

PATHFINDER MODULE™

RETA BIGBAD

Reta likes to torment small, harmless animals and usually has a pocket full of such creatures in case she gets bored. She finds it hard not to shout when she speaks, and loves taking risks in combat to scare her enemies.

RETA BIGBAD

Female goblin fighter 1

NE Small humanoid (goblinoid)

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

DEFENSE

AC 16, touch 14, flat-footed 13 (+2 armor, +3 Dex, +1 size)

hp 13 (1d10+3)

Fort +4, **Ref** +3, **Will** +1

OFFENSE

Speed 30 ft.

Melee dogslicer +3 (1d4+1/19–20)

Ranged shortbow +5 (1d4/x3)

STATISTICS

Str 13, **Dex** 17, **Con** 14, **Int** 10, **Wis** 12, **Cha** 6

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

Feats Dog-Sniff-Hate, Skill Focus (Perception)

Trait Balloon-Headed

Skills Perception +9, Ride +11, Stealth +11

Languages Goblin

Combat Gear *potion of cure light wounds, potion of spider climb*

Other Gear leather armor, dogslicer, shortbow with 20 arrows in a quiver decorated with dog ears, lucky pet toad ("Spotol"), jar of pickled halfling toes just about ready for eating (equivalent to 1 day's trail rations), toasting fork, bridal veil, halfling ladies' corset, 20 feet of rope with dead moles sewn into it, small silver mirror, jar of human perfume (half drunk), meat hook, leather satchel, flint and tinder, set of false teeth, pocketful of caterpillars

NEW FEAT: DOG-SNIFF-HATE

Unlike many goblins, you're not particularly afraid of dogs. You know what dogs smell like, and that smell makes you mad. Very mad.

Prerequisite: Goblin, Skill Focus (Perception)

Benefit: You gain the scent ability, but only against canines (including dogs, goblin dogs, wolves, worgs, yeth hounds, and any similar creature, subject to GM approval). Against these creatures, you gain a +1 morale bonus on attack rolls and a +2 morale bonus on weapon damage rolls.

GOBLIN TRAIT: BALLOON HEADED

Your head is particularly wide and large, even for a goblin. You gain a +1 bonus on Perception checks, and Perception is always a class skill for you. Any Escape Artist checks that requires you to squeeze your head through a tight space take a –8 penalty.



RETA'S SONG

RETA CHOP AND RETA BITE!
RETA SLAY AND RETA FIGHT!
RETA STAB AND RETA SMITE!
RETA KILLS IT ALL JUST RIGHT!

WE BE GOBLINS!

CHUFFY LICKWOUND

Sadistic Chuffy is horrible indeed. He loves to sneak up on his enemies and stab them. If he gets the chance, he also likes to light fires—lighting fires is Chuffy's idea of great fun, almost as enjoyable as causing big explosions.

CHUFFY LICKWOUND

Male goblin rogue 1

NE Small humanoid (goblinoid)

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

DEFENSE

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

hp 11 (1d8+3)

Fort +2, Ref +6, Will +1

OFFENSE

Speed 30 ft.

Melee dogslicer +5 (1d4–1/19–20)

Ranged dart +5 (1d3–1)

Special Attacks sneak attack +1d6

STATISTICS

Str 8, Dex 19, Con 14, Int 12, Wis 13, Cha 6

Base Atk +0; CMB –2; CMD 12

Feats Weapon Finesse

Trait Pustular

Skills Acrobatics +8, Bluff +2, Climb +3, Disable Device +8, Escape Artist +8, Knowledge (local) +5, Perception +5, Ride +8, Sleight of Hand +8, Stealth +16

Languages Common, Goblin

SQ trapfinding +1

Combat Gear *potion of cure light wounds*, *potion of jump*, 6 caltrops

Other Gear leather armor, dogslicer, 6 darts, lucky pet toad ("Fat Frog"), lock of hair from Goodwife Lotty still tied around her dog's paw (worn on a thong about Chuffy's neck), 3 metal skewers, stuffed raven, pet spider (called Stankrush) in a wire cage, 3 spare bug cages, bottle of brine-soaked alligator eyes (equivalent to 1 day's trail rations), child's doll with the eyes taken out, grappling hook, 3 tindertwigs, curved sewing needle, set of thieves' tools, cowbell (worn)

GOBLIN TRAIT: PUSTULAR

Your face is covered in unpleasant pimples and outright boils that have a tendency to pop at inopportune moments. Although this makes you particularly ugly, you're also used to discomfort. Whenever you're subjected to an effect that causes the sickened condition, you may make two saving throws to avoid the effect (if a saving throw is allowed), taking the better of the two results as your actual saving throw.

CHUFFY'S SONG

CHUFFY'S FACE MIGHT MAKE YOU SICK,
BUT CHUFFY'S KNIFE IS AWFUL QUICK.
AND IF YOU ARE HIS STABBY PICK—
THEN KNIFE GOES IN YOU, STICK STICK STICK!



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WE BE GOBLINS!

MOGMURCH

Ten-year-old Mogmurch is deranged. Mogmurch lives with his mate Rempty, who has an irritating habit of licking his face clean in public (especially when he leaves the village). She thinks his use of alchemy is very clever, and while she loves the flavor Mogmurch's experiments leave on his face, she worries that he'll some day blow himself up when she's not around to watch.

MOGMURCH

Male goblin alchemist 1

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 10 (1d8+2)

Fort +5, **Ref** +6, **Will** -1

OFFENSE

Speed 30 ft.

Melee club +0 (1d4-1)

Ranged bomb +6 (1d6+2 fire)

Special Attacks bomb 3/day (1d6+2 fire, DC 12)

Alchemist Extracts Prepared (CL 1st)

1st—*cure light wounds*, *shield*

Extracts Known *detect undead*, *jump*, *reduce person*, *true strike*

STATISTICS

Str 8, **Dex** 18, **Con** 13, **Int** 15, **Wis** 8, **Cha** 10

Base Atk +0; **CMB** -2; **CMD** 12

Feats Brew Potion, Great Fortitude, Throw Anything

Trait Bouncy

Skills Craft (alchemy) +6, **Heal** +3, **Knowledge (nature)** +6, **Perception** +3, **Ride** +8, **Sleight of Hand** +8, **Stealth** +12, **Survival** +3

Languages Common, Goblin, Varisian

SQ alchemy (alchemy crafting +1, identify potions), mutagen (+4/-2, +2 natural, 10 minutes)

Combat Gear *potions of cure light wounds* (2), acid (2), alchemist's fire (3), smokestick, tanglefoot bag

Other Gear leather armor, club, lucky pet toad "Amfibier," spectacles (for show), gourd of pickled leeches just about ready to eat (counts as 1 day's field rations), juicy slug in a small pot (snack), skull face mask, metal codpiece, jester's hat, pumpkin-head lantern, black eyepatch (with hole cut in it to see), hard leather boot (used as belt pouch), formula book (contains all extract formulae known)

GOBLIN TRAIT: BOUNCY

Your bones, flesh, and skin are a bit more elastic than those of most goblins—when you fall, you tend to bounce a little better than them as a result. Whenever you take falling damage, the first 1d6 points of lethal damage suffered in the fall are automatically converted to nonlethal damage. You also gain a +2 bonus on all Reflex saves made to avoid unexpected falls.



MOGMURCH'S SONG

THINGS GO BOOM WHEN MOGMURCH
THROWS,
MUCH MORE FUN THAN USING BOWS.
SOMETIMES WHERE THE BOOM BOOM
BLOWS
IS NOT MY FAULT—THAT'S HOW IT GOES.