Gogmurt

Male Goblin Druid 4, Rogue 1 - CL5 - CR 4
Neutral Evil Humanoid (Goblinoid)

Ability	Score	Modifier	Temporary
STR STRENGTH	8	-1	
DEX DEXTERITY	16	+3	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	8	-1	
WIS WISDOM	16	+3	
CHA CHARISMA	11	0	

Saving Throw	Total		Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+7	=	+4	+2	+1			

Resist Nature's Lure : +4 vs. spell-like and supernatural abilities of Fey and against effects that target plants

Saving Throw	Total		Base	Ability	Resist	Misc	Temp	Notes
REFLEX (DEXTERITY)	+7	=	+3	+3	+1			

Resist Nature's Lure : +4 vs. spell-like and supernatural abilities of Fey and against effects that target plants

Saving Throw	Total		Base	Ability	Resist	Misc	Temp	Notes
WILL (WISDOM)	+8	=	+4	+3	+1			

Resist Nature's Lure : +4 vs. spell-like and supernatural abilities of Fey and against effects that target plants

	Total		Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	18	=	+3		+3	+1			+1	

Touch AC	15	**Flat-Footed AC**	14

			BAB	Strength	Size	Misc
CM Bonus	+1	=	+3	-1	-1	-

			BAB	Strength	Dexterity	Size
CM Defense	15	= 10	+3	-1	+3	-1

Base Attack	+3	**HP**	40

Damage / Current HP

Initiative	+3

Speed	30 ft

Sling

Ranged: **+7**, **1d3-1**
Ranged, both hands: **+7**, **1d3-1**

Crit: x2
Rng: 50'
1-hand, B

Spear

Both hands: **+3**, **1d6-1**
Ranged, both hands: **+7**, **1d6-1**

Crit: x3
Rng: 20'
2-hand, P, Brace

Unarmed strike

Main hand: **+3**, **1d2-1**

Crit: x2
Light, B, Nonlethal

GOGMURT AND TANGLETOOTH

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+3	DEX (3)	-	
Appraise	-1	INT (-1)	-	
Bluff	+0	CHA (0)	-	
Climb	-1	STR (-1)	-	
Diplomacy	+0	CHA (0)	-	
Disable Device	-	DEX (3)	-	
Disguise	+0	CHA (0)	-	
Escape Artist	+3	DEX (3)	-	
Fly	+5	DEX (3)	-	
Handle Animal	+8	CHA (0)	5	
Heal	+3	WIS (3)	-	
Intimidate	+0	CHA (0)	-	
Knowledge (nature)	+9	INT (-1)	5	
Linguistics	+3	INT (-1)	1	
Perception	+3	WIS (3)	-	

Trapfinding: +1 to locate traps

Skill Name	Total	Ability	Ranks	Temp
Ride	+12	DEX (3)	2	
Sense Motive	+3	WIS (3)	-	
Sleight of Hand	-	DEX (3)	-	
Spellcraft	-	INT (-1)	-	
Stealth	+16	DEX (3)	2	
Survival	+12	WIS (3)	4	
Swim	-1	STR (-1)	-	
Use Magic Device	-	CHA (0)	-	

Feats

Armor Proficiency (Light)
Armor Proficiency (Medium)
Brew Potion

Feats

Combat Casting
Dodge
Druid Weapon Proficiencies
Rogue Weapon Proficiencies
Shield Proficiency
Simple Weapon Proficiency - All

+1 Leather armor

+3

Max Dex: +6, Armor Check: -
Spell Fail: 10%, Light

Gear

Total Weight Carried: 11/60lbs, Light Load
(Light: 19.5lbs, Medium: 39.75lbs, Heavy: 60lbs)

+1 Leather armor	7.5 lbs
Cloak of resistance +1	0.5 lbs
Potion of cure light wounds x2	-
Sling	-
Spear	3 lbs
Wand of Produce Flame	-
Wand of Tree Shape	-

Special Abilities

Animal Companion Link (Ex)
Darkvision (60 feet)
Resist Nature's Lure (Ex)
Share Spells with Companion (Ex)
Sneak Attack +1d6
Spontaneous Casting
Trackless Step (Ex)
Trapfinding +1
Wild Empathy +4 (Ex)
Wild Shape (1/day) (Su)
Wild Shape (Beast Shape I: Small - Medium animal)
Woodland Stride (Ex)

