



MONSTER MENAGERIE

RISE OF THE GOBLINOIDS



Sam Hing

FOREWORD

Welcome to the *Rise of the Goblinoids*, the fourth in our line of Monster Menagerie monster books. Each volume in this line presents a small set of monsters tied to a single theme, but spread over a range of CRs. For *Rise of the Goblinoids*, that theme is goblins and all the strange things descended from one of the most prolific of monstrous species. In addition to goblins who have taken to the trees, or who patrol the oceans, we have goblinoids that have mixed with genies, demons, and the forces of nature.

This collection can be helpful to GMs in many different ways. Goblins form the backbone of many of a campaign's early adventures, but after a CR 2 bugbear is no longer a threat (or at least after 12 of them aren't), most groups move on to dragons and giants, leaving goblinoids behind. Not only is this unfortunate from a stylistic point of view, it's annoying for rangers who take humanoid (goblinoid) as a favored enemy, wizards who craft goblinbane weapons, and any character who has a hatred of goblins as part of a character background. With the goblinoids in this book, a GM can extend the goblin-bashing phase of a game well into the upper levels.

Additionally, the book can help create a campaign arc: a literal rise of the goblinoids. Perhaps many of the new races presented here are being seen for the first time, and their evils big and small are now spreading across the known world. Why are oni in goblin forms banding together? What has driven hidden goblin subraces out of their islands, forests, and underground caves? Whatever is causing it, the heroes had better put an end to it before the rising tide of goblinoids washes civilization off the face of the world!

However you choose to terrorize your players, we're hopeful you'll find something useful in our fourth Monster Menagerie. Now, ready yourself for the front wave of the Rise; the pucks are hammering out weapons for an átahsaia's new army, ponaturi are screaming war chants on the beach, and the ophidiyarr have unearthed devices mortals were never meant to find!

Owen K.C. Stephens
Winter 2010

ÁTAHSAIA

This creature looks like an enormous, heavily armored hobgoblin. It eyes you with a keen hunger, and runs a gray tongue over sharp yellow fangs.

ÁTAHSAIA

CR 16

XP 76,800

CE Huge outsider (goblinoid, native, oni, shapeshifter)

Init +1; Senses darkvision 60 ft.; Perception +20

DEFENSE

AC 31, touch 7, flat-footed 30 (+7 armor, +1 Dex, +15 natural, -2 size)

hp 243 (18d10+144); regeneration 10 (fire or acid)

Fort +19, Ref +7, Will +13

Defensive Abilities rock catching

OFFENSE

Speed 50 ft. (40 ft. in armor), fly 60 ft. (good)

Melee warhammer +25/+20/+15/+10 (3d6+12), or 2 slams +25 (1d8+9)

Ranged longbow +15/+12/+7/+2 (3d6+3)

Space 15 ft; Reach 15 ft.

Spell-Like Abilities (CL 12th)

Constant—fly

At will—darkness, greater magic weapon

1/day—confusion (DC 16), fireball (DC 15), fireshield, keen edge

STATISTICS

Str 28, Dex 13, Con 26, Int 11, Wis 14, Cha 15

Base Atk +18; CMB +29; CMD 40

Feats Awesome Blow, Cleave, Great Cleave, Greater Bull Rush, Greater Vital Strike, Improved Bull Rush, Improved Vital Strike, Power Attack, Vital Strike

Skills Bluff +20, Disguise +20, Fly +7, Knowledge (engineering) +18, Knowledge (planes) +18, Intimidate +20, Perception +20, Stealth +19, Survival +20

Languages Common, Giant, Goblin

SQ change shape (Small, Medium, Large, or Huge humanoid; alter self or giant form II), flight

ECOLOGY

Environment any land

Organization solitary or pair

Treasure standard (halfplate, warhammer, longbow, 20 arrows, other gear)

Átahsaia are rare oni that take the form of giant hobgoblins, wreaking havoc wherever they roam. Most átahsaia are solitary brutes, lacking the patience to lead lesser creatures or serve in any army, instead wandering the world to fulfill their vile desires through direct force. These átahsaia cause destruction and misery like forces of nature, destroying small kingdoms, taking up residence in terrified towns, and generally committing unspeakable



crimes while trusting in their vast power to protect them from any consequence.

