

PFS 04-01: Rise of the Goblin Guild

A1. Sentry Point

GOBLIN TOUGH 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** dogslicer +2 (1d4/19–20)  
**Ranged** alchemist’s fire +4 (1d6 fire) or net +0 (entangle)

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  
**Treasure** alchemist’s fire (2), caltrops (2), dogslicer, net, leather armor, light wooden shield

YOUNG SLIME MOLD CR 1

N Medium ooze

Init +1; Senses Perception -5

DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex)

hp 22 (3d8+9)

Fort +4, Ref +2, Will -4

Immune ooze traits; Resist fire 10

OFFENSE

Speed 20 ft.

Melee slam +3 (1d4+1 plus disease)

Special Attacks engulf (DC 11, 1d4+1 bludgeoning plus disease)

STATISTICS

Str 12, Dex 12, Con 17, Int —, Wis 1, Cha 1

Base Atk +2; CMB +3; CMD 14 (can't be tripped)

SQ freeze

SPECIAL ABILITIES

**Disease (Ex)** *Fungal rot*: Slam—contact; *save* Fortitude DC 16; *onset* 1 day; *frequency* 1/day; *effect* 1d2 Str damage and 1 Con damage and fatigue; *cure* 1 save. Any creature that touches a slime mold with an unarmed strike or a natural attack is also exposed to this foul disease. The save DC is Constitution-based.

**Caltrops:** A caltrop is a four-pronged metal spike crafted so that one prong faces up no matter how the caltrop comes to rest. You scatter caltrops on the ground in the hope that your enemies step on them or are at least forced to slow down to avoid them. One 2-pound bag of caltrops covers an area 5 feet square.

Each time a creature moves into an area covered by caltrops (or spends a round fighting while standing in such an area), it runs the risk of stepping on one. Make an attack roll for the caltrops (base attack bonus +0) against the creature. For this attack, the creature's shield, armor, and deflection bonuses do not count. If the creature is wearing shoes or other footwear, it gets a +2 armor bonus to AC. If the attack succeeds, the creature has stepped on a caltrop. The caltrop deals 1 point of damage, and the creature's speed is reduced by half because its foot is wounded. This movement penalty lasts for 24 hours, until the creature is successfully treated with a DC 15 Heal check, or until it receives at least 1 point of magical healing. A charging or running creature must immediately stop if it steps on a caltrop. Any creature moving at half speed or slower can pick its way through a bed of caltrops with no trouble.

Caltrops may not work against unusual opponents.

## SLIME MOLD CR 2

N Large ooze

**Init** −1; **Senses Perception** −5

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### DEFENSE

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**AC** 8, touch 8, flat-footed 8 (−1 Dex, −1 size)

**hp** 28 (3d8+15)

**Fort** +6, **Ref** +0, **Will** −4

**Immune** ooze traits; **Resist fire** 10

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### OFFENSE

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**Speed** 20 ft.

**Melee** slam +4 (1d6+4 plus disease)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** engulf (DC 14, 1d6+4 bludgeoning plus disease)

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### STATISTICS

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**Str** 16, **Dex** 8, **Con** 21, **Int** —, **Wis** 1, **Cha** 1

**Base Atk** +2; **CMB** +6; **CMD** 15 (can't be tripped)

**SQ** freeze

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### SPECIAL ABILITIES

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**Disease (Ex)** *Fungal rot*: Slam—contact; *save* Fortitude DC 16; *onset* 1 day; frequency 1/day; *effect* 1d2 Str damage and 1 Con damage and fatigue; *cure* 1 save. Any creature that touches a slime mold with an unarmed strike or a natural attack is also exposed to this foul disease. The save DC is Constitution-based.

## FILTH FEVER

**Type** disease, injury; **Save** Fortitude DC 12

**Onset** 1d3 days; **Frequency** 1/day

**Effect** 1d3 Dex damage and 1d3 Con damage; **Cure** 2 consecutive saves

### A4. Laboratory

**Flash Powder**: This coarse gray powder ignites and burns almost instantly if exposed to flame, significant friction, or even a simple force such as throwing it against a floor (a standard action). Creatures within the 10-foot-radius burst are blinded for 1 round (Fortitude DC 13 negates).

**Sneezing Powder**: This coarse yellowish-red powder is a splash weapon that causes uncontrollable sneezing for 1d4+1 rounds. Anyone standing in the square of impact must succeed on a DC 12 Fortitude save to resist the powder, while those in adjacent squares must make DC 8 Fortitude saves. Creatures affected by sneezing powder must make a DC 10 Fortitude save every round for the duration or be staggered until their next turn.

**Smokestick**: This alchemically treated wooden stick instantly creates thick, opaque smoke when burned. The smoke fills a 10-foot cube (treat the effect as a *fog cloud* spell, except that a moderate or stronger wind dissipates the smoke in 1 round). The stick is consumed after 1 round, and the smoke dissipates naturally after 1 minute.

