

Gooblitts



Labyrinth Lord
Compatible Product

Gooblitts

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Gooblitts

Introduction

Gooblitts are a wee race of creatures native to Mithgarthr. Though related to the other goblinoid races they are Lawful creatures, and often used by dwarves, halflings, and gnomes as retainers because of their loyalty and their ability to carry much more weight than their little frames would indicate.

On occasion, gooblitts will have human masters, but they are less loyal to humans than they are the demihumans. Any time a human-owned gooblitt gains enough XP to level, they have a 25% chance of losing their loyalty to their master and leaving permanently. Once a human-owned gooblitt reaches fifth level, they will stay loyal to their human master until their death.

Gooblitts stand 1½'-2' tall and weigh about 30 pounds. They have skin that runs the same gambit as goblins (all manner of greens, yellows, browns, and even some with reddish and blackish coloring), are hairless, and tend to wear simple brown robes that almost completely cover themselves. When they're carrying their masters' things, some say they look like small balls of leather and burlap and less like a creature.

Gooblitts speak the racial language of their masters; in the case of dwarves and gnomes this is dwarvish, for halflings and humans it is common.

Levels and XP

Gooblitts start at level zero, with six hit points, a THAC0 of 20, an AC of 8, and are capable of delivering 1d4-1 points of damage with their spears (see below). They gain XP from both kills and treasure, but only a half share. At 1,000 XP, they reach level one, roll 1d6 for their Hit Die, and start using the following chart for their stats:

Level	XP	AC	HD	THAC0	DMG
1	1,000	7	1d6	19	1d4
2	2,000	6	2d6	18	1d4+1
3	4,000	5	3d6	17	1d6
4	8,000	4	4d6	16	1d6+1
5	16,000	3	5d6	15	1d8

Once a gooblitt reaches fifth level, they stop gaining XP for leveling, but start taking ¼ of their master's share every time XP is awarded. This represents the personal bond between the two being nurtured. If a PC decides to not grant his gooblitt this XP, there is a cumulative 15% chance that each time XP is awarded the gooblitt will leave the PC for good.

Combat

Gooblitts are surprisingly capable of melee combat, and fight fiercely to protect their masters. They have a naturally high armor class (they're so small that they're very hard to hit), and are very proficient with

their preferred weapon which is a type of poleaxe no bigger than three feet in length. Gooblitts wield these weapons with one hand, but are incapable of using a shield. They are also capable of using daggers and slings in combat, but when doing so only do 1d2 damage. Gooblitts save as a fighter of equal level.

Quirks

Once a gooblitt has gained 5th level, they have a chance of gaining an extra power as their bond with their master increases. Each time their master gains a level, there is a cumulative 10% chance of gaining a quirk. A gooblitt can only learn one quirk, which is determined randomly:

1d12	Quirk
1	Hits As Magic
2	Clairvoyance
3	Detect Magic
4	Direction Sense
5	ESP
6	Foe
7	Healing
8	Magic Resistance
9	Revenant
10	Sense Deception
11	Vicious
12	Weapon Resistance

Hits As Magic: The gooblitt can hit creatures that require magic weapons to hit them.

Clairvoyance: The gooblitt has bonded so strong with its master that when its master concentrates (performing no other actions) they can see through the gooblitt's eyes. If attacked while concentrating, the PC is surprised, loses initiative in the first round of combat, and loses their DEX bonus to AC. If this quirk is gained, there

is a 5% chance that the gooblitt also has clairaudience.

Detect Magic: Twice per day, the gooblitt can alert its master if an item is magical, per the spell.

Direction Sense: The gooblitt has developed a perfect sense of direction and can never become lost.

ESP: The gooblitt's bond with its master is so strong that it can hear and understand basic commands conveyed by thought alone, with a range of 100'.

Foe: The gooblitt has developed a hatred for a particular kind of creature and gets two attacks per round against them. The Labyrinth Lord should choose this foe based on the PCs past role-playing.

Healing: 1d3 times a day (rolled when the quirk is first gained and staying the same from then on) the gooblitt's hands can turn a glowing green, and bestow 1d8+5 points of healing to whoever he touches.

Magic Resistance: An innate magic resistance of 25% has been gained by the gooblitt.

Revenant: The gooblitt can fight until reduced to -10hp. If its master is still in danger, it rises as a zombie one round later to fight until any enemies are destroyed.

Sense Deception: The gooblitt will always know if his master is being lied to.

Vicious: The gooblitt deals double damage.

Weapon Resistance: The gooblitt can only be hit by magic weapons.

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