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Introduction

Orcs and their goblinoid brethren are most often seen in three-round increments: you spot them, you charge them or they charge you, and then you kill them. Despite this, an orc lives for much longer than 18 seconds (over 70 million times longer, on average). Most adventurers don't even think about it twice.

Well, it's time to turn the tables.

The Other Side is a game where you play the stereotypical "bad guys" from most D&D games. In here you'll find social overviews, prestige classes, feats, NPCs, and, most importantly, dozens of adventure ideas. The setting is simple enough that you can pick it up and play it almost immediately, but there's enough depth here to keep a whole campaign going for years. The Other Side isn't a single adventure, it's a whole campaign setting.

The bent of this game can vary depending on how the GM wants to run things. There's certainly room for a very serious examination of role-reversal, revenge, and what makes a race's alignment "evil." There's room for a game about maintaining the multiversal balance between good and evil (perhaps played before or after a more ordinary game in which the PCs shift the balance towards good). There's also plenty of room for a humor game — for some reason kobolds are just inherently funny.

This is a d20 game, so you will need the PHB, DMG, and MM to play it. The rules are geared towards edition 3.5, though they can be adapted for 3rd edition with little trouble.

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Racial Profiling Goblin Society

Any one of the typical PC races has an abundance of materials available describing how to effectively play a member of their race. From descriptions of their style of dress, attitudes towards the other races, living conditions, and temperament, the average player has every resource they need to create a unique member of that society.

Goblinoids, as always, have drawn the short straw in this important area. With the possible exception of orcs, who get a lot of half-orc stuff to work off of, there's really a pitiful amount of information about the individual goblinoid races. In order to remedy this shortcoming, collected here are the basics of these races' societies, domestic issues, attitudes towards the demihumans and other races, and information about what kind of goblinoid would pursue a life of adventuring.

The playable goblinoids and their basic motivations in life are listed below for quick reference. Keep in mind that these are just general rules, and adventurers from any society are usually the exceptions.

Goblins: Life is breeding, offspring are power.

Hobgoblins: All the joys of life are derived from being bigger than someone else

Bugbears: It's not just about being bigger and stronger; it's also about thinking things through

Kobolds: Size is irrelevant; it's all about smarts and planning.

Lizardfolk: Stay off mah propertah!

Troglodytes: Not knowing why you're angry isn't a reason to stop.

Ogres: Ogre smash!

Gnolls: Hunger is the only important reason to do anything.

Orcs: They stole your lands, your technology, your prettiness. Get 'em!

Goblins weren't always as ruthless as they appear today. Centuries of abuse from the larger races, however, has taught the goblins that in order to be heard, they must be as brutal as their overlords, and far more numerous. Goblin society values the ability to breed above all else. Women are charged with keeping track of the complex genealogy of their people, not to identify bloodlines or to prevent inbreeding, but to keep a running tally of the children each adult is able to produce.

Goblins don't fight fair; they fight to win. If winning is impossible, they aren't above fleeing. Some "civilized" cultures would see this as cowardly, but when you have to avoid being killed by everything from orcs to humans to ogres, fleeing doesn't seem such a bad idea. He who fights and runs away, lives to breed an army for next time.

Goblins have very few rules in their society, save for the protection of the young. Any goblin caught harming the children of another in their tribe faces the worst punishment in their society: castration. Children less than a year old are guarded at all times by at least two adults, not necessarily the two that bore them. In cases where the tribe's home must be abandoned, children are always evacuated first, and with the best possible guards. If anyone were to invade the tribe's space, the guards would fight overwhelming odds just to buy time for the children to escape. Only when all of the young are safely away will the guards consider fleeing, a sharp contrast to the usual combat style of the goblins.

Domestic Issues

Goblins live in caves, abandoned mines, and other underground passages. These areas are more easily defended, and offer many escape routes to those who know their way around. Goblins can easily arrange ambushes inside cave systems, while in open plains they would be out of luck. Ruins also provide some of these benefits, and will be used if there are no caves nearby.

Living quarters are shared by the entire tribe. There is no “personal space” in the goblins’ view of the world, and anyone trying to explain this concept to them would be better off skipping straight to the step where they bang their head against a wall. Children are kept near the middle of the group, or near a designated escape route, depending on the tribe. Goblins also don’t know much about hygiene. As such, it’s really not advised to go wandering into the goblins’ living quarters, as you’ll have no room to walk and/or be sick to your stomach.

