

FIENDISH GOBLINS CR 1/3 (5)

XP 135

Goblin warrior 1

NE Small humanoid (goblinoid)

Init +6; **Senses** darkvision 60 ft.; Perception –1

DEFENSE

AC 16, touch 13, flat-footed 14 (+2 armor, +2 Dex, +1 shield, +1 size)

hp 6 (1d10+1)

Fort +3, **Ref** +2, **Will** –1

Resist Cold 5, Fire 5; **SR** 5

OFFENSE

Speed 30 ft.

Melee short sword +2 (1d4/19–20)

Ranged short bow +4 (1d4/×3)

Special Attacks smite good 1/day as a swift action (adds Cha bonus to attack rolls and damage bonus equal to HD against good foes; smite persists until target is dead or the fiendish creature rests).

STATISTICS

Str 11, **Dex** 15, **Con** 12, **Int** 10, **Wis** 9, **Cha** 6

Base Atk +1; **CMB** +0; **CMD** 12

Feats Improved Initiative

Skills Ride +10, Stealth +10, Swim +4; **Racial Modifiers** +4 Ride, +4 Stealth

Languages Goblin

Treasure: leather armor, light wooden shield, short sword, short bow with 20 arrows

FIENDISH GOBLIN RIDERS (3) CR 1/2

XP 200 each

Fiendish goblin rogue 1 (*Pathfinder RPG Bestiary* 294, 156)

NE Small humanoid (goblinoid)

Init +4; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 17, touch 15, flat-footed 13 (+2 armor, +4 Dex, +1 size)

hp 10 (1d8+2)

Fort +1, **Ref** +6, **Will** +0

Resist cold 5, fire 5; **SR** 5

OFFENSE

Speed 30 ft.

Melee mwk heavy mace +3 (1d6+1)

Ranged shortbow +5 (1d4/×3)

Special Attacks smite good 1/day, sneak attack +1d6

TACTICS

During Combat The goblin riders shoot with their shortbows while their goblin dog mounts move toward the PCs. Once they've closed to melee, the goblin riders dismount and attack with their maces.

Morale The goblins fight to the death.

STATISTICS

Str 12, **Dex** 19, **Con** 13, **Int** 8, **Wis** 10, **Cha** 10

Base Atk +0; **CMB** +0; **CMD** 14

Feats Undersized Mount

Skills Acrobatics +8, Bluff +4, Handle Animal +4, Intimidate +4, Ride +12, Stealth +16, Swim +5; **Racial**

Modifiers +4 Ride, +4 Stealth

Languages Goblin

SQ trapfinding +1

Combat Gear *potion of cure light wounds*, alchemist's fire (2), tanglefoot bag, thunderstone;

Other Gear leather armor, mwk heavy mace, shortbow with 20 arrows, a handful of chipped rings with the gems missing (worth 17 gp in total)

YOUNG GOBLIN DOGS CR ½ (3)

XP 400

N Small animal

Init +2; **Senses** low-light vision, scent; **Perception** +1

DEFENSE

AC 14, touch 14, flat-footed 10 (+4 Dex,)

hp 7 (1d8+3)

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

Immune disease

OFFENSE

Speed The goblin dogs' speed is 35 feet while they serve as mounts and 50 feet without goblins on their backs.

Melee bite +0 (1d4+1 plus allergic reaction)

STATISTICS

Str 11, **Dex** 18, **Con** 11, **Int** 2, **Wis** 12, **Cha** 8

Base Atk +0; **CMB** +0; **CMD** 14

Feats Toughness

Skills Stealth +6

SPECIAL ABILITIES

Allergic Reaction (Ex) A goblin dog's dander is highly irritating to all creatures save those with the goblinoid subtype. A non-goblinoid creature damaged by a goblin dog's bite, who deals damage to a goblin dog with a natural weapon or unarmed attack, or who otherwise comes into contact with a goblin dog (including attempts to grapple or ride the creature) must make a DC 12 Fortitude save or break out in an itching rash. A creature affected by this rash takes a –2 penalty to Dexterity and Charisma for 1 day (multiple allergic reactions do not stack). *Remove disease* or any magical healing removes the rash instantly. This is a disease effect. The save DC is Constitution-based.

Tricks As combat-trained mounts, the goblin dogs know the following tricks: attack, come, defend, down, guard, and heel.

