

Gallows of Madness — What Lurks in the Woods

EVENT 1 — SHEEP ATTACK (CR 1) or (CR 2)

APL 2+ Adjustment: Add 2 fiendish goblins

This creature stands barely three feet tall, its scrawny, humanoid body dwarfed by its wide, ungainly head.

FIENDISH GOBLIN (3 OR 5) CR 1/3

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/x3)

Special Attacks smite good 1/day

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

SPECIAL ABILITIES

Smite Good (Su) Once per day as a swift action a fiendish goblin can add +1 damage against a good foe. The smite persists until the target is dead or the fiendish goblin rests.

Goblins prefer to dwell in caves, amid large and dense thickets of thistles and brambles, or in structures built and then abandoned by others. Very few goblins have the drive to build structures of their own. Coastlines are favored, as goblins are quite fond of sifting through junk and flotsam in an unending quest to find treasures among the refuse of more civilized races. Goblin hatred runs deep, and few things inspire their wrath more than gnomes (who have long fought against goblins), horses (who frighten goblins tremendously), and regular dogs (whom goblins regard as pale imitations of goblin dogs). Goblins are also quite superstitious, and treat magic with a fawning mixture of awe and fear. They have the habit of ascribing magic to the mundane as well, with fire and writing both taking on mystical power in goblin society. Fire is much loved by goblins for its capacity to wreak great destruction and because it doesn't require size or strength to wield, but written words are hated. Goblins believe that writing steals words out of your head, and as a result of this belief, goblins are universally illiterate. Goblins are voracious and can eat their body weight in food daily without growing fat. Goblin lairs always have numerous storerooms and larders. While they prefer human and gnome flesh, a goblin won't turn down any food—except, perhaps, vegetables.

Gallows of Madness — What Lurks in the Woods

EVENT 2 — GOBLIN CAVALRY (CR 3) or (CR 4)

APL 2+ Adjustment: Add at third goblin rider and a young goblin dog as its mount to the fight in the Escoro Field

This creature stands barely three feet tall, its scrawny, humanoid body dwarfed by its wide, ungainly head.

GOBLIN RIDERS (2 OR 3) CR 1/2

Fiendish goblin rogue 1

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 short bow +5 (1d4/x3)

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)

SPECIAL ABILITIES

Smite Good (Su) Once per day as a swift action a fiendish goblin can add +1 damage against a good foe. The smite persists until the target is dead or the fiendish goblin rests.

Trapfinding A rogue adds 1/2 her level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1). A rogue can use Disable Device to disarm magic traps.

Gallows of Madness — What Lurks in the Woods

This mangy canine's face has the same flat nose, beady eyes, and protruding teeth as a rat grown grotesquely large.

YOUNG GOBLIN DOGS (2 OR 3) CR 1/2

N Small [animal](#)

Init +4; **Senses** low-light vision, [scent](#); [Perception](#) +1

DEFENSE

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

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 +1 (1d4+1 plus allergic reaction)

STATISTICS

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

Base Atk +0; **CMB** +1; **CMD** 13

Feats [Toughness](#)

Skills [Stealth](#) +10; **Racial Modifiers** +4 [Stealth](#)

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 10 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.

Loathed by men and beasts alike, goblin dogs are ugly, stinking, craven, and foul-tempered. It's no surprise that goblins find kindred spirits in these shunned, disgusting beasts. Constantly itching, afflicted with a species-wide mange exacerbated by prolific dander, even the healthiest goblin dog looks sickly and starved.

Despite its name, the goblin dog is in fact a species of rodent grown monstrously large. Their long-legged shape and proclivity to hunt and run in packs earned them their popular name, a name that many goblins take issue with, as it galls the average goblin to consider these, their favored mounts, having anything at all to do with actual dogs. Of course, being goblins, they haven't bothered to come up with alternate names for goblin dogs. Perhaps they don't realize they can. Contact with a goblin dog's infested, mangy hide causes most other creatures to break out into hives, a condition known as "goblin rash." Goblinoids seem to be immune to this affliction, and are fond of keeping goblin dogs as guardians and mounts.

Despite their skin conditions and disorders, goblin dogs are highly resistant to disease. Their favored food is carrion—the riper, the better. That many goblin tribes let their goblin dogs run free in their lairs is the single reason most goblin dens aren't filthier than they actually are; constantly hungry, a goblin dog eats anything it can chew that it finds left behind by other, more discerning palates.

A goblin dog is 5 feet long but weighs only 75 pounds.