VOMIT SWARM

School conjuration (summoning); Level alchemist 2, witch 2

Casting Time 1 standard action

Components S

Range personal

Effect one swarm of spiders

Duration 1 round/level

You vomit forth a ~~swarm of spiders~~ that attacks all other creatures within its area. The swarm begins adjacent to you, but if no living creatures are within its area, it moves in one direction of your choosing at its normal speed. You can move the swarm or change the swarm's direction by spending a standard action to concentrate on the swarm, otherwise it continues moving in its current direction. If your caster level is at least 7th, you can vomit forth a swarm of wasps instead. Finally, if your caster level is at least 13th, you can vomit forth a swarm of army ants.

SPIDER SWARM CR 1

N Diminutive ~~vermin~~ (swarm)

Init +3; Senses darkvision 60 ft., ~~tremorsense~~ 30 ft.; Perception +4

DEFENSE

AC 17, touch 17, flat-footed 14 (+3 Dex, +4 size)

hp 9 (2d8)

Fort +3, Ref +3, Will +0

Defensive Abilities ~~swarm traits~~; Immune mind-affecting effects, weapon damage

OFFENSE

Speed 20 ft., climb 20 ft.

Melee swarm (1d6 plus ~~poison~~ and distraction)

Space 10 ft.; Reach 0 ft.

Special Attacks ~~distraction~~ (DC 11)

STATISTICS

Str 1, Dex 17, Con 10, Int —, Wis 10, Cha 2

Base Atk +1; CMB —; CMD —

Skills ~~Climb~~ +11, Perception +4; Racial Modifiers +4 Perception; uses Dexterity for ~~Climb~~ checks

SPECIAL ABILITIES

Poison (Ex) Swarm—injury; save Fort DC 11; frequency 1/round for 2 rounds; effect 1d2 Str; cure 1 save. The save DC is Constitution-based.

## A5. Flushing Compartment

### GOBLIN TOUGH CR 1/3

Goblin warrior 1

NE Small ~~humanoid~~ (goblinoid)

**Init** +6; **Senses** darkvision 60 ft.; ~~Perception~~ –1

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#### 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

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#### OFFENSE

**Speed** 30 ft.

**Melee** dogslicer +2 (1d4/19–20) or horsechopper +2 (1d8/x3)

**Ranged** alchemist's fire +4 (1d6 fire) or net +0 (entangle)

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#### 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

**Treasure** alchemist's fire (2), caltrops (2), dogslicer, horsechopper, net, leather armor, light wooden shield

### DUSKHOUD CR 2

N Medium ~~animal~~

**Init** +4; **Senses** darkvision 60ft, low-light vision, ~~scent~~; ~~Perception~~ +1

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#### DEFENSE

**AC** 17, touch 14, flat-footed 13 (+4 Dex, +3 natural)

**hp** 11 (1d8+6)

**Fort** +6, **Ref** +6, **Will** +3

**Immune** disease

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#### OFFENSE

**Speed** 50 ft.

**Melee** bite +4 (1d6+6 plus allergic reaction)

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#### STATISTICS

**Str** 19, **Dex** 18, **Con** 19, **Int** 6, **Wis** 16, **Cha** 12

**Base Atk** +0; **CMB** +4; **CMD** 18 (22 v trip)

**Feats** ~~Toughness~~

**Skills** ~~Stealth~~ +8

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#### 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 14 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.

## GOBLIN SHARPERS CR 1/2

Goblin rogue 1 (*Pathfinder RPG Bestiary* 156)

NE Small humanoid (goblinoid)

**Init** +4; **Senses** darkvision 60 ft.; Perception +3

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### DEFENSE

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

**hp** 10 each (1d8+2)

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

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### OFFENSE

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**Speed** 30 ft.

**Melee** dogslicer +5 (1d4+1/19–20) or horsechopper -1 (d8+1/x3)

**Special Attacks** sneak attack +1d6

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### TACTICS

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**During Combat** Although the goblins carry bows, they quickly switch to lobbing alchemist's fire at PCs who fall in the pit. The goblins throw their nets at PCs at the edge of the pit or balancing on a ledge to entangle them, then try to knock them into the pit.

