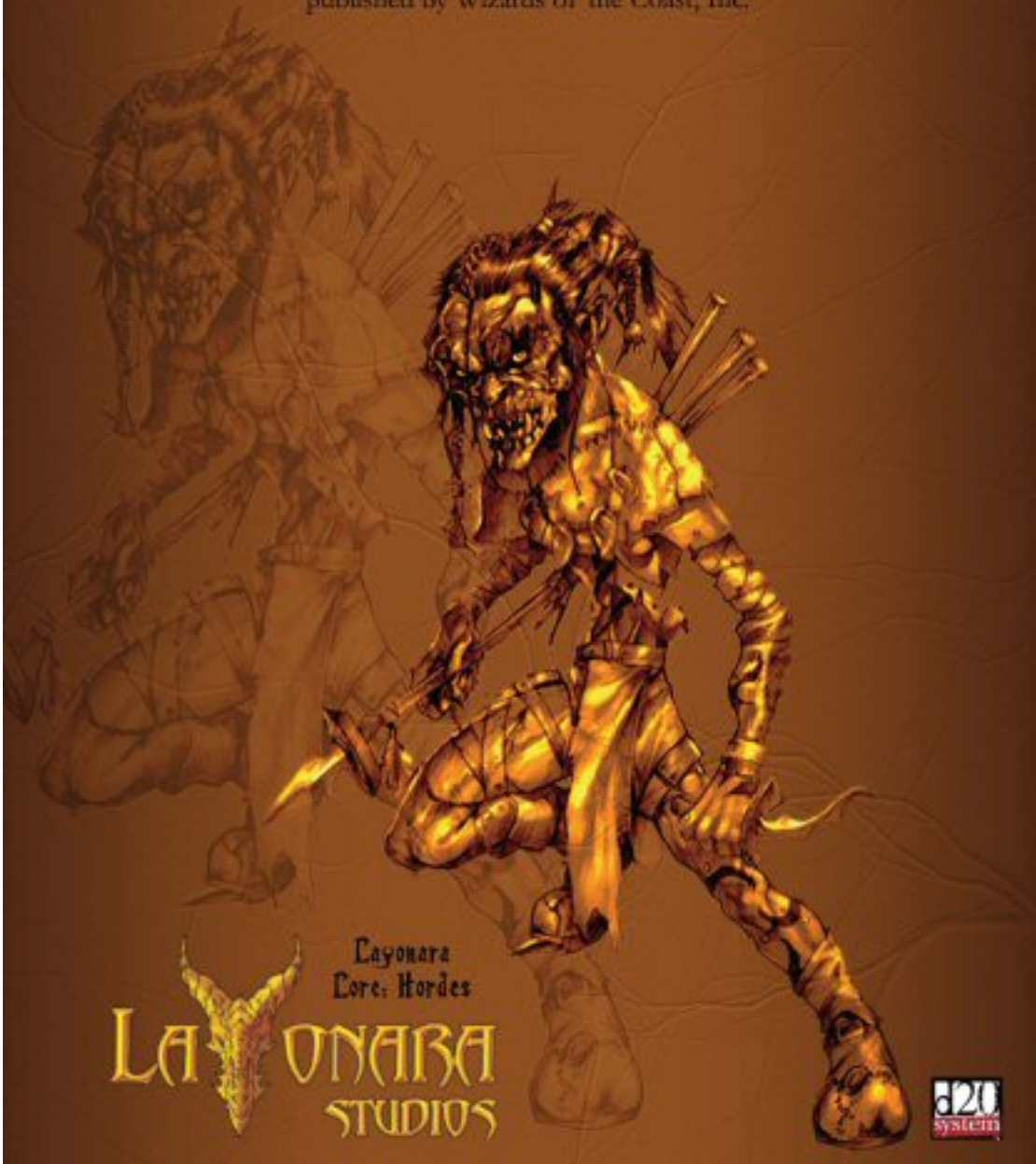


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Goblin Hordes

Requires the use of a Roleplaying Game Core Book
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Credits

AUTHORS

Fernando L. Espitia and Daniel R. Scott

BACKGROUND ART FOR COVER AND CARD

Marc Schwegler

GOBLIN ARTWORK

Colossal Studios

PUBLICATION EDITOR AND LAYOUT DESIGNER

Beverly L. Scott

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Goblin Clan Descriptions

Red Fang Clan Description

The Red Fang Goblins form a clan based on day-to-day survival. They care little for matters of future planning or long-term objectives. Alternately, they simply see the next moment, cling to it, and hope for the best.

