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100% CRUNCH: GOBLINS

A Pathfinder Roleplaying Game GM's RESOURCE supplement by Creighton Broadhurst

Got bored with the normal version of a monster and fancy spicing things up a bit? Want to include imaginative and interesting versions of an iconic fantasy monster but don't have the time to build the stat block yourself? Fear not – the 100% Crunch line is here to save the day! Each instalment in the line features dozens of ready-to-go stat blocks at a wide range of CRs of an iconic monster.

This instalment of 100% Crunch presents 42 goblins (CRs 1/4-5) for the time-crunched GM to immediately utilise in game.



CREDITS

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Interior Art: Kimagu and William McAusland. Some artwork copyright William McAusland, used with permission.

Thank you for purchasing *100% Crunch: Goblins*; we hope you enjoy it and that you check out our other fine print and PDF products.

CONTACT US

Email us at gatekeeper@ragingswan.com.

ERRATA

We like to think *100% Crunch: Goblin* is completely error free, but we are realists. So in that spirit, we shall post errata three months after release on ragingswan.com. We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

ABOUT THE DESIGNER

Creighton lives in Torquay, England where, apparently, the palm trees are plastic and the weather is warm. He shares a ramshackle old mansion with his two children ("Genghis" and "Khan") and his patient wife. Famed for his unending love affair with booze and pizza he is an enduring GREYHAWK fan.

An Ennie Award winning designer (*Madness At Gardmore Abbey*) Creighton has worked with Expeditious Retreat Press, Paizo and Wizards of the Coast. He believes in the Open Gaming License and is dedicated to making his games as fun and easy to enjoy as possible for all participants. Reducing or removing entry barriers, simplifying pre-game prep and easing the GM's workload are the key underpinning principles of the products he now releases through Raging Swan Press. You can read his thoughts on game design at raging-swan.livejournal.com.

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FOREWORD

It occurred to me early on in my Borderland of Adventure campaign that fighting waves of extremely similar foes was going to be colossally boring for the players and so I started building variant goblins with which



the PCs could “interact.” My players will therefore recognise many of the goblins herein as foes they have already bested. Other goblins (particularly the high-level individuals) they have not yet had the pleasure of meeting. I’ve found the archetypes in the *Advanced Player’s Guide* to be an excellent resource for building the goblins herein as not only do they provide mechanical benefits but also give the GM an easy guide as to how to roleplay the monster as it fights the PCs. For example, mobile fighters are going to both look and fight differently to two-handed fighters and it’s fun to highlight that in battle.

This is the first 100% Crunch to focus on humanoids and it takes a slightly different form to previous instalments. It’s shorter, but more focused providing stat blocks for the range of CRs listed in the appropriate monster’s entry in the *Bestiary*. It seems to me that although we could provide stat blocks for CR 20 goblins, very few GMs would use them and they therefore seem a bit of a waste of time to build (of course, if enough people want CR 20 goblins I’d be delighted to make some!) Upcoming instalments of the line include *100% Crunch: Orcs* (April) and *100% Crunch: Kobolds* (May), but if you’ve suggestions for other races to feature just let me know and I’ll add them to the list.

I hope you find this instalment of *100% Crunch* useful and that your players enjoy the variety of opponents you throw at them. It would be great to hear how you’ve used it in your game – drop me a line at creighton@ragingswan.com.



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READING STAT BLOCKS

100% Crunch: *Goblins* includes all necessary stat blocks; these notes explain how to read them. Unless otherwise noted, all listed scores include all the creature's normal modifiers. Stat block appear in four sections: basic, defensive, offensive and supplemental.

BASIC

Name, CR and XP: The monster's name appears first followed by its CR and how many experience points it is worth. If more than one creature is encountered, a bracketed number lists how many appear.

Appearance: The GM can read aloud or paraphrase this section. If a picture depicts the creature, this section may be omitted.

Sex, Race, Class and Level: If the monster has class levels these appear here along with its race and sex. The first noted class is the creature's favoured class.

Alignment and Type: The creature's abbreviated alignment and its type (including applicable subtypes).

Init and Senses: This creature's initiative modifier appears before any special senses (such as scent or darkvision) and the creature's Perception and Sense Motive scores. If the creature has special Perception-based abilities, such as trapfinding or stonecunning, these appear here.

Speed: The creature's modified land speed appears first along with any other relevant speeds (such as climb or fly). If the creature's base land speed is different to its modified speed this is also listed.

ACP and Movement Skills: ACP presents the creature's normal armour check penalty modifier. If the creature's Acrobatics, Climb, Escape Artist, Fly, Ride, Stealth or Swim modifier differs from the relevant ability modifier minus its armour check penalty, these skills appear here.

DEFENSIVE

AC: The creature's normal, touch and flat-footed AC along with its CMD; additionally this section lists any defensive powers or abilities that affects the creature's AC.

Immune, Resist and Weaknesses: If the creature has immunity, resistance or a vulnerability to an effect or condition it appears here.

Fort, Ref and Will: The creature's saving throw modifiers along with any conditional modifiers and defensive powers (such as evasion) and spell resistance appear here.

HP: The creature's full, normal hit points along with the number

of hit dice it possesses. A bracketed hit point total indicates that the creature is injured. If the creature has damage reduction or hardness it appears here.

OFFENSIVE

Space, Base Atk and CMB: The creature's space, base attack bonus and CMB.

Melee: This section lists a creature's melee attacks. If the attack has a reach that is not 5 ft. it is listed here. This line also lists any specific feats a creature can use with the attack (for example Power Attack), but the effects of these feats are not included in the attack's statistics. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Ranged: This section lists the creature's ranged attacks. It always includes the attack's range. Each attack includes attack bonus and damage information. This line also lists any specific feats a creature can use with the attack (for example Point Blank Shot), but the effects of these feats are not included in the attack's statistics. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Atk Options: This section lists any abilities or feats that can affect more than one of the creature's attacks, unless it has already been presented with the creature's specific attacks. Subsequent listings describe all but the most basic abilities in depth.

Special Actions: This section lists any useful abilities that a creature could use in battle. Subsequent listings describe all but the most basic abilities in more depth.

Spells and Spell-Like Abilities: The creature's caster level, along with its concentration modifier and domains appears in brackets before the main spell listing. If one or more of the creature's spells require a touch attack, the relevant attack bonus is included. Spells available appear in reverse order from highest to lowest level. Spells denoted ^D are domain spells. If applicable, a spell's DC is also provided.

Combat Gear: This section lists any combat-related equipment the creature possesses.

SUPPLEMENTAL

Abilities and Special Qualities: These sections list the creature's ability scores and any special qualities that do not appear anywhere else in its stat block.

Feats: An alphabetical listing of all the creature's feats.

Skills and Languages: These sections list any skills the creature possesses that have not already appeared in the stat block and all languages spoken or understood. Any language-based special abilities also appear here.

Gear: This section lists any gear not already listed in the creature's stat block. This section hardly ever contains weapons or armour as they usually appear in the relevant sections above.

Spellbook: The contents of the creature's spellbook and its opposition schools.

SPECIAL ABILITIES

Special abilities appear in the section to which they are best suited. Thus, offensive abilities appear with a creature's attacks while defensive ones appear with its other defences. Full write-ups of irrelevant powers (such as those that could not affect combat) are omitted. The effects of abilities that factor into a creature's normal attacks or defences have already been included in the relevant calculations.

GOBLINS

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

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

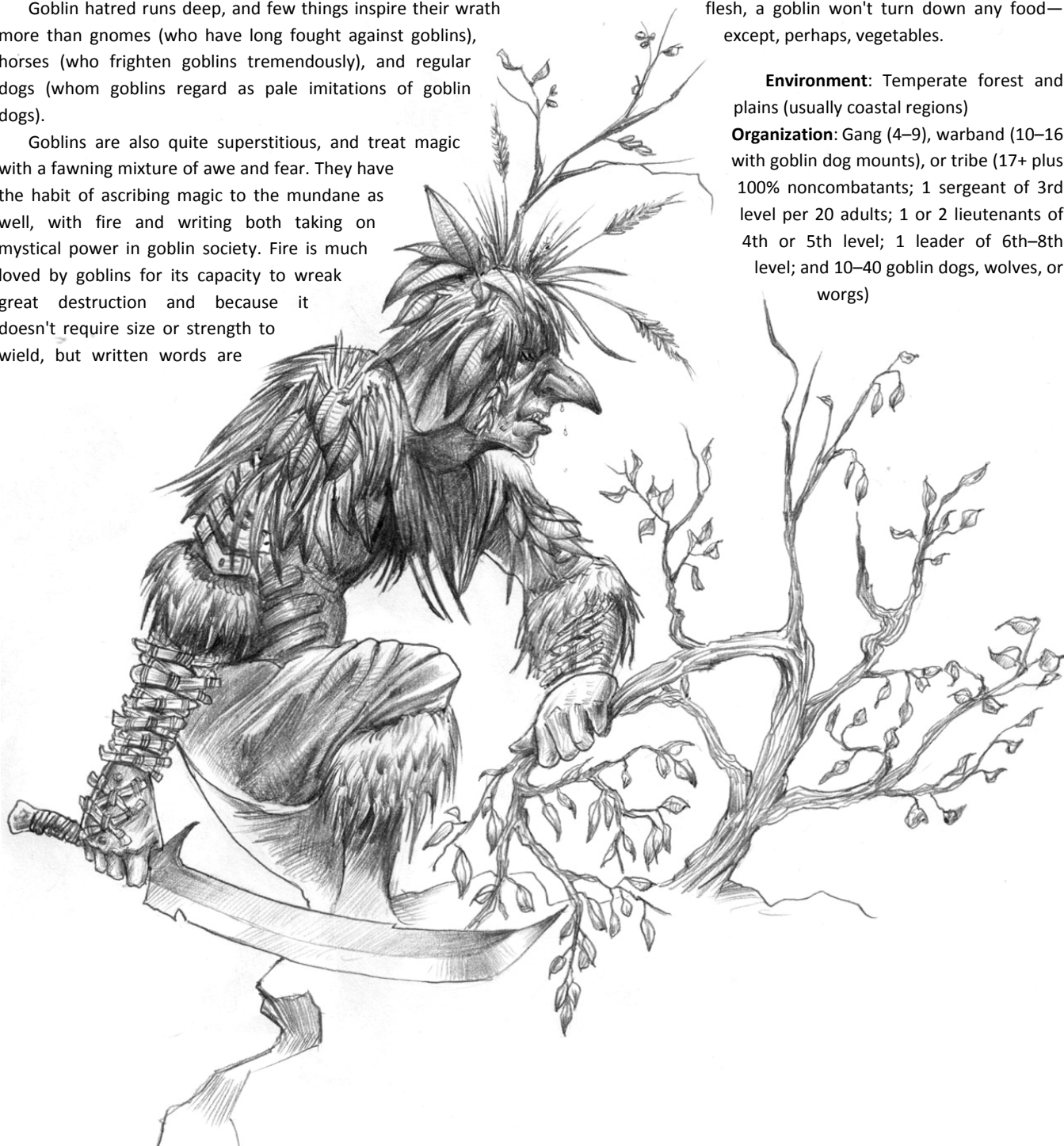
Goblins are also quite superstitious, and treat magic with a fawning mixture of awe and fear. They have the habit of ascribing magic to the mundane as well, with fire and writing both taking on mystical power in goblin society. Fire is much loved by goblins for its capacity to wreak great destruction and because it doesn't require size or strength to wield, but written words are

hated. Goblins believe that writing steals words out of your head, and as a result of this belief, goblins are universally illiterate.

