

EXOTIC RACES

GOBLUMPHS

Dungeonus  Octopus



The Player Race Nobody Asked for, for The Pathfinder Roleplaying Game

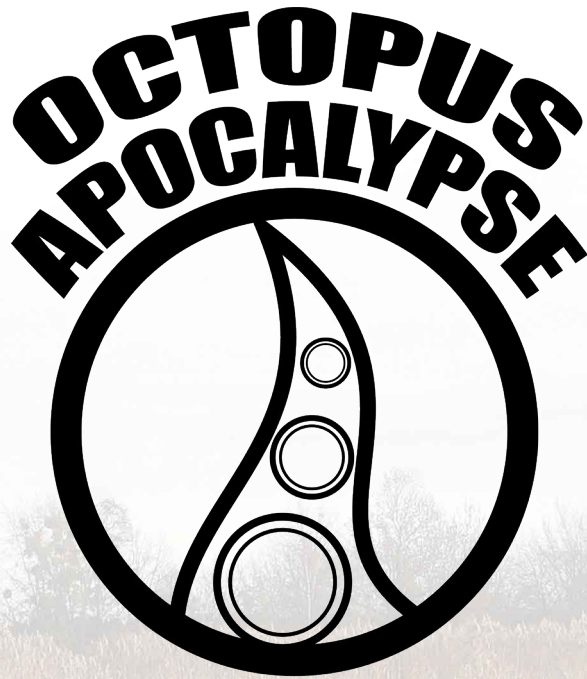


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“Exotic Races: Goblumphs”

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GOBLUMPHS

Among academics there is much debate over most issues; however, the one topic that there is a general consensus on is that goblumphs are one of the lowliest creatures ever to have the misfortune of existing. While the exact origins of goblumphs are unknown there are two common theories. The first theory is that a mad wizard created them in some sort of misguided attempt to exact vengeance upon the concept of life itself, while the second is simply that a goblin and a flumph shared some... um, "special time" together. While the latter theory seems more plausible, most prefer the former as the idea of latter makes them very uncomfortable.

Physical Description: Goblumphs stand around three feet tall—four including their eyes—with sickly yellow-green skin. Goblumph have a large disk-shaped head with a centrally-located mouth flanked by long eyestalks which are then flanked by long floppy ears. Numerous small tentacles sprout from the underside of the goblumph's head which itself attaches directly to the torso with no discernible neck. The goblumph's body is squat with stuffy legs and disproportionately long arms.

Society: As creatures born of two different races goblumphs often find themselves living outside of society. Goblumphs usually live solitarily or in small groups if they're fortunate enough to encounter others of their kind. As such, beliefs and traditions vary widely between groups of goblumphs, or even individuals.

Relations: Due to their lowly appearance and pre-existing prejudices against their progenitors, goblumphs tend to be universally shunned by other races. While one might assume the opposite, goblins actually have one of the worst reactions to goblumphs, responding to them with extreme fear and hostility. However, there are exceptions to this near universal rejection, flumphs—and other non-evil extraterrestrial creatures—will often accept goblumphs into their communities—or at the very least regard them as possible allies.

Alignment and Religion: Goblumphs tend to be of neutral alignment, and those who stray from neutrality rarely reach the extremes of chaotic-evil or lawful-good, although it does occur find themselves living among other aberrant creature of similar alignment. Most goblumphs do not practice any known religion, but show reverence for several unknown entities. Goblumphs are unable to describe the entities or how they know that they deserve reverence, but only that they can feel them as a distant presence.

Adventurers: Due to their lack of community and rejection from society, goblumphs often find themselves living the nomadic life of an adventurer. Goblumphs who end up in the service of adventuring parties can become skilled rouges—due to their need to constantly keep themselves hidden—or sorcerers—when they are able to tap into the power of their aberrant ancestry.

GOBLUMPH RACIAL TRAITS

+2 Dexterity, +2 Wisdom, -2 Strength: Goblumphs possess the agility of goblins with the otherworldly insight of flumphs, but retain the physical weakness of both.

Aberrant Goblinoid: Goblumphs are humanoids with the aberration and goblinoid subtypes, and are considered both aberrations and humanoids for effects relating to creature type.

Small: Goblumphs are small creatures and gain a +1 bonus to AC and attack rolls, a -1 penalty to combat maneuver checks and CMD, and a +4 bonus on Stealth checks.

