

Goblin

(Small Humanoid [Goblin])

Movement: 20 ft.

Armour Class: 16 (plus armour)

Initiative Bonus: +2

Hit Dice: 1d6

Attacks: 1 weapon

Special Attacks: None

Special Defences: None

Special Qualities: Darkvision 60 ft., –2 to hit in daylight

Saves: Fort –2, Perc +0, Prow –2, Reas –1, Refl +3, Will +0.

Ability Scores: S 10, I 7, W 15, D 15, C 10, Ch 6.

Morale: 5

Habitat: Temperate to subtropical forests and caves

Frequency: Common

No. Appearing: 2d6 or 4d100

Skills: Stealth +6, Theft +4

Treasure Category: V, E and F

XP Value: 5 + 1/hp (9)

Goblins are small humanoids that dwell in forests, caverns, and ruins. They prefer old mineworks and extensive cavern systems, but seldom get to choose their dwelling places except where they are found in great numbers. Sometimes, outcast goblins are found living in hollow trees, or in homes hidden beneath the earth. Goblins are able to hide their homes with great skill, at least part of the time. Similarly, goblins are talented miners – but they are also lazy, and their stonework is often slipshod and unfinished. They are cunning in the creation of traps and weapons.

Goblins are ugly, misshapen things with large heads and sharp teeth. Their heads are squashed and pumpkin-like. Their skin is greenish, brownish, yellowish, or even orange. Their feet do not have separate toes, and about 10% of all goblins have a single thick “finger” and a thumb on each hand. Goblins dress in rags or cast off clothing for the most part, although goblin smiths are able to make objects of great beauty and value when they are moved to do so. Not all goblins are evil, but the vast majority are grasping, cruel, and sneaky.

Goblins have an aversion to daylight, having a –2 penalty to all attack rolls, ability checks, and skill checks in full daylight (or equivalent). This penalty does not apply if it is very overcast due to cloud cover, foliage, etc.

They were, of course, household animals belonging to the goblins, whose ancestors had taken their ancestors many centuries before from the upper regions of light into the lower regions of darkness.

– George MacDonald, *The Princess and the Goblin*

which are the only goblins that can control them.

Goblin enclaves are 50% likely to have friendly relations with any nearby packs of worgs. They stage raids with worgs, occasionally using them as mounts. Goblin enclaves are 90% likely to keep animals of their own, many of which have been changed by long life underground as well as by goblin husbandry. Several such creatures are described in sidebars in this entry. Goblins also keep several creatures that are found outside their lairs, such as dire rats, giant weasels, and the like. Often these animals have dedicated keepers,

On average, for every 20 normal goblins, there will be a 2nd level goblin warrior, and for every 100 goblins there will be a 3rd level goblin warrior. Goblin leaders may attain up to 6th level as warriors or rogues, or 4th level as fighters. 10% of goblin tribes will have a witch doctor with 1d6 levels (see below).

Goblins with PC class levels have a morale bonus of +1 per class level. A 5th level fighter, for example, as a morale score of 10. Goblin witch doctors also gain this bonus. Warriors, experts, and commoners do not.

Goblin Witch Doctors

Goblins worship malevolent fey Powers. Goblin witch doctors are a type of specialty priest (see “Cleric” in the RCFG *Players’ Guide*) that can gain up to six levels. They have a separate spell list from clerics, and exchange Aura of Faith at 3rd level for Aura of Malevolence. They gain different abilities using *Focus Divine Power I*, as described below. Witch doctor *Acolytes* are witch doctors, not clerics.

- *Focus Divine Power I*: A goblin witch doctor can focus divine power in the following ways:
 - *Create Undead*: This usage allows the witch doctor to temporarily animate corpses or skeletons, to a maximum of 1 Hit Die per witch doctor level. This animation lasts only 1 hour, but is otherwise similar to *animate dead*, although there is no material component.
 - *Command Undead*: As an evil cleric.
 - *Selective Invisibility*: This usage allows the witch doctor to select one creature per witch doctor level, to whom he is invisible. Other creatures can see him normally. Each creature gains a Perception or Willpower save (DC 10 + witch doctor level) to see through this glamour. Otherwise, the power lasts 1 minute per witch doctor level, or until the witch doctor attacks a selected creature (which dispels the invisibility for that creature only). The witch doctor can select any creature he can see.
- *Aura of Malevolence*: At 3rd level, a witch doctor exudes a malignant aura that causes enemy creatures within 30 feet to suffer a penalty to all attack rolls, saving throws, skill checks, and ability checks. This penalty is –1 for 3rd level witch doctors, –2 for 4th to 5th level witch doctors, and –6 for 6th level witch doctors.