Tracked Resources

Potion of cure light wounds	☐ ☐
Spear	☐
Wand of Produce Flame	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐
Wand of Tree Shape	☐☐☐☐
Wild Shape (1/day) (Su)	☐

Languages

Common   Goblin
Druidic

Experience & Wealth

Current Cash: **You have no money!**

Spells & Powers

Druid Spell DC: 13 + spell level
CL: 4 (vs. SR: +4, Concentration: +7)
Melee Touch +3   Ranged Touch +7
Maximum Druid spells per day: **4/***x0; **4**x1; **3**x2
Druid 0: Guidance, Stabilize, Flare (DC 13), Mending
Druid 1: Cure Light Wounds, Speak with Animals, Entangle (DC 14), Call Animal
Druid 2: Restoration, Lesser, Animal Messenger, Flame Blade

Companions

Tangletooth (Animal Companion), Male Leopard - CL4 - CR 4

STR **17** (+3), DEX **20** (+5), CON **15** (+2), INT **2** (-4), WIS **12** (+1), CHA **6** (-2); Fortitude **+6**, Reflex **+9**, Will **+2**

HP: 26/26; Init: +5; Speed: 50 feet
Attack Bonus: +3; Armor Class: 19 / 16 Tch / 13 Fl

Acrobatics **+9**, Climb **+7**, Perception **+5**, Stealth **+12**

Bite (Leopard) **Melee +6**, **1d6+3**, x2
Claw x2 (Leopard) **Melee +6 x2** , **1d3+3**, x2
Unarmed strike **Melee +6**, **1d3+3**, x2

Special: +4 Stealth in Undergrowth (Ex), Evasion (Ex), Low-Light Vision, Scent (Ex), Sprint (1/hour) (Ex), Trip (Ex)

Charges: Sprint (1/hour) (Ex) - **0/1**

Background

Gogmurt has served Warchief Ripnugget as an advisor and the Thistletop goblins as a spiritual leader for many years, but over the last few months, the presence of "the longshanks" (Nualia and her allies) has been an unwelcome thorn in Gogmurt's side. He argued against the attack on Sandpoint, reasoning it would only rile up the humans and visit eventual retaliation in the form of hunting dogs, horse-mounted soldiers, and adventurers. Yet Nualia's words made more sense to Ripnugget, who then chose to ignore Gogmurt's advice. The bitter goblin druid has all but washed his hands of the tribe as a result, and in his foul mood has ordered more goblin refugees than necessary into the Howling Hole.

Gogmurt has been brooding here for days, and has been expecting adventurers to strike at Thistletop at any time, day or night. While he doesn't agree with Ripnugget's current tactics, he remains loyal to the idea of the Thistletop goblin tribe, and reacts swiftly to defend this area once he hears intruders. His woodland stride ability gives him incredible mobility in this area; he can step though the thorny walls with ease during fights. He hasn't been sleeping lately, and has taken to casting lesser restoration daily to fight off fatigue.

Brew Potion   Feat
You can create magic potions.

Prerequisite: Caster level 3rd.

Benefit: You can create a potion of any 3rd-level or lower spell that you know and that targets one or more creatures or objects. Brewing a potion takes 2 hours if its base price is 250 gp or less, otherwise brewing a potion takes 1 day for each 1,000 gp in its base price. When you create a potion, you set the caster level, which must be sufficient to cast the spell in question and no higher than your own level. To brew a potion, you must use up raw materials costing one half this base price. See the magic item creation rules in Magic Items for more information.

When you create a potion, you make any choices that you would normally make when casting the spell. Whoever drinks the potion is the target of the spell.

Combat Casting   Feat
You are adept at spellcasting when threatened or distracted.

Benefit: You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled.

Dodge   Feat
Your training and reflexes allow you to react swiftly to avoid an opponents' attacks.

Prerequisite: Dex 13.

Benefit: You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Darkvision (60 feet)   Racial Ability,Senses (Goblin)
You can see in the dark (black and white vision only).

Animal Companion Link (Ex)   Class Ability (Dragon Shaman,
You can handle the animal companion as a free action, or push it as a move action, even if you doesn't have any ranks in the Handle Animal skill. The link grants a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

Resist Nature's Lure (Ex)   Class Ability (Druid)
Starting at 4th level, a druid gains a +4 bonus on saving throws against the spell-like and supernatural abilities of fey. This bonus also applies to spells and effects that target plants, such as *blight*, *entangle*, *spike growth*, and *warp wood*.