Quick: Goblumphs share the natural quickness of their goblinoid kin having a base speed of 30 ft.

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

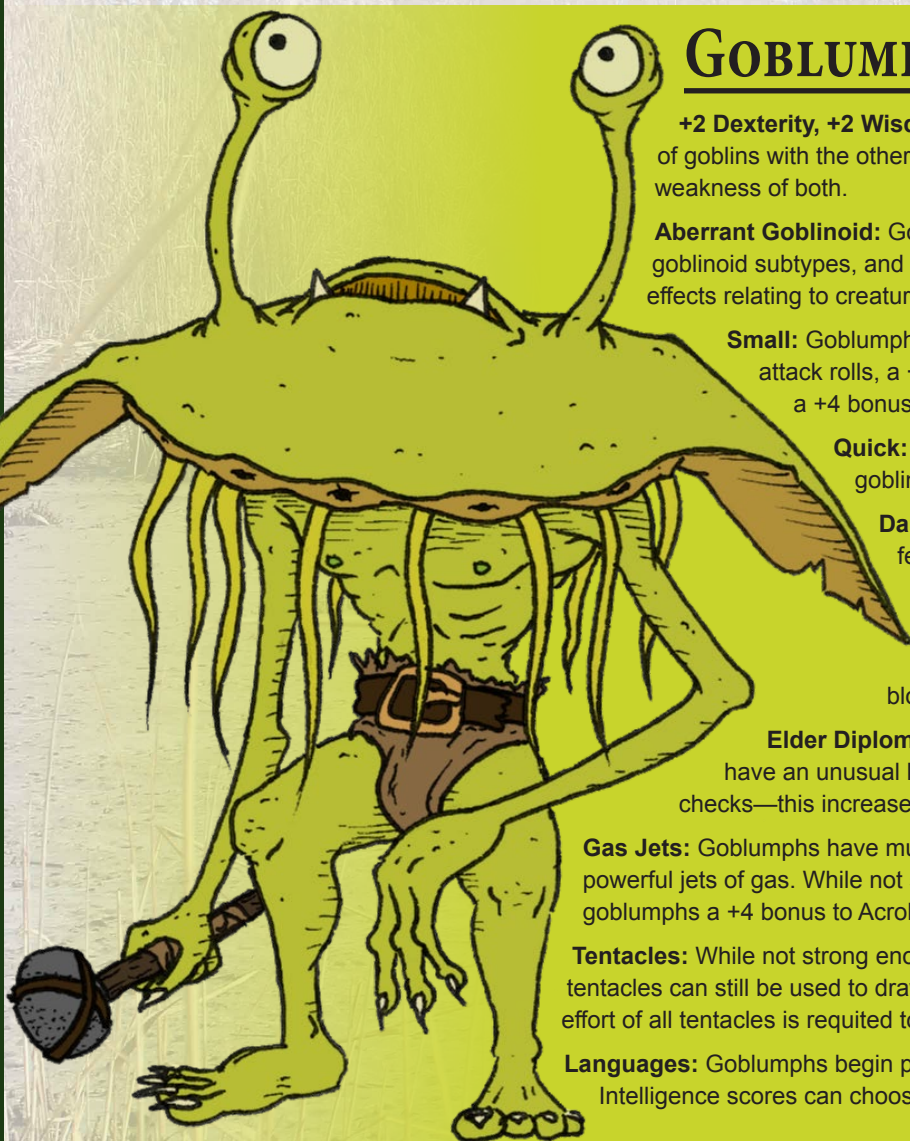
Aberrant Wisdom: Goblumph sorcerers of the aberrant bloodline can use their Wisdom in place of Charisma for the purpose of sorcerer spells and bloodline features.

Elder Diplomacy: Despite their unsettling appearance goblumphs have an unusual knack for diplomacy, gaining a +2 bonus on Diplomacy checks—this increases to +4 when dealing with aberrations.

Gas Jets: Goblumphs have multiple pores on their body capable of expelling powerful jets of gas. While not sufficient to allow for flight, this ability grants goblumphs a +4 bonus to Acrobatics checks made to jump or reduce falling damage.

Tentacles: While not strong enough to attack or wield weapons, a goblumph's tentacles can still be used to draw or stow items as a swift action. The coordinated effort of all tentacles is required to gain the effective benefits of one extra hand.