Goblins are voracious and can eat their body weight in food daily without growing fat. Goblin lairs always have numerous storerooms and larders. While they prefer human and gnome flesh, a goblin won't turn down any food—except, perhaps, vegetables.

Environment: Temperate forest and plains (usually coastal regions)

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



NORMAL GOBLINS

GOBLIN FEMALE CR 1/3 (XP 135)
This small, scrawny humanoid is barely 3 ft tall. It has a wide, angular head seemingly too big for its body.

Female goblin commoner 1
NE Small humanoid (goblinoid)
Init +2; **Senses** darkvision 60 ft.; Perception +4, Sense Motive +0
Speed 30 ft.; **ACP** 0; Ride +6, Stealth +10

AC 14, touch 14, flat-footed 11; **CMD** 12
(+2 Dex, +1 dodge [Dodge], +1 size)
Fort +1, **Ref** +2, **Will** +0
hp 4 (1 HD)

Space 5 ft.; **Base Atk** +0; **CMB** -1
Melee dagger +1 (1d3/19-20)
Ranged dagger (range 10 ft.) +3 (1d3/19-20)

Abilities Str 11, Dex 15, Con 12, Int 9, Wis 10, Cha 6
Feats Dodge
Skills as above
Languages Goblin

Gear as above plus 1d6 cp, 1d4 sp

GOBLIN CHILD CR 1/4 (XP 100)
This tiny, scrawny humanoid is barely 2 ft tall. It has a wide, angular head seemingly too big for its body.

Young goblin commoner 1
NE Tiny humanoid (goblinoid)
Init +4; **Senses** darkvision 60 ft.; Perception +4, Sense Motive +0
Speed 30 ft.; **ACP** 0; Ride +8, Stealth +16

AC 15, touch 15, flat-footed 12; **CMD** 11
(+2 Dex, +1 dodge [Dodge], +2 size)
Fort -1, **Ref** +4, **Will** +0
hp 2 (1 HD)

Space 5 ft.; **Base Atk** +0; **CMB** -4
Melee dagger (reach 0 ft.) +0 (1d2-2/19-20)
Ranged dagger (range 10 ft.) +6 (1d2-2/19-20)

GOBLIN CHARACTERS

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

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

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

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

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

Skilled: +4 racial bonus on Ride and Stealth checks.

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

Abilities Str 7, Dex 19, Con 8, Int 9, Wis 10, Cha 6
Feats Dodge
Skills as above
Languages Goblin
Gear as above

GOBLIN WARRIOR CR 1/3 (XP 135)
Clad in leather armour this dirty, skinny humanoid carries a shortbow and short sword.

Male goblin warrior 1
NE Small humanoid (goblinoid)
Init +3; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 30 ft.; **ACP** -1; Climb +3, Ride +6, Stealth +10

AC 17, touch 14, flat-footed 14; **CMD** 13
(+2 armour [leather], +3 Dex, +1 shield [buckler], +1 size)
Fort +2, **Ref** +3, **Will** +0
hp 6 (1 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +0
Melee short sword +5 (1d4/19-20)
Ranged shortbow (range 60 ft.) +5 (1d4/x3)
Combat Gear arrows (20)

Abilities Str 11, Dex 16, Con 11, Int 9, Wis 10, Cha 6
Feats Weapon Finesse
Languages Goblin
Gear as above plus belt pouch, 1d6 sp

GOBLIN SCOUT CR 1/3 (XP 135)
Male covered in mud and with many twigs stuck to its leather armour, this small skinny humanoid looks vaguely ridiculous.

Goblin expert 1
NE Small humanoid (goblinoid)
Init +7; **Senses** darkvision 60 ft.; Perception +5, Sense Motive +1
Speed 30 ft.; **ACP** -1; Acrobatics +6, Climb +2, Ride +6, Stealth +14

AC 17, touch 14, flat-footed 14; **CMD** 13
(+2 armour [leather], +3 Dex, +1 shield [buckler], +1 size)
Fort +0, **Ref** +3, **Will** +3
hp 5 (5 HD)

Space 5 ft.; **Base Atk** +0; **CMB** -2
Melee light mace +0 (1d4-1)
Ranged light crossbow (range 80 ft.) +4 (1d6/19-20)
Combat Gear bolts (20), tanglefoot bag

Abilities Str 9, Dex 17, Con 10, Int 9, Wis 12, Cha 6
Feats Improved Initiative
Skills as above plus Survival +5
Languages Goblin
Gear as above plus backpack, belt pouch, 2d6 sp

CR 1/2 GOBLINS

GOBLIN BATTLEDANCER

CR 1/2 (XP 200)

This small humanoid has a flat face, squashed nose and a wide mouth full of fangs.

Male goblin warrior 1/expert 1

NE Small humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; Perception +3, Sense Motive -1
Speed 30 ft.; **ACP** 0, Acrobatics +8, Climb +5, Ride +7, Stealth +15, Swim +4

AC 17, touch 14, flat-footed 14; **CMD** 13

(+3 armour [mwk studded leather], +3 Dex, +1 size)

Fort +2, **Ref** +3, **Will** +1

hp 11 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +0

Melee kukri +2 (1d3/18-20) or

Melee kukri +0 (1d3/18-20) and
kukri +0 (1d3/18-20)

Combat Gear Small centipede poison

Abilities Str 10, Dex 17, Con 11, Int 10, Wis 9, Cha 6

Feats Two-Weapon Fighting

Skills as above plus Perform (dance) +7

Languages Goblin

Gear as above plus belt pouch, sack, 15 sp

GOBLIN CLERIC

CR 1/2 (XP 200)

This small, bald humanoid has a flat soot-stained face, squashed nose and a wide mouth full of fangs.

Female goblin cleric 1

NE Small humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; Perception +2, Sense Motive +2

Speed 30 ft.; **ACP** -1; Escape Artist +4, Ride +6, Stealth +12

AC 18, touch 14, flat-footed 15; **CMD** 13

(+3 armour [mwk studded leather], +3 Dex, +1 shield [buckler], +1 size)

Fort +4, **Ref** +3, **Will** +4

hp 10 (1 HD)

Space 5 ft.; **Base Atk** +0; **CMB** -1

Melee morningstar +0 (1d6-1) or

Melee Touch *touch of evil* (3/day) +0 (sickened [1 round])

Ranged light crossbow (range 80 ft.) +4 (1d6/19-20)

Special Actions channel negative energy (3/day, DC 10, 1d6), copycat

Copycat (Sp [standard; 3/day]) The goblin cleric creates an illusionary double of herself (as a single *mirror image*); duration 1 round (or until destroyed).

Cleric Spells Prepared (CL 1st; concentration +3, Evil, Trickery; spontaneous casting [*inflict spells*])

1st—*bless*, *cause fear* (DC 13), *protection from good*^D

0—*bleed*, *detect magic*, *resistance*

Combat Gear bolts (10), *potion of cure light wounds*, smokestick, tanglefoot bag

Abilities Str 8, Dex 16, Con 14, Int 8, Wis 15, Cha 11

SQ evil aura (faint)

Feats Stealthy

Skills as above plus Knowledge (religion) +3

Languages Goblin

Gear as above plus wooden holy symbol, spell component pouch, belt pouch, 2 gp, 15 sp

GOBLIN DRUMMER

CR 1/2 (XP 200)

This short, scrawny humanoid clutches a large drum.

Female goblin bard (savage skald) 1

NE Small humanoid (goblinoid)

Init +4; **Senses** darkvision 60 ft.; Perception +3, Sense Motive -1

Speed 30 ft.; **ACP** -2; Ride +6, Stealth +14

AC 19, touch 15, flat-footed 15; **CMD** 13

(+4 armour [chain shirt], +4 Dex, +1 size)

Fort +1, **Ref** +6, **Will** +1

hp 10 (1 HD)

Space 5 ft.; **Base Atk** +0; **CMB** -1

Ranged shortbow (range 60 ft.) +5 (1d4/x3)

Melee short sword +1 (1d4/19-20)

Special Actions bardic performance (11 rounds; countersong, distraction, inspiring blow [1 hp], inspire courage [+1])

Bard Spells Known (CL 1st; concentration +2)

1st (2/day)—*cure light wounds*, *expeditious retreat*

0—*dancing lights*, *lullaby* (DC 11), *message*, *resistance*

Combat Gear arrows (20)

Abilities Str 10, Dex 18, Con 13, Int 10, Wis 8, Cha 13

SQ bardic knowledge (+1)

Feats Extra Performance

Skills as above plus Bluff +5, Knowledge (arcana) +1, Knowledge (dungeoneering) +1, Knowledge (engineering) +1, Knowledge (geography) +1, Knowledge (history) +1, Knowledge (local) +5, Knowledge (nature) +1, Knowledge (nobility) +1, Knowledge (planes) +1, Knowledge (religion) +1, Linguistics +4, Perform (percussion) +5

Languages Common, Goblin

Gear as above plus spell component pouch, drum, 12 sp, 4 gp

GOBLIN GUARD

CR 1/2 (XP 200)

This small humanoid is clad in studded leather armour and carries a heavy wooden shield and longsword.

Male goblin warrior 1/expert 1

NE Small humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; Perception +4, Sense Motive +3

Speed 30 ft.; **ACP** -2; Climb +3, Ride +5, Stealth +13, Swim +1

AC 19, touch 14, flat-footed 16; **CMD** 13

(+3 armour [mwk studded leather], +3 Dex, +2 shield [heavy wooden], +1 size)

Fort +2, **Ref** +3, **Will** +1

hp 11 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +0

Melee longsword +3 (1d6/19-20)

Combat Gear *potion of cure light wounds*

Abilities Str 10, Dex 17, Con 11, Int 10, Wis 9, Cha 6

Feats Weapon Focus (longsword)

Skills as above plus Knowledge (religion) +4

Languages Goblin

Gear as above plus belt pouch, 15 sp

GOBLIN SKILLED SCOUT CR 1/2 (XP 200)

Clad in dirty, but serviceable, studded leather armour this small, squashed-nosed humanoid carries a loaded heavy crossbow.

