

Master Accessories

Dangerous Dungeons

Goblins' Lair



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Dangerous Dungeons Goblins' Lairs

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Dangerous Dungeons

Goblins' Lair's

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Dangerous Dungeons
Goblins' Lairs

Welcome,

This book presents all the material you need to write a dungeon-based adventure actually without the adventure itself. If you need a dungeon ready to throw before your players or if you need a solid platform to build your own detailed adventure, *Goblins' Lairs* will prove very useful.

How to use this book

The book is divided in three sections: maps, handouts and monsters. Together these sections form the bare bones of adventures. You are free to use this accessory as you wish; the PDF file is free for you to modify, it will allow you to save a copy with your modifications.

Maps

The maps are the first step for a dungeon-based adventure. Since the goblins usually occupy complexes formerly belonged to other races, you will find a broad selection of building and dungeons complexes. For each dungeon or building you will get: a line art map, easy to print with minimum ink waste, a color map with its black and white version and, where needed, perspective and axonometric views. Each map has blank spaces for your numbers and notes. Intelligent text fields allow you to change the maps with minimum effort. Simply type your room number (or anything else you want) on the room and it will appear on each room of each version of the chosen map. This will work for the map title also: simply click on the title and change it, the title will change in each version of the same map. A small sword points always northward, click on the text to change the orientation of your map.

Alternatively, if you are not confident with computers, you can print out the maps and use a pencil to mark your rooms and add notes.











Handouts

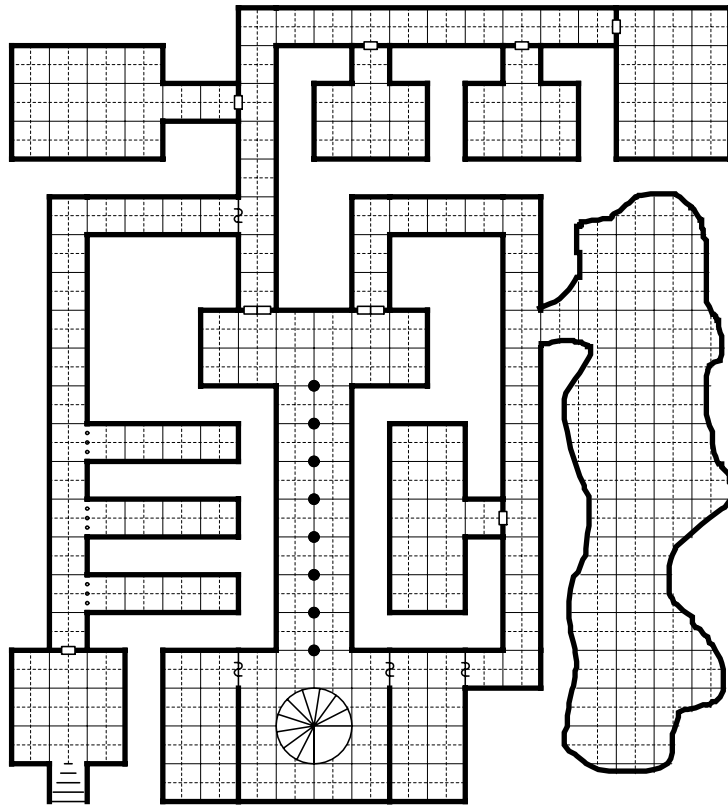
The handouts section provides several handouts you can use to give the players clues and hints about your adventure. For each handout there is a "ready" version, which also shows you how can use it and a "blank" version you can customize. There is a text field on each blank handout, but you can print it out and draw on it to show to your players dungeons sections, strange symbols or anything you need to show.

Monster Stats

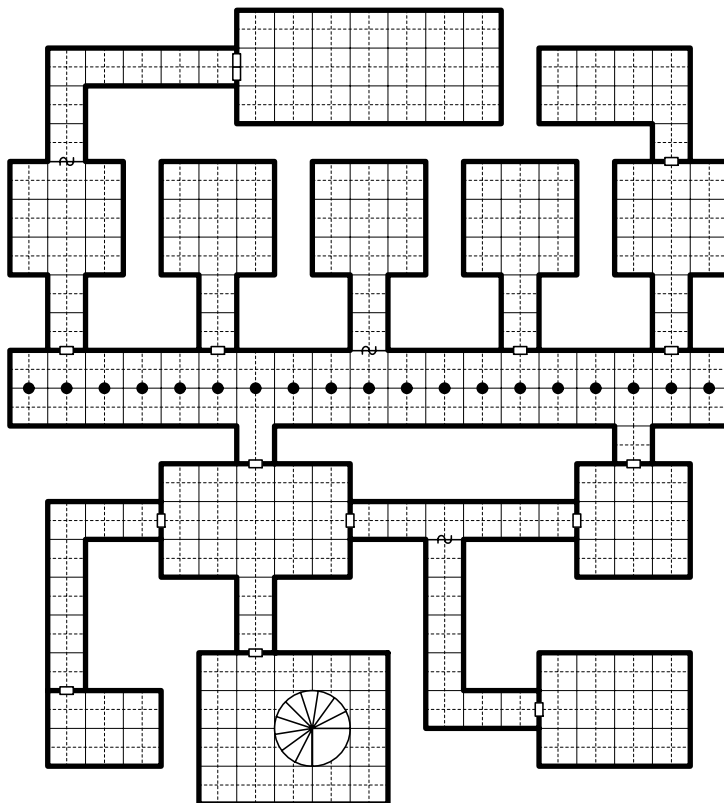
The last section presents a wide range of ready-to-use monsters stats. Obviously the stats do not cover all but you can copy and paste the stats on another text document and modify them to best suit your needs. Some high level foes are provided. They are high-level characters you can use as main villains in your adventures by adding background information and other notes.

Symbols

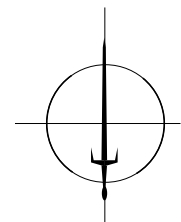
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|---|--------------|
|  | door |
|  | double door |
|  | portcullis |
|  | secret door |
|  | statue |
|  | fireplace |
|  | pillar |
|  | stair |
|  | spiral stair |
|  | trapdoor |



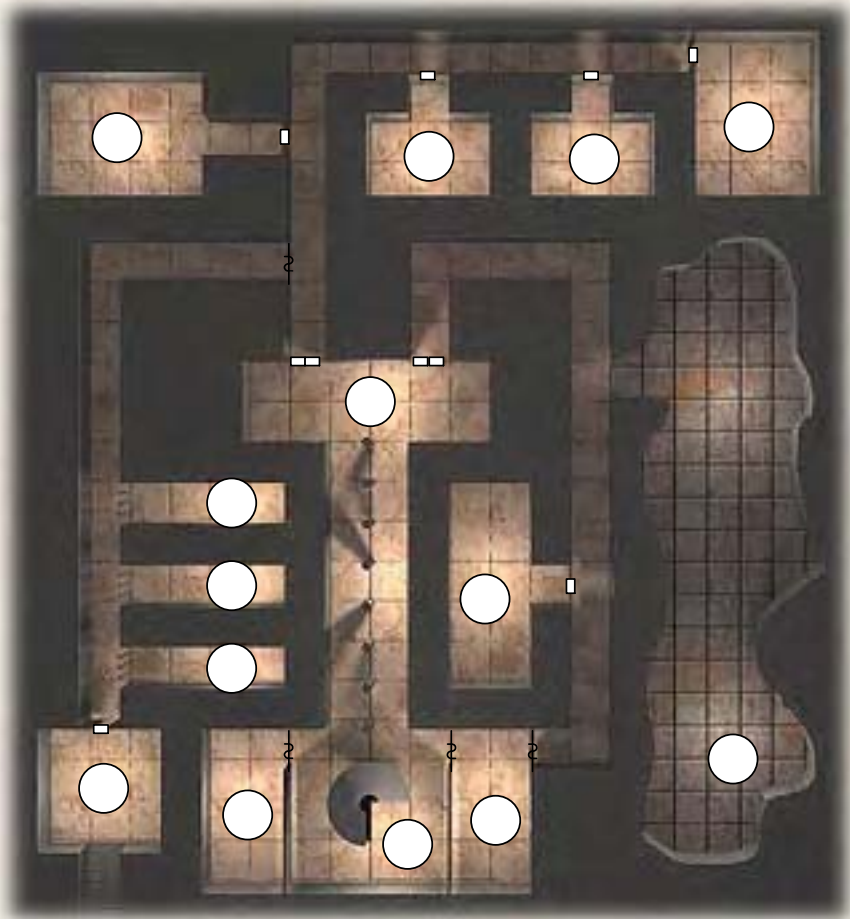
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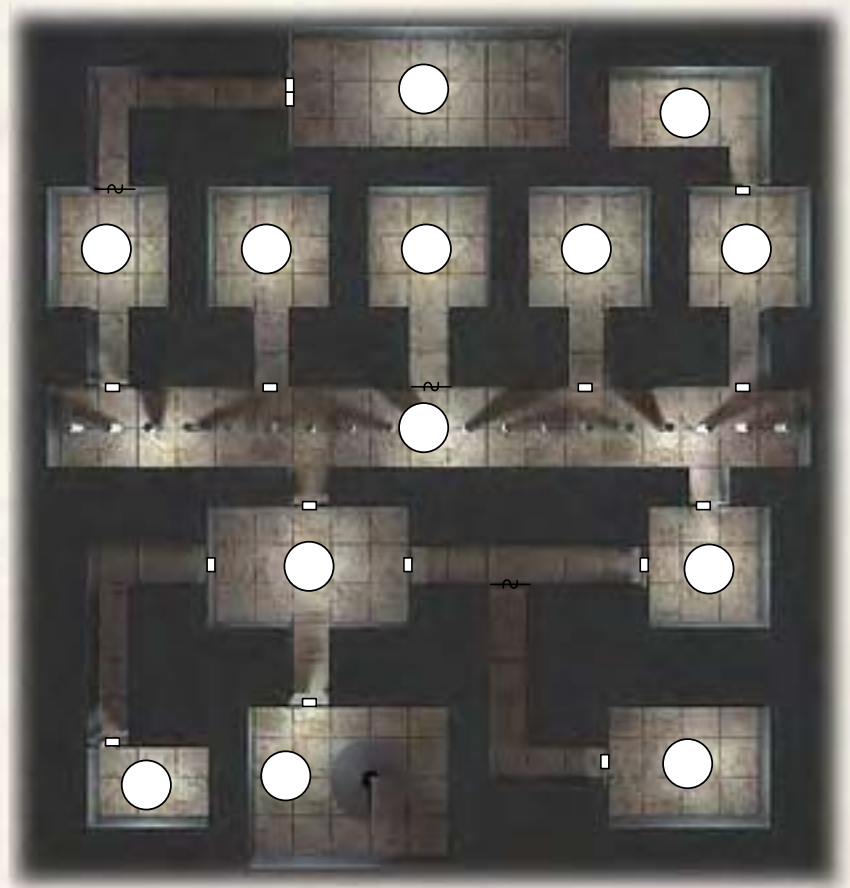
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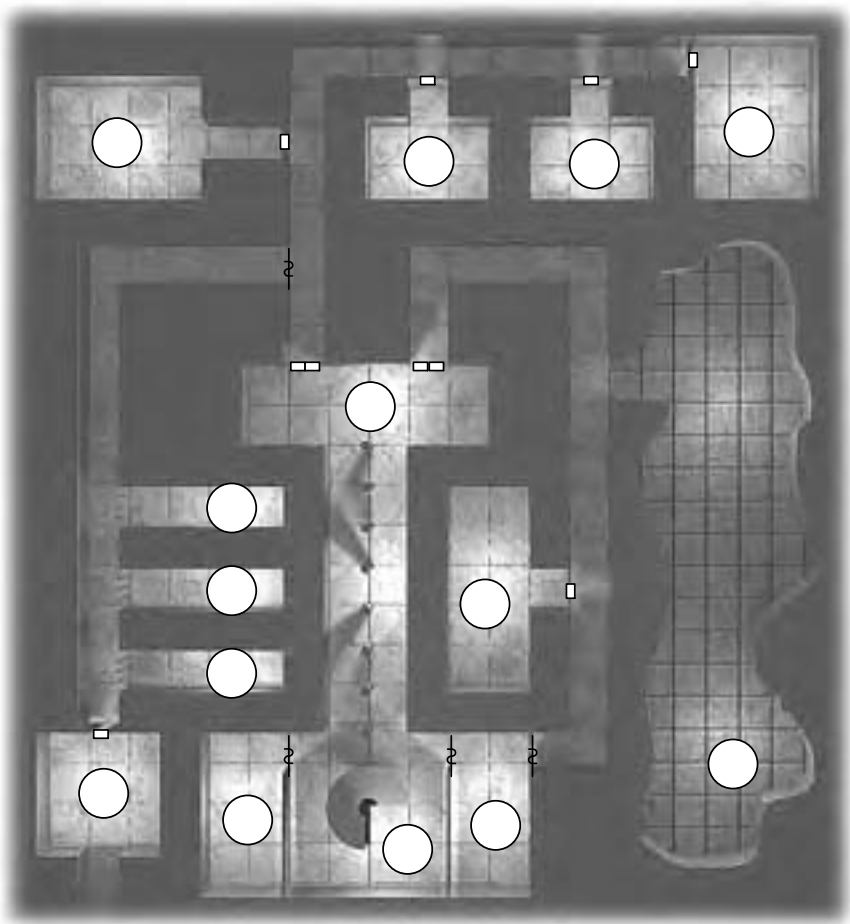
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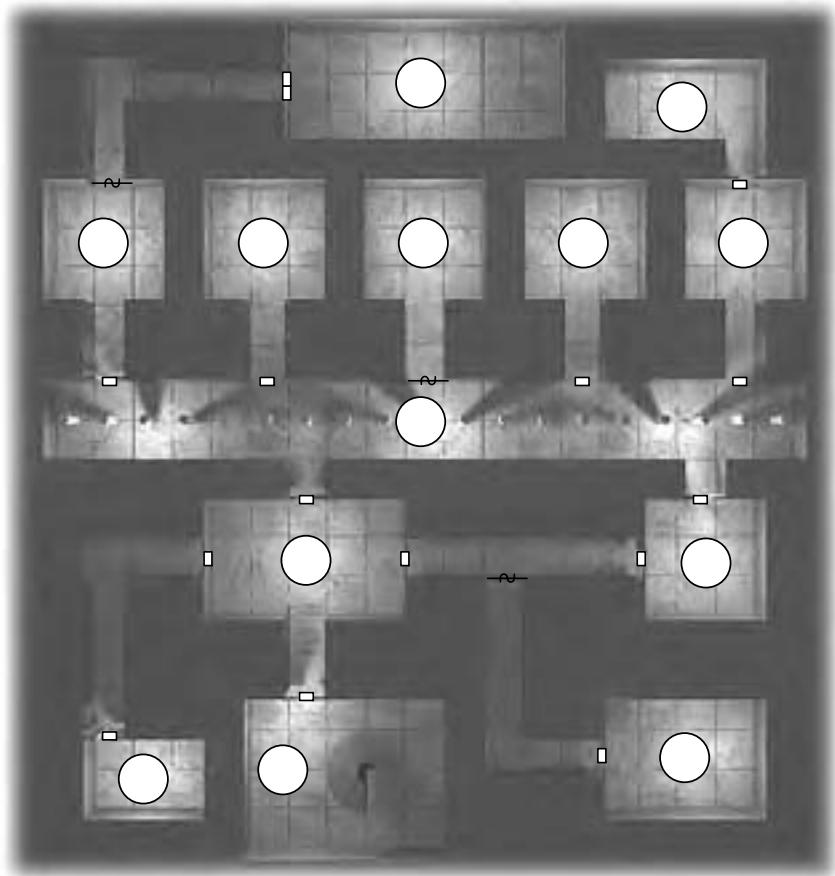
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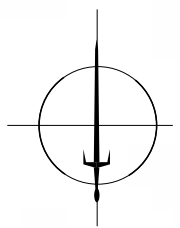
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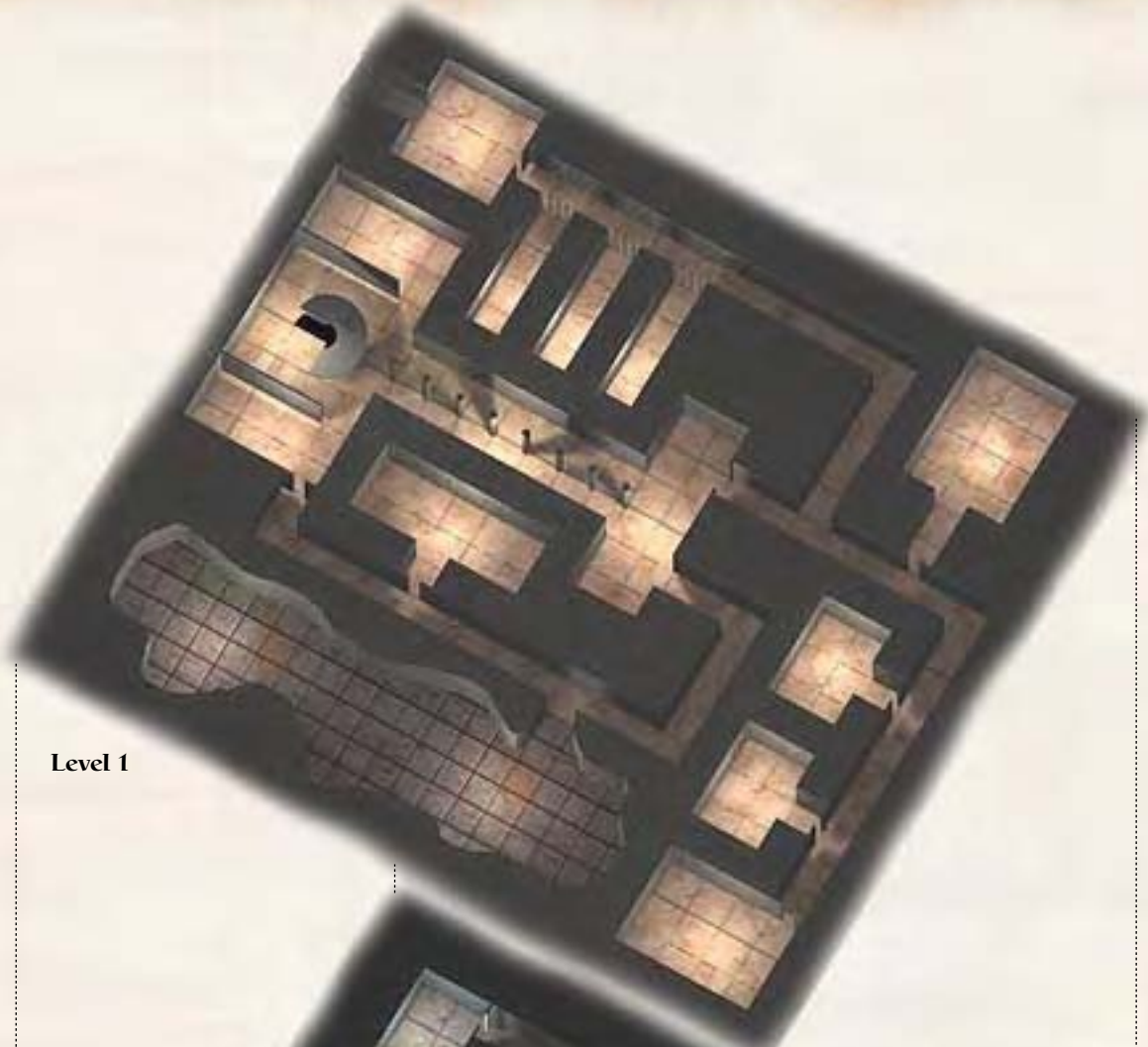
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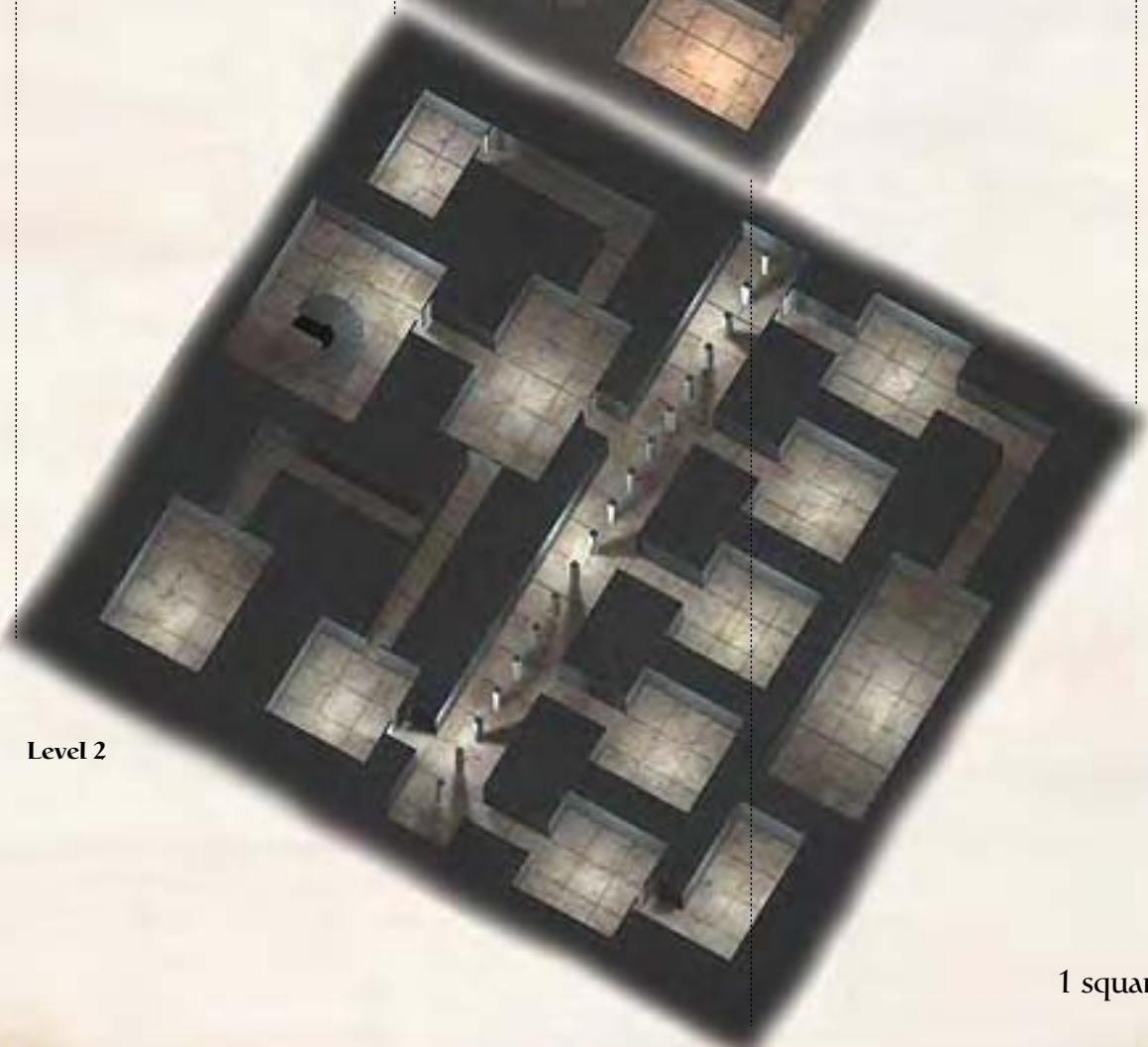
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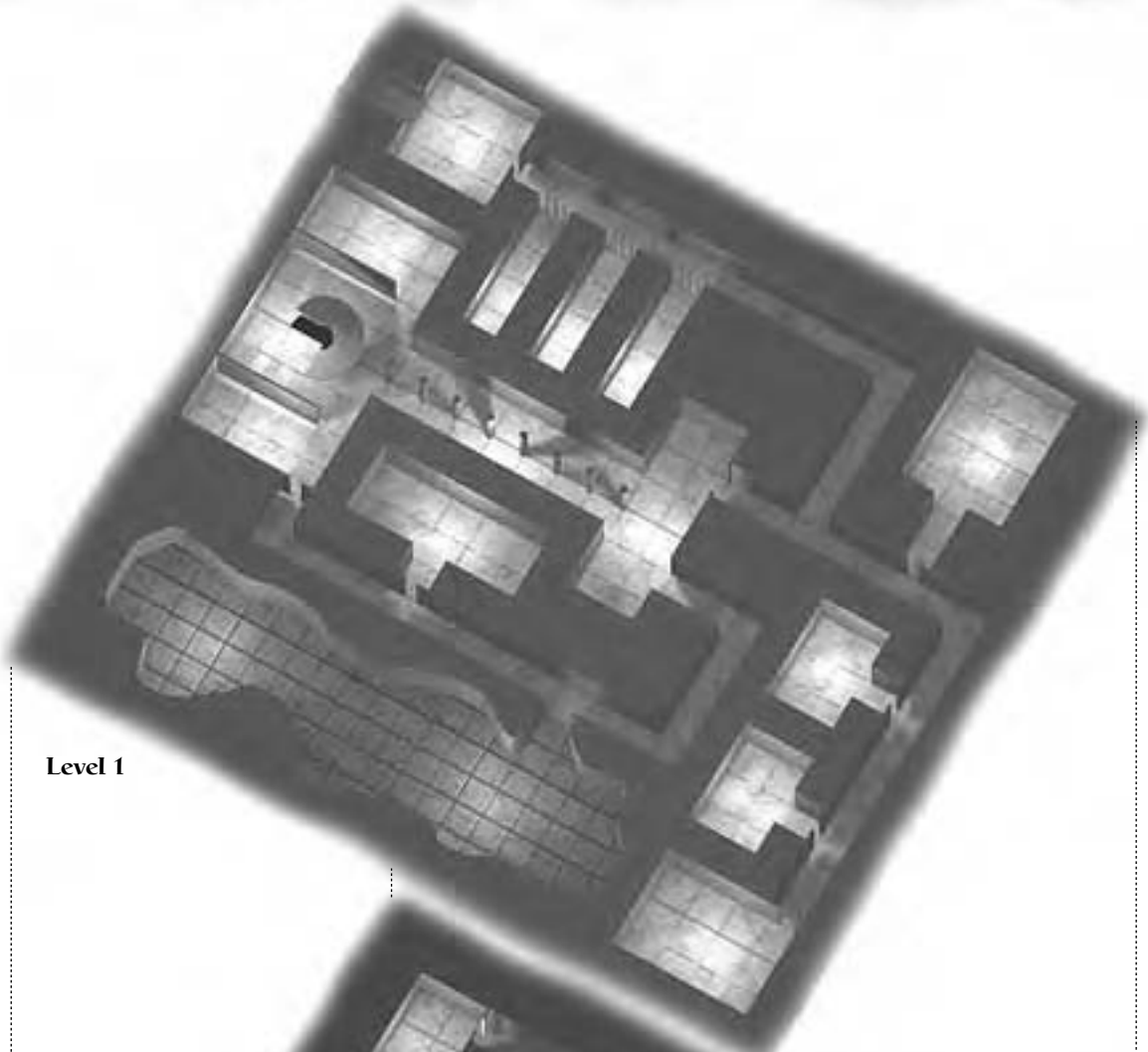


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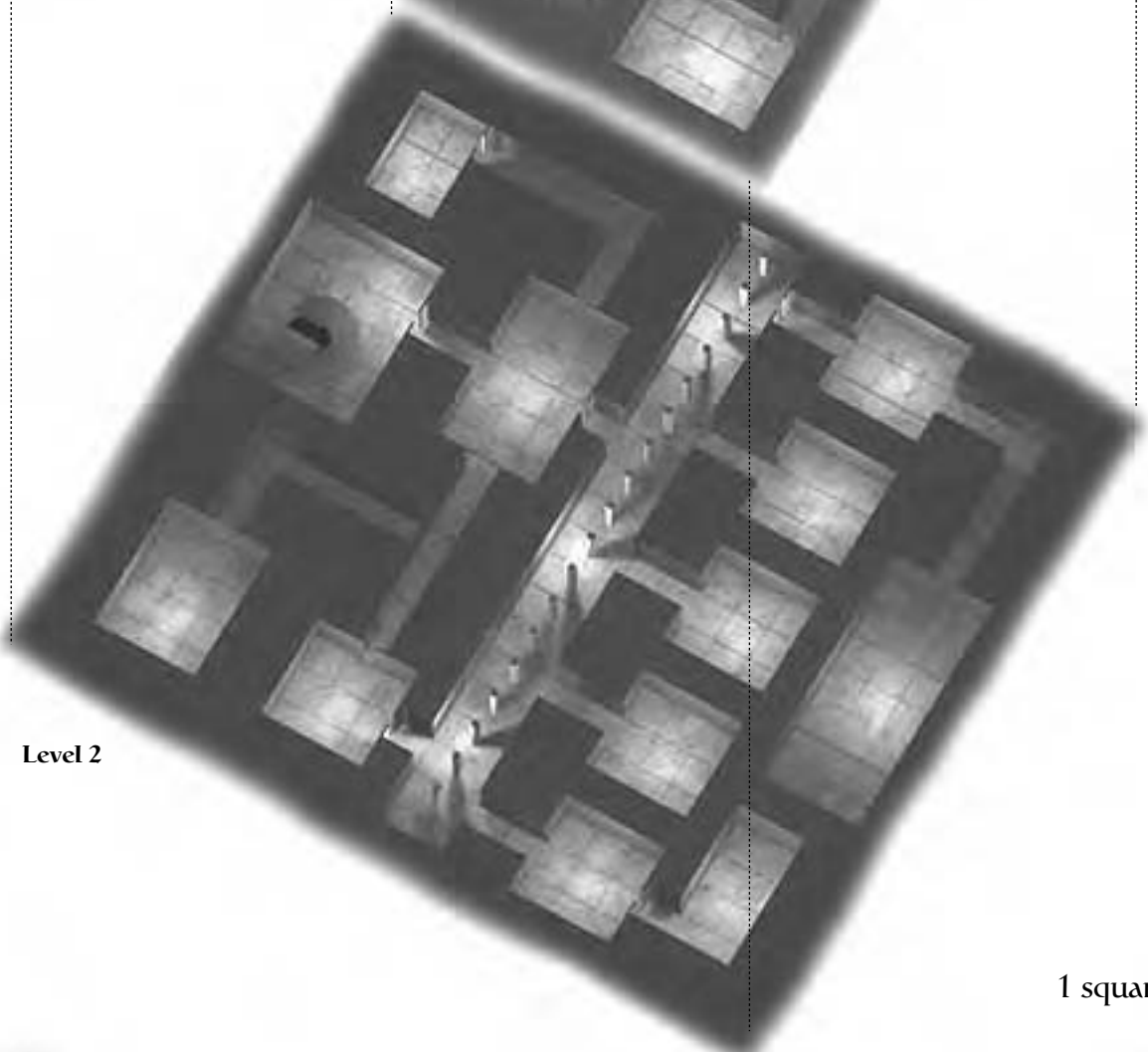