Share Spells with Companion (Ex)   Class Ability (Dragon Shaman,
The druid may cast a spell with a target of "You" on her animal companion (as a spell with a range of touch) instead of on herself. A druid may cast spells on her animal companion even if the spells normally do not affect creatures of the companion's type (animal). Spells cast in this way must come from a class that grants an animal companion. This ability does not allow the animal to share abilities that are not spells, even if they function like spells.

Sneak Attack +1d6   Class Ability (Rogue)
If a character can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

The character's attack deals extra damage anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the character flanks her target. Should the character score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a weapon that deals nonlethal damage (like a sap, whip, or an unarmed strike), a character can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual –4 penalty.

The character must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A character cannot sneak attack while striking a creature with concealment.

Spontaneous Casting   Class Ability (Druid)
A druid can channel stored spell energy into summoning spells that she hasn't prepared ahead of time. She can "lose" a prepared spell in order to cast any *summon nature's ally* spell of the same level or lower.

Trackless Step (Ex)   Class Ability (Druid)
Starting at 3rd level, a druid leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

Trapfinding +1   Class Ability (Rogue)
A rogue adds 1/2 her level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1). A rogue can use Disable Device to disarm magic traps.

Wild Empathy +4 (Ex)   Class Ability (Druid)
A character can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The character rolls 1d20 and adds her class level and her Charisma modifier to determine the wild empathy check result.

The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the druid and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

A character can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a -4 penalty on the check.

Wild Shape (1/day) (Su)   Class Ability (Druid)

At 4th level, a druid gains the ability to turn herself into any Small or Medium animal and back again once per day. Her options for new forms include all creatures with the animal type. This ability functions like the *beast shape I* spell, except as noted here. The effect lasts for 1 hour per druid level, or until she changes back. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity. The form chosen must be that of an animal the druid is familiar with.

A druid loses her ability to speak while in animal form because she is limited to the sounds that a normal, untrained animal can make, but she can communicate normally with other animals of the same general grouping as her new form. (The normal sound a wild parrot makes is a squawk, so changing to this form does not permit speech.)

A druid can use this ability an additional time per day at 6th level and every two levels thereafter, for a total of eight times at 18th level. At 20th level, a druid can use wild shape at will. As a druid gains in levels, this ability allows the druid to take on the form of larger and smaller animals, elementals, and plants. Each form expends one daily usage of this ability, regardless of the form taken.

At 6th level, a druid can use wild shape to change into a Large or Tiny animal or a Small elemental. When taking the form of an animal, a druid's wild shape now functions as *beast shape II*. When taking the form of an elemental, the druid's wild shape functions as *elemental body I*.

At 8th level, a druid can use wild shape to change into a Huge or Diminutive animal, a Medium elemental, or a Small or Medium plant creature. When taking the form of animals, a druid's wild shape now functions as *beast shape III*. When taking the form of an elemental, the druid's wild shape now functions as *elemental body II*. When taking the form of a plant creature, the druid's wild shape functions as *plant shape I*.

At 10th level, a druid can use wild shape to change into a Large elemental or a Large plant creature. When taking the form of an elemental, the druid's wild shape now functions as *elemental body III*. When taking the form of a plant, the druid's wild shape now functions as *plant shape II*.

At 12th level, a druid can use wild shape to change into a Huge elemental or a Huge plant creature. When taking the form of an elemental, the druid's wild shape now functions as *elemental body IV*. When taking the form of a plant, the druid's wild shape now functions as *plant shape III*.

Wild Shape (Beast Shape I: Small - Medium & Class Ability (Druid)

You may use your Wild Shape ability to become an animal.

Woodland Stride (Ex)   Class Ability (Druid)

A character may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment.

Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect her.

Wand of Produce Flame   Wand

Produce Flame, None

Flames as bright as a torch appear in your open hand. The flames harm neither you nor your equipment. In addition to providing illumination, the flames can be hurled or used to touch enemies. You can strike an opponent with a melee touch attack, dealing fire damage equal to 1d6 + 1 point per caster level (maximum +5). Alternatively, you can hurl the flames up to 120 feet as a thrown weapon. When doing so, you attack with a ranged touch attack (with no range penalty) and deal the same damage as with the melee attack. No sooner do you hurl the flames than a new set appears in your hand. Each attack you make reduces the remaining duration by 1 minute. If an attack reduces the remaining duration to 0 minutes or less, the spell ends after the attack resolves. This spell does not function underwater.