Gallows of Madness — What Lurks in the Woods

EVENT 3 — GOBLIN CHARGE (CR 2) or (CR 3)

APL 2+ Adjustment: Add a young goblin dog without a rider

This creature stands barely three feet tall, its scrawny, humanoid body dwarfed by its wide, ungainly head.

Izgarp CR 1/2

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/x3)

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/x3); **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)

SPECIAL ABILITIES

Smite Good (Su) Once per day as a swift action a fiendish goblin can add +1 damage against a good foe. The smite persists until the target is dead or the fiendish goblin rests.

Fast Movement (Ex) A barbarian's land speed is faster than the norm for her race by +10 feet. This benefit applies only when she is wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn. This bonus stacks with any other bonuses to the barbarian's land speed.

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This creature stands barely three feet tall, its scrawny, humanoid body dwarfed by its wide, ungainly head.

FIENDISH GOBLIN (3) CR 1/3

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/x3)

Special Attacks smite good 1/day

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

SPECIAL ABILITIES

Smite Good (Su) Once per day as a swift action a fiendish goblin can add +1 damage against a good foe. The smite persists until the target is dead or the fiendish goblin rests.

Goblins prefer to dwell in caves, amid large and dense thickets of thistles and brambles, or in structures built and then abandoned by others. Very few goblins have the drive to build structures of their own. Coastlines are favored, as goblins are quite fond of sifting through junk and flotsam in an unending quest to find treasures among the refuse of more civilized races. Goblin hatred runs deep, and few things inspire their wrath more than gnomes (who have long fought against goblins), horses (who frighten goblins tremendously), and regular dogs (whom goblins regard as pale imitations of goblin dogs). Goblins are also quite superstitious, and treat magic with a fawning mixture of awe and fear. They have the habit of ascribing magic to the mundane as well, with fire and writing both taking on mystical power in goblin society. Fire is much loved by goblins for its capacity to wreak great destruction and because it doesn't require size or strength to wield, but written words are hated. Goblins believe that writing steals words out of your head, and as a result of this belief, goblins are universally illiterate. Goblins are voracious and can eat their body weight in food daily without growing fat. Goblin lairs always have numerous storerooms and larders. While they prefer human and gnome flesh, a goblin won't turn down any food—except, perhaps, vegetables.

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This mangy canine's face has the same flat nose, beady eyes, and protruding teeth as a rat grown grotesquely large.

YOUNG GOBLIN DOG CR 1/2

N Small [animal](#)

Init +4; **Senses** low-light vision, [scent](#); [Perception](#) +1

DEFENSE

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

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 +1 (1d4+1 plus allergic reaction)

STATISTICS

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

Base Atk +0; **CMB** +1; **CMD** 13

Feats [Toughness](#)

Skills [Stealth](#) +10; **Racial Modifiers** +4 [Stealth](#)

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 10 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.

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Despite their skin conditions and disorders, goblin dogs are highly resistant to disease. Their favored food is carrion—the riper, the better. That many goblin tribes let their goblin dogs run free in their lairs is the single reason most goblin dens aren't filthier than they actually are; constantly hungry, a goblin dog eats anything it can chew that it finds left behind by other, more discerning palates.

A goblin dog is 5 feet long but weighs only 75 pounds.

Gallows of Madness — What Lurks in the Woods

F. HOMESTEAD SIEGE (CR 1) or (CR 2)

APL 2+ Adjustment: Add two fiendish goblins and allow them to attempt Perception checks if the PCs try to stealthily open the barn door.

This creature stands barely three feet tall, its scrawny, humanoid body dwarfed by its wide, ungainly head.

GOBLIN RIDER CR 1/2

Fiendish goblin rogue 1

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 short bow +5 (1d4/x3)

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)

SPECIAL ABILITIES

Smite Good (Su) Once per day as a swift action a fiendish goblin can add +1 damage against a good foe. The smite persists until the target is dead or the fiendish goblin rests.

Trapfinding A rogue adds 1/2 her level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1). A rogue can use Disable Device to disarm magic traps.

Gallows of Madness — What Lurks in the Woods

This mangy canine's face has the same flat nose, beady eyes, and protruding teeth as a rat grown grotesquely large.

YOUNG GOBLIN DOG CR 1/2

N Small [animal](#)

Init +4; **Senses** low-light vision, [scent](#); [Perception](#) +1

DEFENSE

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

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 +1 (1d4+1 plus allergic reaction)

STATISTICS

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

Base Atk +0; **CMB** +1; **CMD** 13

Feats [Toughness](#)

Skills [Stealth](#) +10; **Racial Modifiers** +4 [Stealth](#)

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 10 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.