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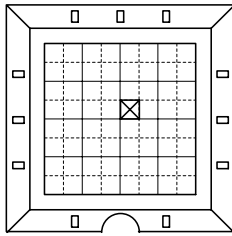


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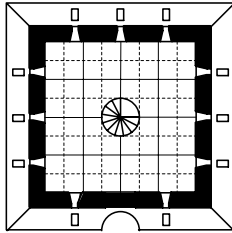


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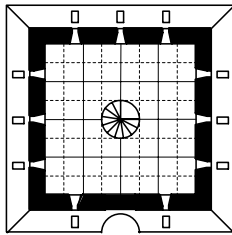
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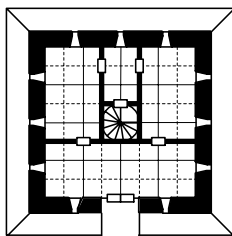
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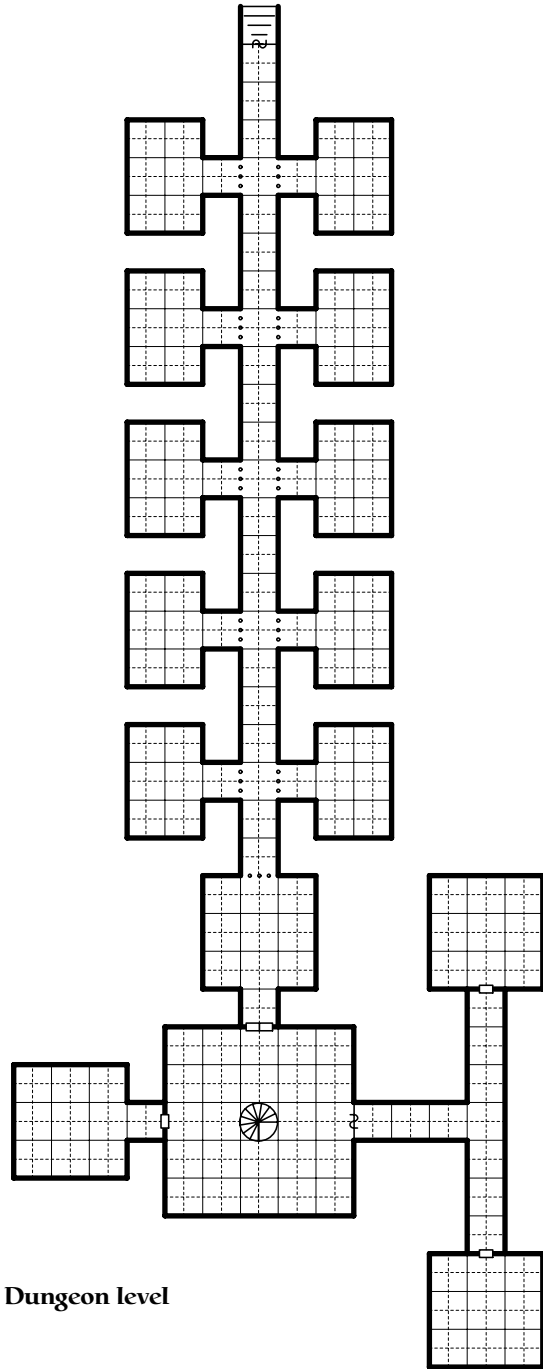
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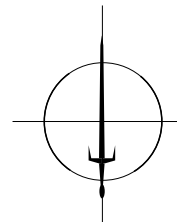
First Level



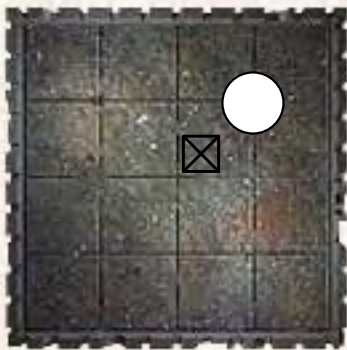
Ground Level



Dungeon level



1 square = 5 feet



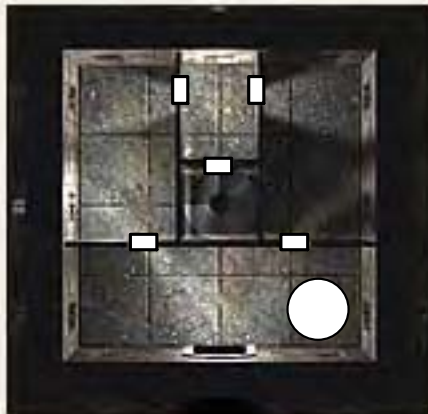
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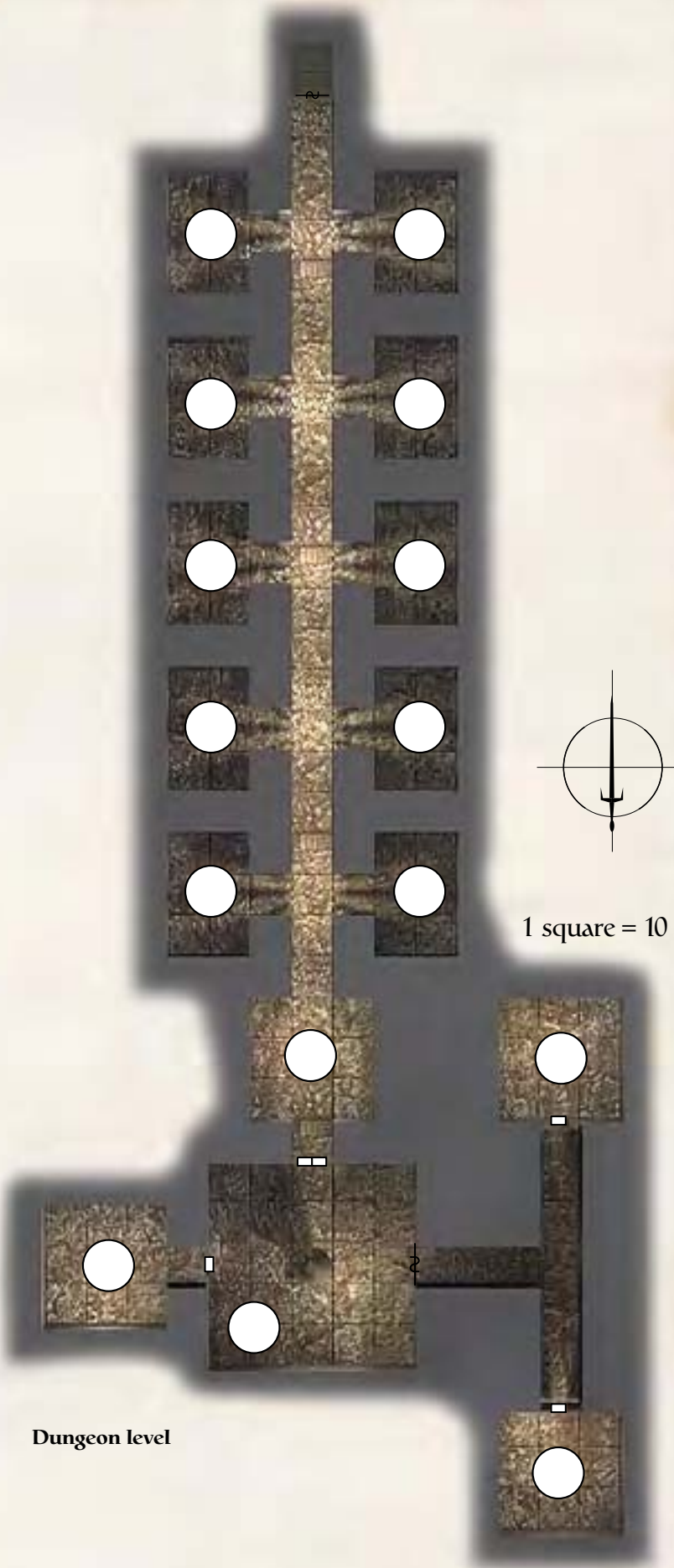
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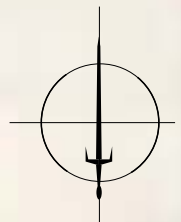
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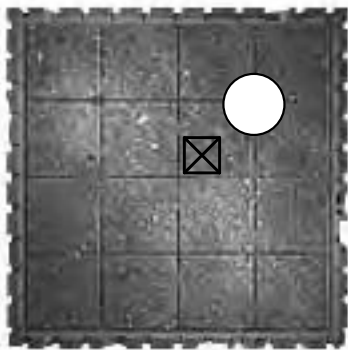
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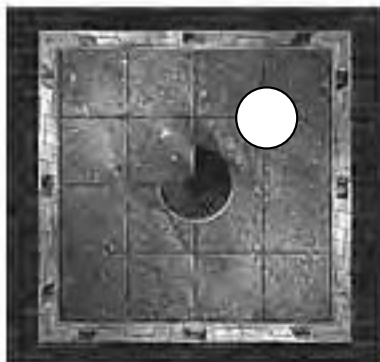
Dungeon level



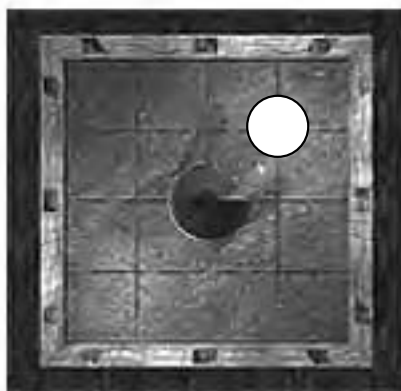
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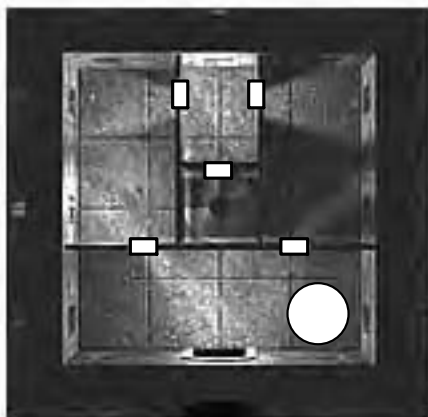
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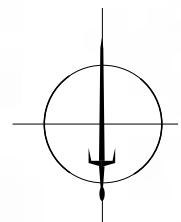
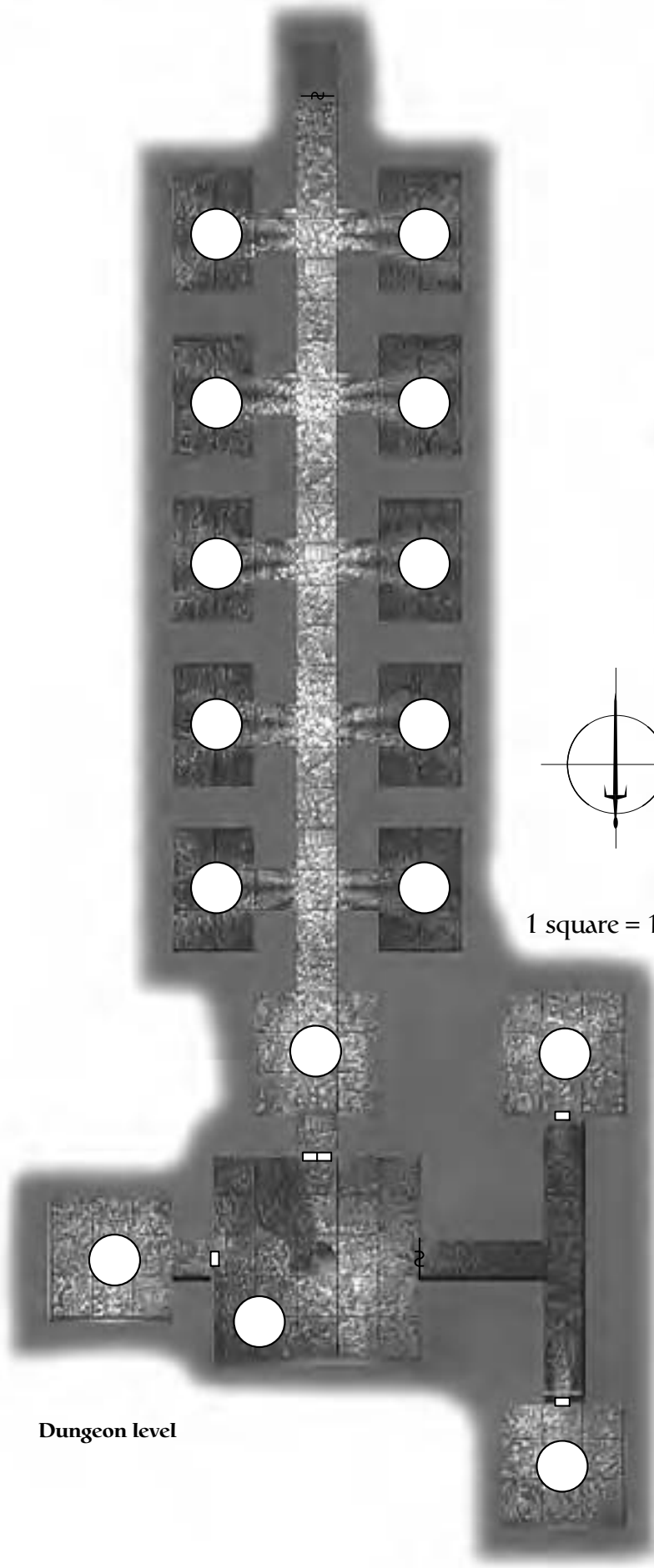
Second Level



First Level



Ground Level



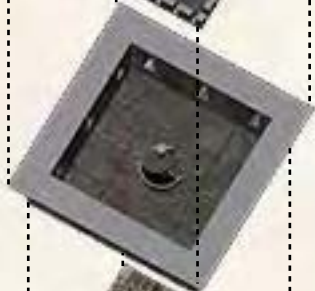
1 square = 10 feet

Dungeon level

Rooftop



Second Level



First Level



Ground Level



Dungeon level



Perspective view

1 square = 10 feet

Rooftop

Second Level

First Level

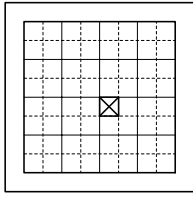
Ground Level

Dungeon level

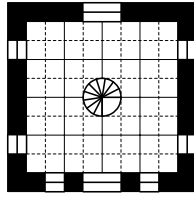


Perspective view

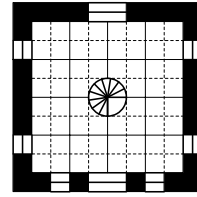
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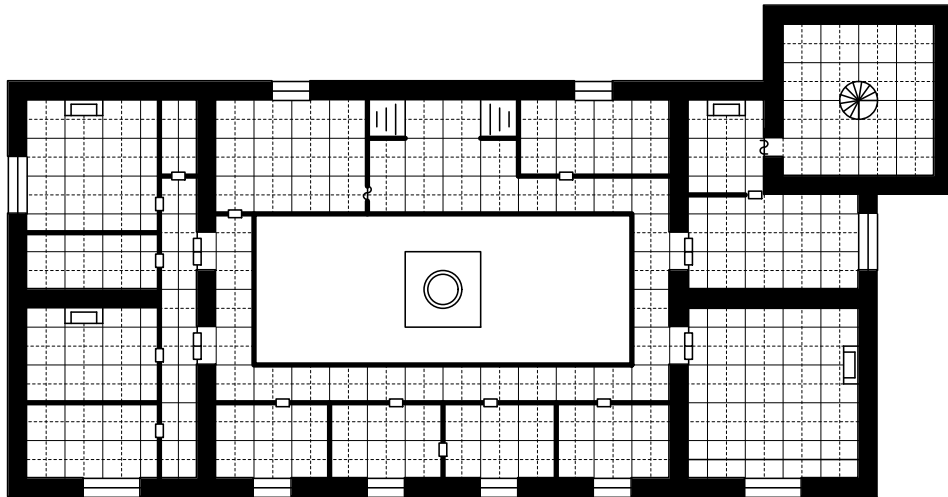
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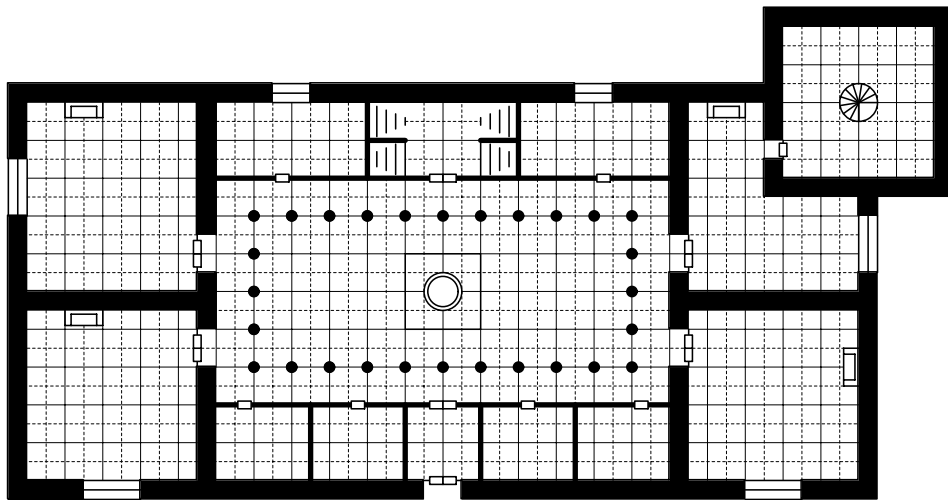
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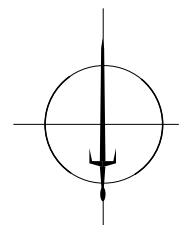
Second floor



First floor



Ground floor



1 square = 5 feet



Rooftop



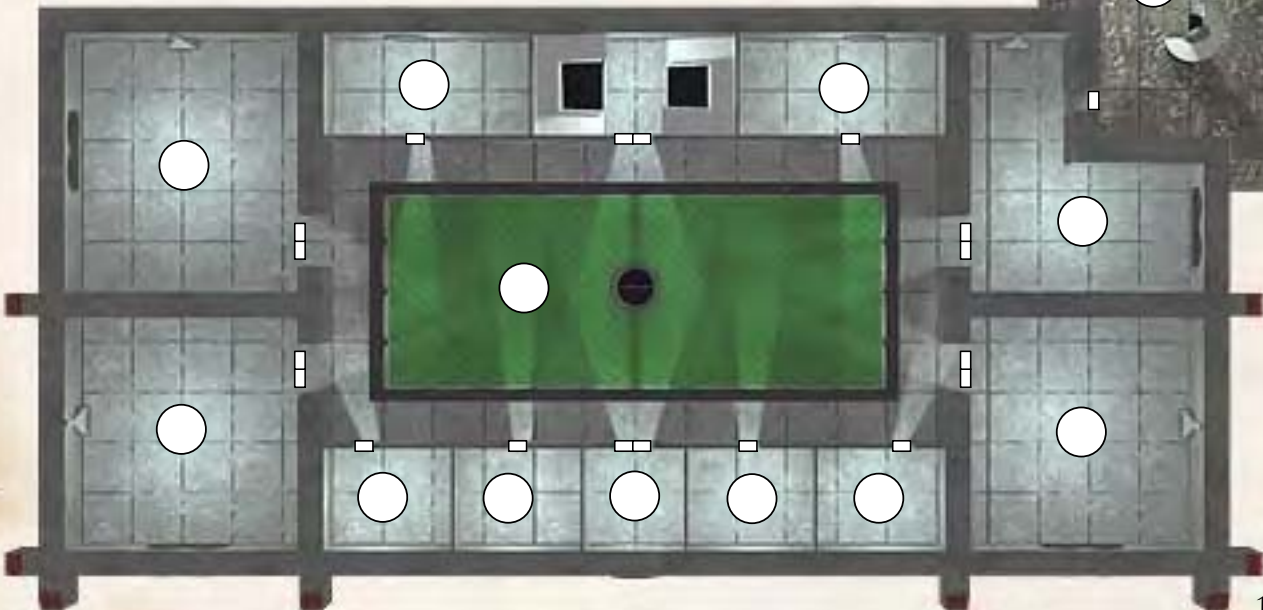
Third floor



Second floor



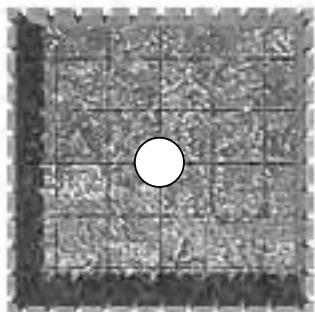
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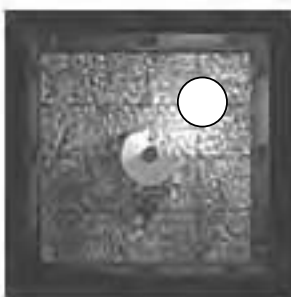
Ground floor



1 square = 10 feet



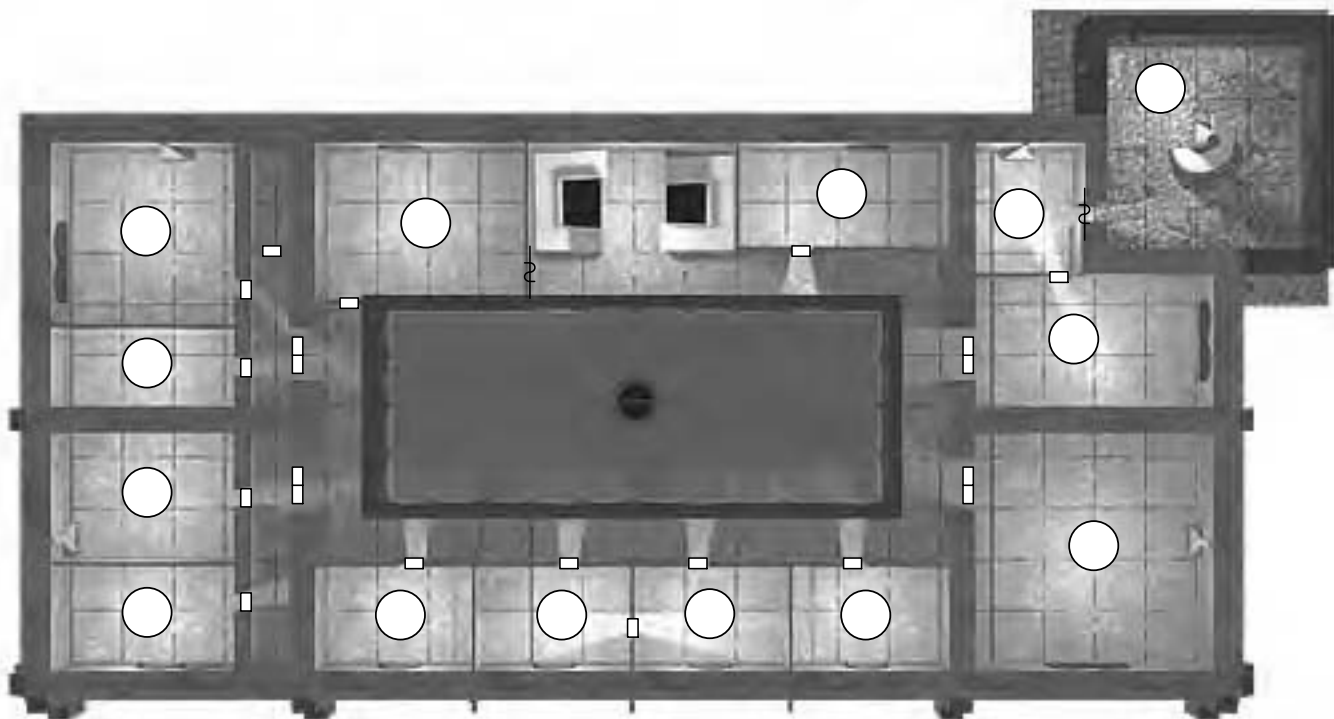
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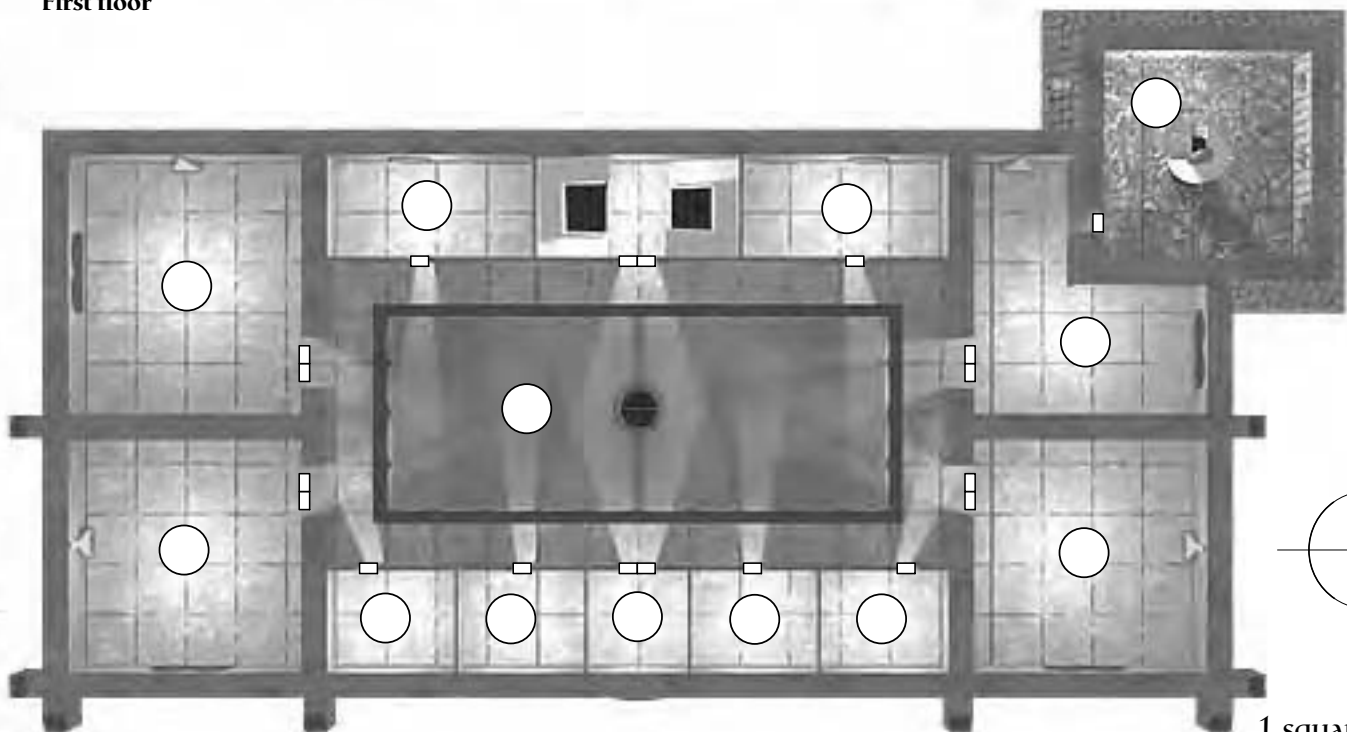
Third floor



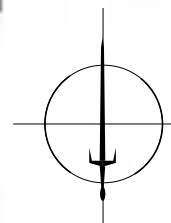
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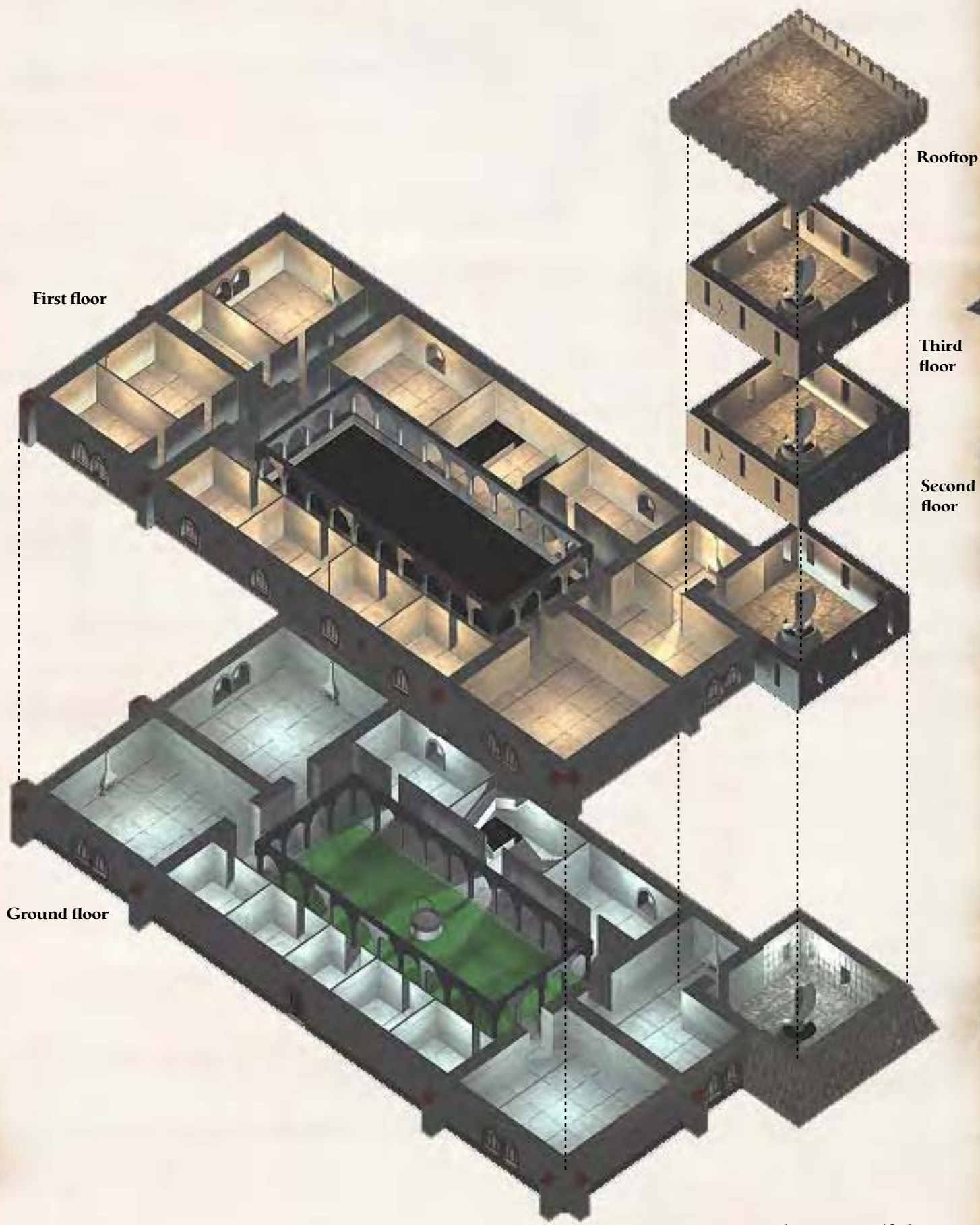
First floor