Goblins give birth to litters of 5-15 young after six months gestation. If all of the offspring were to survive, one mating pair of goblins could grow to a population of more than ten thousand within a decade. Fortunately for the rest of the world, most of these children do not survive their first year, despite all the protection they receive.

Goblins breed with whoever they can, whenever they can. Female Goblins will only mate with one male every six months, so that there is no confusion as to whose litter they are carrying. Besides this stipulation, there are no real rules regarding mating for life or any other such practices. Inbreeding is commonplace, although it is frowned upon for goblins born in the same litter to mate.

Due to inbreeding, every tribe of goblins has a very distinct set of characteristics that set them apart from other goblin tribes. Goblins come in many shades of orange and red, but any given tribe will be almost uniform in skin tone. There will also often be one or more common defects. These are minor, and do not seriously aid or hinder a goblin of adventuring age. They can include extra digits, hairlessness, glaucoma in the elderly, webbed digits, and speech impediments. These differences make it simple to identify members of outside tribes, although goblins of other tribes usually aren’t killed outright.

Adventuring

As with any race, those members of goblin society who choose to take up a life of adventuring are usually those with nothing to lose. In many cases, the adventuring goblin will be one who was born sterile, or a criminal who has been castrated.

Interracial Relations

Goblins are generally suspicious of any other race, especially those taller than them.

Demihumans

The majority of demihumans are lumped into the category of “taller than me” for goblins. As such, they are feared and plotted against. Goblins are often employed by other goblinoids to attack demihuman armies and settlements, but they bear no more hatred towards the most demihumans than towards most goblinoids. Demihumans just don’t hire them that often.

The exceptions to this rule are those demihumans which are not taller than the goblins, namely halflings and gnomes. Goblins prefer settling near halfling villages, as much of the goblins’ food can be stolen rather than hunted or gathered. Gnomes, on the other hand, tend to guard their homes and caravans in un-



Prestige Classes

The following prestige classes are designed specifically with monstrous humanoids in mind. While there's no reason that a Halfling Wizard couldn't class into Ogre-Rider, it's really intended more for use by goblins and kobolds. Ditto for the others.

Gatesmasher

One of the most important factors in the offensive side of a siege is gaining access to the besieged settlement. Without breaching city walls, sieges may go on for entire seasons. The gatesmasher is the key to getting inside without expensive siege weaponry.

Gatesmashers use their powerful fists or weapons to crush, pulverize, and annihilate immovable objects such as walls or columns. Their mastery of the art of siege also allows them to minimize the danger to themselves and to power their way through other materials such as shields, swords, and even armor.

An illustration of a ogre gatesmasher can be found on page 15.

Hit Die: d10.

Requirements:

To qualify to become a gatesmasher, a character must fulfill all of the following criteria:

Base Attack Bonus: +4.

The Gatesmasher

Level	BAB	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Bash!
2nd	+2	+3	+0	+0	Penetrating Blow
3rd	+3	+3	+1	+1	Crush!, Devastating Power
4th	+4	+4	+1	+1	Weak Point
5th	+5	+4	+1	+1	Smash!, Back to the Wall

Feats: Power Attack, Improved Sunder.

Special: The character must be at least Large size.

Class Skills

The gatesmasher's class skills (and the key ability for each skill) are Intimidate (Cha), Jump (Str), and Swim (Str).

Skill Points at Each Level: 2+ Int Modifier.

Class Features

All the following are **Class Features** of the gatesmasher prestige class.

Weapon and Armor Proficiency: Gatesmashers are proficient with all simple weapons, and gain exotic weapon proficiency (siege ram). Gatesmashers are proficient with all types of armor.

Bash! (Ex): When attacking an object with a melee weapon, instead of adding her Strength modifier to damage, the gatesmasher adds 1½ times her Strength modifier. She also adds this enhanced bonus to her Strength checks made to break items. Two-handed weapons add an additional half of the Strength modifier.

Penetrating Blow (Ex): Starting at 2nd level, whenever the gatesmasher attacks an object, she ignores an amount of hardness points equal to her levels in the gatesmasher class.

