



Princes, Thieves & Goblins

by Marcelo & Kat Figueroa

Your search for adventure has led you to the sleepy town of Crow's Watch, at the south end of Druna Pass, in the shadow of the Silverbray Mountains, in the kingdom of Antharp, in the 7th year of the reign of King Kessel V.

In the few days you have spent here, you have found the people of Antharp were once prosperous and proud of their king, but recent events have brought the spirits of these once vibrant people down. It all began when Herzl, court wizard and trusted advisor to King Kessel V, and his father before him, left the king's court for unknown reasons two years ago. Then from the last spring planting to the autumn harvest, raids by renegade bands of goblins plundered the border communities of Antharp. Only the onset of winter stopped the goblins from further destruction, and all efforts to track and run the goblins to ground have ended in failure.

But instead of the promise of rebirth and renewal that Spring thaw brings, this new year has brought only more bad news... the infant heir of King Kessel V, and only child, has disappeared from within the castle.

The people of Antharp are slowly becoming discontented with a King that cannot even protect his own family.

As you sit around the hearth of the Oak Leaf tavern, five men wearing tabards bearing the crest of King Kessel enter the room, all but one carrying weapons and hiding armor under their royal garments. The unarmed man steps to the barkeep, and engages in a short, but private conversation. You also note the unarmed man passing the barkeep a coin purse...

Princes, Thieves & Goblins

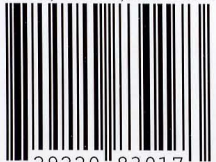
by Marcelo & Kat Figueroa



Requires the use of the
***Dungeons & Dragons® Player's Handbook,
Third Edition***, published by
Wizards of the Coast®

Princes, Thieves & Goblins is a d20 System adventure booster designed for 3-5 characters of levels 4-6. It can be played as a standalone adventure or dropped into any ongoing campaign setting.

Princes, Thieves, and Goblins



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How to Use This Product

This adventure is designed to be easily dropped into your existing *Third-Edition D&D* campaign. It can be run in a single session, and it makes for an excellent evening's gaming. To prepare yourself to run it, you should read it completely at least once to familiarize yourself with the material. You may wish to photocopy the map in the center of the book for ease of use as well. The text on the back of the book can be read to your players to introduce them to the adventure. After that, you're ready to begin. Good luck!

Dungeons and Dragons®

This module requires the use of the *Dungeons and Dragons® Player's Handbook, Third Edition*, published by Wizards of the Coast.® You won't be able to run this adventure without it.



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Princes, Thieves & Goblins

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Player's Background

In the 7th year of the reign of King Kessel V, in the kingdom of Antharp, in the shadow of the Silverbray Mountains, at the south end of Druna Pass, your search for adventure has led you to the sleepy town of Crow's Watch.

In the few days you have spent here, you have found that the people of Antharp were once prosperous and proud of their king, but recent events have brought the spirits of these vibrant people down. It all began when Herzl, court wizard and trusted advisor to King Kessel V, and his father before him, left the king's court for unknown reasons two years ago. Then, from the last spring planting to the autumn harvest, raids by renegade bands of goblins plundered the border communities of Antharp. Only the onset of winter stopped the goblins from further destruction, and all efforts to track and run the goblins to ground have ended in failure.

But instead of the promise of rebirth and renewal that Spring thaw brings, this new year has brought only more bad news... the infant heir of King Kessel V, and only child, has disappeared from within the castle.

The people of Antharp are slowly becoming discontented with a King that cannot even protect his own family.

As you sit around the hearth of the Oak Leaf tavern, five men wearing tabards bearing the crest of King Kessel enter the room, all but one carrying weapons and hiding armor under their royal garments. The unarmed man steps to the barkeep, and engages in a short, but private conversation. You also note the man passing the barkeep a coin purse.

"Bar's closed. Everyone have a restful night," the barkeep announces. As the unarmed man approaches your table, his guards remain by the door.

As the tavern patrons make their way out, the unarmed man says to you, "No, don't get up. Do please join me for a drink, won't you? I have matters of great importance to discuss with you, on behalf of His Majesty, King Kessel V.