Ground floor



1 square = 10 feet



First floor

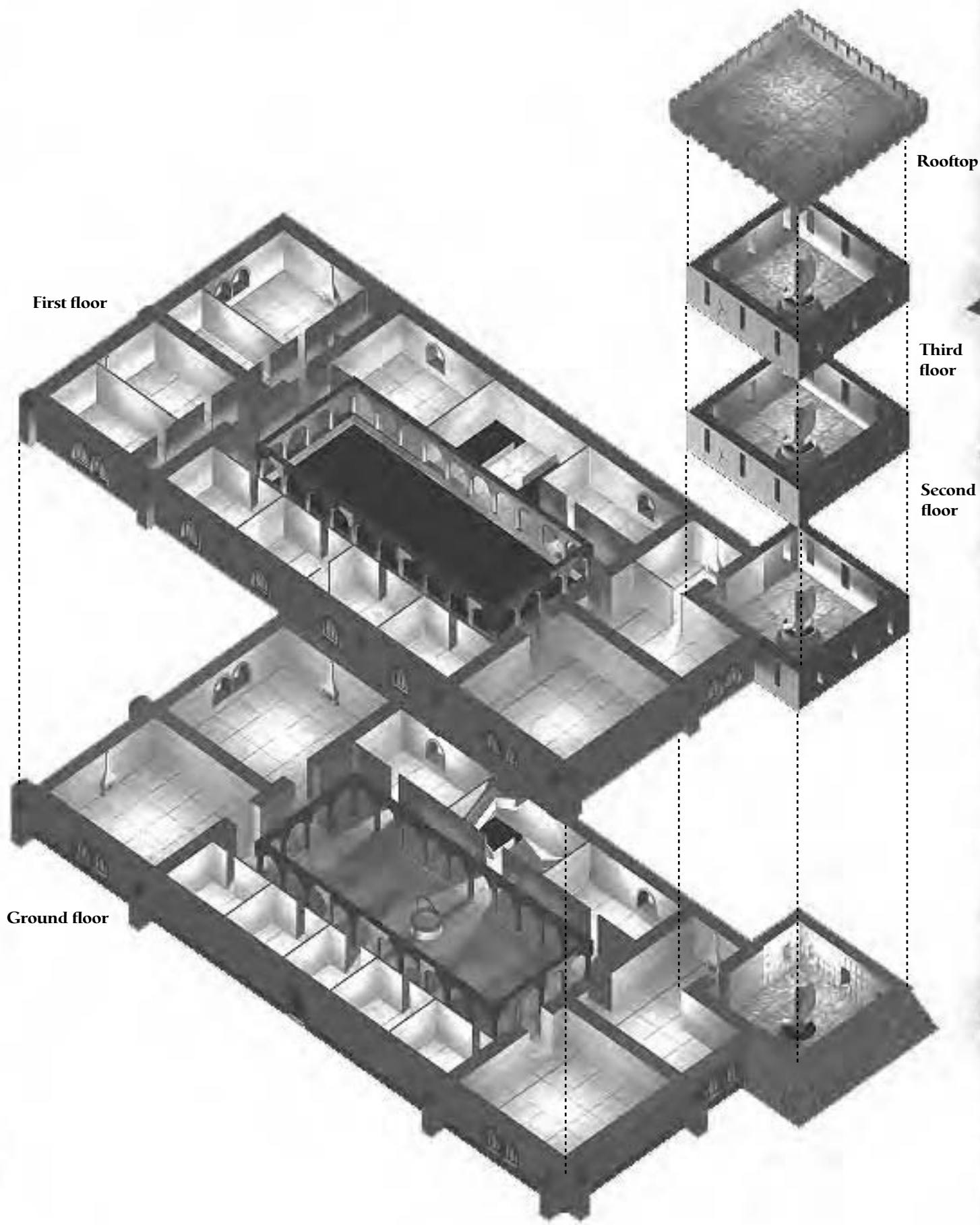
Rooftop

Third floor

Second floor

Ground floor

1 square = 10 feet



First floor

Rooftop

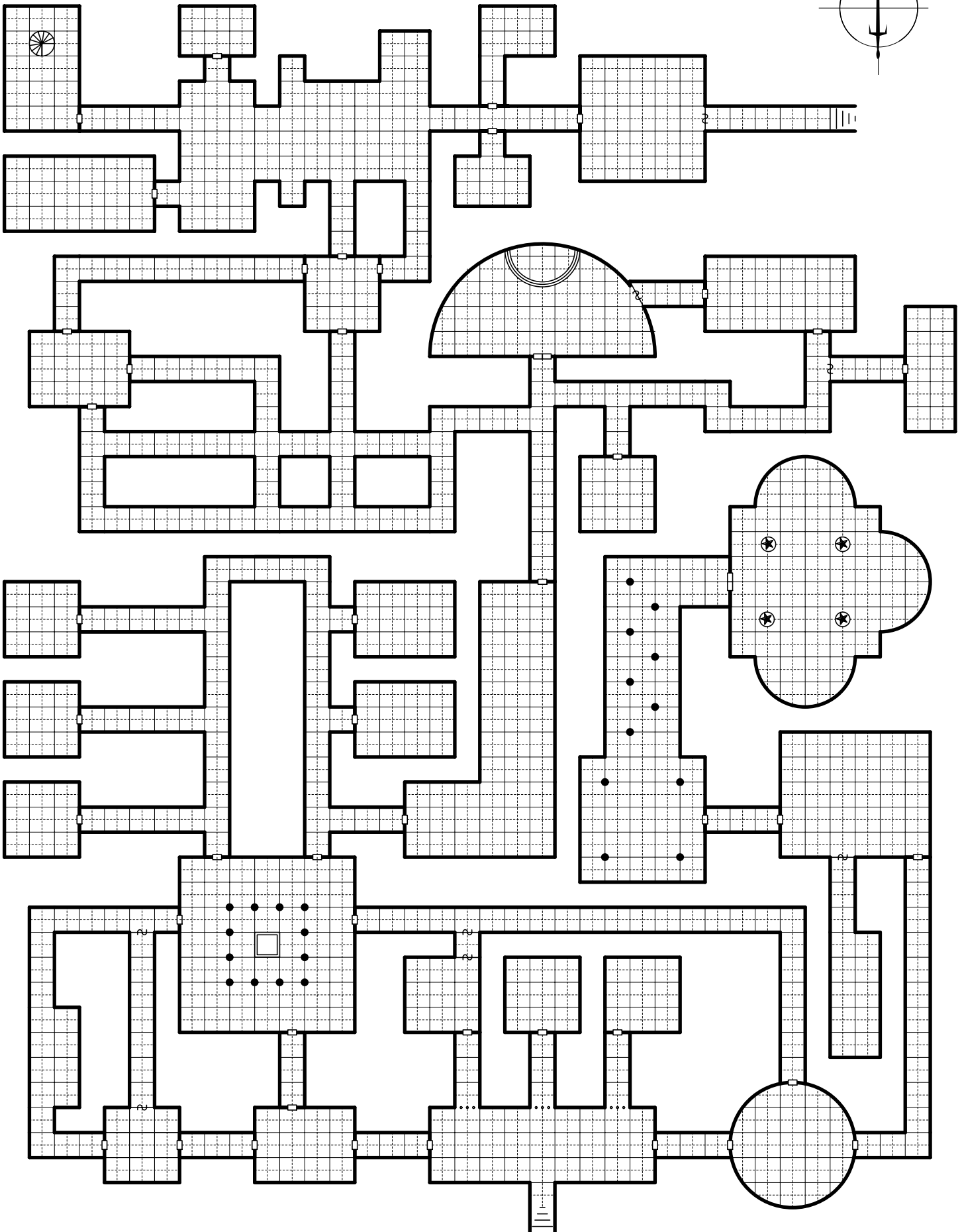
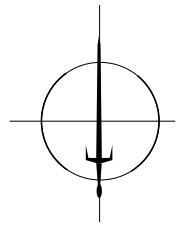
Third floor

Second floor

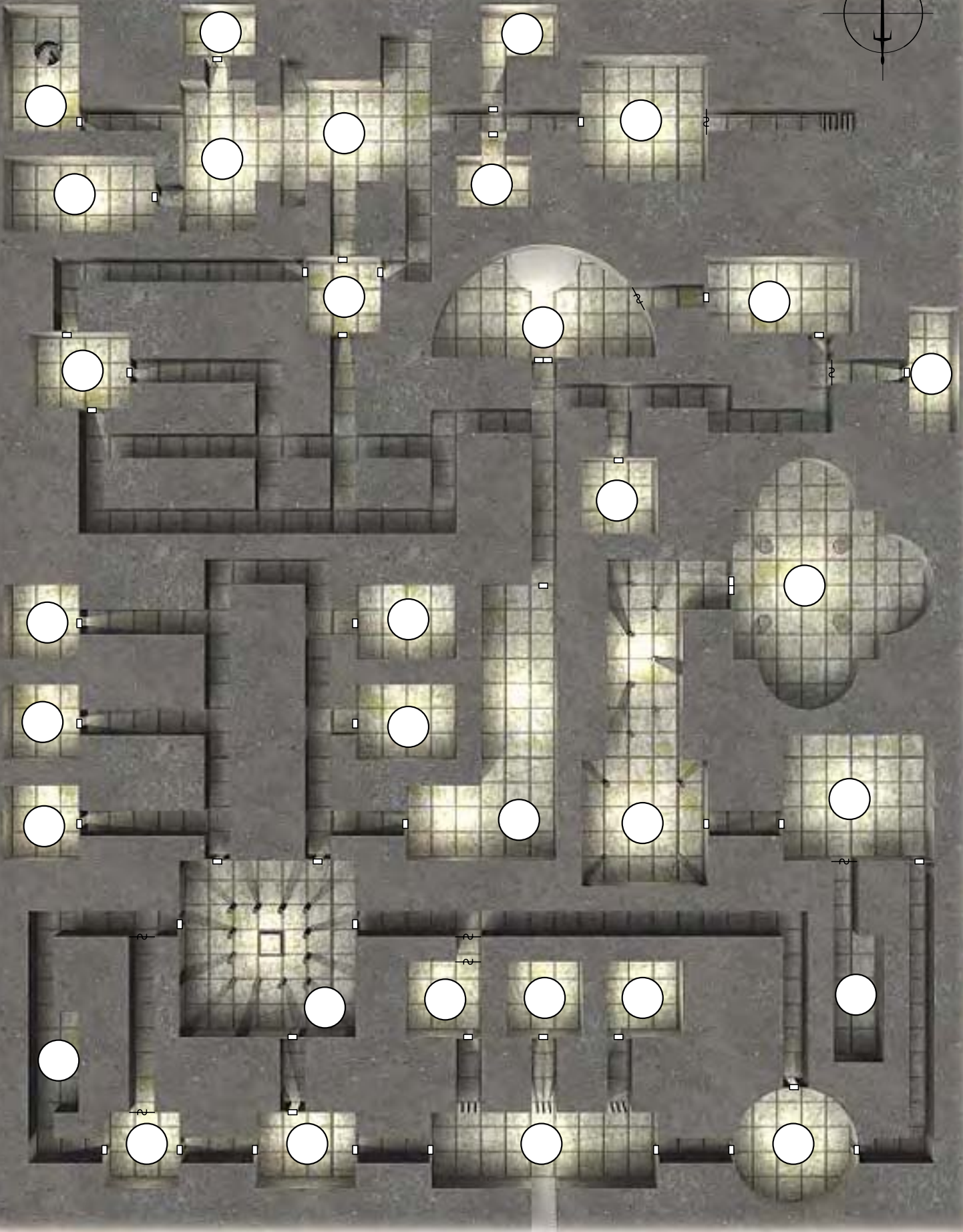
Ground floor

1 square = 10 feet

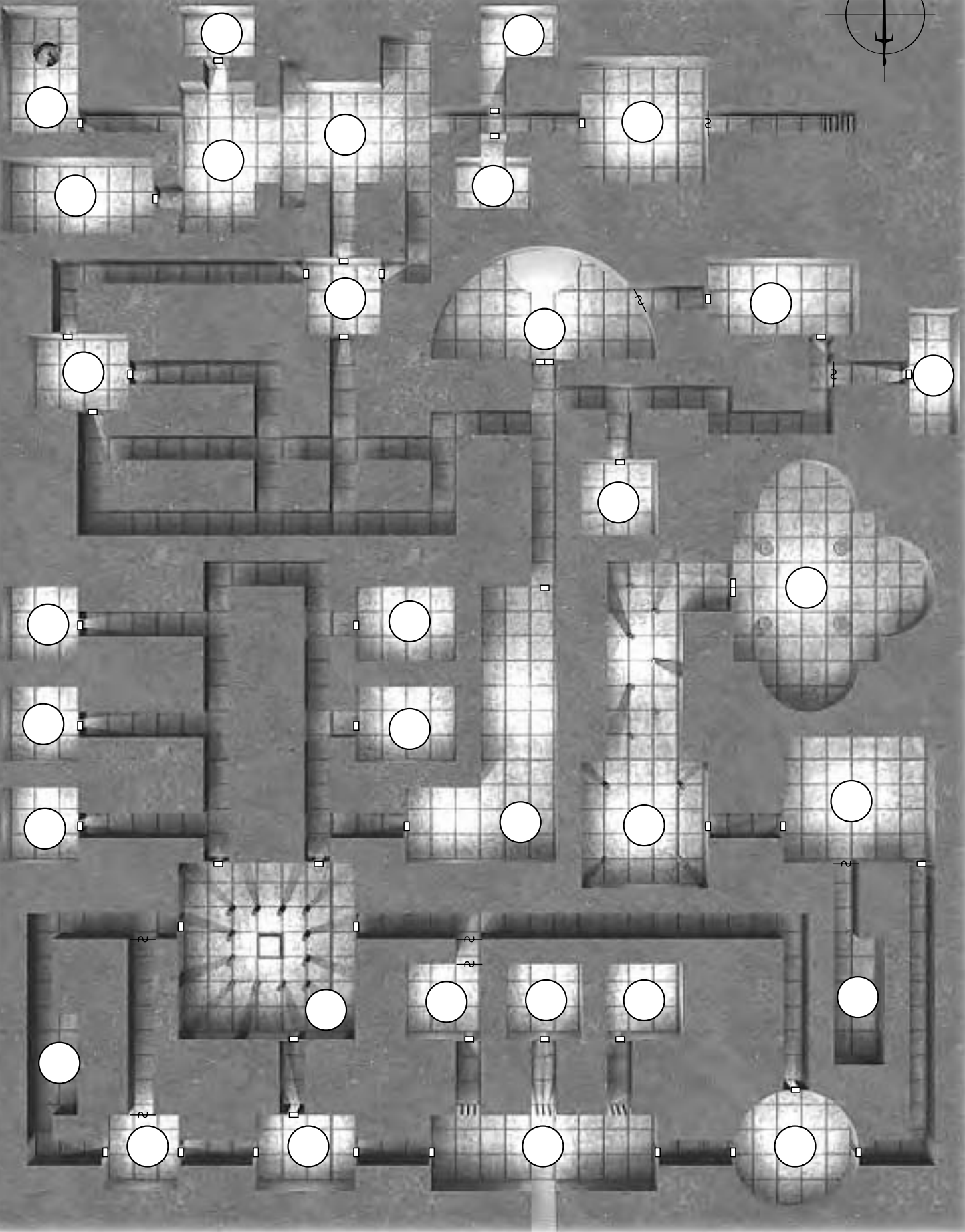
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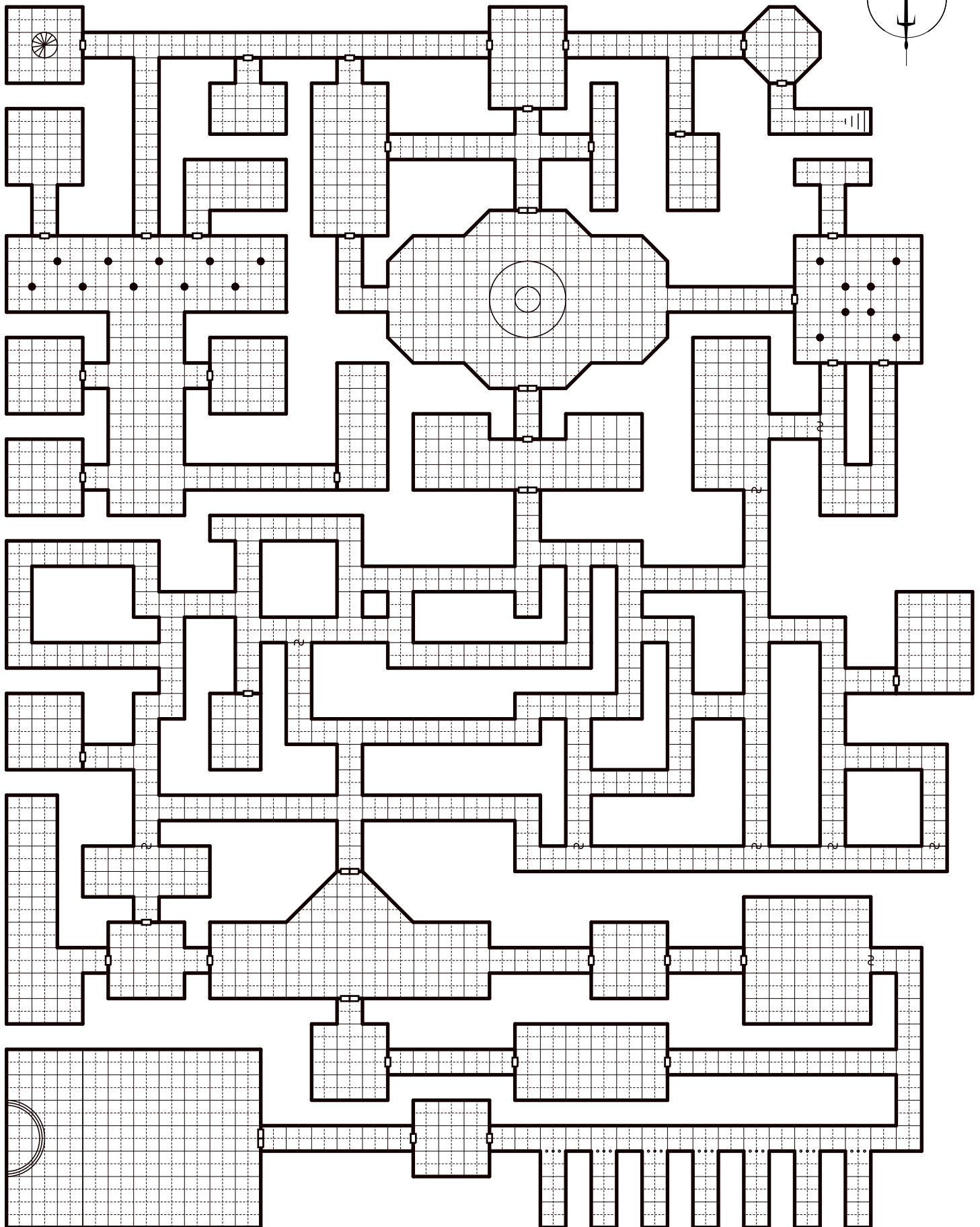
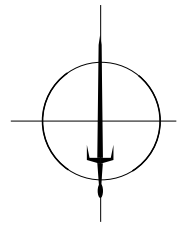
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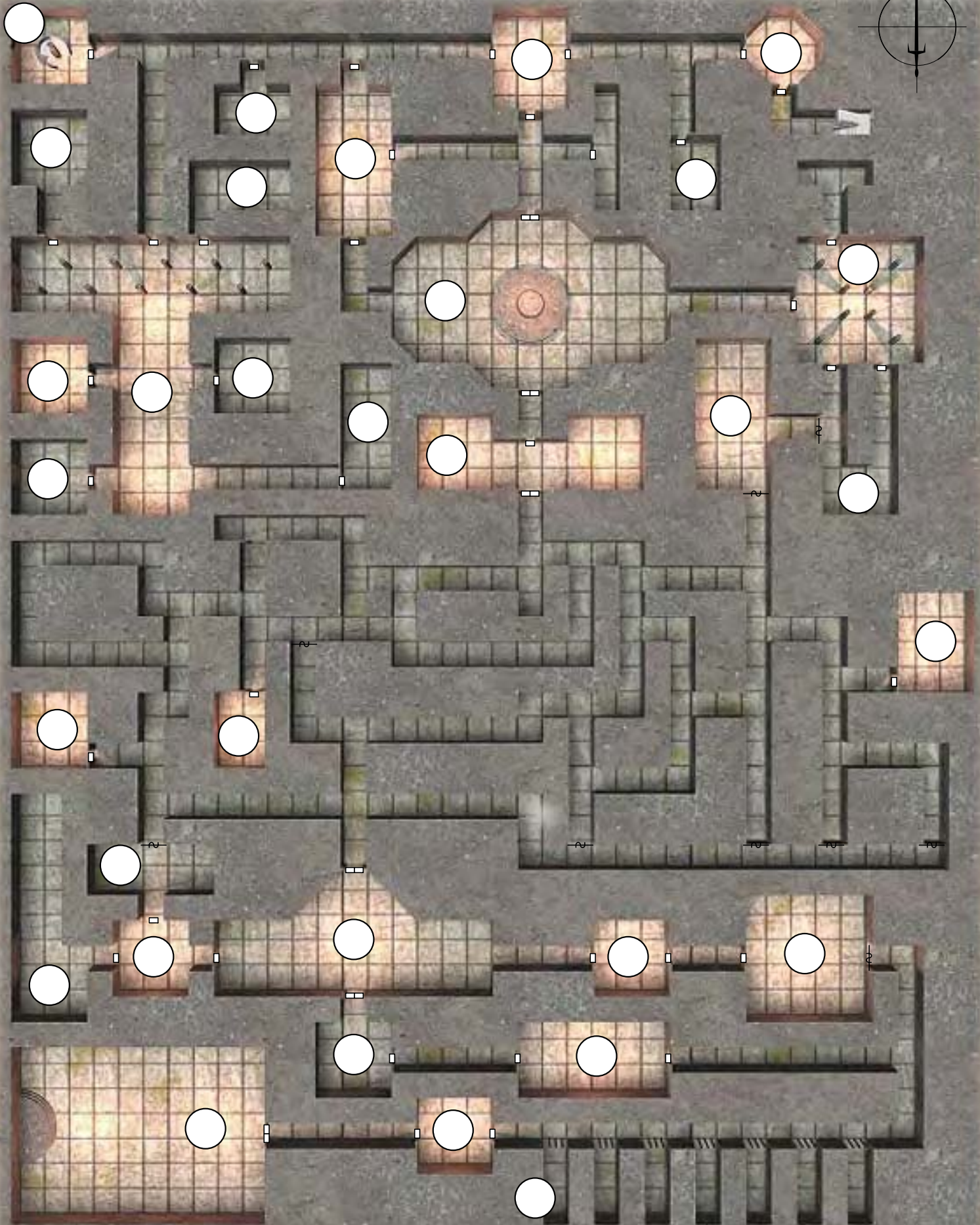
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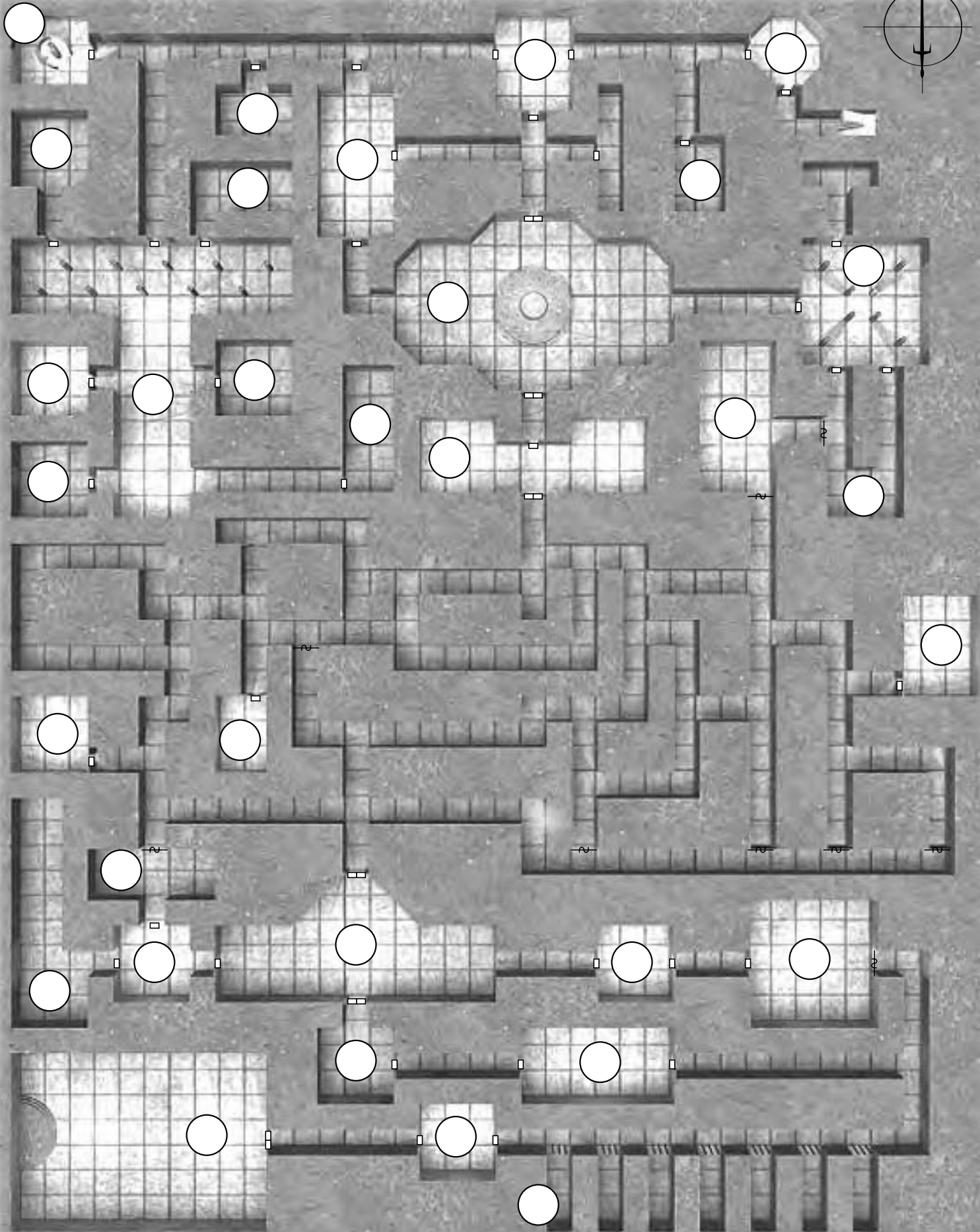
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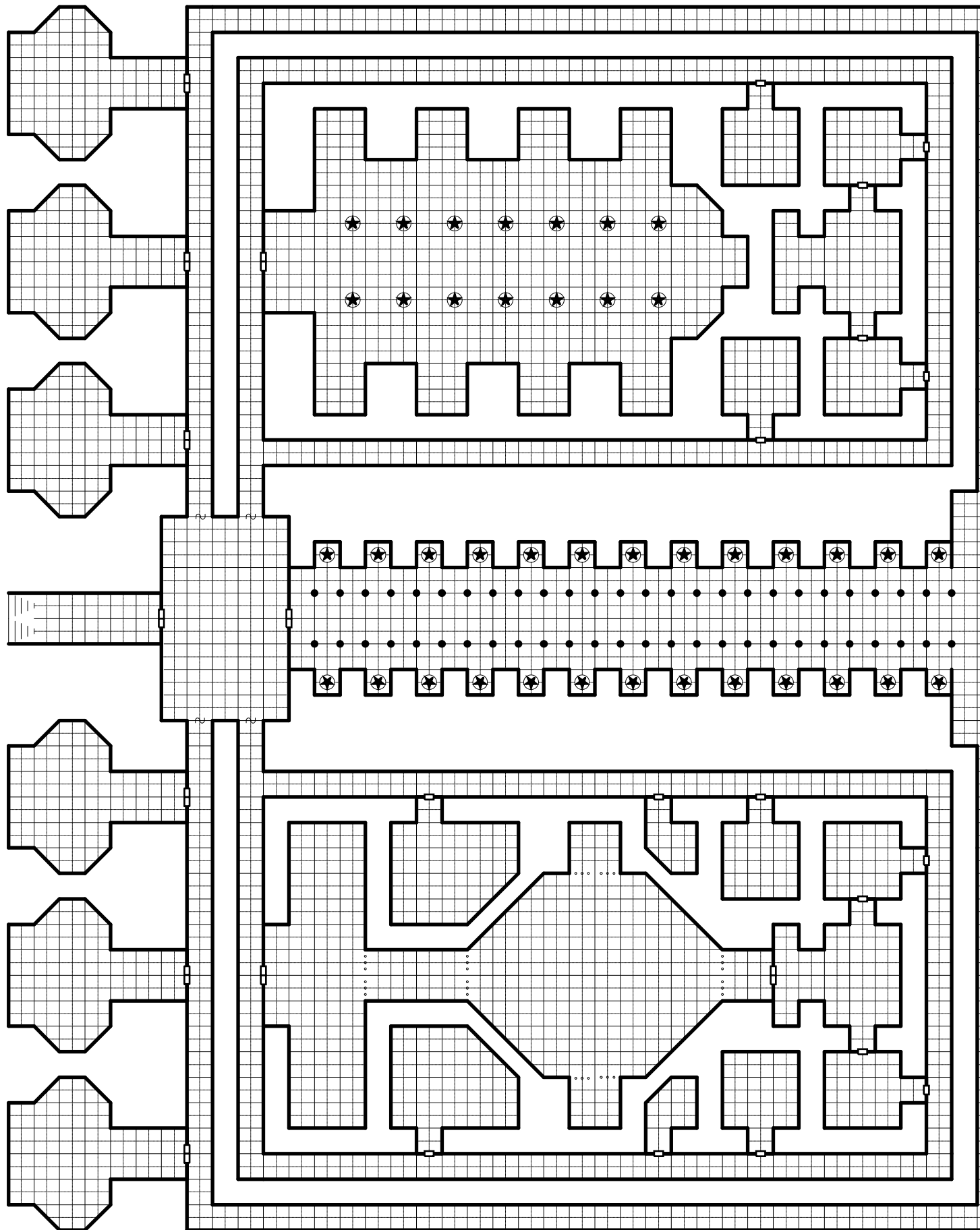


