

HALF-GOBLINS OF THE TANGLED WOOD

A Pathfinder Roleplaying Game Compatible TRIBES supplement by Creighton Broadhurst



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Debased, mongrel descendants of humans enslaved by goblins centuries ago, half-goblins lurk in the deepest unknowable reaches of the Tangled Wood. Hateful and spiteful creatures, they worship fell powers and sacrifice those falling into their clutches to venerate their dark protector. Stealthy and cunning, they skulk about civilisation's fringe weaving terrible plots to destroy those threatening their precarious existence.



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BONUS MATERIAL

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ERRATA

We like to think *Half-Goblins of the Tangled Wood* is error free and that absolutely no mistakes have crept in during design or editing. However, we are realists. So in that spirit, we shall post errata three months after first release on 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.

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ABOUT THE DESIGNER

Creighton is a keen gamer who passionately 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 releases through Raging Swan Press.

Over the last 11 years, Creighton has worked with Expeditious Press, Paizo and Wizards of the Coast. He now releases his own products through Raging Swan Press. You can read his thoughts on game design at ragingswan.livejournal.com.

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*Half-breed savages in tight-knit clans,
Bitter and twisted, shaping evil plans,
No friends have they among other races,
Fear and loathing etched in their faces,
The mongrel spawn of monsters and men,
Civilisation's light is lost to them,
Neither man nor beast, there's no trace of good,
In these half-goblins of the Tangled Wood...*

STAT BLOCKS BY CR

CR		PAGE
1/2	Half-Goblin Archer (fighter 1)	14
1/2	Half-Goblin Sneak Thief (rogue 1)	14
1/2	Half-Goblin Ranger (ranger 1)	14
1/2	Half-Goblin Warrior (fighter 1)	14
1	Half-Goblin Sorcerer (sorcerer 2)	15
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NEW SPELLS

2ND-LEVEL ADEPT AND CLERIC SPELLS

Miasma of Hatred: Drives targets into a wild frenzy of anger.

3RD-LEVEL ADEPT AND CLERIC SPELLS

Miasma of Enervation: Fatigues creatures in area of affect.

NEW MAGIC ITEMS BY COST

GP	
150	<i>Oil of entangle</i>
250	<i>Oil of plant growth</i>
2,100	<i>Archer's buckler</i>
3,000	<i>Cloak of the woodlands</i>

NEW FEATS

FEAT	PREREQUISITES	BENEFIT
Forest Stride	Dex 13	Ignore 10 ft. of difficult terrain in forest terrain
Forest Warrior	Tribal membership	Gain additional cover and concealment bonuses in forest terrain
Greater Forest Stride	Dex 15, Forest Stride	Ignore 30 ft. of difficult terrain in forest terrain
Greater Skirmisher	Tribal membership, Skirmisher	Move 20 ft. to gain +1 on attack rolls and a +1 dodge bonus
Skirmisher	Tribal membership, Dodge	Move 20 ft. to gain +1 on attack rolls and a +1 dodge bonus

READING STAT BLOCKS

Half-Goblins of the Tangled Wood 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 blocks 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. 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. 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 the creature's attacks. Subsequent listings describe all but the most basic abilities in more 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 ^D 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 barred 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.

HALF-GOBLINS OF THE TANGLED WOOD

HALF-GOBLINS OF THE TANGLED WOOD

Men whisper that ghosts of an elder age stalk the deepest, unknowable reaches of the Lonely Coast's ancient woodlands. Along with the forsaken holy places and forts of a long-fallen elder civilisation, a debased and twisted race of half-goblins haunts the forest's deepest thickets. The mongrel descendants of a tribe of humans subjugated by goblins centuries ago half-goblins are a bitter, evil folk. Never numerous, and dedicated to dark powers, they skulk about civilisation's fringe weaving terrible plots to destroy their neighbours.

ECOLOGY & SOCIETY

Although thoroughly evil and despicable, half-goblins have nevertheless developed a tight-knit, hierarchical society. Assailed by innumerable external threats, half-goblins have learnt that personal survival and advancement depends on that of the clan.

Half-goblins dwell in small clans – little more than extended family groups - of no more than forty individuals. Although the clans compete among themselves for glory and wealth, contact and trade between groups is brisk and relatively peaceful. An elder, assisted by the learned folk of the clan, rules each clan. Groups of clans, in turn make up a tribe. No one individual rules the tribe except in times of great crisis or law. Normally, clan elders form a council which loosely directs the tribe's activities.

Relations: Half-goblins hate all other races, viewing them as potential aggressors. In particular, they hate goblins (who hunt them) and humans (who treat them as normal goblins to be killed on sight).

Alignment and Religion: Half-goblins are sadistic, hate-filled creatures concerned only with the survival and advancement of their clan at the expense of others. In the main, they worship Braal (NE god of hate, malice and revenge [page 18]) a few worship fell demonic powers or the ancient, atavistic spirits of

the woodland in which they dwell. Others stray toward lawful evil. Most such individuals dream of uniting the disparate clans under a strong leader (normally themselves) and scourging the Tangled Wood clear of both the human and goblin infestation.

Adventurers: Most half-goblins do not stray far from their clan home. A few venture farther abroad on specific missions while others, fleeing some terrible punishment, are forced to endure civilisation's perils.

HALF-GOBLIN TRAITS

Taller than their goblin antecedents but shorter than humans, half-goblins are scrawny creatures. Like their goblin kin, their heads seem oversized for their bodies. Their eyes are black or dark brown and hair is similarly of a dark hue while their ears are slightly pointed. Roughly one in ten can pass for a human (albeit a freakishly short and ugly one).

Half-goblin advance by class level and have the following racial traits:

- **+2 to One Ability Score:** Half-goblins get a +2 bonus to one ability score to represent their varied nature.
- **Medium:** Half-goblins are Medium creatures and have no bonuses or penalties due to their size.
- **Normal Speed:** Half-goblins have a base speed of 30 ft.
- **Darkvision:** Half-goblins can see in darkness for 60 ft.
- **Goblin Blood:** Half-goblins count as both human and goblin for any effect related to race.
- **Swift:** At 1st-level, half-goblins receive Fleet as a bonus feat.
- **Rider:** Half-goblins receive a +2 racial bonus on Ride checks.
- **Stealthy:** Half-goblins receive a +2 racial bonus on Stealth checks.
- **Languages:** Half-goblins begin play speaking Common and Goblin. Those with high Intelligence scores can also choose from Abyssal, Dwarven, Gnomish, Infernal and Orc.

IN YOUR CAMPAIGN

Half-Goblins of the Tangled Wood's design enables a GM to easily insert half-goblins into a home campaign. While they mostly worship a specific god, Braal (NE god of hate, malice and revenge), his portfolio is generic enough to be easily replaced by an extant deity from a GM's personal campaign. Alternatively, the half-goblins could exclusively worship a demon or similar otherworldly, sinister power.

The information herein builds upon that presented in *The Lonely Coast* (a free mini-campaign available as an extensively bookmarked PDF from ragingswan.com) and *Retribution*. Neither is necessary to use half-goblins. If the GM is not using the Lonely Coast setting, it is simple to change half-goblins' home to any remote woodland area.

HALF-GOBLIN RANDOM HEIGHT AND WEIGHT

TITLE	BASE HEIGHT	BASE WEIGHT	MODIFIER	WEIGHT MODIFIER
Male	4 ft. 10 in.	90 lbs.	2d4	x3 lbs.
Female	4 ft. 4 in.	75 lbs.	2d4	x3 lbs.

HALF-GOBLIN STARTING AGE

ADULTHOOD	MARTIAL	ARCANE	DIVINE
13	13	17	15

HALF-GOBLIN AGING EFFECTS

MIDDLE AGE	OLD	VENERABLE	MAX. AGE
26	38	50	50 + 2d10

NPC half-goblins usually have levels in warrior, adept or expert (scout). Some have levels in cleric, fighter, ranger or rogue. A rare few embrace sorcery or worship the atavistic spirits of their ancient woodland home. Unsurprisingly, paladins, monks and wizards are unknown among them.

Male Names: Anarl, Bartrel, Carlai, Cerlal, Destrel, Earlal, Estrel, Ferel, Krel, Marl, Steril, Terlal, Terl, Vartel, Werlal, Xerl.

Female Names: Arala, Barsala, Carlix, Eratla, Harastra, Jerix, Larsala, Narlix, Oparlix, Severa, Varla.

Clan Names: Black Arrow, Blood Knife, Broken Spear, Cloven Shield, Crimson Blade, Dark Shadows, Dripping Blade, Ebon Axe, Gouged Eyes, Sneaking Death, Splintered Knees, Twisted Neck.

LAIRS

Half-goblin clans dwell deep in the Tangled Wood (page 8), in places well hidden from the prying eyes of their enemies. They often choose defensible caverns, but the elder places of the world – places where ancient peoples raised mighty temples or high fortresses – also attract them.

COMBAT & TACTICS

Keenly aware of their low numbers, half-goblins avoid stand-up fights wherever possible. Rather, they prefer striking from ambush unleashing missile weapons and spells upon their hapless foe.

Alternatively, they love to manipulate their foes into fighting each other. For example, half-goblin scouts could lead a goblin raiding party to a human settlement or (disguised as goblins) attack wandering adventurers.

PLAYER CHARACTERS

Most player character half-goblins are outcasts from their tribe for some reason. Perhaps their outlook on life is different to their brethren, or maybe the same burning hatred for human kind does not surge through their veins.

Few half-goblins wander the world without a compelling reason. A few of the more learned folk – sorcerers and druids mainly – search for ancient knowledge and power and the life of an adventurer suits them very well.

Alternatively, raiding goblins could have destroyed the character's clan and he could now be seeking revenge or he could have fled his home to escape death at the hands of his enemies.

Most wandering half-goblins fall into the small portion of the race that can pass for human.

