The **Gaot Comabt**

6th level easy, 12th level Hard, 16th Hard

**Overview:** .

the players learn of mountain spirits that have become restless and angry, they may have learned this from an npc or one of the players learns of it through communing with the land (such as a Ranger or Druid). However they learn this, they are aware that the spirits have taken the form of large elemental goats and begun dueling each other, if the dueling between the spirits and allowed to go unchecked, it will cause untold avalanches causing devastation to the entire mountainside, the players must put the spirits down and keep them from fighting each other.

**Features**

Colors background - these are different elevations throughout the encounter map.

G - this is the goats -

the arrows show the general path Goats will take to each other if not interrupted by the players.

**Goat Tactics**

The goats are focused on trying to hit each other with their Rams attacks as much as possible, they ignore the other players unless the player is directly between the goat and another goat, or it has a grapple and is unable to move or escape in some way, they will also save the cranial plating for attacks from other goats. If there are no other goats or all the other goats have been killed, they will attack the nearest opponent.

**Consequences of the fighting.**

Each time one of the goats successfully hits another goat, the players should suffer some kind consequence, given that the consequences can depend on the larger campaign on a whole. There's and following ideas

travel through the mountain becomes harder as more pathways are blocked off which he successful hit

The players have to deal for avalanches as they travel through the mountains, their severity depending on the number of hits the goats Mansell and

A local town has been hit by destructive avalanches, the more damage each time he successful hit has been made

**Easy**

4 x Dire Bighorn

**Medium**

4 x Terror Goats

**Hard**

4 x Terror Goats

3x earth elemental, add earth elemental to the fight, Each time the goats successfully hits another goat. Appearing next to a player.