Weekly Wonders

Goblin Magic

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ROLEPLAYING GAME COMPATIBLE



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Introduction

Goblins are strange creatures. They are well-known and often quite common in fantasy settings, but everyone seems to have a slightly different vision of them. Often, they are small, and green, with a penchant for mischief and eyes that are, metaphorically, at least, larger than their stomachs. In the *Pathfinder Roleplaying Game*, they are closely related to hobgoblins (larger, less comical, and far more militant than their smaller green kin), and bugbears (the largest of the bunch, with brute strength and little else going for them).

While they are not always associated with magic, goblins are often portrayed as having an unusual, quirky magic all their own, with befuddled or bloodthirsty goblin shamans performing primitive tribal rituals, and overexcitable goblin alchemists tinkering with strange potions and exciting new ways to make things go boom. The spells in this book are inspired by these goblin tropes, and though they can be cast by members of any race, serve best in the arsenal of goblin spellcasters.

New Spells

The following spells are presented in alphabetical order, with the exception of those whose names begin with "greater," "lesser," or "mass," which are listed under the second word of the spell name, instead.

BENEFICIAL CONSUMPTION

School transmutation; Level cleric 4, druid 4, shaman 3, sorcerer/wizard 4, witch 4 Casting Time 1 standard action Components V, S Range touch Target 1 cubic ft. of food touched Duration see text

You transform the touched food, making it more palatable and imbuing it with power in order to strengthen your body. The affected food provides substantial nutrition, sufficient to sustain a Medium creature for 1d6 days. The affected food grants you a +1 enhancement bonus to your Strength, Dexterity, and Constitution scores for 1 hour after eating it.

BUGBEAR BRUTALITY

School transmutation; Level bloodrager 3 Casting Time 1 standard action Components V, S Range personal Target you Duration 1 round/level

You gain the brutality and strength of a bugbear, granting you great power to inflict violence. When you enter a bloodrage, you gain an additional +2 bonus to your Strength score. Additionally, whenever you attack a target that has fewer current hit points than you, that creature suffers an additional 2d6 points of damage. If you are a bugbear, you also automatically confirm critical hits against creatures with fewer hit points than your current hit points.

CONVERT GOBLIN

School transmutation; Level sorcerer/wizard 5 Casting Time 1 standard action Components V, S Range close (25 ft. + 5ft. /2 levels) Target one goblin Duration 1 hour/level Saving Throw Fortitude negates; Spell Resistance yes

You transform the target goblin into another gobliniod creature, either transforming him into a brutish bugbear or a mighty hobgoblin. If the target is transformed into a bugbear, his size increases to Medium, and he gains a +6 size bonus to Strength and Constitution and suffers a -4 size penalty to Dexterity. Additionally, the target gains a +4 bonus on all attack rolls made with simple and martial weapons. If you transform the target into a hobgoblin, he gains a +4 size bonus to Strength and Constitution. Additionally, the target gains sneak attack, as the rogue class feature, dealing an additional 2d6 damage on a successful sneak attack (if the target already had sneak attack from another source, this damage stacks with his existing sneak attack damage dice).

EAT DISEASE/POISON

School transmutation; Level cleric 5, druid 5, shaman 5, witch 5 Casting Time 1 standard action Components V, S Range personal Target you Duration 10 minutes/level

You utilize your desire to consume and devour to your advantage, allowing you to consume unsafe and deadly foods and beverages and claim their power for yourself. You gain immunity to ingested diseases and poisons contracted from food. Additionally, when you consume an ingested disease or poison, at any time during the spell's duration you can make a single melee touch attack against a living creature. If the attack succeeds, the target becomes affected by the disease or poison, except that the onset period (if any) is reduced to o rounds. If a disease has an incubation period, the incubation period is ignored. The target is allowed a saving throw against the disease or poison as normal at the DC for the original ingested disease or poison. If you have consumed multiple diseases or poisons, the target it affected by each of them.

GOBLIN APPETITE

School transmutation; Level bard 3, cleric 3, shaman 3, sorcerer/wizard 3, witch 3 Casting Time 1 standard action Components V, S Range personal Target you Duration 24 hours

You gain the voracious appetite of a goblin and gain the ability to make the most out of consumed food and beverages. You must consume at least 3 times as much food as you normally need to sustain yourself. Whenever you consume an amount of food normally required to sustain you for 1 day, you gain 1d10 temporary hit points. These hit points stack, but fade after 1 minute.

GOBLIN ASSAULT

School transmutation; Level bard 3, cleric 3, sorcerer/wizard

Casting Time 1 standard action Components V, S Range long (400 ft. + 40 ft. /level) Target one goblin/level Duration 1 round/level Saving Throw Will negates; Spell Resistance yes

You empower a number of goblins, turning them into engines of destruction for a short time. The targets gain a bonus on attack rolls equal to 1/2 your caster level (maximum +5 at 10th level) and a +10-foot enhancement bonus to their movement speed. The affected goblins are also driven mad with bloodlust and must attack the nearest non-goblin creature each turn (or the nearest goblin, if no non-goblins are in range) or suffer 1 point of nonlethal damage.