My Lord requests your presence in a private audience at his summer cottage, one days ride south of here. You are to be his guests until he arrives three days hence. My men will be happy to escort you to the cottage.

As a token of good faith, please accept this gift." He places a large coin purse on your table.

"My men will meet you here at dawn. I must advise you that it is considered uncouth to not accept an invitation



from a king. I bid you goodnight.”

With that, he leaves, and two of the guards leave with him. As sure as could be expected, all four guards are awaiting your arrival in front of the tavern. They stand, preparing two royal carriages and a wagon for your trip.

The coin purse contains 100 platinum pieces.

Your arrival at the spacious summer estate of the king is met with little of the pomp expected for royal guests, but the estate’s caretaker, Nullis, meets you at the gate.

If the party has its own mounts, they can be hitched to walk along-side the wagon.

Nullis greets you warmly, and invites you in. Each of you is assigned your own valet, who shows you to your room, while your personal belongings are brought from the wagon, and your mounts stabled.

For the next two days you have full run of the grounds. You are invited to hunt the king’s forest, fish the king’s lake, stroll his gardens, study in his library, etc. Your only restrictions are that you must eat at the scheduled meal times, and under no circumstances are you allowed to carry weapons (save while hunting) while on the grounds.

On schedule, the king and his entourage arrive. Nullis informs all of you that your audience with the king will take place after tonight’s dinner banquet. Each of you is provided with individually tailored formal dinnerwear as a gift from the king, that you are requested to wear to the dinner.

On your way into the dinner hall, you are presented to the king and queen. They smile and greet you warmly, but they appear weary and sorrowful.

Any requests to leave the grounds until the party has met with the king, will be denied, and will be enforced by the guards by any means necessary.

As the dinner concludes, the king and queen share a glance that signals it is time to tell you the reason for this visit.

“Our humble apologies, for bringing you here without a reasonable explanation. I trust your stay has been satisfactory?”

We have called you here to ask your assistance on a matter of grave urgency. Very recently our child was abducted from his very crib. Those responsible with his security have been appropriately dealt with. My court seers have performed a scrying, and determined that your group has the necessary skill and courage to rescue my son.

We have good reason to believe that our child was abducted by a band of goblins, and taken back to their king in the mountains north of here. We know this because it has recently come to our attention that the goblin king is our



former court wizard, Herzl. His affection for my queen became a nuisance and an embarrassment, so I cast him out. The abduction of my son is clearly an act of retribution meant to deny my people a true heir.

We beseech you to undertake an operation that will bring about the safe return of our son. We are prepared to offer you land and title, as well as a stipend of 50 platinum pieces each for expenses incurred during your mission. Maps and guides will be provided to the extent of my kingdom. I am also including a letter of Marque granting you ownership rights to anything of value you recover from the Goblin King’s lair.

What say you? Will you save our son?”

DM’s Information

All is not well in the kingdom of Antharp.

Two years ago, the wizard Herzl was a respected and trusted advisor to young King Kessel, as he was to the previous king. His only failing to the crown was that he fell madly in love with the queen, whom he believed shared this same affection. His emotion got the better of him, and one day in private audience with the queen he made improper advances toward Her Royal Highness. Without making a scene, she very discreetly made it clear to him that her love was for no other but the king, and their heir.

This came as a shock to Herzl, for no formal announcement had been made to the court that the queen was with child.

Herzl politely apologized, and asked the queen to keep this between the two of them, and that it would never happen again. But the queen could not keep this a secret from her husband.

In a private meeting the following day, King Kessel announced the banishment of Herzl for his affront to the Queen’s honor.

Consumed by his passion and angered by this breach of trust in the queen, Herzl cast a rare and ancient spell that would change the paternity of the queen’s unborn child to his own.

Herzl fled to the Silverbray Mountains for solace. There he allied himself with the Goblin King, Narsh, whom he soon overthrew and replaced as the Goblin King (goblins are not exactly picky about whether their king is actually a goblin), claiming the symbol of rulership among the goblins... the Scepter of the Goblin King. As legend holds, the owner of this marvelous item is revered as the ruler of all goblins residing within the Silverbray Mountains.