Wand of Tree Shape   Wand

Tree Shape,

This spell allows you to assume the form of a Large living tree or shrub or a Large dead tree trunk with a small number of limbs. The exact type of tree, as well as its appearance, is completely under your control. Even the closest inspection cannot reveal that the tree in question is actually a magically concealed creature. To all normal tests you are, in fact, a tree or shrub, although a detect magic spell reveals a faint transmutation on the tree. While in tree form, you can observe all that transpires around you just as if you were in your normal form, and your hit points and save bonuses remain unaffected. You gain a +10 natural armor bonus to AC but have an effective Dexterity score of 0 and a speed of 0 feet. You are immune to critical hits while in tree form. All clothing and gear carried or worn changes with you. You can dismiss tree shape as a free action (instead of as a standard action).

Cloak of resistance +1   Wondrous Item (Shoulders)

Flecks of silver or steel are often sown amid the fabric of these magical cloaks. This garment offers magic protection in the form of a +1 resistance bonus on all saving throws (Fortitude, Reflex, and Will).

Construction

Requirements: Craft Wondrous Item, *resistance*, creator's caster level must be at least three times the cloak's bonus;   **Cost** 500 gp

Flare — Druid 0

School: Evocation [Light]
Components: V
Casting Time : 1 action
Range: Close (25 + 5 ft./2 levels)
Effect: burst of light
Duration: Instantaneous
Save: DC 13 Fortitude negates
Resistance: Yes

This cantrip creates a burst of light. If you cause the light to burst in front of a single creature, that creature is dazzled for 1 minute unless it makes a successful Fortitude save. Sightless creatures, as well as creatures already dazzled, are not affected by flare.

Guidance — Druid 0

School: Divination / Void Elemental
Components: V, S
Casting Time : 1 action
Range: Touch
Target: Creature touched
Duration: 1 minute or until discharged
Save: Will negates (harmless)
Resistance: Yes

This spell imbues the subject with a touch of divine guidance. The creature gets a +1 competence bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies.

Mending — Druid 0

School: Transmutation / Metal Elemental
Components: V, S
Casting Time : 10 minutes
Range: 10 ft.
Target: One object of up to 1 lb./level
Duration: Instantaneous
Save: Will negates (harmless, object)
Resistance: Yes (harmless, object)

This spell repairs damaged objects, restoring 1d4 hit points to the object. If the object has the broken condition, this condition is removed if the object is restored to at least half its original hit points. All of the pieces of an object must be present for this spell to function. Magic items can be repaired by this spell, but you must have a caster level equal to or higher than that of the object. Magic items that are destroyed (at 0 hit points or less) can be repaired with this spell, but this spell does not restore their magic abilities. This spell does not affect creatures (including constructs). This spell has no effect on objects that have been warped or otherwise transmuted, but it can still repair damage done to such items.

Stabilize — Druid 0

School: Conjuration (Healing)
Components: V, S
Casting Time : 1 action
Range: Close (25 + 5 ft./2 levels)
Target: One living creature
Duration: Instantaneous
Save: Will negates (harmless)
Resistance: Yes (harmless)

Upon casting this spell, you target a living creature that has -1 or fewer hit points. That creature is automatically stabilized and does not lose any further hit points. If the creature later takes damage, it continues dying normally.

Call Animal — Druid 1

School: Enchantment (Compulsion) [Mind-Affecting]
Components: V, S, DF
Casting Time : 1 action
Range: see description
Effect: one animal whose CR is equal or less than your caster level
Duration: 1 hour/level (D)
Save: none
Resistance: None

This spell calls the nearest wild animal of a particular type you designate (provided the animal's CR is equal to or less than your caster level) to seek you out. The animal moves toward you under its own power, so the time it takes to arrive depends on how close an animal of the desired type is when you cast the spell. If there is no animal of that type capable of reaching you within the spell's duration, you are aware of this fact, but the spell is wasted. Knowledge of the local fauna makes this spell more effective, and the GM may permit a Knowledge (nature) skill check (DC 15) to know what animals can be found in an area.

