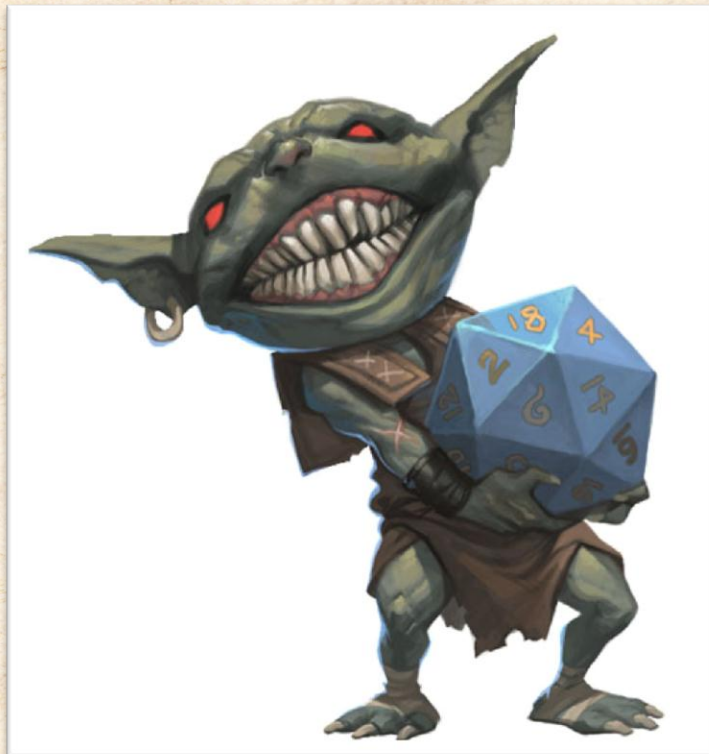


Perram's Goblins

Introduction

In **Know Direction Pathfinder Podcast episode 62** (available at <http://www.35privatesanctuary.com/>), we discussed how to make low level monsters a higher level challenge. Specifically I gave the example of how I wanted to make Goblins a challenging fight for a 5th level party. I also wanted to preserve their unique 'goblinness' that Pathfinder has given them, to not just feel like another stat-block or NPC.

Included here are the goblins I discussed in that episode, ready for play, and a brief description of their tactics.



Team Tactics

These goblins were designed to work well together in combat. When I thought about goblins, three things jumped immediately to mind: Fire, Swarming, and Junk. All goblins love fire, which is why the ranged character here is not an archer at all, but a bomb throwing alchemist called the **goblin boomer**, with fire based abilities. The heavy goblin, the **goblin brute**, has flasks of alchemist fire that he can throw onto the party before closing to melee or the goblin boomer can use the same vials to coat their weapons with it instead!

Every goblin here except the boomer (who will hang back from combat when possible) has the '**Swap Places**' teamwork feat from the *Advanced Player's Guide*, letting them move easily around the battlefield in tight spaces where the PCs will be more limited. You should use this ability to set up flanks and in general make the fights a bit annoying for the players. All while cackling when these little green monsters stab and trip and otherwise inhibit the party. Even the Goblin Dog Elite has been given this ability, making it the perfect mount for your swarming horde.

Treasure and Gold

Each of these goblins are under-equipped, and so have their CR adjusted down by 1 each. This was so that they were not little green walking treasure chests, with less than 1,000 gold spent on each goblin. Because of this consider the treasure per encounter guidelines in the Pathfinder Core Rulebook when designing adventures with these foes.

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Goblin Slicer CR 3

XP 1200

Goblin Rogue (Bandit) 5

CE Small Humanoid (goblinoid)

Init +5; Senses darkvision 60 ft., Perception +7

Defense

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size)

hp 31 (5d8+5)

Fort +2, Ref +9 (+1 bonus vs. traps), Will +0

Defensive Abilities evasion, trap sense

Offense

Speed 20 ft.