IZGARP CR 1/2

XP 200

Female fiendish goblin barbarian 1 (*Pathfinder RPG Bestiary* 294, 156)

NE Small humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 17, touch 12, flat-footed 14 (+5 armor, +3 Dex, –2 rage, +1 size)

hp 17 (1d12+5)

Fort +6, **Ref** +3, **Will** +2

Resist cold 5, fire 5; **SR** 5

OFFENSE

Speed 30 ft. **Melee** horsechopper +5 (1d8+4/×3)

Ranged javelin +5 (1d4+3)

Special Attacks smite good 1/day, rage (6 rounds/day)

TACTICS

During Combat If the stream separates the PCs from Izgarp, she throws a javelin at one of them, then attempts the DC 10 Swim check to cross it. When she emerges from the water, she charges at the strongest-looking PC. Otherwise, she attacks anyone on the same side of the stream as her.

Morale Izgarp fights to the death.

Base Statistics When not raging, Izgarp's statistics are **AC** 19, touch 14, flat-footed 16; **hp** 15; **Fort** +4, **Will** +0; **Melee** horsechopper +3 (1d8+1/×3); **Ranged** javelin +3; **Str** 13, **Con** 14; **CMB** +1; **CMD** 14; **Skills** Swim +1.

STATISTICS

Str 17, **Dex** 17, **Con** 18, **Int** 8, **Wis** 10, **Cha** 10

Base Atk +1; **CMB** +2; **CMD** 13

Feats Power Attack

Skills Acrobatics +2, Intimidate +4, Perception +4, Ride +3, Stealth +7, Swim +3;

Racial Modifiers +4 Ride, +4 Stealth

Languages Goblin

SQ fast movement

Combat Gear *potions of cure light wounds* (2), acid (3), alchemist's fire (3), smokestick, tanglefoot bag;

Other Gear scale mail, horsechopper, javelins (5), bent and tarnished coins and loose strings of pearls (worth 70 gp in total)

Number of combatants in part 1:

Event 1: 5 fiendish goblins

Event 2: 3 goblin riders on young dogs

Event 3: Izgarp, 3 fiendish goblins, 1 young goblin dog

Encounter F: 3 fiendish goblins and 1 young goblin dog, and allow them to attempt Perception checks if the PCs try to stealthily open the barn door.

Number of combatants in part 3:

Encounter H1: 5 fiendish goblins

Encounter H4: The mother hound from area H5 breaks its chain and joins the combat in this area. In this case, the PCs encounter no creatures in area H5.

Encounter H11: Mezodarath, 3 fiendish goblins, 1 goblin rider on a young goblin dog

ADVANCED YELLOW MUSK CREEPER CR 3

XP 600

N Medium plant

Init +2; **Senses** tremorsense 30 ft.; Perception +0

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 Dex, +4 natural)

hp 28 (3d8+15)

Fort +8, **Ref** +5, **Will** +3

Immune plant traits

OFFENSE

Speed 5 ft.

Melee tendrill +7 (1d4+6)

Space 5 ft., **Reach** 10 ft.

Special Attacks create yellow musk zombie, pollen spray

STATISTICS

Str 21, **Dex** 19, **Con** 20, **Int** —, **Wis** 15, **Cha** 12

Base Atk +2; **CMB** +7; **CMD** 21 (can't be tripped)

SPECIAL ABILITIES

Create Yellow Musk Zombie (Su) As a full-round action, a yellow musk creeper can bore dozens of tendrils into the brain of a helpless creature within reach, such as a creature entranced by its pollen. This attack inflicts 1d4 points of Intelligence damage per round. When a creature is reduced to 0 Intelligence, it dies, and the tendrils break off inside its brain. One hour later, the creature animates as a yellow musk zombie (see below).

Pollen Spray (Ex) As a standard action, a yellow musk creeper can spray a cloud of pollen at a single creature within 30 feet. It must make a +4 ranged touch attack to strike the target, who must then succeed on a DC 14 Will save or be entranced for 1d6 rounds. An entranced creature can take no action other than to move at its normal speed into a space within the yellow musk creeper's reach, at which point an entranced creature remains motionless and allows the creeper to insert tendrils into its brain. The save DC is Constitution-based.

ASICLASSUS, KATROOME CR 2

XP 400

CN Small magical beast

Init +2; Senses darkvision 60 ft., low-light vision; Perception +5

DEFENSE

AC 15, touch 15, flat-footed 11 (+4 Dex, +1 size)

hp 15 (2d10+4)

Fort +4, **Ref** +7, **Will** +4

OFFENSE

Speed 20 ft., climb 20 ft.