Upon taking his new throne, Herzl set out to weaken and eventually overthrow King Kessel in a secret war of plunder and mayhem. Thus, for the past year, bands of Herzl’s goblins have been raiding the border communities of Antharp, looting and pillaging.

Meanwhile, the Queen gave birth to a healthy and happy son, heir to throne of Antharp... Prince Kessel VI.



The plea of Kessel's people for action did not go unheard, but the King was unwilling to commit his army to what would amount to a fruitless search of a treacherous mountain range just to root out what he determined to be no more than a renegade band of goblins. Thus, just after the last autumn harvest, he sent a wily band of rogues into the mountains to find and dispatch the goblins. They returned with the Scepter of the Goblin King, and news that the goblins would no longer be a problem as long as he possessed the scepter, as well as word that the goblins were under the rule of a human wizard. In the king's mind, it was none other than Herzl. To protect this information from ever getting out, King Kessel ordered these rouges be executed.

The truth behind the legend of the Scepter is that the item itself does not make someone the Goblin King, but it is imbued with great magical powers. Herzl's goblin spies reported it being in the possession of King Kessel... an affront that would not go unanswered.

"Bring back what is mine!" he yelled.

Goblins are not renowned for their intelligence, and Herzl had long forgotten the spell he cast upon the Queen, altering the unborn heir to be his own son. Thus, having only been ordered to bring back what was Herzl's, the goblin thieves stumbled upon the child's room. Perceiving that this child was Herzl's, they escaped with the infant as quietly as they had entered.

Into The Mountains

Once the party has had a chance to equip themselves for the journey, they set out with their armed escort, and two guides that will take them back through Crow's Watch, into Druna Pass. They will stay with the party for one more day within the pass, and then declare themselves at the edge of the kingdom. They give the party leader a map to the approximate entrance to the Goblin King's Labyrinth, and wish them luck. They will await the party's return in Crow's Watch for eight days, and then return to the King with news of the party's failure.

The map is surprisingly accurate, and it takes the party only two more days to arrive at the entrance to the Goblin King's Labyrinth. On each of those travel days, there is a 40% chance that the party will be ambushed by a band of 1d10 Prismatic Goblins. Each band will all be of the same color, determined randomly.

1. Oubliette

A staircase leads down 50 ft. into this room. This room has a large stone idol of a goblin in the center of the room. You notice something glittering in its eyes.

The last step of the staircase is trapped (DC 25 to detect). Unless it is disarmed, every PC that steps on that spot triggers a gout of flame from the opposite wall that shoots up the stairs affecting everyone on the stairs within 10' of the last step. The fire scorches for 1d10 Damage (Ref Save DC 15 for



1/2 Damage).

This room is guarded by 2 **Manticore** (57 hp each).

Manticore (2): CR 5. SZ H (Magical Beast); HD 6d10+24; 57 hp; Init: +2 (Dex); Spd: 30, fly 50 (clumsy); AC 16 (-2 size, +2 Dex, +6 natural); Atk: 2 claws +9 (2d4+5), bite +7 (1d8+2), or 6 tail spikes +6 (1d8+2); Face 10 ft. X 20 ft.; Reach 10 ft.; SA: Spikes; SQ Scent; SV Fort +9, Ref +7, Will +3; Str 20, Dex 15, Con 19, Int 7, Wis 12, Cha 9; AL LE; Skills: Listen +9, Spot +9; Feats: Multiattack.

Here the party will find a *wand of magic missile* (3rd Level), Scale Mail Armor, 2 diamonds in the eyes of the idol (1,750 gp, 1,000 gp), and a suit of +3 *leather armor*.

2. Garden Room

This room contains a garden of strange plants. A luminous wizard-marked rune partially completed on the wall gives some clue to the identity of the dead wizard whose bones lie in a tangled heap upon the floor.

6 Prismatic Goblins (see page 14 for stats) tend this garden. All are the same color. Roll to determine their color. Hidden in the robes of the dead mage is a *Jeweler's Kit*.