Witch Doctor Spells			
	Level 0	Level 1	Level 2
1	Cause Fear	Cause Light Wounds	Augury
2	Cause Minor Wounds	Charm Person	Cause Moderate Wounds
3	Ceremonial Rite	Command	Entangle
4	Darkness	Comprehend Languages	Enthral
5	Detect Magic	Faerie Gold	Magic Weapon
6	Touch of Fatigue	Spider Climb	Obscuring Fog
7	Ventriloquism	Unseen Servant	Second Sight
NOTE: <i>Cause minor wounds</i> , <i>cause light wounds</i> , and <i>cause moderate wounds</i> are the reversed spells of <i>cure minor wounds</i> , <i>cure light wounds</i> , and <i>cure moderate wounds</i> , respectively.			

Special: Each level a goblin takes in the witch doctor class causes some physical deformation. Examples of deformation include cat-like or rat-like tails, hands like rat paws, cat-like faces, and so on. The GM should consider using the features of various small animals that have a supernatural and or nocturnal connotation in folklore, such as ravens, cats, rats, mice, weasels, foxes, owls, bats, and the like. By the same token, the GM should avoid using the features of animals normally allied with humans, such as dogs and horses. These deformations generally have no game effect.

Faerie Goblins

Among the humanoids, goblins and bugbears are the most closely related to the fey. In some campaign worlds, all goblins are fey. On other worlds, all goblins are humanoids. In most RCFG campaign worlds, about 20% of all enclaves consist of faerie goblins rather than the normal, humanoid, types.

Faerie goblins exchange the "Humanoid" type for the "Fey" type, although they keep the "Goblin" subtype. In addition to the classes allowed to normal goblins, faerie goblins may become bards (to a maximum of 4th level) and sorcerers (to a maximum of 6th level). Faerie goblin sorcerers may choose from among the following spell sources: (1) Dreams, (2) Elemental Earth, (3-4) Faerie, (5) Greenblooded, (6) Infernal, (7) Necromantic, and (8) Shadow. The numbers in parentheses are to determine faerie goblin spell sources randomly using 1d8.

Faerie goblins are often engaged in kidnapping babies, children, and nursing mothers for the faerie hosts. They are sometimes engaged with abducting brides-to-be and midwives for other types of fey as well. They are paid for these services with bright gold, which they highly prize.

Tactics

Goblins, whether faerie goblins or the normal sort, are cowardly, preferring to accomplish by stealth what they cannot do by force of arms. They are fond of trickery – goblin witch doctors use their selective invisibility to sneak into homes to steal babies from their cradles, for instance, and faerie goblin sorcerers use their spells to create mischief in mortal lands.

When they must fight, goblins enjoy ambushes, so long as they outnumber the creatures ambushed by at least 3-to-1. If the odds seem particularly favourable, goblins are willing to engage in combat with reckless abandon. For the most part, though, they dislike becoming involved in melee combat.

Goblin Beasts

Both normal and faerie goblins keep animals that have been transformed from long association with goblins. Most of these animals gain dark coats, an aversion to light (causing a –2 penalty to attack rolls, ability checks, and skill checks, as with goblins), and darkvision to a range of 60 feet. They may be smaller than normal, larger than normal, more aggressive than normal, etc., as the GM desires. Some may have strange growths, extra heads, or strange behaviours. Below are four beasts common to goblin enclaves. Unless otherwise described, all of these creatures have darkvision to a range of 60 feet, and suffer the same penalties in daylight as goblins do.

Banefox

A banefox is a small, jet-black fox with glowing opalescent eyes, white socks, and a white tip to its tail. They have darkvision to a range of 90 feet, and their bite is mildly poisonous (1 point Constitution per day for 1d6 days, Fortitude DC 10 negates). Banefoxes are used as guard animals by goblins.

Banefox (Small Animal): Mv 20 ft.; AC 16; Init +2; HD 1d8-1; Att 1 bite (1d3); SA Poisonous bite (1 Con per day for 1d6 days, Fort DC 10 negates); SQ Darkvision 90 ft.; SV (Fort –4, Perc +6, Prow –4, Reas –8, Refl +6, Will +4); ML 9; XP 7 + 1/hp (11). Skills: Stealth +8.

