

Species, Breed: Goblin, Arctic

Type: Not applicable.

Class: Monster (mammal)

Align: Evil.

Gender: %Roll: 01-50 = Female, 51-00 = Male

Level: 20 + 1-D12

Number encountered: 2-D4 +2

Experience points: 30 x level

Characteristics

Awareness: 30

Charisma: 9

Constitution: 35

Coordination: 32

Dexterity: 32

Intelligence: 18

Mental-strength: 60

Strength: 40

Wisdom: 10

Movement:

Flying: Can't

Grounded: 12

Swimming: 4

Luck: 110

Oxygen-points: 180

Blood-points: 105

Attack descriptions

Large Battle Axe: 3 See: "Special abilities"

Damage: 2-D12 + 4 x2 See: "Special offenses"

Range: 2 spaces (10')

Attack Type: Sharp

and:

210 lb. Crossbow: 1 shot per 2 turns.

Damage: 2-D10 + 1-D4 x7

Range: 60 spaces (120')

Attack Type: Sharp

Defense: 47 See: "Special offenses"

Offense: 47 See: "Special offenses"

Damage-Points: Roll 3-D10 +3 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 40+ to have 4-D20

Bronze: 45+ to have 3-D20

Silver: 50+ to have 2-D20

Electrum: 55+ to have 1-D20

White-gold: 65+ to have 1-D12

Yellow-gold: 75+ to have 1-D6

Black-gold: 85+ to have 1-D4

Treasure item(s):

Common: None.

UnCommon: 60+ to have 1-D4

Rare: 80+ to have 1-D4

Legendary: 00 to have 1-D4

Note:

The Arctic Goblin will have a chance of possessing extra treasure (other than the items rolled for in the above chart):

20% chance of having 1 Enchanted Weapon (which it will use)

20% chance of having 1 Enchanted Armor (which it will wear)

Description:

Annihilation Strike?: Yes.

Description:

Eye color: Gray.

Eye shape: Slanted.

Hair color: Gray.

Height: 6'-0"

Skin color: White.

Skin texture: More rough than a human.

Posture: Biped.

Weight: 240 lbs.

Dislikes: All races.

Disposition: The Arctic Goblin loves conquest and combat, and will go out of the way to start a fight. They enjoy hard working slaves, if their victims surrender, and will oblige them by taking them into their cave home, which they will always have, to dig and mine for them.

Fears: Dragons.

Habitat: Arctic Regions (they are found mostly in the mountains, but are encountered in the Arctic Desert on rare occasions). This creature will always make a cave system their home; it keeps them as it protects them from the deadly arctic chill and protects them from predators.

Immunities: None.

Life-span: 300 years.

Likes: Slaves and conquest.

Needs: Basic needs of life (food, water, shelter, etc.)

Note: None.

Special Abilities: Divine Favor: "Spirit of War" (which gives +2 attacks, or actions per turn).

Modification-points: Each Arctic Goblin will have 2-D6 modification-points per level advanced to purchase any abilities (not holy abilities).

Special Defenses: Resistances: -3 damage-reduction to cold of any type.

Special Offenses: Arctic Strike: + 1-D10 x3 cold damage when attacking with any axe. The nature of the axe is changed only when in the hand of the Arctic Goblin (the axe is not enchanted).

Berserkers Affinity: These Goblins have an increased defense / offense of +15.

Weapon Speciality: x2 damage on all physical strikes with any type of crossbow or axe.

Susceptibilities: Fire-based attacks cause +3 damage added to each dice rolled.

Weapon susceptibility: Rank-0 (or better) weapon to harm.