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# TRIBES MOST FOUL: GOBLINS



# THE LONELY COAST

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A Pathfinder Roleplaying Game Compatible Mini-Campaign Setting by Creighton Broadhurst

The furthest flung outpost of a mighty kingdom, turbulent waters and forbidding, trackless forests separate the folk of the Lonely Coast from the gaudy lights of civilisation. Pirates and slavers ply the southern storm-tossed waters while goblins and other foul things creep through the gloom of the Tangled Wood that seemingly chokes the forgotten holds and sacred places of the Old People. Deep within the forest, a narrow, rock-choked defile piled deep with shadow cuts through a nameless range of rugged, tree-shrouded hills birthing dark, fearsome legends of terrifying monsters and glittering, doom-laden treasures. The perils of the Lonely Coast are legion and thus there is always a need for those with stout hearts and skill with blade and spell or for those merely hungry for glory to defend humanity's most tenuous enclave.

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# TRIBES MOST FOUL: GOBLINS

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A Pathfinder Roleplaying Game GM's RESOURCE supplement by Creighton Broadhurst

Bored of pitting your PCs against boring, one-dimensional kobolds, orcs and goblins? Want to provide your monstrous minions with style and flair in appearance, mannerisms and battlefield tactic? Then, Tribes Most Foul is for you.

Each supplement presents three tribes in rich, flavoursome detail and includes notes on the tribe's society, practises, ecology, lair, battle tactics and notable tribal personalities as well as sample stat blocks.



## CREDITS

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Thank you for purchasing *Tribes Most Foul: Goblins*; we hope you enjoy it and that you check out our other fine print and PDF products.

## CONTACT US

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Email us at [gatekeeper@ragingswan.com](mailto:gatekeeper@ragingswan.com).

## ERRATA

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We like to think *Tribes Most Foul: Goblins* is completely error free, but we are realists. So in that spirit, we shall post errata three months after release on [ragingswan.com](http://ragingswan.com). We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

## ABOUT THE DESIGNER

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Creighton lives in Torquay, England where, apparently, the palm trees are plastic and the weather is warm. He shares a ramshackle old mansion with his two children ("Genghis" and "Khan") and his patient wife. Famed for his unending love affair with booze and pizza he is an enduring GREYHAWK fan.

An Ennie Award winning designer (*Madness At Gardmore Abbey*) Creighton has worked with Expeditious Retreat Press, Paizo and Wizards of the Coast. He believes in the Open Gaming License and is dedicated to making his games as fun and easy to enjoy as possible for all participants. Reducing or removing entry barriers, simplifying pre-game prep and easing the GM's workload are the key underpinning principles of the products he now releases through Raging Swan Press. You can read his thoughts on game design at [raging-swan.livejournal.com](http://raging-swan.livejournal.com).

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Published by Raging Swan Press  
1st printing, June 2013

CONTENTS

Credits..... 2

Contact Us ..... 2

Errata ..... 2

About the Designer..... 2

Contents ..... 3

Foreword ..... 3

Reading Stat Blocks..... 3

TRIBES MOST FOUL: GOBLINS

Goblins of the Black Fur ..... 4

Goblins of the Cloven Skull ..... 6

Goblins of the Gouged Eyes..... 8

STAT BLOCKS BY CR

CR		PAGE
	Fars	
3	NE female goblin rogue (poisoner) 3/fighter (archer) 1	7
	Feril	
4	NE male goblin fighter (weapon master) 5	7
	Grotr	
4	NE male goblin fighter (mobile fighter) 5	5
	Jeral	
4	NE female fiendish goblin ranger (skirmisher) 5	9
	Patrux	
7	NE male fiendish goblin druid (cave druid) 7	9
	Amare Kutha	
9	LE female greater barghest rogue (thug) 2/fighter 1	5

FOREWORD

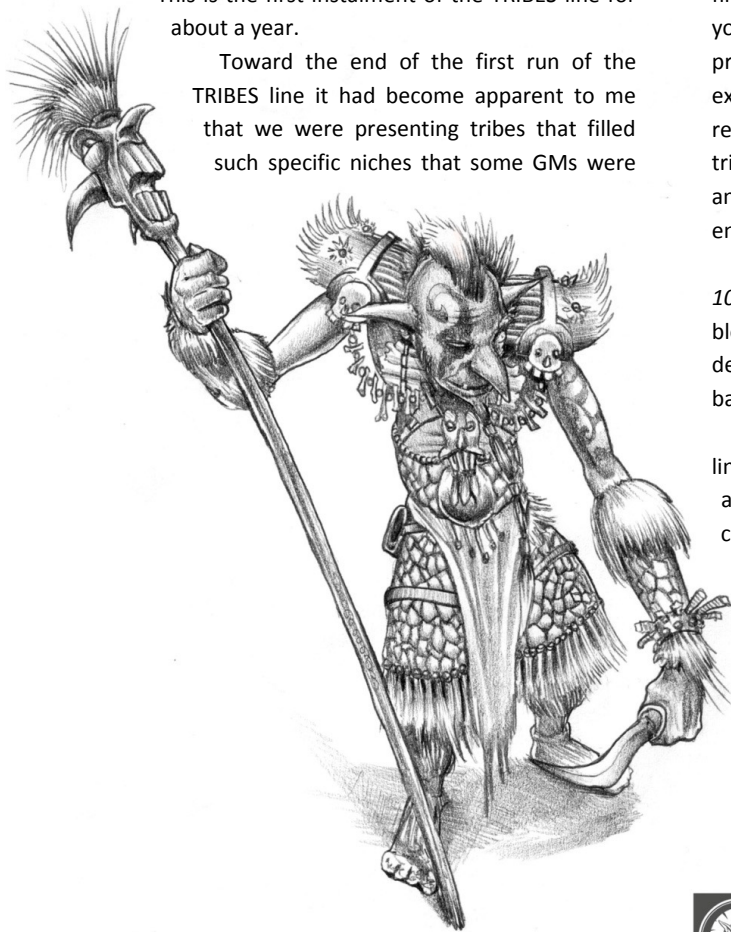
This is the first instalment of the TRIBES line for about a year.

