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Goblin Warrior (Standard)

These are general-purpose goblins using levels of the warrior NPC class.

Goblin War1: CR 1/3; Small Humanoid (Goblinoid); AL NE
Abilities Str 11 (+0), Dex 13 (+1), Con 12 (+1), Int 10 (+0), Wis 9 (-1), Cha 6 (-2).
HD 1d8+1; **hp** 5
Init +1; **Spd** 30 ft.; **AC** 15 (+1 size, +1 Dex, +2 leather armour, +1 light shield) touch 12, flat-footed 14
BAB/Grp +1/-3; **Atk** Morningstar +2 melee (1d6) or javelin +3 ranged (1d4)
SA - ; **SQ** Darkvision 60 ft.
SV Fort +3, Ref +1, Will -1
Skills (armour -1): Hide +4, Listen +3, Move Silently +4, Ride +5, Spot +3
Feats: Alertness
Languages: Goblin.
Possessions: Morningstar, javelin, leather armour, light shield,

Goblin Sergeant War3: CR 1; Small Humanoid (Goblinoid); AL NE
Abilities Str 11 (+0), Dex 13 (+1), Con 12 (+1), Int 10 (+0), Wis 9 (-1), Cha 6 (-2).
HD 3d8+3; **hp** 16
Init +1; **Spd** 30 ft.; **AC** 15 (+1 size, +1 Dex, +2 leather armour, +1 light shield) touch 12, flat-footed 14
BAB/Grp +3/-1; **Atk** Morningstar +5 melee (1d6) or javelin +5 ranged (1d4)
SA - ; **SQ** Darkvision 60 ft.
SV Fort +4, Ref +2, Will +0
Skills (armour -1): Hide +5, Listen +3, Move Silently +5, Ride +5, Spot +3
Feats: Alertness, Weapon Focus (Morningstar)
Languages: Goblin.
Possessions: Morningstar, javelin, leather armour, light shield,

Goblin Lieutenant War4: CR 2; Small Humanoid (Goblinoid); AL NE
Abilities Str 11 (+0), Dex 14 (+2), Con 12 (+1), Int 10 (+0), Wis 9 (-1), Cha 6 (-2).
HD 4d8+4; **hp** 22
Init +2; **Spd** 30 ft.; **AC** 16 (+1 size, +2 Dex, +2 leather armour, +1 light shield) touch 13, flat-footed 14
BAB/Grp +4/+0; **Atk** Morningstar +6 melee (1d6) or javelin +7 ranged (1d4)
SA - ; **SQ** Darkvision 60 ft.
SV Fort +5, Ref +3, Will +0
Skills (armour -1): Hide +7, Listen +3, Move Silently +6, Ride +6, Spot +3
Feats: Alertness, Weapon focus (Morningstar)
Languages: Goblin.
Possessions: Morningstar, javelin, leather armour, light shield,

Goblin Lieutenant War5: CR 3; Small Humanoid (Goblinoid); AL NE
Abilities Str 11 (+0), Dex 14 (+2), Con 12 (+1), Int 10 (+0), Wis 9 (-1), Cha 6 (-2).
HD 5d8+5; **hp** 27
Init +2; **Spd** 30 ft.; **AC** 16 (+1 size, +2 Dex, +2 leather armour, +1 light shield) touch 13, flat-footed 14
BAB/Grp +5/+1; **Atk** Morningstar +7 melee (1d6) or javelin +8 ranged (1d4)
SA - ; **SQ** Darkvision 60 ft.
SV Fort +5, Ref +3, Will +0
Skills (armour -1): Hide +7, Listen +3, Move Silently +7, Ride +6, Spot +3
Feats: Alertness, Weapon focus (Morningstar)
Languages: Goblin.
Possessions: Morningstar, javelin, leather armour, light shield,

Goblin Leader War6: CR 4; Small Humanoid (Goblinoid); AL NE
Abilities Str 11 (+0), Dex 14 (+2), Con 12 (+1), Int 10 (+0), Wis 9 (-1), Cha 6 (-2).
HD 6d8+6; **hp** 33
Init +2; **Spd** 30 ft.; **AC** 16 (+1 size, +2 Dex, +2 leather armour, +1 light shield) touch 13, flat-footed 14. With Dodge AC 17, touch 14
BAB/Grp +6/+2; **Atk** Morningstar +8 melee (1d6) or javelin +9 ranged (1d4); **Full atk** Morningstar +8/+3 melee (1d6) or javelin +9/+4 ranged (1d4)
SA - ; **SQ** Darkvision 60 ft.
SV Fort +6, Ref +4, Will +1
Skills (armour -1): Hide +7, Intimidate +0, Listen +3, Move Silently +7, Ride +6, Spot +3
Feats: Alertness, Dodge, Weapon focus (Morningstar)
Languages: Goblin.
Possessions: Morningstar, javelin, leather armour, light shield,

