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| **Goblin Commando** | **2** |
| **Goblin Dog** | **2** |
| **Goblin** | **12** |
| **Goblin Cleric “Skizzertz”** | **1** |
| **Emerald Automaton construct “Clanky”** | **1** |
| **Bugbear “Grulk”** | **1** |
| **Goblin Zombies** | **2** |
|  |  |

Creature table

**GOBLIN COMMANDO CR 1/2**

**XP 200**

Goblin ranger 1 (*Pathfinder RPG Bestiary* 156)

NE Small humanoid (goblinoid)

**Init** +3; **Senses** darkvision 60 ft.; Perception +5

**DEFENSE**

**AC** 17, touch 14, flat-footed 14 (+3 armor, +3 Dex, +1 size)

**hp** 13 (1d10+3)

**Fort** +4, **Ref** +5, **Will** +1

**OFFENSE**

**Speed** 30 ft.

**Melee** horsechopper +3 (1d8+1/×3)

**Ranged** shortbow +5 (1d4/×3)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with horsechopper)

**Special Attacks** favored enemy (humans +2)

**TACTICS**

**Before Combat** If the commando spots intruders, she takes a round to warn the commando in area **A3**. That commando and goblin dog arrive in 3 rounds, after spreading the general alarm.

**During Combat** The commandos use their superior mobility and the darkness in the entryway as they shoot at the PCs.

**Morale** If one commando is killed, the other retreats into area **A6**.

**STATISTICS**

**Str** 12, **Dex** 17, **Con** 15, **Int** 8, **Wis** 12, **Cha** 8

**Base Atk** +1; **CMB** +1; **CMD** 14

**Feats** Mounted Combat

**Skills** Handle Animal +3, Perception +5, Ride +10, Stealth +14, Survival +5

**Languages** Common, Goblin

**SQ** track +1, wild empathy +0

**Combat Gear** *potion of cure moderate wounds*; **Other Gear** studded leather armor, horsechopper, shortbow with 20 arrows

**GOBLIN DOG CR 1**

**XP 400**

N Medium [animal](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#animal)

**Init** +2; **Senses** low-light vision, [scent](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#scent); [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +1

DEFENSE

**AC** 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)

**hp** 9 (1d8+5)

**Fort** +4, **Ref** +4, **Will** +1

**Immune** disease

OFFENSE

**Speed** 50 ft.

**Melee** bite +2 (1d6+3 plus allergic reaction)

STATISTICS

**Str** 15, **Dex** 14, **Con** 15, **Int** 2, **Wis** 12, **Cha** 8

**Base Atk** +0; **CMB** +2; **CMD** 14

**Feats** [Toughness](http://paizo.com/pathfinderRPG/prd/feats.html#toughness)

**Skills** [Stealth](http://paizo.com/pathfinderRPG/prd/skills/stealth.html#stealth) +6

SPECIAL ABILITIES

**Allergic Reaction (Ex)** A goblin dog's dander is highly irritating to all creatures save those with the goblinoid subtype. A non-goblinoid creature damaged by a goblin dog's bite, who deals damage to a goblin dog with a natural weapon or unarmed attack, or who otherwise comes into contact with a goblin dog (including attempts to grapple or ride the creature) must make a DC 12 Fortitude save or break out in an itching rash. A creature affected by this rash takes a –2 penalty to Dexterity and Charisma for 1 day (multiple allergic reactions do not stack). *Remove disease* or any magical healing removes the rash instantly. This is a disease effect. The save DC is Constitution-based.

**GOBLIN CR 1/3**

**XP 135**

Goblin warrior 1

NE Small [humanoid](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#humanoid) (goblinoid)