Melee slam +3 (1d3)

Special Attacks web (+7 ranged, DC 11, 2 hp)

Spell-Like Abilities (CL 5th; concentration +6)

3/day—*command* (DC 12), *detect magic*

1/day—*invisibility*, *suggestion* (DC 14)

STATISTICS

Str 10, **Dex** 19, **Con** 14, **Int** 18, **Wis** 15, **Cha** 17

Base Atk +2; **CMB** +2; **CMD** 15 (can't be tripped)

Feats Iron Will

Skills Acrobatics +7, Bluff +4, Climb +12, Knowledge (arcana) +5, Perception +7, Sense Motive +8, Spellcraft +6, Stealth +12 (+16 in forested environments);

Racial Modifiers +4 Sense Motive, +4 Stealth in forested environments

Languages Common, Goblin, Sylvan

FIENDISH WOLVERINE CR 2

XP 600

N Medium animal

Init +2; **Senses** low-light vision, darkvision 60 ft, scent; Perception +10

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 22 (3d8+9)

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

Resist cold 5, fire 5; **SR** 7

OFFENSE

Speed 30 ft., burrow 10 ft., climb 10 ft.

Melee 2 claws +4 (1d6+2), bite +4 (1d4+2)

Special Attacks rage; smite good 1/day

STATISTICS

Str 15, **Dex** 15, **Con** 15, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +2; **CMB** +4; **CMD** 16 (20 vs. trip)

Feats Skill Focus (Perception), Toughness

Skills Climb +10, Perception +10

SPECIAL ABILITIES

Rage (Ex) A wolverine that takes damage in combat flies into a rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and –2 to AC. The creature cannot end its rage voluntarily.

BREATHLESS ORCHID CR 2

XP 600

N Medium plant

Init +3; **Senses** blindsight 30 ft., low-light vision; **Perception** +1

DEFENSE

AC 13, touch 13, flat-footed 10 (+3 Dex)

hp 19 (3d8+6)

Fort +5, **Ref** +4, **Will** +2

Immune plant traits

OFFENSE

Speed 10 ft.

Melee slam +5 (1d4 plus attach)

Special Attacks extract air

STATISTICS

Str 10, **Dex** 17, **Con** 14, **Int** —, **Wis** 13, **Cha** 7

Base Atk +2; **CMB** +2 (+10 grapple when attached); **CMD** 15 (can't be tripped)

Feats Weapon Finesse^B

SQ camouflage

SPECIAL ABILITIES

Attach (Ex) When a breathless orchid hits with a slam attack, its sinewy leaves latch onto the target. An attached breathless orchid is effectively grappling its prey. The orchid loses its Dexterity bonus to AC and has an AC of 10, but holds on with great tenacity—it has a +8 racial bonus to maintain its grapple on a foe once it is attached. An attached breathless orchid can be struck with a weapon or grappled itself; if its prey succeeds at a grapple combat maneuver check or Escape Artist check against it, the orchid is removed.

Camouflage (Ex) Since a breathless orchid looks like a normal flowering plant when at rest, an onlooker must succeed at a DC 20 Perception check to notice it before it attacks. Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Perception to notice the plant.

Extract Air (Su) A breathless orchid that begins its turn attached to a living creature that breathes gains fast healing 2 as it feeds off the air in its victim's blood and lungs. This rapidly impacts the creature's ability to breathe. At the end of the orchid's turn, if it is attached, its victim must succeed at a DC 13 Fortitude saving throw or be staggered for 3 rounds while it gasps for breath (although this does not interfere with the creature's ability to speak). Following these rounds, if the orchid is still attached, the creature must succeed at a DC 13 Fortitude throw or fall unconscious. At the end of the following round, if the orchid is still attached, the creature drops to –1 hit point and is dying. At the end of the following round, the creature dies if the orchid is still attached.

LEEZA CR 1

XP 400

Female goblin rogue 2 (*Pathfinder RPG Bestiary* 156)

NE Small humanoid (goblinoid)

Init +4; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 19, touch 15, flat-footed 15 (+4 armor, +4 Dex, +1 size)

hp 14 (2d8+2)

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

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee mwk short sword +7 (1d4+1/19–20)

Ranged shortbow +6 (1d4/×3)

Special Attacks sneak attack +1d6

TACTICS

Before Combat If Leeza has warning that the PCs are headed into the yard, she drinks her *potion of invisibility* before ordering her goblins to attack.

During Combat Leeza prefers melee combat, flanking PCs with her minions so she can make bleeding sneak attacks.

Morale Leeza fights to the death.

STATISTICS

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

Base Atk +1; **CMB** +1; **CMD** 15

Feats Weapon Finesse

Skills Acrobatics +7, Climb +4, Craft (traps) +5, Disable Device +8, Handle Animal +3, Perception +6, Ride +11, Stealth +15, Swim +4;

Racial Modifiers +4 Ride, +4 Stealth

Languages Goblin

SQ rogue talents (bleeding attack +1), trapfinding +1

Combat Gear *potion of invisibility*, alchemist's fire (2);

Other Gear chain shirt, mwk short sword, shortbow with 10 arrows

MOTHER HOUND CR 1

XP 400

Fiendish goblin dog (*Pathfinder RPG Bestiary* 294, 157)

N Medium animal

Init +2; **Senses** low-light vision, darkvision 60 ft, scent; Perception +1

DEFENSE

AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)

hp 9 (1d8+5)

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

Immune disease

Resist cold 5, fire 5; **SR** 6

OFFENSE

Speed 50 ft.

