**FIENDISH GOBLINS CR 1/3 (3)**

**XP 135**

Goblin warrior 1

NE Small [humanoid](http://paizo.com/pathfinderRPG/prd/bestiary/creatureTypes.html#humanoid) (goblinoid)

**Init** +6; **Senses** darkvision 60 ft.; [Perception](http://paizo.com/pathfinderRPG/prd/coreRulebook/skills/perception.html#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](http://paizo.com/pathfinderRPG/prd/coreRulebook/feats.html#improved-initiative)

**Skills** [Ride](http://paizo.com/pathfinderRPG/prd/coreRulebook/skills/ride.html#ride) +10, [Stealth](http://paizo.com/pathfinderRPG/prd/coreRulebook/skills/stealth.html#stealth) +10, [Swim](http://paizo.com/pathfinderRPG/prd/coreRulebook/skills/swim.html#swim) +4; **Racial Modifiers**+4 [Ride](http://paizo.com/pathfinderRPG/prd/coreRulebook/skills/ride.html#ride), +4 [Stealth](http://paizo.com/pathfinderRPG/prd/coreRulebook/skills/stealth.html#stealth)

**Languages** Goblin

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

**FIENDISH GOBLIN RIDERS (2) 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 (2)**

**XP 400**

N Small [animal](http://paizo.com/pathfinderRPG/prd/bestiary/creatureTypes.html#animal)

**Init** +2; **Senses** low-light vision, [scent](http://paizo.com/pathfinderRPG/prd/bestiary/universalMonsterRules.html#scent); [Perception](http://paizo.com/pathfinderRPG/prd/coreRulebook/skills/perception.html#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](http://paizo.com/pathfinderRPG/prd/coreRulebook/feats.html#toughness)

**Skills** [Stealth](http://paizo.com/pathfinderRPG/prd/coreRulebook/skills/stealth.html#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)

**YELLOW MUSK CREEPERCR 2**

**XP 600**

N Medium [plant](http://paizo.com/pathfinderRPG/prd/bestiary/creatureTypes.html#plant)

**Init** +2; **Senses** [tremorsense](http://paizo.com/pathfinderRPG/prd/bestiary/universalMonsterRules.html" \l "tremorsense) 30 ft.; [Perception](http://paizo.com/pathfinderRPG/prd/coreRulebook/skills/perception.html#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](http://paizo.com/pathfinderRPG/prd/bestiary/universalMonsterRules.html#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.

**ASICLASSUS, KATROOME CR 1**

**XP 400**

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, C**ha** 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

**FIENDISH RAVENS CR 1/6 (6)**

**XP 65**

N Tiny [animal](http://paizo.com/pathfinderRPG/prd/bestiary/creatureTypes.html#animal)

**Init** +2; **Senses** low-light vision; [Perception](http://paizo.com/pathfinderRPG/prd/coreRulebook/skills/perception.html#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](http://paizo.com/pathfinderRPG/prd/coreRulebook/feats.html#weapon-finesse)

**Skills** [Fly](http://paizo.com/pathfinderRPG/prd/coreRulebook/skills/fly.html#fly) +6, [Perception](http://paizo.com/pathfinderRPG/prd/coreRulebook/skills/perception.html#perception) +3

**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 FinesseB

**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](http://paizo.com/pathfinderRPG/prd/bestiary/creatureTypes.html#animal)

**Init** +2; **Senses** low-light vision, darkvision 60 ft, [scent](http://paizo.com/pathfinderRPG/prd/bestiary/universalMonsterRules.html#scent); [Perception](http://paizo.com/pathfinderRPG/prd/coreRulebook/skills/perception.html#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](http://paizo.com/pathfinderRPG/prd/coreRulebook/feats.html#toughness)

**Skills** [Stealth](http://paizo.com/pathfinderRPG/prd/coreRulebook/skills/stealth.html#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)**](http://paizo.com/pathfinderRPG/prd/coreRulebook/glossary.html#spell-like-abilities-sp)**:** You can give a creature a *vision of madness* as a melee touch attack. Choose one of the following: attack rolls, [saving throws](http://paizo.com/pathfinderRPG/prd/coreRulebook/combat.html#saving-throws), or [skill checks](http://paizo.com/pathfinderRPG/prd/coreRulebook/usingSkills.html#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](http://paizo.com/pathfinderRPG/prd/coreRulebook/gettingStarted.html#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](http://paizo.com/pathfinderRPG/prd/coreRulebook/combat.html#will) negates; [**Spell Resistance**](http://paizo.com/pathfinderRPG/prd/coreRulebook/glossary.html#spell-resistance) yes

This spell fills a single subject with a feeling of horrible dread that causes it to become [shaken](http://paizo.com/pathfinderRPG/prd/coreRulebook/glossary.html#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](http://paizo.com/pathfinderRPG/prd/coreRulebook/combat.html#will) negates; [**Spell Resistance**](http://paizo.com/pathfinderRPG/prd/coreRulebook/glossary.html#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*](http://paizo.com/pathfinderRPG/prd/coreRulebook/spells/bless.html#bless).