GOBLIN BITE

School transmutation; Level bloodrager 4, sorcerer/wizard 4 Casting Time 1 standard action Components V, S Range personal Target you Duration 10 minutes/level

You grow a new row of powerful teeth made of raw seething hunger energy in order to devour the body and soul of your foes. You gain a bite attack which deals damage as appropriate for a creature of your size. Additionally, whenever you deal damage with this bite attack, the target must succeed on a Fortitude save or suffer 1 point of Intelligence, Wisdom, and Charisma damage.

If you are a goblin, the bite attack instead deals damage as though you were 2 size categories larger than you actually are. Further, if a creature's Intelligence, Wisdom, or Charisma is reduced to o by damage dealt by this bite attack, he must succeed on a Will save or lose all his class levels, skills, and feats, and be permanently transformed into a level 1 goblin warrior with an Intelligence score of 6, a Wisdom score of 6, and a Charisma score of 6. Goblins created in this way are not under your control, but are friendly towards you when created.

GOBLIN DOG TRANSFORMATION

School transmutation (polymorph); Level druid 4, shaman 4, sorcerer/wizard 4, witch 4 Casting Time 1 standard action Components V, S Range medium (100 ft. + 10 ft. /level) Target one creature Duration 1 hour or permanent, see text Saving Throw see text; Spell Resistance yes

You transform the target creature into a goblin dog, as the spell beast shape I, except that the target gains a +2 size bonus to both Strength and Constitution, and gains the goblin dog's allergic reaction ability. The target must succeed on a Fortitude save one hour later, or the transformation becomes permanent.

If you are a goblin, if the target fails its initial Fortitude save when you cast this spell, it must also succeed on a Will save or fall under your command, as though with the spell *dominate monster*, for 1 hour.

GOBLINRUPTION

School evocation (fire); Level sorcerer/wizard 3 Casting Time 1 standard action Components V, S, M (a drop of goblin blood) Range long (400 ft. + 40 ft./level) Target one living goblin Duration 1 round/level or until discharged Saving Throw Fortitude negates, Reflex partial, see text; Spell Resistance yes

The target goblin is imbued with explosive energy, causing it to erupt in a massive burst of fire upon its unavoidable demise. The target is allowed a Fortitude save to negate the effects of this spell. If it fails, then if the target dies at any time during the spell's duration, it explodes in a wave of fire which deal 12d6 points of fire damage to all creatures within a 10-foot radius. A successful Reflex save halves this damage.

HOBGOBLIN AMBUSH

School conjuration (summoning); Level sorcerer/wizard 3, summoner 3 Casting Time 1 standard action Components V, S Range long (400 ft. + 40 ft. /level) Effect 1d4 hobgoblins Duration 1 round/level

You summon a group of hobgoblin commandos to assault your foes. The hobgoblins summoned by this spell are 1st level warriors but gain a bonus to AC, saving throws, attack rolls, and damage rolls equal to 1/2 your caster level (maximum +10 at 20th level), as well as a number of temporary hit points equal to 1/2 your caster level (maximum 10 at 20th level). Hobgoblins summoned by this spell normally fight your foes to the best of their ability, but you may command them to perform other specific tasks which they carry out with military effectiveness. If you are a hobgoblin, the bonus AC, saving throws, attack rolls, and damage rolls, as well as the number of temporary hit points the summoned hobgoblins gain, is instead equal to your caster level (maximum of +10 with 10 temporary hit points at 10th level).

HOBGOBLIN CHARGE

School transmutation; Level bloodrager 4, magus 6 Casting Time 1 swift action Components V, S Range personal Target you Duration 1 round

You gain the ability to deliver an immensely damaging charge attack. The next time you make a charge attack, you gain a +5 bonus to attack and damage rolls against the target of your charge, and the critical multiplier of your weapon is increased by 2.

If you are a hobgoblin, when you make a charge attack while under the effects of this spell, you may make a full attack action against the target of your charge (the bonus to attack rolls, damage rolls, and to the critical multiplier of your weapon applies only to the first attack you make this way).

HOBGOBLIN COORDINATION

School transmutation; Level bard 1, bloodrager 1, cleric 2, magus 1, ranger 1, sorcerer/wizard 2, summoner 1, witch 2 Casting Time 1 standard action Components V, S Range close (25 ft. + 5 ft./2 levels) Target you and one creature per 3 levels Duration 1 round/level

You grant yourself and your allies the ability to coordinate with one another to exercise overwhelming advantage over your foes. You, plus up to one creature per 3 caster levels, gain a +2 bonus to attack rolls while flanking an opponent and gain a +1 bonus on ranged attack rolls made against a creature who is flanked. You also ignore soft cover provided by targets of this spell.