Toward the end of the first run of the TRIBES line it had become apparent to me that we were presenting tribes that filled such specific niches that some GMs were

finding them hard to insert into their own campaigns. Thus, you'll notice substantial differences between this instalment and previous supplements. Whereas previous entries presented exhaustive details of one tribe, herein we present three tribes ready to drop into almost any GM's campaign. With notes on the tribes' ecology, society and lair along with sample stat blocks and more all a GM has to do is decide how the PCs are going to encounter the tribe!

Shockingly, this supplement is the perfect complement to *100% Crunch: Goblins* (which presents 45 ready to go goblin stat blocks of CRs 1/4-5). With just these two supplements, and a decent imagination, a GM can run multiple sessions as the PCs battle ferocious, feral goblins.

I hope you enjoy this re-imagined incarnation of the TRIBES line and find it a useful addition to your campaign. If you've got any suggestions as to how to make it even better, or which creatures you'd like to see featured, drop me a line at [creighton@ragingswan.com](mailto:creighton@ragingswan.com).



John M. Foster Jr. 2008 09 25



## GOBLINS OF THE BLACK FUR

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The Goblins of the Black Fur are a vicious band of depraved scavengers and killers. Led by the cunning, ruthless and perpetually hungry greater barghest, Amare Kutha, they are a threat to all who explore their woodland domain.

### SOCIETY & ORGANISATION

The Black Fur tribe is warlike and merciless in pursuit of food and treasure. Driven onwards by the depraved lusts of their mistress, Amare Kutha (page 5), the tribe is locked in a vicious war with a nearby clan of gnomes, the Glittergems. They also prey upon the nearest human settlements and few that come within a score of miles of their lair escape their notice.

Amare Kutha holds absolute power in the tribe but is served by three lieutenants (Jerix, Grort and Verixal [page 5]) all of whom hunger for her favour, but are terrified of her power.

**Wolf Fur Cloaks:** To emulate their fell mistress, goblin warriors lust after the wolf fur cloaks that mark a goblin as an elite warrior of the tribe. These cloaks must be crafted of fur cut from the body of a wolf slain in single combat by the warrior. Wearing them bestows much prestige upon its owner and comes with many privileges including the right to have many wives, the right to a voice in tribal conclaves and so on.

**Appearance:** Black Fur goblins are scrawny creatures who possess wide, ungainly heads. Many file their teeth to sharp points and decorate their bodies with swirls of black paint. Their skin is dull orange in hue and their eyes reddish to yellow in colour. They wear dirty leather and fur clothes of dark colours.

Much of their weapons and armour are of gnomish craft – looted from the bodies of their fallen enemies.

### ECOLOGY & LAIR

The Black Fur tribe dwells in the cliffs of a gigantic sinkhole hidden deep in an all but impenetrable tangle of deep woodland many miles from the nearest human settlement. The sinkhole is over 200 feet deep in places and its walls are of almost sheer rock. Thick vines and creepers grow upon its walls and the goblins have carved deep warrens into the cliffs. Bats and birds dwell in the nooks and crannies of the sinkhole's cliffs; the goblins hunt them sporadically for food or to alleviate boredom.

A shallow lake fills the bottom of the sinkhole, but here and there small islands of rubble wreathed in vegetation – deposited when the sinkhole collapsed – emerge from its chill waters. Several of these islands are used to incarcerate the goblins' prisoners – trapped by chill water and high cliffs, the unfortunates are tormented by the sight of unattainable freedom so close at hand.

### COMBAT & TACTICS

Black Fur warriors are ferocious, in battle. They prefer striking from three-sided sudden ambush, leaving one direction free for their prey to flee. This is a ruse as more hidden warriors lurk in that direction to pick off exhausted, isolated enemies.

In battle, the younger, unproven warriors attack first – partly in a bid to prove themselves and partly because they are cajoled into it by the wiser, more experienced warriors.

Goblins love fire, and the Black Fur tribe is no exception. They often use fire in their ambushes to channel and terrify their prey and their lair is riddled with traps featuring precariously balanced flasks of alchemist's fire brewed by Verixal.



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### TRIBAL ROSTER

The tribe comprises the following members:

- 78 warriors (NE goblin warrior 1)
- 206 non-combatants (including 113 young)
- 33 goblin dogs
- 8 sergeants (NE goblin fighter [mobile fighter] 3)
- Verixal (NE female goblin cave druid 5)
- Grort (NE male goblin fighter [mobile fighter] 5)
- Jerix (NE male half-fiend goblin ranger [shapeshifter] 4)
- Amare Kutha (LE female greater barghest rogue [thug] 2/fighter 1)

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### IN YOUR CAMPAIGN

In your campaign, the Black Fur Goblins can dwell in any remote, wooded area. Bitter enemies of the gnomish Glittergem clan, they can come to the PCs' attention when the gnomes beg for aid in fending off their repeated attacks. Alternatively, the PCs may have to mount a rescue mission when a friend falls into the tribe's clutches.