Male goblin expert 2

NE Small humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; Perception +4, Sense Motive -1

Speed 30 ft.; **ACP** -1; Acrobatics +7, Climb +4, Ride +6, Stealth +15

AC 18, touch 14, flat-footed 15; **CMD** 15

(+3 armour [mwk studded leather], +3 Dex, +1 shield [buckler], +1 size)

Fort +0, **Ref** +3, **Will** +2

hp 9 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +0

Ranged heavy crossbow (range 120 ft.; Point Blank Shot) +5 (1d8/19-20)

Melee dagger +2 (1d3/19-20)

Combat Gear bolts (10), caltrops (2), thunderstone

Abilities Str 10, Dex 17, Con 11, Int 10, Wis 9, Cha 6

Feats Point Blank Shot

Skills as above plus Disable Device +8, Knowledge (dungeoneering) +4, Knowledge (nature) +4

Languages Goblin

Gear as above plus backpack, belt pouch, thieves' tools, sack, 17 sp, 34 cp, 2 gold rings (each worth 100 gp)

GOBLIN SKIRMISHER CR 1/2 (XP 200)

This three-foot tall, scrawny humanoid moves with dextrous ease. It has a widely, ungainly head.

Male goblin fighter (mobile fighter) 1

NE Small humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; Perception +1, Sense Motive +1

Speed 30 ft.; **ACP** -3; Climb +2, Ride +4, Stealth +8, Swim +2

AC 20, touch 15, flat-footed 16; **CMD** 15

(+4 armour [chain shirt], +3 Dex, +1 dodge [Dodge], +1 shield [light wooden], +1 size)

Fort +4, **Ref** +3, **Will** +1

hp 13 (1 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +1

Melee short sword +5 (1d4+1/19-20)

Ranged spear (range 20 ft.) +5 (1d6+1/x3)

Combat Gear caltrops, tanglefoot bag, thunderstone, *potion of cure light wounds*

Abilities Str 13, Dex 17, Con 14, Int 10, Wis 12, Cha 6

Feats Dodge, Weapon Finesse^B

Skills as above

Languages Goblin

Gear as above plus belt pouch, flint and steel, 5 gp, 12 sp

GOBLIN SHADOW SORCERER CR 1/2 (XP 200)

This short, scrawny humanoid wears tattered gray and black robes and has a ludicrously over-sized head.

Female goblin sorcerer (shadow) 1

NE Small humanoid (goblinoid)

Init +4; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 30 ft.; **ACP** 0; Ride +8, Stealth +16

AC 15, touch 15, flat-footed 11; **CMD** 11

(+4 Dex, +1 size)

Fort +1, **Ref** +4, **Will** +2

hp 8 (1 HD)

Space 5 ft.; **Base Atk** +0; **CMB** -3

Melee dagger -1 (1d3-2/19-20) or

Melee Touch shadowstrike (4/day) -1 (1d4 nonlethal plus target without darkvision or low-light vision dazzled [1 minute])

Sorcerer Spells Known (CL 1st; concentration +2; bloodline arcana)

1st (4/day)—*mage armour*, *sleep* (DC 13)

0—*acid splash*, *daze* (DC 12), *detect magic*, *ghost sound* (DC 11)

Bloodline Arcana When the goblin sorcerer casts a spell with the darkness descriptor or from the shadow subschool, she gains a circumstance bonus to Stealth checks equal to the spell level for 1d4 rounds.

Combat Gear *potion of shield of faith* (+2), *scroll of blur*, *wand of magic missiles* (CL 1; 6 chgs.)

Abilities Str 6, Dex 18, Con 13, Int 12, Wis 10, Cha 13

Feats Eschew Materials^B, Spell Focus (enchantment)

Skills as above plus Knowledge (arcana) +5, Spellcraft +5

Languages Goblin

Gear as above plus belt pouch, 14 gp, 3 sp

GOBLIN SKILLED WARRIOR CR 1/2 (XP 200)

Clad in leather armour this dirty, skinny humanoid carries a shortbow and handaxe.

Male goblin warrior 2

NE Small humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 30 ft.; **ACP** 0; Climb +4, Ride +7, Stealth +12

AC 17, touch 14, flat-footed 14; **CMD** 14

(+2 armour [leather], +3 Dex, +1 shield [mwk buckler], +1 size)

Fort +3, **Ref** +3, **Will** +0

hp 13 (2 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +1

Melee handaxe +6 (1d4/x3)

Ranged shortbow (range 60 ft.) +6 (1d4/x3)

Combat Gear arrows (20), *oil of magic weapon*

Abilities Str 11, Dex 16, Con 11, Int 9, Wis 10, Cha 6

Feats Weapon Finesse

Languages Goblin

Gear as above plus belt pouch, 1d6 sp, 1d4 gp

CR 1 GOBLINS

GOBLIN ADEPT

CR 1 (XP 400)

This bald and skinny humanoid's head seems too large for its body. It wears dirty robes

Male goblin adept 3

NE Small humanoid (goblinoid)

Init +2; **Senses** darkvision 60 ft.; Perception +1, Sense Motive +1

Speed 30 ft.; **ACP** 0; Ride +6, Stealth +10

AC 15, touch 14, flat-footed 12; **CMD** 12

(+1 armour [*bracers of armour* +1], +2 Dex, +1 dodge [Dodge], +1 size)

Fort +2, **Ref** +3, **Will** +4

hp 19 (3 HD)

Space 5 ft.; **Base Atk** +1; **CMB** -2

Melee cold iron dagger +0 (1d3-2/19-20)

Ranged dart (range 20 ft.) +4 (1d3-2)

Adept Spells Prepared (CL 3rd; concentration +4)

1st—*burning hands* (DC 12), *cure light wounds* (2)

0—*detect magic*, *ghost sound*, *touch of fatigue* (DC 11)

Combat Gear darts (5), *potion of cure moderate wounds*, *scroll of invisibility*, *scroll of bless*

Abilities Str 6, Dex 15, Con 12, Int 10, Wis 13, Cha 7

SQ summon familiar

Feats Dodge, Toughness

Skills as above plus Heal +6, Knowledge (religion) +6, Spellcraft +6

Languages Goblin

Gear as above plus wooden holy symbol, spell component pouch, black gem (onyx [50 gp]), 4 gp, 12 sp

GOBLIN CAVE DRUID

CR 1 (XP 400)

This small, thin and dirty humanoid wears well-worn leather armour and carries a scimitar.

Male goblin druid (cave druid) 2

NE Small humanoid (goblinoid)

Init +1; **Senses** darkvision 60 ft.; Perception +5, Sense Motive +4

Speed 30 ft.; tunnelrunner; **ACP** -1; Climb +2, Ride +4, Stealth +9

Tunnelrunner (Ex) The cave druid can move through areas of rubble or narrow passages that require squeezing at his normal movement rate and without penalty.

AC 16, touch 12, flat-footed 15; **CMD** 13

(+2 armour [leather], +1 Dex, +2 shield [mwk heavy wooden], +1 size)

Fort +4, **Ref** +1, **Will** +5

hp 16 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +1

Melee mwk scimitar +4 (1d4+1/18-20) or

Melee Touch touch of darkness (5/day) +3 (foe's targets gain concealment (20% miss chance) against its attacks [1 round])

Ranged shortspear (range 20 ft.) +3 (1d4+1)

Atk Option Blind-Fight

Druid Spells Prepared (CL 2nd; concentration +4; Darkness; spontaneous casting [*summon nature spells*])

1st—*cure light wounds*, *obscuring mist*^D, *produce flame* (2)

0—*create water*, *detect magic*, *resistance*, *virtue*

Combat Gear *scroll of cure light wounds*, *longstrider* and *jump*

Abilities Str 12, Dex 12, Con 12, Int 10, Wis 15, Cha 11

SQ *cavesense*, *nature bond* (Darkness), *wild empathy* (+2; -2 oozes)

Feats Alertness, Blind-Fight^B

Skills as above plus Knowledge (dungeoneering) +7, Survival +9

Languages Druidic, Goblin

Gear as above plus spell component pouch, holy symbol, 12 gp

GOBLIN ELITE ARCHER

CR 1 (XP 400)

This stunted, skinny humanoid wields a comically oversized bow.

Goblin warrior 3

NE Small humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; Perception -1, Sense Motive -1

Speed 30 ft.; **ACP** 0; Climb +6, Ride +7, Stealth +14

AC 18, touch 15, flat-footed 14; **CMD** 16

(+3 armour [mwk studded leather], +3 Dex, +1 shield [buckler], +1 size)

Fort +3, **Ref** +4, **Will** +0

hp 19 (3 HD)

Space 5 ft.; **Base Atk** +3; **CMB** +2

Ranged mwk longbow (range 100 ft.; Point Blank Shot, Precise Shot) +8 (1d6/x3)

Melee longsword +4 (1d6/19-20)

Combat Gear arrows (20), *potion of cure light wounds*

Abilities Str 11, Dex 16, Con 11, Int 10, Wis 9, Cha 6

Feats Point Blank Shot, Precise Shot

Skills as above

Languages Goblin

GOBLIN MOUNTED WARRIOR

CR 1 (XP 400)

This short, scrawny humanoid wears battered but serviceable scale mail armour.

Male goblin fighter (roughrider) 2

NE Small humanoid (goblinoid)

Init +4; **Senses** darkvision 60 ft.; Perception +1, Sense Motive +1

Speed 30 ft.; **ACP** -3; Ride +10, Stealth +10, Swim +2

AC 20, touch 15, flat-footed 17; **CMD** 16; steadfast mount (+1)

(+4 armour [chain shirt], +4 Dex, +1 shield [buckler], +1 size)

Steadfast Mount (Ex) The goblin roughrider gains a +1 dodge bonus to AC and a +1 morale bonus on saves if mounted or adjacent to his mount.

Fort +4, **Ref** +4, **Will** +1; steadfast mount (+1)

hp 19 (2 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +2

Melee mwk short sword +8 (1d4+1/19-20) or

Melee spear (reach 10 ft.) +3 (1d6+1/x3) or

Ranged spear (range 20 ft.) +7 (1d6+1/x3)

Atk Options Ride-By Attack

Combat Gear spears (2), *potion of cure light wounds*

Abilities Str 13, Dex 18, Con 13, Int 10, Wis 12, Cha 6

Feats Mounted Combat^B, Ride-By Attack^B, Weapon Finesse

Skills as above

Languages Goblin

Gear as above plus belt pouch, 12 gp, 13 sp

GOBLIN SERGEANT CR 1 (XP 400)
This stunted green-skinned humanoid offers a hateful sneer as it brandishes a pitted longsword.