**Morale** The goblins flee if more than one PC makes it across the pit or if more than half their number are slain.

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### STATISTICS

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**Str** 12, **Dex** 19, **Con** 13, **Int** 10, **Wis** 8, **Cha** 10

**Base Atk** +0; **CMB** +0; **CMD** 14

**Feats** Weapon Finesse

**Skills** Acrobatics +8, Bluff +4, Climb +5, Disable Device +8, Escape Artist +8, Perception +3, Ride +8, Sleight of Hand +8, Stealth +16

**Languages** Goblin

**SQ** trapfinding +1

**Combat Gear** alchemist's fire (2), caltrops (2), *potion of cure light wounds* (CL 3rd); **Other Gear** leather armor, dogslicer, net, shortbow with 20 arrows, thieves' tools

## CAUSE FEAR

**School** necromancy [fear, mind-affecting]; **Level** bard 1, cleric 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S

**Range** close (25 ft. + 5 ft./2 levels)

**Target** one living creature with 5 or fewer HD

**Duration** 1d4 rounds or 1 round; see text

**Saving Throw** ~~Will~~ partial; **Spell Resistance** yes

The affected creature becomes ~~frightened~~. If the subject succeeds on a ~~Will~~ save, it is ~~shaken~~ for 1 round. Creatures with 6 or more HD are immune to this effect. *Cause fear* counters and dispels *remove fear*.

## GREASE

**School** conjuration (creation); **Level** bard 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S, M (butter)

**Range** close (25 ft. + 5 ft./2 levels)

**Target** one object or 10-ft. square

**Duration** 1 min./level (D)

**Save** see text; **SR** no

A *grease* spell covers a solid surface with a layer of slippery grease. Any creature in the area when the spell is cast must make a successful ~~Reflex~~ save or fall. A creature can walk within or through the area of grease at half normal speed with a DC 10 Acrobatics check. Failure means it can't move that round (and must then make a ~~Reflex~~ save or fall), while failure by 5 or more means it falls (see the Acrobatics skill for details). Creatures that do not move on their turn do not need to make this check and are not considered ~~flat-footed~~.

The spell can also be used to create a greasy coating on an item. Material objects not in use are always affected by this spell, while an object wielded or employed by a creature requires its bearer to make a ~~Reflex~~ saving throw to avoid the effect. If the initial saving throw fails, the creature immediately drops the item. A saving throw must be made in each round that the creature attempts to pick up or use the *greased* item. A creature wearing *greased* armor or clothing gains a +10 circumstance bonus on Escape Artist checks and combat maneuver checks made to escape a grapple, and to their ~~CMD~~ to avoid being ~~grappled~~.

## HEROISM

**School** enchantment (compulsion) [mind-affecting]; **Level** bard 2, sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** 10 min./level

**Saving Throw** ~~Will~~ negates (harmless); **Spell-Resistance** yes (harmless)

This spell imbues a single creature with great bravery and morale in battle. The target gains a +2 morale bonus on attack rolls, saves, and skill checks.

## HIDEOUS LAUGHTER

**School** enchantment (compulsion) [mind-affecting]; **Level** bard 1, sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, M (tiny fruit tarts and a feather)

**Range** close (25 ft. + 5 ft./2 levels)

**Target** one creature; see text

**Duration** 1 round/level

**Saving Throw** ~~Will~~ negates; **Spell-Resistance** yes

This spell afflicts the subject with uncontrollable laughter. It collapses into gales of manic laughter, falling ~~prone~~. The subject can take no actions while laughing, but is not considered ~~helpless~~. After the spell ends, it can act normally. On the creature's next turn, it may attempt a new saving throw to end the effect. This is a full round action that does not provoke attacks of opportunity. If this save is successful, the effect ends. If not, the creature continues laughing for the entire duration.

A creature with an **Intelligence** score of 2 or lower is not affected. A creature whose type is different from the caster's receives a +4 bonus on its saving throw, because humor doesn't "translate" well.

## SCARE

**School** necromancy [fear, mind-affecting]; **Level** bard 2, sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, M (a bone from an undead creature)

**Range** medium (100 ft. + 10 ft./level)

**Targets** one living creature per three levels, no two of which can be more than 30 ft. apart

**Duration** 1 round/level or 1 round; see text for *cause fear*

**Saving Throw** ~~Will~~ partial; **Spell-Resistance** yes

This spell functions like *cause fear*, except that it causes all targeted creatures of less than 6 HD to become ~~frightened~~.

A6. Dog Kennels

DUSKHOUND CR 2 (PEDIGREED GOBLIN DOG USES SAME STATS; NO D-VISION)

N Medium ~~animal~~  
**Init** +4; **Senses** darkvision 60ft, low-light vision, ~~scant~~; **Perception** +1

DEFENSE

**AC** 17, touch 14, flat-footed 13 (+4 Dex, +3 natural)  
**hp** 11 (1d8+6)  
**Fort** +6, **Ref** +6, **Will** +3  
**Immune** disease

OFFENSE

**Speed** 50 ft.  
**Melee** bite +4 (1d6+6 plus allergic reaction)

STATISTICS

**Str** 19, **Dex** 18, **Con** 19, **Int** 6, **Wis** 16, **Cha** 12  
**Base Atk** +0; **CMB** +4; **CMD** 18 (22 v trip)  
**Feats** ~~Toughness~~  
**Skills** ~~Stealth~~ +8

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 14 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.