Finally the GM could determine the tribe's lair has connections to the Ebon Realm. As such, the PCs may have to win past the goblins to reach the deep tunnels or the goblins themselves may be displaced into the surrounding woodland by nameless terrors emerging from below.

## NOTABLE PERSONALITIES

The majority of the tribe are normal goblins. A few members are, however, exceptional:

- **Amare Kutha (LE female greater barghest rogue [thug] 2/fighter 1):** Amare has ruled the Black Fur for decades. When she happened upon the goblins they were the Gory Eye tribe (named for their practise of consuming their fallen foes' eyeballs). Amare slew the previous chieftain and set her new minions to gather the souls she needed to grow.
- **Verixal (NE female goblin cave druid 5):** Often gravid and heavy with child, Verixal rarely leaves the tribe's lair preferring instead to explore the deeper passageways and caverns. Six of her children have survived to maturity and live with her in a

### AMARE KUTHA

CR 9 (XP 6,400)

*This snarling, bipedal canine beast grasps a long spear and advances rapidly toward you.*

Female greater barghest rogue (thug) 2/fighter 1  
LE Large outsider (evil, extraplanar, lawful, shapechanger)  
**Init** +9; **Senses** darkvision 60 ft., scent; Perception +18, Sense Motive +15  
**Speed** 40 ft.; **ACP** 0; Acrobatics +20 (+24 jumping), Climb +22, Stealth +21 (fast stealth), Swim +19

**AC** 29, touch 14, flat-footed 24; **CMD** 34  
(+6 armour [+2 mithral shirt], +5 Dex, +9 natural, -1 size)  
**Fort** +13, **Ref** +15 (evasion), **Will** +11  
**hp** 140 (12 HD); **DR** magic/10

**Space** 5 ft.; **Base Atk** +11; **CMB** +19 (+23 vs. trip)  
**Melee** +2 long spear (reach 10 ft.) +20/+15/+10 (1d8+12/x3) or  
**Melee** bite +17 (1d8+10) and  
2 claws +17 (1d6+7)  
**Atk Options** Combat Reflexes, sneak attack (+1d6)  
**Special Actions** change shape (goblin or wolf, *polymorph*)  
**Spell-Like Abilities** (CL 9th; concentration +13 [+17 casting defensively or grappling])  
At will—*blink*, *invisibility sphere*, *levitate*, *misdirection*  
1/day—*charm monster* (DC 18), *crushing despair* (DC 18),  
*dimension door*, *mass bull's strength*, *mass enlarge person*

**Abilities** Str 25, Dex 20, Con 23, Int 20, Wis 16, Cha 18  
**SQ** rogue talent (fast stealth)  
**Feats** Combat Casting, Combat Reflexes, Improved Initiative, Iron Will, Great Fortitude, Lightning Reflexes, Weapon Focus (long spear)<sup>B</sup>  
**Skills** as above plus Appraise +20, Bluff +19, Diplomacy +16, Intimidate +19 (frightening), Knowledge (dungeoneering) +12, Knowledge (local) +11, Knowledge (planes) +8, Linguistics +10, Survival +14

**Frightening (Ex)** When Amare uses Intimidate to demoralise a creature, the duration of the shaken condition increases by 1 round. If the target is shaken for 4 or more rounds, she can instead make the target frightened for 1 round.

**Languages** Common, Infernal, Gnome, Goblin, Worg

**Gear** as above plus *cloak of elvenkind*, *silver raven figurine of wondrous power*

dank, isolated cave. There she teaches them of the Ebon Realm's beauty and nurtures dreams of slaying Amare and taking her place as chieftain.

- **Grort (NE male goblin fighter [mobile fighter] 5):** The tribe's most skilled warrior and informal war leader, Grort leads the tribe's major forays. He is coarse (even for a goblin) and enjoys eating his victim's warm flesh.
- **Jerix (NE male half-fiend goblin ranger [shapeshifter] 4):** Amare's bastard progeny, Jerix has inherited some of his mother's abilities. He views himself as Amare's natural successor, but his arrogance has won him few friends among the tribe and his fiendish abilities make him an object of fear.

## TRIBAL LORE

Characters with ranks in Knowledge (local) may know something about the Goblins of the Black Fur. A successful check reveals all information gained by a lesser result:

**DC 11:** The Goblins of the Black Fur dwell in the cliff walls of a gigantic sinkhole hidden deep in the woods.

**DC 16:** Skilled warriors of the Black Fur wear black fur cloaks made from the fur of wolves slain in single combat.

**DC 21:** The tribe is led by a powerful chieftain rumoured to have a wide range of magical powers.

### GRORT

CR 4 (XP 1,200)

*This three-foot tall, scrawny humanoid moves with dextrous ease. It has a widely, ungainly head.*

