

GOBLIN

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Demihuman Class

Requirements: Minimum DEX 9

Prime requisite: DEX and STR

Hit Dice: 1d6

Maximum level: 8

Armour: Any appropriate to size, including shields

Weapons: Any appropriate to size

Languages: Alignment, Common, Goblin, the language of wolves

Goblins are short demihumans standing between 3' and 3½' tall. They possess skin ranging in colour from yellow to orange to red (and everything in between), while their eyes are usually reddish in hue and are visible even in the dark. Though many goblins live underground, not all do so, especially those most likely to interact with humans and join adventuring parties. Goblins can be somewhat surly and resentful when interacting with other beings, or even their own kin, like bugbears and hobgoblins. These attitudes are only heightened by the fact that many goblins—though not all—are aligned with Chaos.

Prime requisites: A goblin with at least 13 in one prime requisite gains a 5% bonus to experience. If both DEX and STR are 16 or higher, the goblin gets a +10% bonus.

Combat

Goblins can use all types of armour, but it must be tailored to their small size. Similarly, they can use any weapon appropriate to their stature (as determined by the referee). They cannot use longbows or two-handed swords.

Defensive Bonus

Due to their small size, goblins gain a +2 bonus to Armour Class when attacked by large opponents (greater than human-sized).

Detect Construction Tricks

Goblins are fair miners and have a 2-in-6 chance of being able to detect new construction, sliding walls, or sloping passages when searching.

Infravision

Goblins have infravision to 60' (see *Darkness* under *Hazards and Challenges* in *Old-School Essentials*).

Stealth

Underground, goblins have a 3-in-6 chance of moving silently.

Wolf Affinity

Goblins live alongside wolves, including dire wolves. They can speak to these animals and gain a +1 bonus to reaction rolls when encountering wolves. (See *Encounters* in *Old-School Essentials*.) If the result is 9 or greater, a wolf will consent to being ridden as a mount by the goblin.

After Reaching 8th Level

A goblin can establish a stronghold, whether above ground or beneath it, attracting 2d6 goblins from far and wide. Goblins typically live in clans, so goblins of the character's clan will be attracted to this stronghold. Goblins from other clans will generally be friendly and clans may collaborate in times of war or disaster.

A goblin ruler may only hire goblin mercenaries. Specialists and retainers of any race may be hired, but this is uncommon.

Goblin Level Progression

Level	XP	HD	THACO	Saving Throws				
				D	W	P	B	S
1	0	1d6	19 [0]	8	9	10	13	12
2	2,000	2d6	19 [0]	8	9	10	13	12
3	4,000	3d6	19 [0]	8	9	10	13	12
4	8,000	4d6	17 [+2]	6	7	8	10	10
5	16,000	5d6	17 [+2]	6	7	8	10	10
6	32,000	6d6	17 [+2]	6	7	8	10	10
7	64,000	7d6	14 [+5]	4	5	6	7	8
8	120,000	8d6	14 [+5]	4	5	6	7	8

THACO: Attack matrix row to use.
(Ascending AC attack bonus in [].)

D: Death / poison; **W:** Wands;
P: Paralysis / petrify; **B:** Breath attacks;
S: Spells / rods / staves.