YOUNG GOBLIN DOG CR 1/2

N Small ~~animal~~  
**Init** +4; **Senses** low-light vision, ~~scant~~; **Perception** +1

DEFENSE

**AC** 14, touch 14, flat-footed 10 (+4 Dex)  
**hp** 7 (1d8+3)  
**Fort** +2, **Ref** +6, **Will** +1  
**Immune** disease

OFFENSE

**Speed** 50 ft.  
**Melee** bite +0 (1d4 plus allergic reaction)

STATISTICS

**Str** 11, **Dex** 18, **Con** 11, **Int** 2, **Wis** 12, **Cha** 8  
**Base Atk** +0; **CMB** +0; **CMD** 14 (18 v trip)  
**Feats** ~~Toughness~~  
**Skills** ~~Stealth~~ +8

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 10 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.



## A8. Audience Chamber

### GOBLIN TOUGH CR 1/3

Goblin warrior 1

NE Small humanoid (goblinoid)

**Init** +6; **Senses** darkvision 60 ft.; ~~Perception~~ –1

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#### DEFENSE

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**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

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#### OFFENSE

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**Speed** 30 ft.

**Melee** dogslicer +2 (1d4/19–20) or horsechopper +2 (1d8/x3)

**Ranged** alchemist's fire +4 (1d6 fire) or net +0 (entangle)

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#### STATISTICS

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**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

**Treasure** alchemist's fire (2), caltrops (2), dogslicer, horsechopper, net, leather armor, light wooden shield

#### Dazzling Display (Combat)

Your skill with your favored weapon can frighten enemies.

**Prerequisite:** ~~Weapon Focus~~, proficiency with the selected weapon.

**Benefit:** While wielding the weapon in which you have ~~Weapon Focus~~, you can perform a bewildering show of prowess as a full-round action. Make an ~~Intimidate~~ check to demoralize all foes within 30 feet who can see your display.

**Frightening (Ex):** Whenever a thug successfully uses ~~Intimidate~~ to demoralize a creature, the duration of the shaken condition is increased by 1 round. In addition, if the target is shaken for 4 or more rounds, the thug can instead decide to make the target frightened for 1 round. This ability replaces trapfinding.

**Brutal Beating (Ex):** At 3rd level, whenever a thug deals sneak attack damage, she can choose to forgo 1d6 points of sneak attack damage to make the target sickened for a number of rounds equal to 1/2 her rogue level. This ability does not stack with itself—only the most recent duration applies. This ability replaces trap sense.

**Demoralize:** You can use this skill to cause an opponent to become shaken for a number of rounds. The DC of this check is equal to 10 + the target's Hit Dice + the target's ~~Wisdom~~ modifier. If you are successful, the target is shaken for 1 round. This duration increases by 1 round for every 5 by which you beat the DC. You can only threaten an opponent in this way if they are within 30 feet and can clearly see and hear you. Using demoralize on the same creature only extends the duration; it does not create a stronger fear condition.

NOSE (TERSUS MARISKA’S BLOODHOUND)

N Small animal

Init +1; Senses low-light vision, scent; Perception +5

DEFENSE

AC 13, touch 12, flat-footed 12 (+1 Dex, +1 natural, +1 size)

hp 6 (1d8+2)

Fort +4, Ref +3, Will +1

OFFENSE

Speed 40 ft.

Melee bite +2 (1d4+1)

STATISTICS

Str 13, Dex 13, Con 15, Int 2, Wis 12, Cha 6

Base Atk +0; CMB +0; CMD 11 (15 vs. trip)

Feats Skill Focus (Survival)

Skills Acrobatics +1 (+9 jumping), Perception +8, Survival +4 (+9 scent tracking); Racial Modifiers +4 Acrobatics when jumping, +4 Survival when tracking by scent

## **Ekkie Relationship Chart:**

**Helpful (DC 0)**

**Friendly (DC 9)**

**Indifferent (DC 14)**

**Unfriendly (DC 19)**

**Hostile (DC 24)**

**Extremely Hostile (can't be raised)**

Initial Attitude is hostile if you dealt damage to her, visibly own a horse or dog, have demonstrated the ability to read or write. Otherwise, Indifferent.

### **Move up one step:**

Healing her

Giving back some of her gear

Untying her of making her more comfortable

Return cage-brother's skull

Giving her spicy or salty food

Other at GM Discretion

Give her a big chunk of horse meat (at the Knackery)

### **Move down one step:**

Malicious actions

Dealing damage to her

Attack or kill a goblin dog in A6

Anyone who breaks her cage-brother's skull goes to Extremely Hostile and cannot be moved from it.