Male goblin fighter (mobile fighter) 5  
NE Small humanoid (goblinoid)  
**Init** +4; **Senses** darkvision 60 ft.; Perception +1, Sense Motive +1  
**Speed** 30 ft.; **ACP** 0; Climb +6, Ride +13, Stealth +14, Swim +6  
**AC** 22, touch 16, flat-footed 17; **CMD** 20; Mobility  
(+5 armour [+1 chain shirt], +4 Dex, +1 dodge [Dodge], +1 shield [mwk light wooden], +1 size)  
**Fort** +6, **Ref** +5, **Will** +2; +1 vs. paralysation, slow and entangle effects  
**hp** 47 (5 HD)

**Space** 5 ft.; **Base Atk** +5; **CMB** +5  
**Melee** mwk short sword +12 (1d4+3/19-20)  
**Ranged** spear (range 20 ft.) +10 (1d6+1/x3)  
**Atk Options** Spring Attack, leaping attack (+1)  
**Leaping Attack (Ex)** When Grort moves at least 5 ft. before attacking, he gains a +1 bonus to attack and damage rolls.  
**Combat Gear** *elixir of fire breath*, *potion of cure moderate wounds*

**Abilities** Str 13, Dex 18, Con 14, Int 10, Wis 12, Cha 6  
**SQ** agility (+1), armour training (1)  
**Feats** Dodge, Mobility, Spring Attack, Weapon Finesse<sup>B</sup>, Weapon Focus (short sword)<sup>B</sup>, Weapon Specialisation (short sword)<sup>B</sup>  
**Skills** as above  
**Languages** Goblin  
**Gear** as above plus wolf fur cloak, belt pouch, 5 gp, 12 sp

## GOBLINS OF THE CLOVEN SKULL

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Savage in the extreme, the Goblins of the Cloven Skull are infamous for eating the brains of their fallen enemies.

### SOCIETY & ORGANISATION

Led by Beris – a goblin seemingly able to tap into the magic lurking within the menhirs they live around and under – the Cloven Skull tribe jealously defend their forest home. The tribe is in the main happy to live under Beris' rule. Under her protection, they have caught many fey living in the surrounding woodlands and have dined on their tasty brains. Life is good.

The Goblins of the Cloven Skull are enthusiastic, sadistic torturers. Such sessions normally culminate in an extended session of trepanning – drilling holes in the subject's head – which is almost invariably fatal. Once dead, the victim's succulent brains are removed and consumed in an orgy of unrestrained gluttony.

**The Living Death:** Sometimes the tribe does not kill their prisoners outright. Instead, they remove parts of their brains, which leaves the unfortunates as little more than drooling vegetables. They use these prisoners as livestock, husbanding them against the time food is scarce. They keep their doomed captives scattered throughout their lair; most family groups have one or more in their cave-homes. Fars, the tribe's preeminent torturer is fascinated by brains and has carried out extensive experiments – removing this or that part to see its effect on the unfortunate.

**Appearance:** Members of the tribe tend toward a dull orange skin tone and normally have red, bloodshot eyes. In the main, they wear stained and tattered leather clothing and decorate themselves with crude bone necklaces and earrings that clack when they move. Warriors weave broken bones into their hair; the more such decorations the warriors has, the greater his status.



### ECOLOGY & LAIR

The tribe makes their home amid, in and under an overgrown network of ancient burial cairns arrayed around a moss-wreathed, ivy-choked ring of ancient standing stones. They have long since looted the tombs within the time-worn cairns and excavated extensive tunnels below to create a dizzying array of tunnels, passageways and chambers designed to baffle and disorientate intruders.

The goblins hunt the surrounding woodlands, occasionally emerging to attack nearby human settlements. They hate the fey and their druid allies living nearby. In particular, the brains of a captured fey are considered a delicacy among them.

### COMBAT & TACTICS

Warriors favour morningstars and picks, with leaders and champions often possessing both. Tribal warriors are adept at stealth and camouflage. Sunken dens, often dug under thick tangles of brambles, litter the woodlands surrounding their lair, enabling them to easily keep watch for intruders.

They have also created cunningly hidden, but nonfatal, traps and scattered them throughout the woodlands – camouflaged net traps and hidden deadfalls being particular favourites. The goblins check these often for trapped fey, adventurers and other travellers. Such unfortunates are beaten into unconsciousness and carried back to the tribe's lair to suffer torture and death.

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#### TRIBAL ROSTER

The tribe comprises the following members:

- 57 warriors (NE goblin warrior 1)
- 86 non-combatants (including 94 young)
- 7 sergeants (NE goblin ranger 2 [wild stalker]/rogue [bandit] 1)
- Fars (NE female goblin rogue [poisoner] 3/fighter [archer] 1)
- Feril (NE male goblin fighter [weapon master] 5)
- Beris (NE female goblin druid [menhir savant] 5/ranger [wild stalker] 2)

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#### IN YOUR CAMPAIGN

In your campaign, the Goblins of the Cloven Skull can dwell in any remote or semi-remote woodland. Engaged as they are in an incessant, low-grade war of skirmish with the fey and druids of the place they are not as much a threat to surrounding settlements as a normal tribe of goblins.

Adventurers seeking the aid of the druids and foresters of the place may be asked to deal with the goblins, or the party could be approached by woodland fey desperate for the rescue of a captured companion. Alternatively, the PCs could be following rumours of lost burial mounds hidden deep in the forest and stumble across the goblins' lair.