The few átahsaia that can see past their immediate needs and desires often forge vast armies of goblinoids and other evil humanoids, forcing goblins, hobgoblins, and even bugbears to work together to carry out more complex plans to satisfy the átahsaia's craving for pain and dark deeds. Indeed, such átahsaia are worshiped as gods by their followers. If not stopped, the fanatic worshipers of these oni can change the face of the world, wiping cities from the map.

A typical átahsaia stands nearly 25 feet tall and weighs 8,000 pounds. They are cannibals and count goblinoids as one of their favorite foods. They hate both giants and dragons, and they go out of their way to harass and kill either, regardless of species.

Átahsaia typically use their shapeshifting abilities to gain access to more civilized races, with the intention to feast upon them. Although not subtle, an átahsaia is not stupid, and it carefully blends in until the best opportunity to cause fear and havoc. A frequent "hunting" strategy is to change from human form to their natural form in the middle of a small inn, and use the chaos created to steal away with as many humans as possible, destroying most of the inn in the process. Átahsaia leading larger groups often use their powers to act as their own best spies, sometimes creating a human persona that works with the groups that seek to stop their goblin armies so as to set up a sudden but inevitable betrayal.

Átahsaia have little contact with other oni, and view them as the same as all other lesser creatures.

ERLKING

This green-skinned humanoid sprouts vines and branches from its body. Its claws are iron-hard thorns dripping poison.

ERLKING

CR 10

XP 9,600

NE Medium monstrous humanoid (goblinoid)

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +12

DEFENSE

AC 23, touch 15, flat-footed 18 (+5 Dex, +8 natural)

hp 112 (15d10+30)

Fort +9, **Ref** +14, **Will** +13

OFFENSE

Speed 30 ft., swim 20 ft.

Melee 2 claws +20 (1d6+4 plus poison), bite +19 (1d4+4 plus poison), or short sword +19/+14/+9 (1d6+4/19–20)

Special Attacks poison (DC 19)

Spell-Like Abilities (CL 15th)

At will—*pass without trace*, *speak with plants*

3/day—*entangle* (DC 10), *warp wood* (DC 11)

2/day—*goodberry*, *plant growth*

1/day—*poison* (DC 12), *tree shape*

STATISTICS

Str 18, **Dex** 20, **Con** 15, **Int** 9, **Wis** 14, **Cha** 9

Base Atk +15; **CMB** +19; **CMD** 35

Feats Cleave, Critical Focus, Great Cleave, Great Fortitude, Iron Will, Power Attack, Sickening Critical, Weapon Focus (claws)

Skills Climb +14, Intimidate +10, Perception +12, Stealth +16, Survival +12, Swim +22

Languages Goblin

SQ plant traits, resprout

ECOLOGY

Environment swamp and tropical forest

Organization solitary, pair, clan (3–6), tribe (10–30)

Treasure standard

SPECIAL ABILITIES

Plant Traits (Ex): An erlking gains a +5 racial bonus against mind-affecting effects, paralysis, poisons, polymorph, sleep effects, and stunning. Erlkings can be affected by spells and abilities that target plant creatures.

Poison (Ex): Bite and claw—injury, save Fortitude DC 19; frequency 1/round for 6 rounds; effect 1d4 Strength and Constitution damage, cure 1 save

Resprout (Ex): An erlking not killed with fire, acid, or cold resprouts two erlkings with half as many Hit Dice in one week. The erlkings retain the memories of their parent and

grow to full size and Hit Dice within a month. Applying acid, cold, or fire damage to the corpse prevents the resprouting.

Erlkings are descendants of goblins that had lived for generations in ancient swamps that grow around lost sources of power, such as the burial grounds of major demons, the graveyards of dragons, and the ruins of civilizations that destroyed themselves with forbidden magic. Over time the erlking's ancestors were twisted by the power of their homeland and entered a symbiosis with the plants that grew rampant in the fertile muck. Now they lurk in large swamps throughout the land, hunting any that cross their path, and defending their territory fiercely.

A typical erlking stands nearly 7 feet tall, and it weighs 200 pounds. Each individual has a unique pattern of vines, thorns, and sprouts covering their body. Most erlking tribes make their homes in or around the very sources of power that created them, and they go into violent rages when any interlopers threaten those locales.