Goblin Leader War7: CR 5; Small Humanoid (Goblinoid); AL NE
Abilities Str 11 (+0), Dex 14 (+2), Con 12 (+1), Int 10 (+0), Wis 9 (-1), Cha 6 (-2).
HD 7d8+7; **hp** 38
Init +2; **Spd** 30 ft.; **AC** 16 (+1 size, +2 Dex, +2 leather armour, +1 light shield) touch 13, flat-footed 14. With Dodge AC 17, touch 14
BAB/Grp +7/+3; **Atk** Morningstar +9 melee (1d6) or javelin +10 ranged (1d4); **Full atk** Morningstar +9/+4 melee (1d6) or javelin +10/+5 ranged (1d4)
SA - ; **SQ** Darkvision 60 ft.
SV Fort +6, Ref +4, Will +1
Skills (armour -1): Hide +7, Intimidate +1, Listen +3, Move Silently +7, Ride +7, Spot +3
Feats: Alertness, Dodge, Weapon focus (Morningstar)
Languages: Goblin.
Possessions: Morningstar, javelin, leather armour, light shield,

Bugbear Fighter (Archer)

Bugbears with fighter levels focussed on archery-base feats. These bugbears are best attacking at range from a fortified position, or may be used to soften up foes at the start of an ambush.

Elite Bugbear Archer Ftr 2: **CR** 4; Medium Humanoid (Goblinoid); **AL** NE
Abilities Str 16 (+3), Dex 18 (+4), Con 15 (+2), Int 10 (+0), Wis 14 (+2), Cha 6 (-2).
HD 3d8+2d10+10; **hp** 34
Init +4; **Spd** 30 ft.; **AC** 19 (+4 Dex, +3 natural, +2 leather armour) touch 14, flat-footed 15
BAB/Grp +4/+7; **Atk** Morningstar +7 melee (1d8+3) or shortbow +9 ranged (1d6); **Full atk** Morningstar +7 melee (1d8+3) or shortbow +9 ranged (1d6). Within 30 ft. shortbow +10 ranged (1d6+1)
SA -; **SQ** Darkvision 60 ft., scent
SV Fort +6, Ref +7, Will +3
Skills (armour-1): Climb +6, Hide +8, Listen +6, Move Silently +7, Spot +7
Feats: Alertness, Far Shot, Point Blank Shot, Weapon Focus (shortbow)
Languages: Goblin.
Possessions: Morningstar, shortbow, 30 arrows, leather armour,

Elite Bugbear Archer Ftr 3: **CR** 5; Medium Humanoid (Goblinoid); **AL** NE
Abilities Str 16 (+3), Dex 18 (+3), Con 15 (+2), Int 10 (+0), Wis 14 (+2), Cha 6 (-2).
HD 3d8+3d10+12; **hp** 39
Init +4; **Spd** 30 ft.; **AC** 19 (+4 Dex, +3 natural, +2 leather armour) touch 14, flat-footed 15
BAB/Grp +5/+8; **Atk** Morningstar +8 melee (1d8+3) or shortbow +10 ranged (1d6); **Full atk** Morningstar +8 melee (1d8+3) or shortbow +10 ranged (1d6) or rapid shot shortbow +8/+8 ranged (1d6). Within 30 ft. shortbow +11 ranged (1d6+1) or rapid shot shortbow +9/+9 ranged (1d6+1).
SA -; **SQ** Darkvision 60 ft., scent
SV Fort +6, Ref +8, Will +4
Skills (armour-1): Climb +6, Hide +8, Listen +6, Move Silently +8, Spot +7
Feats: Alertness, Far Shot, Point Blank Shot, Rapid Shot, Weapon Focus (shortbow)
Languages: Goblin.
Possessions: Morningstar, shortbow, 30 arrows, leather armour,

Elite Bugbear Archer Ftr 4: **CR** 6; Medium Humanoid (Goblinoid); **AL** NE
Abilities Str 16 (+3), Dex 18 (+3), Con 15 (+2), Int 10 (+0), Wis 14 (+2), Cha 6 (-2).
HD 3d8+4d10+21; **hp** 56
Init +4; **Spd** 30 ft.; **AC** 19 (+4 Dex, +3 natural, +2 leather armour) touch 14, flat-footed 15
BAB/Grp +6/+9; **Atk** Morningstar +9 melee (1d8+3) or shortbow +11 ranged (1d6+2); **Full atk** Morningstar +9/+4 melee (1d8+3) or shortbow +11/+6 ranged (1d6+2) or rapid shot shortbow +9/+9/+4 ranged (1d6+2). Within 30 ft. shortbow +12/+7 ranged (1d6+3) or rapid shot shortbow +10/+10/+5 ranged (1d6+3)
SA -; **SQ** Darkvision 60 ft., scent
SV Fort +7, Ref +8, Will +4
Skills (armour-1): Climb +6, Hide +8, Listen +6, Move Silently +8, Spot +8
Feats: Alertness, Far Shot, Point Blank Shot, Rapid Shot, Weapon Focus (shortbow), Weapon Specialisation (shortbow)
Languages: Goblin.
Possessions: Morningstar, shortbow, 30 arrows, leather armour,

