

# IMPERIAL GOBLIN

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## Demihuman Class

**Requirements:** Minimum CON 9

**Prime requisite:** STR, CON

**Hit Dice:** 1d6

**Maximum level:** 11

**Armour:** Any, including shields

**Weapons:** Small or normal sized

**Languages:** Alignment, Archontean, Hobgoblin, Wild Goblinish

Imperial Goblins reach a maximum of 4' 8" in height. They are known for their wiry strength and tough constitutions. They are noted as highly effective merchants, estate managers, and bureaucrats, but they are typically treated as second-class citizens by ordinary Archontean and are the object of casual racism on the part of the Archontean.

## Combat

Imperial Goblins can use all types of armour. Due to their short height, goblins can only use small or normal sized weapons. They cannot use longbows or two-handed swords.

## Defensive Bonus

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

## Awareness

Imperial Goblins are only surprised on a roll of 1. This may mean that a goblin is able to act in the surprise round while their companions are surprised.

## Infravision

Imperial Goblins have infravision to 60' (see *Darkness*, p116).

## Goblin Backstab

When attacking an unaware opponent from behind, an Imperial Goblin receives a +2 bonus to hit & doubles any damage dealt.

## Hiding

Imperial Goblins have an uncanny ability to disappear from sight. In dungeons, they can hide in shadows or behind other forms of cover. The chance of success is 2-in-6. Hiding requires the goblin to be motionless.

## Level Titles

Imperial Goblins fancy themselves part of the Imperial Legion and are very proud of their service therein. As such, Imperial Goblin level titles mimic titles in the Imperial Army. The Legion itself doesn't recognize goblin PCs as active members of the military and have not been directed to do so by the Imperial Strategos.

The ranks are as follows:

Level 1: Spatharios (spatha-bearer)

Level 2: Princeps (first-in-order)

Level 3: Tertius (third rank leader)

Level 4: Dekarch (leader of 10)

Level 5: Pentarch (leader of 50)

Level 6: Kentarch (leader of 100)

Level 7: Komes (leader of 500)

Level 8: Taxiarch (leader of two banda)

Level 9: Polemarch (leader of a legion)

## After Reaching 9th Level

An Imperial Goblin has the option of establishing a fort that will attract goblins from the region to form a new legion clan. Imperial Goblin leaders give themselves the rank of Polemarch (a rank leading 3000 men in the Archontean Army). This title is not automatically recognized by the local military leader, but respect and recognition can be earned and, at the discretion of the GM, the title and rank can be recognized locally.

The fort is usually based near a cave system or in an old, previously abandoned, fortification. It will attract 6d6 1st level Goblins and 2d6 female Goblins when established.

In the first year, every 3 months there is a 50% chance that 2d6 more level 1 goblins will join the new clan. Any significant event in favor of the fort's reputation will increase the clan by 2d20 level 1 goblins.

Imperial Goblins are incredibly fecund and an established clan will grow very quickly.

### Goblin Age Categories:

0-8 yr Child/Adolescent/Teen  
 9-19 yr Adult (reproductive age)  
 20-49 yr Middle Age to Old  
 50+ yr Venerable

### Details of typical clan growth:

Only adults reproduce  
 Yearly birth rate = 4 x # Adult females  
 35% of births are female  
 65% of births are male

Each year there is a 60% chance that many goblins are killed in combat or accidents. If such events occur, roll 4d10+1d8 to determine the percentage of male goblins that have been killed. Likewise, roll 1d20 to determine the percentage of females and young goblins that have been killed.

Goblins start training at age 7 and 60% will become level 1 Imperial Goblins at age 10.

## Imperial 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	2,200	2d6	19 [0]	8	9	10	13	12
3	4,400	3d6	19 [0]	8	9	10	13	12
4	8,800	4d6	17 [+2]	6	7	8	10	10
5	17,000	5d6	17 [+2]	6	7	8	10	10
6	35,000	6d6	17 [+2]	6	7	8	10	10
7	70,000	7d6	14 [+5]	4	5	6	7	8
8	140,000	8d6	14 [+5]	4	5	6	7	8
9	270,000	9d6	14 [+5]	4	5	6	7	8
10	400,000	9d6+3*	12 [+7]	2	3	4	4	6
11	530,000	9d6+6*	12 [+7]	2	3	4	4	6

\* Modifiers from CON no longer apply.

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