Male goblin warrior 3
NE Small humanoid (goblinoid)
Init +3; **Senses** darkvision 60 ft.; Perception -1, Sense Motive -1
Speed 30 ft.; **ACP** -2; Climb +4, Ride +5, Stealth +12

AC 20, touch 15, flat-footed 16; **CMD** 16
(+3 armour [mwk studded leather], +3 Dex, +1 dodge [Dodge], +2 shield [heavy wooden], +1 size)
Fort +3, **Ref** +4, **Will** +0
hp 19 (3 HD)

Space 5 ft.; **Base Atk** +3; **CMB** +2
Melee longsword +4 (1d6/19-20)
Ranged throwing axe (range 10 ft.) +7 (1d4)
Combat Gear throwing axes (2), *potion of shield of faith* (+2)

Abilities Str 11, Dex 16, Con 11, Int 10, Wis 9, Cha 6
Feats Dodge, Weapon Focus (longsword)
Skills as above
Languages Goblin

GOBLIN SNEAK THIEF CR 1 (XP 400)
Lean and lithe, this small humanoid moves with speed and skill. He wears a fine chain shirt and wields a shortbow.

Male goblin rogue 2
NE Small humanoid (goblinoid)
Init +4; **Senses** darkvision 60 ft.; Perception +5 (+6 vs. traps), Sense Motive +0
Speed 30 ft.; **ACP** -1, Acrobatics +8, Climb +4, Escape Artist +8, Ride +7, Stealth +16, Swim +1

AC 20, touch 16, flat-footed 15; **CMD** 17
(+4 armour [mwk chain shirt], +4 Dex, +1 dodge [Dodge], +1 size)
Fort +2, **Ref** +7 (evasion), **Will** +0
hp 18 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +0
Ranged mwk shortbow (range 60 ft.) +7 (1d4/x3)
Melee short sword +6 (1d4/19-20)
Atk Options sneak attack (+1d6)
Combat Gear arrows (20), *potion of blur*

Abilities Str 11, Dex 19, Con 14, Int 12, Wis 10, Cha 6
SQ rogue talent (finesse rogue), trapfinding (+1)
Feats Dodge, Weapon Finesse^B
Skills as above plus Disable Device +11, Knowledge (dungeoneering) +6, Sleight of Hand +8
Languages Common, Goblin

Gear as above plus masterwork thieves' tools, belt pouch, 3 gp, 14 sp, 37 cp

GOBLIN WOLF SHAMAN CR 1 (XP 400)
This filthy, small humanoid wears muddy studded leather armour and smells of wet fur.

Male goblin druid (wolf shaman) 2
NE Small humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; Perception +7, Sense Motive +2
Speed 30 ft.; **ACP** 0; Ride +7, Stealth +11

AC 17, touch 14, flat-footed 14; **CMD** 11
(+3 armour [mwk studded leather], +3 Dex, +1 size)
Fort +4, **Ref** +3, **Will** +5
hp 16 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** -2
Melee mwk scimitar +1 (1d4-2/18-20)
Ranged sling (range 50 ft.) +5 (1d3-2)
Special Actions totem transformation
Totem Transformation (Su [standard]) The wolf shaman can take on an aspect of a wolf for 2 minutes a day (which need not be consecutive, but must be used in 1-minute increments) while retaining his normal form. He can choose from the following: +20 enhancement bonus to land speed; low-light vision, scent and +4 racial bonus to Survival when tracking by scent; or bite (1d3 plus trip), +2 CMB to trip. While using totem transformation, he may speak normally and can cast *speak with animals* (canines only) at will.

Druid Spells Prepared (CL 2nd; concentration +4 [+8 casting defensively or grappling]; share spells, spontaneous casting [summon nature spells])

1st—*cure light wounds*, *magic fang*, *obscuring mist*

0—*detect magic*, *detect poison*, *stabilise*, *virtue*

Combat Gear bullets (10), *scroll of cure light wounds* (2)

Abilities Str 6, Dex 16, Con 13, Int 10, Wis 15, Cha 12
SQ nature bond (wolf animal companion), nature sense, wild empathy (+3; +7 vs. canines)

Feats Combat Casting

Skills as above plus Handle Animal +5, Heal +7, Knowledge (nature) +7, Survival +8

Languages Druidic, Goblin; link

Gear as above plus holy symbol, spell component pouch, 2 gp

WOLF ANIMAL COMPANION CR — (XP 0)
This powerful, black-furred canine has piercing yellow eyes.

N Medium animal
Init +2; **Senses** scent; Perception +5, Sense Motive +1
Speed 50 ft.; **ACP** 0; Acrobatics +6 (+14 jumping), Stealth +9

AC 15, touch 13, flat-footed 12; **CMD** 16
(+2 Dex, +1 dodge [Dodge], +2 natural)
Fort +5, **Ref** +5, **Will** +2
hp 16 (3 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +3
Melee bite +3 (1d6+1 plus trip)
Trip (Ex [free]) If the wolf hits with its bite, it can attempt to trip its opponent without provoking attacks of opportunity. If this attempt fails, it is not tripped in return.

Abilities Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6
SQ tricks (combat training [attack {2}, come, defend, down, guard, heel])

Feats Dodge, Skill Focus (Stealth)

Skills as above

Languages link

CR 2 GOBLINS

GOBLIN DARING BATTLEDANCER CR 2 (XP 600)

This small humanoid has a flat face, squashed nose and a wide mouth full of fangs.

Male goblin warrior 3/expert 1
NE Small humanoid (goblinoid)
Init +3; **Senses** darkvision 60 ft.; Perception +4, Sense Motive -1
Speed 30 ft.; **ACP** 0, Acrobatics +10, Climb +5, Ride +7, Stealth +16, Swim +4

AC 18, touch 14, flat-footed 15; **CMD** 15
(+4 armour [+1 studded leather], +3 Dex, +1 size)

Fort +4, **Ref** +4, **Will** +2

hp 28 (4 HD)

Space 5 ft.; **Base Atk** +3; **CMB** +2

Melee mwk kukri +8 (1d3/18-20) or

Melee mwk kukri +6 (1d3/18-20) and
mwk kukri +6 (1d3/18-20) or

Ranged light hammer (range 20 ft.) +7 (1d3)

Combat Gear light hammer (2), Large scorpion venom (DC 18; 1 rd./ 6 rds.; 1d2 Str), *potion of cat's grace*

Abilities Str 10, Dex 17, Con 12, Int 10, Wis 9, Cha 6

Feats Two-Weapon Fighting, Weapon Finesse

Skills as above plus Perform (dance) +7

Languages Goblin

Gear as above plus belt pouch, 4 gp, 15 sp

GOBLIN BERSERK CR 2 (XP 600)

This huge goblin wears a bloodied chain shirt and wields a large pick.

Male giant goblin barbarian 2
NE Medium humanoid (goblinoid)
Init +3; **Senses** darkvision 60 ft.; Perception +1, Sense Motive +1
Speed 40 ft.; **ACP** -4; Acrobatics +4 (+8 jumping), Climb +3, Ride +8, Stealth +8, Swim +3

AC 22, touch 13, flat-footed 22; **CMD** 18; uncanny dodge
(+4 armour [chain shirt], +3 Dex, +3 natural, +2 shield [heavy wooden])

Fort +6, **Ref** +3, **Will** +1

hp 26 (2 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +5

Melee mwk heavy pick +7 (1d6+3/x4)

Ranged spear (range 20 ft.) +5 (1d8+3/x3)

Atk Options rage

Combat Gear spears (2), *potion of cure light wounds*

Abilities Str 17, Dex 16, Con 17, Int 10, Wis 12, Cha 6

SQ fast movement, rage power (renewed vigour)

Feats Weapon Focus (heavy pick)

Skills as above

Languages Goblin

Gear as above plus belt pouch, 4 gp

Raging, the goblin berserk has the following altered statistics:

Climb +5, Swim +5

AC 20, touch 11, flat-footed 20; **CMD** 20; uncanny dodge

(+4 armour [chain shirt], +3 Dex, +3 natural, -2 rage, +2 shield [heavy wooden])

Fort +8, **Will** +3

hp 30 (2 HD)

CMB +7

Melee mwk heavy pick +9 (1d6+5/x4)

Ranged spear (range 20 ft.) +5 (1d8+5/x3)

Atk Options rage (9 rounds; renewed vigour [1d8+5])

Abilities Str 21, Con 21

GOBLIN BODYGUARD CR 2 (XP 600)

This small humanoid is clad in breastplate and carries a heavy wooden shield and longsword.

Male goblin warrior 3/expert 1

NE Small humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; Perception +6, Sense Motive +3
Speed 20 ft.; base speed 30 ft.; **ACP** -4; Acrobatics -1 (-5 jumping), Climb +1, Ride +5, Stealth +11, Swim -1

AC 23, touch 15, flat-footed 19; **CMD** 15

(+6 armour [mwk breastplate], +3 Dex, +1 dodge [Dodge] +2 shield [mwk heavy wooden], +1 size)

Fort +4, **Ref** +4, **Will** +2

hp 28 (4 HD)

Space 5 ft.; **Base Atk** +3; **CMB** +2

Melee mwk longsword +6 (1d6/19-20) or

Ranged mwk spear (range 20 ft.) +8 (1d6/x3)

Combat Gear mwk spear (2), *potion of protection from arrows*, *potion of cure moderate wounds*

Abilities Str 10, Dex 17, Con 12, Int 10, Wis 9, Cha 6

Feats Dodge, Weapon Focus (longsword)

Skills as above plus Knowledge (religion) +4

Languages Goblin

Gear as above plus belt pouch, 15 sp

GOBLIN INSPIRING DRUMMER CR 2 (XP 600)

This short, scrawny humanoid clutches a large drum.

Female goblin bard (savage skald) 2/fighter 1

NE Small humanoid (goblinoid)

Init +4; **Senses** darkvision 60 ft.; Perception +4, Sense Motive -1
Speed 30 ft.; **ACP** -1; Ride +12, Stealth +17

AC 21, touch 16, flat-footed 16; **CMD** 16

(+4 armour [mwk chain shirt], +4 Dex, +1 dodge [Dodge], +1 shield [mwk buckler], +1 size)

Fort +3, **Ref** +7, **Will** +2; +4 vs. bardic performance, sonic and language-dependant effects

hp 23 (3 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +1

Melee mwk short sword +8 (1d4/19-20)

Ranged mwk shortbow (range 60 ft.) +8 (1d4/x3)

Special Actions bardic performance (13 rounds; countersong, distraction, inspiring blow [1 hp], inspire courage [+1])

Bard Spells Known (CL 2nd; concentration +3)

1st (3/day)—*cure light wounds*, *expeditious retreat*, *remove fear*
0—*dancing lights*, *ghost sound* (DC 11), *lullaby* (DC 11), *message*, *resistance*

Combat Gear arrows (20), *potion of blur*, *scroll of cure light wounds* (2)

Abilities Str 10, Dex 18, Con 13, Int 10, Wis 8, Cha 13

SQ bardic knowledge (+1), versatile performance

Feats Dodge^B, Extra Performance, Weapon Finesse

Skills as above plus Bluff +5, Handle Animal +8, Intimidate +8, Knowledge (arcana) +1, Knowledge (dungeoneering) +1, Knowledge (engineering) +5, Knowledge (geography) +1, Knowledge (history) +1, Knowledge (local) +5, Knowledge (nature) +1, Knowledge (nobility) +1, Knowledge (planes) +1, Knowledge (religion) +1, Linguistics +4, Perform (percussion) +8

Languages Common, Draconic, Goblin

Gear as above plus spell component pouch, masterwork drum, 12 sp, 4 gp

GOBLIN MOUNTED SERGEANT CR 2 (XP 600)

This short, scrawny humanoid wears a breastplate and wields a long, sharp spear.

