

EMERALD SPIRE LEVEL 1

THE TOWER RUINS

These stat blocks and other notes were compiled by James McTeague. If you notice any errors, please contact me at jammar21@gmail.com.

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GOBLIN**CR 1/3**

Goblin warrior 1

NE Small humanoid (goblinoid)

Init +6; **Senses** darkvision 60 ft.; Perception –1**DEFENSE****AC** 16, touch 13, flat-footed 14 (+2 armor, +2 Dex, +1 shield, +1 size)**hp** 6 (1d10+1)**Fort** +3, **Ref** +2, **Will** –1**OFFENSE****Speed** 30 ft.**Melee** short sword +2 (1d4/19–20)**Ranged** short bow +4 (1d4/x3)**STATISTICS****Str** 11, **Dex** 15, **Con** 12, **Int** 10, **Wis** 9, **Cha** 6**Base Atk** +1; **CMB** +0; **CMD** 12**Feats** Improved Initiative**Skills** Ride +10, Stealth +10, Swim +4; **Racial Modifiers** +4 Ride, +4 Stealth**Languages** Goblin**Equipment** leather armor, light wooden shield, short sword, short bow with 20 arrows**GOBLIN DOG****CR 1**

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +1**DEFENSE****AC** 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)**hp** 9 (1d8+5)**Fort** +4, **Ref** +4, **Will** +1**Immune** disease**OFFENSE****Speed** 50 ft.**Melee** bite +2 (1d6+3 plus allergic reaction)**STATISTICS****Str** 15, **Dex** 14, **Con** 15, **Int** 2, **Wis** 12, **Cha** 8**Base Atk** +0; **CMB** +2; **CMD** 14**Feats** Toughness**Skills** Stealth +6**SPECIAL ABILITIES**

Allergic Reaction (Ex) A goblin dog's dander is highly irritating to all creatures save those with the goblinoid subtype. A non-goblinoid creature damaged by a goblin dog's bite, who deals damage to a goblin dog with a natural weapon or unarmed attack, or who otherwise comes into contact with a goblin dog (including attempts to grapple or ride the creature) must make a DC 12 Fortitude save or break out in an itching rash. A creature affected by this rash takes a –2 penalty to Dexterity and Charisma for 1 day (multiple allergic reactions do not stack). *Remove disease* or any magical healing removes the rash instantly. This is a disease effect. The save DC is Constitution-based.

POTION OF CURE MODERATE WOUNDS – faint conjuration aura, CL 3rd (Identify DC 18)

Drinker heals 2d8+3 hit points.

RING OF FEATHER FALLING – faint transmutation, CL 1st (Identify DC 16)

This ring is crafted with a feather pattern all around its edge. It acts exactly like a *feather fall* spell, activated immediately if the wearer falls more than 5 feet.

WAND OF CURE LIGHT WOUNDS (20 CHARGES) – faint conjuration, CL 1st (Identify DC 16)

Touch one person to heal 1d8+1 hit points