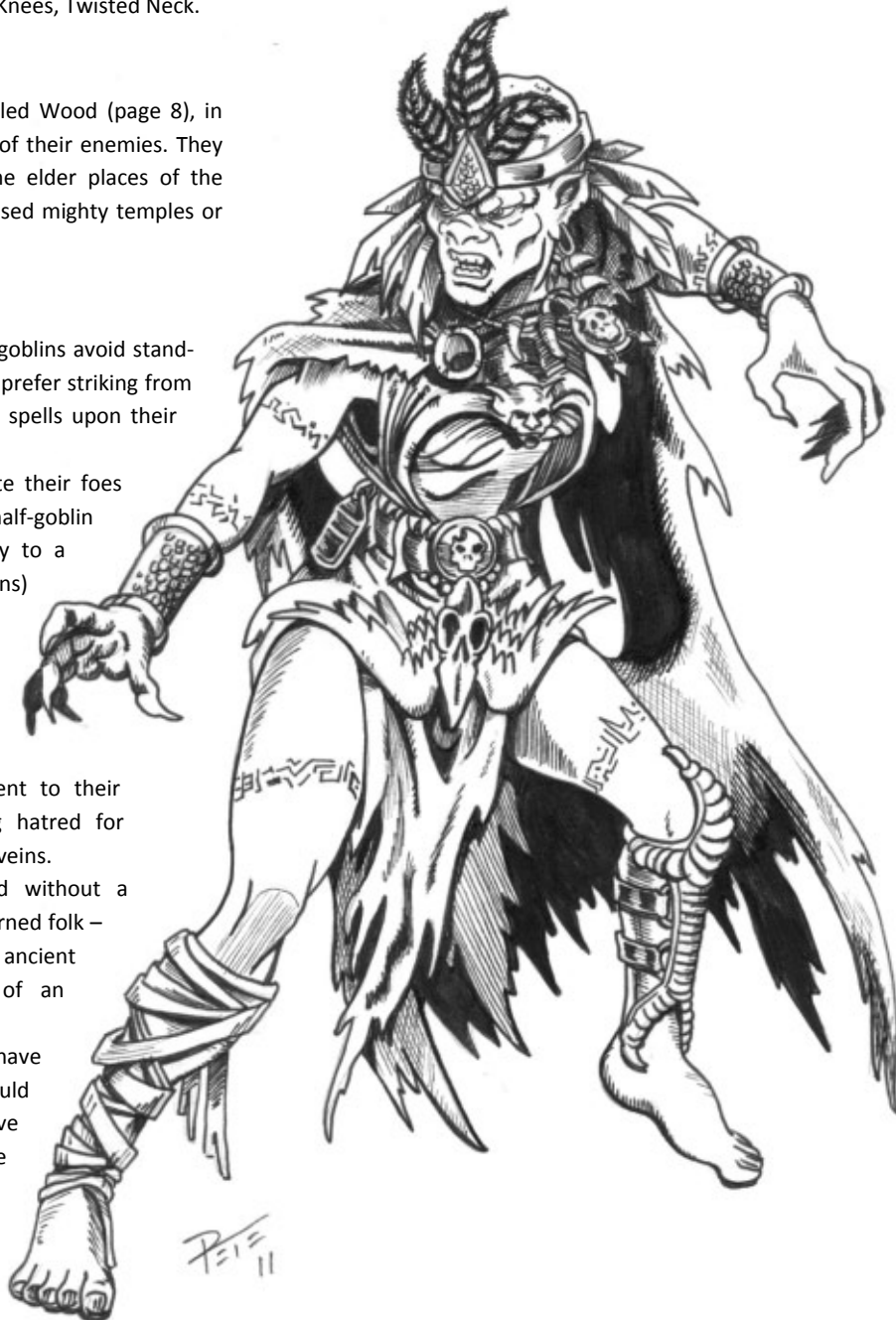
HALF-GOBLIN LORE

Character with ranks in Knowledge (local) can learn more about half-goblins with a successful skill check. A successful check reveals all information revealed by a lesser check.

DC 11: This creature is a half-goblin. A debased and twisted mongrel race they dwell in secluded, wild places. They hate humans and goblins with equal vigour.

DC 16: Half-goblins are stealthy and fleet of foot. They can see in pitch darkness and are skilled riders.

DC 21: Half-goblins normally worship Braal.



THE TANGLED WOOD

The Tangled Wood is an ancient place; many of its trees are hundreds of years old. Sprawling for miles on end over a range of steep-sided, craggy hills some parts of the forests have never known the tread of human feet.

FLORA & FAUNA

Great thickets of brambles hinder exploration of the interior; these completely untouched portions of wilderness boast trees of great age and size. Mighty oaks, hornbeams and grey-brown-barked elms all grow here in profusion, interspersed with box elder and holly and occasional stands of birches, pines and willows. Many small streams and brooks wind their way through the murk.

The forest floor is a perpetually gloomy, twilight world. An almost impenetrable canopy of thickly woven branches and boughs allows but a little light to filter through to the forest floor. Wild pigs, boars and deer as well as bears, packs of wolves and the feared shadow wolves all haunt the wood. Smaller creatures – foxes, rabbits, badgers, squirrels and so on – live here in profusion.

A deep, springy layer of leaf litter carpets the floor, enriching the soil and providing perfect growing conditions for a vast array of lichens, moss, mushrooms and berry bushes, which (at the forest fringes) villagers harvest along with wild fruits (raspberries, blackberries and whortleberries) and nuts.

SITES OF INTEREST

The ruins of the Old People – hidden beneath ten centuries of slow, inexorable growth, choked with bushes and ringed with near-impenetrable walls of thorn bushes – lie scattered throughout the forest. Tree-shrouded burial mounds, stone circles dominated by ancient oaks, and time-worn hill forts all

slumber beneath the Tangled Wood's gnarled boughs. The humanoids of the forest always vigorously contest such places, seemingly drawn to them as a moth drawn to flame.

Of particular note are Arius' Watchtower (the shattered ruin of a powerful conjurer laid low by a powerful wyrm), certain strange and unsettling timeworn structures upon the Orestone and the remnants of an ancient hill fortress sprawling across Talan's Bluff. Although no half-goblins dwell in the caves and passageways honeycombing the cliffs of the Twisted Gorge, the clans often despatch spies and hunters to the area to fight the goblins infesting the gorge and to cause trouble for them among the other tribes of that fell place.

CLANS OF THE TANGLED WOOD

The following half-goblin clans are examples of those known to dwell in the Tangled Wood.

Broken Spear: The Broken Spear dwell near a small human village in an extensive burrow tunnelled into a high hill. From their vantage point, the clan keep watch on their hated enemies and sometimes creep forth to steal cattle, destroy property and generally cause mischief. Other half-goblins view the clan's warriors as craven for they rarely join in battle and kill few humans. The truth of the matter, however, is that the clan elder, Carlai (NE male half-goblin rogue 4) has secretly forged a precarious truce with certain ill-favoured humans of the nearby village. In return for being left alone, the humans deliver travellers into the half-goblins' clutches. Such travellers disappear completely – most assume they fall victim to the ferocious denizens of the forest (which is true after a fashion).

Gougéd Eyes: One of the largest clans in the Tangled Wood, the Gougéd Eyes is particularly aggressive in its hunt of goblins. Its trackers and scouts are among the most skilled in the Tangled Wood. Once they have slain their foes, the clan's warriors gouge the eyes from their enemies' skulls and consume them to ritually assert dominance over their vanquished foes.

Splintered Knees: The Splintered Knees dwell in a network of interconnected tombs hewn from the rock by the ancient folk who once dwelled in the Tangled Wood. The half-goblins have enlarged and improved the tombs, creating a confusing network of secret passages linking them together. Led by Varla (NE female cleric [Baal] 7) the Splintered Knees take perverse pleasure in carrying off the bloodied corpses of vanquished foes to be later animated for the clan's defence. The clan hideously mutilates all such guardians before setting them to their eternal vigil.

SAMPLE CLAN: CLAN BLACK ARROW

This sample half-goblin clan is typical of those dwelling in the forest.

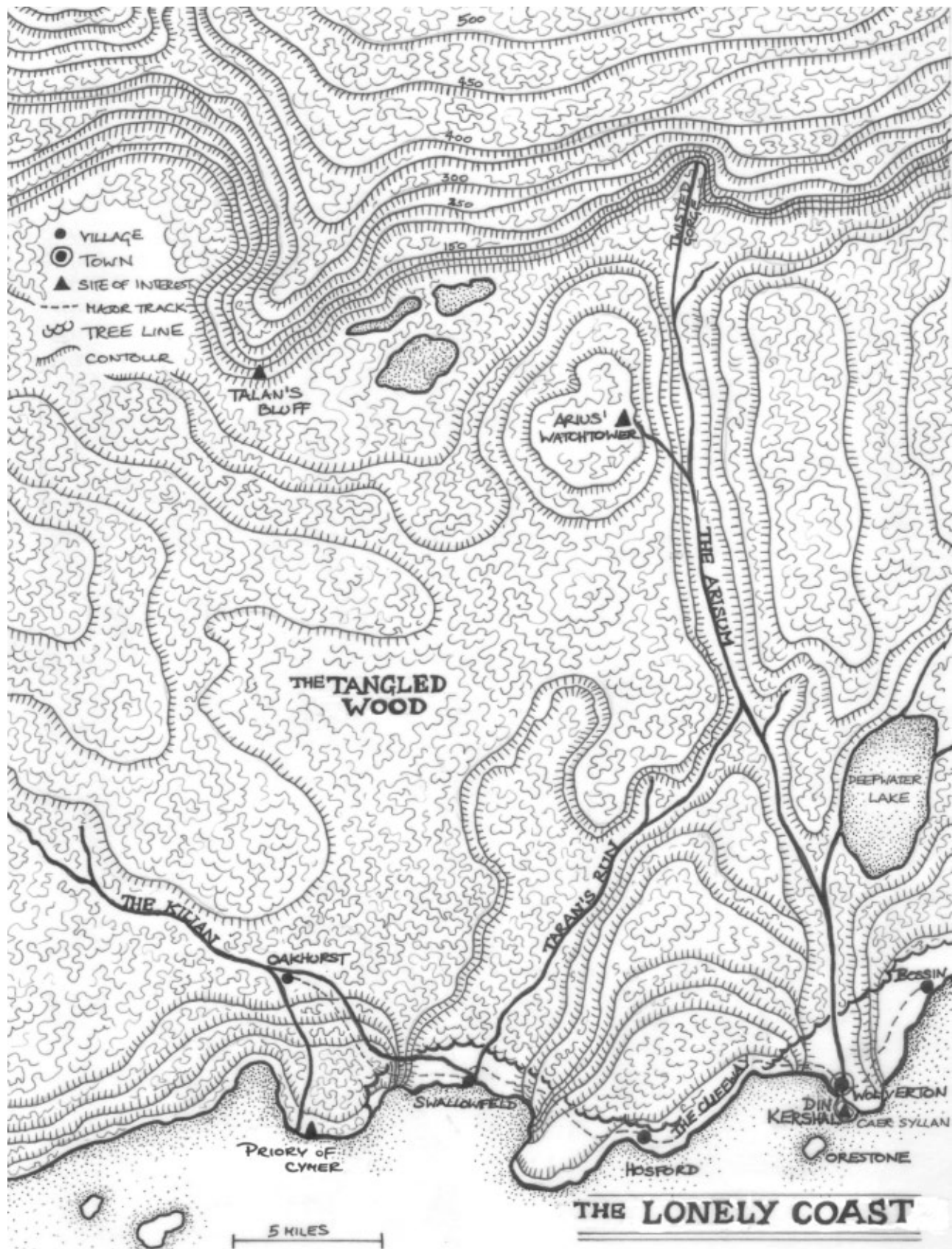
Clan Elder: Arala (NE female half-goblin ranger 4/fighter 2)