Black Goat

A black goat is a shaggy black animal with long, scimitar-like horns darker than night. Its eyes are a lambent green, and seem to shine with their own light. Black goats are used by goblins as beasts of burden, and sometimes as riding animals as well, but they are malicious creatures even with the best handling. Any Handle Animal or Ride check made with a black goat has a –4 penalty. 10% of black goats are two-headed, and can bite with each head as a single attack.

Black Goat (Medium Animal): Mv 40 ft.; AC 14; Init +0; HD 2d8+2; Att 1 or 2 bites (1d4 each); SV (Fort +2, Perc +2, Prow +8, Reas –10, Refl +3, Will +6); ML 10; XP 10 + 1/hp (20). Skills: None.

Bogie Bear

Small relatives of the black bear, bogie bears have long, grasping paws with sticky pads that allow them to climb even sheer surfaces. Their eyes glow with a pale yellow light. Goblins keep them as pets, and use them as guard beasts.

Bogie Bear (Small Animal): Mv 30 ft, climb 20 ft.; AC 14; Init +1; HD 2d8+4; Att 1 bite (1d6); SA None; SD None; SQ Darkvision 60 ft., –2 to hit in daylight; SV (Fort +2, Perc +3, Prow +3, Reas –5, Refl +2, Will +3); ML 6; XP 10+1/hp. Skills: Climb +15, Stealth +8.

Greywether

Greywethers are, properly speaking, omnivores, but they have a real taste for flesh and prefer it over all other foods. They are sheep with thick grey woolly coats and reddish eyes. They are kept by goblins for food and wool, often being allowed to "graze" for small mammals (or even humanoids) outside during daylight hours – greywethers suffer no penalty due to daylight. Goblin herdsman are occasionally devoured by their flocks.

Greywether (Small Animal): Mv 20 ft.; AC 16; Init +0; HD ½d8; Att 1 bite (1d6); SQ Darkvision 60 ft.; SV (Fort +0, Perc +2, Prow +2, Reas –10, Refl –2, Will –8); ML 7; XP 1 + 1/hp (3). Skills: None.

Greywether Ram (Small Animal): Mv 20 ft.; AC 16; Init +2; HD 1d8+2; Att 1 bite (1d6) or 1 butt (1d8); SQ Darkvision 60 ft.; SV (Fort +2, Perc +4, Prow +4, Reas –10, Refl +0, Will –6); ML 9; XP 6 + 1/hp (13). Skills: None.

Whenever possible, goblins use their animals to attack, use traps, or attack with ranged weapons.

Goblins prefer to attack in waves, even if doing so isn't the most efficient form of combat. In melee, they seek to overwhelm with sheer numbers. When led by a powerful and intelligent being, they may be successful, but on their own they tend to attack as individuals, not making use of Aid Another or covering fire – tactics that their numbers would make extremely effective.

**We must not look at goblin men,
We must not buy their fruits:
Who knows upon what soil they fed
Their hungry thirsty roots?**

– Christina Rossetti, *The Goblin Market*

Goblin Characters

Standard goblins gain all of the following:

- +3 bonus to Dexterity and Wisdom, –4 penalty to Intelligence and Charisma.
- Goblins are small:
 - Small characters get a +1 bonus to Armour Class, attack rolls, and Reflex saves, and a +4 bonus on Stealth checks.
 - A small character's carrying capacity is three-quarters of that of a medium character.
 - Small characters take a -1 penalty to Prowess saves.
 - Small characters must use smaller weapons than medium characters.
- Goblins have a base move speed of 20 feet.
- Goblins have darkvision to a range of 60 feet.
- Goblins have an aversion to daylight, having a –2 penalty to all attack rolls, ability checks, and skill checks in full daylight (or equivalent).
- Goblins never roll higher than 6-sided dice for Hit Dice, regardless of class.
- Goblins may take levels in the Fighter (max level 4), Rogue (max level 6), and Witch Doctor (max level 6) classes.

Short Form

Goblin (Small Humanoid): Mv 20 ft.; AC 14; Init +0; HD 1d6; Att 1 weapon; SA None; SD None; SQ –2 to hit in daylight; SV (Fort –2, Perc +0, Prow –2, Reas –1, Refl +2, Will +0); ML 10; XP 5 + 1/hp (9). Skills: Stealth +6, Theft +4.



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