1 square = 10 feet

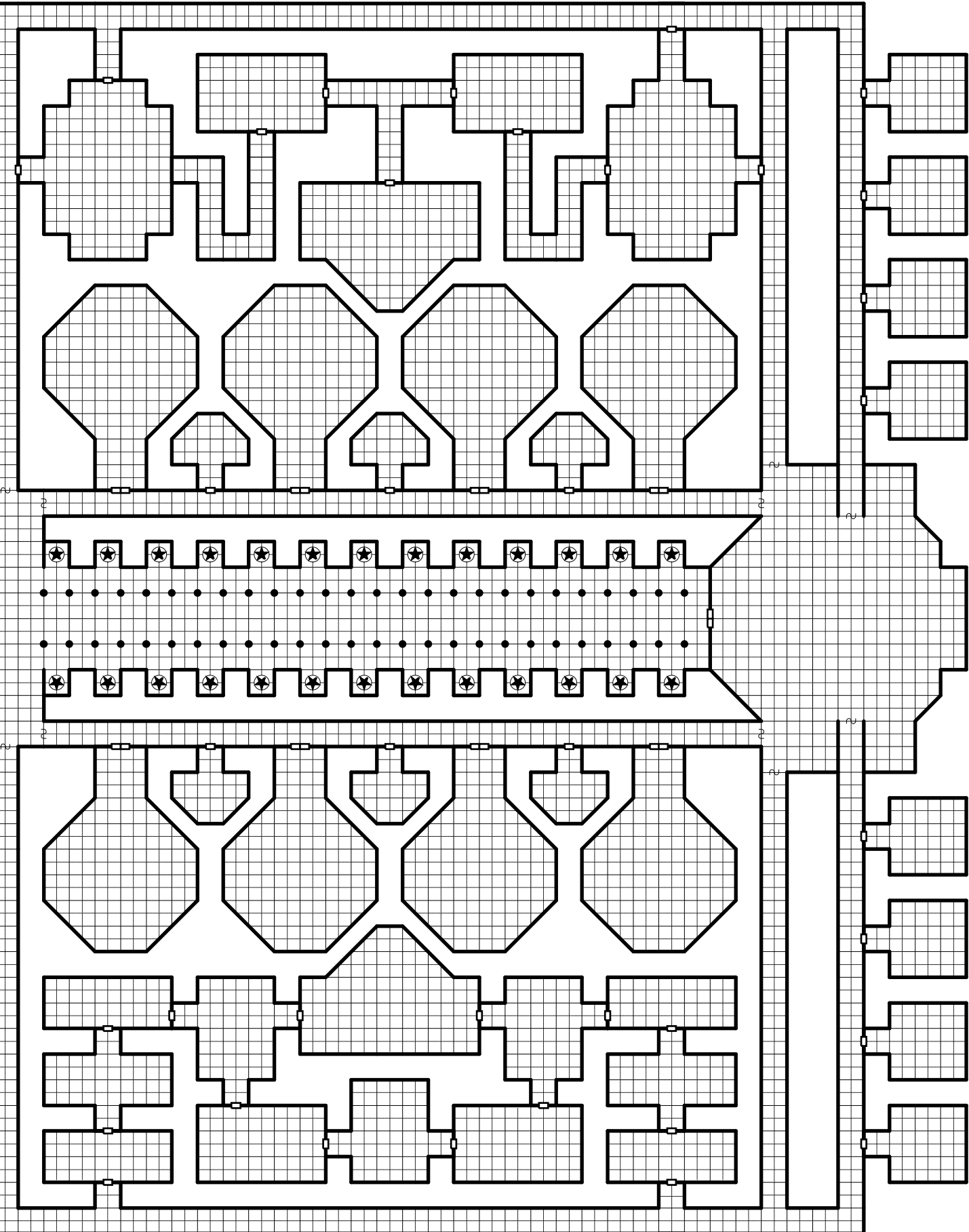
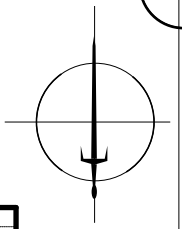


1 square = 10 feet



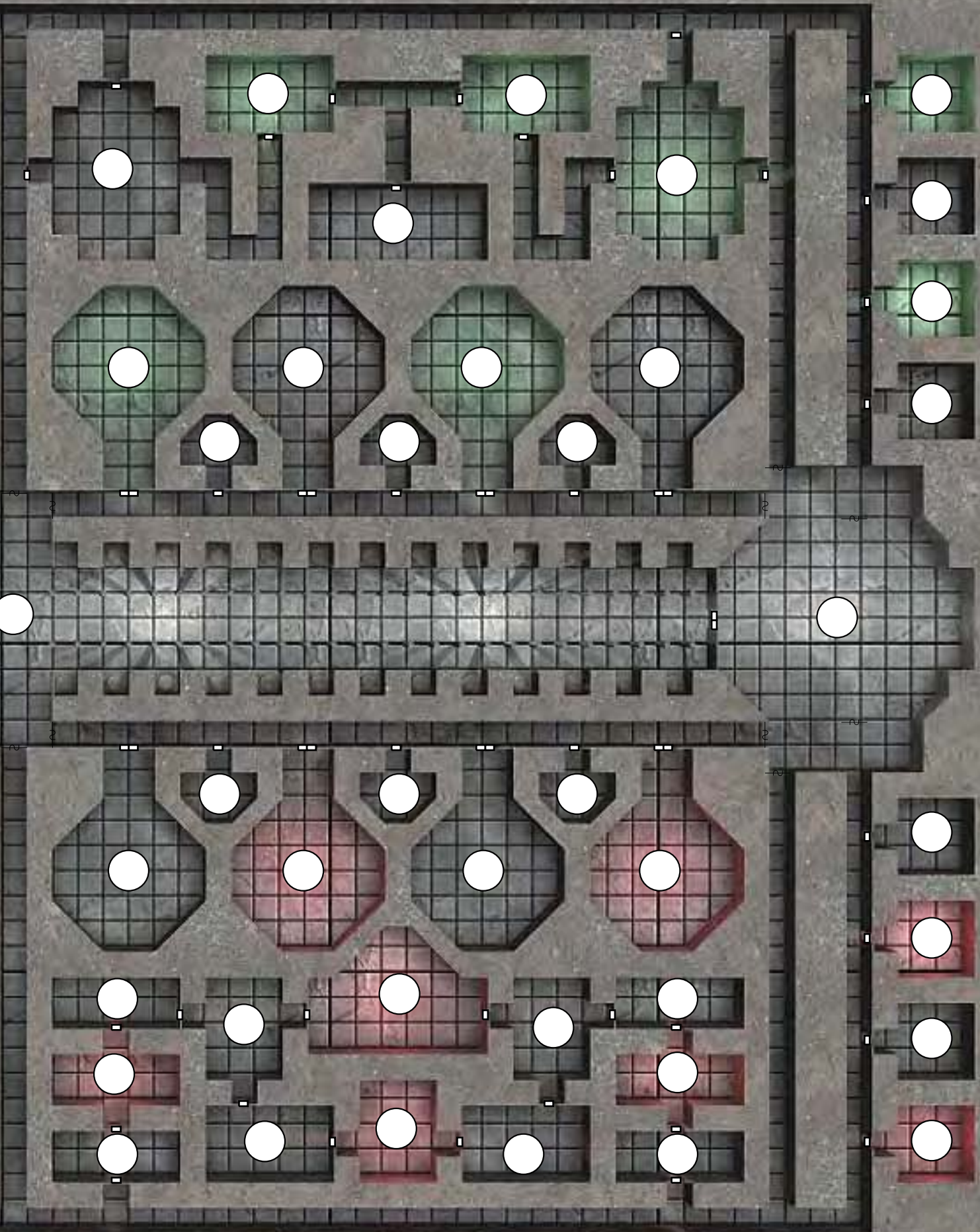


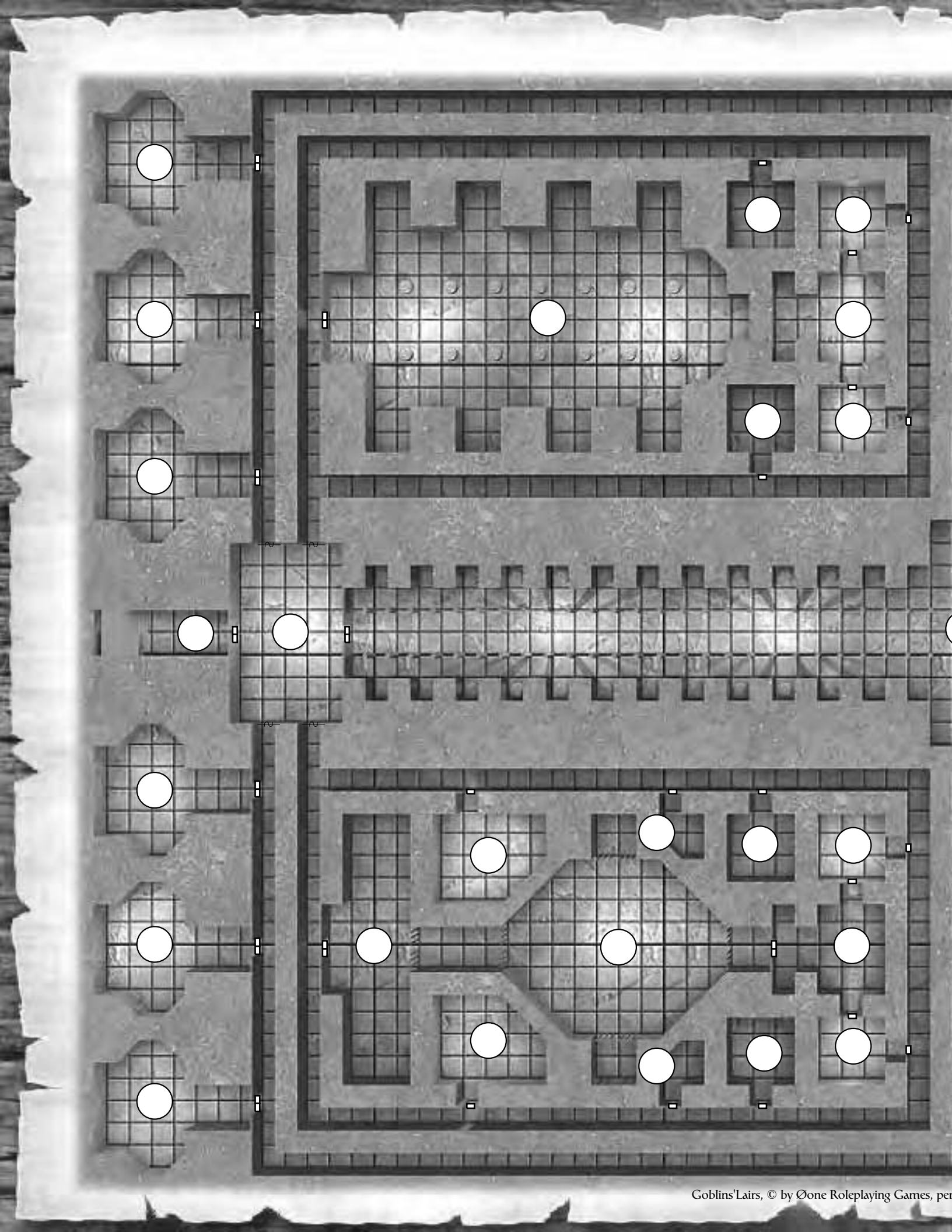
1 square = 5 feet



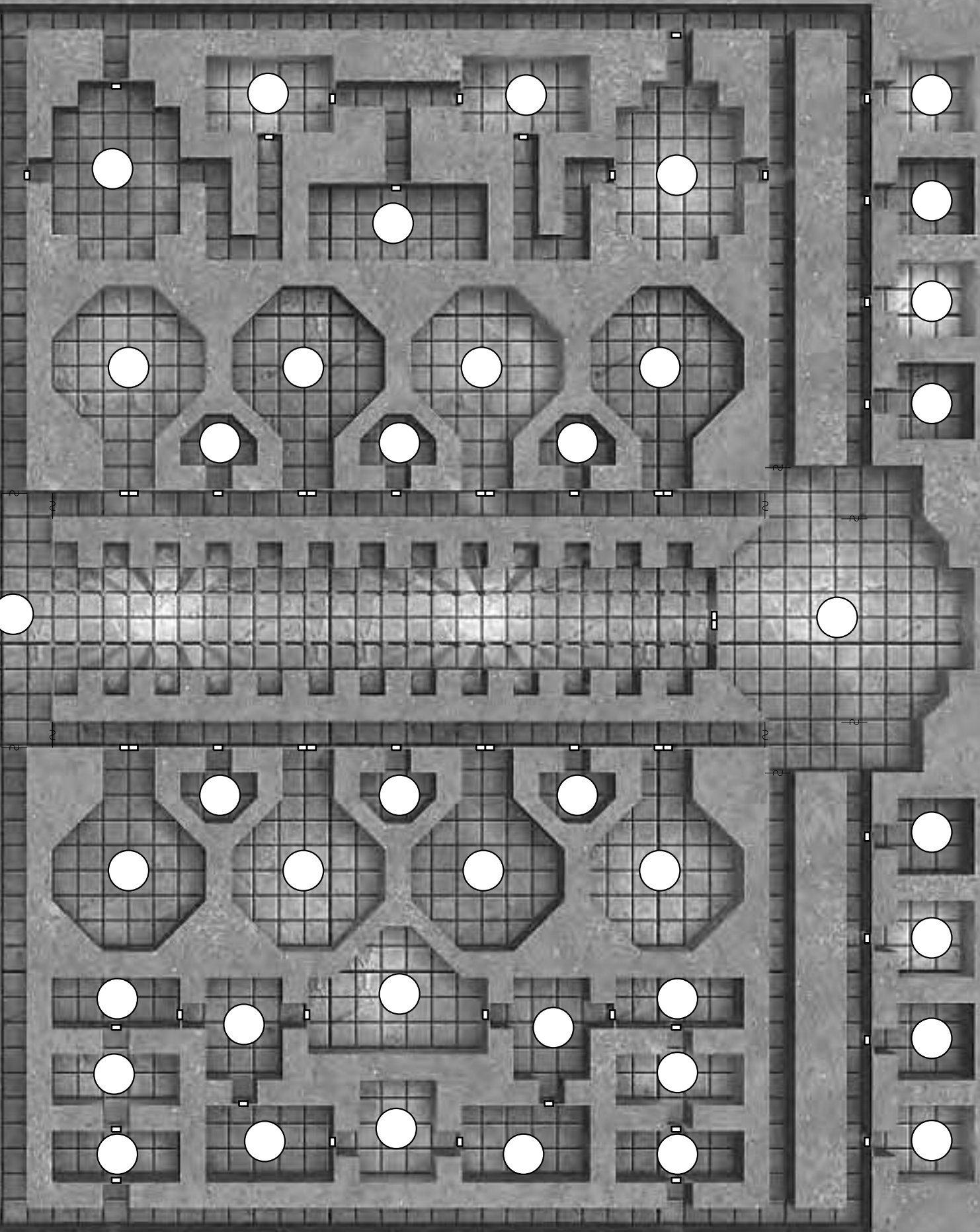


1 square = 10 feet



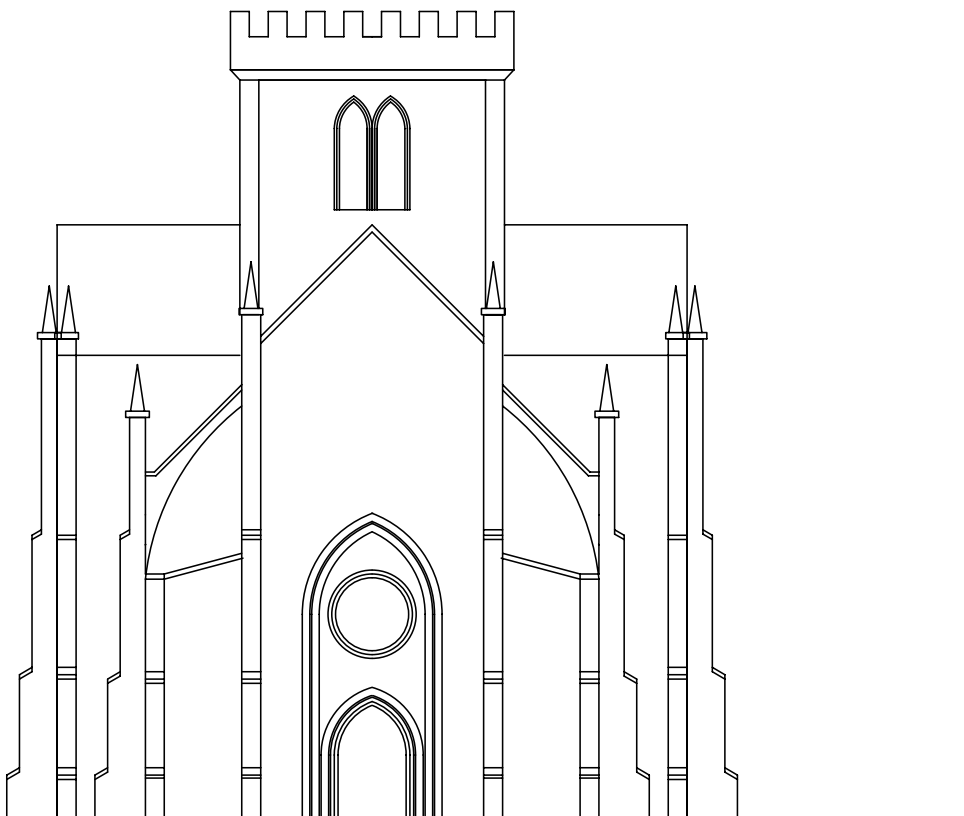


1 square = 10 feet



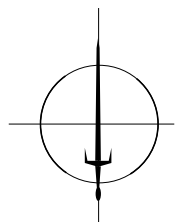


Side elevation

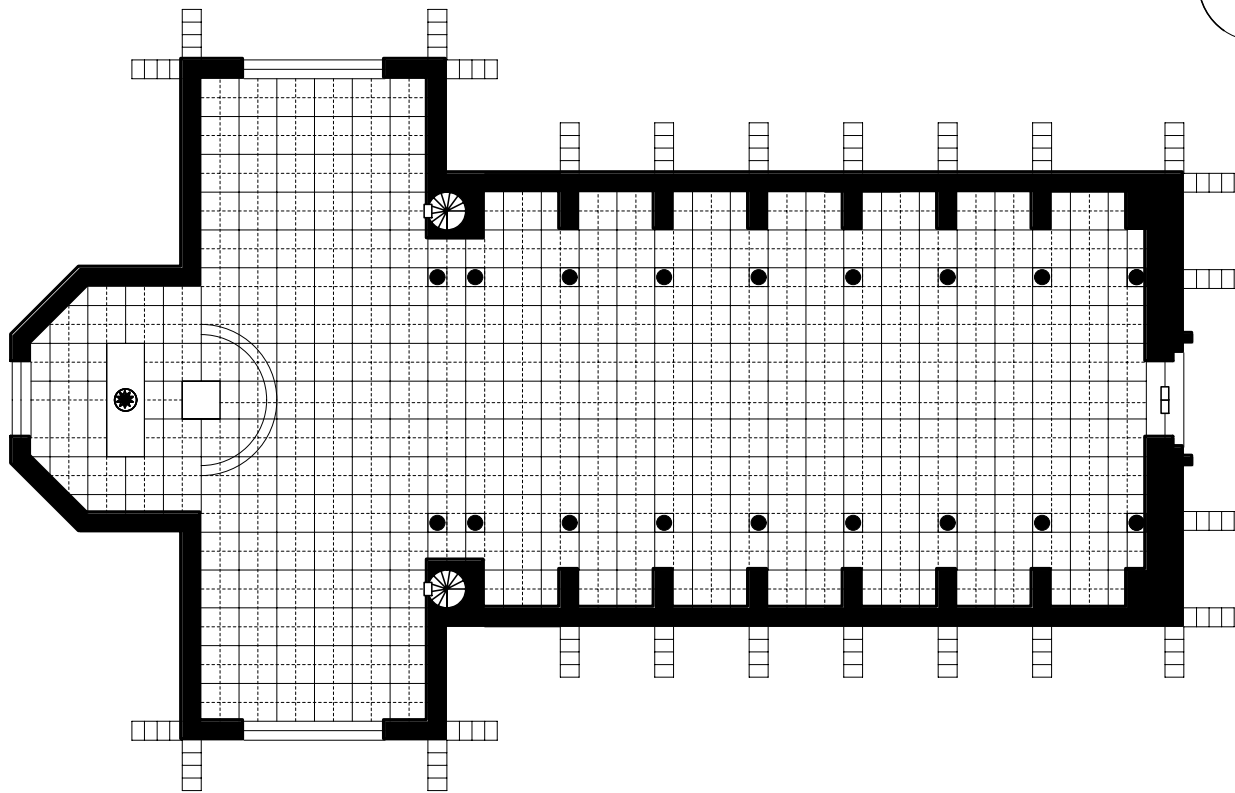
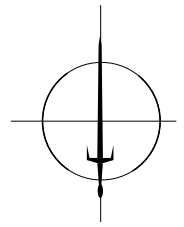


Front elevation

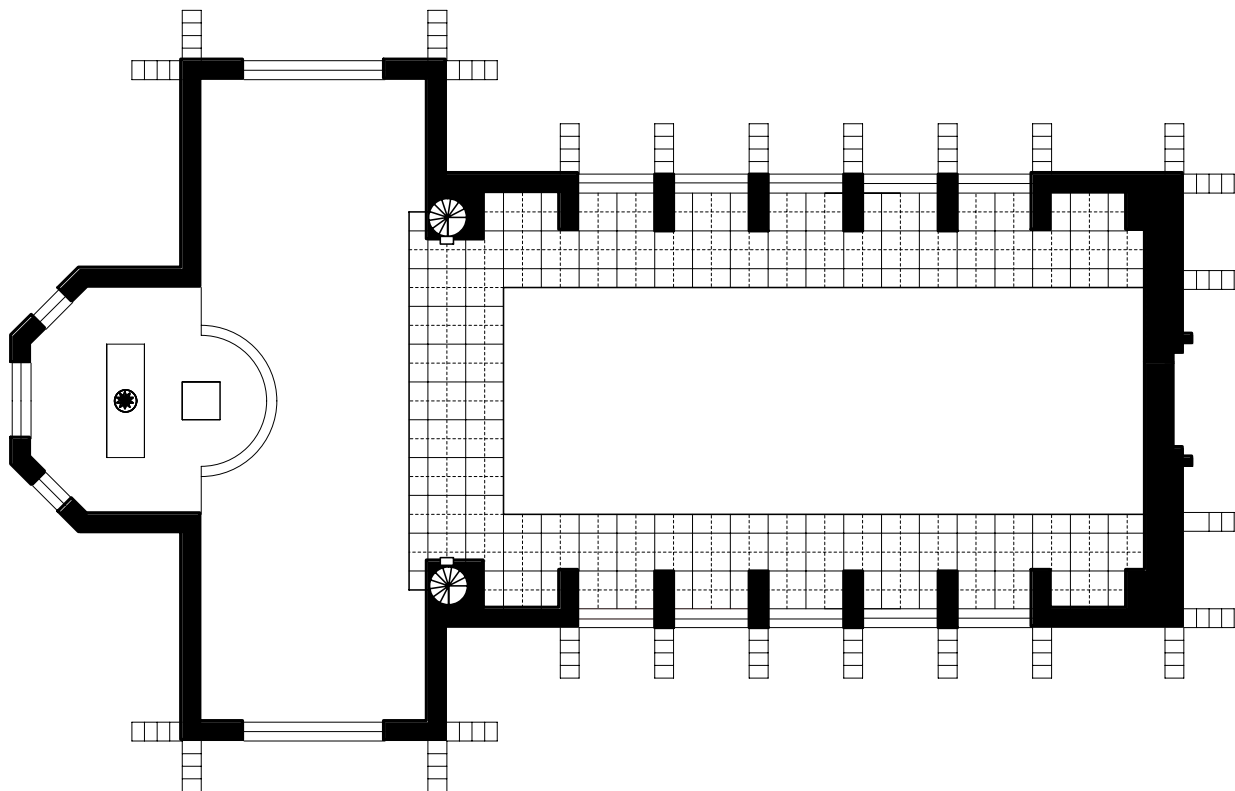
— = 5 feet



1 square = 5 feet

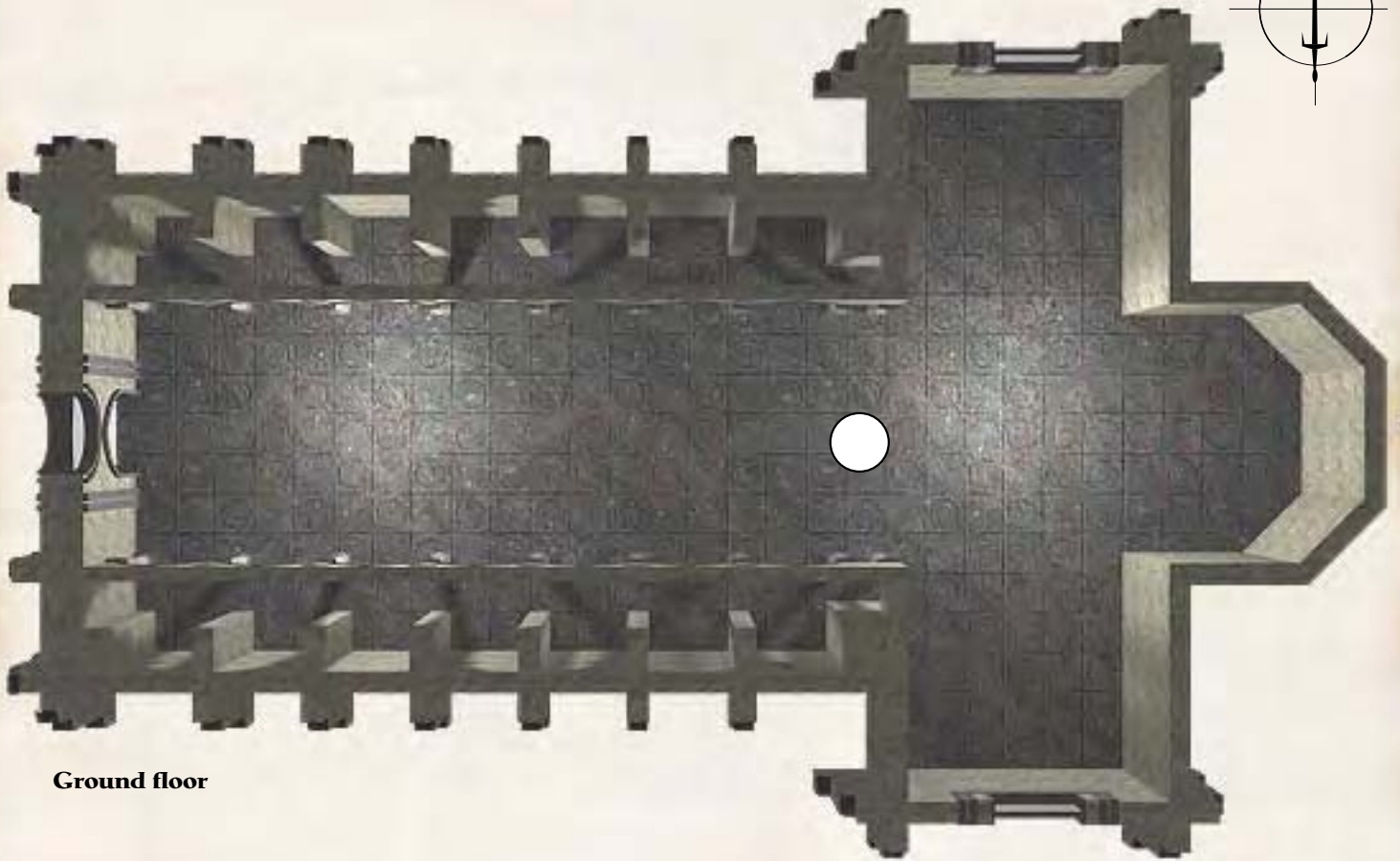


Ground floor

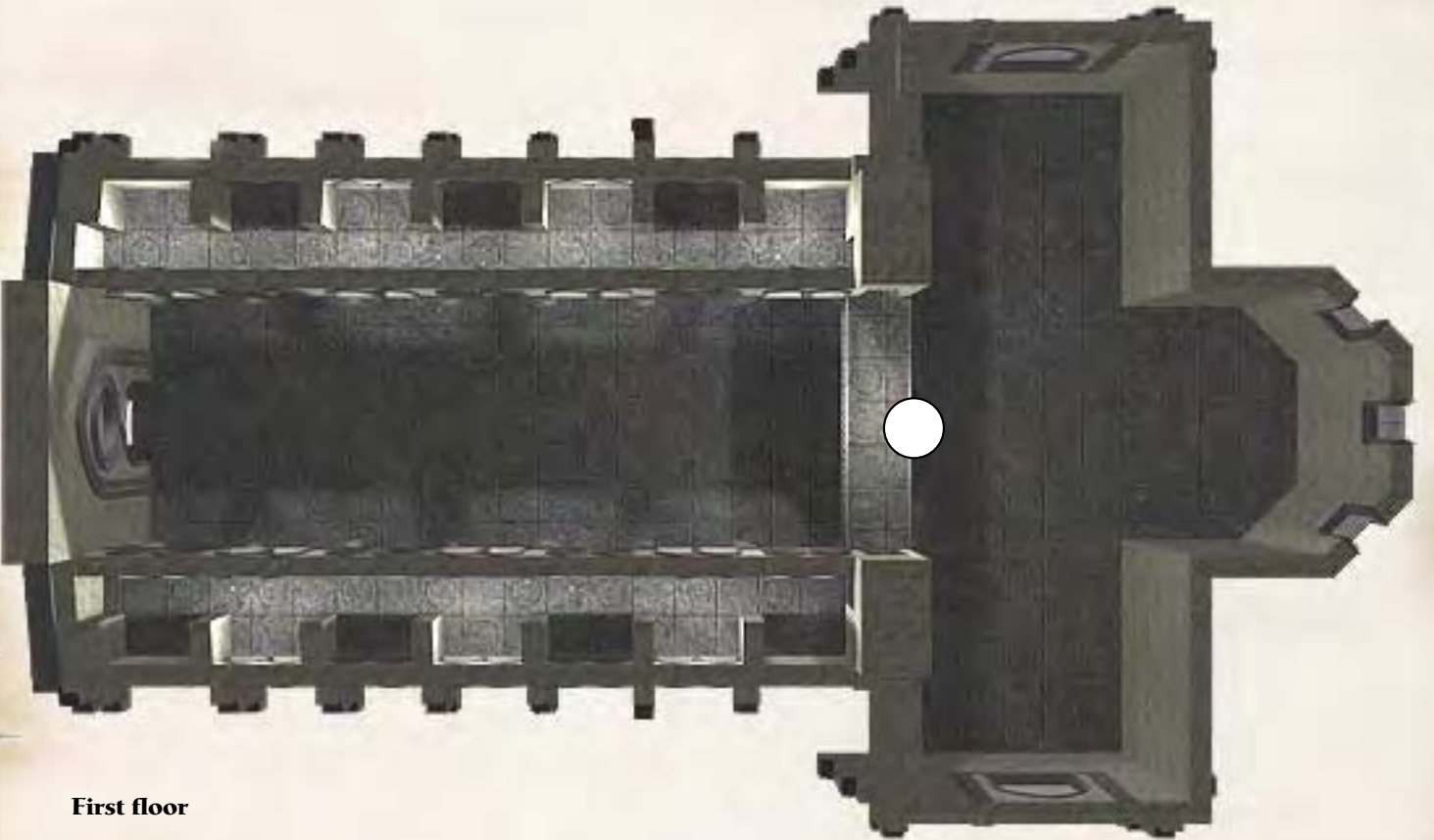


First floor

1 square = 5 feet

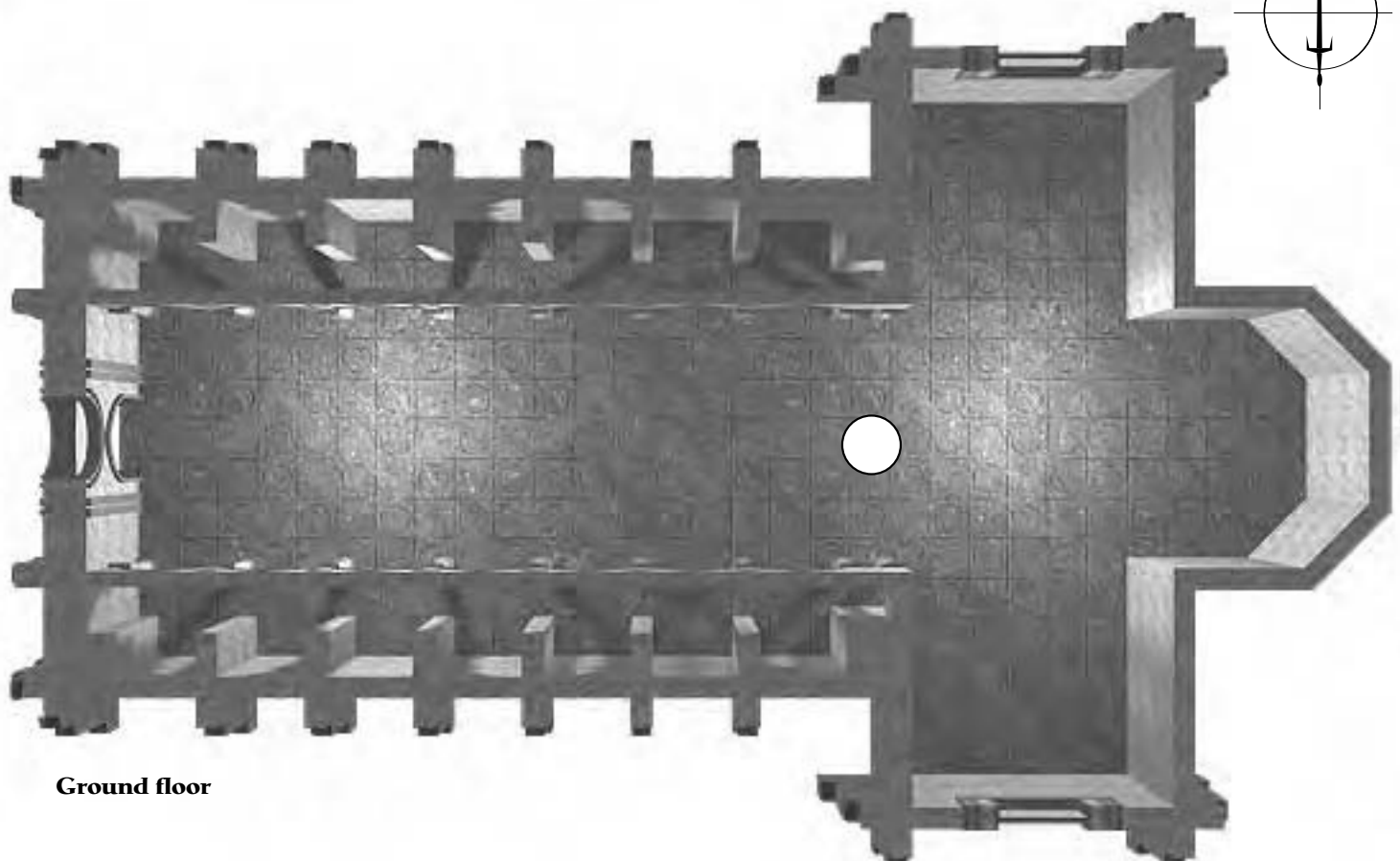
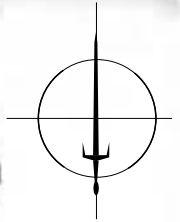