Melee 2 Masterwork Daggers +8 (1d3+1/19-20/x2,)

Special Attacks sneak attack +3d6

Statistics

Str 12, Dex 20, Con 13, Int 10, Wis 8, Cha 10

Base Atk +3; CMB +3; CMD 16

Feats Roll With It, Swap Places, Two-weapon Fighting, Weapon Finesse

Skills Acrobatics +10 (+6 jump), Bluff +8, Climb +6, Escape Artist +10, Fly +4, Intimidate +8, Perception +7 (+9 to locate traps), Ride +6, Sleight of Hand +10, Stealth +18, Swim -2, Use Magic Device +8

Languages Goblin

SQ ambush, rogue talents (bleeding attack +3, finesse rogue), trapfinding +2

Combat Gear Caltrops, vicious (4); Other Gear Masterwork Studded leather armor, Masterwork Dagger, Masterwork Dagger, Shortspear, Shortspear

Special Abilities

Ambush (Ex) When able to act in the surprise round, can take a move, standard, and swift action.

Bleeding Attack +3 (Ex) Sneak attacks also deal 3 bleed damage/round.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Evasion (Ex) If you succeed at a Reflex save for half damage, you take none instead.

Roll With It You know how to take a hit, even if your reaction sends you bouncing and flying out of battle while shrieking at the top of your lungs. Prerequisite: Goblin, Acrobatics 1 rank. Benefit: If you are struck by a melee weapon you can try to convert some or all of that damage into movement that sends you off in an uncontrolled bouncing roll. To do so, you must make an Acrobatics check (DC = 5 + the damage dealt from the attack) as an immediate action. If you succeed in this check, you take no damage from the actual attack but instead convert that damage into movement with each point equating to 1 foot of movement.

Sneak Attack +3d6 +3d6 damage if you flank your target or your target is flat-footed.

Swap Places You can trade places with an ally with this feat during your movement.

Trap Sense +1 (Ex) +1 bonus on reflex saves and AC against traps.

Trapfinding +2 Gain a bonus to find or disable traps, including magical ones.

Goblin Brute CR 3

XP 1200

Goblin Barbarian 5

CE Small Humanoid (goblinoid)

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

Defense

AC 12, touch 12, flat-footed 9 (+3 Dex, +1 size)

hp 63 (5d12+25)

Fort +8, Ref +4 (+1 bonus vs. traps), Will +3

Defensive Abilities improved uncanny dodge (lv >=9), trap sense

Offense

Speed 45 ft.

Melee Bite (Animal Fury) +8 (1d3+12/x2) and

Masterwork Greataxe +10 (1d10+12/x3)

Special Attacks rage (14 rounds/day), rage powers (animal fury, swift foot [+5 ft])

Statistics

Str 18, Dex 17, Con 18, Int 8, Wis 10, Cha 10

Base Atk +5; CMB +8; CMD 19

Feats Power Attack -2/+4, Swap Places, Weapon Focus (Greataxe)

Skills Acrobatics +11 (+15 jump), Climb +12, Fly +5, Intimidate +8, Ride +7, Stealth +11

Languages Goblin

SQ fast movement +10

Combat Gear Alchemist's fire (3); Other Gear Masterwork Chain shirt, Masterwork Greataxe, Shortspear, Shortspear

Special Abilities

Animal Fury (Ex) Gain a d4 bite attack while raging

Darkvision (60 feet) You can see in the dark (black and white vision only).

Fast Movement +10 (Ex) +10 feet to speed, unless heavily loaded.

Improved Uncanny Dodge (Lv >=9) (Ex) Retain DEX bonus to AC when flat-footed. You cannot be flanked unless the attacker is Level 9+.

Power Attack -2/+4 You can subtract from your attack roll to add to your damage.

Rage (14 rounds/day) (Ex) +4 Str, +4 Con, +2 to Will saves, -2 to AC when enraged.

Swap Places You can trade places with an ally with this feat during your movement.

Swift Foot (+5 ft) (Ex) While raging, gain the listed enhancement bonus to speed.

Trap Sense +1 (Ex) +1 bonus on reflex saves and AC against traps.

Goblin Boomer CR 3

XP 1200

Goblin Alchemist (Grenadier) 5

CE Small Humanoid (goblinoid)

Init +4; Senses darkvision 60 ft.; Perception +7

Defense

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size)

hp 36 (5d8+10)

Fort +5, Ref +8, Will +0

Offense

Speed 20 ft.

