The Goblin Problem at Stungtongue mountain

I’ll Fly Away

## Introduction

Goblins reproduce at a prodigious rate and sometimes these nests need to be dealt with.

## Setup

### Overdue!

*“Farah Torish*

*A finger of Davvinim sent to the wyvern lair to the northeast to recover the hides of the those slain by Skaa on his recent hunting expedition are 11 days past scheduled report. They are presumed dead. Proceed to the northeast lair and recover these men or their remains. The Wyvern hides are a secondary objective.  
  
There will be no augmenting Regent forces available for at least 30 days.  
  
Corellon’s luck.  
  
-Adavis Kelvik Miriahndahl*

*Horam Athukaam Kommand,   
EarenAglirim e Kirith Threndor”*

## Approach

The trailsign is standard. Last bit is about a half mile from the lair location.  
  
You find a half sheltered clearing with signs of battle: blood, a spilled quiver of Davvinim arrows (20 x +1, 6 x +2). Examination reveals that the quiver was dropped from a significant height.

**DC 20 Knowledge Check – Elven Military:** *[The snugging strap has been unbuckled – not severed. probably dropped on purpose.]*  
A tree is pointed to by a craftnote scratched into the soil of the clearing. In a low crotch of the tree you find two elven words freshly carved with obvious haste.  
  
“Niah Torahm”: Sky Ambush

## The Stungtongue Goblins

### Overview

The Stungtongues are a relatively new clan (less than 20 years old). They take their name from Stungtongue mountain where they live. The origin of the name is lost to history, but the Stungtongue tribe took the name to heart when they adopted the maturity rite of piercing their tongues. This means that they all tend to speak as though their tongues have been stung by a bee and are swollen in their mouths. The older members have their tongues pierced by gold rings at maturity, though the younger ones have taken to piercing their cheeks or lips instead.

The tribe’s chief, Kirbee, has been sharing a liar with a clutch of wyverns for a dozen years. The elite Stungtongue warriors are wyvern riders. The most recent impression was hugely successful and 6 young wyverns accepted senior Stungtongue warriors (See Stungtongue Stinger) as bond mates. This was 2 years ago now and these senior warriors have recently fledged their mounts and are beginning to feel a bit cocky.

Recently, a hunting party of Redfist ogres killed the eldest mating pair leaving only two fully adult wyverns in the weyr. Kirbee was furious. While in times past he prevented mounted wyverns from straying from the cavern, the recent killings have made him relax this restriction and he has been maintaining a combat air patrol out to 3 miles around the liar at Stungtongue mountain.

Stungtongue goblins come in two broad categories.

### Stungtongue Warriors

#### Stungtongue Troopers:

Troopers are around 3’ tall. They have chubby little bodies with cantaloupe sized heads that are mostly mouth, flat slits for nostrils, protruding, marble-sized eyes that rarely blink and long sagging ears that look like floppy corn husks hanging down to their shoulders on either side of their skull. The brightest of these are quite dumb and the stupidest are comically inept at every task one can imagine, aside from attacking opponents in a frenzied mob – they excel at that.

They are armed with makeshift clubs, long daggers, short swords and short spears. Their armor consists of found, generally broken, discarded bits of armor that have been crudely re-shaped so that they somewhat fit. They tend to also to carry small roundish bucklers that are painted with the tribe’s symbol – a white circle with a gaping, jagged, toothy mouth.

While individually troopers are rather inept in combat, they are unreasonably brave and they use swarm tactics (+1 to hit for every ally within 10’ of their target. A single or a few troopers are popcorn combatants, 5 – 10 can be a challenge, but 20 or more of the little buggers can be formidable.



