Veranthea Codex

Spoony Jawz

Top Pilot of Trectoyri

BY COLIN STRICKLIN

Pathfinder
ROLEPLAYING GAME COMPATIBLE

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KICKSTARTER

Veranthea Codex

SPOONY JAWS, TRECTOYRI'S TOP PILOT

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A SMUGGLER'S STORY

Spoony Jawz wasn't always a military goblin; in fact, he wasn't always Spoony Jawz. Hero of a thousand border clashes and pride of the Goblinvania airfleet, the famous commander started life as a smuggler named Bur Snuffbucket. Famed for his luck, youth, and propensity for picking fights with monstrous citizens far larger than himself, Captain Snuffbucket should have had a long and rewarding career as a purveyor of illicit cargo. But no amount of luck is a match for treachery and the rival Chainz cartel didn't tolerate independent competition; they were only too happy to tip off the authorities—Bur's ship was captured, his cargo raided, and the captain himself remanded to royal custody.

Snuffbucket would have died that day, and the world at large believes he did. But Engineer King Vokrix can spot talent, and he offered his prisoner a choice: execution, or a life in his service (and a chance at revenge) with the newly founded air force.

It wasn't much of a choice.

Officially, Bur Snuffbucket was hanged by the neck until dead, then dismembered and nailed to no less than five city gates as an example to Goblinvania's criminal classes. On the same day a young cadet named Spoony Jawz enlisted at Smastrik Airfield. He affected a mustache and an eyepatch, and if he shared a passing resemblance to a famous smuggler no one remarked upon it.

It was a goblin's life in the modern army, and Spoony set about proving himself. He earned his wings as a lowly grunt, and he earned respect by smashing academy records. Over the course of his training Spoony emerged uninjured from no less than nineteen crash sites, more than enough to make him officer material. No one could walk away from a burning crater quite like Spoony, and the younger cadets took to calling the academy Smash Trick Airfield in honor of the little goblin's exploits. Graduation came early for the talented pilot, and Spoony has been climbing the ranks ever since.

In the years afterwards, Captain Spoony acquitted himself admirably chasing blockade runners off of Ominara and striking out against the Mountain Bombers whenever they pop up. However, his real claim to fame lay in the uncharted aeries of the Drathfire Mountains. Unpredictable storms and vengeful dwarves haunt those peaks, and his fellow officers called him mad. Common wisdom held that the dragons were all gone, their nests long since looted, and that nothing lay among those hills but windshear, dwarven cannons, and ruin. Not even the indestructible Spoony Jawz could walk away from that!

But Spoony was always lucky. Twelve days after sailing into the Drathfires he came out again with only barely enough crew to keep his ship aloft—with a small glittering lizard perched upon his shoulder. He never spoke of the details of his voyage, nor would his crew, but Spoony Jawz was the only successful Egg Hunter in a generation. Spoony named the tiny dragon Gimmick, and she's been fast friends with the goblin since her hatching, serving as familiar, boon, and friend. Of course, being one of the only dragons under Goblinvanian control, the tiny Gimmick elicits untold jealousy from the School ofVile Shadows and its High Mage Grukorii Felltongue, who longs for a chance at dragon taming.

Now Zeit Commander of the Goblinvania Air Force, Spoony has every right to refuse his rival; he never lost his love of sticking it to the larger monstrous folk, and the High Mage turns such a lovely shade of green when she's envious. Court politics, however, are little more than an idle diversion for the Zeit Commander —the Chainz cartel is still out there, and Spoony still wants his revenge.

Spoony Jawz **CR 14—XP 38,400**

Male goblin rogue 15
NE Small humanoid (goblinoid)
Init +10; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 25, touch 18, flat-footed 19 (+6 armor, +5 Dex, +1 size, +1 natural, +1 deflection, +1 dodge)
hp 111 (15d8+37)
Fort +8, **Ref** +16, **Will** +6
Defensive Abilities evasion, uncanny dodge, trap sense

OFFENSE

Speed 30 ft.
Melee *+1 rapier* +19/+14/+9 (1d4+1, Crit 15-20/x2) or mwk dagger +19/+14/+9 (1d3-1, Crit 19-20/x2) or *sword of subtlety* +19/+14/+9 (1d4, Crit 19-20/x2)
Ranged mwk revolver +19/+14/+9 (1d6,

Range 20 ft., Crit x4) or mwk hand crossbow +19/+14/+9 (1d3, Range 20 ft., Crit 19-20/x2)

Special Attacks sneak attack +8d6

Spell-Like Abilities (CL 15th; concentration +16)

3/day—*message*

2/day—*feather fall*

TACTICS

Before Combat Spoony drinks a *potion of shield of faith* and a *potion of bear's endurance*.

