

GOBLINS

Goblins are small, aggressive tribal humanoids, usually found in the Undercity, the Dungeon, or jungles and forests. Hobgoblins are human-sized "giant" goblins. Goblins often ally with orcs and work towards common goals.

Individual goblins are not very dangerous, but they are usually found in large numbers (a group of five is very small, and groups of dozens are common). Scouting parties are always led by an elite goblin, while true war parties will be led by a chieftain and include a shaman and several hobgoblins.

While rare, there are some civilized goblins that live in the city. They number less than fifty and can be somewhat discriminated against, but they are generally successful merchants (with some secret connections to the Undercity goblin gangs).

A handful are even heroes, generally rogues, alchemists, and warlocks. The head of the civilized goblin clan is Zedock "Dr. Zed" Gannon, a rank three alchemist who has earned the trust of the Alchemists Guild, although not everyone believes he is worthy of that trust.

YOUNG GOBLIN

STR	DEX	INT	PRE	FOR	REF
D3	D6	D3	D3	D3	D4
MOVE	ATT	DEF	AP	MP	HP
RUN	D3	D2	2	0	1

ATTACKS AND ABILITIES

KNIFE: D3

GOBLIN SKIRMISHER

STR	DEX	INT	PRE	FOR	REF
D3	D6	D4	D4	D4	D6
MOVE	ATT	DEF	AP	MP	HP
RUN	D4	D3	2	0	2

ATTACKS AND ABILITIES

KNIFE: D3

SLING: D4, R2

DARKSIGHT

ELITE GOBLIN

STR	DEX	INT	PRE	FOR	REF
D4	D8	D6	D6	D4	D8
MOVE	ATT	DEF	AP	MP	HP
RUN	D6	D3	3	0	2

ATTACKS AND ABILITIES

SPEAR: D6

SHORT BOW: D6, R2

DARKSIGHT

HOBGOBLIN (1ST RANK)

STR	DEX	INT	PRE	FOR	REF
D8	D6	D3	D6	D8	D4
MOVE	ATT	DEF	AP	MP	HP
RUN	D8	D6	2	0	4

ATTACKS AND ABILITIES

LARGE CLUB: D8

DARKSIGHT

GOBLIN SHAMAN (1ST RANK)

STR	DEX	INT	PRE	FOR	REF
D4	D6	D8	D8	D6	D8
MOVE	ATT	DEF	AP	MP	HP
RUN	D3	D4	2	1	3

ATTACKS AND ABILITIES

KNIFE: D3

INSECT SWARM: D8 vs. FOR, R1, AE1, Cooldown, 1 MP

CURSE SPELL: D8 vs. PRE, R1, Cooldown

SILENCE SPELL: D8 vs. PRE, R1, Cooldown

COUNTERSPELL: D8

DARKSIGHT, CHTHONIC

GOBLIN CHIEFTAIN (1ST RANK)

STR	DEX	INT	PRE	FOR	REF
D6	D8	D6	D8	D6	D8
MOVE	ATT	DEF	AP	MP	HP
RUN	D8	D6	3	0	3

ATTACKS AND ABILITIES

2H AXE: D8

LIGHT CROSSBOW: D8, R3, Reload 2

DARKSIGHT

REDCAP (2ND RANK)

STR	DEX	INT	PRE	FOR	REF
D6	D10	D6	D10	D8	D8
MOVE	ATT	DEF	AP	MP	HP
RUN	D10	D8	3	1	6

ATTACKS AND ABILITIES

SCYTHE: D10

BLOOD DRAIN: D10 vs. FOR, R0

DARKSIGHT, AMBUSH, HUNTER, CHTHONIC

BLOOD DRAIN (EXCLUSIVE)

Redcaps can drain the blood from their victims, but only after they have been injured (lost at least one HP). This attack vs. FOR drains a HP for each success and heals the attacker by an equal amount. A success also stuns the target until the end of the attacker's next turn, so this ability can be used continuously against a stunned target until it fails.