

# Goresh

Male Hobgoblin  
4th-level Fighter, Lawful Neutral

**Strength** 16 [+3]  
**Dexterity** 14 [+2]  
**Constitution** 16 [+3]  
**Intelligence** 13 [+1]  
**Wisdom** 10 [+0]  
**Charisma** 8 [-1]

**Hit Points:** 38

**Armor Class:** 20 (touch 11, FF 19)

**Speed:** 20 ft.

**Initiative:** +2

**Base Attack Bonus:** +4

## Saving Throws

**Fortitude:** +7  
**Reflex:** +3  
**Will:** +1

## Masterwork Spiked Chain

**Attack:** +8 melee  
**Damage:** 2d4+4  
**Notes:** Can trip, +2 to disarm or trip checks, 10' reach

## Masterwork Composite Longbow

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**Attack:** +7 ranged  
**Damage:** 1d8+3  
**Range Increment:** 110 feet

**Action Points** □□□□

## Racial Features

Darkvision (60 ft)  
+4 on Move Silently checks

## Feats

### Action Boost

When using action points, roll 1d8 instead of 1d6.

### Cleave

May make an additional melee attack after dropping an opponent.

### Combat Expertise

May reduce attack roll by up to 4 to increase AC by an equal amount.

### Darguun Mauler

Spiked chain & dire flail are martial weapons; +1 damage with chain weapons in any round you don't move; when you use an action die to improve a to hit roll with chain weapons, add the result to damage as well.

### Power Attack

May reduce attack roll by up to 4 to increase melee damage by an equal amount; when using a two-handed weapon this bonus is doubled.

## Skills

Climb, 4 ranks	+2
Craft (Weaponsmith), 5 ranks	+6
Hide	-3
Intimidate, 7 ranks	+6
Jump	-2
Listen	+0
Move Silently	+1
Ride, 3 ranks	+5
Spot	+0
Swim, 2 ranks	+0

## Languages

Common, Dwarven, Goblin

*Once the goblinoid races – the mighty bugbears, stoic hobgoblins, and sly goblins – ruled the continent of Khorvaire. The goblinoid Empire of Dhakaan dominated the land for millennia, supported by a strong and disciplined military and the work of brilliant smiths and artisans. But thousands of years ago, an army of horrors invaded from another dimension and shattered the empire. Though the monsters were ultimately defeated, the empire had been dealt a mortal blow. As madness and civil war tore apart the wreckage, a few clans retreated into the shadows, waiting for the day they might return to restore the glory of the empire.*

*That time is now. You are a hobgoblin of the Kech Volaar ("wordbearers"), one of the proudest clans of ancient Dhakaan. A dozen clans have returned to restore the empire, but first they must agree on the true heir of Dhakaan, the rightful claimant to the throne. Some are using military might to make their claims, but the Kech Volaar have always respected wisdom and tradition. Your leader, the bard Tuura Dhakaan, seeks to reclaim the greatest relics of the empire. If she can collect enough of the powerful weapons and symbols of past glory, the others will surely follow her.*

*In Dhakaani society, each race has a different role. Hobgoblin males form the bulk of the army, while female hobgoblins are diplomats, healers, and sages. Bugbears are the shock troops of the empire, while the numerous goblins do the work required to support the community. The spiritual leaders of the nation are the duur'kala ("dirge singers"), the bards who hold the knowledge of the past.*

*You are Goresh Tashac, a proud warrior of the Kech Volaar. You have served the clan with distinction since you were strong enough to lift a flail, and you have fought enemy clans and battled the Valenar elves in the ruins of the Mournland. Victory is your only concern: honor is secondary at best. You are loyal to Kashta, the dirge singer assigned to the party and a bearer of the blood of Dhakaan; but when it comes to battle, you expect her to trust your instincts.*

*Two years ago you were exploring the Mournland when you discovered the body of an inert warforged. You chose to bring the damaged construct back to Darguun, and the goblins were able to repair it. The warforged had lost its memories, but over the last two years it has forged a new identity. Now known as Rasa, this warforged has become a skilled artificer. You have found the warforged to be a reliable and loyal ally, and it has accompanied you on many of your recent missions.*

## **Gear**

### **Circle of Sound**

Magical ring transfers a whispered message to everyone else wearing a matching ring, up to 220 feet.

#### **+1 Full Plate of Light Fortification**

25% chance to avoid critical hits or sneak attacks.

#### **Potion of Cure Moderate Wounds**

Restore 2d8+3 hit points.

#### **Potion of Cure Light Wounds**

Restore 1d8+1 hit points.

#### **Potion of Bull's Strength**

Gain +4 Str (+2 Hit, +3 damage) for 30 minutes.

#### **Potion of Resist Fire 10**

Ignore 10 points of fire damage for the next 10 minutes.

Masterwork spiked chain

Silver Dagger

Backpack