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| **STUNGTONGUE GOBLIN TROOPER** | **CR 1** |

**XP 400**

Male goblin warrior 1 / fighter 1

NE Small humanoid (goblinoid)

**Init** +6; **Senses** Perception -1

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| DEFENSE |

**AC** 18, **touch** 14, **flatfooted** 16 (+4 Armor, +1 Dex, +1 Dodge, +1 Size, +1 shield)

**hp** 2d6+3   
**Fort** +5, **Ref** +2, **Will** -1

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| OFFENSE |

**Speed** 20 ft.   
**Melee**shortspear (small) +4  (1d4+1)  
**Ranged**shortspear (small/thrown) +4  (1d4)  
**Ranged**crossbow, light (small) +4  (1d6/19-20)  
**Melee**sword, short (small) +4  (1d4+1/19-20)

**Space** 5 ft.; **Reach** 5 ft.

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| STATISTICS |

**Str** 14, **Dex** 14, **Con** 12, **Int** 9, **Wis** 8, **Cha** 6   
**Base Atk** +2; **CMB** +3**; CMD** 16

**Feats**Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Combat Reflexes, Dodge, Improved Initiative, Martial Weapon Proficiency, Mobility, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency

**Skills** Acrobatics -2 , Acrobatics (Jump) -6 , Climb -2 , Escape Artist -2 , Fly +0 , Profession (Siege Engineer) +3 , Ride +6 , Swim +2

**Languages** Goblin

**SQ** bonus feats, fast, skilled

**Gear** hide (small), shortspear (small), crossbow, light (small), sword, short (small), buckler (small), arrow (20)

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| SPECIAL ABILITIES |

**Bonus Feats** At 1st level, and at every even level thereafter, a fighter gains a bonus feat in addition to those gained from normal advancement (meaning that the fighter gains a feat at every level). These bonus feats must be selected from those listed as combat feats, sometimes also called "fighter bonus feats." Upon reaching 4th level, and every four levels thereafter (8th, 12th, and so on), a fighter can choose to learn a new bonus feat in place of a bonus feat he has already learned. In effect, the fighter loses the bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A fighter can only change one feat at any given level and must choose whether or not to swap the feat at the time he gains a new bonus feat for the level.

**Darkvision** Goblins can see in the dark up to 60 feet.

**Fast (Ex)** Goblins have a base speed of 30 ft.

**Skilled (Ex)** Goblins gain a +4 racial bonus on Ride and Stealth checks.

**Stungtongue Swarm (Ex)** Stungtongue Goblins use swarm tactics. They receive +1 to hit for every allied goblin within 10’ of a target. Goblins within this radius need to be attacking the target in order to bestow this bonus to their fellows.

#### Stungtongue Command Troops:

The command troops of the Stungtongue tribe appear to be a slightly different breed than the common troopers. They are taller and more muscular. They are more intelligent and less generally inept. Some of them are highly skilled warriors.

There are three tiers of Stungtongue command troops:

Soldier, Officer and Stinger.

##### Stungtonue Soldiers

Soldiers are trained warriors, in most cases they are experienced veterans of Korkla’s army.

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| STUNGTONGUE GOBLIN SOLDIER | CR 4 |

**XP 1,200**

Male goblin warrior 1 / fighter 4

NE Small humanoid (goblinoid)

**Init** +7; **Senses** Perception -1

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| DEFENSE |

**AC** 24, **touch** 15, **flat-footed** 20 (+7 armor, +3 Dex, +1 dodge, +1 size, +2 shield)

**hp** 35 (5d10+6)   
**Fort** +7, **Ref** +4, **Will** +0, +1 Will vs. fear

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| OFFENSE |

**Speed** 30 ft.   
**Melee**longsword +1 (small) +9  (1d6+3/19-20)  
**Melee**shield, light wooden +1 (small) +8  (1d2+1)  
**Ranged**crossbow, light +2 (small) +11  (1d6+2/19-20)  
**Melee**spear +1 (small) (two handed) +9 ((twohanded) 1d6+4/x3)  
**Ranged**spear +1 (small/thrown) +10  (1d6+1/x3)

**Space** 5 ft.; **Reach** 5 ft.

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| STATISTICS |

**Str** 15, **Dex** 16, **Con** 12, **Int** 9, **Wis** 8, **Cha** 6   
**Base Atk** +5; **CMB** +6**; CMD** 20

**Feats**Combat Reflexes, Dodge, Improved Initiative, Mobility, Outflank, Pack Attack

**Skills** Acrobatics +0 , Climb -1 , Escape Artist +0 , Fly +2 , Knowledge (Engineering) +3 , Profession (Siege Engineer) +4 , Ride +8 , Stealth +8 , Survival +3 , Swim +3

