

Goblin Warrior (Tiny)

Known variously as gremlins, mytes, bane-midges, snotlings and a range of other terms, these tiny goblinoid variants normally end up as food, slaves or living footballs by other goblinoid creatures. Occasionally they form independent tribes where they are as cruel and destructive as their larger kin. Because of their Tiny size (about 10 inches tall) they prefer ambush, traps and hit-and-run tactics. They sometimes use dire rats as mounts. Their arrows are more than likely tipped with poison. These are goblins with levels of the warrior NPC class, an archer build, reduced to size Tiny.

Tiny Goblin Archer War1: **CR** 1/3; Tiny Humanoid (Goblinoid); **AL** NE
Abilities Str 7 (-2), Dex 15 (+2), Con 12 (+1), Int 10 (+0), Wis 9 (-1), Cha 6 (-2)
HD 1d8+1; **hp** 5
Init +2; **Spd** 20 ft.; **AC** 17 (+2 size, +2 Dex, +2 leather armour, +1 light shield) touch 14, flat-footed 15
BAB/Grp +1/-9; **Melee** Morningstar +1 (1d4-2); **Ranged** Shortbow +4 (1d3); **Point Blank Shot** Shortbow +5 (1d3+1) within 30 ft.
SA -; **SQ** Darkvision 60 ft.
SV Fort +3, Ref +2, Will -1
Skills (armour -1): Hide +9, Listen +1, Move Silently +5, Ride +6 Spot +1
Feats: Point Blank Shot
Languages: Goblin.
Possessions: Morningstar, shortbow, 30 arrows, leather armour, light shield,

Tiny Goblin Archer Sergeant War3: **CR** 1; Tiny Humanoid (Goblinoid); **AL** NE
Abilities Str 7 (-2), Dex 15 (+2), Con 12 (+1), Int 10 (+0), Wis 9 (-1), Cha 6 (-2)
HD 3d8+3; **hp** 16
Init +2; **Spd** 20 ft.; **AC** 17 (+2 size, +2 Dex, +2 leather armour, +1 light shield) touch 14, flat-footed 15
BAB/Grp +3/-7; **Melee** Morningstar +3 (1d4-2); **Ranged** Shortbow +7 (1d3); **Point Blank Shot** Shortbow +8 (1d3+1) within 30 ft.
SA -; **SQ** Darkvision 60 ft.
SV Fort +4, Ref +3, Will +0
Skills (armour -1): Hide +9, Listen +1, Move Silently +5, Ride +6, Spot +3
Feats: Point Blank Shot, Far Shot
Languages: Goblin.
Possessions: Morningstar, shortbow, 30 arrows, leather armour, light shield,

Tiny Goblin Archer Lieutenant War4: **CR** 2; Tiny Humanoid (Goblinoid); **AL** NE
Abilities Str 7 (-2), Dex 16 (+3), Con 12 (+1), Int 10 (+0), Wis 9 (-1), Cha 6 (-2)
HD 4d8+4; **hp** 22
Init +3; **Spd** 20 ft.; **AC** 18 (+2 size, +3 Dex, +2 leather armour, +1 light shield) touch 15, flat-footed 15
BAB/Grp +4/-6; **Melee** Morningstar +4 (1d4-2); **Ranged** Shortbow +9 (1d3). **Point Blank Shot** Shortbow +10 (1d3+1) within 30 ft.
SA -; **SQ** Darkvision 60 ft.
SV Fort +5, Ref +4, Will +0
Skills (armour -1): Hide +10, Listen +1, Move Silently +6, Ride +7, Spot +3
Feats: Point Blank Shot, Far Shot
Languages: Goblin.
Possessions: Morningstar, shortbow, 30 arrows, leather armour, light shield,

Tiny Goblin Archer Lieutenant War5: **CR** 3; Tiny Humanoid (Goblinoid); **AL** NE
Abilities Str 7 (-2), Dex 16 (+3), Con 12 (+1), Int 10 (+0), Wis 9 (-1), Cha 6 (-2)
HD 5d8+5; **hp** 27
Init +3; **Spd** 20 ft.; **AC** 18 (+2 size, +3 Dex, +2 leather armour, +1 light shield) touch 15, flat-footed 15
BAB/Grp +5/-5; **Melee** Morningstar +5 (1d4-2); **Ranged** Shortbow +10 (1d3); **Point Blank Shot** Shortbow +11 (1d3+1) within 30 ft.
SA -; **SQ** Darkvision 60 ft.
SV Fort +5, Ref +4, Will +0
Skills (armour -1): Hide +10, Listen +1, Move Silently +6, Ride +7, Spot +4
Feats: Point Blank Shot, Far Shot
Languages: Goblin.
Possessions: Morningstar, shortbow, 30 arrows, leather armour, light shield,