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A goblin dog is 5 feet long but weighs only 75 pounds.

Gallows of Madness — What Lurks in the Woods

This creature stands barely three feet tall, its scrawny, humanoid body dwarfed by its wide, ungainly head.

FIENDISH GOBLINS (2) CR 1/3

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/x3)

Special Attacks smite good 1/day

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

SPECIAL ABILITIES

Smite Good (Su) Once per day as a swift action a fiendish goblin can add +1 damage against a good foe. The smite persists until the target is dead or the fiendish goblin rests.

Goblins prefer to dwell in caves, amid large and dense thickets of thistles and brambles, or in structures built and then abandoned by others. Very few goblins have the drive to build structures of their own. Coastlines are favored, as goblins are quite fond of sifting through junk and flotsam in an unending quest to find treasures among the refuse of more civilized races. Goblin hatred runs deep, and few things inspire their wrath more than gnomes (who have long fought against goblins), horses (who frighten goblins tremendously), and regular dogs (whom goblins regard as pale imitations of goblin dogs). Goblins are also quite superstitious, and treat magic with a fawning mixture of awe and fear. They have the habit of ascribing magic to the mundane as well, with fire and writing both taking on mystical power in goblin society. Fire is much loved by goblins for its capacity to wreak great destruction and because it doesn't require size or strength to wield, but written words are hated. Goblins believe that writing steals words out of your head, and as a result of this belief, goblins are universally illiterate. Goblins are voracious and can eat their body weight in food daily without growing fat. Goblin lairs always have numerous storerooms and larders. While they prefer human and gnome flesh, a goblin won't turn down any food—except, perhaps, vegetables.

Gallows of Madness — What Lurks in the Woods

G2. GOBLINOID BATTLEFIELD (CR 2) or (CR 3)

APL 2+ Adjustment: Add the advanced simple template to the yellow musk creeper

Coiling around several human skeletons, this wet green plant's sickly flowers smoke with a nasty yellow vapor.

YELLOW MUSK CREEPER CR 2

N Medium [plant](#)

Init +2; **Senses** [tremorsense](#) 30 ft.; [Perception](#) +0

DEFENSE

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

hp 22 (3d8+9)

Fort +6, **Ref** +3, **Will** +1

Immune [plant traits](#)

OFFENSE

Speed 5 ft.

Melee tendril +5 (1d4+4)

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

Special Attacks create yellow musk zombie, pollen spray

STATISTICS

Str 17, **Dex** 15, **Con** 16, **Int** —, **Wis** 11, **Cha** 8

Base Atk +2; **CMB** +5; **CMD** 17 (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.

The yellow musk creeper is a hideous plant that grows in haunted graveyards, grisly battlefields, and other places where death hangs heavy in the air and thick in the soil. The yellow musk creeper's method of procreation is singularly frightful—it slays the living, infests them with its seeds and pollen, then animates them as zombies. These zombies serve the plant as a guardian for several days, but when new zombies are created, older ones wander off into the surrounding wild, collapsing and breaking apart within 2d6 days to give seed to a new yellow musk creeper.

Gallows of Madness — What Lurks in the Woods

Coiling around several human skeletons, this wet green plant's sickly flowers smoke with a nasty yellow vapor.

ADVANCED YELLOW MUSK CREEPER CR 3

N Medium [plant](#)

Init +4; **Senses** [tremorsense](#) 30 ft.; [Perception](#) +2

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 tendril +7 (1d4+7)

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** +5; **CMD** 17 (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 16 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.

The yellow musk creeper is a hideous plant that grows in haunted graveyards, grisly battlefields, and other places where death hangs heavy in the air and thick in the soil. The yellow musk creeper's method of procreation is singularly frightful—it slays the living, infests them with its seeds and pollen, then animates them as zombies. These zombies serve the plant as a guardian for several days, but when new zombies are created, older ones wander off into the surrounding wild, collapsing and breaking apart within 2d6 days to give seed to a new yellow musk creeper.

Gallows of Madness — What Lurks in the Woods

G3. THE KATROOME'S KINGDOM (CR 1) or (CR 2)

APL 2+ Adjustment: Add the advanced simple template to the Asiclassus

This large, plump caterpillar is brilliantly colored and has a strangely self-important bearing.