Ground floor

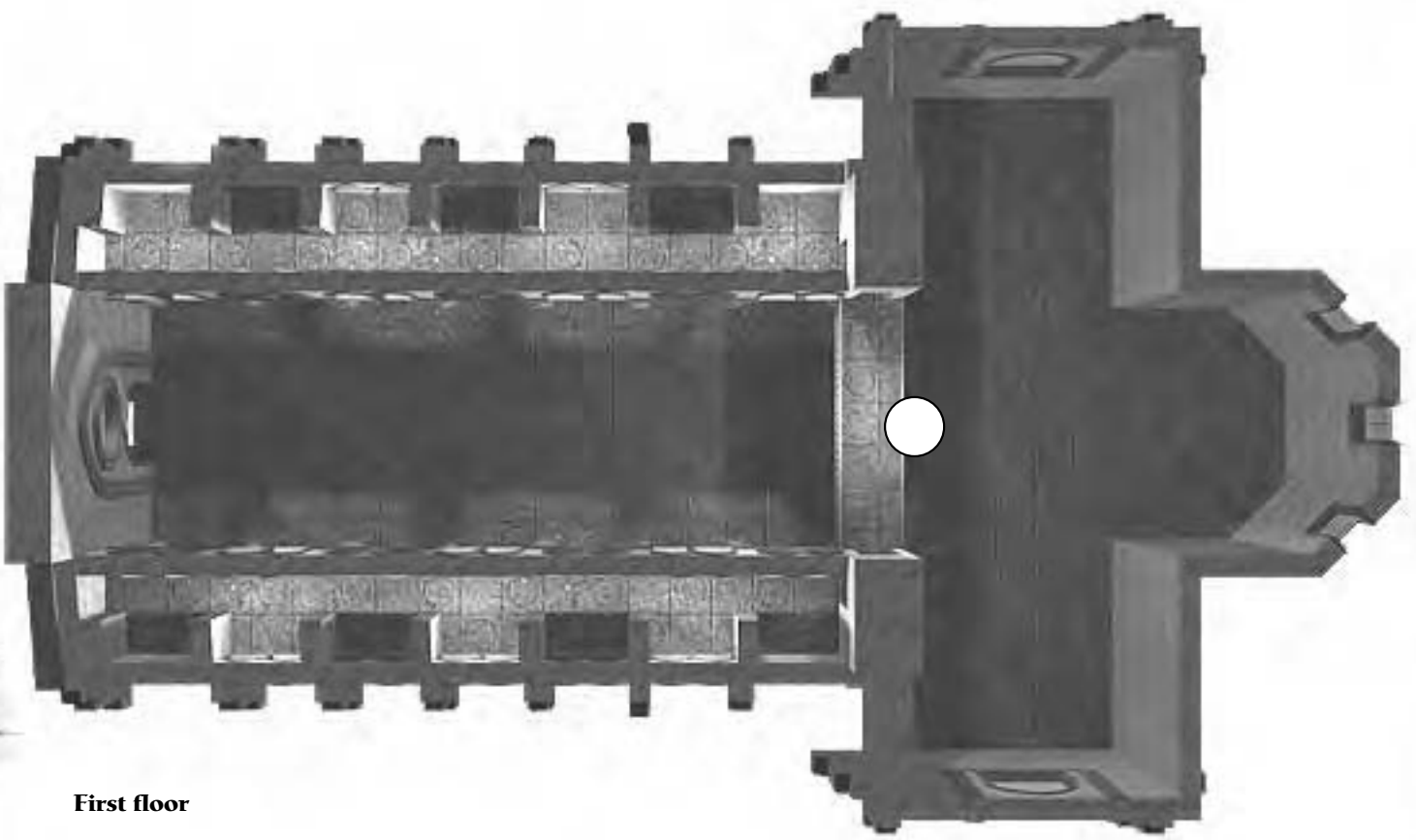


First floor

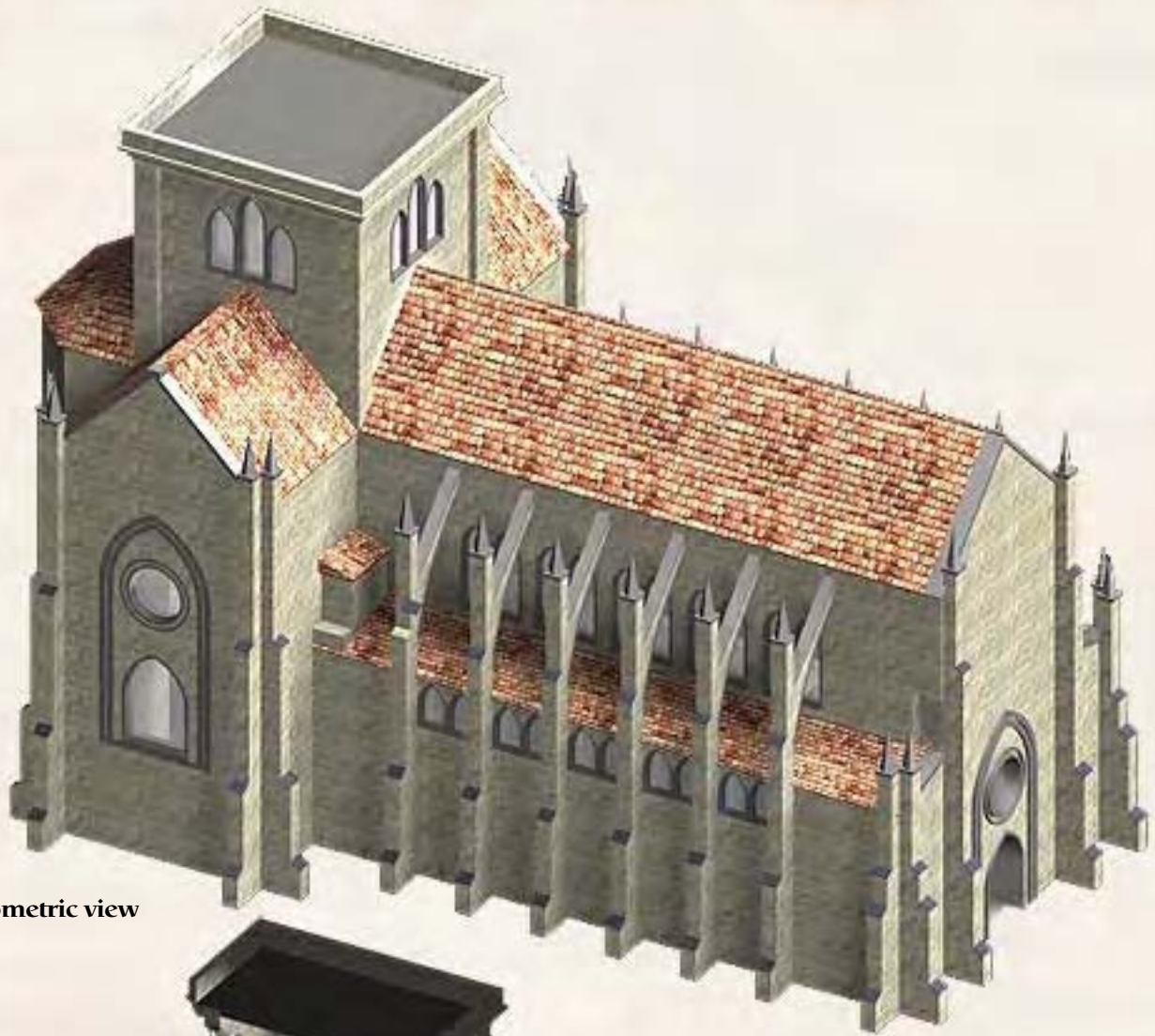
1 square = 5 feet



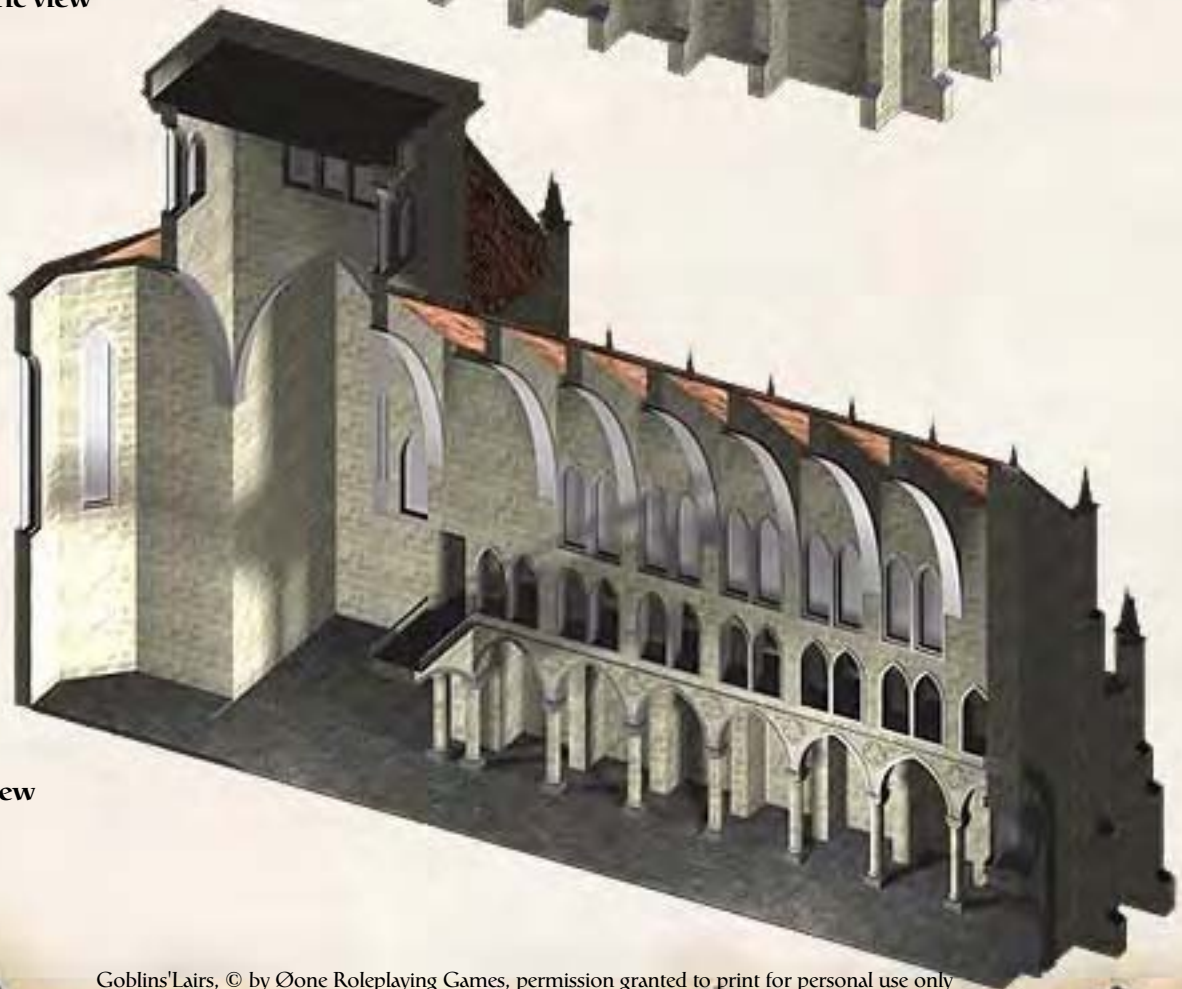
Ground floor



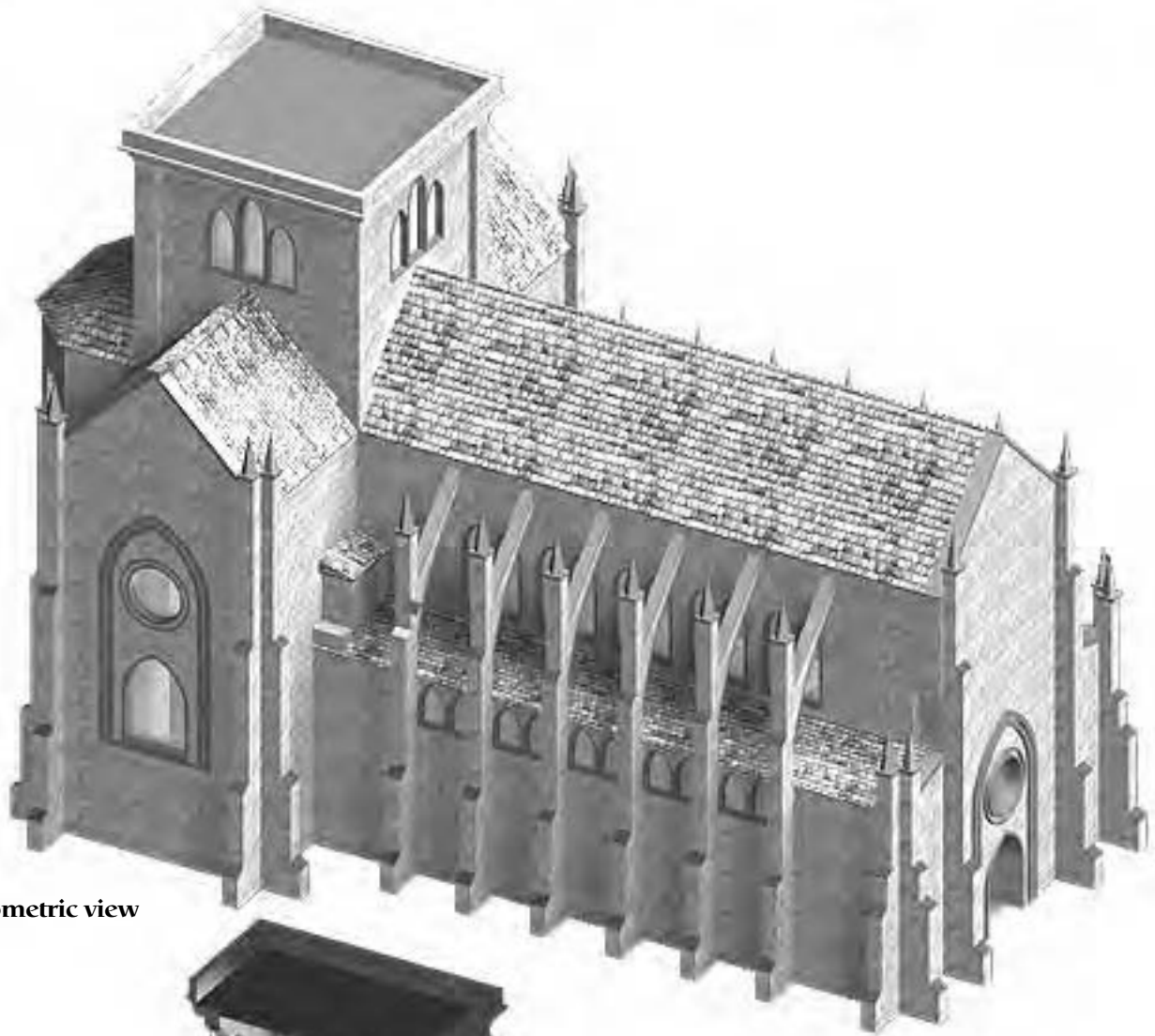
First floor



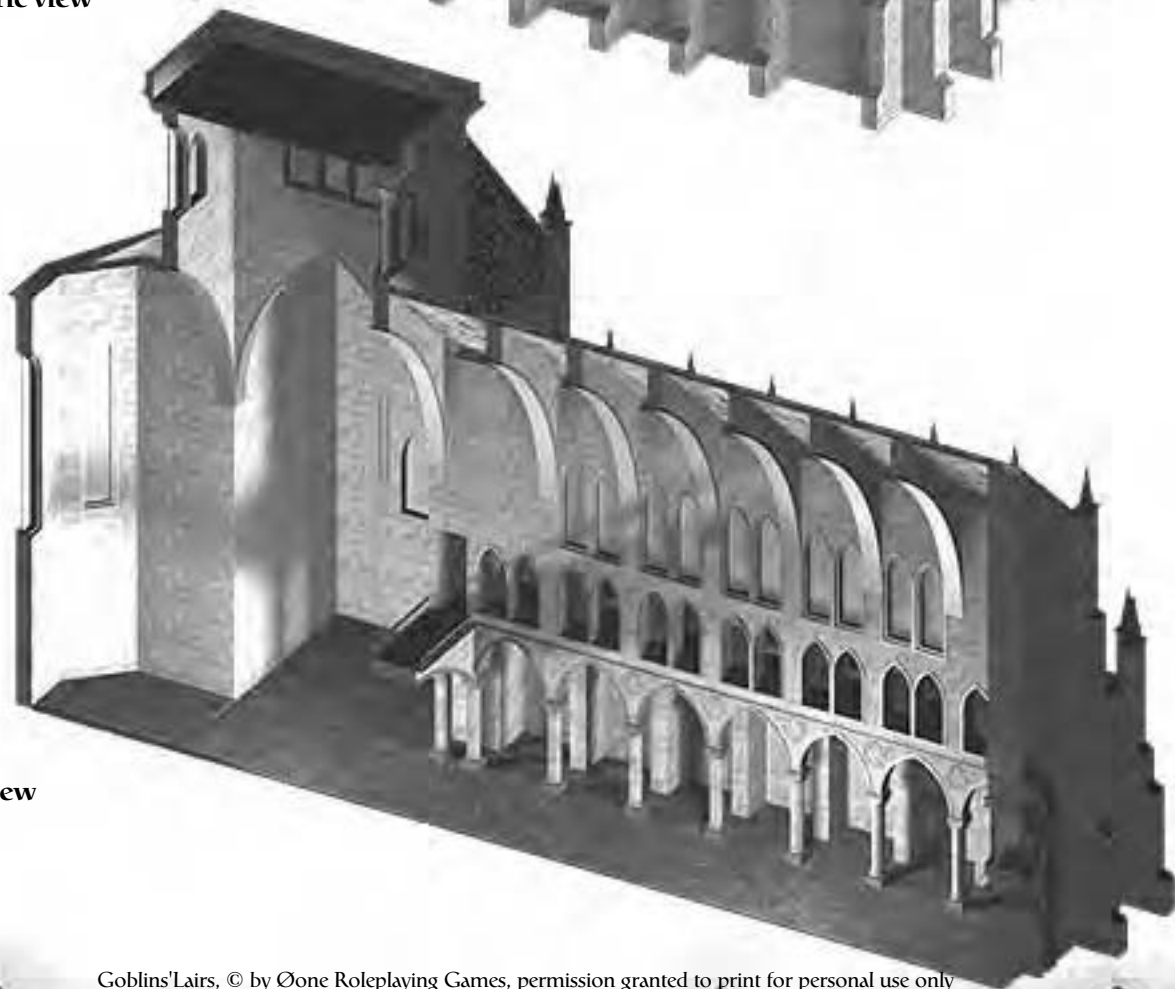
axonometric view



cutaway view



axonometric view



cutaway view

Exploring the Dwarven Stronghold

Day 13



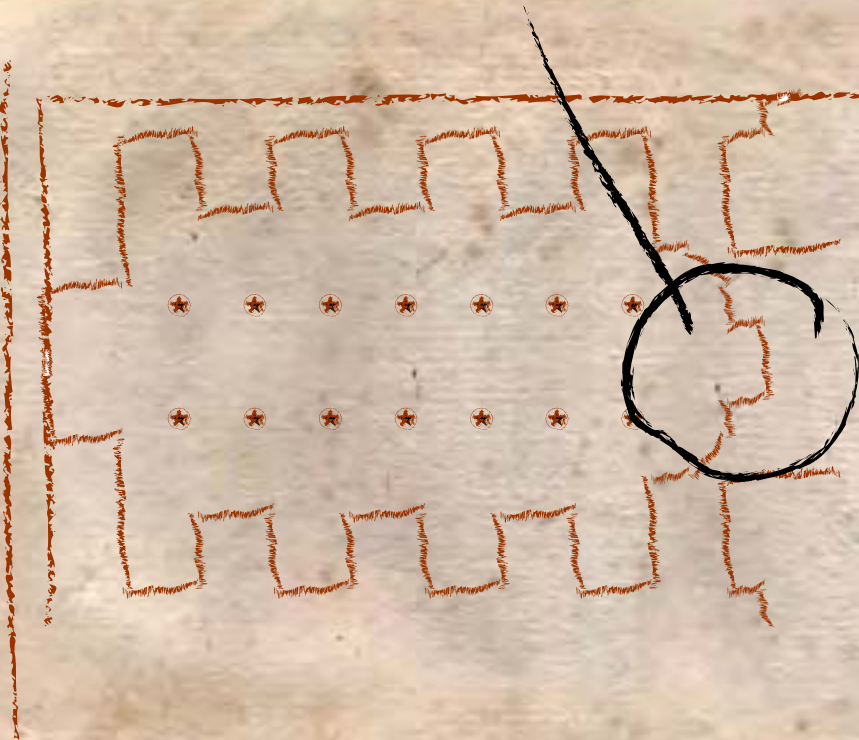
We found these
strange rooms
Goblins stay away
from these places,
we don't know why...



Altar
Sketch

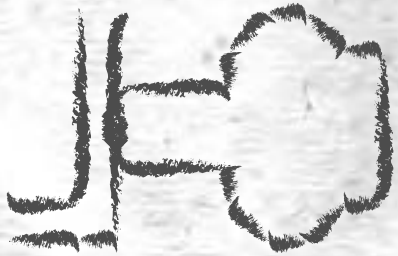
Day 14

The great temple... the architecture
is stunning... found a strange altar...



Exploring the Dravven Stronghold

Day 13



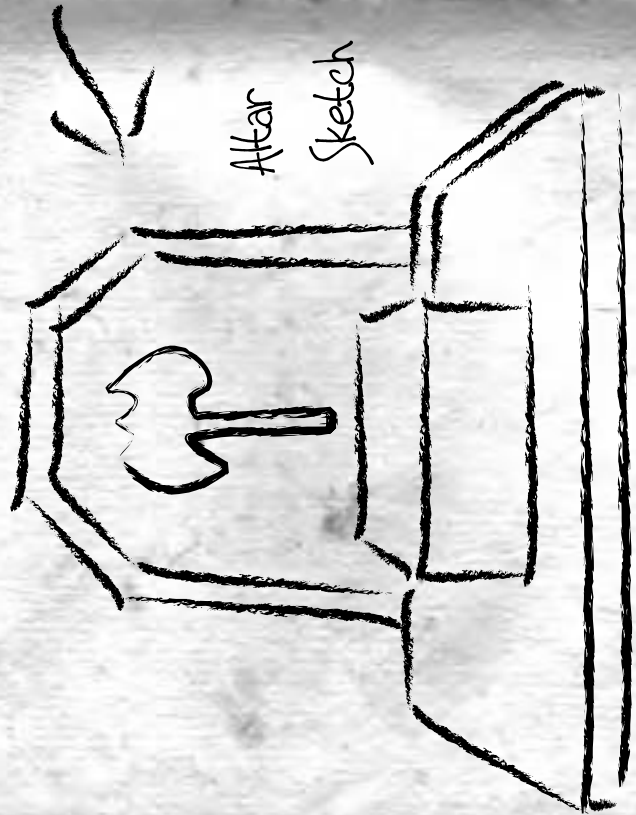
We found these

strange rooms

Goblins stay away

from these places,

we don't know why...