**Init** +6; **Senses** darkvision 60 ft.; [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) –1

DEFENSE

**AC** 16, touch 13, flat-footed 14 (+2 armor, +2 Dex, +1 shield, +1 size)

**hp** 6 (1d10+1)

**Fort** +3, **Ref** +2, **Will** –1

OFFENSE

**Speed** 30 ft.

**Melee** short sword +2 (1d4/19–20)

**Ranged** short bow +4 (1d4/×3)

STATISTICS

**Str** 11, **Dex** 15, **Con** 12, **Int** 10, **Wis** 9, **Cha** 6

**Base Atk** +1; **CMB** +0; **CMD** 12

**Feats** [Improved Initiative](http://paizo.com/pathfinderRPG/prd/feats.html#improved-initiative)

**Skills** [Ride](http://paizo.com/pathfinderRPG/prd/skills/ride.html#ride) +10, [Stealth](http://paizo.com/pathfinderRPG/prd/skills/stealth.html#stealth) +10, [Swim](http://paizo.com/pathfinderRPG/prd/skills/swim.html#swim) +4; **Racial Modifiers**+4 [Ride](http://paizo.com/pathfinderRPG/prd/skills/ride.html#ride), +4 [Stealth](http://paizo.com/pathfinderRPG/prd/skills/stealth.html#stealth)

**Languages** Goblin

**Treasure** NPC gear (leather armor, light wooden shield, short sword, short bow with 20 arrows, other treasure)

**SKIZZERTZ CR 1**

**XP 400**

Male goblin cleric of Lamashtu 2

NE Small humanoid (goblinoid)

**Init** +4; **Senses** darkvision 60 ft.; Perception +3

**DEFENSE**

**AC** 17, touch 15, flat-footed 13 (+2 armor, +4 Dex, +1 size)

**hp** 16 (2d8+4)

**Fort** +4, **Ref** +4, **Will** +5

**OFFENSE**

**Speed** 30 ft.

**Melee** mwk falchion +3 (1d6/18–20)

**Special Attacks** channel negative energy 3/day (DC 9, 1d6)

**Domain Spell-Like Abilities** (CL 2nd; concentration +4)

5/day—copycat (2 rounds), strength surge (+1)

**Cleric Spells Prepared** (CL 2nd; concentration +4)

1st—*bless*, *cause fear* (DC 13), *command* (DC 13), *enlarge person* D (DC 13)

0 (at will)—*bleed* (DC 12), *detect magic*, *detect poison*, *resistance*

**D** domain spell; **Domains** Strength, Trickery

**TACTICS**

**Before Combat** If Skizzertz hears combat in area **A9** or **A11**, he casts *resistance* on himself and hides behind Clanky.

**During Combat** Skizzertz casts *bless* on himself and Clanky. He then uses his offensive spells to support Clanky in combat.

**Morale** If Skizzertz is losing, he uses copycat and flees.

**STATISTICS**

**Str** 10, **Dex** 18, **Con** 13, **Int** 10, **Wis** 15, **Cha** 6

**Base Atk** +1; **CMB** +0; **CMD** 14

**Feats** Extra Channel

**Skills** Heal +6, Perception +3, Ride +8, Spellcraft +4, Stealth +16

**Languages** Goblin

**Combat Gear** *wand of cure light wounds* (20 charges); **Other Gear** leather armor, mwk falchion, 95 gp

*Copycat*[*(Sp)*](http://paizo.com/pathfinderRPG/prd/glossary.html#spell-like-abilities-sp): You can create an illusory double of yourself as a move action. This double functions as a single *mirror image* and lasts for a number of rounds equal to your cleric level, or until the illusory duplicate is dispelled or destroyed. You can have no more than one copycat at a time. This ability does not stack with the *mirror image* spell. You can use this ability a number of times per day equal to 3 + your [Wisdom](http://paizo.com/pathfinderRPG/prd/gettingStarted.html#wisdom) modifier.

**CAUSE FEAR**

**School** necromancy [fear, mind-affecting]; **Level** bard 1, cleric 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S

**Range** close (25 ft. + 5 ft./2 levels)

**Target** one living creature with 5 or fewer HD

**Duration** 1d4 rounds or 1 round; see text

**Saving Throw**[Will](http://paizo.com/pathfinderRPG/prd/combat.html#will) partial; [**Spell Resistance**](http://paizo.com/pathfinderRPG/prd/glossary.html#spell-resistance) yes

The affected creature becomes [frightened](http://paizo.com/pathfinderRPG/prd/glossary.html#frightened). If the subject succeeds on a [Will](http://paizo.com/pathfinderRPG/prd/combat.html#will) save, it is [shaken](http://paizo.com/pathfinderRPG/prd/glossary.html#shaken) for 1 round. Creatures with 6 or more HD are immune to this effect. *Cause fear*counters and dispels *remove fear*.