Languages: Goblumphs begin play speaking Aklo and Goblin. Goblumphs with high Intelligence scores can choose any languages—excluding secret languages.



RACIAL OPTIONS

FAVORED CLASS OPTIONS

The following options are available to all goblumphs with the listed favored class, and may be taken at each level in place of the normal favored class reward.

- **Alchemist:** Add +1/2 to the save DC of the alchemist's stink bombs.
- **Bard:** Add +1 to Perform checks made as part of the bard's Distraction performance
- **Cleric:** The cleric gains acid resistance 1. This resistance increases by +1 every time this option is selected.
- **Druid:** Add +1/3 points of acid damage to all natural attacks dealing piercing or slashing damage while using wild shape.
- **Sorcerer:** Add +1/2 points of acid damage to all sorcerer spells that deal acid damage.
- **Summoner:** Add +1/2 points of acid damage to the summoner's eidolon's natural attacks.
- **Witch:** The witch gains 1/3 daily uses of the flight hex's levitate ability.

Goblumph Feats

The following feats are available to goblumphs who meet the prerequisites.

Gaseous Maneuvering

It's still not flight, but it's something.

Prerequisites: Gas jet racial trait

Benefit: You can apply the bonus from your gas jet racial trait to acrobatics checks made to move through threatened spaces and swim checks.

Improved Gaseous Maneuvering

Kinda like flying, but on the ground.

Prerequisites: Gaseous Maneuvering, Dex 15

Benefit: You can use your gas jets to right yourself from a prone position as a swift action. Additionally, you gain a +2 bonus to AC against the first attack of opportunity provoked by movement—including rising from prone—each round.

Goblumph Spells

The following spells were developed by goblumphs to connect with their "unique" heritage.

ABERRANT EMPATHY

School: divination | **Level:** Bard 3, cleric 3, sorcerer/wizard 3, summoner 2, witch 3

Casting Time: 1 standard action

Components: S, M (small chain)

Range: close (25 ft. + 5 ft./2 levels)

Target: 1 aberration in range

Duration: 1 minute/level

Saving Throw: Will negates | **Spell Resistance:** yes

This spell allows the caster to form an empathic bond with a single aberration. While the spell is active the caster is aware of the target's general emotional state as long as it remains in range. This allows the caster to determine if the target is knowingly trying to deceive, but does not provide specific details. The targeted creature remains unaware that they have been targeted or affected by a spell unless they succeed on their Will save.

ACID SPINES

School: transmutation [acid] | **Level:** alchemist 2, druid 2, ranger 1, sorcerer/wizard 2, witch 2

Casting Time: 1 standard action

Components: V, S, M (a flumph spine)

Range: touch

Target: creature touched

Duration: 1 round/level

Saving Throw: Fortitude negates (harmless) | **SR:** yes
Once cast, the target of this spell grows small acid-producing spines all over their body. These spines grant the target a natural attack dealing 1d4 (1d3 for a small creature) + 1/2 Strength modifier piercing damage + 1d4 acid damage. Additionally, the acid damage is dealt automatically to any creature who starts their turn with the target grappled or swallowed.

Special: If the target of this spell is a flumph, the target's damage die for its sting attack and acid damage increases by 1 step (1d6 for a normal flumph).

GASEOUS FLIGHT

School: transmutation | **Level:** alchemist 1, sorcerer/wizard 1

Casting Time: 1 standard action

Components: V, S

Range: touch

Effect: creature touched

Duration: 1 round/level

Saving Throw: Fortitude negates (harmless) | **SR:** yes
This spell grants the target a fly speed of 30 ft. with average maneuverability via a series of high-pressure gas emitting pores that appear on their body.

Special: Maneuverability increases to perfect if the target is a goblumph.

SICKENING SPRAY

School: conjuration (creation) | **Level:** druid 2, inquisitor 1, magus 2, sorcerer/wizard 2, witch 2

Casting Time: 1 standard action

Components: V, S, M (a rotten egg)

Range: 20 ft.

Area: 20-ft. line

Duration: instantaneous

Saving Throw: Fortitude partial | **Spell Resistance:** yes
The caster of this spell produces a spray of fetid fluids in a 20-ft. line. All creatures in the area are sickened for 5 rounds. Creatures who make a successful Fortitude save instead sickened for only 1 round.

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