ASICLASSUS (KATROOM) CR 1

CN Small [magical beast](#)

Init +2; **Senses** darkvision 60 ft., low-light vision; [Perception](#) +5

DEFENSE

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

hp 11 (2d10)

Fort +3, **Ref** +5, **Will** +2

OFFENSE

Speed 20 ft., climb 20 ft.

Melee slam +1 (1d3–2)

Special Attacks [web](#) (+5 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 6, **Dex** 15, **Con** 10, **Int** 14, **Wis** 11, **Cha** 13

Base Atk +2; **CMB** –1; **CMD** 11 (can't be tripped)

Feats [Iron Will](#)

Skills [Acrobatics](#) +5, [Bluff](#) +2, [Climb](#) +10, [Knowledge](#) (arcana) +3, [Perception](#) +5, [Sense Motive](#) +6,

[Spellcraft](#) +4, [Stealth](#) +10 (+14 in forested environments); **Racial Modifiers** +4 [Sense Motive](#), +4 [Stealth](#) in forested environments

Languages Common, Goblin, Sylvan

Brilliantly beautiful but nearly as elusive as the breeze, the caterpillar-like katroome is a little creature with an enormous ego. Katroomes are rare and mostly live deep within forests or similar uninhabited areas. Most travelers confuse them with fey creatures, given their magical abilities, capriciousness, and haughty demeanors. In reality, they are magical beasts that almost never reveal themselves to others unless they wish.

Katroomes tend to view themselves as monarchs of their surroundings. They don't believe themselves superior to all others in their demesnes; they simply think that it's their birthright to protect their homelands and natural surroundings. In turn, they expect to be treated with the respect such a position deserves. To those unfamiliar with a katroome's ways, the creature might come across as overbearing or imperious. Even to those who might compliment its beauty, a katroome might condescendingly issue a correction: "I'm not beautiful," one might say, "I am regal."

Travelers typically encounter katroomes because the creatures are curious about any visitors in their realm. If the travelers seem innocuous and prove that they understand a katroome's internalized hierarchy of the area, the katroome might aid them with information. If the travelers are wicked or have disrespected the katroome or its home, the creature might stalk them, using its compulsion abilities and its natural webbing to play malicious pranks on the party.

In addition to katroomes' self-assigned roles as protectors and emissaries of the forest, they are also rather avaricious, although they'll never admit it. Katroomes love savory culinary items that might appeal to a typical human. They are also enamored of magic, particularly wondrous items. A katroome might descend from its verdant perch to approach a traveler on the pretense of asking her intentions, when in reality, the katroome is merely curious about the shiny brooch on her cloak. A 5th-level spellcaster can gain a katroome as a familiar if she has the Improved Familiar feat, although the katroome usually believes that the caster is the true familiar.

Gallows of Madness — What Lurks in the Woods

This large, plump caterpillar is brilliantly colored and has a strangely self-important bearing.

ASICLASSUS (ADVANCED KATROOM) CR 2

CN Small [magical beast](#)

Init +4; **Senses** darkvision 60 ft., low-light vision; [Perception](#) +7

DEFENSE

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

hp 15 (2d10+4)

Fort +5, **Ref** +7, **Will** +4

OFFENSE

Speed 20 ft., climb 20 ft.

Melee slam +3 (1d3)

Special Attacks [web](#) (+7 ranged, DC 13, 2 hp)

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

3/day—[command](#) (DC 14), [detect magic](#)

1/day—[invisibility](#), [suggestion](#) (DC 16)

STATISTICS

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

Base Atk +2; **CMB** –1; **CMD** 11 (can't be tripped)

Feats [Iron Will](#)

Skills [Acrobatics](#) +8, [Bluff](#) +5, [Climb](#) +13, [Knowledge](#) (arcana) +6, [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, Elven, Gnome, Goblin, Sylvan

Brilliantly beautiful but nearly as elusive as the breeze, the caterpillar-like katroome is a little creature with an enormous ego. Katroomes are rare and mostly live deep within forests or similar uninhabited areas. Most travelers confuse them with fey creatures, given their magical abilities, capriciousness, and haughty demeanors. In reality, they are magical beasts that almost never reveal themselves to others unless they wish.

Katroomes tend to view themselves as monarchs of their surroundings. They don't believe themselves superior to all others in their demesnes; they simply think that it's their birthright to protect their homelands and natural surroundings. In turn, they expect to be treated with the respect such a position deserves. To those unfamiliar with a katroome's ways, the creature might come across as overbearing or imperious. Even to those who might compliment its beauty, a katroome might condescendingly issue a correction: "I'm not beautiful," one might say, "I am regal."