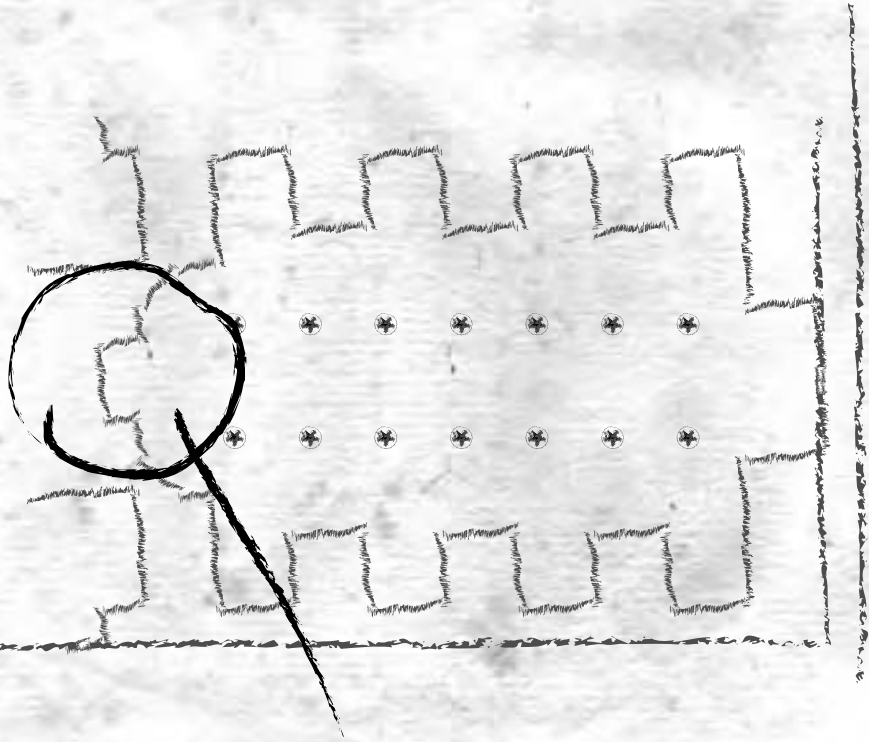


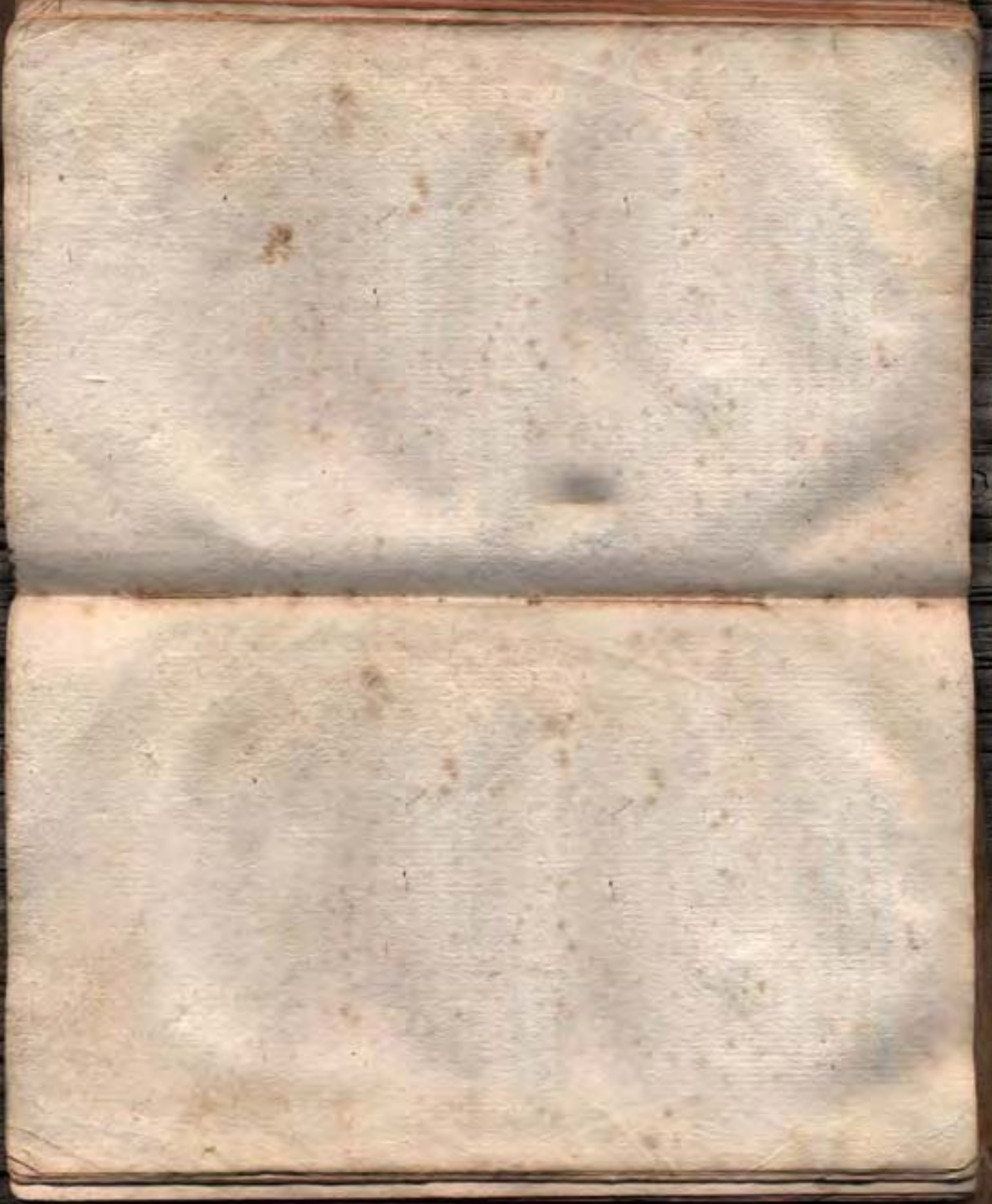
Altar

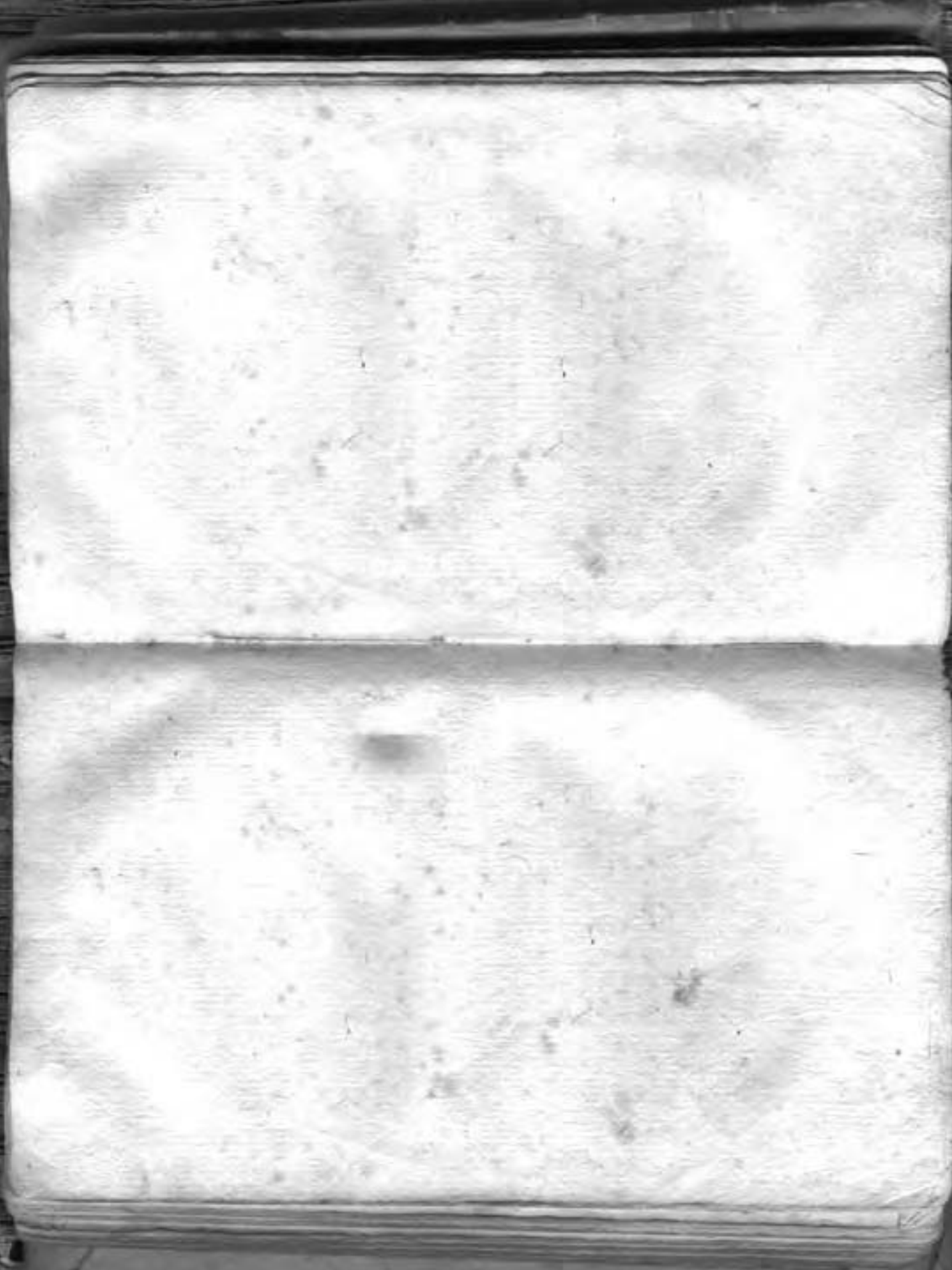
Sketch

Day 14

The great temple... the architecture is stunning... found a strange altar...







Search this pillar

Remove floor tiles

Warning: Goblins this way

Follow this route

Search this pillar

Remove floor tiles

Warning: Goblins this way

Follow this route

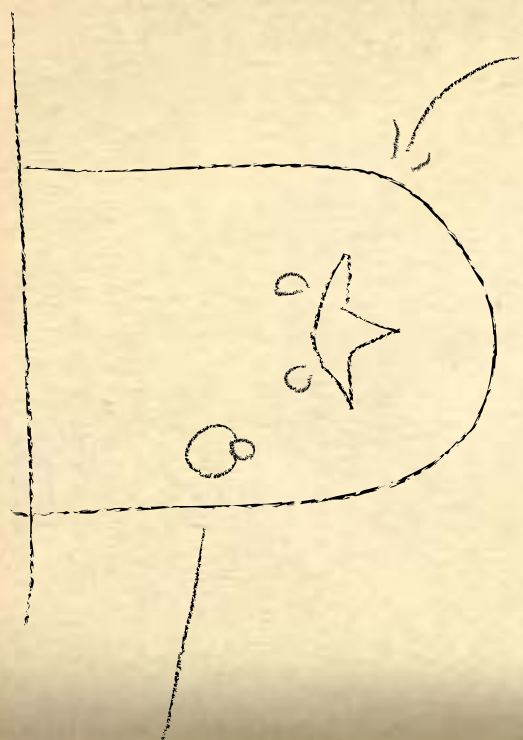
Goblin Sighting tower

Goblins
always

watch through these

arrowslits

strange symbol on the main door

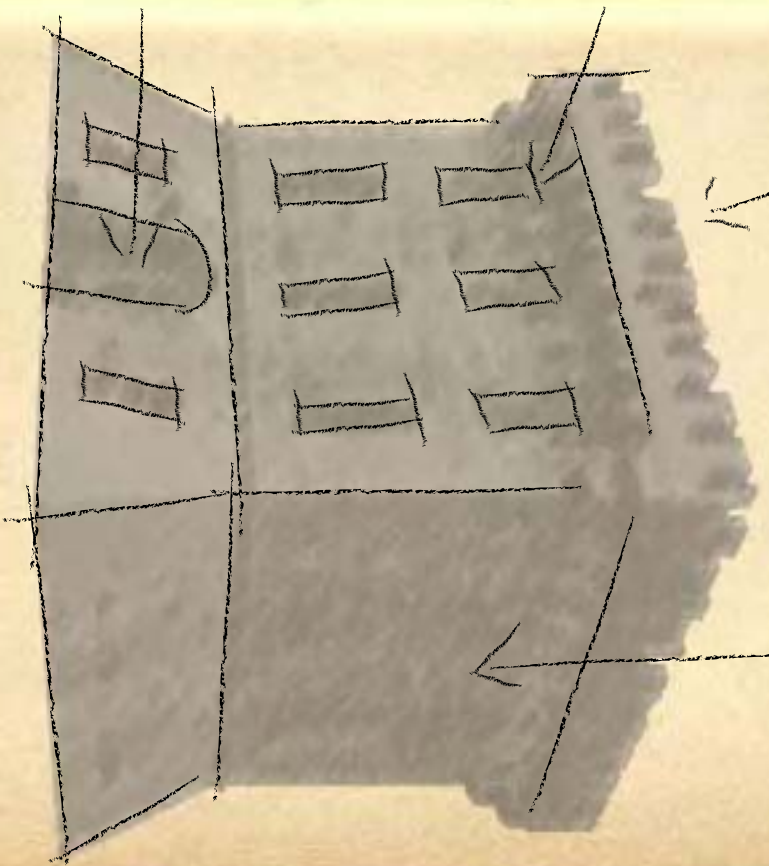


they seem to have

a ballista on

the rooftop

unknown arrowslits
layout this side



Goblin Sighting tower

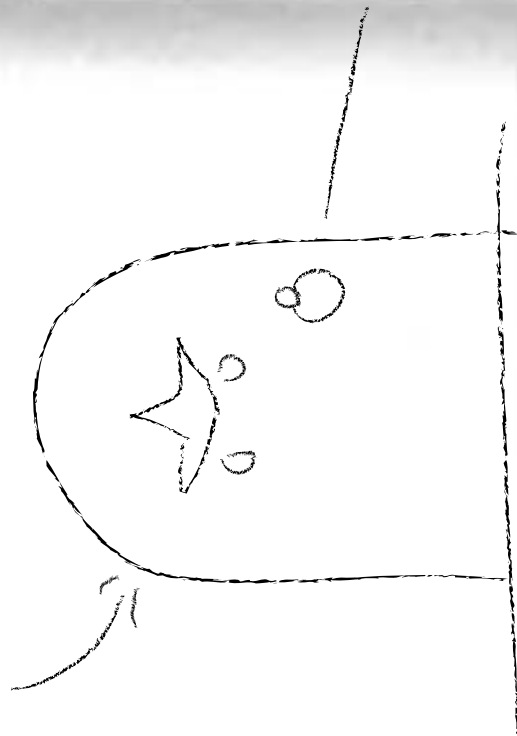
Goblins

always

watch through these

arrowslits

strange symbol on the main door



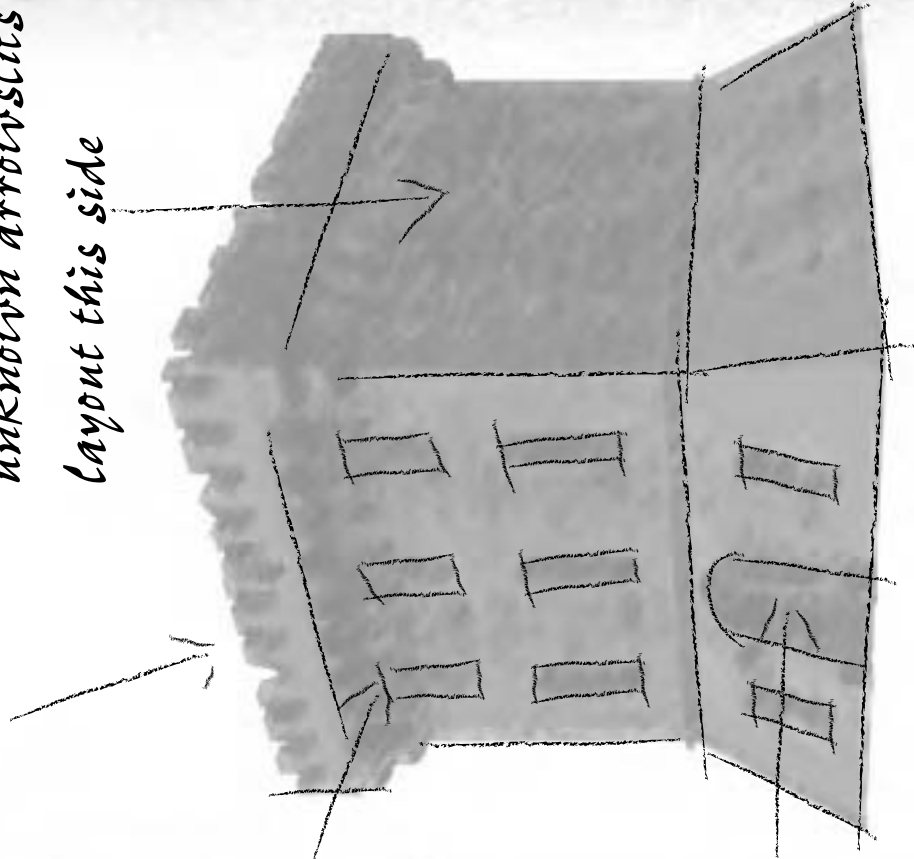
they seem to have

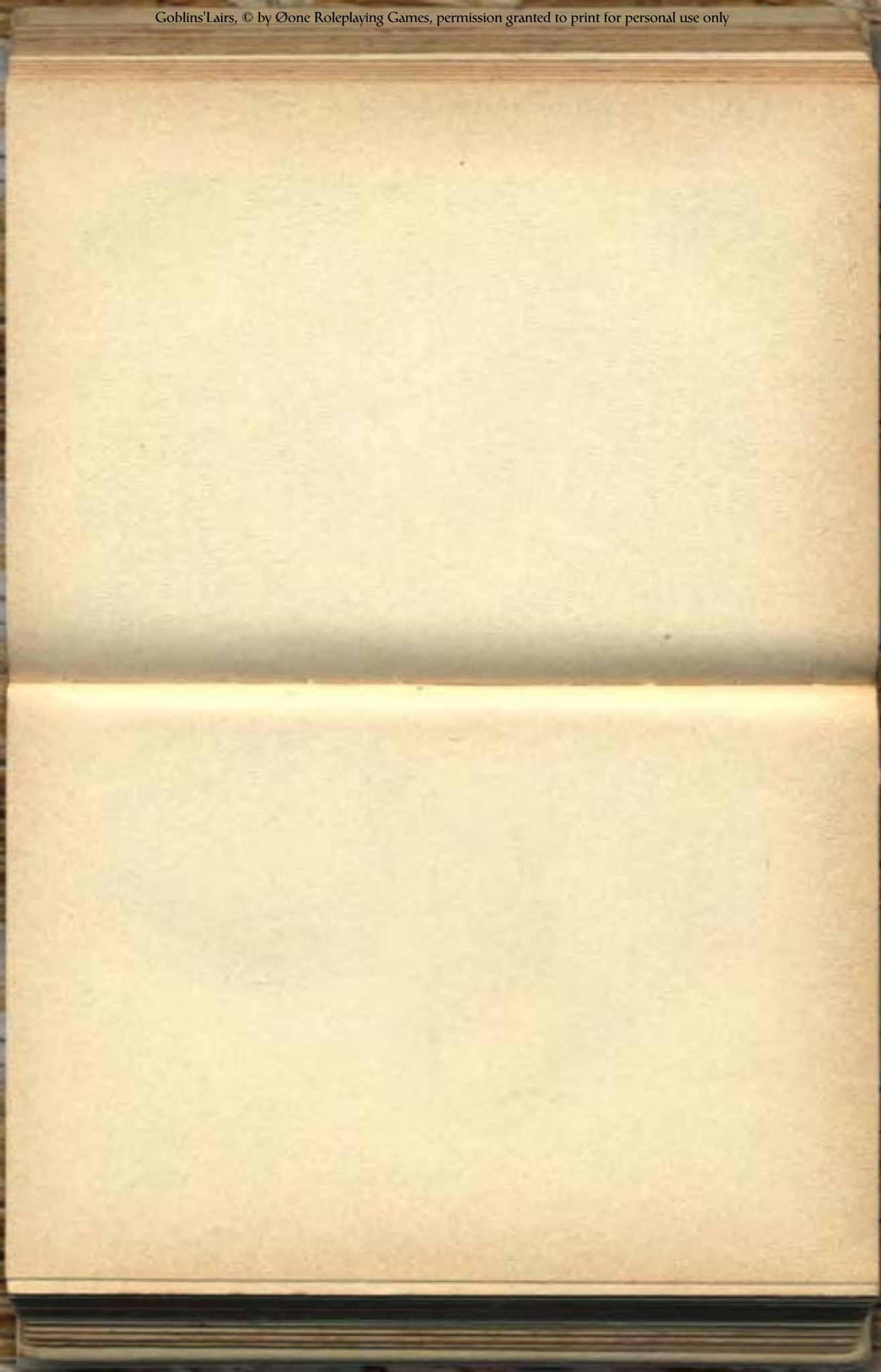
a ballista on

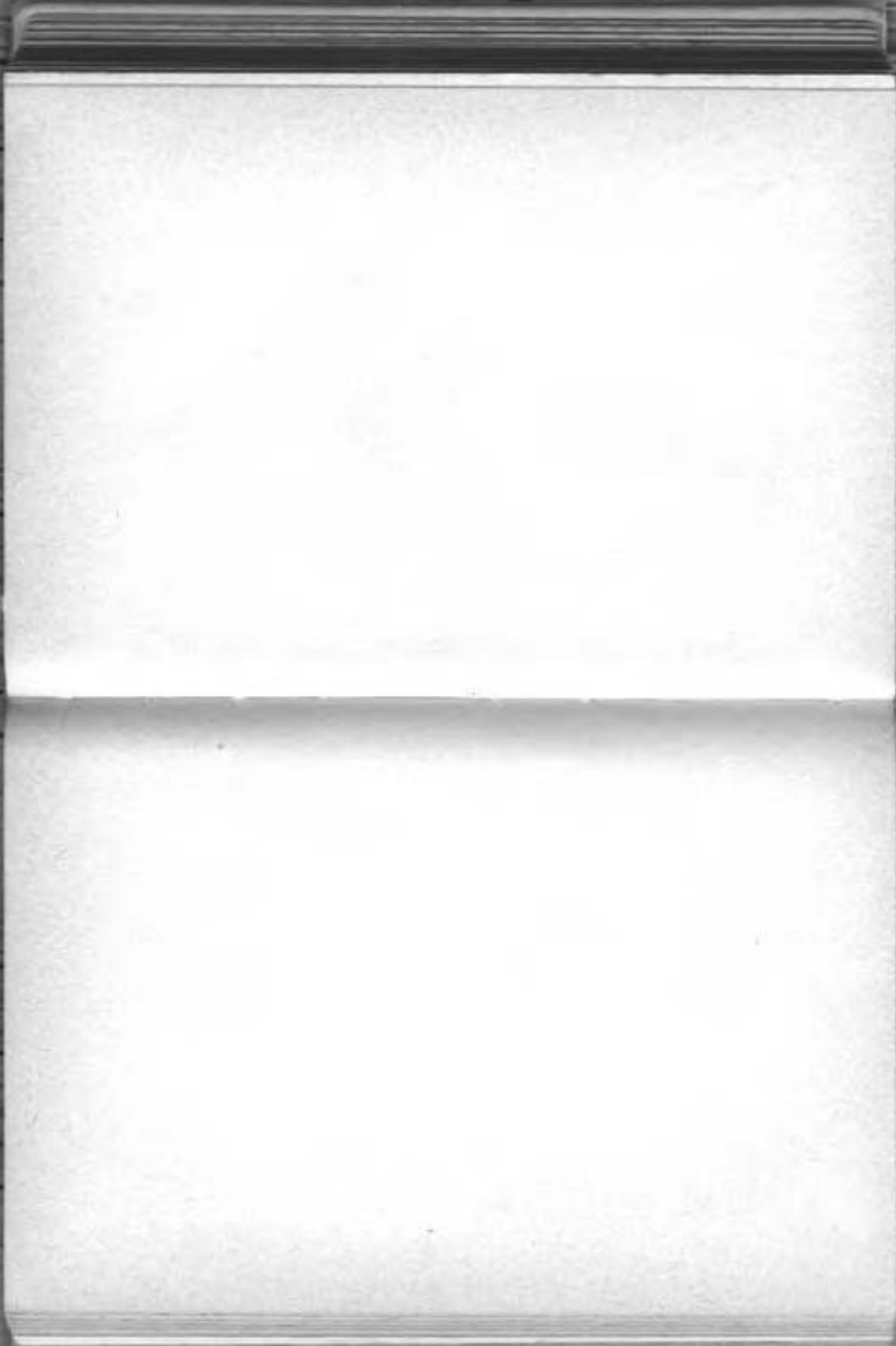
the rooftop

unknown arrowslits

layout this side









Strange symbol found
on the front door
of an abandoned cathedral



Strange symbol found
on the front door
of an abandoned cathedral





Goblins' Lair

Monsters

Goblin Scum (#), Male Goblin Warrior1; CR 1/4; Size S; Type humanoid; HD (1d8); hp 5; Init +1 (+1 Dex); Spd Walk 20'; AC 15 (flatfooted 14, touch 12); Atk Morningstar +1 (1d8 -1 20/x2) or Javelin +3 (1d6 -1 20/x2); Vision: Normal, Darkvision (60'); **AL NE; Sv:** Fort +2, Ref +1, Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8
Skills and Feats: Hide +2, Listen +4, Move Silently +2, Spot +3; Alertness
Possessions: Morningstar, Javelin, Studded Leather

Goblin Scum Chief (#), Male Goblin Warrior2; CR 1; Size S; Type humanoid; HD (2d8)+2; hp 12; Init +1 (+1 Dex); Spd Walk 20'; AC 16 (flatfooted 15, touch 12); Atk Sword, Short +4 (1d6-1 19 -20/x2) or Javelin +4 (1d6 -1 20/x2); Vision: Normal, Darkvision (60') **AL NE; Sv:** Fort +4, Ref +1, Will +0; Str 8, Dex 13, Con 12, Int 10, Wis 11, Cha 8
Skills and Feats: Hide +2, Listen +2, Move Silently +2, Spot +2; Weapon Focus (sword, short)
Possessions: Shield (Small/Wooden), Sword Short, Javelin, Studded Leather

Goblin Scum Bowman (#), Male Goblin Warrior1; CR 1/4; Size S; Type humanoid; HD (1d8); hp 4; Init +2 (+2 Dex); Spd Walk 20'; AC 16 (flatfooted 14, touch 13); Atk Shortbow +4 (+5 point blank) (1d6-1 20/x3) or Dagger +1 (1d4-1 19-20/x2); Vision: Normal, Darkvision (60') **AL NE; Sv:** Fort +2, Ref +2, Will +0; Str 8, Dex 14, Con 11, Int 10, Wis 11, Cha 8
Skills and Feats: Hide +3, Listen +2, Move Silently +3, Spot +1; Point Blank Shot
Possessions: Dagger, Shortbow, Studded Leather, Quiver 20 Arrows.

Goblin Regular (#), Male Goblin Rogue1; CR 1; Size S; Type humanoid; HD (1d6); hp 4; Init +6 (+2 Dex, +4 Feat); Spd Walk 30'; AC 15 (flatfooted 13, touch 13); Atk Sword, Short +1 (1d6 19-20/x2) or Crossbow, Light +3 (1d8 19-20/x2); SA Sneak Attack +1d6; Vision: Normal, Darkvision (60'); **AL NE; Sv:** Fort +0, Ref +4, Will +0; Str 10, Dex 14, Con 11, Int 10, Wis 11, Cha 8
Skills and Feats: Climb +4, Hide +10, Jump +4, Listen +4, Move Silently +10, Search +4, Spot +4, Tumble +6; Improved Initiative
Possessions: Sword, Short, Crossbow Light, Leather, 10 quarrels

Goblin Regular (#), Male Goblin Rogue3; CR 3; Size S; Type humanoid; HD (3d6); hp 13; Init +6 (+2 Dex, +4 Feat); Spd Walk 30'; AC 15 (flatfooted 15, touch 13); Atk Crossbow, Light +5 (1d8 19-20/x2) or Sword, Short +3 (1d6 19-20/x2); SA: Evasion (Ex), Sneak Attack +2d6, Uncanny Dodge (Dex bonus to AC); **Vision:** Normal, Darkvision

(60'); **AL NE; Sv:** Fort +1, Ref +5, Will +2; Str 10, Dex 15, Con 11, Int 10, Wis 12, Cha 8
Skills and Feats: Climb +6, Hide +12, Jump +8, Listen +7, Move Silently +12, Search +6, Spot +7, Tumble +10; Improved Initiative, Point Blank Shot
Possessions: Crossbow, Light, Leather, Sword, Short

Goblin Regular (#), Male Goblin Rogue5; CR 5; Size S; Type humanoid; HD (5d6); hp 21; Init +7 (+3 Dex, +4 Feat); Spd Walk 30'; AC 16 (flatfooted 16, touch 14); Atk Crossbow, Light +7 (1d8 19-20/x2) or Sword, Short +4 (1d6 19-20/x2) or; SA: Evasion (Ex), Sneak Attack +3d6, Uncanny Dodge (Dex bonus to AC); **Vision:** Normal, Darkvision (60'); **AL NE; Sv:** Fort +1, Ref +7, Will +2; Str 10, Dex 16, Con 11, Int 10, Wis 12, Cha 8
Skills and Feats: Climb +8, Hide +15, Jump +10, Listen +9, Move Silently +15, Search +8, Spot +9, Tumble +13; Improved Initiative, Point Blank Shot
Possessions: Crossbow, Light, Leather, Sword, Short

Goblin Regular (#), Male Goblin Rogue7; CR 7; Size S; Type humanoid; HD (7d6); hp 30; Init +7 (+3 Dex, +4 Feat); Spd Walk 30'; AC 16 (flatfooted 16, touch 14); Atk Crossbow +1 (Light) +8 (1d8+1 19-20/x2 Rapid Shot) or Sword, Short +6 (1d6 19-20/x2); SA: Evasion (Ex), Sneak Attack +4d6, Uncanny Dodge (Dex bonus to AC), Uncanny Dodge (can't be flanked); **Vision:** Normal, Darkvision (60'); **AL NE; Sv:** Fort +2, Ref +8, Will +3; Str 10, Dex 16, Con 11, Int 10, Wis 12, Cha 8
Skills and Feats: Climb +10, Hide +17, Jump +12, Listen +11, Move Silently +17, Search +10, Spot +11, Tumble +15; Improved Initiative, Point Blank Shot, Rapid Shot
Possessions: Crossbow +1 (Light), Leather, Sword, Short

Goblin Elite (#), Male Goblin Rogue1 Fighter1; CR 2; Size S; Type humanoid; HD (1d6)+(1d10)+2; hp 15; Init +7 (+3 Dex, +4 Feat); Spd Walk 30'; AC 17 (flatfooted 14, touch 14); Atk Shortbow +6 (1d6 20/x3) or Sword, Short +3 (1d6+1 19-20/x2); SA: Sneak Attack +1d6; **Vision:** Normal, Darkvision (60'); **AL NE; Sv:** Fort +3, Ref +5, Will +0; Str 12, Dex 16, Con 12, Int 10, Wis 11, Cha 8
Skills and Feats: Climb +2, Hide +11, Intuit Direction +1, Jump +5, Listen +4, Move Silently +11, Search +3, Spot +5, Tumble +7; Improved Initiative, Weapon Focus (Shortbow)
Possessions: Shortbow, Studded Leather, Sword, Short,

Goblin Elite (#), Male Goblin Rogue2 Fighter2; CR 4; Size S; Type humanoid; HD (2d6)+(2d10)+4; hp 27; Init +7 (+3 Dex, +4 Feat); Spd Walk 30'; AC 18 (flatfooted 15, touch 14); Atk Shortbow +8 (1d6 20/x3) or Sword, Short +6 (1d6+1 19-20/x2); SA: Evasion (Ex), Sneak Attack +1d6; **Vision:** Normal, Darkvision (60'); **AL NE; Sv:** Fort +4, Ref +6, Will +0; Str 12, Dex 17, Con 12, Int 10, Wis 11, Cha 8
Skills and Feats: Climb +3, Hide +12, Intuit Direction +1,

Goblins' Lairs

Jump +4, Listen +6, Move Silently +10, Search +3, Spot +7, Tumble +8; Improved Initiative, Point Blank Shot, Weapon Focus (Shortbow, Sword (Short))

Possessions: Chain Shirt, Shortbow, Sword, Short

Goblin Elite (#), Male Goblin Rogue³ Fighter³; CR 6; Size S; Type humanoid; HD (3d6)+(3d10)+6; hp 42; Init +7 (+3 Dex, +4 Feat); Spd Walk 30'; AC 18 (flatfooted 18, touch 14); Atk Shortbow +1, +11(1d6+1 20/x3) or Sword, Short +8 (1d6+1 19-20/x2); SA: Evasion (Ex), Sneak Attack +2d6, Uncanny Dodge (Dex bonus to AC); Vision: Normal, Darkvision (60'); AL NE; Sv: Fort +5, Ref +7, Will +2; Str 12, Dex 17, Con 12, Int 10, Wis 11, Cha 8

Skills and Feats: Climb +5, Hide +12, Intuit Direction +1, Jump +4, Listen +6, Move Silently +12, Search +5, Spot +9, Tumble +10; Improved Initiative, Point Blank Shot, Rapid Shot, Weapon Focus (Shortbow, Sword (Short))

Possessions: Chain Shirt, Shortbow +1, Sword, Short

Goblin Elite (#), Male Goblin Rogue⁴ Fighter⁴; CR 8; Size S; Type humanoid; HD (4d6)+(4d10)+8; hp 56; Init +8 (+4 Dex, +4 Feat); Spd Walk 30'; AC 19 (flatfooted 19, touch 15); Atk Shortbow +1, +14/+9 (1d6+1 20/x3) or Sword +1 (Short) +11/+6 (1d6+2 19-20/x2); SA: Evasion (Ex), Sneak Attack +2d6, Uncanny Dodge (Dex bonus to AC); Vision: Normal, Darkvision (60'); AL NE; Sv: Fort +6, Ref +9, Will +2; Str 12, Dex 18, Con 12, Int 10, Wis 11, Cha 8