## NOTABLE PERSONALITIES

The majority of the tribe are normal goblins. A few members are, however, exceptional:

- **Fars (NE female goblin rogue [poisoner] 3/fighter [archer] 1):** Fars is the tribe's most skilled torturer. She can keep her subjects alive for hours – even days if she is not rushing – and can drill many holes in their head before allowing them to die. She normally wears blood splattered clothes and loves to drink the blood of her victims. Some of her fellows believe (wrongly) she is a vampire. All fear her – for she is depraved even by the tribe's standards
- **Feril (NE male goblin fighter [weapon master] 5):** The tribe's greatest warrior, Feril wields his pick, *Spiker*, with great skill. Having survived far longer than most goblins, he is cautious and cunning, preferring to entangle his prey before closing to melee. He has a mouth full of broken teeth and drools in battle. Feril has mated several times with Berix and several of their children yet live. Unfortunately, Berix often requires a sacrifice for the menhirs she loves so much and she believes the blood of her issue unleashes the stones' most potent magic.

### FERIL

CR 4 (XP 1,200)

*This three-foot tall, scrawny humanoid has sown small leaves and twigs into his clothes and armour. He has a wide, ungainly head and a mouth full of broken teeth.*

Male goblin fighter (weapon master) 5

NE Small humanoid (goblinoid)

**Init** +4; **Senses** darkvision 60 ft.; Perception +1, Sense Motive +1

**Speed** 30 ft.; **ACP** -1; Climb +5, Ride +11, Stealth +16, Swim +5

**AC** 22, touch 16, flat-footed 17; **CMD** 20 (21 vs. disarm and sunder when using light pick); Mobility

(+5 armour [+1 chain shirt], +4 Dex, +1 dodge [Dodge], +1 shield [mwk light wooden], +1 size)

**Fort** +6, **Ref** +5, **Will** +2

**hp** 47 (5 HD)

**Space** 5 ft.; **Base Atk** +5; **CMB** +5

**Melee** mwk light pick +13 (1d3+4/x4)

**Ranged** net (range 10 ft.) +10 (entangled)

**Atk Options** reliable strike

**Reliable Strike (Ex [immediate; 1/day])** Feril may reroll an attack roll, critical hit confirmation, miss chance or damage roll, but must accept the second result.

**Combat Gear** *potion of barkskin, potion of heroism*

**Abilities** Str 13, Dex 18, Con 14, Int 10, Wis 12, Cha 6

**SQ** agility (+1), weapon guard (+1)

**Feats** Dodge, Exotic Weapon Proficiency (net), Mobility, Weapon Finesse<sup>B</sup>, Weapon Focus (light pick)<sup>B</sup>, Weapon Specialisation (light pick)<sup>B</sup>

**Skills** as above

**Languages** Goblin

**Gear** as above plus belt pouch, flint and steel, 5 gp, 12 sp

- **Berix (NE female goblin druid [menhir savant] 5/ranger [wild stalker] 2):** Leader and chieftain of the Cloven Skulls, Berix has an almost mystical connection with the standing stones surrounding the tribe's lair. She spends much time among the stones, caressing and whispering to them. Some in the tribe think she is mad – and they are more than a little correct – but her powers to detect fey have provided the tribe with many tasty brains over the years.

## TRIBAL LORE

Characters with ranks in Knowledge (local) may know something about the Goblins of the Cloven Skull. A successful check reveals all information gained by a lesser result:

**DC 11:** Warriors of the Cloven Skull weave pieces of the shattered skulls of their enemies into their hair.

**DC 16:** The goblins consume the brains of their enemies, preferring to pluck them from the still living bodies of their captives.

**DC 21:** The tribe dwells in and under a series of burial cairns arrayed around an ancient circle of standing stones. The whole area is overgrown with rampant vegetation and very difficult to reach.

### FARS

CR 3 (XP 800)

*Lean and lithe, this small humanoid wears a fine chain shirt and wields a shortbow. Daggers and pouches festoon her belt.*

Female goblin rogue (poisoner) 3/fighter (archer) 1

NE Small humanoid (goblinoid)

**Init** +9; **Senses** darkvision 60 ft.; Perception +7, Sense Motive +0

**Speed** 30 ft.; **ACP** -1, Acrobatics +11, Climb +6, Escape Artist +11, Ride +8, Stealth +19, Swim +1

**AC** 21, touch 16, flat-footed 16; **CMD** 19

(+5 armour [+1 chain shirt], +5 Dex, +1 size)

**Fort** +5, **Ref** +8 (evasion), **Will** +1

**hp** 26 (2 HD)

**Space** 5 ft.; **Base Atk** +3; **CMB** +2

**Ranged** mwk shortbow (range 60 ft.; Point Blank Shot, Precise Shot) +10 (1d4/x3)

**Melee** morningstar +4 (1d6) or

**Melee** dagger +4 (1d3/19-20)

**Atk Options** poison use, sneak attack (+2d6; bleeding arreak [2])

**Combat Gear** arrows (20), daggers (3), blue whinnis (3), manacles

**Abilities** Str 11, Dex 20, Con 14, Int 12, Wis 10, Cha 6

**SQ** master poisoner, rogue talent (bleeding attack)

**Feats** Improved Initiative, Point Blank Shot, Precise Shot

**Skills** as above plus Knowledge (local) +6, Profession (torturer) +7, Sleight of Hand +11

**Languages** Common, Goblin

**Gear** as above plus masterwork thieves' tools, masterwork torturer's kit, belt pouch (3), 4 gp

## GOBLINS OF THE GOUGED EYES

Dwelling in the depths of the Twisted Gorge, the Goblins of the Gouged Eyes are famed for their brutality throughout the Lonely Coast. Stories of them are used to quiet unruly children.

