

We Be Goblins Free

Prep Checklist

Part	Minis	Base Size	# of minis
Part 1	Vulture	Small	1
Part 1	Goblin Dogs*	Medium	4
Part 2	Bandits	Medium	4
Part 2	Dogs	Medium	3
Part 2	Horses	Large	2
Part 3	Assassin Vine	Large	1
Part 3	Harpy	Medium	1
Part 4	Animated Object	Large	1

* Optional

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Goblin Dog **CR 1**

N Medium animal

Init +2; **Senses** 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;

OFFENSE**Speed** 50 ft.**Melee** bite +2 (1d6+3 plus allergic reaction)**Space** 5 ft.**Reach** 5 ft.

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.

Vulture **CR 1/2**

N Small animal

Init +1; **Senses** low-light vision, scent; Perception +9

DEFENSE**AC** 13, **touch** 12, **flat-footed** 12 (+1 Dex, +1 natural, +1 size)**hp** 6 (1d8+2)**Fort** +6, **Ref** +3, **Will** +1; +4 vs. disease

OFFENSE**Speed** 10 ft., fly 50 ft. (average)**Melee** bite +2 (1d6+1)**Space** 5 ft.**Reach** 5 ft.

STATISTICS**Str** 12, **Dex** 13, **Con** 14, **Int** 2, **Wis** 13, **Cha** 7;**Base Atk** 0; **CMB** 0; **CMD** 11**Feats** Great Fortitude**Skills** Fly +7, Perception +9; **Racial Modifiers** +8 Perception

Scarni Bandits (X4) CR ½

Human rogue 1
 N Medium humanoid (human)
Init +7; **Senses** Perception +5

DEFENSE

AC 17, **touch** 14, **flat-footed** 13 (+3 armor, +3 Dex, +1 dodge)
hp 10 each (1d8+2)
Fort +1, **Ref** +5, **Will** +1;

OFFENSE

Speed 30 ft.
Melee mwk shortsword +4 (1d6+2/19-20)
Ranged shortbow +3 (1d6/x3)
Special Attacks: sneak attack 1d6
Space 5 ft. **Reach** 5 ft.

TACTICS

Before Combat If the Scarni bandits are somehow aware of the goblin's approach, two of them set up an ambush from behind the wagons and attack with their shortbows from behind cover. When fighting in melee combat the Scarni bandits maneuver around the campsite to flank their enemies in order to deal sneak attack damage.

Morale A Scarni bandit flees into the woods – abandoning the campsite, horses, and wagons – once reduced to 3 or fewer hit points.

STATISTICS

Str 14, **Dex** 17, **Con** 13, **Int** 10, **Wis** 12, **Cha** 8;
Base Atk +0; **CMB** +2; **CMD** 16
Skills Acrobatics +6, Climb +6, Disable Device +6, Escape Artist +6, Kn: Local +4, Perception +5, Sense Motive +5, Sleight of Hand +6, Stealth +6
Feats Dodge Improved Initiative, Weapon Finesse
SQ rogue talents (Finesse Rogue), trapfinding +1
Languages Common
Combat Gear alchemist's fire; **Other Gear** studded leather, mwk short sword, shortbow with 20 arrows, flint and steel, set of thieves' tools, pair of gold hoop earrings (worth 5gp each), 4gp

Dog (X3) CR 1/3

N Small animal
Init +1; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 13, **touch** 12, **flat-footed** 12 (+1 Dex, +1 natural, +1 size)
hp 6 (1d8+2)
Fort +4, **Ref** +3, **Will** +1;

OFFENSE

Speed 40 ft.
Melee bite +2 (1d4+1)
Space 5 ft. **Reach** 5 ft.

STATISTICS

Str 13, **Dex** 13, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6;
Base Atk 0; **CMB** 0; **CMD** 11 (15 vs. trip)
Feats Skill Focus (Perception)
Skills Acrobatics +1 (+9 jumping), Perception +8, Survival +1 (+5 scent tracking);
Racial Modifiers +4 Acrobatics when jumping, +4 Survival when tracking by scent

Horse (X2) CR 1

N Large animal
Init +2; **Senses** low-light vision, scent; Perception +6

DEFENSE

AC 11, **touch** 11, **flat-footed** 9 (+2 Dex, -1 size)
hp 15 (2d8+6)
Fort +6, **Ref** +5, **Will** +1;

OFFENSE

Speed 50 ft.
Melee 2 hooves -2 (1d4+1)
Space 10 ft. **Reach** 5 ft.