If you are a hobgoblin, the bonuses to attack granted by this spell also apply to damage rolls.

HORDE-SAFE BOMB

School evocation (fire); Level alchemist 4, sorcerer/wizard 4 Casting Time 1 standard action Components V, S, M (a piece of a goblin skull) Range long (400 ft. + 40 ft./level) Area 20-ft.-radius spread Duration instantaneous Saving Throw Reflex half; Spell Resistance yes

You hurl a piece of a goblin skull which explodes in a massive ball of acid green fire, burning your enemies to a crisp but leaving fellow goblins unharmed. The fire explodes from the point you designate in a 20-foot-radius spread, dealing 1d6 points of fire damage to all creatures within the area, except those creatures with the same creature type and subtype as you with fewer Hit Dice than your caster level.

POWER EATER

School transmutation; Level cleric 4, psychic 4, shaman 4, sorcerer/wizard 4, witch 4 Casting Time 1 standard action Components V, S Range personal Target you Duration 1 round/level or until discharged

You absorb the next spell of 3rd level or lower which is cast at you, causing it to have no effect. This only affects spells which target you specifically and has no effect on area of effect spells, even if they include you in the area.

If you are a goblin, your voracious hunger allows you to devour the spell and use its power, granting you a bonus to your caster level equal to the spell's level for 1 minute.

POWER EATER, GREATER

School transmutation; **Level** cleric 7, psychic 7, shaman 7, sorcerer/wizard 7, witch 7

As power eater, but you absorb up to 6th-level spells.

SUMMON GOBLIN ARMY

School conjuration (teleportation); Level cleric 5, psychic 5, shaman 5, sorcerer/wizard 5, witch 6 Casting Time 1 standard action Components V, S Range long (400 ft. + 40 ft. /level) Target one goblin/level Duration instantaneous Saving Throw Will negates; Spell Resistance yes

You summon a number of goblins, which are each teleported from their current location (which must be within 1 mile) to appear at points you designate. You can summon each goblin wherever you like within the spell's area, as long as that square is unoccupied. The goblins summoned by this spell are entitled to a Will save to resist being teleported in this way. You can attempt to teleport specific goblins in this way; otherwise, the goblins summoned by this spell are 1st-level warriors. Although you can summon a number of goblins up to your caster level, the number of goblins



summoned is limited by the number of goblins within a 1-mile radius of you at the time you cast the spell. If there are no goblins within 1 mile, the spell simply fails. Goblins summoned by this spell can act immediately.

SWARM FIRE

School evocation; Level sorcerer/wizard 6 Casting Time 1 standard action Components V, S Range long (400 ft. + 40 ft. /level) Target one creature or object Duration instantaneous Saving Throw none; Spell Resistance yes

You unleash a wave of energy which causes all goblins within range to unleash a burst of destructive fire energy towards the target. All goblins within the spell's area unleash a bolt of fire towards the target, who suffers 1d4 points of fire damage for each bolt. A ranged touch attack is required to hit the target. You roll this attack once and apply it to all bolt fired this way. Abilities which deflect or absorb rays apply to each bolt of fire separately.

VORACIOUS INSECT PLAGUE

School conjuration (summoning); Level druid 6 Casting Time 1 standard action Components V, S Range medium (100 ft. + 10 ft./level) Effect 2d4 spider swarms Duration 1 round/level

You summon several swarms of bloodthirsty spiders that devour all non-goblins within their path. The summoned swarms appear where you designate, and on the following turn attempt to kill and eat the nearest living creatures. The spider swarms ignore creatures of the goblinoid subtype, but otherwise attempt to do the most damage they can to the greatest number of creatures. Once the swarms kill a creature, they pause for 1d2 rounds in order to devour its body. During this time, the swarm deals only half damage to other creatures within the spell's area, but may consume the body. If the spiders successfully consume a body that swarm remains for an additional d6 rounds. Permission to copy, modify and distribute the files collectively known as the System Reference Document ("SRD") is granted solely through the use of the Open Gaming License, Version 1.0a.

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Discover the Magic of Goblins!

There are many different approaches to magic, and different groups are able to master it in different ways, creating strange and exotic spells that others would never dram of. Goblins are no different in this regard, and their strange magic, which ranges from tribal shamanism to a great way to make things go "boom," provides a number of potent spells for those who have a chance to learn them. While such secrets are rarely shared with outsiders, a number of these spells from the goblin warrens have been collected in this

This book contains 18 new spells for a wide variety of spell lists, all of which are thematically linked to goblins, with a handful of spells devoted to their bugbear and hobgoblin cousins. Living in filth and squalor, some goblin shamans use cat disease/poison simply to have a safe meal, although they're sure to take advantage of the fact that they can transfer any disease or poison they ingest to their enemies with a touch. Transform your enemies into goblin dogs and ride than into battle with goblin dog transformation. Goblinruption transforms a single goblin into a potent explosive; unleashing a great laboom in the event of its death. Whether you're looking for

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