Crush! (Ex): Starting at 3rd level, the gatesmasher increases the bonus given by Bash! from 1½ times to 2 times her Strength modifier.

Devastating Power (Ex): At 3rd level, when a gatesmasher attacks an object and rolls a critical hit, she completely ignores the object's hardness (in addition to inflicting the usual effects of a critical hit).

NPCs

The NPCs in this section are intended to be allies for the characters in a monster-based game. They can also make good opponents for heroes in a standard D&D game.

High Druid Sassnak

Lizardfolk Druid

Sassnak hatched last, and smallest of a clutch of six eggs. He learned early on that anything worth caring about eventually will have to be defended with tooth and claw. Edged out of what little good territory was available in the tribe's land, Sassnak started his adult life with barely two tails length of shallow water. High Druid Lanton, a human who worked closely with the tribe, took interest in Sassnak's case.

Lanton taught Sassnak the ways of nature, and the young lizardfolk was a quick study. Sassnak learned to commune with the world around him, to sense the balance in all things. When that balance was thrown off, he moved to fix it, with tooth and claw and healing magics. Sassnak especially paid attention to the plights of the reptiles, amphibians, and insects. He found that the other druids (and their ranger allies) were all too quick to rush to the aid of the birds and the mammals, but when a race less "cute" in their eyes was in peril, they seemed to drag their feet. Talk of his dedication reached far and wide in druidic circles.

High Druid Lanton perished battling a tribe of goblins. He had explained to Sassnak that their rapidly expanding population was tipping the scales in favor of evil, and that the balance must be preserved. Sassnak refused to fight the goblins, who had long been allies of his tribe. He knew that their numbers would not grow unchecked, and that the balance would right itself when the gnolls nearby finished recovering from a run-in with some humans. Surely enough, a few months after Lanton's death, the tribe of goblins was rapidly losing its numbers, and the balance tipped to good's favor. Sassnak defended

the goblins from their humanoid oppressors and the voracious gnolls, preserving the balance of good and evil.

With High Druid Lanton's death, a new High Druid needed to be named. After a brief controversy regarding the wisdom of his actions defending the goblins, it was agreed that Sassnak was both the most qualified and least biased of all the druids in the area. Named High Druid, Sassnak turned down a leadership role in his own tribe, though he retains a vast area of swamp surrounding it. He spends much of his time hiding there, in the shape of a small frog, except when the balance of good or evil has been tipped to one side, or the other.

Sassnak: Male lizardfolk humanoid 2/druid 17; Medium humanoid; HD 19d8+28, hp 122; Init +2; Spd 30 ft.; AC 22, touch 12, flat-footed 20; Base Atk +13/+8/+3; Atk +20 melee (1d6+7, sickle); Full Atk +20/+15/+10/+20 melee (1d6+7, sickle) or +6 ranged (1d6, sling) or +6 ranged (1d4+1, dart); SQ a thousand faces, animal companion (Sephra), nature sense, resist nature's lure, timeless body, trackless step, venom immunity, wild empathy +16, wild shape (Tiny, Small, Medium, Large, or Huge animal 3/day), wilding, woodland stride; AL CN; SV Fort +11, Ref +9, Will +15; Str 16, Dex 14, Con 14, Int 12, Wis 18, Cha 8.

Skills: Concentration +14 (12 ranks), Diplomacy +9 (10 ranks), Handle Animal +8 (9 ranks), Heal +15 (9 ranks), Knowledge (nature) +9 (8 ranks), Listen +13 (9 ranks), Spellcraft +11 (10 ranks), Spot +11 (7 ranks), Survival +14 (8 ranks), Swim +13 (8 ranks).

Feats: Eschew Materials, Iron Will, Natural Spell, Runt, Self-Sufficient, Silent Spell, Track.

Animal Companion: Sassnak has an alligator named Sephra as his animal companion. Sephra grants him the following benefits.

Link (Ex): Sassnak can handle Sephra as a free action, or push him as a move action. Sassnak gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks concerning Sephra.

Share Spells (Ex): At Sassnak's option, he may have any spell (but not any spell-like ability) he casts upon himself also affect Sephra, as long as the alligator is within 5 feet of Sassnak at the time of casting. If a spell or effect has a duration other than instantaneous, it stops affecting Sephra if he moves farther

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