Members: 7 warriors (half-goblin fighter 1), 4 scouts (half-goblin ranger 1), 2 adepts (half-goblin adept 2), 28 non-combatants (females, the old and the very young)

Device: A barbed, ebon arrow dripping blood from its tip.

Lair: Clan Black Arrow lives in a dry series of caves hidden at the head of a narrow valley. The cave mouth is obscured by scrub and accessible from a narrow pathway leading up from the valley floor. Warriors keep watch over the passageway; several deadfall traps are rigged to drop rubble upon intruders.

The clan has dwelled here for years (although constant skirmishes with goblins keeps their numbers low).



GOBLIN BLOODLINE

Most half-goblin sorcerers have the goblin bloodline, although a few gain their powers from the taint of aberrations. While half-goblins hate their goblin ancestors, their sorcerers embrace the power flowing through their veins. Half-goblin sorcerers are endlessly deceitful, always striving to out-wit their enemies.

GOBLIN BLOODLINE

The blood of your goblin forefathers courses through your veins.

Class Skill: Stealth.

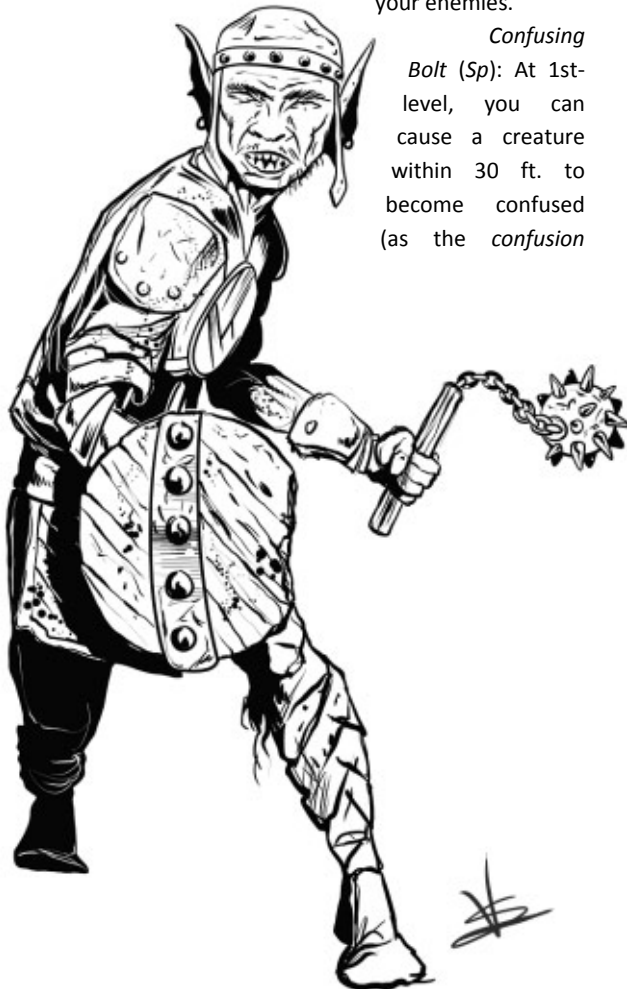
Bonus Spells: *charm person* (3rd), *hideous laughter* (5th), *heroism* (7th), *confusion* (9th), *dominate person* (11th), *greater heroism* (13th), *mass hold person* (15th), *mass charm person* (17th), *mass hold monster* (19th).

Bonus Feats: Alertness, Deceitful, Heighten Spell, Improved Initiative, Skill Focus (Ride), Skill Focus (Stealth), Spell Focus, Stealthy.

Bloodline Arcana: Whenever you cast a spell of the charm subschool, increase the DC by +2.

Bloodline Power: You delight in confusing and controlling your enemies.

Confusing Bolt (Sp): At 1st-level, you can cause a creature within 30 ft. to become confused (as the *confusion*



spell) with a successful ranged touch attack. This effect persists for a number of rounds equal to half your sorcerer level (minimum 1). Once a creature has been affected by *confusing bolt*, it is immune to its effects for 24 hours. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Woodland Stride (Ex): At 3rd-level, you can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas and similar terrain) at your normal speed without taking damage or suffering any other impairment. Thorns, briars and overgrown areas magically manipulated to impede motion, however, still affect you.

Deepening Shadows (Sp): At 9th-level you can summon a zone of deep shadows equal to *deeper darkness* in a 10-foot-radius centred on yourself. You can see through this effect normally, but otherwise the shadows provide concealment (50% miss chance) to any creature within. The shadows remain in existence for a number of rounds equal to your sorcerer level. At 9th-level, you can use this ability once per day. At 17th-level, you can use this ability twice per day. At 20th-level, you can use this ability three times per day.

Aspect of the Goblin (Sp): At 15th-level, the range of your darkvision increases by 30 ft. Additionally, you gain a worg (*Pathfinder Roleplaying Game Bestiary*) as a familiar.

Unbreakable Will (Ex): At 20th-level, you become immune to all spells and effects from the charm or compulsion subschools.

WORG FAMILIAR

CR 0 (XP 0)

N Medium magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +11, Sense Motive +2

Speed 30 ft.; Run

ACP 0; Acrobatics +2 (+6 running jump), Stealth +9

AC 14, touch 12, flat-footed 12; **CMD** 19 (+23 vs. trip) (+2 Dex, +2 natural)

Fort +5, **Ref** +6, **Will** +3

hp 26 (4 HD)

Space 5 ft.; **Base Atk** +4; **CMB** +7

Melee bite +7 (1d6+4 plus trip)

Trip (Ex) If the worg hits with its bite attack it can attempt to trip its opponent as a free action without provoking an attack of opportunity. If its attempt fails, it is not tripped in return.

Abilities Str 17, Dex 15, Con 13, Int 6, Wis 14, Cha 10

Feats Run, Skill Focus (Perception)

Skills as above plus Survival +5

Languages Common, Goblin

NEW FEATS

Half-Goblins of the Tangled Wood introduces five new feats. Each feat is presented in the following manner:

Prerequisites: This entry is absent if the feat has no prerequisites. Otherwise, it lists the qualifying features a character must have to select the feat.

Benefit: This section details what the feat enables the character to do or lists the bonuses it provides.

Special: If the feat has additional benefits (or synergistic qualities with another feat), they are listed here.

Normal: This listing is absent if not having the feat causes no particular drawback or penalty. Otherwise, it presents the limitations or drawbacks faced by a character without this feat.

BATTLE FEATS

Battle feats are a new kind of combat-focused feat designed to add flavour to combats featuring warriors of a given tribe. Such feats represent the warriors' battle training and tribal fighting style. Most require a base attack bonus of at least +1. Fighters can use their bonus feats to choose Battle feats.

FOREST STRIDE

You are adept at moving through forest terrain.

Prerequisites: Dex 13.

Benefit: When in forest terrain, you can move through 10 feet of difficult terrain each round as if it were normal terrain. Forest Stride enables you to take a 5-foot step into difficult terrain while in a forest.

FOREST WARRIOR [BATTLE]

You are adept at fighting in woodland.

Prerequisites: Tribal membership (half-goblin).

Benefit: You are skilled at fighting in woodlands and forests and are able to gain extra protection from the environment. When adjacent or in a square containing a tree, the cover bonus bestowed by the tree increases by 1. Similarly, if you are adjacent or in a square containing undergrowth providing concealment the miss chance bestowed by that concealment increases by 5%.

GREATER FOREST STRIDE

You are adept at moving through forest terrain.

Prerequisites: Dex 15, Forest Stride

Benefit: When in forest terrain, you can move through 30 feet of difficult terrain each round as if it were normal terrain.

GREATER SKIRMISHER [BATTLE]

Moving swiftly, you dodge your opponent's attacks.

Prerequisites: Tribal membership (half-goblin), Skirmisher.

Benefit: If you move 20 ft. or more before attacking you gain a +1 circumstance bonus to attack rolls and a +1 dodge bonus to AC until the start of your next turn. These bonuses stack with those granted by Skirmisher.

SKIRMISHER [BATTLE]

Moving swiftly, you dodge your opponent's attacks.

Prerequisites: Tribal membership (half-goblin), Dodge.

Benefit: If you move 20 ft. or more before attacking you gain a +1 circumstance bonus to attack rolls and a +1 dodge bonus to AC until the start of your next turn.



NEW SPELLS

Half-goblin adepts have developed two new spells with which to defeat their hated enemies. They appear below, alphabetically.