**Languages** Goblin, some common

**SQ** bravery, fast, skilled

**Gear** *chainmail +1 (small)*, *longsword +1 (small)*, *shield, light wooden +1 (small)*, *crossbow, light +2 (small)*, *spear +1 (small)*, *bolts, crossbow +2 (10/small)*, bolts, crossbow (10) (small), arrow (20)

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| **SPECIAL ABILITIES** |

**Bravery (Ex)** You gain a +1 bonus to Will saves against fear effects.

**Darkvision** Goblins can see in the dark up to 60 feet.

**Fast (Ex)** Goblins have a base speed of 30 ft.

**Skilled (Ex)** Goblins gain a +4 racial bonus on Ride and Stealth checks.

##### Stungtongue Officers

Officers are higher level, distinguished veterans.

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| STUNGTONGUE GOBLIN OFFICER | CR 6 |

**XP 2,400**

Male goblin warrior 1 / fighter 6

NE Small humanoid (goblinoid)

**Init** +8; **Senses** Perception +0

DEFENSE

**AC** 26, **touch** 14, **flat-footed** 23 (+9 armor, +2 Dex, +1 dodge, +1 size, +3 shield)

**hp** 64   
**Fort** +9, **Ref** +6, **Will** +2, +2 Will vs. fear

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| OFFENSE |

**Speed** 20 ft.   
**Melee**longsword +2 (small) +13/+8 (1d6+5/19-20)  
**Melee**shield, light steel +2/+2 (small)  +13  (1d2+3)  
**Ranged**crossbow, light +2 (small) +15/+10  (1d6+3/19-20)  
**Melee**spear +3,+14/+9 (1d6+7/x3)  
**Ranged**spear +3, +15/+10  (1d6+3/x3)

**Space** 5 ft.; **Reach** 5 ft.

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| STATISTICS |

**Str** 16, **Dex** 18, **Con** 14, **Int** 11, **Wis** 10, **Cha** 10   
**Base Atk** +7; **CMB** +9**; CMD** 24

**Feats**Combat Reflexes, Dodge, Improved Initiative, Mobility, Outflank, Pack Attack, Power Attack, Spring Attack

**Skills** Acrobatics +0 , Acrobatics (Jump) -4 , Climb +3 , Escape Artist +0 , Fly +2 , Handle Animal +4 , Intimidate +5 , Knowledge (Engineering) +4 , Profession (Siege Engineer) +5 , Ride +9 , Stealth +12 , Survival +5 , Swim +4

**Languages** Goblin

**SQ** bravery, fast, skilled, weapon training

**Gear** *banded mail +2 (small)*, *longsword +2 (small)*, *shield, light steel +2/+2 (small)*, *crossbow, light +2 (small)*, *spear +3 (small)*, *bolts, crossbow +1 (10/small)*, *bolts, crossbow +2 (10/small)*, *bolts, crossbow +3 (10/small)*, arrow (20), Potion Cure Critical Wounds times 1d4+1

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| SPECIAL ABILITIES |

**Bravery (Ex)** You gain a +2 bonus to Will saves against fear effects.

**Darkvision** Goblins can see in the dark up to 60 feet.

**Fast (Ex)** Goblins have a base speed of 30 ft.

**Skilled (Ex)** Goblins gain a +4 racial bonus on Ride and Stealth checks.

**Weapon Training (Ex)** Attacks with a weapon from listed groups, gain a bonus on attack and damage rolls. (Included in weapon blocks) Crossbows +1

**Stungtongue Swarm (Ex)** Stungtongue Goblins use swarm tactics. They receive +1 to hit for every allied goblin within 10’ of a target. Goblins within this radius need to be attacking the target in order to bestow this bonus to their fellows.

**Mobility (Feat)** You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

**Spring Attack (Feat)** As a full round action, you can move up to your speed and make a single melee attack without provoking any attacks of opportunity from the target of your attack. You can move both before and after the attack, but you must move at least 10 feet before the attack and the total distance that you move cannot be greater than your speed. You cannot use this ability to attack a foe that is adjacent to you at the start of your turn.

**Outflank (Feat)** Whenever you and an ally who also has this feat are flanking the same creature, your flanking bonus on attack rolls increases to +4. In addition, whenever you score a critical hit against the flanked creature, it provokes an attack of opportunity from your ally.