As a race, erlkings have no allies, sharing the goblin lust for random, undirected mayhem. They tolerate no other humanoids in their lands, warring with lizardfolk and boggards. Humans living near swamps lose livestock and children to the “boogeymen” of the marsh. Fisherfolk plying the swamps leave part of their catch as an offering, lest they never return. Despite their general hostility, erlkings have a respect for druids and work with even good-aligned druids to prevent their swamps from being destroyed, or to drive off a larger threat such as a black dragon (though this alliance does not extend to allowing outsiders into their protected home village).



MAJNUN

This humanoid is almost entirely concealed under a filthy robe. Gangly arms poke between the folds, and glowing red eyes glare at you.

MAJNUN

CR 12

XP 19,200

LE Medium outsider (goblinoid, fire, native)

Init +8; **Senses** darkvision 60 ft.; Perception +15

DEFENSE

AC 21, touch 15, flat-footed 16(+4 Dex, +6 natural, +1 Dodge)

hp 127 (15d10+45)

Fort +12, **Ref** +13, **Will** +6

Immune fire; **Vulnerability** cold

OFFENSE

Speed 30 ft., fly 40 ft. (perfect)

Melee 2 slams +18 (1d4+3), and bite +16 (1d6+1 plus cinders), or mwk scimitar +19/+14/+9 (1d6+3/18–20) and bite +16 (1d6+1 plus cinders)

Special Attacks cinders, dust storm, halo of flame

Spell-Like Abilities (CL 15th)

At-will—*scorching ray*

3/day—*detect magic*, *produce flame*

2/day—*pyrotechnics* (DC 14), *fireball*

STATISTICS

Str 17, **Dex** 18, **Con** 16, **Int** 10, **Wis** 15, **Cha** 15

Base Atk +15; **CMB** +18; **CMD** 32

Feats Blinding Critical, Critical Focus, Dodge, Improved Initiative, Lightning Stance, Mobility, Multiattack, Wind Stance

Skills Acrobatics +14, Craft (any one) +14, Fly +24, Knowledge (local) +14, Knowledge (the planes) +14, Perception +15, Stealth +19, Survival +15

Languages Ignan, telepathy 50 ft.

ECOLOGY

Environment desert or warm hills

Organization solitary, pair, or band (4–10)

Treasure standard (mwk scimitar and other gear)

SPECIAL ABILITIES

Cinders (Su): Any creature bitten by a majnun gets burning ash and cinders from the creature's teeth in the wound. The cinders deal 1d4 points of fire damage every round, and the wound cannot be healed until the victim is the target of a DC 20 Heal check, dispel magic or similar spell, or the wound is flushed with at least a gallon of water. Any wooden object that a majnun bites takes the listed damage, and it has a 5% chance every round of catching fire.

Dust Storm (Su): Once per day a majnun can create an immobile 50-foot cloud of swirling dust to erupt from its filthy robes. Creatures caught within the cloud gain total concealment, and living creatures must make a DC

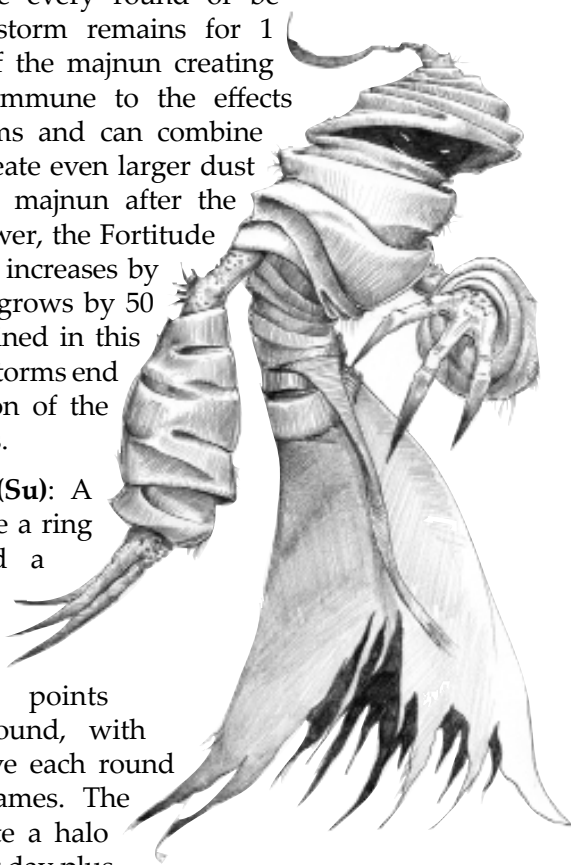
19 Fortitude save every round or be nauseated. The storm remains for 1 round per HD of the majnun creating it. Majnun are immune to the effects of the dust storms and can combine their power to create even larger dust storms. For each majnun after the first to use its power, the Fortitude saving throw DC increases by 1, and the cloud grows by 50 feet. When combined in this way, all the dust storms end when the duration of the first storm expires.

