

# SKULLS & CROSSES

## KILLER COMBINATION

*Goblins are not always feared. Many times in RPGs they just serve as faceless numbers to fall before the heroes mighty sword and magic spells. No more! Try this little halloween combo on for size.*

Here is a little something different for your Dark Fantasy of Sundrah (DFoS) campaign that will liven up those goblin encounters. A specialized goblin tracker/assassin called a Hunter-Killer and its monstrous counterpart, a trained, carnivorous Riu-Rot from the Dark Abyss, near the town of Hokum.

## GOBLIN HUNTER-KILLER

*This manhunting cannibal has no purpose except to thin the population of threats to goblin-kind.*  
*Seek. Destroy. Rinse. Repeat.*

CR: 8  
EN +2 It +1 WP +1 SP +2  
Abilities by Level  
L0. Gain: Animal Handling, Counter Tracking, Stealth, Tracking, Reaction  
L0. Gain 1 Riu-Rot follower. Gain +1 Riu-Rot every level.  
L0. Gain: Brew Riu-Rot ointment  
L5. Command natural vermin: Any vermin half the goblin's level or less  
L10. +10 bonus to tracking  
L20. Gain hunter-killer pack: 1d6+2 goblin apprentices

### Limitations

1. Must choose: Hth Unarmed, Hth Armed and Brewing
2. Must be a goblin or half goblin
3. Rep: Ravenous cannibal
4. Rep: Eats the weak and helpless
5. Cannot take compassionate or merciful as good traits.

Starting Income: Normal

Description: Hunter-Killers are among

the most feared professions among-goblin kind.

## RIU-ROT

Level: 4      Weight: 60 lb.  
Armor: 1      Hits: 155 (Base: 89)  
ST: 11      IT: 4  
DX: 18      WP: 6  
EN: 26      CH: 4  
SZ: 4      SP: 32

### Skills:

1) Hth Unarmed: 18, 2) Unarmed Mastery: 11, 3) Animal Dodge: 18, Berserk: 7, 1 Climbing: 13, Stealth: 13, Blank: 7, Survival: 7, Roll with blow: 13, Adrenaline control: 7  
Attacks/Dmg.: x2 claws 1d4+3, x1 bite 1d8+3

Movement: 29" or 58" on all fours  
Special Abilities

- 1) Track by scent +20 perception
- 2) Immune to disease
- 3) Their bite is 2 points penetration per die of damage.
- 4) Ravenous: These creatures gain additional bonuses when they are starved. For every day starved they gain the following bonuses: +1d4 bite damage, +1 to hit, +1 initiative and +10 hits.
- 5) Mass Attacker Bonuses: Riu-Rots gain double multiple attacker bonuses and can pile up 16 to 1 multiple attackers against a single target.
- 6) x2 movement on all fours

### Vulnerabilities:

1) Filthy vermin

Treasure: n/a

XP Value: 695

Description: Riu-Rots are savage creatures which live to do two things: find food and eat food. Their near humanoid intelligence makes them ideal for service to goblin hunter/killers who hold the secret of the Riu-Rot ointment. By anointing themselves with the ointment they are not identified as food.

Riu-Rots usually move around on all fours but can operate bipedal.

## VRA'IK THE STARVED

Race: goblin (male) Con: G. witch/Hunter-Killer L: 16  
Tr. (good): confident (18), efficient (4), loyal (18)  
Tr. (evil): violent (30), chaotic (30), merciless (34)  
ST:11 DX:24 EN:19 SZ:9 IT:10 WP:16 CH:10 SP:20  
Hits:227 Stam:67 Disable:34 Threshold:45 Save:12  
Skills: 1) bandage 25, 2) hth armed 28, 3) tracking 25, animal handling 15, berserk 21, stealth 28, reaction 25, counter tracking 15, ls: flora/fauna 15, camouflage 15, mimicry 15, hth unarmed 28, focus 21, herbology 15, toxicology 15, brewing 15, resist starvation, L4) analyze tracks 15, L5) Brew Ointment 15, L8) ground tactics 13, L12) find blind spot 9, L16) intimidation 5  
Witchcraft: Res: 104 MDB: 19

Weapons: staff Armor: light mercenary