The tribe's warriors delight in gouging out the eyes of any captives unlucky enough to fall into their hands. Once mutilated, the captives are set free to participate in a warped and depraved hunt of sorts which sees the goblins (and their young) pursuing the blind, near-helpless and terrified captives through the Twisted Gorge's tumbled rocks.

### SOCIETY & ORGANISATION

As their appearance hints, the tribe is slightly tainted (or augmented depending on your point of view) with the blood of the Abyss. This demonic bloodline surfaces from time to time and often those blessed with its taint rise to powerful positions within the tribe. The tribe's current chieftain is the deluded, but cunning, Patrix (page 9). Ably assisted by his paramour, Jeral (page 9), he dreams of expanding his holdings to encompass the entire gorge and the caverns below.

The tribe is large by goblin standards; many of the goblins are surprisingly fecund. Sadly the mortality rate of infants is shockingly high and thus the tribe vigilantly guard their young. The lives of the tribe's young are sacrosanct, as Patrix needs more followers to realise his dreams of empire.

To the Gouged Eyes, life is brutal and cheap. Disagreements are often settled with duels to the death. Such duels often finish before both participants are fully aware one has started.

**Appearance:** With dull red skin and sullen, yellow eyes members of the tribe appear slightly demonic in appearance. They dress in well-worn leather gear of drab hues. Most are surprisingly clean for goblins.

### ECOLOGY & LAIR

The Goblins of the Gouged Eyes dwell in a rambling series of natural caverns piercing the Twisted Gorge's crumbling cliffs. Protected by fields of rubble, the caves are hard to reach undetected. The tribe has a large pack of goblin dogs that dwell in one of the first caverns – this serves as an effective “alarm system” for the goblins and stops prisoners escaping.

Deep pools of clear, cold water fill many of the lower caves and in these the goblins often “frolic.” (In truth, the goblins love to hunt the blind, albino fish that swarm in the pools by catching them using just their teeth). Strong currents lurk at the bottom of several pools and occasionally swimmers go missing.

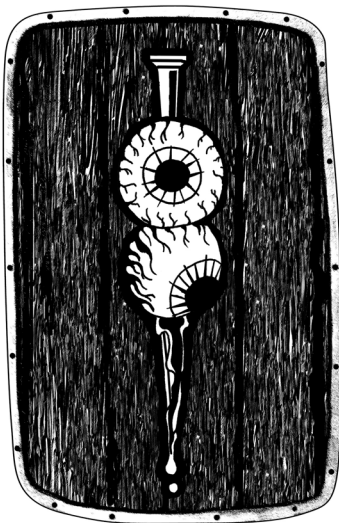
### COMBAT & TACTICS

Tribal warriors love to strike from ambush, typically unleashing a barrage of sling bullets at exposed enemies before rushing forth to stab and cut them into submission. They have also grown adept at setting traps involving falling rocks and the like and often start ambushes by unleashing a torrent of rock to sweep away several enemies.

The warriors love to take prisoners and offer terms to outnumbered, badly injured foes. Their love of their brutal hunt is such that after battle they even try to bind the wounds of fallen enemies so that they can participate in the chase.

Warriors favour short swords and spears, while slings predominate as the tribe's missile weapon (no doubt because of the profusion of potential ammunition lying around). Elite

warriors ride the tribe's largest and most ferocious goblin dogs.



### TRIBAL ROSTER

The tribe comprises the following members:

- 103 warriors (NE goblin warrior 1)
- 145 non-combatants (including 48 young)
- 48 goblin dogs
- 10 sergeants (NE goblin fighter [roughrider] 3)
- Jeral (NE female fiendish goblin ranger [skirmisher] 5)
- Patrix (NE male fiendish goblin druid [cave druid] 7)

### IN YOUR CAMPAIGN

In your campaign, the Goblins of the Gouged Eye could dwell in almost any rocky, hilly area. Although they are listed as dwelling in the Twisted Gorge (a feature of the Lonely Coast) this reference is easily changed for a suitable locale in a GM's personal campaign.

The PCs could come into contact with the tribe when they encounter a blinded survivor of the tribe's macabre hunt. Such a discovery should elicit a lust for revenge in all but the most hard-hearted adventurer and their resultant forays against the tribe could form an interesting subplot in the campaign.

## NOTABLE PERSONALITIES

The majority of the tribe are normal goblins. A few members are, however, exceptional:

### PATRIX

CR 7 (XP 3,200)

*This small, thin and dirty humanoid wears well-worn leather armour and carries a scimitar.*

Male fiendish goblin druid (cave druid) 7

NE Small humanoid (goblinoid)

**Init** +1; **Senses** darkvision 60 ft.; Perception +11, Sense Motive +5

**Speed** 30 ft.; lightfoot, tunnelrunner; **ACP** -1; Climb +2, Ride +4, Stealth +17

**Lightfoot (Ex)** Patrix cannot be detected by tremorsense.

**Tunnelrunner (Ex)** Patrix can move through areas of rubble or narrow passages that require squeezing at his normal movement rate and without penalty.