During Combat The Zeit Commander orders his familiar to flank opponents, capitalizing with as many sneak attacks as possible. He seeks out enemies with obviously magical effects to target first, relying on dispelling attack to give him an edge.

Morale If he's reduced to 35 hp or less, Spoony attempts a parting sneak attack before withdrawing via Fast Getaway. If he is aboard an airship, he may attempt to dive overboard and *feather fall* to safety.

STATISTICS

Str 8, **Dex** 22, **Con** 14, **Int** 13, **Wis** 10, **Cha** 10

Base Atk +11; **CMB** +9; **CMD** 26

Feats Boon Companion, Dodge, Exotic Weapon Proficiency (firearms), Extra Rogue Talent (2), Improved Critical (rapier), Improved Initiative, Step Up, Weapon Finesse

Skills Acrobatics +20, Appraise +10, Bluff +7, Climb +11, Diplomacy +11, Disable Device +16, Disguise +20, Escape Artist +14, Fly +8, Intimidate +10, Knowledge (geography) +9, Knowledge (local) +8, Perception +12 (+19 to locate traps), Pilot +18, Profession (sailor) +10, Ride +10, Sleight of Hand +17, Stealth +28, Survival +11, Use Magic Device +18; **Racial Modifiers** +4 Ride, +4 Stealth

Languages Common, Goblin

SQ arcane bond (pseudodragon), rogue talents (dispelling attack, familiar, fast getaway, finesse rogue, improved familiar, major magic, minor magic, slippery mind, sneaky piloting), trapfinding +7

Combat Gear *potion of bear's endurance* (2), *potion of cure serious wounds* (2), *potion of invisibility*, *potion of shield of faith +5*; **Other Gear** *+1 studded leather armor*★, *+1 rapier*★, *sword of subtlety*, masterwork dagger, masterwork hand crossbow (10 bolts), masterwork revolver★ (20 bullets), *amulet of natural armor +1*, *bag of holding I*, *belt of incredible dexterity +2*, *boots of speed* (10 rounds/day), *cloak of resistance +1*★, *hat of disguise*, *ring of protection +1*, masterwork thieves' tools, 1,150 gp; **Attuned Gear** *+3 shadow studded leather armor*, *cloak of resistance +3*, *+1 dwarf-bane rapier*, *+1 revolver* [+2 armor AC, +10 Stealth; +2 to all saves; +2 melee attack and +2d6 melee damage against dwarves; +1 ranged damage]

SPECIAL ABILITIES

Dispelling Attack (Su) Spoony's sneak attacks attempt to dispel the target's active spells.

Sneaky Piloting (Ex): Spoony may make an opposed Pilot check against the driver of another vehicle as a full-round action; on a success, Spoony is able to approach from an advantageous position, gaining his sneak attack damage to any attacks against that target until the end of his next turn.

Gimmick

Female pseudodragon arcane familiar

NG Tiny dragon

Init +2; **Senses** blindsense 60 ft., darkvision 60 ft., low-light vision; Perception +13

DEFENSE

Immune paralysis, sleep; **SR** 16

OFFENSE

Speed 15 ft., fly 60 ft. (good)

Melee bite +15 (1d2-2) and sting +15 (1d3-2)

Space 2.5 ft.; **Reach** 0 ft. (5 ft. with tail)

TACTICS

Before Combat Gimmick drinks her *potion of invisibility* and activates her *scroll of mirror image*.

During Combat Gimmick does her best to harry her master's enemies, flying into flanking position while invisible then dropping the invisibility and flanking as long as possible.

STATISTICS

Str 7, **Dex** 15, **Con** 13, **Int** 11, **Wis** 12, **Cha** 10

Base Atk +11; **CMB** +11; **CMD** 19 (23 vs. trip)

Feats Weapon Finesse

Skills Acrobatics +13 (+5 jump), Appraise +9, Bluff +7, Climb +10, Diplomacy +11, Disable Device +2, Disguise +7, Escape Artist +7, Fly +15, Intimidate +10, Perception +13, Sense Motive +6, Sleight of Hand +10, Stealth +23 (+27 in forests), Survival +15, Use Magic Device +18; **Racial Modifiers** +4 Stealth, +4 Stealth in forests

Languages Draconic; telepathy 60 ft.

SQ improved evasion, poison

Combat Gear *potion of invisibility, scroll of mirror image*

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