**Power Attack (Feat)** You can choose to take a -2 penalty on all melee attack rolls and combat maneuver checks to gain a +4 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

##### Stungtongue Stingers

Stingers are the elite goblin special forces. They are often (but not always) Wyvern riders.

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| STUNGTONGUE GOBLIN STINGER | CR 7 |

**XP 3,200**

Male goblin warrior 1 / fighter 7

NE Small humanoid (goblinoid)

**Init** +9; **Senses** Perception +3

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| DEFENSE |

**AC** 28, **touch** 17, **flat-footed** 22 (+8 armor, +5 Dex, +1 dodge, +1 size, +3 shield)

**hp** 106 (8d10+33)   
**Fort** +11, **Ref** +7, **Will** +5, +2 Will vs. fear

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| OFFENSE |

**Speed** 30 ft.   
**Ranged**crossbow, light +2 (small) +17/+12  (1d6+3/17-20)  
**Ranged**javelin of lightning (small/wield one step greater no penalty) +19/+14 Turns into a 5d6 bolt of lightning if it hits. Reflex save for half.  
**Ranged**javelin +14/+9  (1d6+3)  
**Ranged**javelin of piercing +20/+17  (2d4+9)  
**Melee**sword, short +3 (small/wield one step greater no penalty) +17/+12  (1d6+6/19-20)

**Space** 5 ft.; **Reach** 5 ft.

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| STATISTICS |

**Str** 16, **Dex** 20, **Con** 18, **Int** 12, **Wis** 17, **Cha** 10   
**Base Atk** +8; **CMB** +10**; CMD** 26

**Feats**Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Combat Reflexes, Dodge, Improved Critical (Crossbow (Light)), Improved Initiative, Martial Weapon Proficiency, Mounted Archery, Mounted Combat, Outflank, Pack Attack, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency

**Skills** Climb +7 , Handle Animal +7 , Intimidate +7 , Knowledge (Engineering) +5 , Profession (Siege Engineer) +8 , Ride +24 , Stealth +18 , Survival +7 , Swim +8

**Languages** Goblin

**SQ** armor training, bonus feats, bravery, fast, skilled, weapon training

**Gear** *elven chain +2 (small/jousting/mithral)*, *crossbow, light +2 (small)*, javelin of lightning (small/wield one step greater no penalty) (5), javelin (small) (5), javelin of piercing (small) (6), *sword, short +3 (small/wield one step greater no penalty)*, *buckler +2 (small/shield/wizard/6th)*, *bolts, crossbow +2 (10/small)*, *bolts, crossbow +3 (10/small)*, *bolts, crossbow +1 (10/small)*

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| SPECIAL ABILITIES |

**Bravery (Ex)** You gain a +2 bonus to Will saves against fear effects.

**Darkvision** Goblins can see in the dark up to 60 feet.

**Fast (Ex)** Goblins have a base speed of 30 ft.

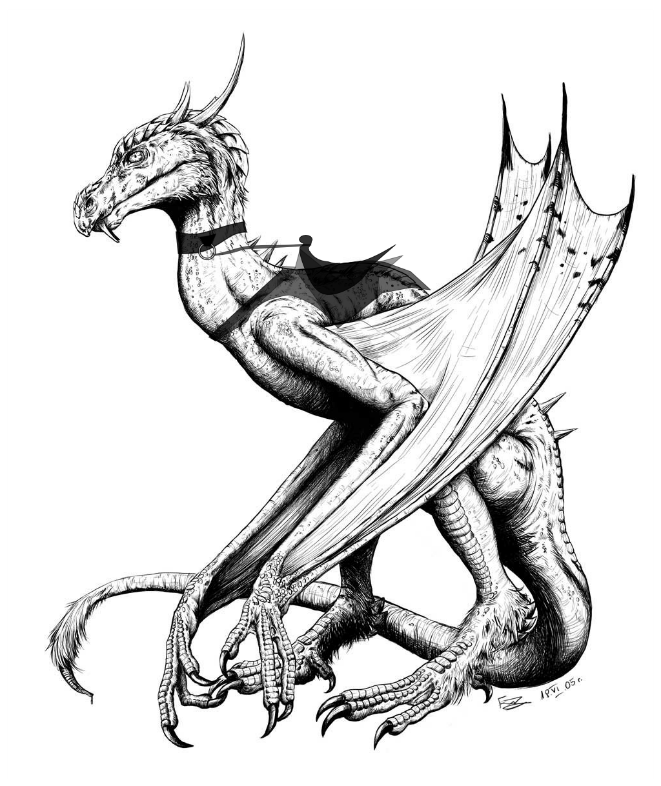
**Skilled (Ex)** Goblins gain a +4 racial bonus on Ride and Stealth checks.