**AC** 17, touch 12, flat-footed 16; **CMD** 17

(+3 armour [+1 leather], +1 Dex, +2 shield [mwk heavy wooden], +1 size)

**Resist** cold 10, fire 10

**Fort** +7, **Ref** +4, **Will** +9; +2 vs. oozes' and aberrations' exceptional, supernatural and spell-like abilities; **SR** 12

**hp** 48 (7 HD); **DR** good/5

**Space** 5 ft.; **Base Atk** +5; **CMB** +5

**Melee** +1 scimitar +8 (1d4+2/18-20) or

**Melee Touch** touch of darkness (6/day) +7 (foe's targets gain concealment (20% miss chance) against its attacks [3 rds.])

**Atk Option** Blind-Fight, smite good (1/day; +7 damage)

**Special Actions** wild shape (1/day [5th]; *beast shape I*; Natural Spell)

**Druid Spells Prepared** (CL 7th; concentration +10 [+14 casting defensively or grappling]; Darkness; spontaneous casting [summon nature spells])

4th—*flame strike* (DC 17), *shadow conjuration*<sup>D</sup>,

3rd—*cure moderate wounds* (2), *deeper darkness*<sup>D</sup>, *meld into stone*

2nd—*barkskin*, *bear's endurance*, *blindness/deafness*<sup>D</sup> (blindness only; DC 15), *heat metal* (DC 15), *warp wood* (DC 15)

1st—*cure light wounds*, *entangle* (DC 14), *faerie fire* (2), *obscuring mist*<sup>D</sup>, *produce flame*

0—*create water*, *detect magic*, *resistance*, *virtue*

**Combat Gear** scroll of *cure moderate wounds* and owl's wisdom, wand of call lightning (8 chgs.)

**Abilities** Str 12, Dex 12, Con 12, Int 10, Wis 16, Cha 11

**SQ** cavesense, resist subterranean corruption, nature bond (Darkness), wild empathy (+7; +3 oozes)

**Feats** Alertness, Blind-Fight<sup>B</sup>, Combat Casting, Natural Spell, Skill Focus (Stealth)

**Skills** as above plus Knowledge (dungeoneering) +12, Knowledge (nature) +6, Survival +12

**Languages** Druidic, Goblin

**Gear** as above plus *cloak of resistance* +1, spell component pouch, holy symbol, 17 gp

▪ **Jeral (NE female fiendish goblin ranger [skirmisher] 5):** Jeral often leads raiding parties into the Twisted Gorge to attack the other tribes dwelling therein.

▪ **Patrix (NE male fiendish goblin druid [cave druid] 7):** The tribe's ruler, Patrix knows more of the caves and caverns below the Twisted Gorge than any other goblin. He dreams of subjugating the other tribes dwelling nearby and using them as the foundation of a new subterranean empire.

## TRIBAL LORE

Characters with ranks in Knowledge (local) may know something about the Goblins of the Gouged Eyes. A successful check reveals all information gained by a lesser result:

**DC 11:** A vicious goblin tribe, dwelling in the Twisted Gorge, they gouge out their captives' eyes.

**DC 16:** Blinded captives are set loose in the Twisted Gorge to be hunted down by the tribe's young.

### JERAL

CR 4 (XP 1,200)

*This lightly armoured goblin cackles with maniacal glee, expertly wielding a pair of short swords as it closes in.*

Female fiendish goblin ranger (skirmisher) 5

NE Small humanoid (goblinoid)

**Init** +8; **Senses** darkvision 60 ft.; Perception +9 (+11 vs. orcs, +13 vs. humans), Sense Motive +1 (+3 vs. orcs, +5 vs. humans)

**Speed** 30 ft.; **ACP** 0; Climb +10, Ride +8, Stealth +20

**AC** 19, touch 15, flat-footed 15; **CMD** 20

(+4 armour [+1 studded leather] +4 Dex, +1 size)

**Resist** cold 5, fire 5

**Fort** +5, **Ref** +8, **Will** +2; **SR** 9

**hp** 42 (5 HD)

**Space** 5 ft.; **Base Atk** +5; **CMB** +6

**Melee** mwk short sword +9 (1d4+2/19-20) and

mwk short sword +9 (1d4+2/19-20) or

**Melee** mwk short sword +11 (1d4+2/19-20)

**Ranged** sling (range 50 ft.) +10 (1d3+2)

**Atk Options** favoured enemies (humans [+4], orcs [+2]), smite good (1/day; +5 damage)

**Hunter's Bond (Ex)** Jeral may use a move action to grant half her favoured enemy bonus against a single target of the appropriate type to all allies within 30 feet for 1 round.

**Hobbling Attack (Ex)** When Jeral hits with an attack, the target's land speed is reduced by half for 1d4 rounds.

**Combat Gear** bullets (10, *potion of cure light wounds*)

**Abilities** Str 14, Dex 18, Con 12, Int 10, Wis 13, Cha 6

**SQ** combat style (two-weapon combat), favoured terrain (forest [+2]), track (+2), wild empathy (+3)

**Feats** Double Slice, Endurance<sup>B</sup>, Improved Initiative, Two-Weapon Fighting, Weapon Finesse

**Skills** as above plus Bluff -2 (+0 vs. orcs, +2 vs. humans), Craft (trapmaking) +8, Intimidate +3, Knowledge (local) +0 (+2 vs. orcs, +4 vs. humans), Survival +9 (+11 tracking, +13 tracking orcs, +15 tracking humans)

**Languages** Goblin

**Gear** as above plus belt pouch, 3 gp, 15 sp

## READING STAT BLOCKS

*Tribes Most Foul: Goblins* includes all necessary stat blocks; these notes explain how to read them. Unless otherwise noted, all listed scores include all the creature's normal modifiers. Stat block appear in four sections: basic, defensive, offensive and supplemental.