Red Fang Goblins have little to no order and halfheartedly obey their Red Fang Overlord. At the first sign of personal danger, their own well-being will take priority. This clan of goblins is normally found in caves or abandoned mines. When threatened, they will generally seek an escape to another abandoned hole. They survive by scavenging since they have very little knowledge of crafting or farming.

The Red Fang Goblins are known as such due to their constantly blood-soaked teeth caused by their eating habits and a strange disease that infects their ranks.

Steel Toe Clan Description

The Steel Toe Clan is a group of nomadic goblins who spend their lives ransacking the countryside of the settlements they roam through. Their housing consists of basic tents and bedrolls. All that they carry with them is often easy to haul. The only member of the clan who actually has any significant possessions is the Steel Toe Mystic Leader. Steel Toe Goblins have acquired their names due to the toe-heavy footprints that are rather easy to recognize wherever they may walk.

The clan has a primitive arrangement of battle tactics, which arguably serves their purposes. The Steel Toe Lookouts scout ahead of the main groups. After reporting to their higher ranks, they organize small groups that strike simultaneously. They coordinate these attacks through hoots and animal sounds, allowing an element of surprise and the illusion of sheer numbers. If they plan to raid on a particularly well-protected area, the Steel Toe Mystic Leader joins them in battle by leading through unique calls. The goblins of the clan have been trained to follow these calls.

Blood Clan Description

The Blood Clan is composed of expansionist goblins who are led by the visions of their prophetic leader. Their belief states that they are meant to bring together all goblin tribes and rule everything under one banner of blood. In-fighting and the general disorderly fashion of the goblin race impede most of their advancements. However, on occasion, a particularly wise and skilled Blood Prophet comes along that actually poses a significant threat to the territories around the clan.

Blood Clan members seek to invade any small or large settlement they stumble upon. They always seek other goblin tribes to form a larger band against those who stand in the way of all that they covet. There is a distinct pecking order within their ranks, which is topped by the Blood Prophet. Lower ranks always give their lives to protect those above them for only the strongest should survive to make their future claim one that none can escape from.

Deathgate Clan Description

Death, destruction, and chaos. These are the sole reasons for these goblins to exist. They are one of the few clans led by a female and the only purpose they see in life is to bring everything to absolute mayhem. The Deathgate clan is so named due to their undying frenzy in battle, which leaves them near the edge of death during combat. The clan practices many obscure rituals to further their cause.

The presence of a Deathgate Clan near a civilized settlement often means that the region will be infested with a long season of fires, raids, and assaults. The only known way to stop their seed of destruction is to kill the Deathgate Witch. If the witch is killed, all the goblins in the clan mourn the loss of their messenger from beyond the veil of life and become either easy pickings on the battlefield or simply disperse to the four winds.

Descriptions of four types of goblins
within each clan on the following pages.

Clan Treasure Loot/Drops
on page 15.