3. Gallery

The ceiling of this room is painted blue like the sky. The center of the room contains a plate in the floor painted to represent the sun.

6 Prismatic Goblins protect this gallery. All are the same color. Roll to determine their color.

Any PC that stands on the disc in the center of the room for one round will be teleported to the center of Room 8.

4. Master Bedroom

A close examination of the floor & ceiling reveal thousands of holes about the size of small coins. The only furniture in this room is the master bed, which is carved from granite.

The first PC to step over the holes will set off the trap. The holes on the floor will lift the PC into the air with a constant blast of air (up to 350 pounds). The holes in the ceiling will also blast air of the same force downward, sending the PC spinning and tumbling in mid-air. The PC caught in the trap will get sick and suffer 1 point of damage every round. If the PC is in the trap more than 5 rounds, they must pass a Constitution Check (DC 20) or black out.

Behind the holes are large fans run by magical means. To disarm the trap, a staff of considerable strength (magical, etc.) must be shoved into the holes. If a Strength check (DC 25) is successful, the fan is jammed; otherwise, the PC



attempting to disarm it will suffer 1d4 points of damage, and the staff may be broken. If the floor fan stops, first the PC in the trap will fall to the floor, suffering falling damage and vice-versa for the floor fan.

5. Blacksmith Foundry

The room is taller than it is wide, with groined ceilings disappearing upward into the darkness. Mold-covered bricks – fallen from these ancient roofing arches – are scattered about the floor.

3 Prismatic Goblins protect this foundry. All are the same color. Roll to determine their color.

Hidden among the debris (Spot check, DC 20) is a Lock Pick Kit.

6. Armory

At first it is indiscernible. Slowly, the soft noises make themselves known. These noises become whispers. Each whisper is the name of one who has come before you and died in this very room. There is also arcane writing on the door on the north side of the room.

The inscription on the door requires a Knowledge: Arcane skill check (DC 15) to read. Whoever reads it sets off a *fireball* spell (3rd Level Caster), centered upon the reader.

6 Prismatic Goblins protect this armory. All are the same color. Roll to determine their color.

The goblins are guarding a *potion of aid*, a *potion of intelligence*, a *potion of tongues*, and a *potion of wisdom*.

7. Bed Room

The walls of this room are painted Aquamarine. The furniture is of standard bedroom kind (bed, armoire, chest of drawers, etc.).

There is a pit trap 5 feet down the west hallway from this room. The pit is 10 feet deep. 1d6 spikes for 1d4 points of damage per spike will hit any PC falling into this pit.

This room is guarded by **8 Hobgoblins (5 hp each)**.

Spread among the bedroom furniture is a bag containing a *wand of invisibility*, 1,210 cp and a Large Metal Shield.

Hobgoblin (8): CR 1/2; SZ M (Humanoid (Goblinoid)); HD 1d8+1; hp 5 each; Init: +1 (Dex); Spd 30; AC 15 (+1 Dex, +3 Studded Leather, +1 Small Shield); Atk: Longsword +1(1d8), or Javelin +2 (1d6); Face 5 ft. x 5 ft.; Reach 5 ft.; SQ Darkvision 60 ft.; SV Fort +3, Ref +1, Will +0; Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10; AL LE; Skills: Hide +1, Listen +3, Move Silently +3, Spot +3; Feats: Alertness.



8. Bath

An underground river cuts through the middle of this room, running southeast. A glowing orange disc floats above the water in the center of the room.

PCs teleported in from Room 3 will appear upon the disk. The disc does not reach to either side of the river, but any PC taking a step that would take them off of the disc will result in the disc expanding itself to keep the PC from falling in the river.

Alternatively, the disc will elongate itself to take on anyone that approaches it from the river's shore on either side, and teleport them to Room 3.

The river is only three feet deep at its center. PCs wishing to follow the river in either direction will find an iron grate at the either end of the room. This grate is enchanted, and cannot be removed for any reason.

This room is guarded by **3 Bugbears (16 hp each)**.