### BASIC

**Name, CR and XP:** The monster's name appears first followed by its CR and how many experience points it is worth. If more than one creature is encountered, a bracketed number lists how many appear.

**Appearance:** The GM can read aloud or paraphrase this section. If a picture depicts the creature, this section may be omitted.

**Sex, Race, Class and Level:** If the monster has class levels these appear here along with its race and sex. The first noted class is the creature's favoured class.

**Alignment and Type:** The creature's abbreviated alignment and its type (including applicable subtypes).

**Init and Senses:** This creature's initiative modifier appears before any special senses (such as scent or darkvision) and the creature's Perception and Sense Motive scores. If the creature has special Perception-based abilities, such as trapfinding or stonecunning, these appear here.

**Speed:** The creature's modified land speed appears first along with any other relevant speeds (such as climb or fly). If the creature's base land speed is different to its modified speed this is also listed.

**ACP and Movement Skills:** ACP presents the creature's normal armour check penalty modifier. If the creature's Acrobatics, Climb, Escape Artist, Fly, Ride, Stealth or Swim modifier differs from the relevant ability modifier minus its armour check penalty, these skills appear here.

### DEFENSIVE

**AC:** The creature's normal, touch and flat-footed AC along with its CMD; additionally this section lists any defensive powers or abilities that affects the creature's AC.

**Immune, Resist and Weaknesses:** If the creature has immunity, resistance or a vulnerability to an effect or condition it appears here.

**Fort, Ref and Will:** The creature's saving throw modifiers along with any conditional modifiers and defensive powers (such as evasion) and spell resistance appear here.

**HP:** The creature's full, normal hit points along with the number

of hit dice it possesses. A bracketed hit point total indicates that the creature is injured. If the creature has damage reduction or hardness it appears here.

### OFFENSIVE

**Space, Base Atk and CMB:** The creature's space, base attack bonus and CMB.

**Melee:** This section lists a creature's melee attacks. If the attack has a reach that is not 5 ft. it is listed here. This line also lists any specific feats a creature can use with the attack (for example Power Attack), but the effects of these feats are not included in the attack's statistics. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

**Ranged:** This section lists the creature's ranged attacks. It always includes the attack's range. Each attack includes attack bonus and damage information. This line also lists any specific feats a creature can use with the attack (for example Point Blank Shot), but the effects of these feats are not included in the attack's statistics. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

**Atk Options:** This section lists any abilities or feats that can affect more than one of the creature's attacks, unless it has already been presented with the creature's specific attacks. Subsequent listings describe all but the most basic abilities in depth.

**Special Actions:** This section lists any useful abilities that a creature could use in battle. Subsequent listings describe all but the most basic abilities in more depth.

**Spells and Spell-Like Abilities:** The creature's caster level, along with its concentration modifier and domains appears in brackets before the main spell listing. If one or more of the creature's spells require a touch attack, the relevant attack bonus is included. Spells available appear in reverse order from highest to lowest level. Spells denoted <sup>D</sup> are domain spells. If applicable, a spell's DC is also provided.

**Combat Gear:** This section lists any combat-related equipment the creature possesses.

### SUPPLEMENTAL

**Abilities and Special Qualities:** These sections list the creature's ability scores and any special qualities that do not appear anywhere else in its stat block.

**Feats:** An alphabetical listing of all the creature's feats.

**Skills and Languages:** These sections list any skills the creature possesses that have not already appeared in the stat block and all languages spoken or understood. Any language-based special abilities also appear here.

**Gear:** This section lists any gear not already listed in the creature's stat block. This section hardly ever contains weapons or armour as they usually appear in the relevant sections above.

**Spellbook:** The contents of the creature's spellbook and its opposition schools.

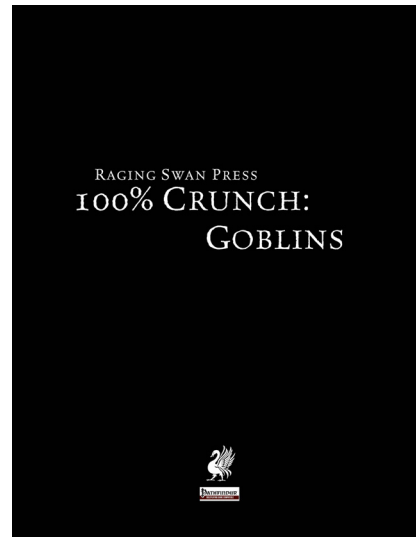
### SPECIAL ABILITIES

Special abilities appear in the section to which they are best suited. Thus, offensive abilities appear with a creature's attacks while defensive ones appear with its other defences. Full write-ups of irrelevant powers (such as those that could not affect combat) are omitted. The effects of abilities that factor into a creature's normal attacks or defences have already been included in the relevant calculations.

### 45 READY-TO-GO GOBLIN STAT BLOCKS

CRs 1/4-5

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