BLOOD PROPHET	
SMALL-SIZE MALE GOBLIN	
ROGUE (2) SORCERER (2) CLERIC (4)	
Hit Dice	2d6 +2d4 +4d8
Hit Points	52
Initiative	+6
Speed	Walk 30 feet
AC	16 (flatfooted 14, touch 14)
Attacks	Mace +1 (Light) +5
Damage	Mace +1 (Light) 1d6
Vision	Darvision 60 feet
Face/Reach	5 feet/5 feet
Special Qualities	Evasion, rebuke undead 3/day (turn level 4) (turn damage 2d6 +4), sneak attack +1d6, spontaneous casting, summon familiar, trap finding
Saves	Fortitude +4, Reflex +6, Will +9
Abilities	Str 8 (-1), Dex 14 (+2), Con 10 (+0), Int 10 (+0), Wis 15 (+2), Cha 10 (+0)
Skills	Appraise 6, Balance 2, Bluff 0, Climb -1, Concentration 10, Craft (Untrained) 0, Diplomacy 0, Disguise 0, Escape Artist 2, Forgery 2, Gather Information 1, Heal 2, Hide 6, Intimidate 0, Jump -1, Listen 5, Move Silently 8, Ride 6, Search 4, Sense Motive 2, Spellcraft 6, Spot 4, Survival 2, Swim -1, Tumble 4
Feats	Heavy Armor Proficiency, Light Armor Proficiency, Medium Armor Proficiency, Improved Initiative, Maximize Spell, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus Light Mace
Challenge Rating	8
Alignment	Neutral Evil
Possessions	Mace +1 (Light), Wand of Cure Moderate Wounds, padded armor +1, Potion of Blur, Potion of Mage Armor, Potion of Fire Protection from Energy, Potion of Sanctuary, Ring of Protection +1
Deity	None
Domains	Chaos, War
Spells	Sorcerer: Spells per day: 6/4/0/0/0/0/0/0/0, DC 10 +spell level Level 0: Daze, Disrupt Undead, Ghost Sound, Prestidigitiation, Ray of Frost



Goblin Net

Spells -
Continued



Goblin Club

Cleric:

Spells per day
5/4+1/3+1/0/0/0/0/0/0,
DC 12 +spell level
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, Cause Fear, 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, Hide from Undead, Inflict Light Wounds, Magic Stone, Magic Weapon, Magic Weapon, Obscuring Mist, Protection from Good, Protection from Law, Protection from Law, Remove Fear, Sanctuary, Shield of Faith, Summon Monster I
Level 2: Aid, Align Weapon, Augury, Bear's Endurance, Bull's Strength, Calm Emotions, Cure Moderate Wounds, Darkness, Death Knell, Delay Poison, Desecrate, Eagle's Splendor, Earthfall, Find Traps, Gentle Repose, Hold Person, Inflict Moderate Wounds, Make Whole, Owl's Wisdom, Remove Paralysis, Resist Energy, Restoration, Lesser, Shatter, Shatter, Shield Other, Silence, Sound Burst, Spiritual Weapon, Spiritual Weapon, Status, Summon Monster II, Undetectable Alignment, Zone of Truth

This goblin is garbed in a mottled red tunic decorated with the bones, pelts, and ears of many small animals. Tattoos in black—on his face—are many eyes looking out from his brown and crimson skin.

The Blood Prophet is the most important member of the clan. All others will give their lives to protect a prophet. If a prophet is ever faced with combat, he will either launch spells from the fringes of battle or provide aid to the best warriors on hand. It is important to note that other goblins come to the Blood Prophet for healing and support during combat. Unless one is in the last line of defense between them and the enemy, a prophet will not wade into the battle after them.

Blood Hunter

STR 8
DEX 18
CON 12
INT 10
WIS 10
CHA 7



Male Goliath, **Region** 2 and **Background** 2, **CR** 5, **CR**, **Small Humanoid (Goliath)**
Initiative +9
Senses Darkvision 60 ft., **Low** +8, **Spot** +8
Language(s) Common, Goliath
AC 10 (+1 armor, +4 Dex) touch 10, flatfooted 10
HP (20)(+10)+0(41 hp)
Save Fort +5, **Ref** +1, **Will** +0
Speed 30 feet (6 squares)
Melee War Hammer (non-weapon) +1 (M12, 1d3)
Ranged Short bow +1 +0