Bugbear (3): CR 2. SZ M (Humanoid (Goblinoid)); HD 3d8+2; 16 hp; Init: +1 (Dex); Spd 30; AC 17 (+1 Dex, +3 natural, +2 leather, +1 small shield); Atk: Morningstar +4 (1d8+2), or javelin +3 (1d6+2); Face 5 ft x 5 ft.; Reach 5ft.; SQ Darkvision 60ft.; SV Fort +2, Ref +4, Will +1; Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9; AL CE; Skills: Climb +2, Hide +3, Listen +3, Move Silently +6, Spot +3; Feats: Alertness.

9. Shrine

An underground river cuts through the middle of this room running north to south. On the opposite side of the room, on the other side of the river, stands another idol of a large goblin similar to the one encountered at the labyrinth entrance. Like the first, two glittering objects are in the statues eye sockets.

The idol is a clever teleporting device. The glittering objects in the statues eyes are simple crystals of no value. The teleporting device in the statue activates when someone touches the eyes in a particular pattern:

Left Eye then Right Eye – PC is teleported to Room 3

Right Eye then Left Eye – PC is teleported to Room 8

Both Eyes simultaneously – PC is teleported to Room 10

The river is only three feet deep at its center. PC's wishing to follow the river in either direction will find an iron grate at the either end of the room. This grate is enchanted, and cannot be removed for any reason.

This room is guarded by **2 Bugbears (16 hp each)**.



10. Ball Room

This room has a marble floor, severely cracked.

There is nothing of interest or value in this room.

11. Armory

As you enter this room, you are struck by the sight of eight goblins antagonizing a manticore that is stuck in a cage that hangs from the ceiling. In one corner of this room are an over-turned table and a broken stool. The floor has a large crack running down the middle. One side of the cracked floor has dropped a couple of feet, as the foundation appears to have given way.

Once the Goblins notice the PC's, which is almost immediately, they turn to attack the party. Once the band of Goblins is down to two, one of them will make a break for the cage to free the Manticore. Should the creature be freed, it will immediately attempt to slay everyone in the room. It is extremely enraged from the treatment given to it by the Goblins, thus it will pass all Willpower Saves until it is slain or has slain everyone in the room.

One of the Goblins is wearing a rune carved necklace that glows brightly until the Goblin is slain. Any PC casting Detect Magic or some similar spell upon the amulet will reveal that the amulet glows whenever the wearer is danger. However, as soon one of the PC's puts the amulet on, it immediately begins to glow. For the next 1d20+5 minutes the amulet slowly glows brighter & heats up (not enough to harm the wearer) until, at the end of that time, the amulet detonates! The wearer takes 1d10 hits immediately. If the wearer takes off the amulet before this time runs out, the amulet will reset when it is worn again.

A magical door blocks the way out the West exit with a riddle. Scrawled on this door in the language of goblins is the symbols for the numbers 1 through 9, and an obvious blank space. In order to open the door, the PC's must figure out what goes into the blank. Allow any PC that possesses the skill Arcane: Knowledge to make a check (DC 30, DC 20 if the PC speaks Goblinoid). Success will reveal that the final inscription must be made using a silver dagger. Success by 4 or greater will reveal that a "0" must be scrawled into the black space. The door will not open by any other means.

This room is guarded by **8 Prismatic Goblins (4 hp each)** and **1 Manticore (57 hp)**.

12. Guard Room

There is a very realistic statue of a knight in this room.

There is nothing of interest or value in this room.



13. Temple

There is a very large stone alter in the center of the room.

2 Cloakers (45 hp each) guard this room.

The cloakers guard a chest in the corner of the room that contains 8 Rubies (1000 gp's each), and 600 Electrum pieces.

Cloaker (2): CR 5. SZ L (Aberration); HD 6d8+18; 45 hp; Init: +7 (Dex, Improved Initiative); Spd 10, Fly 40 (average); AC 19 (-1 size, +3 Dex, +7 natural); Atk: Tail slap +8 (1d5+5), bite +3 (1d4+2); Face 5 ft. x 5 ft.; Reach 10 ft. (5 ft. with bite); SA Moan, engulf; SQ *shadow shift*; SV Fort +5, Ref +5, Will +7; Str 21, Dex 16, Con 17, Int 14, Wis 15, Cha 15; AL CN; Skills: Hide +12, Listen +11, Move Silently +12, Spot +11; Feats: Alertness, Improved Initiative.

