

—*Pass without Trace* (Su): A forest gnome has the innate ability to use *pass without trace* (self only, as a free action) as the spell cast by a druid of the forest gnome's class levels.

— +1 racial bonus on attack rolls against kobolds, goblinoids, orcs, and reptilian humanoid.

—Automatic Languages: Gnome, Elven, Sylvan, and a simple language that enables them to communicate on a very basic level with forest animals (this replaces the rock gnome's *speak with animals* ability). Bonus Languages: Common, Draconic, Dwarven, Giant, Goblin, Orc. This trait replaces the rock gnome's automatic and bonus languages.

— +4 racial bonus on Hide checks, which improves to +8 in a wooded area.

GOBLIN

Goblin, 1st-Level Warrior Small Humanoid (Goblinoid)

Hit Dice: 1d8+1 (5 hp)

Initiative: +1

Speed: 30 ft. (6 squares)

Armor Class: 15 (+1 size, +1 Dex, +2 leather armor, +1 light shield), touch 12, flat-footed 14

Base Attack/Grapple: +1/−3

Attack: Morningstar +2 melee (1d6) or javelin +3 ranged (1d4)

Full Attack: Morningstar +2 melee (1d6) or javelin +3 ranged (1d4)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities:

Darkvision 60 ft.

Saves: Fort +3, Ref +1, Will −1

Abilities: Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6

Skills: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2

Feats: Alertness

Environment: Temperate plains

Organization: Gang (4–9), band (10–100 plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th–6th level), warband (10–24 with worg mounts), or tribe (40–400 plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th–8th level, 10–24 worgs, and 2–4 dire wolves)

Challenge Rating: 1/3

Treasure: Standard

Alignment: Usually neutral evil

Advancement: By character class

Level Adjustment: +0

This little humanoid has a flat face, broad nose, pointed ears, wide mouth, and small, sharp fangs. It walks upright, but its arms hang down almost to its knees.



Goblin

Goblins are small humanoids that many consider little more than a nuisance. However, if they are unchecked, their great numbers, rapid reproduction, and evil disposition enable them to overrun and despoil civilized areas.

A goblin stands 3 to 3-1/2 feet tall and weigh 40 to 45 pounds. Its eyes are usually dull and glazed, varying in color from red to yellow. A goblin's skin color ranges from yellow through any shade of orange to a deep red; usually all members of a single tribe are about the same color. Goblins wear clothing of dark leather, tending toward drab, soiled-looking colors.

Goblins speak Goblin; those with Intelligence scores of 12 or higher also speak Common.

Most goblins encountered outside their homes are warriors; the information in the statistics block is for one of 1st level.

COMBAT

Being bullied by bigger, stronger creatures has taught goblins to exploit what few advantages they have: sheer numbers and malicious ingenuity. The concept of a fair fight is meaningless in their society. They favor ambushes, overwhelming odds, dirty tricks, and any other edge they can devise.

Goblins have a poor grasp of strategy and are cowardly by nature, tending to flee the field if a battle turns against them. With proper supervision, though, they can implement reasonably complex plans, and in such circumstances their numbers can be a deadly advantage.

Skills: Goblins have a +4 racial bonus on Move Silently and Ride checks. Goblin cavalry (mounted on worgs) usually select the Mounted Combat feat in place of the Alertness feat, which reduces their Spot and Listen check modifiers from +3 to +1.

Challenge Rating: Goblins with levels in NPC classes have a CR equal to their character level −2.

GOBLIN SOCIETY

Goblins are tribal. Their leaders are generally the biggest, strongest, or sometimes the smartest of the group. They have almost no concept of privacy, living and sleeping in large common areas; only the leaders live separately. Goblins survive by raiding and stealing (preferably from those who cannot defend themselves easily), sneaking into lairs, villages, and even towns by night to take what they can. They are not above waylaying travelers on the road or in forests and stripping them of all possessions, up to and including the clothes on their backs. Goblins sometimes capture slaves to perform hard labor in the tribe's lair or camp.

These creatures live wherever they can, from dank caves to dismal ruins, and their lairs are always smelly and filthy due to an utter lack of sanitation. Goblins often settle near civilized areas to raid for food, livestock, tools, weapons, and supplies. Once a tribe has despoiled a locale, it simply packs up and moves on to the next convenient area. Hobgoblins and bugbears are sometimes found in the company of goblin tribes, usually as bullying leaders. Some goblin tribes form alliances with worgs, which carry them into combat.