**Weapon Training (Ex)** Attacks with a weapon from listed groups, gain a bonus on attack and damage rolls. (Included in weapon blocks) Crossbows +1

**Mounted Combat (Feat)** Once per round when your mount is hit in combat, you may attempt a Ride check (as an immediate action) to negate the hit. The hit is negated if your Ride check result is greater than the opponent's attack roll.

**Mounted Archery (Feat)** The penalty you take when using a ranged weapon while mounted is halved: -2 instead of -4 if your mount is taking a double move, and -4 instead of -8 if your mount is running.

**Outflank (Feat)** Whenever you and an ally who also has this feat are flanking the same creature, your flanking bonus on attack rolls increases to +4. In addition, whenever you score a critical hit against the flanked creature, it provokes an attack of opportunity from your ally.



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| STUNGTONGUE WYVERN | MOUNT CR 8 |

**XP 4,400**

N Large dragon

**Init** +12; **Senses** darkvision 60 ft., low-light vision, scent, Perception +20

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| DEFENSE |

**AC** 26, **touch** 11, **flat-footed** 24 (+2 Dex, +15 natural, -1 size)

**hp** 168   
**Fort** +12, **Ref** +8, **Will** +9

**Immune**magical sleep, paralysis

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| OFFENSE |

**Speed** 20 ft., fly 60 ft. (poor)   
**Melee**bite +14  (1d12+6)  
**Melee**crush +14  (2d6+6)  
**Melee**sting +14  (1d6+6)  
**Melee**wing +9/+9  (1d6+3)

**Space** 15 ft.; **Reach** 15 ft. (tail) **Reach** 10 ft. (head)

**Special Attacks**grab, poison (DC 20), rake

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| STATISTICS |

**Str** 22, **Dex** 15, **Con** 22, **Int** 7, **Wis** 13, **Cha** 9   
**Base Atk** +9; **CMB** +16 (+20 grapple)**; CMD** 28

**Feats**Acrobatic, Flyby Attack, Improved Initiative, Improved Natural Armor (6x), Iron Will, Skill Focus (Perception), , , , ,

**Skills** Acrobatics +4 , Acrobatics (Jump) +0 , Fly +10 , Intimidate +4 , Perception +20 , Sense Motive +11 , Stealth +8

**Languages** Draconic

**SQ** scent

**Gear** bite, crush, sting, wing

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| SPECIAL ABILITIES |

**Darkvision (Ex)** Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

**Grab (Ex)** If you hit with the indicated attack (usually a claw or bite attack), you deal normal damage and can attempt to start a grapple as a free action without provoking an attack of opportunity. You have the option to conduct the grapple normally, or simply use the part of your body you used in the grab to hold the opponent. If you choose to do the latter, you takes a -20 penalty on your CMB check to make and maintain the grapple, but do not gain the grappled condition itself. A successful hold does not deal any extra damage unless you also have the constrict special attack. If you do not constrict, each successful grapple check you make during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, you deal constriction damage as well. You receive a +4 bonus on combat maneuver checks made to start and maintain a grapple. Unless otherwise noted, grab can only be used on creatures of a size equal to or smaller than you.

**Flyby Attack (Ex)**

This creature can make an attack before and after it moves while flying.

When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

*Normal:* Without this feat, the creature takes a standard action either before or after its move.

**Immunity to Magical Sleep (Ex)** You are never subject to magic sleep effects.

**Immunity to Paralysis (Ex)** You can never be paralyzed.

**Low-Light Vision (Ex)** You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

**Poison (Ex)** Sting--injury; save DC 17; frequency 1/round for 6 rounds; effect 1d4 Constitution damage; cure 2 consecutive saves.

**Rake (Ex)** You gain extra natural attacks under certain conditions, typically when you grapple foes. In addition to the options available to all grapplers, a monster with the rake ability gains two additional claw attacks that it can use only against a grappled foe. A monster with the rake ability must begin its turn already grappling to use its rake--it can't begin a grapple and rake in the same turn.