14. Training Room

The floor of this room is inlaid with 5 ft squares of red and black, in a checkerboard pattern.

There is nothing of interest or value in this room.

15. Garden Room

As you open the door, a blast of humidity causes you to immediately perspire. There is no light in this room save the one your party has. Upon closer inspection, you see that this room is used to grow the species of Toad Stool that is a main staple of the goblin diet.

There is nothing of interest or value in this room.

16. Bed Room

This room is decorated with a desk and chair, a sofa, and a bed.

The desk contains a hidden, but un-trapped compartment (Search, DC 20) containing a *Potion Of Cure Serious Wounds*.

There is a secret, sliding door to Room 19 (Search, DC 20).

2 Ankhegs (25 hp each) guard this room.

The hidden compartment of the desk

Ankheg (2): CR 3. SZ L (Beast); HD 3d10+9; 25 hp; Init. +0; Spd 30, Burrow 20; AC 18 (-1 size, +9 natural); Atk: Bite +6 (2d6+7); Face 5 ft. x 10 ft.; Reach 5 ft.; SA Improved grab, acid, spit acid; SQ Tremorsense; SV Fort +6, Ref +3, Will +2; Str 21, Dex 10, Con 17, Int 1, Wis 13 Cha 6; AL N; Skills: Listen +4.



17. Council Chamber

The crying of an infant can be heard as you move down the hallway into this chamber. Upon entering the room you see a human sitting on a throne holding a crying human infant in his arms. You also notice that you are surrounded by colorful goblins.

"I was wondering when you would get here," the Goblin King says. "Do please have a seat, won't you. I know why you're here, and I am prepared to make you a counter offer."

Herzl (The Goblin King) will explain how the child came to him, by accident, of course. He will detail his side of the story, and that King Kessel sent a previous band of rogues to steal his scepter. He will only give up the child upon return of his scepter. GM's are encouraged to role-play this encounter if the party seems to be sympathetic to Herzl's story. They may also feel free to negotiate a price for their services in getting the scepter back for Herzl or mediating the return of the child & the scepter to their respective owners.

Although Herzl would much rather avoid battle against the Players, he is prepared to defend the child & let his goblins take care of the Players. He will not actually harm the child, but is more than willing to threaten harm to the child if it gets him out of trouble.

Herzl is guarded by **twice as many Prismatic Goblins as there are PCs**. Every pair of goblins is the same color. Roll for their colors.

Herzl is armed with a *wand of magic missile* (5th Level Caster), *+2 ring of protection*, and a *+5 amulet of natural armor*.

18. Torture Chamber

Paintings of goblins line the walls of this room. The eyes follow as you move about the room.

There is nothing of interest or value in this room.

19. Well

This room has been cleared of all debris and scrubbed clean. The walls & ceiling are painted black. In the center of the room is a stone well.

There is nothing odd or mysterious about the well. The water is clean and fresh, as it is a tributary of the underground river that passes through Rooms 8 and 9.

There is a secret, sliding door to Room 16 (Search, DC 20).

2 Cloakers (45 hp each) guard this room.



Cloaker (2): CR 5. SZ L (Aberration); HD 6d8+18; 45 hp; Init: +7 (Dex, Improved Initiative); Spd 10, Fly 40 (average); AC 19 (-1 size, +3 Dex, +7 natural); Atk: Tail slap +8 (1d5+5), bite +3 (1d4+2); Face 5 ft. x 5 ft.; Reach 10 ft. (5 ft. with bite); SA Moan, engulf; SQ *shadow shift*; SV Fort +5, Ref +5, Will +7; Str 21, Dex 16, Con 17, Int 14, Wis 15, Cha 15; AL CN; Skills: Hide +12, Listen +11, Move Silently +12, Spot +11; Feats: Alertness, Improved Initiative.