MIASMA OF ENERVATION

Level Adept 3, cleric 3 (conjunction [creation])

Casting Time 1 standard action; **Components** V, S, DF

Range medium (100 ft. + 10 ft./level); **Area** 20-ft. radius spread;

Duration 1 round/level

Saving Throw Fortitude negates; **Spell Resistance** yes

This spell enervates creatures within its area of affect. Characters in the area are fatigued (character can neither run nor charge and takes a -2 penalty on Strength and Dexterity) unless they succeed on a Fortitude saving throw.

MIASMA OF HATRED

Level Adept 2, cleric 2 (enchantment [compulsion, mind-affecting])

Casting Time 1 standard action; **Components** V, S, DF

Range medium (100 ft. + 10 ft./level); **Area** creatures in a 20-ft.-radius spread; **Duration** concentration, up to 1 round/level (D)

Saving Throw Will negates; **Spell Resistance** yes

This spell drives the targets into a wild frenzy of anger. You have no control over the affected creatures, who simply try to slay any visible enemies. Affected creatures make every effort to melee their enemies as quickly as possible, but such creatures gain an additional immediate saving throw if they must cross



some obvious hazard (such as a chasm) to do so. Finally, *miasma of hatred* inflicts a -2 penalty to AC as the affected creatures hurl themselves at their enemies.

This spell automatically suppresses (but does not dispel) *calm emotions*. It also suppresses any fear effects and removes the confused condition. While *miasma of hatred* is in effect, suppressed spells, conditions and effects have no effect. When the *miasma of hatred* ends, the original spells or effects take hold of the creature again, providing their duration has not expired in the meantime.

BRAAL

NE god of Hate, Malice and Revenge

Epithets: The Hated, the Wrecker, Dweller in Shadows

Symbol: A cloven skull

Domains: Destruction, Evil and Trickery

Favoured Weapon: Morningstar

Raiment: Braal's faithful wear cowled black cloaks smeared with the blood of their sacrifices. Adherents also shave their heads.

Teachings: Strike from the shadows; punish those who have wronged you and show no mercy. Take what you want and destroy that which you cannot take.

Holy Texts: The worship of Braal is not as prescriptive as other religions. No universally agreed upon text exists, but several dark tomes are preferred by various sects.

Adept Spell List: Half-goblin adepts worshipping Braal enjoy access to a different spell list to that of normal adepts.

0—create water, detect magic, ghost sound, guidance, know direction, mending, purify food and drink, read magic, stabilise, touch of fatigue.

1st—bless, burning hands, cause fear, command, cure light wounds, detect chaos, detect evil, detect good, detect law, faerie fire, magic fang, obscuring wind, protection from chaos, protection from evil, protection from good, protection from law, sleep.

2nd—aid, bear's endurance, bull's strength, cat's grace, cure moderate wounds, darkness, delay poison, miasma of hatred, owl's wisdom, resist energy, scorching ray, see invisibility, tree shape, undetectable alignment.

3rd—animate dead, bestow curse, contagion, cure serious wounds, deeper darkness, miasma of enervation, neutralize poison, poison, remove curse, remove disease, tongues, wind wall.

4th—cure critical wounds, freedom of movement, ice storm, stoneskin, unholy blight, wall of fire.

5th—cloudkill, commune, greater command, harm, heal, true seeing, unhallow, waves of fatigue.

NEW MAGIC ITEMS

The half-goblins of the Tangled Wood have created several magic items unique to themselves and have scavenged others from the tumbled ruins of an elder civilisation hidden beneath the boughs of their forest home.

CLOAK OF THE WOODLANDS

This mottled green and brown leather cloak has a deep cowl.

Aura faint (abjuration and transmutation; DC 16 Knowledge [arcana]) **Identify** DC 18 Spellcraft

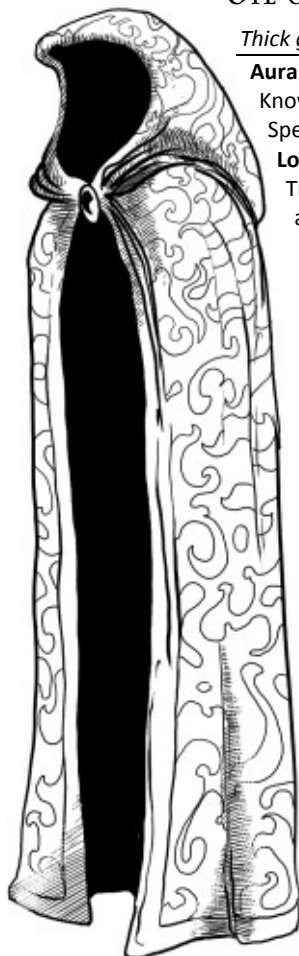
Lore (DC 10 Perception) The cloak is exceptionally well-oiled and free of burrs, rips and tears.

Lore (DC 16 Knowledge [nature]) As if moved by a gentle wind, vegetation seems to sway away from the cloak when it is brought near.

Abilities The *cloak of the woodlands* affects its owner with a *pass without trace* spell as long as it is worn. Additionally, once per day the wearer can cast *hide from animals*.

Activation use-activated and command word; **CL** 3rd

Requirements Craft Wondrous Item, *hide from animals*, *pass without trace*; **Cost** 1,500 gp; **Price** 3,000 gp



OIL OF ENTANGLE

Thick green oil fills this flask.

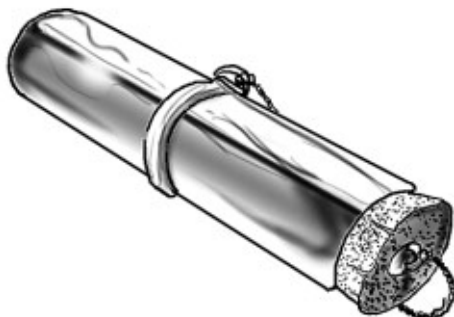
Aura faint (transmutation; DC 16 Knowledge [arcana]) **Identify** DC 18 Spellcraft

Lore (DC 15 Knowledge [nature]) The oil contains mashed up berries and twigs that seemingly move of their own volition.

Abilities When this oil is poured on the ground, the vegetation within a 40 ft. radius spread is affected as if by an *entangle* spell.

Activation use-activated; **CL** 3rd

Requirements Brew Potion, *entangle*; **Cost** 75 gp; **Price** 150 gp



OIL OF PLANT GROWTH

Viscous and lumpy green oil fills this flask.

Aura faint (transmutation; DC 18 Knowledge [arcana]) **Identify** DC 20 Spellcraft

Lore (DC 16 Knowledge [nature]) The smell of this potion is reminiscent of deep woodland in the depths of summer.

Abilities When this oil is poured on the ground, the vegetation within a 100 ft. radius circle is affected by the overgrowth option of the *plant growth* spell.

Activation use-activated; **CL** 5th

Requirements Brew Potion, *plant growth*; **Cost** 150 gp; **Price** 250 gp

ARCHER'S BUCKLER

This buckler is composed of dark wood banded by dull, chipped metal rim. Its boss is similarly dented.

Aura moderate (conjuration; DC 20 Knowledge [arcana]) **Identify** DC 24 Spellcraft

Lore (DC 5 Knowledge [nature]) This buckler is crafted from darkwood.

Lore (DC 10 Craft [armour] or Profession [armourer]) Despite its appearance, this buckler is in exceptional condition.

Abilities This *+1 darkwood buckler* has a small extradimensional space capable of holding 60 arrows. When the buckler is strapped to his arm, the owner can see and access the extradimensional space. The wearer can draw forth arrows from the buckler as if using a normal quiver, but drawing anything else requires a move action. The *archer's buckler* weighs the same (3 lbs.) no matter what is stored within. The extradimensional space can hold no single item longer than an arrow.

Activation use-activated; **CL** 9th

Requirements Craft Magic Arms and Armour, *secret chest*; **Cost** 1,050 gp; **Price** 2,100 gp



MINOR ENCOUNTERS WITH HALF-GOBLINS

HALF-GOBLIN ARCHER

CR 1/2 (XP 200)

This bald, scrawny humanoid wears studded leather armour and carries a shortbow.

Male half-goblin fighter 1

NE Medium humanoid (goblinoid, human)

Init +3; **Senses** darkvision 60 ft.; Perception +1, Sense Motive +1
Speed 35 ft.

ACP -1; Climb +5, Ride +5, Stealth +4

AC 18, touch 14, flat-footed 14; **CMD** 17; Dodge, Mobility (+3 Dex, +3 armour [studded leather], +1 shield [mwk buckler], +1 dodge)

Fort +3, **Ref** +3, **Will** +1

hp 12 (1 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +3

Melee hand axe +3 (1d6+2/x3)

Ranged shortbow (range 60 ft.) +4 (1d6/x3)

Combat Gear 20 arrows, *potion of cure light wounds*

Abilities Str 15, Dex 16, Con 13, Int 10, Wis 12, Cha 8

Feats Dodge, Fleet^B, Mobility

Skills as above

Languages Common, Goblin

Gear as above plus 1d6 sp

HALF-GOBLIN SNEAK THIEF

CR 1/2 (XP 200)

Clad in leather armour this skinny, bald humanoid carries a light crossbow. Its head seems oversized for its body and its eyes burn with malevolence.

Male half-goblin rogue 1

NE Medium humanoid (goblinoid, human)

Init +7; **Senses** darkvision 60 ft.; Perception +4 (+5 vs. traps), Sense Motive +0

Speed 35 ft.

ACP 0; Acrobatics +7, Climb +5, Escape Artist +7, Ride +5, Stealth +9, Swim +5

AC 16, touch 13, flat-footed 13; **CMD** 14

(+3 Dex, +2 armour [leather], +1 shield [mwk buckler])

Fort +2, **Ref** +5, **Will** +0

hp 11 (1 HD)

Space 5 ft.; **Base Atk** +0; **CMB** +1

Ranged light crossbow (range 60 ft.) +3 (1d8/19-20)

Melee short sword +1 (1d6/19-20)

Atk Options sneak attack +1d6

Combat Gear 20 bolts, *potion of cure light wounds*, tanglefoot bag

Abilities Str 13, Dex 17, Con 14, Int 12, Wis 10, Cha 8

SQ trapfinding

Feats Fleet^B, Improved Initiative

Skills as above plus Appraise +5, Disable Device +8, Intimidate +3

Languages Common, Goblin

Gear as above plus belt pouch, 12 sp

HALF-GOBLIN RANGER

CR 1/2 (XP 200)

This short, scrawny and bald female has beady hate-filled eyes. A sneer mars her already ugly countenance. She wears dirty studded leather armour and carries a longbow.