**CLANKY CR 2**

**XP 600**

Variant emerald automaton (see page 154)

N Medium construct

**Init** –1; **Senses** darkvision 60 ft., low-light vision; Perception –2

**DEFENSE**

**AC** 13, touch 9, flat-footed 13 (–1 Dex, +4 natural)

**hp** 36 (3d10+20)

**Fort** +1, **Ref** +0, **Will** –1

**DR** 2/adamantine; **Immune** construct traits

**Weaknesses** magic dependent

**OFFENSE**

**Speed** 30 ft.

**Melee** slam +6 (1d6+4)

**Special Attacks** electric explosion

**TACTICS**

**Before Combat** If Skizzertz hears fighting in area **A9** or **A11**, he directs Clanky to interpose itself between Skizzertz and danger.

**During Combat** Once combat ensues, Clanky positions itself in whatever way best protects Skizzertz.

**Morale** Clanky fights until destroyed.

**STATISTICS**

**Str** 16, **Dex** 9, **Con** —, **Int** —, **Wis** 7, **Cha** 1

**Base Atk** +3; **CMB** +6; **CMD** 15

**Feats** Power AttackB

**SQ** proficient

**SPECIAL ABILITIES**

**Electric Explosion (Su)** Once Clanky is reduced to half its hit points or fewer, it crackles and fizzles for 1 round (while continuing to fight) before exploding. Each non-construct creature within 10 feet takes 1d10 points of electricity damage (Reflex DC 11 negates). The save DC is Constitution-based.

**GOBLIN ZOMBIES (2) CR 1/4**

**XP 100 each**

NE Small undead

**Init** +1; **Senses** darkvision 60 ft.; Perception +0

**DEFENSE**

**AC** 13, touch 12, flat-footed 12 (+1 Dex, +1 natural, +1 size)

**hp** 12 each (2d8+3)

**Fort** +0, **Ref** +1, **Will** +3

**DR** 5/slashing; **Immune** undead traits

**OFFENSE**

**Speed** 30 ft.

**Melee** slam +3 (1d4+1)

**TACTICS**

**During Combat** The zombies mindlessly attack the nearest target.

**Morale** The zombies fight until destroyed.

**STATISTICS**

**Str** 13, **Dex** 13, **Con** —, **Int** —, **Wis** 10, **Cha** 10

**Base Atk** +1; **CMB** +1; **CMD** 12

**Feats** Toughness

**Skills** Ride +5, Stealth +9

**SQ** staggered

**GRULK CR 4**

**XP 1,200**

Male bugbear ranger 2

CE Medium humanoid (goblinoid)

**Init** +3; **Senses** darkvision 60 ft., scent; Perception +9

**DEFENSE**

**AC** 18, touch 13, flat-footed 15 (+2 armor, +3 Dex, +3 natural)

**hp** 26 (5 HD; 3d8+2d10+2)

**Fort** +4, **Ref** +9, **Will** +3

**OFFENSE**

**Speed** 30 ft.

**Melee** morningstar +8 (1d8+4)

**Ranged** composite longbow +8 (1d8+2/×3)

**Special Attacks** favored enemy (humans +2)

**TACTICS**

**Before Combat** If Grulk hears enemies approaching, he readies an action to fire at the first enemy he sees.

**During Combat** Once combat begins, Grulk uses the arrow slit to give himself improved cover.

**Morale** If reduced to 13 hit points or fewer, Grulk flees out the secret passage and uses his *ring of feather falling* to escape.

**STATISTICS**

**Str** 18, **Dex** 17, **Con** 11, **Int** 10, **Wis** 14, **Cha** 11

**Base Atk** +4; **CMB** +8; **CMD** 21

**Feats** Point-Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow)

**Skills** Climb +8, Handle Animal +5, Intimidate +12, Perception +9, Ride +8, Stealth +12, Survival +6, Swim +8

**Languages** Common, Goblin

**SQ** stalker, track +1, wild empathy +2

**Gear** leather armor, composite longbow (+2 Str), morningstar, *ring of feather falling*, 3 garnets worth 50 gp each, 124 gp