

Goblin Kindred-Class

Prime Requisite: Dexterity and Charisma

Hit Points: 1d6 per level, +2 after Level 10

Combat Aptitude: Semi-Martial

Armour: Light and Medium (must be properly sized)

Weapons: Small and Medium

Native Languages: Woldish, Sylvan (penchant for rhymes)

Defensive Bonus

In melee with Large creatures, goblins gain a +2 Armour Class bonus, due to their small size.

Trader's Basket

All goblins worth their salt as merchants owe at least some of their success to magical trickery. Goblins who venture from the realm of Fairy bring with them an enchanted basket to aid in their journey to accumulate wealth. The basket functions as a normal large sack (capable of holding 600 coins/6 slots), but it is also used to activate the following abilities; up to once per level per day:

► **Purloin:** A goblin may attempt to magically purloin an item (up to 100 coins of weight/1 slot) they have seen in a mortal's possession. If the victim fails a Save Versus Hold, the item is whisked away into the goblin's basket and replaced with an illusory replica which evaporates into mist when touched. If the save succeeds, the victim feels a momentary tug on the item (which remains in their possession).

► **Pluck:** A goblin may reach deep into their basket till their fingertips can feel the pleasantly warm breeze of the Gladding Gloam, and pluck a ripe apple directly from Lord Gladhand's Orchard. These apples function much the same as any other fairy fruit, satiating the hunger of those who eat them. These fruits heal 1 hp to true fairies, and tempt mortals who consume them to venture into fairy (save vs Spells). Accruing multiple failures on these saves may lead to an insatiable desire to venture into fairy (treat this as a growing insanity, much like the fairy rules for hunger).

► **Procure:** Reach into the basket to pull out a random (d20) illusory enchanted oddment (DCB p424). While not real these oddments can be used much the same as their corporeal counterparts. They disappear each dawn in a puff of smoke, or in the presence of a detect magic or similar effect.

► **Provision:** The goblin's basket gains an additional 100 coin carry capacity (1 slot) the contents of this space are non-encumbering. The contents of this secret compartment cannot be found by any other than the goblin. This lasts until the next dawn, at which point any items still stored within are forcibly ejected from the basket.

Glamours

Goblins possess minor magical talents known as glamours (DPB p94). As minor fairy, goblins receive fewer glamours than most of their peers. Goblins learn a random glamour at each even Level.

Code of hospitality

If a goblin is invited into a place by way of handwritten invitation or swearing an oath of good behaviour, they are bound by ancient rites of hospitality and are unable to use their magic of illusion and theft while within the place.

Vulnerable to Cold iron

As fairies, cold iron weapons inflict +1 damage on goblins. (e.g. a cold iron shortsword would inflict 1d6+1 damage on a goblin, rather than the standard 1d6).

Starting Equipment

Armour (roll 1d6): 1-2. None. 3-4. Leather Armour. 5-6. Chainmail.

Weapons (roll 1d6 twice): 1. Club. 2. Shortsword. 3. Staff. 4. Dagger. 5. Sling. 6. Shortbow + 20 arrows.

Class Items: Basket (see Trader's Basket)

Goblin Advancement Table

Level	XP	Hit Points	Glamours	Attack	Doom	Ray	Hold	Blast	Spell
1	0	1d6	0	+0	11	11	13	15	14
2	1,500	+1d6	1	+0	11	11	13	15	14
3	3,000	+1d6	1	+1	10	10	12	14	13
4	6,000	+1d6	2	+1	10	10	12	14	13
5	12,000	+1d6	2	+2	9	9	11	13	12
6	24,000	+1d6	3	+2	9	9	11	13	12
7	48,000	+1d6	3	+3	8	8	10	12	11
8	96,000	+1d6	4	+3	8	8	10	12	11
9	200,000	+1d6	4	+4	7	7	9	11	10
10	300,000	+1d6	5	+4	7	7	9	11	10
11	400,000	+1	5	+5	6	6	8	10	9
12	500,000	+1	6	+5	6	6	8	10	9
13	600,000	+1	6	+6	5	5	7	9	8
14	700,000	+1	7	+6	5	5	7	9	8
15	800,000	+1	7	+7	4	4	6	8	7