Skills and Feats: Climb +5, Hide +15, Intuit Direction +1, Jump +6, Listen +6, Move Silently +15, Search +5, Spot +11, Tumble +15; Improved Initiative, Point Blank Shot, Rapid Shot, Weapon Focus (Shortbow, Sword (Short)), Weapon Specialization (Shortbow)

Possessions: Chain Shirt, Shortbow +1, Sword +1 (Short),

Goblin Elite (#), Male Goblin Rogue⁵ Fighter⁵; CR 10; Size S; Type humanoid; HD (5d6)+(5d10)+10; hp 69; Init +8 (+4 Dex, +4 Feat); Spd Walk 30'; AC 20 (flatfooted 20, touch 15); Atk Shortbow +1, +15/+10 (1d6+1 20/x3 or Sword +1 (Short) +12/+7 (1d6+4 19-20/x2); SA: Evasion (Ex), Sneak Attack +3d6, Uncanny Dodge (Dex bonus to AC); Vision: Normal, Darkvision (60'); AL NE; Sv: Fort +6, Ref +9, Will +2; Str 12, Dex 18, Con 12, Int 10, Wis 11, Cha 8

Skills and Feats: Climb +8, Hide +16, Intuit Direction +3, Jump +7, Listen +8, Move Silently +16, Search +7, Spot +13, Tumble +16; Improved Initiative, Point Blank Shot, Rapid Shot, Weapon Focus (Shortbow, Sword (Short)), Weapon Specialization (Shortbow, Sword (Short))

Possessions: Chain Shirt +1, Shortbow +1, Sword +1 (Short)

Goblin Cavalry (#), Male Goblin Fighter¹; CR 1; Size S; Type humanoid; HD (1d10); hp 10; Init +3 (+3 Dex); Spd Walk 30'; AC 16 (flatfooted 13, touch 14); Atk

Morningstar +3 (1d8+1 20/x2) or Shortbow +5 (1d6 20/x3); SA: Goblin Cavalry; Vision: Normal, Darkvision (60'); AL NE; Sv: Fort +2, Ref +3, Will +1; Str 12, Dex 16, Con 10, Int 9, Wis 12, Cha 10

Skills and Feats: Handle Animal +2, Ride +10; Mounted Archery, Point Blank Shot

Possessions: Leather, Morningstar, Shortbow,

Goblin Cavalry (#), Male Goblin Fighter²; CR 2; Size S; Type humanoid; HD (2d10); hp 17; Init +3 (+3 Dex); Spd Walk 30'; AC 16 (flatfooted 13, touch 14); Atk Morningstar +4 (1d8+1 20/x2) or Shortbow +6 (1d6 20/x3); SA: Goblin Cavalry; Vision: Normal, Darkvision (60'); AL NE; Sv: Fort +3, Ref +3, Will +1; Str 12, Dex 16, Con 10, Int 9, Wis 12, Cha 10

Skills and Feats: Handle Animal +2, Ride +11; Mounted Archery, Point Blank Shot, Rapid Shot

Possessions: Leather, Morningstar, Shortbow

Goblin Cavalry (#), Male Goblin Fighter³ Ranger¹; CR 4; Size S; Type humanoid; HD (3d10)+(1d10); hp 31; Init +3 (+3 Dex); Spd Walk 30'; AC 16 (flatfooted 13, touch 14); Atk Morningstar +6 (1d8+1 20/x2) or Shortbow +8 (1d6 20/x3); SA: Favored Enemy (Dwarves) +1, Goblin Cavalry; Vision: Normal, Darkvision (60'); AL NE; Sv: Fort +5, Ref +4, Will +2; Str 12, Dex 16, Con 10, Int 10, Wis 12, Cha 10

Skills and Feats: Animal Empathy +2, Handle Animal +3, Ride +12, Spot +2; Mounted Archery, Point Blank Shot, Rapid Shot, Ride-By Attack

Possessions: Leather, Morningstar, Shortbow

Goblin Cavalry (#), Male Goblin Fighter³ Ranger²; CR 5; Size S; Type humanoid; HD (3d10)+(2d10); hp 37; Init +3 (+3 Dex); Spd Walk 30'; AC 16 (flatfooted 13, touch 14); Atk Morningstar +7 (1d8+1 20/x2) or Shortbow +1, +10 (1d6+1 20/x3); SA: Favored Enemy (Dwarves) +1, Goblin Cavalry; Vision: Normal, Darkvision (60'); AL NE; Sv: Fort +6, Ref +4, Will +2; Str 12, Dex 16, Con 10, Int 10, Wis 12, Cha 10

Skills and Feats: Animal Empathy +3, Handle Animal +4, Ride +13, Spot +3; Mounted Archery, Point Blank Shot, Rapid Shot, Ride-By Attack

Possessions: Leather, Morningstar, Shortbow +1

Goblin Cavalry (#), Male Goblin Fighter⁴ Ranger²; CR 6; Size S; Type humanoid; HD (4d10)+(2d10); hp 45; Init +3 (+3 Dex); Spd Walk 30'; AC 16 (flatfooted 13, touch 14); Atk Morningstar +8/+3 (1d8+1 20/x2) or Shortbow +1, +12/+7 (1d6+1 20/x3); SA: Favored Enemy (Dwarves) +1, Goblin Cavalry; Vision: Normal, Darkvision (60'); AL NE; Sv: Fort +7, Ref +4, Will +2; Str 12, Dex 16, Con 10, Int 10, Wis 12, Cha 10

Skills and Feats: Animal Empathy +3, Handle Animal +4,

Goblins' Lairs

Ride +14, Spot +4; Mounted Archery, Point Blank Shot, Rapid Shot, Ride-By Attack, Weapon Focus (Shortbow), Weapon Specialization (Shortbow)

Possessions: Leather, Morningstar, Shortbow +1

Goblin Cavalry (#), Male Goblin (Cavalry) Fighter4 Ranger3; CR 7; Size S; Type humanoid; HD (4d10)+(3d10); hp 51; Init +3 (+3 Dex); Spd Walk 30'; AC 17 (flatfooted 14, touch 14); Atk Morningstar +9/+4 (1d8+1 20/x2) or Shortbow +, +13/+8 (1d6+1 20/x3); SA: Favored Enemy (Dwarves) +1, Goblin Cavalry; Vision: Normal, Darkvision (60'); AL NE; Sv: Fort +7, Ref +5, Will +3; Str 12, Dex 16, Con 10, Int 10, Wis 12, Cha 10

Skills and Feats: Animal Empathy +4, Handle Animal +5, Ride +16, Spot +6; Mounted Archery, Point Blank Shot, Rapid Shot, Ride-By Attack, Weapon Focus (Shortbow), Weapon Specialization (Shortbow)

Possessions: Leather +1, Morningstar, Shortbow +1

Worg: CR 2; Medium-Size Magical Beast; HD 4d10+8; hp 32; Init +2 (Dex); Spd 50 ft.; AC 14 (+2 Dex, +2 natural); Atk Bite +7 melee (1d6+4); SA Trip; SQ Scent; AL NE; Sv Fort +6, Ref +6, Will +3; Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10.

Skills and Feats: Hide +7, Listen +9, Move Silently +7, Spot +9, Wilderness Lore +2*; Alertness.

Goblin Scout (#), Male Goblin Ranger1; CR 1; Size S; Type humanoid; HD (1d10); hp 10; Init +2 (+2 Dex); Spd Walk 30'; AC 15 (flatfooted 13, touch 13); Atk Dagger +0 (1d4 19-20/x2) or Dagger (Thrown) +4 (1d4 19-20/x2) or Shortbow +4 (1d6 20/x3) or Sword, Short +1 (1d6 19-20/x2); SA: Favored Enemy (Dwarves) +1; Vision: Normal, Darkvision (60'); AL NE; Sv: Fort +2, Ref +2, Will +1; Str 10, Dex 15, Con 10, Int 11, Wis 13, Cha 10

Skills and Feats: Animal Empathy +1, Climb +1, Handle Animal +1, Heal +2, Hide +7, Intuit Direction +2, Jump +1, Listen +2, Move Silently +7, Search +1, Spot +2, Swim +-3, Wilderness Lore +5; Weapon Focus (Sword (Short))

Possessions: Dagger, Leather, Shortbow, Sword, Short

Goblin Scout (#), Male Goblin Ranger2; CR 2; Size S; Type humanoid; HD (2d10); hp 16; Init +2 (+2 Dex); Spd Walk 30'; AC 15 (flatfooted 13, touch 13); Atk Dagger +1 (1d4 19-20/x2) or Dagger (Thrown) +5 (1d4 19-20/x2) or Shortbow +5 (1d6 20/x3) or Sword, Short +2 (1d6 19-20/x2); SA: Favored Enemy (Dwarves) +1; Vision: Normal, Darkvision (60') AL: NE; Sv: Fort +3, Ref +2, Will +1; Str 10, Dex 15, Con 10, Int 11, Wis 13, Cha 10

Skills and Feats: Animal Empathy +1, Climb +1, Handle Animal +1, Heal +2, Hide +7, Intuit Direction +2, Jump +1, Listen +3, Move Silently +7, Search +1, Spot +4, Swim +-3, Wilderness Lore +6; Weapon Focus (Sword (Short))

Possessions: Dagger, Leather, Shortbow, Sword, Short

Goblin Scout (#), Male Goblin Ranger2 Rogue1; CR 3; Size S; Type humanoid; HD (2d10)+(1d6); hp 21; Init +2 (+2 Dex); Spd Walk 30'; AC 15 (flatfooted 13, touch 13); Atk Dagger +1 (1d4 19-20/x2) or Dagger (Thrown) +5 (1d4 19-20/x2) or Shortbow +5 (1d6 20/x3) or Sword, Short +2 (1d6 19-20/x2); SA: Favored Enemy (Dwarves) +1, Sneak Attack +1d6; Vision: Normal, Darkvision (60'); AL NE; Sv: Fort +3, Ref +4, Will +1; Str 10, Dex 15, Con 10, Int 11, Wis 13, Cha 10

Skills and Feats: Animal Empathy +1, Climb +3, Handle Animal +1, Heal +2, Hide +7, Intuit Direction +2, Jump +1, Listen +7, Move Silently +7, Search +3, Spot +8, Swim +-3, Wilderness Lore +6; Alertness, Weapon Focus (Sword (Short))

Possessions: Dagger, Leather, Shortbow, Sword, Short

Goblin Scout (#), Male Goblin Ranger3 Rogue1; CR 4; Size S; Type humanoid; HD (3d10)+(1d6); hp 28; Init +2 (+2 Dex); Spd Walk 30'; AC 15 (flatfooted 13, touch 13); Atk Dagger +2 (1d4 19-20/x2) or Dagger (Thrown) +6 (1d4 19-20/x2) or Shortbow +6 (1d6 20/x3) or Sword, Short +3 (1d6 19-20/x2); SA: Favored Enemy (Dwarves) +1, Sneak Attack +1d6; Vision: Normal, Darkvision (60') AL: NE; Sv: Fort +3, Ref +5, Will +3; Str 10, Dex 15, Con 10, Int 11, Wis 14, Cha 10

Skills and Feats: Animal Empathy +1, Climb +3, Handle Animal +1, Heal +3, Hide +7, Intuit Direction +5, Jump +1, Listen +8, Move Silently +7, Search +3, Spot +9, Swim +-3, Wilderness Lore +9; Alertness, Weapon Focus (Sword (Short))

Possessions: Dagger, Leather, Shortbow, Sword, Short

Goblin Scout (#), Male Goblin Ranger4 Rogue1; CR 5; Size S; Type humanoid; HD (4d10)+(1d6); hp 34; Init +2 (+2 Dex); Spd Walk 30'; AC 15 (flatfooted 13, touch 13); Atk Dagger +3 (1d4 19-20/x2) or Dagger (Thrown) +7 (1d4 19-20/x2) or Shortbow +7 (1d6 20/x3) or Sword, Short +4 (1d6 19-20/x2); SA: Favored Enemy (Dwarves) +1, Sneak Attack +1d6; Vision: Normal, Darkvision (60') AL: NE; Sv: Fort +4, Ref +5, Will +3; Str 10, Dex 15, Con 10, Int 11, Wis 14, Cha 10

Skills and Feats: Animal Empathy +1, Climb +3, Handle Animal +1, Heal +3, Hide +8, Intuit Direction +5, Jump +1, Listen +8, Move Silently +8, Search +3, Spot +10, Swim +-3, Wilderness Lore +10; Alertness, Weapon Focus (Sword (Short))

Possessions: Dagger, Leather, Shortbow, Sword, Short

Spells Known:

Level 1: Alarm, Animal Friendship, Delay Poison, Detect Animals or Plants, Detect Snares and Pits, Entangle, Magic Fang, Pass without Trace, Read Magic, Resist Elements, Speak with Animals, Summon Nature's Ally I

Cast: 0/1

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Goblin Scout (#), Male Goblin Ranger4 Rogue2; CR 6; Size S; Type humanoid; HD (4d10)+(2d6); hp 38; Init +2 (+2 Dex); Spd Walk 30'; AC 15 (flatfooted 13, touch 13); Atk Dagger +4 (1d4 19-20/x2) or Dagger (Thrown) +8 (1d4 19-20/x2) or Shortbow +8 (1d6 20/x3) or Sword +1 (Short) +6 (1d6+1 19-20/x2); SA: Evasion (Ex), Favored Enemy (Dwarves) +1, Sneak Attack +1d6; Vision: Normal, Darkvision (60') AL: NE; Sv: Fort +4, Ref +6, Will +3; Str 10, Dex 15, Con 10, Int 11, Wis 14, Cha 10

Skills and Feats: Animal Empathy +1, Climb +3, Handle Animal +1, Heal +3, Hide +10, Intuit Direction +5, Jump +1, Listen +10, Move Silently +10, Search +5, Spot +10, Swim +3, Wilderness Lore +10; Alertness, Run, Weapon Focus (Sword (Short))

Possessions: Dagger, Leather, Shortbow, Sword +1 (Short)

Spells Known:

Level 1: Alarm, Animal Friendship, Delay Poison, Detect Animals or Plants, Detect Snares and Pits, Entangle, Magic Fang, Pass without Trace, Read Magic, Resist Elements, Speak with Animals, Summon Nature's Ally I
Cast: 0/1

Goblin Scout (#), Male Goblin Ranger5 Rogue2; CR 7; Size S; Type humanoid; HD (5d10)+(2d6); hp 42; Init +2 (+2 Dex); Spd Walk 30'; AC 15 (flatfooted 13, touch 13); Atk Dagger +5 (1d4 19-20/x2) or Dagger (Thrown) +9/+4 (1d4 19-20/x2) or Shortbow +9/+4 (1d6 20/x3) or Sword +1 (Short) +7/+2 (1d6+1 19-20/x2); SA: Evasion (Ex), Favored Enemy (Dwarves) +2, Favored Enemy (Elves) +1, Sneak Attack +1d6; Vision: Normal, Darkvision (60'); AL NE; Sv: Fort +4, Ref +6, Will +3; Str 10, Dex 15, Con 10, Int 11, Wis 14, Cha 10

Skills and Feats: Animal Empathy +1, Climb +3, Handle Animal +1, Heal +3, Hide +10, Intuit Direction +5, Jump +2, Listen +10, Move Silently +10, Search +6, Spot +10, Swim +3, Wilderness Lore +12; Alertness, Run, Weapon Focus (Sword (Short))

Possessions: Dagger, Leather, Shortbow, Sword +1 (Short)

Spells Known:

Level 1: Alarm, Animal Friendship, Delay Poison, Detect Animals or Plants, Detect Snares and Pits, Entangle, Magic Fang, Pass without Trace, Read Magic, Resist Elements, Speak with Animals, Summon Nature's Ally I,
Cast: 0/1

Goblin Scout (#), Male Goblin Ranger6 Rogue2; CR 8; Size S; Type humanoid; HD (6d10)+(2d6); hp 46; Init +3 (+3 Dex); Spd Walk 30'; AC 16 (flatfooted 13, touch 14); Atk Dagger +6 (1d4 19-20/x2) or Dagger (Thrown) +11/+6 (1d4 19-20/x2) or Shortbow +11/+6 (1d6 20/x3) or Sword +1 (Short) +8/+3 (1d6+1 19-20/x2); SA: Evasion (Ex), Favored Enemy (Dwarves) +2, Favored Enemy (Elves) +1,

Sneak Attack +1d6; Vision: Normal, Darkvision (60'); AL NE; Sv: Fort +5, Ref +8, Will +4; Str 10, Dex 16, Con 10, Int 11, Wis 14, Cha 10

Skills and Feats: Animal Empathy +1, Climb +3, Handle Animal +1, Heal +3, Hide +11, Intuit Direction +6, Jump +2, Listen +11, Move Silently +11, Search +6, Spot +11, Swim +3, Wilderness Lore +13; Alertness, Run, Weapon Focus (Sword (Short))

Possessions: Dagger, Leather, Shortbow, Sword +1 (Short)

Spells Known:

Level 1: Alarm, Animal Friendship, Delay Poison, Detect Animals or Plants, Detect Snares and Pits, Entangle, Magic Fang, Pass without Trace, Read Magic, Resist Elements, Speak with Animals, Summon Nature's Ally I,
Cast: 0/2

Goblin Elite Guard (#), Male Goblin Rogue1 Fighter4; CR 5; Size S; Type humanoid; HD (1d6)+(4d10)+10; hp 45; Init +5 (+1 Dex, +4 Feat); Spd Walk 20'; AC 18 (flatfooted 17, touch 12); Atk Crossbow (Light/Masterwork) +7 (1d8 19-20/x2) or Sword (Short/Masterwork) +10 (1d6+5 19-20/x2); SA: Sneak Attack +1d6; Vision: Normal, Darkvision (60'); AL NE; Sv: Fort +6, Ref +4, Will +1; Str 17, Dex 12, Con 14, Int 11, Wis 11, Cha 9

Skills and Feats: Hide +5, Intimidate +3, Jump +5, Listen +4, Move Silently +5, Sense Motive +4, Spot +4, Tumble +5; Improved Initiative, Power Attack, Quick Draw, Weapon Focus (Sword (Short)), Weapon Specialization (Sword (Short))

Possessions: Chainmail (Masterwork), Crossbow (Light/Masterwork), Shield (Small/Wooden/Masterwork), Sword (Short/Masterwork)

Goblin Elite Guard (#), Male Goblin Rogue1 Fighter5; CR 6; Size S; Type humanoid; HD (1d6)+(5d10)+12; hp 54; Init +5 (+1 Dex, +4 Feat); Spd Walk 20'; AC 19 (flatfooted 18, touch 12); Atk Crossbow (Light/Masterwork) +9 (1d8 19-20/x2) or Sword (Short/Masterwork) +11 (1d6+5 19-20/x2); SA: Sneak Attack +1d6; Vision: Normal, Darkvision (60') AL: NE; Sv: Fort +6, Ref +4, Will +1; Str 17, Dex 12, Con 14, Int 11, Wis 11, Cha 9

Skills and Feats: Hide +5, Intimidate +3, Jump +5, Listen +4, Move Silently +5, Sense Motive +4, Spot +4, Tumble +6; Improved Initiative, Power Attack, Quick Draw, Weapon Focus (Sword (Short), Crossbow (Light)), Weapon Specialization (Sword (Short))

Possessions: Chainmail +1, Crossbow (Light/Masterwork), Shield (Small/Wooden/Masterwork), Sword (Short/Masterwork)

Goblin Elite Guard (#), Male Goblin Rogue1 Fighter6; CR 7; Size S; Type humanoid; HD (1d6)+(6d10)+14; hp 63; Init +5 (+1 Dex, +4 Feat); Spd Walk

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20'; **AC** 19 (flatfooted 18, touch 12); **Atk** Crossbow (Light/Masterwork) +10/+5 (1d8 19-20/x2) or Sword +1 (Short) +12/+7 (1d6+6 19-20/x2); **SA:** Sneak Attack +1d6; **Vision:** Normal, Darkvision (60'); **AL** NE; **Sv:** Fort +7, Ref +5, Will +2; Str 17, Dex 12, Con 14, Int 11, Wis 11, Cha 9

Skills and Feats: Hide +5, Intimidate +3, Jump +5, Listen +4, Move Silently +5, Sense Motive +4, Spot +4, Tumble +7; Improved Initiative, Power Attack, Quick Draw, Weapon Focus (Sword (Short), Crossbow (Light)), Weapon Specialization (Sword (Short), Crossbow (Light))

Possessions: Chainmail +1, Crossbow (Light/Masterwork), Shield (Small/Wooden/Masterwork), Sword +1 (Short)

Goblin Elite Guard (#), Male Goblin Rogue1 Fighter7; **CR** 8; **Size** S; **Type** humanoid; **HD** (1d6)+(7d10)+16; **hp** 71; **Init** +5 (+1 Dex, +4 Feat); **Spd** Walk 20'; **AC** 20 (flatfooted 19, touch 12); **Atk** Crossbow (Light/Masterwork) +11/+6 (1d8 19-20/x2) or Sword +1 (Short) +14/+9 (1d6+7 19-20/x2); **SA:** Sneak Attack +1d6; **Vision:** Normal, Darkvision (60'); **AL** NE; **Sv:** Fort +7, Ref +5, Will +2; Str 18, Dex 12, Con 14, Int 11, Wis 11, Cha 9

Skills and Feats: Hide +5, Intimidate +3, Jump +8, Listen +4, Move Silently +5, Sense Motive +4, Spot +4, Tumble +9; Improved Initiative, Power Attack, Quick Draw, Weapon Focus (Sword (Short), Crossbow (Light)), Weapon Specialization (Sword (Short), Crossbow (Light))

Possessions: Chainmail +1, Crossbow (Light/Masterwork), Shield +1 (Small/Wooden), Sword +1 (Short)

Goblin Elite Guard (#), Male Goblin Rogue1 Fighter8; **CR** 9; **Size** S; **Type** humanoid; **HD** (1d6)+(8d10)+18; **hp** 79; **Init** +5 (+1 Dex, +4 Feat); **Spd** Walk 20'; **AC** 20 (flatfooted 19, touch 12); Crossbow +1 (Light) +12/+7 (1d8+1 19-20/x2) or Sword +1 (Short) +15/+10 (1d6+7 17-20/x2); **SA:** Sneak Attack +1d6; **Vision:** Normal, Darkvision (60'); **AL** NE; **Sv:** Fort +8, Ref +5, Will +2; Str 18, Dex 12, Con 14, Int 11, Wis 11, Cha 9

Skills and Feats: Hide +5, Intimidate +3, Jump +8, Listen +4, Move Silently +5, Sense Motive +4, Spot +4, Tumble +10; Cleave, Improved Critical (Sword (Short)), Improved Initiative, Power Attack, Quick Draw, Weapon Focus (Sword (Short), Crossbow (Light)), Weapon Specialization (Sword (Short), Crossbow (Light))

Possessions: Chainmail +1, Crossbow +1 (Light), Shield +1 (Small/Wooden), Sword +1 (Short)

Goblin Elite Guard (#), Male Goblin Rogue2 Fighter8; **CR** 10; **Size** S; **Type** humanoid; **HD** (2d6)+(8d10)+20; **hp** 85; **Init** +5 (+1 Dex, +4 Feat); **Spd** Walk 20'; **AC** 20 (flatfooted 19, touch 12); **Atk** Crossbow +1 (Light) +13/+8 (1d8+1 19-20/x2) or Sword +2 (Short) +17/+12 (1d6+8 17-20/x2); **SA:** Evasion (Ex), Sneak Attack +1d6;

Vision: Normal, Darkvision (60'); **AL** NE; **Sv:** Fort +8, Ref +6, Will +2; Str 18, Dex 12, Con 14, Int 11, Wis 11, Cha 9

Skills and Feats: Hide +5, Intimidate +5, Jump +8, Listen +6, Move Silently +5, Sense Motive +4, Spot +6, Tumble +12; Cleave, Improved Critical (Sword (Short)), Improved Initiative, Power Attack, Quick Draw, Weapon Focus (Sword (Short), Crossbow (Light)), Weapon Specialization (Sword (Short), Crossbow (Light))

Possessions: Chainmail +1, Crossbow +1 (Light), Shield +1 (Small/Wooden), Sword +2 (Short)

Goblin Witch Doctor (#), Male Goblin Cleric1 Sorcerer1; **CR** 2; **Size** S; **Type** humanoid; **HD** (1d8)+(1d4); **hp** 11; **Init** +1 (+1 Dex); **Spd** Walk 30'; **AC** 12 (flatfooted 11, touch 12); **Atk** Warhammer +0 (1d8-1 20/x3); **SA:** Rebuke Undead 4/day, Spontaneous casting, Summon Familiar; **Vision:** Normal, Darkvision (60'); **AL** NE; **Sv:** Fort +2, Ref +1, Will +6; Str 8, Dex 13, Con 10, Int 12, Wis 15, Cha 13

Skills and Feats: Bluff +2, Concentration +4, Diplomacy +2, Disguise +2, Heal +5, Hide +6, Move Silently +6, Spellcraft +3; Dodge, Martial Weapon Proficiency

Possessions: Warhammer

Domains: Evil (cast evil spells at +1 caster level.); Trickery (Bluff, Disguise and Hide are class skills.)

Spells Known (Cleric):

Level 0: Create Water, Cure Minor Wounds, Detect Magic, Detect Poison, Guidance, Inflict Minor Wounds, Light, Mending, Purify Food and Drink, Read Magic, Resistance, Virtue

Level 1: Bane, Bless, Bless Water, Cause Fear, Change Self, Command, Comprehend Languages, Cure Light Wounds, Curse Water, Deathwatch, Detect Chaos, Detect Evil, Detect Good, Detect Law, Detect Undead, Divine Favor, Doom, Endure Elements, Entropic Shield, Inflict Light Wounds, Invisibility to Undead, Magic Stone, Magic Weapon, Obscuring Mist, Protection from Chaos, Protection from Evil, Protection from Good, Protection from Law, Random Action, Remove Fear, Sanctuary, Shield of Faith, Summon Monster I

Spells Known (Sorcerer)

Level 0: Detect Magic, Detect Poison, Ray of Frost, Read Magic,

Level 1: Mage Armor, Magic Missile

Cast (cleric): 3/2+1

Cast (sorcerer): 5/4

Goblin Witch Doctor (#), Male Goblin Cleric2 Sorcerer1; **CR** 3; **Size** S; **Type** humanoid; **HD** (2d8)+(1d4); **hp** 16; **Init** +1 (+1 Dex); **Spd** Walk 30'; **AC** 12 (flatfooted 11, touch 12); **Atk** Warhammer +1 (1d8-1 20/x3); **SA:** Rebuke Undead 4/day, Spontaneous casting, Summon Familiar; **Vision:** Normal, Darkvision (60'); **AL**



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NE; **Sv:** Fort +3, Ref +1, Will +7; Str 8, Dex 13, Con 10, Int 12, Wis 15, Cha 13

Skills and Feats: Bluff +2, Concentration +5, Diplomacy +2, Disguise +2, Heal +5, Hide +7, Move Silently +6, Spellcraft +4; Combat Casting, Dodge, Martial Weapon Proficiency

Possessions: Warhammer

Domains: Evil (cast evil spells at +1 caster level.);Trickery (Bluff, Disguise and Hide are class skills.)

Spells Known (Cleric):

Level 0: Create Water, Cure Minor Wounds, Detect Magic, Detect Poison, Guidance, Inflict Minor Wounds, Light, Mending, Purify Food and Drink, Read Magic, Resistance, Virtue,

Level 1: Bane, Bless, Bless Water, Cause Fear, Change Self, Command, Comprehend Languages, Cure Light Wounds, Curse Water, Deathwatch, Detect Chaos, Detect Evil, Detect Good, Detect Law, Detect Undead, Divine Favor, Doom, Endure Elements, Entropic Shield, Inflict Light Wounds, Invisibility to Undead, Magic Stone, Magic Weapon, Obscuring Mist, Protection from Chaos, Protection from Evil, Protection from Good, Protection from Law, Random Action, Remove Fear, Sanctuary, Shield of Faith, Summon Monster I,

Spells Known (Sorcerer)

Level 0: Detect Magic, Detect Poison, Ray of Frost, Read Magic,

Level 1: Mage Armor, Magic Missile,

Cast (cleric): 4/3+1

Cast (sorcerer): 5/4

Goblin Witch Doctor (#), Male Goblin Cleric³ Sorcerer¹; CR 4; Size S; Type humanoid; HD (3d8)+(1d4); hp 22; Init +1 (+1 Dex); Spd Walk 30'; AC 12 (flatfooted 11, touch 12); Atk Warhammer +2 (1d8-1 20/x3); SA: Rebuke Undead 4/day, Spontaneous casting, Summon Familiar; Vision: Normal, Darkvision (60') AL: NE; Sv: Fort +3, Ref +2, Will +8; Str 8, Dex 13, Con 10, Int 12, Wis 16, Cha 13

Skills and Feats: Bluff +2, Concentration +6, Diplomacy +2, Disguise +2, Heal +8, Hide +7, Move Silently +6, Spellcraft +4; Combat Casting, Dodge, Martial Weapon Proficiency

Possessions: Warhammer

Domains: Evil (cast evil spells at +1 caster level.);Trickery (Bluff, Disguise and Hide are class skills.)

Spells Known (Cleric):

Level 0: Create Water, Cure Minor Wounds, Detect Magic, Detect Poison, Guidance, Inflict Minor Wounds, Light, Mending, Purify Food and Drink, Read Magic, Resistance, Virtue,

Level 1: Bane, Bless, Bless Water, Cause Fear, Change Self, Command, Comprehend Languages, Cure Light Wounds, Curse Water, Deathwatch, Detect Chaos, Detect Evil, Detect

Good, Detect Law, Detect Undead, Divine Favor, Doom, Endure Elements, Entropic Shield, Inflict Light Wounds, Invisibility to Undead, Magic Stone, Magic Weapon, Obscuring Mist, Protection from Chaos, Protection from Evil, Protection from Good, Protection from Law, Random Action, Remove Fear, Sanctuary, Shield of Faith, Summon Monster I,

Level 2: Aid, Animal Messenger, Augury, Bull's Strength, Calm Emotions, Consecrate, Cure Moderate Wounds, Darkness, Death Knell, Delay Poison, Desecrate, Endurance, Enthral, Find Traps, Gentle Repose, Hold Person, Inflict Moderate Wounds, Invisibility, Lesser Restoration, Make Whole, Remove Paralysis, Resist Elements, Shatter, Shield Other, Silence, Sound Burst, Speak with Animals, Spiritual Weapon, Summon Monster II, Undetectable Alignment, Zone of Truth

Spells Known (Sorcerer)

Level 0: Detect Magic, Detect Poison, Ray of Frost, Read Magic,

Level 1: Mage Armor, Magic Missile,

Cast (cleric): 4/3+1/2+1

Cast (sorcerer): 5/4

Goblin Witch Doctor (#), Male Goblin Cleric³ Sorcerer²; CR 5; Size S; Type humanoid; HD (3d8)+(2d4); hp 24; Init +1 (+1 Dex); Spd Walk 30'; AC 12 (flatfooted 11, touch 12); Atk Crossbow, Light +5 (1d8 19-20/x2) or Warhammer +3 (1d8-1 20/x3); SA: Rebuke Undead 4/day, Spontaneous casting, Summon Familiar; Vision: Normal, Darkvision (60') AL: NE; Sv: Fort +3, Ref +2, Will +9; Str 8, Dex 13, Con 10, Int 12, Wis 16, Cha 13

Skills and Feats: Bluff +2, Concentration +7, Diplomacy +2, Disguise +2, Heal +8, Hide +7, Move Silently +6, Spellcraft +6; Combat Casting, Dodge, Martial Weapon Proficiency

Possessions: Crossbow, Light, Warhammer

Domains: Evil (cast evil spells at +1 caster level.);Trickery (Bluff, Disguise and Hide are class skills.)