Tiny Goblin Archer Leader War6: **CR** 4; Tiny Humanoid (Goblinoid); **AL** NE
Abilities Str 7 (-2), Dex 16 (+3), Con 12 (+1), Int 10 (+0), Wis 9 (-1), Cha 6 (-2)
HD 6d8+6; **hp** 33
Init +3; **Spd** 20 ft.; **AC** 18 (+2 size, +3 Dex, +2 leather armour, +1 light shield) touch 15, flat-footed 15
BAB/Grp +6/-4; **Melee** Morningstar +6/+1 (1d4-2); **Ranged** Shortbow +11/+6 (1d3); **Full Atk** Rapid Shot Shortbow +9/+9/+4 (1d3); **Point Blank Shot** Shortbow +12/+7 or rapid shot shortbow +10/+10/+5 (1d3+1) within 30 ft.
SA -; **SQ** Darkvision 60 ft.
SV Fort +6, Ref +5, Will +1
Skills (armour -1): Hide +10, Listen +1, Move Silently +6, Ride +7, Spot +5
Feats: Point Blank Shot, Far Shot, Rapid Shot
Languages: Goblin.
Possessions: Morningstar, shortbow, 30 arrows, leather armour, light shield,

Tiny Goblin Archer Leader War7: **CR** 5; Tiny Humanoid (Goblinoid); **AL** NE
Abilities Str 7 (-2), Dex 16 (+3), Con 12 (+1), Int 10 (+0), Wis 9 (-1), Cha 6 (-2)
HD 7d8+7; **hp** 38
Init +3; **Spd** 20 ft.; **AC** 18 (+2 size, +3 Dex, +2 leather armour, +1 light shield) touch 15, flat-footed 15
BAB/Grp +7/-3; **Melee** Morningstar +7/+2 (1d4-2); **Ranged** Shortbow +12/+7 (1d3); **Full Atk** Rapid Shot Shortbow +10/+10/+5 (1d3); **Point Blank Shot** Shortbow +13/+8 or rapid shot shortbow +11/+11/+6 (1d3+1) within 30 ft.
SA -; **SQ** Darkvision 60 ft.
SV Fort +6, Ref +5, Will +1
Skills (armour -1): Hide +10, Listen +1, Move Silently +6, Ride +7, Spot +6
Feats: Point Blank Shot, Far Shot, Rapid Shot
Languages: Goblin.
Possessions: Morningstar, shortbow, 30 arrows, leather armour, light shield,

Goblinoids

Tiny Goblin Archer Leader War8: **CR** 6; Tiny Humanoid (Goblinoid); **AL** NE
Abilities Str 8 (-1), Dex 16 (+3), Con 12 (+1), Int 10 (+0), Wis 10 (+0), Cha 6 (-2)
HD 8d8+8; **hp** 44
Init +3; **Spd** 20 ft.; **AC** 18 (+2 size, +3 Dex, +2 leather armour, +1 light shield) touch 15, flat-footed 15
BAB/Grp +8/-1; **Melee** Morningstar +9 (1d4-1); **Ranged** Shortbow +13/+8 (1d3); **Full Atk** Rapid Shot Shortbow +11/+11/+6 (1d3); **Point Blank Shot** Shortbow +14/+9 or rapid shot shortbow +12/+12/+7 (1d3+1) within 30 ft.
SA -; **SQ** Darkvision 60 ft.
SV Fort +7, Ref +5, Will +2
Skills (armour -1): Hide +10, Listen +1, Move Silently +6, Ride +7, Spot +7
Feats: Point Blank Shot, Far Shot, Rapid Shot
Languages: Goblin.
Possessions: Morningstar, shortbow, 30 arrows, leather armour, light shield,

Dire Rat (1HD): **CR** 1/3; Small Animal; **AL** N
Abilities Str 10 (+0), Dex 17 (+3), Con 12 (+1), Int 1 (-5), Wis 12 (+1), Cha 4 (-3)
HD 1d8+1; **hp** 5
Init +3; **Spd** 40 ft., climb 20 ft.; **AC** 15 (+1 size, +3 Dex, +1 natural) touch 14, flat-footed 12
BAB/Grp +0/-4; **Melee** Bite +4 (1d4) plus disease
SA Disease; **SQ** Low-light vision, scent
SV Fort +3, Ref +5, Will +3
Skills: Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11
Feats: Alertness, Weapon Finesse*
Languages: None
Possessions: None
Disease (Ex): Filth fever – bite, Fortitude DC 11, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con.