Female half-goblin ranger 1

NE Medium humanoid (goblinoid, human)

Init +3; **Senses** darkvision 60 ft.; Perception +5 (+7 vs. humans), Sense Motive +1 (+3 vs. humans)

Speed 35 ft.

ACP -1; Climb +5, Ride +5, Stealth +8

AC 17, touch 13, flat-footed 14; **CMD** 16

(+3 Dex, +3 armour [mwk studded leather], +1 shield [buckler])

Fort +3, **Ref** +5, **Will** +1

hp 12 (1 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +3

Ranged longbow (range 100 ft.) +5 (1d8/x3)

Melee longsword +3 (1d8+2/19-20)

Atk Options favoured enemy (human +2)

Combat Gear 20 arrows, *potion of cure light wounds*, tanglefoot bag

Abilities Str 14, Dex 17, Con 13, Int 10, Wis 12, Cha 8

SQ track +1, wild empathy +0 (4 vs. magical beasts)

Feats Fleet^B, Weapon Focus (longbow)

Skills as above plus Bluff -1 (+1 vs. humans), Knowledge (dungeoneering) +4, Knowledge (nature) +4, Survival +5 (+6 tracking or +8 tracking humans)

Languages Common, Goblin

Gear as above plus belt pouch, 3 sp

HALF-GOBLIN WARRIOR

CR 1/2 (XP 200)

This bald, scrawny humanoid wears studded leather armour and carries a battleaxe

Male half-goblin fighter 1

NE Medium humanoid (goblinoid, human)

Init +3; **Senses** darkvision 60 ft.; Perception +1, Sense Motive +1

Speed 35 ft.

ACP -3; Climb +3, Ride +3, Stealth +2

AC 19, touch 14, flat-footed 15; **CMD** 17; Dodge

(+3 Dex, +3 armour [studded leather], +2 shield [heavy wooden], +1 dodge)

Fort +3, **Ref** +3, **Will** +1

hp 12 (1 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +3

Melee battleaxe +4 (1d8+2/x3)

Ranged throwing axe (range 10 ft.) +4 (1d6+2)

Combat Gear throwing axe (2), *potion of cure light wounds*

Abilities Str 15, Dex 16, Con 13, Int 10, Wis 12, Cha 8

Feats Dodge, Fleet^B, Weapon Focus (battleaxe)

Skills as above

Languages Common, Goblin

Gear as above plus 1d6 sp

HALF-GOBLIN SORCERER CR 1 (XP 400)

This scrawny creature stands about 5 ft. tall. Slightly pointed ears frame the man's freakishly oversized, bald head. His scarred face is twisted into a cruel grimace.

Male half-goblin sorcerer (goblin) 2

NE Medium humanoid (goblinoid, human)

Init +2; **Senses** darkvision 60 ft.; Perception -1, Sense Motive -1

Speed 35 ft.

ACP 0; Ride +4, Stealth +4

AC 16, touch 12, flat-footed 14; **CMD** 15

(+2 Dex, +4 armour [mage armour])

Fort +1, **Ref** +2, **Will** +2

hp 14 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +3

Melee mwk morningstar +4 (1d8+2)

Special Actions confusing bolt (5/day)

Confusing Bolt (Sp) With a successful ranged touch attack, the sorcerer causes a creature within 30 ft. to act as if affected by a *confusion* spell for 1 round. A creature affected by confusing bolt is immune to its effects for 24 hours.

Sorcerer Spells Known (CL 2nd; concentration +4)

1st (5/day [4 remaining])—*colour spray* (DC 13), *mage armour*

0—*acid splash*, *dancing lights*, *daze* (DC 12), *detect magic*, *mage hand*

Combat Gear *scroll of expeditious retreat*, *scroll of identify*, *scroll of sleep*

Abilities Str 15, Dex 14, Con 12, Int 10, Wis 8, Cha 15

SQ bloodline arcana (goblin)

Feats Eschew Materials^B, Fleet^B, Toughness

Skills as above plus Knowledge (arcana) +4, Knowledge (dungeoneering) +4, Spellcraft +5

Languages Common, Goblin

Gear as above plus 23, sp, 46 gp

ALTERNATIVE SPELL LISTS

1st (5/day [4 remaining])—*mage armour*, *sleep* (DC 13)

0—*dancing lights*, *daze* (DC 12), *mage hand*, *prestidigitation*, *ray of frost*

HUNTERS (EL 2; XP 600)

Opponents (EL 2) ranger (2), sneak thief (1)

EL 1 (400 XP): Remove one ranger; **EL 3 (800 XP)**: Add one sneak thief.

Morale If injured or spotted during their attempted theft, the half-goblins retreat firing their bows to discourage pursuit.

Terrain medium forest; **Encounter Distance** 2d8 x 10 ft.

The half-goblins sneak through the wood, in search of prey. Although they are not expecting trouble, they are wary. Each carries a bloody sack containing slain rabbits, squirrels and so on. If the hunters spot the PCs, they hide and once the PCs have past follow their tracks. They sneak into camp in the dead of night, deal with any sentries and then steal any easily portable wealth lying around.

HALF-GOBLIN ADEPT CR 1 (XP 400)

Clad in filthy furs, this scrawny woman has slightly pointed ears and an oversized head.

Female half-goblin adept 3

NE Medium humanoid (goblinoid, human)

Init +5; **Senses** darkvision 60 ft.; Perception +2 (+4 if familiar in arm's reach), Sense Motive +2(+4 if familiar in arm's reach)

Speed 35 ft.

ACP 0; Ride +3, Stealth +3

AC 12, touch 11, flat-footed 11; **CMD** 11

(+1 Dex, +1 armour [padded])

Fort +1, **Ref** +2, **Will** +6

hp 16 (3 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +0

Melee mwk sickle +1 (1d6-1)

Ranged dart (range 20 ft.) +2 (1d4-1)

Adept Spells Prepared (CL 3rd; concentration +5, share spells)

1st—*bless*, *burning hands* (DC 13), *sleep* (DC 13)

0—*detect magic*, *mending*, *stabilize*

Combat Gear darts (5), *potion of invisibility*, *scroll of cure light wounds* (2), tanglefoot bag (2)

Abilities Str 8, Dex 12, Con 10, Int 9, Wis 15, Cha 1

SQ summon familiar (toad [hp 6])

Feats Alertness^B, Fleet^B, Improved Initiative, Toughness

Skills as above plus Heal +6, Knowledge (religion) +3, Survival +6

Languages Common, Goblin, empathic link

Gear as above plus

ALTERNATIVE SPELL LISTS

1st—*bless*, *cure light wounds* (2)

0—*detect magic*, *ghost sound* (DC 12), *touch of fatigue*

1st—*obscuring mist*, *protection from good*, *sleep* (DC 13)

0—*detect magic*, *mending*, *stabilize*

PLACE OF POWER (EL 3; XP 800)

Opponents (EL 3) sorcerer (1), sneak thief (1), warrior (2)

EL 2 (600 XP) Remove the sneak thief; **EL 4 (1,200 XP)** Add one adept.

Morale The half-goblins retreat if half their number is slain or incapacitated.

Terrain ruined temple surrounded by dense forest; **Encounter Distance** 3d6 x 10 ft.

A half-goblin sorcerer and a few guards are investigating a ruined temple hidden deep in the wood. The temple is nothing but a ruined shell, but the half-goblins are poking about around the altar in search of hidden treasures. None are on watch and so the PCs may enter the ruins before becoming aware of the intruders.

By the time the PCs have arrived, the half-goblins have dug several holes throughout the ruin in search of treasure.

MAJOR ENCOUNTERS WITH HALF-GOBLINS

HALF-GOBLIN ELITE ARCHER

CR 2 (XP 600)

This bald, scrawny humanoid wears studded leather armour and carries a shortbow.

Male half-goblin fighter 3

NE Medium humanoid (goblinoid, human)

Init +3; **Senses** darkvision 60 ft.; Perception +1, Sense Motive +1
Speed 35 ft.

ACP 0; Acrobatics +5, Climb +6, Ride +6, Stealth +6

AC 18, touch 14, flat-footed 14; **CMD** 19; Dodge, Mobility (+3 Dex, +3 armour [mwk studded leather], +1 shield [mwk buckler], +1 dodge)

Fort +4, **Ref** +4, **Will** +2; +1 vs. fear

hp 27 (3 HD)

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

Melee mwk hand axe +6 (1d6+2/x3)

Ranged mwk composite shortbow (range 60 ft.) +7 (1d6+2/x3)

Atk Options Point Blank Shot, Precise Shot

Combat Gear 20 arrows, *potion of cure moderate wounds*

Abilities Str 15, Dex 16, Con 13, Int 10, Wis 12, Cha 8

SQ armour training (1), bravery

Feats Dodge, Fleet^B, Mobility, Point Blank Shot, Precise Shot

Skills as above plus Handle Animal +3

Languages Common, Goblin

Gear as above plus 2d10 gp sp

HALF-GOBLIN ELITE SNEAK THIEF

CR 2 (XP 600)

Clad in chain armour this skinny, bald humanoid carries a light crossbow. Its head seems oversized for its body and its eyes burn with malevolence.

Male half-goblin rogue 3

NE Medium humanoid (goblinoid, human)

Init +7; **Senses** darkvision 60 ft.; Perception +6 (+7 vs. traps), Sense Motive +0

Speed 35 ft.