Spells Known (Cleric):

Level 0: Create Water, Cure Minor Wounds, Detect Magic, Detect Poison, Guidance, Inflict Minor Wounds, Light, Mending, Purify Food and Drink, Read Magic, Resistance, Virtue

Level 0: Create Water, Cure Minor Wounds, Detect Magic, Detect Poison, Guidance, Inflict Minor Wounds, Light, Mending, Purify Food and Drink, Read Magic, Resistance, Virtue,

Level 1: Bane, Bless, Bless Water, Cause Fear, Change Self, Command, Comprehend Languages, Cure Light Wounds, Curse Water, Deathwatch, Detect Chaos, Detect Evil, Detect Good, Detect Law, Detect Undead, Divine Favor, Doom, Endure Elements, Entropic Shield, Inflict Light Wounds, Invisibility to Undead, Magic Stone, Magic Weapon, Obscuring Mist, Protection from Chaos, Protection from

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Evil, Protection from Good, Protection from Law, Random Action, Remove Fear, Sanctuary, Shield of Faith, Summon Monster I,

Level 2: Aid, Animal Messenger, Augury, Bull's Strength, Calm Emotions, Consecrate, Cure Moderate Wounds, Darkness, Death Knell, Delay Poison, Desecrate, Endurance, Enthral, Find Traps, Gentle Repose, Hold Person, Inflict Moderate Wounds, Invisibility, Lesser Restoration, Make Whole, Remove Paralysis, Resist Elements, Shatter, Shield Other, Silence, Sound Burst, Speak with Animals, Spiritual Weapon, Summon Monster II, Undetectable Alignment, Zone of Truth,

Spells Known (Sorcerer)

Level 0: Daze, Detect Magic, Detect Poison, Ray of Frost, Read Magic,

Level 1: Mage Armor, Magic Missile,

Cast (cleric): 4/3+1/2+1

Cast (sorcerer): 6/5

Goblin Witch Doctor (#), Male Goblin Cleric4 Sorcerer2; CR 6; Size S; Type humanoid; HD (4d8)+(2d4); hp 30; Init +1 (+1 Dex); Spd Walk 30'; AC 12 (flatfooted 11, touch 12); Atk Crossbow, Light +6 (1d8 19-20/x2) or Warhammer +4 (1d8-1 20/x3); SA: Rebuke Undead 4/day, Spontaneous casting, Summon Familiar; Vision: Normal, Darkvision (60'); AL NE; Sv: Fort +4, Ref +4, Will +10; Str 8, Dex 13, Con 10, Int 12, Wis 16, Cha 13

Skills and Feats: Bluff +2, Concentration +8, Diplomacy +2, Disguise +2, Heal +9, Hide +7, Move Silently +6, Spellcraft +7; Combat Casting, Dodge, Lightning Reflexes, Martial Weapon Proficiency

Possessions: Crossbow, Light, Warhammer

Domains: Evil (cast evil spells at +1 caster level.); Trickery (Bluff, Disguise and Hide are class skills.)

Spells Known (Cleric):

Level 0: Create Water, Cure Minor Wounds, Detect Magic, Detect Poison, Guidance, Inflict Minor Wounds, Light, Mending, Purify Food and Drink, Read Magic, Resistance, Virtue,

Level 1: Bane, Bless, Bless Water, Cause Fear, Change Self, Command, Comprehend Languages, Cure Light Wounds, Curse Water, Deathwatch, Detect Chaos, Detect Evil, Detect Good, Detect Law, Detect Undead, Divine Favor, Doom, Endure Elements, Entropic Shield, Inflict Light Wounds, Invisibility to Undead, Magic Stone, Magic Weapon, Obscuring Mist, Protection from Chaos, Protection from Evil, Protection from Good, Protection from Law, Random Action, Remove Fear, Sanctuary, Shield of Faith, Summon Monster I,

Level 2: Aid, Animal Messenger, Augury, Bull's Strength, Calm Emotions, Consecrate, Cure Moderate Wounds, Darkness, Death Knell, Delay Poison, Desecrate, Endurance, Enthral, Find Traps, Gentle Repose, Hold Person, Inflict

Moderate Wounds, Invisibility, Lesser Restoration, Make Whole, Remove Paralysis, Resist Elements, Shatter, Shield Other, Silence, Sound Burst, Speak with Animals, Spiritual Weapon, Summon Monster II, Undetectable Alignment, Zone of Truth,

Spells Known (Sorcerer)

Level 0: Daze, Detect Magic, Detect Poison, Ray of Frost, Read Magic,

Level 1: Mage Armor, Magic Missile,

Cast (cleric): 5/4+1/3+1

Cast (sorcerer): 6/5

Goblin Witch Doctor (#), Male Goblin Cleric5 Sorcerer2; CR 7; Size S; Type humanoid; HD (5d8)+(2d4); hp 35; Init +1 (+1 Dex); Spd Walk 30'; AC 12 (flatfooted 11, touch 12); Atk Crossbow, Light +6 (1d8 19-20/x2) or Warhammer +1 +5 (1d8 20/x3); SA: Rebuke Undead 4/day, Spontaneous casting, Summon Familiar; Vision: Normal, Darkvision (60'); AL NE; Sv: Fort +4, Ref +4, Will +10; Str 8, Dex 13, Con 10, Int 12, Wis 16, Cha 13

Skills and Feats: Bluff +2, Concentration +9, Diplomacy +2, Disguise +2, Heal +10, Hide +7, Knowledge (Religion) +2, Move Silently +6, Spellcraft +7; Combat Casting, Dodge, Lightning Reflexes, Martial Weapon Proficiency

Possessions: Crossbow, Light, Warhammer +1

Domains: Evil (cast evil spells at +1 caster level.); Trickery (Bluff, Disguise and Hide are class skills.)

Spells Known (Cleric):

Level 0: Create Water, Cure Minor Wounds, Detect Magic, Detect Poison, Guidance, Inflict Minor Wounds, Light, Mending, Purify Food and Drink, Read Magic, Resistance, Virtue,

Level 1: Bane, Bless, Bless Water, Cause Fear, Change Self, Command, Comprehend Languages, Cure Light Wounds, Curse Water, Deathwatch, Detect Chaos, Detect Evil, Detect Good, Detect Law, Detect Undead, Divine Favor, Doom, Endure Elements, Entropic Shield, Inflict Light Wounds, Invisibility to Undead, Magic Stone, Magic Weapon, Obscuring Mist, Protection from Chaos, Protection from Evil, Protection from Good, Protection from Law, Random Action, Remove Fear, Sanctuary, Shield of Faith, Summon Monster I,

Level 2: Aid, Animal Messenger, Augury, Bull's Strength, Calm Emotions, Consecrate, Cure Moderate Wounds, Darkness, Death Knell, Delay Poison, Desecrate, Endurance, Enthral, Find Traps, Gentle Repose, Hold Person, Inflict Moderate Wounds, Invisibility, Lesser Restoration, Make Whole, Remove Paralysis, Resist Elements, Shatter, Shield Other, Silence, Sound Burst, Speak with Animals, Spiritual Weapon, Summon Monster II, Undetectable Alignment, Zone of Truth,

Level 3: Animate Dead, Bestow Curse, Blindness/Deafness, Contagion, Continual Flame, Create Food and Water, Cure

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Serious Wounds, Daylight, Deeper Darkness, Dispel Magic, Glyph of Warding, Helping Hand, Inflict Serious Wounds, Invisibility Purge, Locate Object, Magic Circle against Chaos, Magic Circle against Evil, Magic Circle against Good, Magic Circle against Law, Magic Vestment, Meld into Stone, Negative Energy Protection, Nondetection, Obscure Object, Prayer, Protection from Elements, Remove Blindness/Deafness, Remove Curse, Remove Disease, Searing Light, Speak with Dead, Speak with Plants, Stone Shape, Summon Monster III, Water Breathing, Water Walk, Wind Wall,

Spells Known (Sorcerer)

Level 0: Daze, Detect Magic, Detect Poison, Ray of Frost, Read Magic,

Level 1: Mage Armor, Magic Missile,

Cast (cleric): 5/4+1/3+1/2+1

Cast (sorcerer): 6/5

Goblin Witch Doctor (#), Male Goblin Cleric⁵ Sorcerer³; CR 8; Size S; Type humanoid; HD (5d8)+(3d4); hp 39; Init +1 (+1 Dex); Spd Walk 30'; AC 14 (flatfooted 13, touch 12); Atk Crossbow, Light +6 (1d8 19-20/x2) or Warhammer +1 +5 (1d8 20/x3); SA: Rebuke Undead 5/day, Spontaneous casting, Summon Familiar; Vision: Normal, Darkvision (60') AL: NE; Sv: Fort +5, Ref +5, Will +10; Str 8, Dex 13, Con 10, Int 12, Wis 16, Cha 14

Skills and Feats: Bluff +3, Concentration +10, Diplomacy +3, Disguise +3, Heal +10, Hide +7, Knowledge (Religion) +3, Move Silently +6, Spellcraft +9; Combat Casting, Dodge, Lightning Reflexes, Martial Weapon Proficiency

Possessions: Bracers of Armor +2, Crossbow, Light, Warhammer +1

Domains: Evil (cast evil spells at +1 caster level.); Trickery (Bluff, Disguise and Hide are class skills.)

Spells Known (Cleric):

Level 0: Create Water, Cure Minor Wounds, Detect Magic, Detect Poison, Guidance, Inflict Minor Wounds, Light, Mending, Purify Food and Drink, Read Magic, Resistance, Virtue,

Level 1: Bane, Bless, Bless Water, Cause Fear, Change Self, Command, Comprehend Languages, Cure Light Wounds, Curse Water, Deathwatch, Detect Chaos, Detect Evil, Detect Good, Detect Law, Detect Undead, Divine Favor, Doom, Endure Elements, Entropic Shield, Inflict Light Wounds, Invisibility to Undead, Magic Stone, Magic Weapon, Obscuring Mist, Protection from Chaos, Protection from Evil, Protection from Good, Protection from Law, Random Action, Remove Fear, Sanctuary, Shield of Faith, Summon Monster I,

Level 2: Aid, Animal Messenger, Augury, Bull's Strength, Calm Emotions, Consecrate, Cure Moderate Wounds, Darkness, Death Knell, Delay Poison, Desecrate, Endurance, Enthral, Find Traps, Gentle Repose, Hold Person, Inflict Moderate Wounds, Invisibility, Lesser Restoration, Make

Whole, Remove Paralysis, Resist Elements, Shatter, Shield Other, Silence, Sound Burst, Speak with Animals, Spiritual Weapon, Summon Monster II, Undetectable Alignment, Zone of Truth,

Level 3: Animate Dead, Bestow Curse, Blindness/Deafness, Contagion, Continual Flame, Create Food and Water, Cure Serious Wounds, Daylight, Deeper Darkness, Dispel Magic, Glyph of Warding, Helping Hand, Inflict Serious Wounds, Invisibility Purge, Locate Object, Magic Circle against Chaos, Magic Circle against Evil, Magic Circle against Good, Magic Circle against Law, Magic Vestment, Meld into Stone, Negative Energy Protection, Nondetection, Obscure Object, Prayer, Protection from Elements, Remove Blindness/Deafness, Remove Curse, Remove Disease, Searing Light, Speak with Dead, Speak with Plants, Stone Shape, Summon Monster III, Water Breathing, Water Walk, Wind Wall,

Spells Known (Sorcerer)

Level 0: Daze, Detect Magic, Detect Poison, Ray of Frost, Read Magic,

Level 1: Mage Armor, Magic Missile, Sleep,

Cast (cleric): 5/4+1/3+1/2+1

Cast (sorcerer): 6/6

High Level Foes

Urgamak, Male Goblin Rogue¹⁰ Fighter⁷; CR 17; Size S; Type humanoid; HD (10d6)+(7d10)+34; hp 121; Init +9 (+5 Dex, +4 Feat); Spd Walk 30'; AC 22 (flatfooted 22, touch 15); Atk Sword +3 (Short/Defending) +20/+15/+10 (1d6+8 17-20/x2 can transfer some or all of sword's enhancement bonus to AC) or Dagger of Venom +18/+13 (1d4+4 19-20/x2 Inflict a poison spell 1/day) or Mighty Composite Shortbow (+2 Str Bonus) +21/+16/+11 (1d6+2 20/x3); SA: Evasion (Ex), Opportunist, Sneak Attack +5d6, Uncanny Dodge (Dex bonus to AC), Uncanny Dodge (can't be flanked); Vision: Normal, Darkvision (60'); AL NE; Sv: Fort +10, Ref +14, Will +5; Str 16, Dex 20, Con 15, Int 12, Wis 10, Cha 14

Skills and Feats: Balance +19, Bluff +9, Climb +22, Diplomacy +7, Gather Information +8, Hide +14, Innuendo +3, Intimidate +10, Listen +13, Move Silently +14, Ride +18, Search +9, Sense Motive +6, Spot +13, Tumble +17; Ambidexterity, Improved Critical (Sword (Short)), Improved Initiative, Improved Two-Weapon Fighting, Two-Weapon Fighting, Weapon Focus (Shortbow (Composite), Sword (Short), Dagger), Weapon Specialization (Sword (Short), Dagger)

Possessions: Sword +3 (Short/Defending), Dagger of Venom, Brooch of Shielding, Chain Shirt +3, Mighty Composite Shortbow (+2 Str Bonus)

Ugamana, Male Goblin Monk¹²; CR 12; Size S; Type humanoid; HD (12d8)+12; hp 89; Init +5 (+5 Dex); Spd Walk 70'; AC 21 (flatfooted 16, touch 21); Atk Unarmed Strike +13/+10/+7 (1d10+2 19-20/x2) or Shuriken +3,+19/

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+14 (1+3 20/x2); **SA:** Abundant Step (Sp), Diamond Body (Su), Flurry of Blows, Improved Evasion (EX), Ki Strike (+1) (Su), Leap of the Clouds, Purity of Body, Slow Fall (50 ft.), Still Mind, Stunning Attack 12/day (DC 19), Wholeness of Body (Su) 24 **hp/day**; **Vision:** Normal, Darkvision (60'); **AL** LE; **Sv:** Fort +9, Ref +13, Will +11; Str 14, Dex 20, Con 12, Int 10, Wis 16, Cha 8

Skills and Feats: Balance +13, Climb +12, Diplomacy +2, Escape Artist +8, Hide +10, Jump +12, Listen +10, Move Silently +10, Spot +6, Tumble +22; Dodge, Improved Critical (Unarmed Strike), Point Blank Shot, Weapon Focus (Unarmed Strike, Shuriken)

Possessions: 10 Shuriken +3

Inkamal, Female Ghost Goblin NeCRomancer16; **CR** 18; **Size** S; **Type** undead; **HD** (16d4); **hp** 127; **Init** +7 (+3 Dex, +4 Misc); **Spd** Walk 30'; **AC** 14 (flatfooted 11, touch 14); **Atk** Unarmed Strike +8/+3 (1d3-1 20/x2); **SA:** 50% chance to ignore any damage from a corporeal source, Always moves silently, attacks pass through armor, Can be harmed only by other incorporeal Creatures/+1 or better weapons/magic, Can pass through solid objects at will, Immune to mind-influencing effects/ poison/ sleep/ paralysis/ stunning/ disease, Not subject to Critical hits/ subdual damage/ ability damage/ energy drain/ or death from massive damage, Rejuvenation, Summon Familiar, Turn Resistance 4; **Vision:** Normal, Darkvision (60'); **AL** NE; **Sv:** Fort +5, Ref +8, Will +15; Str 8, Dex 16, Con *, Int 20, Wis 16, Cha 18

Skills and Feats: Alchemy +8, Bluff +6, Concentration +19, Diplomacy +5, Gather Information +6, Hide +10, Intimidate +13, Intuit Direction +5, Listen +12, Move Silently +8, Sense Motive +6, Spellcraft +24, Spot +12; Combat Casting, Dodge, Improved Initiative, Iron Will, Quicken Spell, Silent Spell, Simple Weapon Proficiency, Spell Focus (Necromancy), Spell Mastery (Detect Magic, Ghost Sound, Mage Hand, Open/Close, Read Magic)

Spells Known:

Level 0: Arcane Mark, Dancing Lights, Daze, Detect Magic, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance,

Level 1: Cause Fear, Chill Touch, Grease, Hold Portal, Mage Armor, Magic Missile, Protection from Good, Ray of Enfeeblement, Sleep,

Level 2: Darkness, Flaming Sphere, Ghoul Touch, Misdirection, Scare, Shatter, Spectral Hand, Web, Whispering Wind,

Level 3: Dispel Magic, Fireball, Gentle Repose, Halt Undead, Haste, Hold Person, Lightning Bolt, Magic Circle against Good, Stinking Cloud, Vampiric Touch, Wind Wall,

Level 4: Confusion, Contagion, Enervation, Fear, Hallucinatory Terrain, Ice Storm, Wall of Ice,

Level 5: Animate Dead, Cloudkill, Cone of Cold, Dominate Person, Dream, Hold Monster, Magic Jar, Wall of Stone,

Level 6: Chain Lightning, Circle of Death, Freezing Sphere, Greater Dispelling, Guards and Wards,

Level 7: Control Undead, Finger of Death, Power Word (Stun), Spell Turning,

Level 8: Clone, Horrid Wilting, Protection from Spells, Trap the Soul,

Cast: 4+1/6+1/5+1/5+1/5+1/5+1/3+1/3+1/2+1

Sazzssh, Male Goblin Half Fiend Rogue8 Assassin6; **CR** 16; **Size** S; **Type** outsider; **HD** (8d6)+(6d6)+28; **hp** 96; **Init** +13 (+9 Dex, +4 Feat); **Spd** Walk 30', Fly 30'; **AC** 23 (flatfooted 23, touch 16); **Atk** Rapier +3 (Wounding/Small) +24/+19 (1d4+6 15-20/x2 wounds inflicted bleed for 1 point of damage per round until heal (DC 15) or any cure spell) or Crossbow +3 (Hand/Keen) +23/+18 (1d4+3 17-20/x2 threat range doubled); **SA:** Acid/Cold/Electrical/Fire Resistance 20, Bat-like Wings, Death Attack (DC 19), Evasion (Ex), Immune to poison, Poison Use, **SAve** vs. Poison +3, Sneak Attack +7d6, Uncanny Dodge (+1 against traps), Uncanny Dodge (Dex bonus to AC), Uncanny Dodge (can't be flanked), Uncanny Dodge (+2 against traps); **Vision:** Normal, Darkvision (60'); **AL** NE; **Sv:** Fort +6, Ref +20, Will +5; Str 16, Dex 29, Con 15, Int 17, Wis 12, Cha 10

Skills and Feats: Appraise +4, Balance +17, Bluff +6, Climb +9, Decipher **SCRipt** +4, Diplomacy +7, **DiSAble** Device +6, Disguise +8, Escape Artist +11, Gather Information +6, Hide +30, Innuendo +7, Intimidate +9, Jump +11, Listen +18, Move Silently +30, Open Lock +10, Search +9, Sense Motive +6, Spot +18, Tumble +23, Use Rope +12; Combat Reflexes, Improved Critical (Rapier), Improved Initiative, Weapon Finesse (Rapier), Weapon Focus (Rapier)

Possessions: Rapier +3 (Wounding/Small), Crossbow +3 (Hand/Keen), Studded Leather +3 (DEX +3)

Innate Spells: Blasphemy, Unholy Aura, Unhallow, Desecrate, Unholy Blight, Poison, Contagion, Darkness

Opfollen, Male Goblin Lycanthrope Rogue4 Ranger10; **CR** 14; **Size** S; **Type** humanoid; **HD** (4d6)+(10d10)+28; **hp** 120; **Init** +9 (+5 Dex, +4 Feat); **Spd** Walk 30'; **AC** 23 (flatfooted 23, touch 16); **Atk** Handaxe +3 (Impact) +18/+13/+8 (1d6+7 20/x3 +2 damage in addition to enhancement bonus.) or Dagger +2 +16/+11 (1d4+3 19-20/x2) or Dagger +2 (Thrown) +21/+16/+11 (1d4+4 19-20/x2); **SA:** Curse of Lycanthropy, Evasion (Ex), Favored Enemy (Dwarves) +3, Favored Enemy (Elves) +2, Favored Enemy (Humans) +1, Lycanthropic Empathy, Sneak Attack +2d6, Uncanny Dodge (Dex bonus to AC); **Vision:** Normal, Darkvision (60'); **AL** NE; **Sv:** Fort +10, Ref +12, Will +6; Str 14, Dex 20, Con 14, Int 13, Wis 14, Cha 8

Skills and Feats: Animal Empathy +0, Climb +9, Concentration +5, Control Shape +19, Escape Artist +8, Handle Animal +2, Heal +8, Hide +20, Intimidate +2, Intuit

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Direction +10, Jump +11, Listen +14, Move Silently +10, Sense Motive +7, Spot +14, Tumble +14, Wilderness Lore +14; Dodge, Improved Initiative, Improved Two-Weapon Fighting, Mobility, Weapon Focus (Handaxe)

Possessions: Handaxe +3 (Impact), Dagger +2, Studded Leather +2 (Shadow),

Spells Known:

Level 1: Alarm, Animal Friendship, Delay Poison, Detect Animals or Plants, Detect Snares and Pits, Entangle, Magic Fang, Pass without Trace, Read Magic, Resist Elements, Speak with Animals, Summon Nature's Ally I

Level 2: Animal Messenger, Cure Light Wounds, Detect Chaos, Detect Evil, Detect Good, Detect Law, Hold Animal, Protection from Elements, Sleep, Snare, Speak with Plants, Summon Nature's Ally II

Cast: 0/2/2

Zuurumagh, Male Goblin Vampire Sorcerer8 Fighter8; CR 18; Size S; Type undead; HD (8d4)+(8d10); hp 142; Init +11 (+7 Dex, +4 Feat); Spd Walk 30'; AC 28 (flatfooted 24, touch 15); Atk Unarmed Strike +19/+14/+9 (1d3+7 19-20/x2); SA: Alternate Form, Cold/Electricity Resistance 20, Fast Healing 5, Gaseous Form, Immune to mind-influencing effects/ poison/ sleep/ paralysis/ stunning/ disease, Not subject to Critical hits/ subdual damage/ ability damage/ energy drain/ or death from massive damage, Spider Climb, Summon Familiar, Turn Resistance 4; **Vision:** Normal, Darkvision (60'); **AL** CE; **Sv:** Fort +8, Ref +13, Will +12; Str 20, Dex 24, Con *, Int 13, Wis 14, Cha 18

Skills and Feats: Climb +16, Concentration +11, Hide +19, Jump +16, Knowledge (Arcana) +7, Listen +17, Move Silently +15, Search +10, Spellcraft +12, Spot +17; Combat Casting, Improved Critical (Unarmed Strike), Improved Unarmed Strike, Iron Will, Mobility, Quicken Spell, Silent Spell, Spring Attack, Still Spell, Weapon Focus (Unarmed Strike), Weapon Specialization (Unarmed Strike)

Possessions: Chain Shirt +3 (Phasing)

Spells Known:

Level 0: Daze, Detect Magic, Detect Poison, Flare, Ghost Sound, Mage Hand, Open/Close, Read Magic,

Level 1: Burning Hands, Expeditious Retreat, Mage Armor, True Strike,

Level 2: Bull's Strength, Cat's Grace, Web,

Level 3: Dispel Magic, Fireball,

Level 4: Stoneskin,

Cast: 6/7/7/6/4

Qwarkmak, Male Goblin Half Dragon (Green) Barbarian9 Fighter4; CR 15; Size S; Type dragon; HD (9d12)+(4d10)+39; hp 139; Init +7 (+3 Dex, +4 Feat); Spd Walk 30'; AC 25 (flatfooted 25, touch 14); Atk Longsword +3 (Body Feeder/Flaming Burst) +25/+20/+15 (1d8+15 17-20/x2 Crit hit grants wielder temp Hps equal to damage dealt, +1d6 fire damage, on a Critical hit deals extra fire damage

(+1d10)); **SA:** 30 foot Cone of Gas 1/day (6d6), Immune to Acid, Immune to Paralysis, Immune to Sleep, Rage 3/day, Uncanny Dodge (Dex bonus to AC), Uncanny Dodge (can't be flanked); **Vision:** Normal, Darkvision (60'); **AL** CE; **Sv:** Fort +13, Ref +7, Will +5; Str 24, Dex 16, Con 16, Int 14, Wis 13, Cha 13

Skills and Feats: Climb +20, Intimidate +12, Intuit Direction +7, Jump +20, Listen +13, Spot +9, Wilderness Lore +12; Cleave, Great Cleave, Improved Critical (Longsword), Improved Initiative, Power Attack, Quick Draw, Weapon Focus (Longsword), Weapon Specialization (Longsword)

Possessions: Breastplate +2 (Quickness/Radiant), Longsword +3 (Body Feeder/Flaming Burst), Necklace of Fireballs IV

Lisarnos, Male Goblin Rogue6 Cleric12; CR 18; Size S; Type humanoid; HD (6d6)+(12d8)+18; hp 118; Init +7 (+3 Dex, +4 Feat); Spd Walk 20'; AC 26 (flatfooted 26, touch 14); Atk Warhammer +3 (Soul Feeder) +18/+13/+8 (1d8+3 20/x3 Crit hit drains one level from target; Fort DC18 or permanent.); SA: Evasion (Ex), Rebuke Undead 5/day, Smite 1/day, Sneak Attack +3d6, Spontaneous casting, Uncanny Dodge (Dex bonus to AC), Uncanny Dodge (can't be flanked); **Vision:** Normal, Darkvision (60'); **AL** NE; **Sv:** Fort +13, Ref +12, Will +15; Str 11, Dex 16, Con 12, Int 13, Wis 20, Cha 14

Skills and Feats: Balance +12, Bluff +3, Climb +3, Concentration +20, Diplomacy +5, Disguise +6, Escape Artist +1, Gather Information +3, Hide +5, Innuendo +6, Intimidate +3, Intuit Direction +6, Jump +5, Knowledge (Religion) +7, Listen +11, Move Silently +10, Search +2, Sense Motive +11, Spellcraft +12, Spot +11, Tumble +23, Use Rope +4; Combat Casting, Dodge, Great Fortitude, Improved Initiative, Martial Weapon Proficiency, Silent Spell, Still Spell, Weapon Focus (Warhammer)

Possessions: Amulet of Proof against Detection and Location, Breastplate +4 (Natural Armor Bonus (+3)), Warhammer +3 (Soul Feeder)

Domains: Destruction (gain the smite power, a supernatural ability to make a single melee attack with +4 bonus to hit and damage bonus equal to the cleric level once per day.); Trickery (Bluff, Disguise and Hide are class skills.)

Spells Known:

Level 0: Create Water, Cure Minor Wounds, Detect Magic, Detect Poison, Guidance, Inflict Minor Wounds, Light, Mending, Purify Food and Drink, Read Magic, Resistance, Virtue

Level 1: Bane, Bless, Bless Water, Cause Fear, Change Self, Command, Comprehend Languages, Cure Light Wounds, Curse Water, Deathwatch, Detect Chaos, Detect Evil, Detect Good, Detect Law, Detect Undead, Divine Favor, Doom, Endure Elements, Entropic Shield, Inflict Light Wounds, Inflict Light Wounds, Invisibility to Undead, Magic Stone,



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Magic Weapon, Obscuring Mist, Protection from Chaos, Protection from Evil, Protection from Good, Protection from Law, Random Action, Remove Fear, Sanctuary, Shield of Faith, Summon Monster I

Level 2: Aid, Animal Messenger, Augury, Bull's Strength, Calm Emotions, Consecrate, Cure Moderate Wounds, Darkness, Death Knell, Delay Poison, Desecrate, Endurance, Enthral, Find Traps, Gentle Repose, Hold Person, Inflict Moderate Wounds, Invisibility, Lesser Restoration, Make Whole, Remove Paralysis, Resist Elements, Shatter, Shield Other, Silence, Sound Burst, Speak with Animals, Spiritual Weapon, Summon Monster II, Undetectable Alignment, Zone of Truth

Level 3: Animate Dead, Bestow Curse, Blindness/Deafness, Contagion, Continual Flame, Create Food and Water, Cure Serious Wounds, Daylight, Deeper Darkness, Dispel Magic, Glyph of Warding, Helping Hand, Inflict Serious Wounds, Invisibility Purge, Locate Object, Magic Circle against Chaos, Magic Circle against Evil, Magic Circle against Good, Magic Circle against Law, Magic Vestment, Meld into Stone, Negative Energy Protection, Nondetection, Obscure Object, Prayer, Protection from Elements, Remove Blindness/Deafness, Remove Curse, Remove Disease, Searing Light, Speak with Dead, Speak with Plants, Stone Shape, Summon Monster III, Water Breathing, Water Walk, Wind Wall

Level 4: Air Walk, Confusion, Control Water, Cure Critical Wounds, Death Ward, Dimensional Anchor, Discern Lies, DismissAL, Divination, Divine Power, Freedom of Movement, Giant Vermin, Greater Magic Weapon, Imbue with Spell Ability, Inflict Critical Wounds, Lesser Planar Ally, Neutralize Poison, Poison, Repel Vermin, Restoration, Sending, Spell Immunity, Status, Summon Monster IV, Tongues

Level 5: Atonement, Break Enchantment, Circle of Doom, Commune, Dispel Chaos, Dispel Evil, Dispel Good, Dispel Law, Ethereal Jaunt, False Vision, Flame Strike, Greater Command, Hallow, Healing Circle, Insect Plague, Mark of Justice, Plane Shift, Raise Dead, Righteous Might, Scrying, Slay Living, Spell Resistance, Summon Monster V, True Seeing, Unhallow, Wall of Stone,

Level 6: Animate Objects, Antilife Shell, Banishment, Blade Barrier, Create Undead, Etherealness, Find the Path, Forbiddance, Geas/Quest, Greater Dispelling, Greater Glyph of Warding, Harm, Heal, Heroes' Feast, Mislead, Planar Ally, Summon Monster VI, Wind Walk, Word of Recall

Cast: 6/7+1/5+1/5+1/4+1/4+1/2+1



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