Travelers typically encounter katroomes because the creatures are curious about any visitors in their realm. If the travelers seem innocuous and prove that they understand a katroome's internalized hierarchy of the area, the katroome might aid them with information. If the travelers are wicked or have disrespected the katroome or its home, the creature might stalk them, using its compulsion abilities and its natural webbing to play malicious pranks on the party.

In addition to katroomes' self-assigned roles as protectors and emissaries of the forest, they are also rather avaricious, although they'll never admit it. Katroomes love savory culinary items that might appeal to a typical human. They are also enamored of magic, particularly wondrous items. A katroome might descend from its verdant perch to approach a traveler on the pretense of asking her intentions, when in reality, the katroome is merely curious about the shiny brooch on her cloak. A 5th-level spellcaster can gain a katroome as a familiar if she has the Improved Familiar feat, although the katroome usually believes that the caster is the true familiar.

Gallows of Madness — What Lurks in the Woods

G4. RAVEN ATTACK (CR 1) or (CR 2)

APL 2+ Adjustment: The PCs should face a fiendish wolverine instead of the fiendish ravens

FIENDISH RAVENS (6) CR 1/6

N Tiny [animal](#)

Init +2; **Senses** low-light vision, darkvision 60 ft.; [Perception](#) +6

DEFENSE

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

hp 3 (1d8–1)

Fort +1, **Ref** +4, **Will** +2

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

OFFENSE

Speed 10 ft., fly 40 ft. (average)

Melee bite +4 (1d3–4)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks smite good 1/day

STATISTICS

Str 2, **Dex** 15, **Con** 8, **Int** 2, **Wis** 15, **Cha** 7

Base Atk +0; **CMB** +0; **CMD** 6

Feats Skill Focus (Perception), [Weapon Finesse](#)

Skills [Fly](#) +6, [Perception](#) +3

SPECIAL ABILITIES

Smite Good (Su) Once per day as a swift action a fiendish raven can add +1 damage against a good foe. The smite persists until the target is dead or the fiendish raven rests.

The raven is an omnivorous scavenger that eats carrion, insects, food waste, berries, and even small animals.

Gallows of Madness — What Lurks in the Woods

This stocky, muscular mammal is the size of a badger, its snarling lips revealing a mouth full of yellow teeth.

FIENDISH WOLVERINE CR 2

N Medium [animal](#)

Init +2; **Senses** darkvision 60 ft., low-light vision, [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.

Smite Good (Su) Once per day as a swift action a fiendish wolverine can add +3 damage against a good foe. The smite persists until the target is dead or the fiendish wolverine rests.

Wolverines are territorial, especially when it comes to food, and have been known to defend their kills against much larger predators, such as black bears. They are fearsome opponents, launching into a frenzy when wounded. They tend to give off a very strong, unpleasant musk smell when angry.

Armed with powerful jaws, strong legs, and a thick hide, wolverines are remarkably strong for their size. They are reckless in battle and throw themselves at their foes, clawing and biting furiously.

Gallows of Madness — What Lurks in the Woods

G5. CRUEL GARDEN (CR 2)

APL 2+ Adjustment: None

This colorful plant has long, thin leaves and three prominent, bright pink pistils that reach elegantly toward the sky.

BREATHLESS ORCHID CR 2

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.

Breathless orchids are beautiful but predatory plants that feed off the oxygen present in the blood and lungs of breathing creatures. Sometimes, breathless orchids live atop other plants, slowly leeching the oxygen they produce. However, these plants prefer to accost air-breathing creatures, as they find such beings' oxygen much more enriching, and thus the orchids absorb air from them far more quickly. These plants' brilliant colors serve to lure unsuspecting creatures within striking distance, and also indicate how well the plants have recently fed. Breathless orchids that boast the brightest and most beautiful colors have surely gorged themselves recently on the dying gasps of several creatures.

Gallows of Madness — What Lurks in the Woods

H1. AMBUSH (CR 1) or (CR 2)

APL 2+ Adjustment: Add 2 fiendish goblins

This creature stands barely three feet tall, its scrawny, humanoid body dwarfed by its wide, ungainly head.

FIENDISH GOBLIN (3 OR 5) CR 1/3

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/x3)

Special Attacks smite good 1/day

TACTICS

Morale The goblins fight until one goblin dies. Then, goblins brought to 3 hit points or fewer attempt to hide from the PCs in the trees. If they remain unseen, they flee into the woods once the PCs are out of sight.

