

# WE BE GOBLINS!

## MOGMURCH

Ten-year-old Mogmurch is deranged. Mogmurch lives with his mate Rempty, who has an irritating habit of licking his face clean in public (especially when he leaves the village). She thinks his use of alchemy is very clever, and while she loves the flavor Mogmurch's experiments leave on his face, she worries that he'll some day blow himself up when she's not around to watch.

### MOGMURCH

Male goblin alchemist 1

NE Small humanoid (goblinoid)

**Init** +4; **Senses** darkvision 60 ft.; **Perception** +3

#### DEFENSE

**AC** 17, **touch** 15, **flat-footed** 13 (+2 armor, +4 Dex, +1 size)

**hp** 10 (1d8+2)

**Fort** +5, **Ref** +6, **Will** -1

#### OFFENSE

**Speed** 30 ft.

**Melee** club +0 (1d4-1)

**Ranged** bomb +6 (1d6+2 fire)

**Special Attacks** bomb 3/day (1d6+2 fire, DC 12)

**Alchemist Extracts Prepared** (CL 1st)

1st—*cure light wounds*, *shield*

**Extracts Known** *detect undead*, *jump*, *reduce person*, *true strike*

#### STATISTICS

**Str** 8, **Dex** 18, **Con** 13, **Int** 15, **Wis** 8, **Cha** 10

**Base Atk** +0; **CMB** -2; **CMD** 12

**Feats** Brew Potion, Great Fortitude, Throw Anything

**Trait** Bouncy

**Skills** Craft (alchemy) +6, **Heal** +3, **Knowledge** (nature) +6, **Perception** +3, **Ride** +8, **Sleight of Hand** +8, **Stealth** +12, **Survival** +3

**Languages** Common, Goblin, Varisian

**SQ** alchemy (alchemy crafting +1, identify potions), mutagen (+4/-2, +2 natural, 10 minutes)

**Combat Gear** *potions of cure light wounds* (2), acid (2), alchemist's fire (3), smokestick, tanglefoot bag

**Other Gear** leather armor, club, lucky pet toad "Amfibier," spectacles (for show), gourd of pickled leeches just about ready to eat (counts as 1 day's field rations), juicy slug in a small pot (snack), skull face mask, metal codpiece, jester's hat, pumpkin-head lantern, black eyepatch (with hole cut in it to see), hard leather boot (used as belt pouch), formula book (contains all extract formulae known)

## GOBLIN TRAIT: BOUNCY

Your bones, flesh, and skin are a bit more elastic than those of most goblins—when you fall, you tend to bounce a little better than them as a result. Whenever you take falling damage, the first 1d6 points of lethal damage suffered in the fall are automatically converted to nonlethal damage. You also gain a +2 bonus on all Reflex saves made to avoid unexpected falls.



## MOGMURCH'S SONG

THINGS GO BOOM WHEN MOGMURCH  
THROWS,  
MUCH MORE FUN THAN USING BOWS.  
SOMETIMES WHERE THE BOOM BOOM  
BLOWS  
IS NOT MY FAULT—THAT'S HOW IT GOES.