**Scent (Ex)** You can detect approaching enemies, sniff out hidden foes, and track by sense of smell. You can identify familiar odors just as humans do familiar sights. You can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When you detect a scent, the exact location of the source is not revealed--only its presence somewhere within range. You can take a move action to note the direction of the scent. When you are within 5 feet of the source, you pinpoint the source's location. You can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. When tracking by scent you ignore the effects of surface conditions and poor visibility.

#### Stungtongue MOB Teams

The Stungtongue tribe is known for their engineering skills (believe it or not). Along the approaches and especially within their liar inside Stungtongue mountain they post 4-man Mobile Outpost Ballistae (MOB) teams.

A complete MOB team consists of 5 goblins: an aimer, a loader, a triggerman and 2 movers defenders who position the weapon and defend it from close in attack.

Unless otherwise stated, MOB crewmen are Goblin Troopers. The Loader and the Triggerman are often Soldiers, occasionally Officers.

MOBs are mounted on 4 sturdy,iron-rimmed wooden wheels. They can be moved by 4 goblins at a rate of 10’ per round. They may be fired at a rate of once per round if the entire 5 man crew is present. With a 4 man crew, rate of fire drops to ½. Each additional crewman lost adds another round to the recycle time for the weapon. A MOB attacks as the goblin triggerman. Damage is 3d6+6

Players that commandeer a MOB fire it at a -4 penalty to hit. A medium creature with strength 12 or higher counts as 2 Goblin crewmen for purposes of determining the weapon’s rate of fire.

Cinema sequncia:

* Approach invisibly.
* Navigate bridge
* Get onto small island.
* Navigate second bridge
* Sneak past sentires – 2 x L2 gobs
* Sight first MOB crew.
* Notice beagle
* Shoot beagle. “Ass over teakettle”
* Invis “flickers” but holds
* Take out ballista team seemingly the arrow shot.
* unnoticed. Until they try to advance up
* Then Beagle.
* Dunno if gobs hear, but a wyvern does.
* Attacks w. javellins then pops smoke
* Pcs take care of smoke. BoH,
* PCs fight wyvern while gobs close in from the surrounding plain.
* Dorf shoots ballista at Wyvern
* Gets leg tangled goes flying
* Lands in water.
* Attacked by giant crayfish. 2 rounds of combat.
* Rogo gets snatched during this fight
* Wyvern flies off around corner w Rogo.
* Goblins 1 and 2 show up. +1d4 per round.
* Goblins show up at edges of lake and begin firing.
* Wyvern reappears, healed, snatches dwarf out of lake.
* Drops reigns as ladder – It’s ROGO. “Climbsit Dumdorf!”
* Pcs get swarmed by goblins
* Dorf gets atop wyvern. wyvern snatches archer (maybe unconscious)

## Stungtongue Mountain

### Overview

### Three bridges

The three bridges at the entry to Stungtongue mountain are of human design and dwarven make. They are constructed from massive old growth timber and predate the Stungtongue goblins by an unknown number of years.

### The moat

There are moat monsters in the pool beneath Three Bridges. Three giant freshwater crawfish make this deep pool their home. One will attack within 1 round by surprise using a 15’ spring grapple attack if any creature comes within 5’ of the water’s edge. If a creature falls into the water this same attack will be made instantly and at +2 since they are accustomed to being fed this way by the Stungtongues. On each successive round of combat there is a 50% chance that another crayfish will join the attack until all three are engaged.  
  
Typically they tug and tear their food into several pieces before they eat it. This is a well practiced and long established habit of theirs. If they had any intelligence at all it would have become a game, instead, it is a bloody, churning period of jagged violence – swift and savage that begins suddenly and ends with prey torn to pieces before they have time to drown. This long running joint feeding has led to the crayfish receiving +4 to hit and +2 damage on any attack against an opponent currently grappled successfully by one of the others. These bonuses stack with any others that accrue from the successful grapple.

Inside their joint underwater lair, scattered among thousands of bones are 245sp, 91gp, 9 gems worth a total of 350gp, a +1 light steel shield and a potion: Oil of Darkness.