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

SPECIAL ABILITIES

Smite Good (Su) Once per day as a swift action a fiendish goblin can add +1 damage against a good foe. The smite persists until the target is dead or the fiendish goblin rests.

Goblins prefer to dwell in caves, amid large and dense thickets of thistles and brambles, or in structures built and then abandoned by others. Very few goblins have the drive to build structures of their own. Coastlines are favored, as goblins are quite fond of sifting through junk and flotsam in an unending quest to find treasures among the refuse of more civilized races. Goblin hatred runs deep, and few things inspire their wrath more than gnomes (who have long fought against goblins), horses (who frighten goblins tremendously), and regular dogs (whom goblins regard as pale imitations of goblin dogs). Goblins are also quite superstitious, and treat magic with a fawning mixture of awe and fear. They have the habit of ascribing magic to the mundane as well, with fire and writing both taking on mystical power in goblin society. Fire is much loved by goblins for its capacity to wreak great destruction and because it doesn't require size or strength to wield, but written words are hated. Goblins believe that writing steals words out of your head, and as a result of this belief, goblins are universally illiterate. Goblins are voracious and can eat their body weight in food daily without growing fat. Goblin lairs always have numerous storerooms and larders. While they prefer human and gnome flesh, a goblin won't turn down any food—except, perhaps, vegetables.

Gallows of Madness — What Lurks in the Woods

H4. YARD (CR 3) or (CR 4)

APL 2+ Adjustment: The mother hound from area H5 breaks its chain and joins the combat in this area. This makes the encounter CR 4. In this case, the PCs encounter no creatures in area H5.

This creature stands barely three feet tall, its scrawny, humanoid body dwarfed by its wide, ungainly head.

FIENDISH GOBLINS (3) CR 1/3

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/x3)

Special Attacks smite good 1/day

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

SPECIAL ABILITIES

Smite Good (Su) Once per day as a swift action a fiendish goblin can add +1 damage against a good foe. The smite persists until the target is dead or the fiendish goblin rests.

Goblins prefer to dwell in caves, amid large and dense thickets of thistles and brambles, or in structures built and then abandoned by others. Very few goblins have the drive to build structures of their own. Coastlines are favored, as goblins are quite fond of sifting through junk and flotsam in an unending quest to find treasures among the refuse of more civilized races. Goblin hatred runs deep, and few things inspire their wrath more than gnomes (who have long fought against goblins), horses (who frighten goblins tremendously), and regular dogs (whom goblins regard as pale imitations of goblin dogs). Goblins are also quite superstitious, and treat magic with a fawning mixture of awe and fear. They have the habit of ascribing magic to the mundane as well, with fire and writing both taking on mystical power in goblin society. Fire is much loved by goblins for its capacity to wreak great destruction and because it doesn't require size or strength to wield, but written words are hated. Goblins believe that writing steals words out of your head, and as a result of this belief, goblins are universally illiterate. Goblins are voracious and can eat their body weight in food daily without growing fat. Goblin lairs always have numerous storerooms and larders. While they prefer human and gnome flesh, a goblin won't turn down any food—except, perhaps, vegetables.

Gallows of Madness — What Lurks in the Woods

This creature stands barely three feet tall, its scrawny, humanoid body dwarfed by its wide, ungainly head.

LEEZA CR 1

Female goblin rogue 2

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 short bow +6 (1d4/x3)

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](#) +4, [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

SPECIAL ABILITIES

Bleeding Attack If Leeza hits with a sneak attack the target takes 1 [bleed](#) damage. The bleeding can be stopped by a DC 15 Heal check or the application of any effect that heals hit point damage. Bleeding damage from this ability does not stack with itself. Bleeding damage bypasses any damage reduction the creature might possess.

Trapfinding A rogue adds 1/2 her level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1). A rogue can use Disable Device to disarm magic traps.

Gallows of Madness — What Lurks in the Woods

H5. GOBLIN DOG KENNEL (CR 1)

APL 2+ Adjustment: The mother hound from this area breaks its chain and joins the combat in area H4. This makes the encounter in area H4 CR 4. In this case, the PCs encounter no creatures in area H5.

This mangy canine's face has the same flat nose, beady eyes, and protruding teeth as a rat grown grotesquely large.

MOTHER HOUND (FIENDISH GOBLIN DOG) CR 1

N Medium [animal](#)

Init +2; **Senses** darkvision 60 ft., low-light vision, [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.

Smite Good (Su) Once per day as a swift action a fiendish goblin dog can add +1 damage against a good foe. The smite persists until the target is dead or the fiendish goblin dog rests.