When the called animal arrives, it approaches to within 5 feet of you and remains nearby for the duration of the spell. Its starting attitude is indifferent, modified by circumstances and interaction. Other than starting attitude, this spell gives you no special influence or ability to communicate with the called animal, although you may use other spells or abilities to do so.

Once the spell's duration expires, the animal acts in accordance with its attitude. Most animals will likely wander off, but a hostile predatory animal may attack, especially if it is hungry or provoked.

Domesticated animals or animals trained by someone else, including such creatures as familiars or animal companions, are unaffected by call animals.

Appears In : Advanced Player's Guide

Cure Light Wounds — Druid 1

School: Conjuration (Healing)
Components: V, S
Casting Time : 1 action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Save: Will half (harmless); see text
Resistance: Yes (harmless); see text

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

Entangle — Druid 1

School: Transmutation / Wood Elemental
Components: V, S, DF
Casting Time : 1 action
Range: Long (400 + 40 ft./level)
Area: plants in a 40-ft.-radius spread
Duration: 1 min./level (D)
Save: DC 14 Reflex partial; see text
Resistance: No

   This spell causes tall grass, weeds, and other plants to wrap around foes in the area of effect or those that enter the area. Creatures that fail their save gain the entangled condition. Creatures that make their save can move as normal, but those that remain in the area must save again at the end of your turn. Creatures that move into the area must save immediately. Those that fail must end their movement and gain the entangled condition. Entangled creatures can attempt to break free as a move action, making a Strength or Escape Artist check. The DC for this check is equal to the DC of the spell. The entire area of effect is considered difficult terrain while the effect lasts. If the plants in the area are covered in thorns, those in the area take 1 point of damage each time they fail a save against the entangle or fail a check made to break free. Other effects, depending on the local plants, might be possible at GM discretion.

Speak with Animals — Druid 1

School: Divination
Components: V, S
Casting Time : 1 action
Range: Personal
Target: You
Duration: 1 min./level

   You can ask questions of and receive answers from animals, but the spell doesn't make them any more friendly than normal. Wary and cunning animals are likely to be terse and evasive, while the more stupid ones make inane comments. If an animal is friendly toward you, it may do some favor or service for you.

Animal Messenger — Druid 2

School: Enchantment (Compulsion) [Mind-Affecting]
Components: V, S, M (a morsel of food the animal likes)
Casting Time : 1 minute
Range: Close (25 + 5 ft./2 levels)
Target: One Tiny animal
Duration: 1 day/level
Save: None; see text
Resistance: Yes

   You compel a Tiny animal to go to a spot you designate. The most common use for this spell is to get an animal to carry a message to your allies. The animal cannot be one tamed or trained by someone else, including such creatures as familiars and animal companions. Using some type of food desirable to the animal as a lure, you call the animal to you. It advances and awaits your bidding. You can mentally impress on the animal a certain place well known to you or an obvious landmark. The directions must be simple, because the animal depends on your knowledge and can't find a destination on its own. You can attach a small item or note to the messenger. The animal then goes to the designated location and waits there until the duration of the spell expires, whereupon it resumes its normal activities. During this period of waiting, the messenger allows others to approach it and remove any scroll or token it carries. The intended recipient gains no special ability to communicate with the animal or read any attached message (if it's written in a language he doesn't know, for example).

Flame Blade — Druid 2

School: Evocation [Fire]
Components: V, S, DF
Casting Time : 1 action
Range: 0 ft.
Effect: Sword-like beam
Duration: 1 min./level (D)
Save: None
Resistance: Yes

   A 3-foot-long, blazing beam of red-hot fire springs forth from your hand. You wield this blade-like beam as if it were a scimitar. Attacks with the flame blade are melee touch attacks. The blade deals 1d8 points of fire damage + 1 point per two caster levels (maximum +10). Since the blade is immaterial, your Strength modifier does not apply to the damage. A flame blade can ignite combustible materials such as parchment, straw, dry sticks, and cloth.

Restoration, Lesser — Druid 2

School: Conjuration (Healing)
Components: V, S
Casting Time : 3 rounds
Range: Touch
Target: Creature touched
Duration: Instantaneous
Save: Will negates (harmless)
Resistance: Yes (harmless)

   Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued. It does not restore permanent ability drain.