Melee bite +2 (1d6+3 plus allergic reaction)

Special Attacks smite good 1/day

STATISTICS

Str 15, **Dex** 14, **Con** 15, **Int** 2, **Wis** 12, **Cha** 8

Base Atk +0; **CMB** +2; **CMD** 14

Feats Toughness

Skills Stealth +6

SPECIAL ABILITIES

Allergic Reaction (Ex) A goblin dog's dander is highly irritating to all creatures save those with the goblinoid subtype. A non-goblinoid creature damaged by a goblin dog's bite, who deals damage to a goblin dog with a natural weapon or unarmed attack, or who otherwise comes into contact with a goblin dog (including attempts to grapple or ride the creature) must make a DC 12 Fortitude save or break out in an itching rash. A creature affected by this rash takes a –2 penalty to Dexterity and Charisma for 1 day (multiple allergic reactions do not stack). *Remove disease* or any magical healing removes the rash instantly. This is a disease effect. The save DC is Constitution-based.

MEZODARATH CR 3

XP 800

Fiendish bugbear cleric of Lamashtu 1 (*Pathfinder RPG Bestiary* 294, 38)

CE Medium humanoid (goblinoid)

Init +0; **Senses** darkvision 60 ft., scent; Perception +10

DEFENSE

AC 16, touch 10, flat-footed 16 (+3 armor, +3 natural)

hp 26 (4 HD; 3d8+1d8+9)

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

Resist cold 5, fire 5; **SR** 8

OFFENSE

Speed 30 ft.

Melee mwk falchion +7 (2d4+6/18–20)

Ranged javelin +2 (1d6+4)

Special Attacks smite good 1/day, channel negative energy 4/day (DC 11, 1d6)

Domain Spell-Like Abilities (CL 1st; concentration +3)

5/day—*strength surge* (+1), *vision of madness* (+/–1)

Cleric Spells Prepared (CL 1st; concentration +3)

1st—*bane* (DC 13), *doom* (DC 13), *enlarge person*^D (DC 13)

0 (at will)—*bleed* (DC 12), *guidance*, *stabilize*

D domain spell; **Domains** Madness, Strength

TACTICS

Before Combat Mezodarath uses his *strength surge* spell-like ability on his nearest goblin ally.

During Combat Mezodarath channels negative energy once before casting *bane*. He casts *doom* on a creature affected by his first spell before wading into melee, and then uses his vision of madness domain power, if possible. He smites any PCs who are obviously good, such as paladins.

Morale Mezodarath is convinced that he will herald a new age of greatness for goblinoids in Isger. He fights to the death to defend this vision.

STATISTICS

Str 18, **Dex** 11, **Con** 15, **Int** 10, **Wis** 14, **Cha** 13

Base Atk +2; **CMB** +6; **CMD** 16

Feats Selective Channeling, Skill Focus (Perception)

Skills Intimidate +7, Perception +10, Sense Motive +7, Stealth +8; **Racial Modifiers** +4 Intimidate, +4 Stealth

Languages Common, Goblin

SQ stalker

Combat Gear *potion of cure moderate wounds*;

Other Gear studded leather, javelin, mwk falchion, three fused rubies worth a total of 79 gp, wooden unholy symbol of Lamashtu

Vision of Madness (Sp): You can give a creature a *vision of madness* as a melee touch attack. Choose one of the following: attack rolls, saving throws, or skill checks. The target receives a bonus to the chosen rolls equal to 1/2 your cleric level (minimum +1) and a penalty to the other two types of rolls equal to 1/2 your cleric level (minimum –1). This effect fades after 3 rounds. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

DOOM

School necromancy [fear, mind-affecting]; **Level** cleric 1

Casting Time 1 standard action

Components V, S, DF

Range medium (100 ft. + 10 ft./level)

Target one living creature

Duration 1 min./level

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

This spell fills a single subject with a feeling of horrible dread that causes it to become shaken.

Shaken: A shaken character takes a –2 penalty on attack rolls, saving throws, skill checks, and ability checks. Shaken is a less severe state of fear than frightened or panicked.

BANE

School enchantment (compulsion) [fear, mind-affecting]; **Level** cleric 1

Casting Time 1 standard action

Components V, S, DF

Range 50 ft.

Area 50-ft.-radius burst, centered on you

Duration 1 min./level

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

Bane fills your enemies with fear and doubt. Each affected creature takes a –1 penalty on attack rolls and a –1 penalty on saving throws against fear effects. *Bane* counters and dispels *bless*.