Loathed by men and beasts alike, goblin dogs are ugly, stinking, craven, and foul-tempered. It's no surprise that goblins find kindred spirits in these shunned, disgusting beasts. Constantly itching, afflicted with a species-wide mange exacerbated by prolific dander, even the healthiest goblin dog looks sickly and starved.

Despite its name, the goblin dog is in fact a species of rodent grown monstrously large. Their long-legged shape and proclivity to hunt and run in packs earned them their popular name, a name that many goblins take issue with, as it galls the average goblin to consider these, their favored mounts, having anything at all to do with actual dogs. Of course, being goblins, they haven't bothered to come up with alternate names for goblin dogs. Perhaps they don't realize they can.

Contact with a goblin dog's infested, mangy hide causes most other creatures to break out into hives, a condition known as "goblin rash." Goblinoids seem to be immune to this affliction, and are fond of keeping goblin dogs as guardians and mounts.

Despite their skin conditions and disorders, goblin dogs are highly resistant to disease. Their favored food is carrion—the riper, the better. That many goblin tribes let their goblin dogs run free in their lairs is the single reason most goblin dens aren't filthier than they actually are; constantly hungry, a goblin dog eats anything it can chew that it finds left behind by other, more discerning palates.

Gallows of Madness — What Lurks in the Woods

H11. CAVE OF PRISONERS (CR 4) or (CR 5)

APL 2+ Adjustment: Add a goblin rider and young goblin dog.

This dark-furred creature raises a spiked morningstar, its tiny, milk-white eyes glittering with the thrill of the coming kill.

MEZODARATH CR 3

Fiendish bugbear cleric of Lamashtu 1

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 +3 (1d6+3)

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*

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](#) (DC 13),

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](#)

SQ stalker

Languages Common, Goblin

Gallows of Madness — What Lurks in the Woods

SPECIAL ABILITIES

Smite Good (Su) Once per day as a swift action Mezodarath can add +3 damage against a good foe. The smite persists until the target is dead or Mezodarath rests.

Stalker (Ex) [Perception](#) and [Stealth](#) are always class skills for bugbears.

Strength Surge (Sp): As a standard action, you can touch a creature to give it great strength. For 1 round, the target gains a +1 enhancement bonus to melee attacks, combat maneuver checks that rely on [Strength](#), [Strength](#)-based skills, and [Strength](#) checks.

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 +1 bonus to the chosen rolls and a –1 penalty to the other two types of rolls. This effect fades after 3 rounds.

The bugbear is the largest of the goblinoid races, a lumbering brute that stands at least a head taller than most humans. They are loners, preferring to live and kill on their own rather than form tribes of their own kind, yet it isn't uncommon to find small bands of bugbears working together, or dwelling in goblin or hobgoblin tribes where they function as elite guards or executioners. Bugbears do not form large warrens like goblins or nations like hobgoblins; they prefer smaller-scale mayhem that lets them keep their favorite acts (murder and torture) on a more personal level. Humans are a bugbear's favored prey, and most count the flesh of humanity as a dietary staple. Grisly trophies of ears or fingers are common bugbear decorations.

Bugbears, when they turn to religion, favor gods of murder and violence, with various demon lords being favorites.

A typical bugbear stands 7 feet in height and weighs 400 pounds.

Gallows of Madness — What Lurks in the Woods

This creature stands barely three feet tall, its scrawny, humanoid body dwarfed by its wide, ungainly head.

FIENDISH GOBLINS (3) CR 1/3

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/x3)

Special Attacks smite good 1/day

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

SPECIAL ABILITIES

Smite Good (Su) Once per day as a swift action a fiendish goblin can add +1 damage against a good foe. The smite persists until the target is dead or the fiendish goblin rests.

Goblins prefer to dwell in caves, amid large and dense thickets of thistles and brambles, or in structures built and then abandoned by others. Very few goblins have the drive to build structures of their own. Coastlines are favored, as goblins are quite fond of sifting through junk and flotsam in an unending quest to find treasures among the refuse of more civilized races. Goblin hatred runs deep, and few things inspire their wrath more than gnomes (who have long fought against goblins), horses (who frighten goblins tremendously), and regular dogs (whom goblins regard as pale imitations of goblin dogs). Goblins are also quite superstitious, and treat magic with a fawning mixture of awe and fear. They have the habit of ascribing magic to the mundane as well, with fire and writing both taking on mystical power in goblin society. Fire is much loved by goblins for its capacity to wreak great destruction and because it doesn't require size or strength to wield, but written words are hated. Goblins believe that writing steals words out of your head, and as a result of this belief, goblins are universally illiterate. Goblins are voracious and can eat their body weight in food daily without growing fat. Goblin lairs always have numerous storerooms and larders. While they prefer human and gnome flesh, a goblin won't turn down any food—except, perhaps, vegetables.