Halo of Flame (Su): A majnun can create a ring of flame around a target with a ranged touch attack. The flames deal 3d6 points of damage a round, with DC 19 Reflex save each round to escape the flames. The majnun can create a halo of flames once per day plus its Charisma modifier.

Majnun are the creations of the efreet, formed from bugbears kidnapped eons ago. The genies desired a powerful yet easily controlled slave race to act as their foot soldiers. To their dismay the majnun emerged as a powerful race able to threaten the efreet themselves. The majnun were loyal to their efreet masters, but began to absorb the powers of the efreeti and ape the culture of their creators. The genies worried that their slaves would one day grow strong and rise against them. To prevent this, the efreet returned the majnun to the worlds from which they stole their ancestors, telling each group that they were to scout their world and prepare it for the efreet invasion force. The majnun await their masters to this day, watching the world, and keeping themselves hidden.

A majnun stands nearly 6 feet tall, and it weighs 150 pounds. Their flesh tends to be dense and has a brilliant crimson hue, although other colors are possible. They keep their goblinlike features hidden under robes that they are given at birth.

Majnun tribes live in a primitive mockery of the efreet culture, taking slaves and calling their leaders "nobles." They use as much brass and bronze in their construction as possible, to imitate the fabled cities that are half remembered in their oral legends. Some become valued advisors or powers behind the throne of humanoid kingdoms. Majnun split a tribe once their numbers reach over ten or twelve, to keep themselves hidden. Sages are relieved to note that majnun have birthrates similar to humans, as opposed to goblins, lest the world be overrun.



OPHIDIYARR

A creeping horror approaches stealthily. It has a serpent's body from the waist down, and from the waist up it is an unholy mix of goblinoid and snake. It opens its maw, and you see extra sets of eyes past its dripping, venomous fangs.

OPHIDIYARR

CR 14

XP 38,400

CE Medium monstrous humanoid (goblinoid)

Init +9; **Senses** darkvision 100 ft., blindsight 30 ft.;

Perception +12

DEFENSE

AC 29, touch 20, flat-footed 19 (+9 Dex, +9 natural, +1 Dodge)

hp 157 (15d10+75)

Fort +10, **Ref** +18, **Will** +9

Weakness light blindness

OFFENSE

Speed 30 ft.

Melee 2 claws +20 (1d6+5) and bite +20 (1d6+5 plus poison) and tail +15 (1d4+2), or 2 daggers +18/+18/+15/+13/+8/+5 (1d4+5), and bite +15 (1d6+2 plus poison)

Special Attacks poison

STATISTICS

Str 20, **Dex** 28, **Con** 21, **Int** 10, **Wis** 11, **Cha** 17

Base Atk +15; **CMB** +20; **CMD** 36

Feats Ability Focus (poison), Dodge, Double Slice, Greater Two-Weapon Fighting, Improved Two-Weapon Fighting, Stealthy, Two-Weapon Fighting

Skills Climb +15, Intimidate +13, Perception +12, Spellcraft +10, Stealth +23, Survival +10, Swim +15, Use Magic Device +13

Languages Goblin

SQ eldritch safeguards, forbidden lore

ECOLOGY

Environment underground

Organization solitary, pair, clutch (3–6), gathering (10–50)

Treasure double standard

SPECIAL ABILITIES

Eldritch Safeguards (Ex): An ophidiyarr that makes a saving throw against a spell or ability that has a reduced effect with a save instead takes no effect from the spell or ability.

Forbidden Lore (Ex): Ophidiyarr are considered to have a spell list that includes all 1st–5th level spells for purposes of using spell trigger activation items (such as staves and wands). They do not actually know any spells they have not gained through taking class levels.

