

GOBLIN WARCHANTER

This creature stands barely three feet tall, its scrawny, humanoid body dwarfed by its wide, ungainly head.

GOBLIN WARCHANTERER

CR 1/2



XP 200

Female goblin bard 1

NE Small humanoid (goblinoid)

Init +4; **Senses** darkvision 60 ft.; Perception +5

DEFENSE-----

AC 18, touch 15, flat-footed 14 (+3 armor, +4 Dex, +1 size)

hp 10 (1d8+2)

Fort +1, **Ref** +6, **Will** +3; +1 vs. fear/charm

OFFENSE-----

Speed 30 ft.

Melee whip +6 (1d2 nonlethal) or short sword +6 (1d4/19-20)

Ranged short bow +6 (1d4+1/x3)

Special Attacks bardic performance 5 rounds/day

(countersong, distraction, fascinate, inspire courage +1)

Bard Spells Known (CL 1st; concentration +2)

1st (2/day)—*cure light wounds*, *vanish*

0 (at will)—*daze* (DC 11), *ghost sound* (DC 11), *mage hand*, *message*

TACTICS-----

Before Combat The warchanter activates inspire courage, gaining a +1 morale bonus on saving throws against fear and charm and on weapon attack and damage rolls (included in the stats above).

During Combat The warchanter continues to sing during combat, using her whip to try to trip PCs. She casts daze on any PC who seems to be particularly dangerous.

Morale The warchanter fights to the death.

STATISTICS-----

Str 8, **Dex** 18, **Con** 13, **Int** 8, **Wis** 12, **Cha** 13

Base Atk +0; **CMB** -1; **CMD** 13

Feats Weapon Finesse

Skills Acrobatics +7, Linguistics +3, Perception +5, Perform (sing) +5, Ride +7, Stealth +16; **Racial Modifiers** +4 Ride, +4 Stealth

Languages Common, Goblin

SQ bardic knowledge +1

Combat Gear *potion of cure light wounds*; **Other Gear**

studded leather, whip, short sword, short bow with 20 arrows, 20 gp