Male goblin fighter (roughrider) 3

NE Small humanoid (goblinoid)

Init +4; **Senses** darkvision 60 ft.; Perception +2, Sense Motive +1

Speed 20 ft., base speed 30 ft.; **ACP** -3; Acrobatics +4 (+0 jumping), Ride +14, Stealth +10, Swim +2

AC 21, touch 14, flat-footed 18; **CMD** 17; steadfast mount (+1) (+6 armour [mwk breastplate], +3 Dex, +1 shield [mwk buckler], +1 size)

Steadfast Mount (Ex) The goblin roughrider gains a +1 dodge bonus to AC and a +1 morale bonus on saves if mounted or adjacent to his mount.

Fort +4, **Ref** +5, **Will** +4; steadfast mount (+1)

hp 27 (3 HD)

Space 5 ft.; **Base Atk** +3; **CMB** +3

Melee mwk short sword +9 (1d4+1/19-20) or

Melee mwk spear (reach 10 ft.) +4 (1d6+1/x3) or

Ranged spear (range 20 ft.) +8 (1d6+1/x3)

Atk Options Ride-By Attack

Combat Gear spears (2), *potion of cure light wounds* (2)

Abilities Str 13, Dex 18, Con 13, Int 10, Wis 12, Cha 6

SQ armoured charger, steadfast mount (+1)

Feats Iron Will, Mounted Combat^B, Ride-By Attack^B, Weapon Finesse

Skills as above

Languages Goblin

Gear as above plus belt pouch, 12 gp, 13 sp

GOBLIN SHADOW ADEPT CR 2 (XP 600)

This short, scrawny humanoid wears tattered gray and black robes and has a ludicrously over-sized head.

Female goblin sorcerer (shadow) 3

NE Small humanoid (goblinoid)

Init +4; **Senses** darkvision 90 ft.; Perception +2, Sense Motive +0

Speed 30 ft.; **ACP** 0; Ride +8, Stealth +16

AC 16, touch 16, flat-footed 11; **CMD** 13

(+4 Dex, +1 dodge [Dodge], +1 size)

Fort +2, **Ref** +5, **Will** +4

hp 19 (3 HD)

Space 5 ft.; **Base Atk** +1; **CMB** -2

Melee dagger +0 (1d3-2/19-20) or

Melee Touch shadowstrike (4/day) +0 (1d4 nonlethal plus target without darkvision or low-light vision dazzled [1 minute])

Sorcerer Spells Known (CL 3rd; concentration +4; bloodline arcana)

1st (6/day)—*mage armour*, *magic missile*, *ray of enfeeblement* (DC 12), *sleep* (DC 13)

0—*acid splash*, *daze* (DC 12), *detect magic*, *ghost sound* (DC 11), *mage hand*

Bloodline Arcana When the goblin sorcerer casts a spell with the darkness descriptor or from the shadow subschool, she gains a circumstance bonus to Stealth checks equal to the spell level for 1d4 rounds.

Combat Gear *potion of cure light wounds*, *scroll of invisibility*, *wand of magic missiles* (CL 3; 7 chgs.), *wand of blink* (3 chgs.)

Abilities Str 6, Dex 18, Con 13, Int 12, Wis 10, Cha 13

SQ nighteye

Feats Dodge, Eschew Materials^B, Spell Focus (enchantment)

Skills as above plus Knowledge (arcana) +7, Spellcraft +7

Languages Goblin

Gear as above plus belt pouch, 14 gp, 3 sp

GOBLIN HERO SKIRMISHER CR 2 (XP 600)

This three-foot tall, scrawny humanoid moves with dextrous ease. It has a widely, ungainly head.

Male goblin fighter (mobile fighter) 3

NE Small humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; Perception +1, Sense Motive +1

Speed 30 ft.; **ACP** 0; Climb +6, Ride +12, Stealth +11, Swim +6

AC 20, touch 15, flat-footed 16; **CMD** 17; Mobility (+4 armour [mwk chain shirt], +3 Dex, +1 dodge [Dodge], +1 shield [mwk light wooden], +1 size)

Fort +5, **Ref** +4, **Will** +2; +1 vs. paralysis, slow and entangle effects

hp 30 (3 HD)

Space 5 ft.; **Base Atk** +3; **CMB** +3

Melee mwk short sword +9 (1d4+1/19-20)

Ranged mwk spear (range 20 ft.) +8 (1d6+1/x3)

Combat Gear *potion of cure light wounds*, *potion of shield of faith* (+2), *potion of blur*

Abilities Str 13, Dex 17, Con 14, Int 10, Wis 12, Cha 6

SQ agility (+1), armour training (1)

Feats Dodge, Mobility, Weapon Finesse^B, Weapon Focus (short sword)^B

Skills as above

Languages Goblin

Gear as above plus belt pouch, flint and steel, 5 gp, 12 sp

CR 3 GOBLINS

GOBLIN ANTIPALADIN

CR 3 (XP 800)

This scrawny but muscular female humanoid has a set of black wings and wears a burnished breastplate and wields a greatsword.

Female half-fiend goblin antipaladin 3

CE Small outsider (native)

Init +4; **Senses** darkvision 60 ft.; Perception +1, Sense Motive +1

Speed 20 ft., base speed 30 ft., fly 40 ft. (good), fly base speed 60 ft.; **ACP** -3; Acrobatics +1 (-3 jumping), Fly +7, Ride +9, Stealth +15

AC 23, touch 14, flat-footed 20; **CMD** 19

(+6 armour [mwk breastplate], +3 Dex, +1 natural, +2 shield [mwk buckler {Shield Focus}], +1 size)

Immunity disease (plague bringer), poison; **Resist** acid 10, cold 10, electricity 10, fire 10

Plague Bringer (Ex) The antipaladin does not take any penalty or damage from diseases but can still contract and spread them to others.

Fort +9, **Ref** +8, **Will** +7

hp 33 (3 HD); **DR** magic/5

Space 5 ft., aura of cowardice (10 ft.); **Base Atk** +3; **CMB** +5

Aura of Cowardice (Su) Creatures in the aura suffer a -4 penalty on saving throws vs. fear effects. Creatures immune to fear lose their immunity while in the aura.

Melee mwk greatsword +8 (1d10+4/19-20) or

Melee claw +7 (1d3+3) and bite +7 (1d4+3) or

Melee Touch touch of corruption (4/day) +7 (1d6 plus fatigued [DC 14 Fortitude negates fatigue])

Ranged mwk heavy crossbow (range 120 ft.) +9 (1d8/19-20)

Atk Options smite good (1/day; +3), smite good (1/day; +3 attack, +3 damage, +3 deflection)

Spell-Like Abilities (CL 3rd; concentration +6)

At-will—*detect good*

3/day—*darkness*

1/day—*deseccate*

Combat Gear bolts (10), *potion of blur*, *potion of cure light wounds* (2)

Abilities Str 17, Dex 19, Con 16, Int 10, Wis 12, Cha 16

SQ cruelty (fatigue), evil aura (moderate)

Feats Shield Focus, Weapon Focus (greatsword)

Skills as above plus Intimidate +7, Knowledge (religion) +4

Languages Goblin

Gear as above plus belt pouch, silver unholy symbol, 9 gp

GOBLIN BATTLE CHAMPION

CR 3 (XP 800)

This huge goblin wears battered scale mail and wields a large, blood-encrusted warhammer.

Male giant goblin fighter (two-handed fighter) 3

NE Medium humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; Perception +3, Sense Motive +1

Speed 20 ft., base speed 30 ft.; **ACP** -3; Acrobatics +0 (-3 jumping), Climb +4, Ride +4, Stealth +6, Swim +4

AC 22, touch 13, flat-footed 19; **CMD** 19 (+22 vs. sunder)

(+6 armour [mwk breastplate], +3 Dex, +3 natural)

Fort +6, **Ref** +4, **Will** +4

hp 33 (3 HD)

Space 5 ft.; **Base Atk** +3; **CMB** +6 (+9 sunder)

Melee mwk warhammer (Power Attack [-1/+3]) +8 (1d8+6/x3)

Ranged mwk spear (range 20 ft.) +7 (1d8+3/x3)

Atk Options Improved Sunder, overhand chop, shattering strike
Shattering Strike (Ex) The goblin gains a +1 bonus to damage vs. objects.

Combat Gear *potion of cure light wounds*, *potion of shield of faith* (+2), *potion of blur*

Abilities Str 17, Dex 16, Con 17, Int 10, Wis 12, Cha 6

Feats Improved Sunder, Iron Will, Power Attack, Weapon Focus (warhammer)

Skills as above

Languages Goblin

Gear as above plus belt pouch, 15 gp, 2 onyxes (50 gp each)

GOBLIN CAVE WALKER

CR 3 (XP 800)

This small, thin and dirty humanoid wears well-worn leather armour and carries a scimitar.

Male goblin druid (cave druid) 4

NE Small humanoid (goblinoid)

Init +1; **Senses** darkvision 60 ft.; Perception +8, Sense Motive +5

Speed 30 ft.; lightfoot, tunnelrunner; **ACP** -1; Climb +2, Ride +4, Stealth +11

Lightfoot (Ex) The cave druid cannot be detected by tremorsense.

Tunnelrunner (Ex) The cave druid can move through areas of rubble or narrow passages that require squeezing at his normal movement rate and without penalty.

AC 16, touch 12, flat-footed 15; **CMD** 15

(+2 armour [leather], +1 Dex, +2 shield [mwk heavy wooden], +1 size)

Fort +6, **Ref** +3, **Will** +8; +2 vs. oozes' and aberrations' exceptional, supernatural and spell-like abilities

hp 29 (4 HD)

Space 5 ft.; **Base Atk** +3; **CMB** +3

Melee mwk scimitar +6 (1d4+1/18-20) or

Melee Touch touch of darkness (6/day) +5 (foe's targets gain concealment (20% miss chance) against its attacks [2 rds.])