Gallows of Madness — What Lurks in the Woods

This creature stands barely three feet tall, its scrawny, humanoid body dwarfed by its wide, ungainly head.

GOBLIN RIDER CR 1/2

Fiendish goblin rogue 1

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 short bow +5 (1d4/x3)

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)

SPECIAL ABILITIES

Smite Good (Su) Once per day as a swift action a fiendish goblin can add +1 damage against a good foe. The smite persists until the target is dead or the fiendish goblin rests.

Trapfinding A rogue adds 1/2 her level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1). A rogue can use Disable Device to disarm magic traps.

Gallows of Madness — What Lurks in the Woods

This mangy canine's face has the same flat nose, beady eyes, and protruding teeth as a rat grown grotesquely large.

YOUNG GOBLIN DOG CR 1/2

N Small [animal](#)

Init +4; **Senses** low-light vision, [scent](#); [Perception](#) +1

DEFENSE

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

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 +1 (1d4+1 plus allergic reaction)

STATISTICS

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

Base Atk +0; **CMB** +1; **CMD** 13

Feats [Toughness](#)

Skills [Stealth](#) +10; **Racial Modifiers** +4 [Stealth](#)

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 10 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.

Loathed by men and beasts alike, goblin dogs are ugly, stinking, craven, and foul-tempered. It's no surprise that goblins find kindred spirits in these shunned, disgusting beasts. Constantly itching, afflicted with a species-wide mange exacerbated by prolific dander, even the healthiest goblin dog looks sickly and starved.

Despite its name, the goblin dog is in fact a species of rodent grown monstrously large. Their long-legged shape and proclivity to hunt and run in packs earned them their popular name, a name that many goblins take issue with, as it galls the average goblin to consider these, their favored mounts, having anything at all to do with actual dogs. Of course, being goblins, they haven't bothered to come up with alternate names for goblin dogs. Perhaps they don't realize they can. Contact with a goblin dog's infested, mangy hide causes most other creatures to break out into hives, a condition known as "goblin rash." Goblinoids seem to be immune to this affliction, and are fond of keeping goblin dogs as guardians and mounts.

Despite their skin conditions and disorders, goblin dogs are highly resistant to disease. Their favored food is carrion—the riper, the better. That many goblin tribes let their goblin dogs run free in their lairs is the single reason most goblin dens aren't filthier than they actually are; constantly hungry, a goblin dog eats anything it can chew that it finds left behind by other, more discerning palates.

A goblin dog is 5 feet long but weighs only 75 pounds.

Gallows of Madness — What Lurks in the Woods

Stalwart and protective, Nixa Volsetti knows her way around a sword and shield. She spent her early years as a farmer, but has since taken up her parents' mantle as a defender of the countryside against the ever-present goblin menace.

NIXA VOLSETTI CR 1

Female human fighter 2

LG Medium [humanoid](#) (human)

Init +2; **Senses** [Perception](#) +1

DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dex)

hp 18 (2d10+7)

Fort +4, **Ref** +2, **Will** +0 (+1 vs. fear)

OFFENSE

Speed 30 ft.

Melee unarmed strike +5 (1d3+3 nonlethal, provokes AoO) or unarmed strike +3/+3 (1d3+3 nonlethal, provokes AoO)

TACTICS

During Combat Nixa focuses her attacks on particularly dangerous or aggressive enemies, hoping they will target her rather than her allies.

Morale Nixa does not retreat unless her allies are out of danger or otherwise beyond her aid.

STATISTICS

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

Base Atk +2; **CMB** +5; **CMD** 17

Feats [Combat Reflexes](#), [Improved Shield Bash](#), [Toughness](#), [Two-Weapon Fighting](#)

Skills [Climb](#) +7, [Intimidate](#) +3, [Knowledge](#) (history) +2, [Knowledge](#) (local) +2, [Knowledge](#) (planes) +5, [Perception](#) +1, [Survival](#) +5

Languages Common, Goblin

Combat Gear (all of Nixa's gear is stored in area H7) [potions of cure light wounds](#) (2), acid (2); **Other Gear** breastplate, light steel shield, mwk longsword, everburning torch, 26 gp.