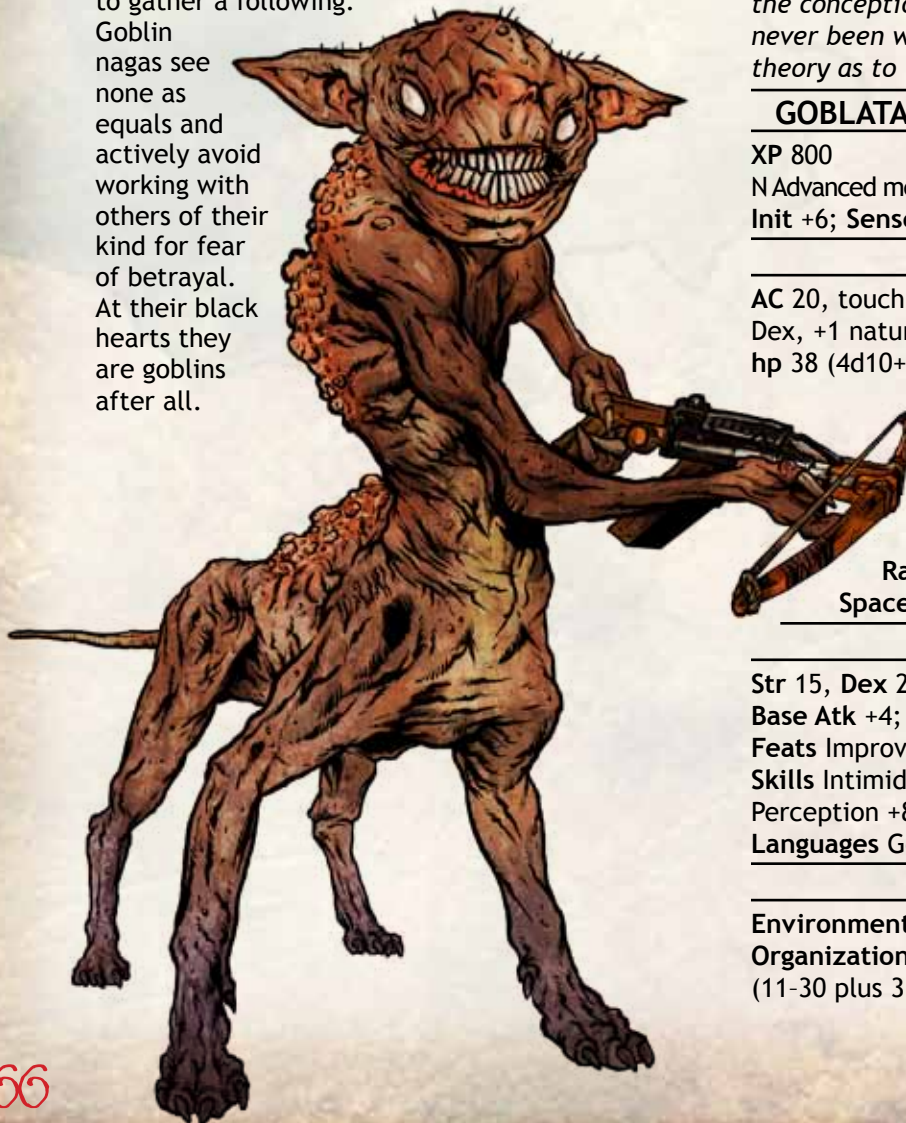




# THE DREAD CODEX

subjection and dominion it holds over others. Typical goblin naga 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.



## 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.*

### GOBLATAUR

CR 4

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)



# GOBLIN CHRONICLES



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.

## GOBLIN POT SWARMS

### SPIDER SWARM

CR 1

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

CR 4

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.





# THE DREAD CODEX

## WASP SWARM

CR 3

XP 800

N Diminutive vermin (swarm)

Init +1; Senses darkvision 60 ft.; Perception +9

### DEFENSE

AC 15, touch 15, flat-footed 14; (+1 Dex, +4 size)  
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

Base Atk +5; CMB —; CMD —

Skills Fly +11, Perception +9;

Racial Modifiers +8 Perception

Special Qualities swarm traits, vermin traits

## ECOLOGY

Environment temperate forests

Organization solitary, pair, fury (3-6 swarms),  
maelstrom (7-12 swarms)

Treasure none

## SPECIAL ABILITIES

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

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)  
hp 26 (4d8+8)

Fort +6, Ref +3, Will +1

Defensive Abilities swarm traits, Immune  
weapon damage

Weaknesses light sensitivity, swarm traits

### 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)

## STATISTICS

Str 1, Dex 15, Con 14, Int —, Wis 10, Cha 2

Base Atk +3; CMB —; CMD —

Skills Climb +10, Fly +4, Perception +4, Stealth  
+14; Racial Modifiers +4 Perception

Special Qualities hold breath

## ECOLOGY

Environment any temperate, warm, or urban

Organization solitary, pair, or intrusion (3-20  
swarms)

Treasure none



# GOBLIN CHRONICLES



## Goblin Lair

- 1- Entrance to the goblin lair.
- 2- Underground pool
- 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.





## THE DREAD CODEX



### **Goblin Village**

Small basic village for goblins or those they attack.



# GOBLIN CHRONICLES



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