STATISTICS

Str 16, **Dex** 14, **Con** 17, **Int** 2, **Wis** 13, **Cha** 7;
Base Atk 1; **CMB** 5; **CMD** 17 (21 vs. trip)
Feats Endurance, Run
Skills Perception +6
SQ docile

Assassin Vine**CR 3**

N Large plant

Init +0; **Senses** blindsight 30 ft., low-light vision; Perception +1

DEFENSE

AC 15, **touch** 9, **flat-footed** 15 (+6 natural, -1 size)**hp** 30 (4d8+12)**Fort** +7, **Ref** +1, **Will** +2;**Immune** electricity, plant traits; **Resist** cold 10 and fire 10;

OFFENSE

Speed 5 ft.**Melee** slam +7 (1d8+7 plus grab)**Space** 10 ft. **Reach** 10 ft.**Special Attacks** constrict (1d8+7), entangle

STATISTICS

Str 20, **Dex** 10, **Con** 16, **Int** -, **Wis** 13, **Cha** 9;**Base Atk** 3; **CMB** +9 (+13 grapple); **CMD** 19 (can't be tripped)**SQ** camouflage

SPECIAL ABILITIES

Camouflage (Ex) Since an assassin vine looks like a normal plant when at rest, a DC 20 Perception check is required to notice it before it attacks for the first time.

Anyone with ranks in Survival or Knowledge (nature) can use either of those skills instead of Perception to notice the plant.

Entangle (Su) An assassin vine can, as a free action, cause plants within 30 feet of it to animate and grasp at foes. This ability is otherwise similar to entangle (CL 4th, DC 13). The save DC is Wisdom-based

Harpy**CR 4**

CE Medium monstrous humanoid

Init +2; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 16, **touch** 13, **flat-footed** 13 (+2 armor, +2 Dex, +1 dodge, +1 natural)**hp** 38 (7d10)**Fort** +4, **Ref** +7, **Will** +6;

OFFENSE

Speed 20 ft., fly 80 ft. (average)**Melee** morningstar +8/+3 (1d8+1), 2 talons +3 (1d6)**Space** 5 ft. **Reach** 5 ft.**Special Attacks** captivating song

STATISTICS

Str 12, **Dex** 15, **Con** 10, **Int** 7, **Wis** 12, **Cha** 17;**Base Atk** 7; **CMB** 8; **CMD** 21**Feats** Dodge, Flyby Attack, Great Fortitude, Skill Focus (Bluff)**Skills** Bluff +7, Fly +12, Intimidate +7, Perception +7, Perform (song) +5**Languages** Common

SPECIAL ABILITIES

Captivating Song (Su) A harpy's song has the power to infect the minds of those that hear it, calling them to the harpy's side. When a harpy sings, all creatures aside from other harpies within a 300-foot spread must succeed on a DC 16 Will saving throw or become captivated. A creature that successfully saves is not subject to the same harpy's song for 24 hours. A victim under the effects of the captivating song moves toward the harpy using the most direct means available. If the path leads them into a dangerous area such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the harpy simply stands and offers no resistance to the harpy's attacks. This effect continues for as long as the harpy sings and for 1 round thereafter. This is a sonic mind-affecting charm effect. The save DC is Charisma-based.

GOBLIN CHIEF EFFIGY**CR 5****XP 1600**

N Large construct

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception -5

DEFENSE

AC 14, **touch** 8, **flat-footed** 14 (-1 Dex, +6 natural, -1 Size)**hp** 52 (5d10+30)**Fort** +1, **Ref** 0, **Will** -4;**Defensive Abilities** hardness 5; **Immune** construct traits;

OFFENSE

Speed 20 ft.**Melee** 2 slams +9 (1d8+6 plus burn)**Space** 10 ft. **Reach** 10 ft.**Special Attacks** burn (1d6 fire, DC12), trample (1d8+9, DC18)

TACTICS

During Combat The goblin chief effigy is an engine of destruction. It crashes around in the dell attacking anything that moves. To close the gap between itself and any targets, it rushes over, hoping to catch goblins in its trample attack. Once adjacent to any goblin, it smashes them with its burning slams and tries to stay close to multiple targets so its fireworks have the chance to affect the greatest number of targets

Morale Mindless and destructive, the goblin chief effigy fights until destroyed.

STATISTICS

Str 22, **Dex** 8, **Con** -, **Int** -, **Wis** 1, **Cha** 1;**Base Atk** +4; **CMB** +11; **CMD** 20**SQ** construction points (additional attack, burn, fireworks, trample), flaws (haunted, slower)

SPECIAL ABILITIES

Fireworks (Ex) The goblins who made the effigy stuffed fireworks into their creation. Now that the effigy is animated, the goblin-made monstrosity can use these fireworks as a weapon. With each movement, spinning pinwheels and gout of sparks erupt from the effigy. Once every round, a random creature within 10 feet of the effigy takes 2d6 points of fire damage. This damage is halved if the target of the attack succeeds at a DC 15 Reflex save.

Haunted(Ex) The goblin chief effigy is haunted by the spirit of the cannibalistic goblin Vorka. It takes damage from positive energy as if it were an undead creature and can be detected by *detect undead*.

Slower (Ex) The goblin chief effigy's construction is slapdash, in the typical goblin style. This lack of careful engineering reduces the effigy's movement to 20 feet.