



Image by Dave Allsop, © Wizards of the Coast. Accessed at the Monster Manual III Art Gallery [here](#)

[Commissioned by [@justicegundam82](#). I've never used an ibixian in game, but I have used their miniatures quite frequently, as they were common in the D&D Minis game back in the 3.5 era, and I had a bunch. So they made good satyrs, beastmen or anything more monstrous than an orc. Mechanically, this conversion is mostly about paring them down a bit in power from the 3.5 version—a lot of MMIII monsters were overpowered for their CR.]

Ibixian

CR 2 CN Monstrous Humanoid

This tall, broad humanoid appears something like a shaggy, goat-headed man, with a pair of curving horns. He clutches a massive axe in his strong hands.

Ibixians are goat-headed humanoids with a love of wide open spaces and honest combat. They are called “goatfolk” by some outsiders, which the ibixians feel is somewhat insulting. Ibixians believe in the rule of might, spending their time in good-natured sparring matches with each other and seeking out ways to test their strength and skill. Ibixians fight best when surrounded by their own kind, and mercenary squads of ibixians are feared by those who confront them.

Ibixian life is typically settled, with small villages set on hilltops or other defensible terrain features. Sexual dimorphism is minimal in ibixians, and all sexes are equally likely to take up magic or hold leadership positions. Sorcery is the most common form of ibixian magic, with bards and bloodragers being of secondary commonality. Divine casters are more likely to be druids than clerics—most ibixians distrust gods as they cannot be directly struggled with the same way a bear, a storm or a river can be. Their societies are ruled by the toughest individual, and non-lethal contests for dominance are common. Ibixians grow up fast and grow old fast—they are fully mature by five years of age, but few live to see their fortieth birthday.

An average ibixian stands over six feet tall and weighs 250 pounds.

Ibixian CR 2

XP 600

CN Medium monstrous humanoid

Init +1; **Senses** darkvision 60 ft., Perception +7

Defense

AC 16, touch 10, flat-footed 15 (+1 Dex, +2 natural, +3 armor)

hp 15 (2d10+4)

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

Offense

Speed 30 ft.

Melee greataxe +4 (1d12+3/x3), gore -1 (1d6+1) or gore +4 (1d6+3)

Special Attacks pack fervor

Statistics

Str 14, **Dex** 13, **Con** 14, **Int** 10, **Wis** 9, **Cha** 10

Base Atk +2; **CMB** +4; **CMD** 14 **Feats** Skill Focus (Perception)

Skills Craft (leatherworking) +5, Intimidate +9, Perception +7, Survival +4; **Racial Modifiers** +4

Intimidate

Languages Common, Ibixian

Ecology

Environment temperate plains and hills

Organization solitary, brawl (2-5) or pack (10-30 plus 1 3rd level spellcaster per 10 individuals and 1 5th level barbarian)

Treasure NPC gear (studded leather armor, greataxe, other treasure)

Special Abilities

Pack Fervor (Ex) An ibixian within 30 ft. of another ibixian gains a +1 morale bonus on all attack and damage rolls, and a +2 morale bonus to saves vs. fear effects.