Goblin Adept (Tiny)

These are goblins with levels in the adept NPC class, reduced to Tiny size. Amongst tribes of gremlins they act as leaders or spiritual advisors. It would be rare for one of these pathetic creatures to gain power amongst the larger goblinoids although they might make a surprising boss encounter. Their medicine bag is a bundle of twigs, bones, feathers and other items that serves as a divine focus for their spells.

Tiny Goblin Adept Apprentice Adp1: **CR** 1/3; Tiny Humanoid (Goblinoid); **AL** NE
Abilities Str 4 (-3), Dex 12 (+1), Con 9 (-1), Int 11 (+0), Wis 13 (+1), Cha 10 (+0).
HD 1d6-1+3; **hp** 5
Init +1; **Spd** 20 ft.; **AC** 13 (+2 size, +1 Dex) touch 13, flat-footed 12
BAB/Grp +0/-11; **Melee** Morningstar -1 (1d4-3);
Ranged Javelin +2 (1d3-3)
SA -; **SQ** Darkvision 60 ft.
SV Fort -1, Ref +1, Will +3
Skills: Concentration +3, Hide +9, Move Silently +5, Ride +5, Spellcraft +4
Feats: Toughness
Languages: Goblin.
Possessions: Morningstar, javelin, medicine bag,
Spells per day: 3/2
Spells prepared: 0th level (Save DC 11) – *Cure minor wounds, ghost sounds, guidance*. 1st level (Save DC 12) – *Cure light wounds, obscuring mist*.

Tiny Goblin Adept Acolyte Adp3: **CR** 1; Tiny Humanoid (Goblinoid); **AL** NE
Abilities Str 4 (-3), Dex 12 (+1), Con 9 (-1), Int 11 (+0), Wis 13 (+1), Cha 10 (+0).
HD 3d6-3+3; **hp** 10
Init +1; **Spd** 20 ft.; **AC** 13 (+2 size, +1 Dex) touch 13, flat-footed 12
BAB/Grp +1/-10; **Melee** Morningstar +0 (1d4-3);
Ranged Javelin +4 (1d3-3)
SA -; **SQ** Darkvision 60 ft.
SV Fort +0, Ref +2, Will +4
Skills: Concentration +3, Heal +5, Hide +9, Move Silently +5, Ride +5, Spellcraft +4
Feats: Brew Potion, Toughness
Languages: Goblin.
Possessions: Morningstar, javelin, medicine bag,
Spells per day: 3/3
Spells prepared: 0th level (Save DC 11) – *Cure minor wounds, ghost sounds, guidance*. 1st level (Save DC 12) – *Bless, cure light wounds, obscuring mist*.

Tiny Goblin Adept Adp4: **CR** 2; Tiny Humanoid (Goblinoid); **AL** NE
Abilities Str 4 (-3), Dex 12 (+1), Con 9 (-1), Int 11 (+0), Wis 14 (+2), Cha 10 (+0).
HD 4d6-4+3; **hp** 13
Init +1; **Spd** 20 ft.; **AC** 13 (+2 size, +1 Dex) touch 13, flat-footed 12
BAB/Grp +2/-9; **Melee** Morningstar +1 (1d4-3);
Ranged Javelin +5 (1d3-3)
SA -; **SQ** Darkvision 60 ft.
SV Fort +0, Ref +2, Will +6
Skills: Concentration +5, Heal +6, Hide +9, Move Silently +5, Ride +5, Spellcraft +4
Feats: Brew Potion, Toughness
Languages: Goblin.
Possessions: Morningstar, javelin, medicine bag,
Spells per day: 3/3/1
Spells prepared: 0th level (Save DC 12) – *Cure minor wounds, ghost sounds, guidance*. 1st level (Save DC 13) – *Bless, cure light wounds, obscuring mist*. 2nd level (Save DC 14) – *Darkness*.