Herzl, the Goblin King

SZ Medium (Human Wizard)

Hit Dice: 6d4; 31 hp

Initiative: +3 (Dex)

Speed 30; AC 20 (+3 Dex, +2 ring, +5 amulet)

Attacks: Spells

Face 5 ft. x 5 ft.

Reach 5 ft.

Special Qualities: Spells

Saves: Fort +4, Ref +5, Will +6

Str 14, Dex 16, Con 15, Int 17, Wis 12, Cha 16

AL CN

Skills: Alchemy +8, Concentration +10, Diplomacy +5, Gather Information +5, Intimidate +5, Knowledge (Arcana) +10, Listen +3, Scrye +9, Sense Motive +3, Spellcraft +11

Feats: Combat Casting, Dodge, Maximize Spell, Scribe Scroll, Spell Focus (Transmutation), Spell Penetration

Spells: *burning hands*, *mage armor*, *magic weapon*, *obscuring mist*, *ray of enfeeblement*, *shield*, *shocking grasp*, *summon monster I*, *blindness/deafness*, *blur*, *mirror image*, *rope trick*, *blink*, *dispel magic*, *gaseous form*, *vampiric touch*.

Challenge Rating: 6

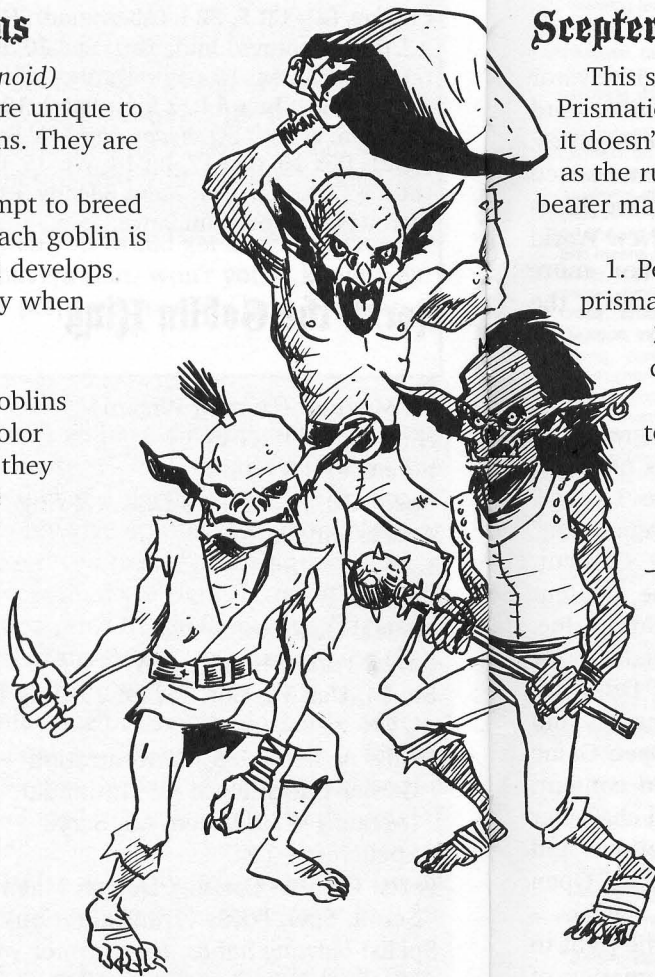
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Prismatic Goblins

Small Humanoid (Goblinoid)

Prismatic Goblins are unique to the Silverbray Mountains. They are the result of a mad wizard/alchemy attempt to breed a more useful goblin. Each goblin is born with no color, and develops their coloring at puberty when the foundation of their personality takes root. Thereafter, Prismatic Goblins travel with their own color goblin. In game terms, they are in every respect the same as the standard goblin except that each color of Prismatic Goblin has a special ability that is determined by their color.



Hit Dice: 1d8 (4 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

AC 15 (+1 size, +1 Dex, +3 studded leather)

Attacks: Morningstar +1 melee or javelin +3 ranged

Damage: Morningstar 1d8-1 or Javelin 1d6-1; F/R: 5 ft x 5 ft./5 ft.