(Skill) 1/0/0
Attack Base +4, **Grapple** -1
Feat Lightning Reflexes
Weapon Bludgeoning, **Thrown** Short
Skills Balance +0, **Listen** +0, **Move Silently** +10, **Open Lock** +0, **Search** +0, **Sense Motive** +1, **Spot** +0, **Survival** +4, **Swim** +2, **Thievery** +0
Feats/Items A new (non-weapon), war hammer (non-weapon), armor (M), armor +1 (M), Cloak of Invisibility +1, **Prison of Blood** +0, **Prison of Curse** Moderate Wounds, short bow +1

Blood Pillager

STR 13
DEX 14
CON 12
INT 9
WIS 9
CHA 7



Male Goliath, **Region** 1 and **Background** 4, **CR** 6, **CR**, **Small Humanoid (Goliath)**
Initiative +0
Senses Darkvision 60 ft., **Low** +4, **Spot** +1
Language(s) Common, Goliath
AC 10 (+1 armor, +0 Dex, +0 nonarmor) touch 10, flatfooted 10
HP (24)(+10)+0(37 hp)
Save Fort +0, **Ref** +5, **Will** +0
Speed 15 feet (3 squares)
Melee War axe (non-weapon) +1 (M12, 1/2d)

(Skill) 0/0/0
Attack Base +4, **Grapple** -1
Feat Cloak, Power Attack
Skills Balance +0, **Intimidate** +1, **Jump** -1, **Listen** +0, **Move Silently** +0, **Open Lock** +0, **Wade** +1, **Search** +0, **Spot** +1, **Survival** -1, **Swim** -5, **Use Rope** +0
Feats/Items War axe (non-weapon), **ambush** feat (M), **non-armor**, **Ironspine**, **Ironspine**, **Ironspine**, **Prison of Blood** Strength

Blood Ravager

STR 12
DEX 17
CON 12
INT 9
WIS 8
CHA 6



Male Goliath, **Region** 2 and **Background** 2 and **Warden** 4, **CR** 4, **CR**, **Small Humanoid (Goliath)**
Initiative +9
Senses Darkvision 60 ft., **Low** +4, **Spot** +2
Language(s) Common, Goliath
AC 10 (+1 armor, +1 Dex, +0 nonarmor) touch 10, flatfooted 10
HP (20)(+10)+0(30 hp)
Save Fort +5, **Ref** +5, **Will** +0
Speed 30 feet (6 squares)
Melee War Hammer +1 +0/+3

(Skill) 0/0/0
Attack Base +4, **Grapple** +3
Feat Greater Grasp
Weapon Bludgeoning, **Thrown** Short
Skills Balance +0, **Intimidate** +0, **Listen** +0, **Move Silently** +0, **Ride** +0, **Search** +0, **Sense Motive** +0, **Spot** +0, **Survival** +1, **Swim** -6, **Thievery** +1, **Use Rope** +0
Feats/Items War hammer (non-weapon), war hammer +1, **Claws of Darkness** +0, **Prison of Curse** Moderate Wounds, **Prison of Rage**

Blood Prophet

STR 8
DEX 14
CON 10
INT 10
WIS 15
CHA 10



Male Goliath, **Region** 2 and **Background** 2 and **Chieftan** 4, **CR** 4, **CR**, **Small Humanoid (Goliath)**
Initiative +0
Senses Darkvision 60 ft., **Low** +4, **Spot** +0
Language(s) Common, Goliath
AC 10 (+0 armor, +0 Dex, +0 nonarmor) touch 10, flatfooted 10
HP (20)(+10)+0(30 hp)
Save Fort +4, **Ref** +0, **Will** +0
Speed 30 feet (6 squares)
Melee War axe (right) +0 (M12)
Ranged
Attack Base +0, **Grapple** +0
Feat Improved Initiative, **Meat and Spite**, **Weapon Focus (Light Hammer)**
Skills Appraise +0, **Concentration**

(Skill) 0/0/0
Attack Base +0, **Grapple** +0
Feat Improved Initiative, **Meat and Spite**, **Weapon Focus (Light Hammer)**
Skills Appraise +0, **Concentration**

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