Ranged shortspear (range 20 ft.) +3 (1d4+1)

Atk Option Blind-Fight

Druid Spells Prepared (CL 4th; concentration +7 [+11 casting defensively or grappling]; Darkness; spontaneous casting [summon nature spells])

2nd—*barkskin*, *blindness/deafness*^D (blindness only; DC 15), *heat metal* (DC 15), *warp wood* (DC 15)

1st—*cure light wounds*, entangle (DC 14), *faerie fire*, *obscuring mist*^D, *produce flame*

0—*create water*, *detect magic*, *resistance*, *virtue*

Combat Gear *scroll of cure moderate wounds* and *owl's wisdom*, *wand of call lightning* (5 chgs.)

Abilities Str 12, Dex 12, Con 12, Int 10, Wis 16, Cha 11

SQ cavesense, resist subterranean corruption, nature bond (Darkness), wild empathy (+2; -2 oozes)

Feats Alertness, Blind-Fight^B, Combat Casting
Skills as above plus Knowledge (dungeoneering) +9, Survival +12
Languages Druidic, Goblin
Gear as above plus *cloak of resistance +1*, spell component pouch, holy symbol, 12 gp

GOBLIN POISONER CR 3 (XP 800)
Lean and lithe, this small humanoid moves with speed and skill. He wears a fine chain shirt and wields a shortbow.

Male goblin rogue (poisoner) 3/fighter (archer) 1
 NE Small humanoid (goblinoid)
Init +9; **Senses** darkvision 60 ft.; Perception +7, Sense Motive +0
Speed 30 ft.; **ACP** -1, Acrobatics +11, Climb +6, Escape Artist +11, Ride +8, Stealth +19, Swim +1

AC 21, touch 16, flat-footed 16; **CMD** 19
 (+5 armour [+1 chain shirt], +5 Dex, +1 size)
Fort +5, **Ref** +8 (evasion), **Will** +1
hp 26 (2 HD)

Space 5 ft.; **Base Atk** +3; **CMB** +2
Ranged mwk shortbow (range 60 ft.; Point Blank Shot, Precise Shot) +10 (1d4/x3)
Melee short sword +9 (1d4/19-20)
Atk Options poison use, sneak attack (+2d6)
Combat Gear arrows (20), shadow essence (2)

Abilities Str 11, Dex 20, Con 14, Int 12, Wis 10, Cha 6
SQ master poisoner, rogue talent (finesse rogue)
Feats Precise Shot, Improved Initiative, Point Blank Shot, Weapon Finesse^B
Skills as above plus Disable Device +11, Knowledge (dungeoneering) +6, Sleight of Hand +11
Languages Common, Goblin

Gear as above plus masterwork thieves' tools, belt pouch, 7 gp, 19 sp

GOBLIN PACK LEADER CR 3 (XP 800)
This filthy small humanoid wears muddy studded leather armour and smells of wet fur.

Male goblin druid (wolf shaman) 4
 NE Small humanoid (goblinoid)
Init +3; **Senses** darkvision 60 ft.; Perception +10, Sense Motive +3
Speed 30 ft.; trackless step **ACP** 0; Ride +7, Stealth +13
Trackless Step (Ex) The shaman leaves no trail in natural surroundings and cannot be tracked, unless he desires.

AC 18, touch 15, flat-footed 14; **CMD** 14
 (+3 armour [mwk studded leather], +3 Dex, +1 dodge [Dodge], +1 size)
Fort +6, **Ref** +5, **Will** +8; +4 vs. fey's spell-like and supernatural abilities
hp 29 (4 HD)
Space 5 ft.; **Base Atk** +3; **CMB** +0

Melee mwk scimitar +3 (1d4-2/18-20)
Ranged sling (range 50 ft.) +7 (1d3-2)
Special Actions totem transformation, wild shape (1/day)
Totem Transformation (Su [standard]) The wolf shaman can take on an aspect of a wolf for 4 minutes a day (which need not be consecutive, but must be used in 1-minute increments) while retaining his normal form. He can choose from the following: +20 enhancement bonus to land speed; low-light vision, scent and +4 racial bonus to Survival when tracking by scent; or bite (1d3 plus trip), +2 CMB to trip. While using totem transformation, he may speak normally and can cast *speak with animals* (canines only) at will.
Druid Spells Prepared (CL 4th; concentration +7 [+11 casting defensively or grappling]; share spells, spontaneous casting [summon nature spells])
 2nd—*barkskin*, *heat metal* (DC 15), *warp wood* (DC 15)
 1st—*cure light wounds*, *magic fang*, *obscuring mist*, *produce flame*
 0—*detect magic*, *detect poison*, *stabilise*, *virtue*
Combat Gear bullets (10), *scroll of bull's strength* and *resist energy*

Abilities Str 6, Dex 16, Con 13, Int 10, Wis 16, Cha 12
SQ nature bond (wolf animal companion), nature sense, resist nature's lure, wild empathy (+5; +9 vs. canines)
Feats Combat Casting, Dodge
Skills as above plus Handle Animal +5, Heal +10, Knowledge (nature) +7, Survival +11
Languages Druidic, Goblin; link

Gear as above plus *cloak of resistance +1*, holy symbol, spell component pouch, 2 gp

WOLF ANIMAL COMPANION CR – (XP 0)
This powerful, black-furred canine has piercing yellow eyes.

N Medium animal
Init +2; **Senses** scent; Perception +5, Sense Motive +1
Speed 50 ft.; **ACP** 0; Acrobatics +6 (+14 jumping), Stealth +10

AC 18, touch 14, flat-footed 14; **CMD** 19
 (+3 Dex, +1 dodge [Dodge], +4 natural)
Fort +7, **Ref** +7 (evasion), **Will** +2
hp 30 (4 HD)

Space 5 ft.; **Base Atk** +3; **CMB** +5
Melee bite +5 (1d6+3 plus trip)
Trip (Ex [free]) If the wolf hits with its bite, it can attempt to trip its opponent without provoking attacks of opportunity. If this attempt fails, it is not tripped in return.

Abilities Str 14, Dex 16, Con 16, Int 2, Wis 12, Cha 6
SQ tricks (combat training [attack {2}, come, defend, down, guard, heel], fetch)
Feats Dodge, Skill Focus (Stealth)
Skills as above
Languages link

CR 4 GOBLINS

GOBLIN MASTER DRUMMER

CR 4 (XP 1,200)

This short, scrawny humanoid clutches a large drum.

Female goblin bard (savage skald) 4/fighter 1

NE Small humanoid (goblinoid)

Init +4; **Senses** darkvision 60 ft.; Perception +6, Sense Motive -1

Speed 30 ft.; **ACP** -1; Ride +12, Stealth +19

AC 22, touch 16, flat-footed 17; **CMD** 17

(+5 armour [+1 chain shirt], +4 Dex, +1 dodge [Dodge], +1 shield [mwk buckler], +1 size)

Fort +4, **Ref** +8, **Will** +3; +4 vs. bardic performance, sonic and language-dependant effects

hp 41 (5 HD)

Space 5 ft.; **Base Atk** +3; **CMB** +2

Melee mwk short sword +9 (1d4/19-20)

Ranged mwk shortbow (range 60 ft.) +9 (1d4/x3)

Special Actions bardic performance (17 rounds; countersong, distraction, inspiring blow [2 hp], inspire competence [+2], inspire courage [+1])

Bard Spells Known (CL 4th; concentration +6)

2nd (2/day)—*cure moderate wounds, heroism*

1st (4/day)—*cure light wounds, expeditious retreat, remove fear*

0—*dancing lights, ghost sound* (DC 12), *lullaby* (DC 12), *message, resistance*

Combat Gear arrows (20), *sleep arrows* (5), *potion of blur, scroll of invisibility, scroll of mirror image*

Abilities Str 10, Dex 18, Con 13, Int 10, Wis 8, Cha 14

SQ bardic knowledge (+1), versatile performance

Feats Dodge^B, Extra Performance, Toughness, Weapon Finesse

Skills as above plus Bluff +5, Handle Animal +11, Intimidate +11, Knowledge (arcana) +1, Knowledge (dungeoneering) +1, Knowledge (engineering) +5, Knowledge (geography) +1, Knowledge (history) +1, Knowledge (local) +5, Knowledge (nature) +1, Knowledge (nobility) +1, Knowledge (planes) +1, Knowledge (religion) +1, Linguistics +4, Perform (percussion) +11

Languages Common, Draconic, Goblin

Gear as above plus spell component pouch, masterwork drum, 22 sp, 14 gp

GOBLIN MOUNTED LIEUTENANT

CR 4 (XP 1,200)

This short, scrawny humanoid wears a breastplate and wields a long, sharp spear.

Male goblin fighter (roughrider) 5

NE Small humanoid (goblinoid)

Init +4; **Senses** darkvision 60 ft.; Perception +4, Sense Motive +1

Speed 20 ft., base speed 30 ft.; **ACP** -3; Acrobatics +4 (+0 jumping), Ride +16, Stealth +10, Swim +2

AC 23, touch 15, flat-footed 19; **CMD** 21; steadfast mount (+1)

(+7 armour [+1 breastplate], +3 Dex, +1 dodge [Dodge], +1 shield [mwk buckler], +1 size)

Steadfast Mount (Ex) The goblin roughrider gains a +1 dodge bonus to AC and a +1 morale bonus on saves if mounted or adjacent to his mount.

Fort +6, **Ref** +5, **Will** +4; steadfast mount (+1)

hp 42 (5 HD)

Space 5 ft.; **Base Atk** +5; **CMB** +6

Melee mwk short sword +11 (1d4+1/19-20) or

Melee mwk spear (reach 10 ft.) +7 (1d6+3/x3) or

Ranged spear (range 20 ft.) +10 (1d6+1/x3)

Atk Options Ride-By Attack, Spirited Charge, mounted mettle (+1)

Mounted Mettle (Ex) When mounted, or adjacent to his mount, the goblin gains a +1 on attack and damage rolls.

Combat Gear mwk spears (4), *potion of cure moderate wounds* (2), *oil of magic weapon, potion of entropic shield*

Abilities Str 14, Dex 18, Con 13, Int 10, Wis 12, Cha 6

SQ armoured charger, steadfast mount (+1)

Feats Dodge, Iron Will, Mounted Combat^B, Ride-By Attack^B, Spirited Charge, Weapon Finesse

Skills as above

Languages Goblin

Gear as above plus belt pouch, 2 pp, 23 gp, 13 sp

GOBLIN SAVAGE BERSERK

CR 4 (XP 1,200)

This huge goblin wears a bloodied chain shirt and wields a huge pick.