ACP 0; Acrobatics +9, Climb +7, Escape Artist +9, Ride +5, Stealth +11 (fast stealth), Swim +7

AC 18, touch 13, flat-footed 15; **CMD** 16; +1 vs. traps (+3 Dex, +4 armour [mwk chain shirt], +1 shield [mwk buckler])

Fort +3, **Ref** +6 (+7 vs. traps; evasion), **Will** +1

hp 26 (3 HD)

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

Ranged mwk light crossbow (range 60 ft.) +6 (1d8/19-20)

Melee mwk short sword +6 (1d6/19-20)

Atk Options sneak attack +2d6

Combat Gear 20 bolts, *potion of cure moderate wounds*, *potion of invisibility*, tanglefoot bag

Abilities Str 13, Dex 17, Con 14, Int 12, Wis 10, Cha 8

SQ rogue talent (fast stealth), trapfinding, trap sense +1

Feats Fleet^B, Improved Initiative, Weapon Finesse

Skills as above plus Appraise +7, Disable Device +12, Intimidate +5

Languages Common, Goblin

Gear as above plus belt pouch, mwk thieves' tools, 2d10 gp

HALF-GOBLIN ELITE RANGER

CR 2 (XP 600)

This short, scrawny and bald female has beady hate-filled eyes.

Female half-goblin ranger 2/rogue 1

NE Medium humanoid (goblinoid, human)

Init +3; **Senses** darkvision 60 ft.; Perception +7 (+8 vs. traps, +9 vs. humans), Sense Motive +1 (+3 vs. humans)

Speed 35 ft.

ACP -1; Acrobatics +9, Climb +7, Ride +5, Stealth +10

AC 18, touch 13, flat-footed 15; **CMD** 17 (+3 Dex, +4 armour [mwk chain shirt], +1 shield [mwk buckler])

Fort +4, **Ref** +8, **Will** +1

hp 23 (3 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +4

Ranged mwk composite longbow (range 100 ft.) +7 (1d8+2/x3)

Melee mwk longsword +5 (1d8+2/19-20)

Atk Options Point Blank Shot, Precise Shot, favoured enemy (human +2), sneak attack +1d6

Combat Gear 20 arrows, *potion of cure moderate wounds*, tanglefoot bag

Abilities Str 14, Dex 17, Con 13, Int 10, Wis 12, Cha 8

SQ combat style (archery), track +1, wild empathy +1 (-3 vs. magical beasts)

Feats Fleet^B, Point Blank Shot, Precise Shot^B, Weapon Focus (longbow)

Skills as above plus Bluff -1 (+1 vs. humans), Disable Device +12, Knowledge (dungeoneering) +5, Knowledge (nature) +5, Survival +7 (+8 tracking or +10 tracking humans)

Languages Common, Goblin

Gear as above plus belt pouch, 2d10 gp

HALF-GOBLIN ELITE WARRIOR

CR 2 (XP 600)

This scrawny warrior wears chainmail and carries a battleaxe.

Male half-goblin fighter 3

NE Medium humanoid (goblinoid, human)

Init +3; **Senses** darkvision 60 ft.; Perception +1, Sense Motive +1
Speed 35 ft.

ACP -1; Climb +7, Ride +7, Stealth +4

AC 21, touch 14, flat-footed 17; **CMD** 19; Dodge (+3 Dex, +4 armour [mwk chain shirt], +3 shield [mwk heavy wooden], +1 dodge)

Fort +4, **Ref** +4, **Will** +2; +1 vs fear

hp 27 (3 HD)

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

Melee mwk battleaxe +7 (1d8+2/x3)

Ranged mwk shortspear (range 20 ft.) +6 (1d6+2)

Atk Options Power Attack (-1 attack, +2 damage)

Combat Gear *potion of cure moderate wounds*

Abilities Str 15, Dex 16, Con 13, Int 10, Wis 12, Cha 8

SQ armour training (1), bravery

Feats Dodge, Fleet^B, Power Attack, Shield Focus, Weapon Focus (battleaxe)

Skills as above

Languages Common, Goblin

Gear as above plus 2d10 gp

HALF-GOBLIN SORCERER CR 3 (XP 800)

This scrawny creature stands about 5 ft. tall. Slightly pointed ears frame the man's freakishly oversized, bald head. His scarred face is twisted into a cruel grimace.

Male half-goblin sorcerer (goblin) 4

NE Medium humanoid (goblinoid, human)

Init +2; **Senses** darkvision 60 ft.; Perception -1, Sense Motive -1

Speed 35 ft.; woodland stride

Woodland Stride (Ex) The sorcerer can move through any sort of undergrowth at normal speed without taking damage or suffering any other impairment. Thorns, briars and overgrown areas magically manipulated to impede motion, however, still affect him.

ACP 0; Ride +4, Stealth +9

AC 16, touch 12, flat-footed 14; **CMD** 16

(+2 Dex, +4 armour [*mage armour*])

Fort +3, **Ref** +4, **Will** +4

hp 29 (4 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +4

Melee mwk morningstar +5 (1d8+2)

Special Actions confusing bolt (6/day)

Confusing Bolt (Sp) With a successful ranged touch attack, the sorcerer causes a creature within 30 ft. to act as if affected by a *confusion* spell for 2 rounds. A creature affected by confusing bolt is immune to its effects for 24 hours.

Sorcerer Spells Known (CL 4th; concentration +7 [+11 casting defensively or while grappled])

2nd (4/day)—*blindness/deafness* (DC 15)

1st (7/day [6 remaining])—*charm person* (DC 16), *colour spray* (DC 14), *expeditious retreat*, *mage armour*

0—*acid splash*, *dancing lights*, *daze* (DC 13), *detect magic*, *mage hand*, *read magic*

Combat Gear *potion of cure light wounds* (2), *scroll of invisibility*, *web*

Abilities Str 15, Dex 14, Con 12, Int 10, Wis 8, Cha 16

SQ bloodline arcana (goblin)

Feats Combat Casting, Eschew Materials^B, Fleet^B, Toughness

Skills as above plus Knowledge (arcana) +4, Knowledge (dungeoneering) +4, Spellcraft +7

Languages Common, Goblin

Gear as above plus *cloak of resistance* +1, 23, sp, 46 gp

AMBUSH (EL 6; XP 2,400)

Opponents (EL 6) half-goblin ranger (1), elite sneak thief (1), elite archer (2)

EL 5 (1,600 XP): Apply the young template to all the half-goblins; **EL 7 (3,200 XP):** Add the advanced template to all the half-goblins.

Morale If reduced to half hit points, a half-goblin flees.

Terrain medium forest; **Encounter Distance** 2d8 x 10 ft.

The half-goblins lurk by a well-used trail waiting for a tempting target to pass by. They swamp their target with arrows, concentrating on archers and spellcasters. If their targets close to melee, the half-goblins slowly retreat while shooting.

HALF-GOBLIN GREATER ADEPT CR 3 (XP 800)

This tall, scrawny and bald woman's eyes burn with malevolence.

Female half-goblin adept (Baal) 5

NE Medium humanoid (goblinoid, human)

Init -1; **Senses** darkvision 60 ft.; Perception +3 (+5 if familiar in arm's reach), Sense Motive +3 (+5 if familiar in arm's reach)

Speed 35 ft.

ACP 0; Ride +1, Stealth +1

AC 10, touch 9, flat-footed 10; **CMD** 10

(-1 Dex, +1 armour [*bracers of armour* +1])

Fort +1, **Ref** +2, **Will** +7

hp 30 (5 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +1

Melee sickle +1 (1d6-1)

Ranged light crossbow (range 80 ft.) +1 (1d8/19-20)

Adept Spells Prepared (CL 5th, concentration +8, share spells)

2nd—*miasma of hatred* (DC 15), *web* (DC 15)

1st—*bless*, *burning hands* (DC 14), *obscuring mist*

0—*detect magic*, *ghost sound* (DC 13), *stabilize*

Combat Gear 10 bolts, *potion of cure moderate wounds*, 3 *screaming bolts*, *scroll of protection from good*

Abilities Str 8, Dex 9, Con 10, Int 11, Wis 16, Cha 12

SQ summon familiar (toad)

Feats Fleet^B, Lightning Reflexes, Scribe Scroll, Toughness

Skills as above plus Heal +8, Knowledge (nature) +5, Knowledge (religion) +5, Spellcraft +5, Survival +8,

Languages Common, Goblin, empathic link, speak with familiar

Gear as above plus spell component pouch, 12 gp

ALTERNATIVE SPELL LISTS

2nd—*cure moderate wounds*, *mirror image*

1st—*bless*, *cure light wounds*, *obscuring mist*

0—*detect magic*, *ghost sound* (DC 13), *touch of fatigue* (DC 13)

2nd—*aid*, *cure moderate wounds*

1st—*burning hands* (DC 14), *cure light wounds*, *obscuring mist*

0—*detect magic*, *stabilize*, *touch of fatigue* (DC 13)

ELITE RAIDERS (EL 7; XP 3,200)

Opponents (EL 7) greater sorcerer (1), elite archer (2), elite warrior (2)

EL 6 (2,400 XP): Remove the greater sorcerer; **EL 8 (4,800 XP):** Add one greater sorcerer and one greater adept.

Morale A half-goblin reduced to below half hit points retreats.

Terrain medium forest; **Encounter Distance** 2d8 x 10 ft.

Planning to raid a nearby settlement these elite half-goblins are not averse to attacking targets of opportunity. If the PCs attack the half-goblins, they flee. If the half-goblins spot the PCs, they arrange a hasty ambush. Alternatively, the PCs could encounter the raiders returning to their clanhold after a successful raid. The half-goblins could even have recently captured slaves (who would be very grateful to be rescued) with them.

PERSONA: ANARL

A loner, Anarl stalks the Tangled Wood in search of prey and ancient wellsprings of the atavistic spirits in which he believes.

A devotee of the ancient woodland spirits, Anarl is at odds with his fellows' reverence of Braal. Valued for his woodland knowledge and hunting skill the clan elders respect his opinions and often give him leave to range in the deepest reaches of his woodland home.

Background: Anarl hails from a small clan all but wiped out by adventurers years ago. For several years, he dwelled in the forest, learning its secret ways and communing with its spirits. Marauding goblins forced him to return to his kin; few half-goblins know the deep reaches of the forest as does Anarl.

Personality: Much happier alone than in a group, Anarl rarely speaks. He hates humans, goblins and wolves passionately and enjoys hunting such. Anarl possesses great confidence in his own skills and is arrogant and difficult to befriend.