Poison (Ex): Bite-injury, save Fortitude DC 24; frequency 1/round for 4 rounds; 1d3 Con (target suffers a slow effect as long as it has any Con damage from this poison), cure 2 saves.



Ophidiyarr are the degenerate remnants of the goblinoid worshippers of a now-forgotten snake god. They made war on all warm-blooded races, including their fellow goblinoids, and were driven from the sunlit world aeons ago. The surviving bands took shelter under the earth, and slowly became more and more reptilian and twisted. They search out lore and forbidden magic that even the drow have forgotten, and they nurse an undying hate for every creature that dwells in the lands above them.

Most ophidiyarr stretch 8 feet long, and they weigh 250 pounds. Their many eyes are intolerant of even mild light, and they attack anyone carrying a light source before dealing with any other target. Ophidiyarr actively seek out magic items and lore, and most of them carry multiple wands, staves, and strange mystic devices unseen for thousands of years.

Ophidiyarr are almost unknown to most surface dwellers, since they venture to the surface only on nights when even the mild light of the stars is hidden. They will, on occasion, vent their rage by digging up into a home from below, and stealing the occupants away underground. Ophidiyarr rarely gather in more than small groups, except for their rare religious blasphemies. Their tunnels, however, stretch for hundreds of miles, linking up with ancient tombs, and running under towns and cities. The ophidiyarr are very aware of the creatures that live above them, and they take anyone venturing into their lands.

PONATURI

This stout goblinoid has dark green skin and is covered in tribal tattoos. It radiates fearlessness and savagery.

PONATURI

CR 6

XP 2,400

CE Medium humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +2

DEFENSE

AC 19, touch 13, flat-footed 16 (+2 Dex, +2 hide armor, +2 large wood shield, +1 Dodge)

hp 76 (9d8+36)

Fort +12, **Ref** +5, **Will** +5

OFFENSE

Speed 30 ft.

Melee terbutje* +10 (1d9+4/19–20)

Ranged javelin +8 (1d6+4)

STATISTICS

Str 18, **Dex** 14, **Con** 18, **Int** 10, **Wis** 14, **Cha** 15

Base Atk +6; **CMB** +10; **CMD** 22

Feats Athletic, Dodge, Great Fortitude, Lunge, Vital Strike

Skills Climb +7, Craft (war canoe) +6, Intimidate +5,

Profession (sailor) +6, Survival +8, Swim +5

Languages Goblin

SQ seaborne, war dance

ECOLOGY

Environment any seashore or sea

Organization gang (3–8), warparty (10–18), tribe (20–60 plus 75% noncombatants)

Treasure standard

SPECIAL ABILITIES

Seaborne (Ex): Ponaturi spend most of their lives in war canoes, fishing, traveling, and making war. Swim is always a class skill for a ponaturi, and they can hold their breath for a number of minutes equal to five $\{\{\$ts\}\}$ their Constitution score.

War Dance (Ex): Before going into battle, a warparty of ponaturi will perform a ritual war dance and chant. The dance itself takes 1 minute. For 1 hour after the dance, the ponaturi gain a +5 to Intimidate checks against any living creature that witnessed the dance. Additionally, the ponaturi gain a +3 morale bonus to attack rolls and damage rolls in the 1st round after their dance ends. This is reduced to a +2 bonus on the 2nd round after the dance, and a +1 bonus on the 3rd.

If attacked after they have begun to dance (which takes 1 full round) and before their dance ends, all ponaturi in the warparty rage as per a barbarian for a number of rounds equal to their Constitution bonus (but are not fatigued afterward).

Ponaturi are a breed of semi-aquatic bugbearlike goblinoids hailing from volcanic islands in deep and dangerous oceans. They are fearsome island raiders, whose war cries strike fear in the hearts of all who hear. They prefer to charge into combat as a group after getting excited in a war dance, and they revel in chaotic bloodshed. Ponaturi only resort to ambushing foes if they are desperate. Any fallen enemies and dead ponaturi are taken back to the tribe and eaten raw.

A typical ponaturi warrior stands over 6 feet tall, and it weighs 200 pounds. They spend hours getting painful black tattoos to display tales of their strength, courage, and number of kills.

A ponaturi warparty can range hundreds of miles in their war canoes, going up to 30 miles a day. They attack any intelligent beings they come across, including other ponaturi. If met with an equal force, and a combination of intimidation and diplomacy, they can sometimes be convinced to trade or act as a guide. They will not hesitate to attack if their new “friends” lose their position of strength, or if they leave and then return. Ponaturi believe in “out of sight, out of mind.”