Male giant goblin barbarian 4

NE Medium humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; Perception +1, Sense Motive +1

Speed 40 ft.; **ACP** -3; Acrobatics +7 (+11 jumping), Climb +5, Ride +11, Stealth +11, Swim +7

AC 24, touch 14, flat-footed 24; **CMD** 22; +1 vs. traps, uncanny dodge

(+5 armour [+1 chain shirt], +3 Dex, +1 dodge [Dodge], +3 natural, +2 shield [heavy wooden])

Fort +7, **Ref** +4 (+5 vs. traps), **Will** +2

hp 47 (4 HD)

Space 5 ft.; **Base Atk** +4; **CMB** +8

Melee mwk heavy pick +10 (1d6+4/x4)

Ranged mwk spear (range 20 ft.) +8 (1d8+4/x3)

Atk Options rage

Combat Gear mwk spears (2), *potion of cure moderate wounds*

Abilities Str 18, Dex 16, Con 17, Int 10, Wis 12, Cha 6

SQ fast movement, rage power (powerful blow, renewed vigour)

Feats Dodge, Weapon Focus (heavy pick)

Skills as above

Languages Goblin

Gear as above plus belt pouch, 4 gp

Raging, the goblin savage berserk has the following altered statistics:

Climb +7, Swim +9

AC 22, touch 12, flat-footed 22; **CMD** 22; uncanny dodge

(+4 armour [+1 chain shirt], +3 Dex, +1 dodge [Dodge], +3 natural, -2 rage, +2 shield [heavy wooden])

Fort +9, **Will** +4

hp 55 (4 HD)

CMB +10

Melee mwk heavy pick +12 (1d6+6/x4)

Ranged spear (range 20 ft.) +7 (1d8+6/x3)
Atk Options rage (13 rounds; powerful blow [+2], renewed vigour [1d8+5])

Abilities Str 22, Con 21

GOBLIN HUNTER CR 4 (XP 1,200)
This lightly armoured goblin cackles with maniacal glee, expertly spinning a pair of hatchets as it closes in.

Female goblin ranger (skirmisher) 5

NE Small humanoid (goblinoid)

Init +8; **Senses** darkvision 60 ft.; Perception +9, Sense Motive +1

Speed 30 ft.; **ACP** 0; Climb +10, Ride +8, Stealth +20

AC 19, touch 15, flat-footed 15; **CMD** 20

(+4 armour [+1 studded leather] +4 Dex, +1 size)

Fort +5, **Ref** +8, **Will** +2

hp 42 (5 HD)

Space 5 ft.; **Base Atk** +5; **CMB** +6

Melee mwk handaxe +9 (1d4+2/x3) and

mwk handaxe +9 (1d4+2/x3) or

Melee mwk handaxe +11 (1d4+2/x3)

Ranged dagger (range 10 ft.) +10 (1d3+2/19-20)

Atk Options favoured enemies (animals [+2], humans [+4])

Hunter's Bond (Ex) The scout may use a move action to grant half his favoured enemy bonus against a single target of the appropriate type to all allies within 30 feet for 1 round.

Hobbling Attack (Ex) When the goblin hunter hits with an attack, the target's land speed is reduced by half for 1d4 rounds.

Combat Gear dagger (3), *potion of cure light wounds*

Abilities Str 14, Dex 18, Con 12, Int 10, Wis 13, Cha 6

SQ combat style (two-weapon combat), favoured terrain (forest [+2]), track (+2), wild empathy (+3)

Feats Double Slice, Endurance^B, Improved Initiative, Two-Weapon Fighting, Weapon Finesse

Skills as above plus Craft (trapmaking) +8, Intimidate +3, Survival +9

Languages Goblin

GOBLIN SHADOW MASTER CR 4 (XP 1,200)
This short, scrawny humanoid wears tattered gray and black robes and has a ludicrously over-sized head.

Female goblin sorcerer (shadow) 5

NE Small humanoid (goblinoid)

Init +4; **Senses** darkvision 90 ft.; Perception +4, Sense Motive +0

Speed 30 ft.; **ACP** 0; Ride +8, Stealth +16

AC 15, touch 15, flat-footed 11; **CMD** 13

(+4 Dex, +1 size)

Fort +3, **Ref** +6, **Will** +6

hp 35 (5 HD)

Space 5 ft.; **Base Atk** +2; **CMB** -1

Melee dagger +1 (1d3-2/19-20) or

Melee Touch shadowstrike (5/day) +1 (1d4 nonlethal plus target without darkvision or low-light vision dazzled [1 minute])

Sorcerer Spells Known (CL 5th; concentration +7; bloodline arcana)

2nd (5/day)—*darkvision*, *hideous laughter* (DC 16), *invisibility*

1st (7/day)—*charm person* (DC 15), *mage armour*, *magic missile*, *ray of enfeeblement* (DC 13), *shield*

0—*acid splash*, *daze* (DC 14), *detect magic*, *ghost sound* (DC 12), *mage hand*, *read magic*

Bloodline Arcana When the goblin sorcerer casts a spell with the darkness descriptor or from the shadow subschool, she gains a circumstance bonus to Stealth checks equal to the spell level for 1d4 rounds.

Combat Gear *potion of cure moderate wounds*, *scroll of displacement*, *scroll of false life*, *wand of lightning bolts* (6 chgs.)

Abilities Str 6, Dex 18, Con 13, Int 12, Wis 10, Cha 14

SQ nighteye

Feats Eschew Materials^B, Greater Spell Focus (enchantment), Spell Focus (enchantment), Toughness

Skills as above plus Knowledge (arcana) +9, Spellcraft +9

Languages Goblin

Gear as above plus *cloak of resistance* +1, belt pouch, 14 gp, 3 sp

GOBLIN SKIRMISHER HERO CR 4 (XP 1,200)
This three-foot tall, scrawny humanoid moves with dextrous ease. It has a widely, ungainly head.

Male goblin fighter (mobile fighter) 5

NE Small humanoid (goblinoid)

Init +4; **Senses** darkvision 60 ft.; Perception +1, Sense Motive +1

Speed 30 ft.; **ACP** 0; Climb +6, Ride +13, Stealth +14, Swim +6

AC 22, touch 16, flat-footed 17; **CMD** 20; Mobility

(+5 armour [+1 chain shirt], +4 Dex, +1 dodge [Dodge], +1 shield [mwk light wooden], +1 size)

Fort +6, **Ref** +5, **Will** +2; +1 vs. paralysation, slow and entangle effects

hp 47 (5 HD)

Space 5 ft.; **Base Atk** +5; **CMB** +5

Melee mwk short sword +12 (1d4+3/19-20)

Ranged spear (range 20 ft.) +10 (1d6+1/x3)

Atk Options Spring Attack, leaping attack (+1)

Leaping Attack (Ex) When the goblin moves at least 5 ft. before attacking, he gains a +1 bonus to attack and damage rolls.

Combat Gear *elixir of fire breath*, *potion of cure moderate wounds*

Abilities Str 13, Dex 18, Con 14, Int 10, Wis 12, Cha 6

SQ agility (+1), armour training (1)

Feats Dodge, Mobility, Spring Attack, Weapon Finesse^B, Weapon Focus (short sword)^B, Weapon Specialisation (short sword)^B

Skills as above

Languages Goblin

Gear as above plus belt pouch, flint and steel, 5 gp, 12 sp

CR 5 GOBLINS

GOBLIN ABOMINATION

CR 5 (XP 1,600)

This scrawny, muscular female humanoid has black wings, wears a burnished breastplate and wields a greatsword.

Female half-fiend goblin antipaladin 4

CE Small outsider (native)

Init +6; **Senses** darkvision 60 ft.; Perception +7, Sense Motive +3
Speed 30 ft., fly 60 ft. (good); **ACP** 0; Fly +12, Ride +15, Stealth +21

AC 26, touch 17, flat-footed 20; **CMD** 25

(+4 armour [mithral shirt], +6 Dex, +3 natural, +2 shield [mwk buckler {Shield Focus}], +1 size)

Immunity disease (plague bringer), poison; **Resist** acid 10, cold 10, electricity 10, fire 10

Plague Bringer (Ex) The antipaladin does not take any penalty or damage from diseases but can still contract and spread them to others.

Fort +14, **Ref** +12, **Will** +12

hp 50 (4 HD); **DR** magic/5

Space 5 ft., aura of cowardice (10 ft.); **Base Atk** +4; **CMB** +9

Aura of Cowardice (Su) Creatures in the aura suffer a -4 penalty on saving throws vs. fear effects. Creatures immune to fear lose their immunity while in the aura.

Melee mwk greatsword +12 (1d10+9/19-20) or

Melee claw +11 (1d3+6) and

bite +11 (1d4+6) or

Melee Touch touch of corruption (7/day) +11 (2d6 plus fatigued [DC 16 Fortitude negates fatigue])

Ranged mwk heavy crossbow (range 120 ft.) +12 (1d8/19-20)

Atk Options smite good (1/day; +4), smite good (2/day; +5 attack, +4 damage, +5 deflection)

Special Actions channel negative energy

Channel Negative Energy (Su [standard]) By expending two uses of her touch of corruption, the antipaladin can channel negative energy (2d6, DC 17 Will halves).

Antipaladin Spells Prepared (CL 1st; concentration +6)

1st—*cause fear* (DC 14)

Spell-Like Abilities (CL 4th; concentration +9)

At-will—*detect good*

3/day—*darkness*

1/day—*deseccate*

Combat Gear bolts (10), *potion of cure moderate wounds*

Abilities Str 22, Dex 23, Con 20, Int 14, Wis 16, Cha 20

SQ cruelty (fatigue), evil aura (moderate)

Feats Shield Focus, Weapon Focus (greatsword)

Skills as above plus Intimidate +8, Knowledge (religion) +5

Languages Abyssal, Common, Goblin

Gear as above plus belt pouch, spell component pouch, silver unholy symbol, 15 gp

GOBLIN CHIEFTAIN

CR 5 (XP1,600)

This huge goblin wears battered scale mail and wields a blood-encrusted warhammer.

Male giant goblin fighter (two-handed fighter) 5

NE Medium humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; Perception +3, Sense Motive +1

Speed 20 ft., base speed 30 ft.; **ACP** -3; Acrobatics +0 (-3 jumping), Climb +5, Ride +4, Stealth +6, Swim +5

AC 24, touch 14, flat-footed 20; **CMD** 23 (+26 vs. sunder)

(+7 armour [+1 *breastplate*], +3 Dex, +1 dodge [Dodge], +3 natural)

Fort +8, **Ref** +4, **Will** +4

hp 52 (5 HD)

Space 5 ft.; **Base Atk** +5; **CMB** +9 (+12 sunder)

Melee mwk warhammer (Power Attack [-1/+3]) +12 (1d8+11/x3)

Ranged mwk spear (range 20 ft.) +9 (1d8+4/x3)

Atk Options Improved Sunder, overhand chop, shattering strike

Shattering Strike (Ex) The goblin deals +1 damage to objects.