Mannerisms: Anarl incessantly chews his nails and picks his nose.

Distinguishing Features: Once savaged by a starving wolf, the scars of that encounter still cover his face and shoulders. He

is missing several teeth and his breath stinks. Anarl only bathes when forced to swim and is thus often covered in mud and grime.

Hooks: A skilled hunter and tracker, Anarl often stalks the deep woodlands keeping watch for encroaching human or goblin intruders. He remains in the wilderness for weeks at a time, emerging tired, dishevelled, but happy. If he encounters wanderers, he surreptitiously follows them attacking when they are engaged with other enemies.

Tactics: Anarl prefers ranged combat to melee, and uses woodland stride to keep away from his enemies. He uses his longbow and spells (particularly *call lightning*) to injure his foes from range, honing in on injured or isolated targets. In battle, he prefers to strike at obvious spellcasters – particularly clerics – first. Enemies employing fire mark themselves for his special wrath. He uses wild shape to flee any truly dangerous encounter.

He offers no mercy to his foes, with the exception of druids, whom he on occasion spares if they venerate the woodlands as he does.

ANARL

CR 7 (XP 3,200)

This filthy, scrawny humanoid wears filthy studded leather armour, but move with silent grace.

Male half-goblin druid 5/ranger 3

NE Medium humanoid (goblinoid, human)

Init +3 (+5 in forest); **Senses** darkvision 60 ft.; Perception +9 (+11 vs. humans or in forest, +13 vs. humans in forest), Sense Motive +2 (+4 vs. humans)

Speed 35 ft.; trackless step, woodland stride

Trackless Step (Ex) Anarl leaves no trail in natural surroundings and cannot be tracked.

Woodland Stride (Ex) Anarl can move through any sort of undergrowth at his normal speed and without taking damage or suffering impairment. Areas magically manipulated to impede motion, however still affect him.

ACP 0; Climb +6, Ride +7, Stealth +14 (+16 in forest), Swim +5

AC 19, touch 13, flat-footed 16; **CMD** 20; Forest Warrior (+3 Dex, +4 armour [+1 studded leather], +2 shield [+1 buckler])

Fort +9, **Ref** +7, **Will** +7; +4 vs. fey's spell-like and supernatural abilities and any spells or effects that utilize or target plants.

hp 63 (8 HD)

Space 5 ft.; **Base Atk** +6; **CMB** +7

Ranged mwk composite longbow (range 110 ft.) +10/+5 (1d8+1/x3)

Melee mwk scimitar +8/+3 (1d6+1/18-20)

Atk Options Point Blank Shot, Precise Shot, favoured enemy (human +2), favoured terrain (forest +2)

Special Actions spontaneous casting (*summon nature's ally*), storm burst (5/day), wild shape (*beast shape I*, Natural Spell, 5 hours)

Storm Burst (Sp) As a ranged touch attack, Anarl creates a storm that targets one foe within 30 ft. The storm deals 1d6+2 damage and inflicts a -2 penalty on attack rolls for 1 round.

Druid Spells Prepared (CL 5th; concentration +7 [+11 casting defensively or grappling]; Weather domain)

3rd—*call lightning*^D (DC 15), *wind wall*

2nd—*barkskin*, *cat's grace*, *fog cloud*^D, *warp wood* (DC 14)

1st—*cure light wounds* (2), *faerie fire*, *longstrider*, *obscuring mist*^D

0—*detect magic*, *detect poison*, *resistance*, *stabilize*

Combat Gear *oil of plant growth*, *potion of cure serious wounds*, *scroll of wind wall*, *wand of call lightning* (15 charges)

Abilities Str 13, Dex 16, Con 14, Int 8, Wis 15, Cha 10

SQ combat style (archery), nature's bond (weather domain), nature sense, track +1, resist nature's lure, wild empathy +5 (+1 vs. magical beasts)

Feats Combat Casting, Endurance^B, Fleet^B, Forest Warrior, Natural Spell, Point Blank Shot^B, Precise Shot

Skills as above plus Bluff +0 (+2 vs. humans), Handle Animal +5, (geography) +3 (+5 in forest), Knowledge (local) -1 (+1 vs. humans), Knowledge (nature) +6, Knowledge (religion) +3, Survival +12 (+13 tracking, +14 in forest, +15 tracking humans or tracking in forest, +17 tracking humans in forest)

Languages Common, Druidic, Goblin

Gear as above plus

PERSONA: CARLIX

A mighty half-goblin warrior, Carlix is a particularly sadistic and depraved individual. He enjoys slaying foes in single combat and likes to torture and murder captives in front of their fellows.

A brute and a bully, Carlix has risen to his current position by killing or intimidating those angering him. Consequently, he is universally loathed (and feared) by his companions.

Few dare cross Carlix.

Background: Born into a poverty-stricken clan with few prospects, Carlix has improved his station through his ferocity in battle and reputation for unrelenting cruelty. Carlix joined his clan's warband in a desperate attempt to escape the poverty into which he was born. With his mother now dead – slain by an unknown rival – Carlix lives for battle.

Personality: A violent brute with no friends and few living enemies, Carlix maintains his position in the clan by being angrier and more vicious than his fellows. He enjoys discovering how much pain a captive can endure and often keeps such unfortunates alive for days in excruciating pain.

At some point in the past, Carlix developed a taste for human flesh and often hacks choice cuts from his fallen enemies to consume later. Sometimes he consumes the flesh of yet living captives, slicing choice cuts from their bodies and roasting it on a fire in front of them.

A proud warrior, he has an overwhelming desire to be in charge of any given situation and becomes angry if his advice goes unheeded. He rarely backs down from a confrontation and never apologises.

Hard spirits are his one true weakness; he often carries such flasks with him and has previously initiated raids on human

settlements solely to capture their supplies of drink. Ironically, he suffers from terrible hangovers.

Mannerisms: When angry or otherwise agitated, Carlix pulls and tugs at the stump of his left ear, causing it to bleed.

Distinguishing Features: A raggedly-healed stump is all that remains of Carlix's left ear. Bitten off in a vicious fight with a childhood rival, the wound has never fully healed and occasionally weeps blood.

The dried blood of slain enemies often covers his armour and equipment.

Hooks: Carlix – aided by several of his fellows – is busy torturing several hapless goblins when the PCs encounter his small band. Enraged, by the interruption he orders his men to attack while he slaughters his helpless captives.

Alternatively, Carlix could lead a raid on a human settlement where he perpetrates several unspeakable acts on prisoners. A peasant survives the massacre and is able to give a good description of the raid's leader. The local lord offers a bounty for the half-goblin's death or capture.

Tactics: Atypically for a half-goblin, Carlix relishes single combat. Although he first strikes from range, he often charges into battle to finish off injured foes – particularly warriors. He is wary of wizards and the like, avoiding them unless he has no option. He particularly likes killing humans and seeks them out above all other foes. He is surprisingly nimble on his feet for (such a brute), and uses his mobility to his advantage.

CARLIX

CR 7 (XP 3,200)

Carrying a huge longbow this scrawny humanoid wears a chain shirt and has a battered buckler strapped to one arm.

Female half-goblin fighter 5/ranger 3

NE Medium humanoid (goblinoid, human)

Init +7; **Senses** darkvision 60 ft.; Perception +12 (+14 vs. humans or in forest, +16 vs. humans in forest), Sense Motive +1 (+3 vs. humans)

Speed 35 ft.; Forest Stride

ACP 0; Climb +7, Ride +9, Stealth +16 (+18 in forest)

AC 21, touch 14, flat-footed 17; **CMD** 25; Dodge, Forest Warrior (+3 Dex, +5 armour [+1 chain shirt], +2 shield [+1 darkwood buckler {archer's buckler}], +1 dodge)

Fort +9, **Ref** +8, **Will** +3 (+4 vs. fear)

hp 69 (8 HD)

Space 5 ft.; **Base Atk** +8; **CMB** +11

Ranged +1 composite longbow (range 110 ft.) +14/+9 (1d8+7/x3)

Melee mwk battleaxe +12/+7 (1d8+3/x3)

Atk Options Point Blank Shot, Precise Shot, favoured enemy (human +2), favoured terrain (forest +2)

Combat Gear arrows (60), *elixir of hiding*, *feather token (tree)*, *oil of entangle*, *potion of cat's grace*, *potion of cure serious wounds*, *potion of resist energy*

Abilities Str 16, Dex 16, Con 14, Int 10, Wis 12, Cha 8

SQ armour training (1), bravery, combat style (archery), track +1, wild empathy +2 (-2 vs. magical beasts), weapon training (bows +1)

Feats Dodge, Endurance^B, Fleet^B, Forest Stride, Forest Warrior, Improved Initiative, Point Blank Shot^B, Precise Shot, Weapon Focus (longbow), Weapon Specialisation (longbow)

Skills as above plus Bluff -1 (+1 vs. humans), Knowledge (geography) +4 (+6 in forest), Knowledge (local) +0 (+2 vs. humans), Knowledge (nature) +4, Survival +12 (+13 tracking, +14 in forest, +15 tracking humans or tracking in forest, +17 tracking humans in forest)

Languages Common, Goblin

Gear as above plus 25 gp

PERSONA: SEVERA

Obsessed with places of the ancients, Severa stalks the Tangled Wood searching for power to enable her to forge the disparate clans of her people into a powerful force able to eradicate the hated human and goblin infestations.

Always marked for greatness (at least in her own mind), Severa has dedicated her life to exploring the crumbling ruins of elder civilization. Drawn both by a lust for power and the tug of her goblin heritage she often wanders the forest with a few elite bodyguards.

Background: Daughter of a clan elder, Severa was born into a life of relative privilege. From an early age, she grew accustomed to being listened to and obeyed.

Personality: Convinced that it is her destiny to forge the clans together, lust for power consumes Severa. She manipulates any who can aid her in her quest. She is utterly without conscience and freely uses her considerable wiles to get what she wants.

Mannerisms: Severa tolerates no arguments against her plans and rarely heeds advice. She is extremely persuasive in her

speech, being an excellent orator and often uses expansive hand gestures to make her point.