Tiny Goblin Adept Adp5: **CR** 3; Tiny Humanoid (Goblinoid); **AL** NE
Abilities Str 4 (-3), Dex 12 (+1), Con 9 (-1), Int 11 (+0), Wis 14 (+2), Cha 10 (+0).
HD 5d6-5+3; **hp** 15
Init +1; **Spd** 20 ft.; **AC** 13 (+2 size, +1 Dex) touch 13, flat-footed 12
BAB/Grp +2/-9; **Melee** Morningstar +1 (1d4-3);
Ranged Javelin +5 (1d3-3)
SA -; **SQ** Darkvision 60 ft.
SV Fort +0, Ref +2, Will +6
Skills: Concentration +6, Heal +6, Hide +9, Move Silently +5, Ride +5, Spellcraft +5
Feats: Brew Potion, Toughness
Languages: Goblin.
Possessions: Morningstar, javelin, medicine bag,
Spells per day: 3/3/2
Spells prepared: 0th level (Save DC 12) – *Cure minor wounds, ghost sounds, guidance*. 1st level (Save DC 13) – *Bless, cure light wounds, obscuring mist*. 2nd level (Save DC 14) – *Darkness, invisibility*.

Tiny Goblin Adept Master Adp6: **CR** 4; Tiny Humanoid (Goblinoid); **AL** NE
Abilities Str 4 (-3), Dex 12 (+1), Con 9 (-1), Int 11 (+0), Wis 14 (+2), Cha 10 (+0).
HD 6d6-6+3; **hp** 18
Init +5; **Spd** 20 ft.; **AC** 13 (+2 size, +1 Dex) touch 13, flat-footed 12
BAB/Grp +3/-8; **Melee** Morningstar +2 (1d4-3);
Ranged Javelin +6 (1d3-3)
SA -; **SQ** Darkvision 60 ft.
SV Fort +1, Ref +1, Will +7
Skills: Concentration +7, Heal +7, Hide +9, Move Silently +5, Ride +5, Spellcraft +5
Feats: Brew Potion, Improved Initiative, Toughness
Languages: Goblin.
Possessions: Morningstar, javelin, medicine bag,
Spells per day: 3/3/2
Spells prepared: 0th level (Save DC 12) – *Cure minor wounds, ghost sounds, guidance*. 1st level (Save DC 13) – *Bless, cure light wounds, obscuring mist*. 2nd level (Save DC 14) – *Darkness, invisibility*.

Goblinoids

Tiny Goblin Adept Master Adp7: CR 5; Tiny Humanoid (Goblinoid); AL NE
Abilities Str 4 (-3), Dex 12 (+1), Con 9 (-1), Int 11 (+0), Wis 14 (+2), Cha 10 (+0).
HD 7d6-7+3; **hp** 20
Init +5; **Spd** 20 ft.; **AC** 13 (+2 size, +1 Dex) touch 13, flat-footed 12
BAB/Grp +3/-8; **Melee** Morningstar +2 (1d4-3); **Ranged** Javelin +6 (1d3-3)
SA - ; **SQ** Darkvision 60 ft.
SV Fort +1, Ref +3, Will +7
Skills: Concentration +8, Heal +7, Hide +9, Move Silently +5, Ride +5, Spellcraft +6
Feats: Brew Potion, Improved Initiative, Toughness
Languages: Goblin.
Possessions: Morningstar, javelin, medicine bag,
Spells per day: 3/3/3
Spells prepared: 0th level (Save DC 12) – *Cure minor wounds, ghost sounds, guidance*. 1st level (Save DC 13) – *Bless, cure light wounds, obscuring mist*. 2nd level (Save DC 14) – *Darkness, invisibility, mirror image*.

Tiny Goblin Adept Master Adp8: CR 4; Tiny Humanoid (Goblinoid); AL NE
Abilities Str 4 (-3), Dex 12 (+1), Con 9 (-1), Int 11 (+0), Wis 15 (+2), Cha 10 (+0).
HD 8d6-8+3; **hp** 23
Init +5; **Spd** 20 ft.; **AC** 13 (+2 size, +1 Dex) touch 13, flat-footed 12
BAB/Grp +4/-7; **Melee** Morningstar +3 (1d4-3); **Ranged** Javelin +7 (1d3-3)
SA - ; **SQ** Darkvision 60 ft.
SV Fort +1, Ref +3, Will +8
Skills: Concentration +8, Heal +8, Hide +9, Move Silently +5, Ride +5, Spellcraft +7
Feats: Brew Potion, Improved Initiative, Toughness
Languages: Goblin.
Possessions: Morningstar, javelin, medicine bag,
Spells per day: 3/3/3
Spells prepared: 0th level (Save DC 12) – *Cure minor wounds, ghost sounds, guidance*. 1st level (Save DC 13) – *Bless, cure light wounds, obscuring mist*. 2nd level (Save DC 14) – *Darkness, invisibility, mirror image*.

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