Combat Gear *elixir of fire breath*, *potion of cure moderate wounds*, *potion of shield of faith* (+2), *potion of blur*

Abilities Str 18, Dex 16, Con 17, Int 10, Wis 12, Cha 6

SQ weapon training (two-handed melee [+1])

Feats Dodge, Improved Sunder, Iron Will, Power Attack, Weapon Focus (warhammer), Weapon Specialisation (warhammer)^B

Skills as above plus Knowledge (dungeoneering) +5, Knowledge (engineering) +5

Languages Goblin

Gear as above plus belt pouch, 15 gp, 2 onyxes (50 gp each)

GOBLIN WILD STALKER

CR 5 (XP 1,600)

This fur-clad goblin knocks an arrow to his longbow.

Female goblin ranger 6

NE Small humanoid (goblinoid)

Init +8 (+10 in forests); **Senses** darkvision 60 ft.; Perception +11 (+13 vs. animals, +15 vs. humans [+2 in forests]), Sense Motive +2 (+4 vs. animals, +6 vs. humans)

Speed 30 ft.; **ACP** 0; Ride +17, Stealth +21 (+23 in forests)

AC 20, touch 16, flat-footed 15; **CMD** 21

(+4 armour [+1 *studded leather*], +4 Dex, +1 dodge [Dodge], +1 size)

Fort +6, **Ref** +9, **Will** +4

hp 49 (6 HD)

Space 5 ft.; **Base Atk** +6; **CMB** +6

Ranged +1 *composite longbow* (range 110 ft.; Point Blank Shot, Precise Shot) +12/+7 (1d6+2/x3)

Melee spear +8/+3 (1d6+1/x3)

Atk Options favoured enemies (animals [+2], humans [+4])

Special Actions hunter's bond

Ranger Spells Prepared (CL 3rd; concentration +4; share spells)

1st—*entangle* (DC 13), *longstrider*

Combat Gear arrows (20), *potion of cure moderate wounds* (2)

Abilities Str 12, Dex 19, Con 12, Int 10, Wis 14, Cha 6

SQ combat style (archery), favoured terrain (forest [+2]), hunter's bond (companions), track (+3), wild empathy (+4)

Feats Dodge, Improved Initiative, Point Blank Shot^B, Precise Shot

Skills as above plus Bluff -2 (+2 vs. humans, +0 vs. animals), Handle Animal +7, Heal +11, Knowledge (geography) +0 (+2 in forests), Knowledge (local) +0 (+4 vs. humans), Knowledge (nature) +0 (+2 vs. animals), Survival +11 (+4 tracking, +18 tracking human, +16 tracking animals [+2 in forests])

Languages Goblin

GOBLIN MASTER SHARPSHOOTER CR 5 (XP 1,600)
This goblin wears a fine chain shirt and carries a massive crossbow.

Male goblin rogue (sniper) 6
 NE Small humanoid (goblinoid)
Init +5; **Senses** darkvision 60 ft; Perception +8, Sense Motive -1
Speed 30 ft.; **ACP** -1; Acrobatics +13, Climb +8, Escape Artist +11, Stealth +21

AC 21, touch 16, flat-footed 16; **CMD** 18; uncanny dodge (+5 armour [+1 chain shirt], +5 Dex, +1 size)
Fort +4, **Ref** +10 (evasion), **Will** +1
hp 42 (6 HD)

Space 5 ft.; **Base Atk** +4; **CMB** +3
Ranged mwk Large heavy crossbow (range 120 ft.; Point Blank Shot, Precise Shot, accuracy, deadly range) +8 (2d8/19-20)
Melee mwk rapier +6 (1d4/18-20)
Atk Options sneak attack (+3d6)
Accuracy (Ex) The goblin sniper halves all ranged penalties, with his crossbow.
Deadly Range (Ex) The sniper's sneak attack range is 50 ft.
Spell-Like Abilities (CL 6th; concentration +5)
 3/day—*detect magic*
 2/day—*true strike*
Combat Gear bolts (40), *potion of cure moderate wounds*, *potion of shield of faith* (+2), *wand of true strike* (30 charges)

Abilities Str 10, Dex 20, Con 13, Int 14, Wis 8, Cha 8
SQ rogue talents (major magic [*true strike*], minor magic [*detect magic*])
Feats Martial Weapon Proficiency (heavy crossbow), Point Blank Shot, Precise Shot, Weapon Focus (heavy crossbow)
Skills as above plus Appraise +11, Craft (weapons) +11, Knowledge (arcana) +8, Knowledge (local) +11, Use Magic Device +8
Languages Common, Dwarven, Goblin
Gear as above plus belt pouch, 12 gp

GOBLIN WOLF MASTER CR 5 (XP 1,600)
This filthy small humanoid wears muddy studded leather armour and smells of wet fur.

Male goblin druid (wolf shaman) 6
 NE Small humanoid (goblinoid)
Init +3; **Senses** darkvision 60 ft.; Perception +12, Sense Motive +3
Speed 30 ft.; trackless step **ACP** 0; Ride +11, Stealth +13
Trackless Step (Ex) The shaman leaves no trail in natural surroundings and cannot be tracked, unless he desires.

AC 18, touch 15, flat-footed 14; **CMD** 15
 (+3 armour [mwk studded leather], +3 Dex, +1 dodge [Dodge], +1 size)
Fort +7, **Ref** +6, **Will** +9; +4 vs. fey's spell-like and supernatural abilities
hp 42 (4 HD)

Space 5 ft.; **Base Atk** +4; **CMB** +1
Melee mwk scimitar +4 (1d4-2/18-20)
Special Actions totem transformation, wild shape (2/day [Natural Spell]; canine form +2, other -2)

Totem Transformation (Su [standard]) The wolf shaman can take on an aspect of a wolf for 6 minutes a day (which need not be consecutive, but must be used in 1-minute increments) while retaining his normal form. He can choose from the following: +20 enhancement bonus to land speed; low-light vision, scent and +4 racial bonus to Survival when tracking by scent; or bite (1d3 plus trip), +2 CMB to trip. While using totem transformation, he may speak normally and can cast *speak with animals* (canines only) at will.

Druid Spells Prepared (CL 6th; concentration +9 [+13 casting defensively or grappling]; share spells, spontaneous casting [*summon nature* spells], totemic summons)
 3rd—*call lightning* (DC 16), *cure moderate wounds* (2)
 2nd—*barkskin*, *heat metal* (DC 15), *owl's wisdom*, *warp wood* (DC 15)
 1st—*magic fang*, *obscuring mist*, *produce flame* (2)
 0—*detect magic*, *detect poison*, *stabilise*, *virtue*

Totemic Summons (Su [standard]) When the wolf master uses *summon nature's ally* to summon wolves, they gain 6 temporary hit points. He can apply the young template to them to reduce the level of the summoning spell by one or can increase the level of spell by one to apply the advanced or giant template (or two if he applies both).

Combat Gear *scroll of bull's strength and resist energy*, *wand of flame strike* (5 chgs.), *potion of shield of faith* (+4)

Abilities Str 6, Dex 16, Con 13, Int 10, Wis 16, Cha 12
SQ nature bond (wolf animal companion), nature sense, resist nature's lure, wild empathy (+7; +11 vs. canines)
Feats Combat Casting, Dodge, Natural Spell
Skills as above plus Handle Animal +5, Heal +10, Knowledge (nature) +9, Survival +11
Languages Druidic, Goblin; link
Gear as above plus *cloak of resistance* +1, holy symbol, spell component pouch, 5 gp

WOLF ANIMAL COMPANION CR – (XP 0)
This powerful, black-furred canine has piercing yellow eyes.

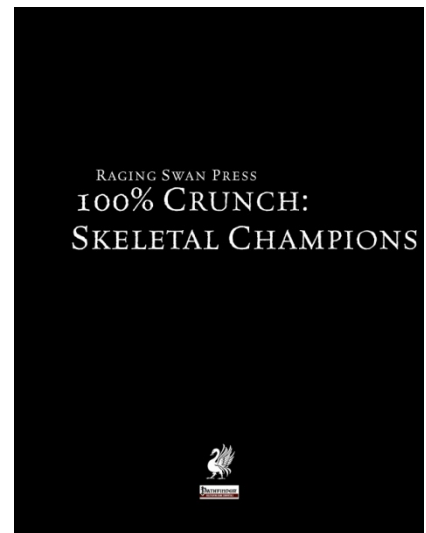
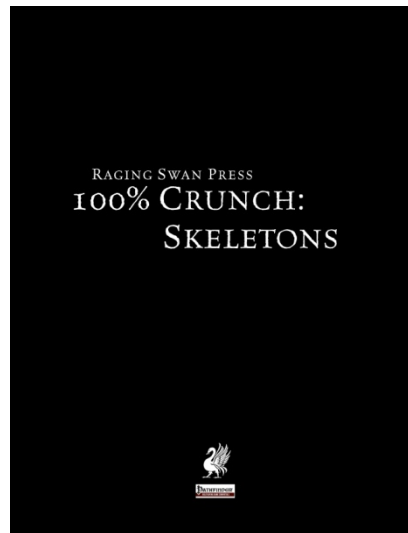
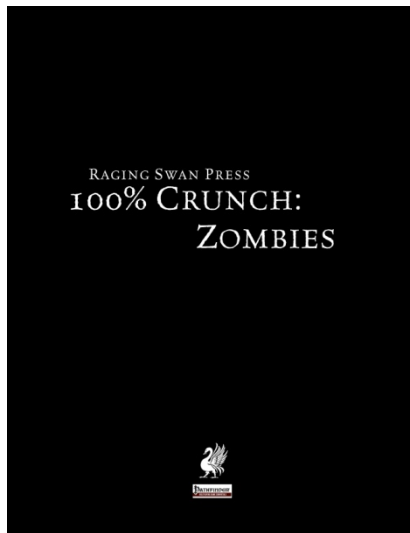
N Medium animal
Init +2; **Senses** scent; Perception +6, Sense Motive +1
Speed 50 ft.; **ACP** 0; Acrobatics +6 (+14 jumping), Stealth +11

AC 20, touch 14, flat-footed 16; **CMD** 20
 (+3 Dex, +1 dodge [Dodge], +6 natural)
Fort +8, **Ref** +8 (evasion), **Will** +3; +4 vs. enchantments
hp 45 (4 HD)

Space 5 ft.; **Base Atk** +4; **CMB** +6
Melee bite +6 (1d8+3 plus trip)
Trip (Ex [free]) If the wolf hits with its bite, it can attempt to trip its opponent without provoking attacks of opportunity. If this attempt fails, it is not tripped in return.

Abilities Str 15, Dex 17, Con 16, Int 2, Wis 12, Cha 6
SQ devotion, tricks (combat training [attack {2}, come, defend, down, guard, heel], fetch, track)
Feats Dodge, Improved Natural Attack (bite), Skill Focus (Stealth)
Skills as above
Languages link

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