Special Qualities: Darkvision 60 ft.

Saves: Fort +2, Ref +1, Will +0

Abilities: Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8

Skills: Hide +6, Listen +3, Move Silently +4, Spot +3

Feats: Alertness

Challenge Rating: 1

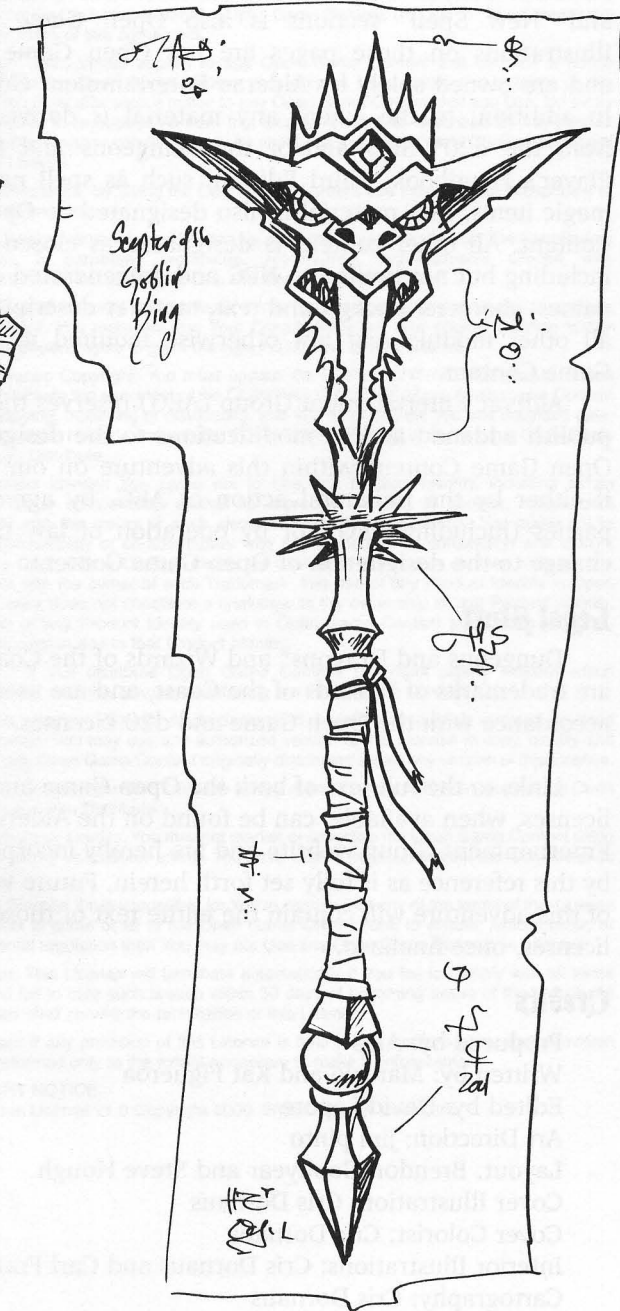
Roll 1d6

1. Red – Gains 1d6+2 points of Str for 1 hour, twice per day
2. Orange – Gains an additional attack and +2 AC for 1d6 rounds, twice per day
3. Yellow – Cast Charm Person (DC 20) twice per day
4. Green – Gains +1 AC, all attacks and saves for 1d6 rounds, twice per day
5. Blue – Cast Mirror Image (3rd Level Caster) twice per day
6. Purple – Hand to hand attacks do 1d6 damage. The goblin receives as bonus hit points for 1d6 rounds twice per day.

Scepter Of The Goblin King

This sacred item has been the symbol of the ruler of the Prismatic Goblins for millennia. Whoever possesses it (and it doesn't have to actually be a goblin) is generally accepted as the ruler of the goblins of the Silverbray Mountains. Its bearer may use the following abilities:

1. Permanently polymorph one person per day into a prismatic goblin (Will save check DC 30).
2. May be used as a *wand of wonder* three times per day.
3. Wielder automatically has a Charisma of 20 to goblins and other goblinoids.





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