Divine spellcasting ponaturi worship gods of war, chaos, and storms. Druids frequently have aquatic animal companions, to better assist in raids. Arcane casters specialize in spells that affect the air, sea, and their foes’ blood.

***Terbutje**—A terbutje is a one-handed martial weapon, consisting of a length of tempered wood with sharks teeth and bits of obsidian embedded along its length. It can be somewhat fragile, shattering on the armor or weapons of the enemy. If the user of a terbutje rolls a natural 1 the weapon automatically gains the broken quality. Rolling a 1 with a broken terbutje destroys the weapon.



PUCK

The humanoid before you looks like a small goblin, except for its humanlike eyes.

PUCK

CR 2

XP 600

CN Small humanoid (goblinoid)

Init +1; Senses darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 14, touch 12, flat-footed 13 (+1 Dex, +2 natural, +1 size)

hp 19 (3d8+6)

Fort +5, **Ref** +2, **Will** +1

OFFENSE

Speed 20 ft.

Melee pick +5 (1d4+1/x4)

Ranged light crossbow +4 (1d6, 19–20/x2)

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

STATISTICS

Str 12, **Dex** 12, **Con** 14, **Int** 10, **Wis** 10, **Cha** 8

Base Atk +2; **CMB** +2; **CMD** 13

Feats Skill Focus (any one craft or profession), Skill Focus (Stealth), Weapon Focus (pick)

Skills Craft (any one) +9, or Profession (any one)+9, Stealth +8, Survival +6

Languages Goblin

ECOLOGY

Environment underground

Organization band (2–6), or party (10–20)

Treasure standard

SPECIAL ABILITIES

Contentious (Ex): Pucks are very hard for nonpucks to get along with, and they are resistant to both mundane and magical persuasion. The DC of any Bluff or Diplomacy check made against a puck is increased by 10, and pucks gain a +4 bonus to saving throws against all spells of the charm subschool.

Also known as tunnel tappers, pucks are tough little goblinoids without the penchant for violence of their larger kin. They are skittish of larger races, partially because they tend to be bullied, and because they are lumped in with common goblins by most races, and are attacked on sight. Almost all pucks have an innate instinct for some craft or profession, typically mining or smithing.

A typical puck stands about 2 feet tall, but it weighs around 50 pounds. They have dense skin, studded with stonelike bone deposits.

It is possible to befriend a band of pucks by leaving them food and equipment. Once communication is established, it is quite simple to convince the pucks to act as guides, or do skilled labor, as long as they are treated well. Unfortunately, pucks are easily distracted and insulted, and they seek vengeance on those they believe to have wronged them. Pucks dislike direct confrontation, and are far more likely to trust in traps, sabotage, or even just withdrawing support from a disliked ally at a crucial moment as tools of payback. Pucks dearly love the anticipation of a pending comeuppance, and sometimes they can be convinced to take greater risks by appealing to their desire to strike down a foe with a complex, long-term plan.



TREE GRIM

This goblinoid has unusually long arms, and it seems to be at home moving through the treetops. Its eyes are pale green and bloodshot.

TREE GRIM

CR 4

XP 1,200

NE Medium humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +6

DEFENSE

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 leather armor)

hp 37 (5d8+15)

Fort +4, **Ref** +7, **Will** +0

OFFENSE

Speed 30 ft., climb 40 ft.

Melee short spear +5 (1d6+2)

Ranged sling +8 (1d4+2)

STATISTICS

Str 15, **Dex** 16, **Con** 16, **Int** 10, **Wis** 8, **Cha** 9

Base Atk +3; **CMB** +5; **CMD** 18

Feats Point Blank Shot, Skill Focus (Perception)

Skills Climb +14, Craft (leatherworking) +5, Handle

Animal +5, Perception +6, Stealth +3 (+9 in foliage),

Survival +4; **Racial Modifiers** Climb +5, Perception +4; +6

Acrobatics and Stealth while in foliage

Languages Goblin

SQ arboreal, sling mastery

ECOLOGY

Environment any forest

Organization pack (4–12), or flock (20–40)

Treasure standard (masterwork sling, leather armor, other treasure)

SPECIAL ABILITIES

Arboreal (Ex): A tree grim is perfectly adapted to living in the trees, and it moves faster while climbing and swinging. A tree grim gains a +1 bonus to melee attack rolls and damage rolls while in the trees, and it gains cover whenever it is in enough foliage to cover at least half its body. A tree grim on the ground takes a –1 to all melee attack rolls and damage, and must make a DC 12 Will save or be panicked.

