

Panwynne's Field Guide to



Malogri

Malogri

	Malogri, 1st-Level Barbarian
Size/Type:	Medium Humanoid (Goblinoid)
Hit Dice:	1d12+2 (8hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	15 (+1 Dex, +3 studded leather, +1 light shield), touch 11, flat-footed 14
Base Attack/Grapple:	+1/+2
Attack:	Battle axe +2 melee (1d8+1/19-20) or spear +2 ranged (1d8+1)
Full Attack:	Battle axe +2 melee (1d8+1/19-20) or spear +2 ranged (1d8+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +4, Ref +1, Will -1
Abilities:	Str 15, Dex 13, Con 14, Int 14, Wis 10, Cha 10
Skills:	Hide +3, Listen +3, Move Silently +2, Spot +2
Feats:	Alertness
Environment:	Jungle
Organization:	Gang (4-9), band (10-100 plus 50% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th-6th level), warband (10-24), or tribe (30-300 plus 50% noncombatants plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th-8th level, 2-4 dire lions, and 1-2 trolls)
Challenge Rating:	½
Treasure:	Standard
Alignment:	Usually lawful neutral
Advancement:	By character class
Level Adjustment:	+1

Found deep in the southern Elui jungle Malogri are larger distant cousins of goblins. Malogri hair color ranges from dark grey to black. They have dark tan skin. Malorgi eyes are yellowish or dark brown. Their garments tend to be earth tones and leather. Their weaponry is kept polished and in good repair. Malogri speaks Goblin and Common. Most Malogri encountered outside their homes are barbarians and warriors; the information in the statistics block is for one of 1st level.

Climate/terrain

The Elui jungle basin is a vast stretch of jungle that surrounds the Antaki River in the southern half of Aasalon in the Otherlands. It is a rich fertile area that is otherwise untamed. The Malogri have built a wide-reaching civilization based around large stone temples to the sun god Ma'lokka. They are a militaristic society that aggressively defends themselves from invading armies.



Combat

These creatures have a strong grasp of strategy and tactics and can carry out sophisticated battle plans. Under the leadership of a skilled strategist or tactician, their discipline can prove a deciding factor.

Skills

Malogri have a +4 racial bonus on Listen checks.

The

Malogri barbarian presented here had the following ability scores before racial adjustments
Str 15, Dex 13, Con 14, Int 11, Wis10, Cha 10.

Malogri Characters

Malogri characters possess the following racial traits.

- +2 Strength, +2 Constitution.
- A Malogri's base land speed is 30 feet.
- Darkvision out to 60 feet.
- +4 racial bonus on Move Listen.
- Automatic Languages: Common, Goblin.
Bonus Languages: Draconic, Dwarven, Infernal, Giant, Orc.
- Favored Class: Barbarian.
- Level adjustment +1.





Found deep in the southern jungle of Elui this distant lion-like cousin to goblins and hobgoblins have built a primitive civilization and are starting to encounter more races as people venture into their territories. Stats are included for anyone wanting to play one as a character.