Distinguishing Features: Strangely alluring for a half-goblin, Severa wears her long, unkempt hair down to her waist. Hopelessly tangled, it gives her a wild, sultry look. Severa is one of the few half-goblins able to pass for a human.

Hooks: Exploring the forest, the PCs discover an overgrown ruin. Unfortunately, Severa has already discovered the place (and an obviously trapped staircase leading downwards). Surprised, she uses *dominate person* to control one of the party and threatens to slay her new minion unless his friends bypass the magical traps and bring forth any treasure hidden below.

Alternatively, the PCs could encounter her in disguise as she infiltrates a human settlement to steal a certain map or treatise dealing with the ancient folk of the Tangled Wood.

Tactics: Severa never willingly places herself in a position where foes can injure her. She hangs back from combat, hurling spells to crush opponents. She enjoys crushing an opponent's will and forcing it to attack its companions. This amuses her greatly; cackling often accompanies such attacks.

SEVERA

CR 9 (XP 6,400)

Clad in robes of woodland hues, this scrawny woman radiates raw magnetism and strength of will.

Female half-goblin sorcerer (goblin) 10

NE Medium humanoid (goblinoid, human)

Init +6; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 35 ft.; woodland stride

Woodland Stride (Ex) Severa can move through any sort of undergrowth at normal speed without taking damage or suffering any other impairment. Thorns, briars and overgrown areas magically manipulated to impede motion, however, still affect her.

ACP 0; Fly +10, Ride +4, Stealth +17

AC 19, touch 14, flat-footed 16; **CMD** 18

(+2 Dex, +4 armour [*mage armour*], +1 deflection [*ring of protection* +1], +1 dodge, +1 natural [*amulet of natural armour* +1])

Fort +5, **Ref** +6, **Will** +8

hp 67 (10 HD)

Space 5 ft.; **Base Atk** +5; **CMB** +4

Melee mwk sickle +5 (1d6-1)

Special Actions confusing bolt (8/day), deepening shadows (1/day)

Confusing Bolt (Sp) With a successful ranged touch attack, Severa causes a creature within 30 ft. to act as if affected by a *confusion* spell for 5 rounds. A creature affected by confusing bolt is immune to its effects for 24 hours.

Deepening Shadows (Sp) Severa can summon a zone of deep shadows equal to *deeper darkness* in a 10-foot-radius

centred on herself. She can see through this effect normally, but otherwise the shadows provide concealment (50% miss chance) to any creature within. The shadows remain in existence for 10 rounds.

Sorcerer Spells Known (CL 10th; concentration +15 [+19 casting defensively or grappling]; Heighten Spell)

5th (4/day)—*dominate person* (DC 20)

4th (6/day)—*charm monster* (DC 21), *confusion* (DC 19), *dimension door*

3rd (7/day)—*deep slumber* (DC 18), *fireball* (DC 18), *fly*, *heroism*

2nd (7/day)—*hideous laughter* (DC 17), *false life*, *invisibility*, *resist energy*, *web* (DC 17)

1st (7/day [6 remaining])—*charm person* (DC 18), *disguise self*, *expeditious retreat*, *mage armour*, *magic missile*, *shield*

0—*acid splash*, *bleed* (DC 15), *detect magic*, *dancing lights*, *ghost sound* (DC 15), *mage hand*, *mending*, *message*, *prestidigitation*

Combat Gear *dust of illusion* (2), *horn of fog*, *potion of cure serious wounds*, *scroll of black tentacles*

Abilities Str 8, Dex 14, Con 13, Int 12, Wis 10, Cha 21

SQ bloodline arcana (goblin)

Feats Combat Casting, Dodge, Eschew Materials^B, Fleet^B, Heighten Spell^B, Improved Initiative, Magical Aptitude, Toughness

Skills as above plus Knowledge (arcana) +9, Spellcraft +11, Use Magic Device +15

Languages Common, Giant, Goblin

Gear as above plus *cloak of resistance* +1, *headband of alluring charisma* +2, 15 gp

PERSONA: XERL

Devious, sneaky and utterly without morals, Xerl often sneaks into human and goblin settlements to cause mischief and suffering.

Skinny and weak even for a half-goblin Xerl has embraced his goblin heritage. Xerl prefers to operate alone as he trusts no other to match his stealth and cunning.

Background: A small and weak child, Xerl quickly came to discover the power of perception and the relativity of truth. Quickly gaining a reputation as a skilled scout, Xerl manifested his goblin bloodline when he killed his first goblin.

Personality: Xerl loves to learn secrets and spends much time skulking about his clan's lair. Clothes fascinate him and he steals fine clothing from his marks whenever possible. He passionately hates goblins – for both his brother and sister have fallen before their blades. He trusts no one and is a kleptomaniac. Patience is unknown to Xerl; ruled by his base instincts, he acts quickly without thought or consequence.

At heart a coward, Xerl hates battle preferring guile to brawn to achieve his goals. The sight of his own blood terrifies him and he flees battle after even the most trivial wound.

He is an enthusiastic worshipper of Braal and takes every opportunity to live his patron's ideals of revenge and malice.

Mannerisms: The devious rogue rarely makes eye contact with anyone and is very shy. He has a slight stammer that makes

him appear nervous and a facial tic that manifests itself when he is excited.

Distinguishing Features: Xerl's arms are particularly weak and puny-looking.

Hooks: Xerl attacks the party's campsite at night. Ignoring any guards, he strikes a slumbering foe. He returns repeatedly during the night, disrupting the PCs' rest. The next night, a large band of half-goblins attack the tired, weakened PCs.

Alternatively, the PCs are called to investigate a spate of thefts and gruesome murders in a nearby village. Several folk have been eviscerated in their own homes. No signs of forced entry or foul play have convinced several villagers that devils or demons are abroad in the community.

Tactics: A creature of stealth and subterfuge, Xerl rarely attacks any foe unless it is distracted or helpless. A prodigious, scout he uses his superior movement in forests to outflank and confound his foes. He uses sneak attack in conjunction with *invisibility* and Spring Attack to strike and move.

He particularly enjoys slaying sleeping foes – the look of realisation and horror on their faces as they awake in their death throes excite him – and thus often strikes intruder's camps in the dead of night.

XERL

CR 8 (XP 4,800)

Slender and emaciated, this humanoid has an over-sized head and wears tight-fitting robes.

Male half-goblin rogue 5/sorcerer (goblin) 4

NE Medium humanoid (goblinoid, human)

Init +3; **Senses** darkvision 60 ft.; Perception +17 (+19 vs. traps), Sense Motive +1

Speed 35 ft.; Spring Attack, woodland stride

Woodland Stride (Ex) Xerl can move through any sort of undergrowth at normal speed without taking damage or suffering any other impairment. Thorns, briars and overgrown areas magically manipulated to impede motion, however, still affect him.

ACP 0; Acrobatics +16, Climb +7, Escape Artist +11, Ride +5, Stealth +18 (fast stealth)

AC 18, touch 14, flat-footed 18; **CMD** 18; Dodge, Mobility, Skirmisher, +1 vs. traps, uncanny dodge (+3 Dex, +4 armour [*mage armour*], +1 dodge)

Fort +4, **Ref** +9 (+10 vs. traps; evasion), **Will** +9

hp 54 (9 HD)

Space 5 ft.; **Base Atk** +5; **CMB** +4

Melee +1 rapier +9 (1d6/18-20)

Ranged +1 light crossbow (range 80 ft.) +9 (1d8+1/19-20)

Atk Options Skirmisher, Spring Attack, sneak attack +3d6

Special Actions confusing bolt (5/day)

Confusing Bolt (Sp) With a successful ranged touch attack, Xerl causes a creature within 30 ft. to act as if affected by a *confusion* spell for 2 rounds. A creature affected by confusing bolt is immune to its effects for 24 hours.

Sorcerer Spells Known (CL 4th; concentration +6)

2nd (4/day)—*invisibility*

1st (7/day [6 remaining])—*charm person* (DC 15), *colour spray* (DC 13), *mage hand*, *unseen servant*

0—*detect magic*, *detect poison*, *mage hand*, *message*, *open/close*, *prestidigitation*

Abilities Str 8, Dex 16, Con 12, Int 12, Wis 13, Cha 15

SQ bloodline arcana (goblin), rogue talents (fast stealth, finesse rogue), trapfinding

Feats Dodge, Eschew Materials^B, Fleet^B, Mobility, Skirmisher, Skill Focus (Stealth), Spring Attack, Weapon Finesse^B

Skills as above plus Bluff +10, Disable Device +15, Knowledge (arcana) +8, Knowledge (dungeoneering) +8, Knowledge (local) +8, Spellcraft +8

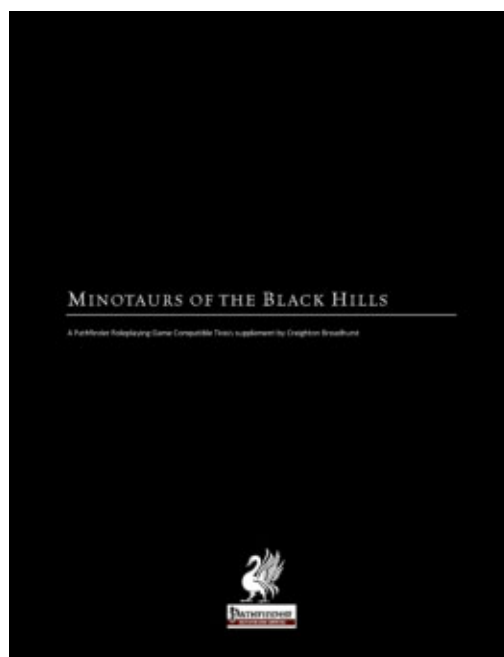
Languages Abyssal, Common, Goblin,

Gear as above plus *cloak of resistance* +1, *boots of elvenkind*, *eyes of the eagle*, masterwork thieves' tools, 12 gp



Implacable enemies, the ferocious Minotaurs of the Black Hills and the nomadic Centaurs of the Bleak Moor wreak bloody slaughter upon each other for dominance over the Yith's last great stronghold.

April and May 2011



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