Elite Bugbear Archer Ftr 5: **CR** 7; Medium Humanoid (Goblinoid); **AL** NE
Abilities Str 16 (+3), Dex 18 (+3), Con 16 (+2), Int 10 (+0), Wis 14 (+2), Cha 6 (-2).
HD 3d8+5d10+24; **hp** 65
Init +4; **Spd** 30 ft.; **AC** 19 (+4 Dex, +3 natural, +2 leather armour) touch 14, flat-footed 15
BAB/Grp +7/+10; **Atk** Morningstar +10 melee (1d8+3) or shortbow +12 ranged (1d6+2); **Full atk** Morningstar +10/+5 melee (1d8+3) or shortbow +12/+7 ranged (1d6+2) or rapid shot shortbow +10/+10/+5 ranged (1d6+2). Within 30 ft. shortbow +13/+8 ranged (1d6+3) or rapid shot shortbow +11/+11/+6 ranged (1d6+3)
SA -; **SQ** Darkvision 60 ft., scent
SV Fort +7, Ref +8, Will +4
Skills (armour-1): Climb +6, Hide +8, Listen +6, Move Silently +8, Spot +9
Feats: Alertness, Far Shot, Point Blank Shot, Rapid Shot, Weapon Focus (shortbow), Weapon Specialisation (shortbow)
Languages: Goblin.
Possessions: Morningstar, shortbow, 30 arrows, leather armour,

Hobgoblin Vampire (Fighter)

A particularly strong hobgoblin fighter made tougher by the vampire template. Such a creature is almost certainly likely to be in charge of other goblinoids.

Hobgoblin Vampire Ftr5: **CR** 7; Undead (Augmented humanoid); **AL** NE
Abilities Str 22 (+6), Dex 19 (+4), Con -, Int 12 (+1), Wis 14 (+2), Cha 12 (+1).
HD 5d12; **hp** 32
Init +8; **Spd** 30 ft., fly 20 ft.(perfect) as gas; **AC** 23 (+4 Dex, +6 natural, +3 studded leather) touch 14, flat-footed 19. With Dodge AC 24, touch 15. Against attack of opportunity whilst moving AC 27, touch 18.
DR 10/silver and magic
BAB/Grp +5/+11; **Atk** Longsword +12 melee (1d8+6) or javelin +9 ranged (1d6+6) or slam +11 melee (1d6+6); **Full atk** Longsword +12 melee (1d8+6) and slam +6 melee (1d6+6)
SA Blood drain, children of the night, create spawn, dominate (DC 13), energy drain (2 levels); **SQ** Alternate form, darkvision 60 ft., fast healing 5, gaseous form, resistance cold/electricity 10, spider climb, turn resistance +4
SV Fort +4, Ref +7, Will +3
Skills (armour -1): Bluff +9, Climb+13, Hide +11, Intimidate +9, Jump +13, Listen +12, Move Silently +11, Search +10, Sense Motive +10, Spot +12
Feats: Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Mobility, Weapon Focus (Longsword)
Languages: Common, Goblin.
Possessions: Longsword, javelin, studded leather,

Hobgoblin Vampire Lord Ftr10: **CR** 12; Undead (Augmented humanoid); **AL** NE
Abilities Str 22 (+6), Dex 20 (+5), Con -, Int 12 (+1), Wis 14 (+2), Cha 12 (+1).
HD 10d12; **hp** 65
Init +9; **Spd** 30 ft., fly 20 ft.(perfect) as gas; **AC** 24 (+5 Dex, +6 natural, +3 studded leather) touch 15, flat-footed 19. With Dodge: AC 25, touch 16. Against attack of opportunity whilst moving AC 28, touch 19.
DR 10/silver and magic
BAB/Grp +10/+16; **Atk** Longsword +17 melee (1d8+6) or javelin +15 ranged (1d6+6) or slam +16 melee (1d6+6); **Full atk** Longsword +17/+12 melee (1d8+6) and slam +11 melee (1d6+6) or javelin +15/+10 ranged (1d6+6)
SA Blood drain, children of the night, create spawn, dominate (DC 18), energy drain (2 levels); **SQ** Alternate form, darkvision 60 ft., fast healing 5, gaseous form, resistance cold/electricity 10, spider climb, turn resistance +4
SV Fort +7, Ref +10, Will +5
Skills (armour -1): Bluff +9, Climb+18, Hide +12, Intimidate +14, Jump +18, Listen +12, Move Silently +12, Search +10, Sense Motive +10, Spot +12
Feats: Ability Focus (dominate), Alertness, Cleave, Combat Reflexes, Dodge, Improved Critical (longsword), Improved Initiative, Improved Sunder, Lightning Reflexes, Mobility, Power Attack, Weapon Focus (Longsword)
Languages: Common, Goblin.
Possessions: Longsword, javelin, studded leather,