Sling Mastery (Ex): A tree grim is not considered an adult until it crafts its own sling, and can shoot a songbird from the sky in a single shot. Tree grims gain a +2 to attack rolls and damage rolls with all slings.



Tree grims are a lanky goblin race, descended from hobgoblins that crossbreed with bugbears and adapted to life in the branches. Most tree grims live their entire lives in the canopy of large forests and jungles, building villages in the treetops and hunting by hopping from tree to tree. They have a superstitious dread of the ground, and they greatly fear forest fires. They are an aggressive race as long as they are within the cover of the trees. Tree grims use ambush and hit and run tactics, although they flee enemies that are superior. Foes using fire as a weapon can cause tree grims to flee in terror, unless cornered, in which case they attack in savage fury.

A tree grim stands about 6 feet tall, and it weighs around 125 pounds. Their flesh tends to be the same color as the leaves in which they lurk.

Tree grims live savagely, rarely using fire, and they train birds of prey as attack animals. Only their hunters and fighters ever willingly leave the trees, and even then only for as long as it takes to gather their kills. They believe that the earth is filled with dark spirits, and to remain on the ground is to court insanity and painful death.

VINAYAKA

This small, winged goblinoid wags its double-tipped tail at you and grins in a disturbingly comical way.

VINAYAKA

CR 8

XP 4,800

CE Small monstrous humanoid (goblinoid)

Init +6; **Senses** darkvision 60 ft., low-light vision;

Perception +16

DEFENSE

AC 21, touch 17, flat-footed 14 (+6 Dex, +4 natural, +1 size)

hp 90 (12d10+24)

Fort +6, **Ref** +14, **Will** +6

Immune energized strike

OFFENSE

Speed 20 ft., fly 30 (average)

Melee tail +19 (1d8+1 plus energized strike), bite +14 (1d4+1)

Special Attacks energized strike, poison

STATISTICS

Str 12, **Dex** 22, **Con** 14, **Int** 15, **Wis** 15, **Cha** 17

Base Atk +12; **CMB** +17; **CMD** 27

Feats Agile Maneuvers, Fly-By Attack, Hover, Improved Critical (tail), Weapon Finesse

Skills Climb +16, Fly +25, Intimidate +18, Perception +17, Stealth +25, Survival +17

Languages Common, Goblin

SQ uncanny dodge

ECOLOGY

Environment any land

Organization solitary, flight (2–6)

Treasure standard

SPECIAL ABILITIES

Energized Strike (Su): Vinayaka can absorb energy and channel it into their tails, making their attacks especially dangerous. The vinayaka must spend a full round action within or in contact with something that causes energy damage (such as a fire, a pool of acid, or a device that produces sonic damage). It gains immunity to that type of energy damage when it activates the power, and the immunity lasts until it changes energy types. The creature's tail is considered an elemental burst weapon of the appropriate type until it changes the type of energy it channels.

Poison (Su): Bite-injury, save Fortitude DC 18; frequency 1/round for 4 rounds; effect hideous laughter (CL 12), cure 1 save.

Vinayaka are nasty little goblinoids that are believed to have demon blood within their veins. They enjoy playing cruel practical jokes, such as dropping pots of flaming pitch on farmers, or burning down the cabin of a family in the middle of winter. They freely mock their foes in combat, and are honestly disappointed when their target dies or flees.

Vinayaka take pains to make sure at least two different forms of energy are near their lairs so that they can ensure they are well prepared for protected foes. Their lairs are often chillingly cold, or filled with pools of magma or acid. They happily trade for devices that create electricity or sonic energy—if they can't steal them first.

Vinayaka make extremely poor henchmen, except for powerful (and unusually tolerant) demons. Rarely a vinayaka attempts to lead a goblin tribe, but quickly grows bored with their lessers' lack of imagination, and the goblins resent the vinayaka's lethal pranks.



WE ERR ON THE SIDE OF AWESOME!

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