Ranged Bomb +9 (3d6+3 Fire/x2)

Special Attacks bomb 3d6+3 (8/day) (dc 15), discoveries (immolation bomb, scrap bomb)

Alchemist (Grenadier) Spells Prepared (CL 5):

2 (3/day) *Cat's Grace*, *Blur*, *Defensive Shock*

1 (5/day) *Shield*, *Jump*, *Adjuring Step*, *Linebreaker*, *Targeted Bomb Admixture*

Statistics

Str 10, Dex 18, Con 13, Int 16, Wis 8, Cha 8

Base Atk +3; CMB +2; CMD 15

Feats Martial Weapon Proficiency (Dogslicer), Point Blank Shot, Precise Shot, Ricochet Splash Weapon, Throw Anything

Skills Acrobatics +6 (+2 jump), Appraise +11, Climb -3, Escape Artist +1, Fly +3, Heal +7, Perception +7, Ride +5, Sleight of Hand +9, Spellcraft +11, Stealth +9, Swim -3, Use Magic Device +7 **Modifiers** alchemy +5

Languages Goblin

SQ alchemical weapon (move action), fast poisoning (move action), mutagen (dc 15), precise bombs, swift alchemy

Other Gear none

Special Abilities

Alchemical Weapon (Move Action) (Su) Add the effects of an alchemical liquid or powder to weapon.

Alchemy +5 (Su) +5 to Craft (Alchemy) to create alchemical items, can Id potions by touch.

Bomb 3d6+3 (8/day) (DC 15) (Su) Thrown Splash Weapon deals 3d6+3 fire damage.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Fast Poisoning (Move Action) (Ex) Apply poison to a weapon as a move action.

Immolation Bomb When the alchemist creates a bomb, he can choose to have its substance coat the direct target's body, causing the bomb to deal its damage over time instead of all at once. The bomb's effect lasts for a number of rounds equal to the number of damage d

Mutagen (DC 15) (Su) Mutagen adds +4 to a physical & -2 to a mental attribute, and +2 nat. armor for 50 min.

Point Blank Shot +1 to attack and damage rolls with ranged weapons at up to 30 feet.

Precise Bombs (Ex) Select Int mod squares to not be affected by splash effects.

Precise Shot You don't get -4 to hit when shooting or throwing into melee.

Ricochet Splash Weapon Make an attack roll with a splash weapon if it misses and lands in another creature's square

Scrap Bomb (Su) Bomb damage becomes piercing. On direct hit, does 1 bleed dam per die.

Swift Alchemy (Ex) You can construct alchemical items in half the normal time.

Throw Anything Proficient with improvised ranged weapons. +1 to hit with thrown splash weapons.

Goblin Dog Elite CR 4

XP 1200

Advanced Goblin Dog

N Medium Animal

Init +6; Senses low-light vision, scent; Perception +6

Defense

AC 19, touch 16, flat-footed 13 (+6 Dex, +3 natural)

hp 32 (1d8+21)

Fort +9, Ref +9, Will +3

Immune disease

Offense

Speed 50 ft.

Melee Bite (Advanced Goblin Dog) +9 (1d6+10/x2)

Special Attacks allergic reaction (dc 17)

Statistics

Str 24, Dex 22, Con 22, Int 2, Wis 14, Cha 14

Base Atk +2; CMB +9; CMD 25

Feats Swap Places, Toughness +3

Tricks Attack [Trick], Defend [Trick], Down [Trick], Fighting [Trick], Heel [Trick], Stay [Trick], Track [Trick]

Skills Acrobatics +10 (+18 jump), Perception +6, Stealth +10

Languages

SQ defend [trick], fighting [trick], heel [trick], track [trick]

Other Gear none!

Special Abilities

Allergic Reaction (DC 17) (Ex) Non-goblins touching you must make a Fort save or take a -2 DEX and CHA penalty for 1 day.

Defend [Trick] The animal will defend you.

Fighting [Trick] The animal has been trained to fight.

Heel [Trick] The animal will follow you.

Immunity to Disease You are immune to diseases.

Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.

Scent (Ex) Detect opponents within 15+ feet by sense of smell.

Swap Places You can trade places with an ally with this feat during your movement.

Track [Trick] The animal will track a scent.

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