##### Giant Freshwater Crawfish

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| Related image  **GIANT CRAWDAD CR 7** |  |

**XP 4,000**

Male giant freshwater lobster

N Huge vermin (aquatic)

**Init** -1; **Senses** darkvision 60 ft., Perception +4

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| DEFENSE |

**AC** 22, **touch** 7, **flat-footed** 20 (-1 Dex, +15 natural, -2 size)

**hp** 87 (8d8+48)   
**Fort** +12, **Ref** +1, **Will** +2

**Immune**mind-affecting effects

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| OFFENSE |

**Speed** 30 ft., swim 20 ft.   
**Melee**claw +14/+14  (1d8+10)

**Space** 15 ft.; **Reach** 10 ft.

**Special Attacks**constrict (1d8+10), grab

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| STATISTICS |

**Str** 31, **Dex** 9, **Con** 22, **Int** —, **Wis** 10, **Cha** 2   
**Base Atk** +6; **CMB** +18 (+22 grapple, +26 grapple vs already grappled opponents)**; CMD** 27 (39 vs. trip)

**Skills** Perception +4 , Swim +18

**SQ** water dependency

**Gear** claw

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| SPECIAL ABILITIES |

**Constrict (Ex)** You can crush an opponent, dealing 1d8+10 bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).

**Water Sense (Ex)** Range 60 ft.; Any opponent that enters the water within 60’ of a giant crawfish causes a perception check as an immediate action. The Giant Crayfish receives a +12 (+16 total) to this perception check. The DC of this check is at the GMs discretion (base of 15). [If anything enters the water anywhere near them, they know about it.]

**Grab (Ex)** If you hit with the indicated attack (usually a claw or bite attack), you deal normal damage and can attempt to start a grapple as a free action without provoking an attack of opportunity. You have the option to conduct the grapple normally, or simply use the part of your body you used in the grab to hold the opponent. If you choose to do the latter, you takes a -20 penalty on your CMB check to make and maintain the grapple, but do not gain the grappled condition itself. A successful hold does not deal any extra damage unless you also have the constrict special attack. If you do not constrict, each successful grapple check you make during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, you deal constriction damage as well. You receive a +4 bonus on combat maneuver checks made to start and maintain a grapple. Unless otherwise noted, grab can only be used on creatures of a size equal to or smaller than you.

**Immunity to Mind-Affecting Effects (Ex)** You are never affected by mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

**Water Dependency (Ex)** Giant crayfish can survive out of the water for 1 hour per point of Constitution. Beyond this limit, a giant crayfish runs the risk of suffocation, as if it were drowning.

### Outer Ramp

##### The falls

Behind the waterfall at [] is an old abandoned passage. There should be a water spirit or a pixie or something of that sort living here, but instead there is a place where goblin children come to get away from overbearing parents. A place where they can light illicit campfires and tell mostly fictitious stories to their friends.

While there should certainly be a secret access-way in the back of this passage leading onto a spot farther up the ramp, allowing the PCs to bypass a few potentially draining lesser encounters… there is no such passage. Alas, alack.

What there is here, is a narrow box canyon with no exit that the PCs can be chased into under the right circumstances. There is no back door, no way out. Nothing to do but fight until they win or die. An enterprising GM might use this fact, or not.

There is nothing here of interest to adventurers except a single platinum teaspoon (worth 50gp).

### The Ramp Top

#### Cave Mouth

At the top of the ramp is a large flattened area where the PCs can rest a bit.

Psych.

### The Inner River

#### Eastern Pool

At the top of the ramp is a large flattened area where the PCs can rest a bit.

Psych.

#### Middle Stretch

At the top of the ramp is a large flattened area where the PCs can rest a bit.

Psych.

#### Abyssal Falls

At the top of the ramp is a large flattened area where the PCs can rest a bit.

Psych.

#### Thraaak’s Liar



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| **THRAAAK** | **CR 11** |

Male Troll (Scrag) Humanoid 6 / Fighter 5

XP: 12,000  
None Large humanoid (aquatic, giant)   
**Init** +4; **Senses** Darkvision (60 ft.), Perception +11, Scent,

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| **DEFENSE** |
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**AC** 26, **touch** 13, **flat-footed** 22 (-1 size, +4 Dex, +5 natural, +8 \*Breastplate +2 (Large/Mithral), )   
**hp** 209 (6d8)+(5d10)+115, Regeneration 10   
**Fort** +19, **Ref** +7, **Will** +6, +1 Will vs. fear

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| **OFFENSE** |
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**Speed** 30 ft. Swim 50 ft.   
**Melee***flail, vicious, heavy +3 (large)*(two handed) +25/+20 ((two handed) 2d8+2d6 +22/19-20) Note: takes 1d6 to self each attack  
**Melee***bite*+20 (1d8+12)  
**Melee***claw*+20/+20 (1d6+12)  
**Ranged***javelin of lightning (large)*+12/+7 (5d6 lightning)   
**Space** 10 ft.; **Reach** 15 ft.   
**Special Attacks** Rend (2 claws, 1d6+18 plus 2 Con damage),

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| **STATISTICS** |
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**Str** 34, **Dex** 18, **Con** 31, **Int** 8, **Wis** 17, **Cha** 2   
**Base Atk** +9; **CMB** +22**; CMD** 36   
**Feats** Alertness, Animal Affinity, Combat Reflexes, Improved Rending Fury, Multiattack, Power Attack, Rending Claws, Rending Fury, Weapon Focus (Flail (Heavy)), Cleave, Great Cleave  
**Skills** Acrobatics +4, Appraise -1, Artistry -1, Bluff -4, Climb +12, Craft (Untrained) -1, Diplomacy -4, Disguise -4, Escape Artist +4, Fly +2, Heal +3, Intimidate +5, Perception +11, Perform (Untrained) -4, Ride +6, Sense Motive +5, Survival +3, Swim +25,   
**Languages** Giant  
**Special Qualities** Amphibious, Armor Training, Bonus Feats, Bravery, Darkvision, Regeneration 10, Scent, Weapon Training,   
**Possessions** *flail, heavy +3 (large/vicious); breastplate +2 (large/mithral); javelin of lightning (large) (x5); Ring of Reptile Command.*

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| **SPECIAL ABILITIES** |
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**Amphibious (Ex)** You have the aquatic subtype, but you can survive indefinitely on land.

**Thraaak’s Talent (Ex)** Thraaak’s regeneration is twice normal (Regeneration 10) and works even when he is not touching water.

**Fearless Troll (Ex)** You gain a +15 bonus to Will saves against fear effects. (You are basically not afraid of anything)

**Darkvision (Ex)** Range 60 ft.;

**Regeneration (Ex)** You are difficult to kill. You heal damage at 5 points per round, as with fast healing, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). Certain attack forms, typically fire and acid, cause your regeneration to stop functioning on the round following the attack. During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of your body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

**Rend (Ex)** If you hit with two or more natural attacks in 1 round, you can cause tremendous damage (1d6+18) by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round.

**Scent (Ex)**

**Weapon Training (Ex)** Flails: +1 to Attack and Damage

# Appendices

## New Vocabulary

**[]** (Orcish. Elven, Common) ::noun 1. Trailsign. A mark or marker deliberately left by an elven war party to communicate with allies who might come along after they have gone.

**Thelal Athera** (Elven) :: noun, *military* 1. The inalienable (divine!) right of an elven soldier of any rank to refuse an order to kill helpless combatants or noncombatants in peacetime or in war. It is an inalienable right, respected by all elven courts and tribunals, military or civilian. 2. Any choice that is kind but will likely have negative longer term consequences. 3. Foolish kindness. [from Thelal (cf.) Divine Blessing and Athera (Historical Person)][cultural note: Thelal Athera technically translates into common as Ather’s divine blessing, But it’s translation will vary widely: Athera’s blessing/ option/ refusal/ stupidity/ treason are all variously heard spoken depending upon the speakers circumstances and attitude.] [historical note, deep background: Colonel Thalalia Athera was a colonial geneticist charged with disposing of the viable failed attempts to genetically engineer the Eternii as a protective warrior caste for the colonists of Argencia. Instead of destroying them, she falsified records of their disposal and secreted these still living “failures” away in stasis within an unused portion of the colony ship. At landfall - after ensuring that each of the 31 distinct species had sufficient numbers to sustain viable breeding populations - she and a group of loyal officers scattered the various species across the first continent using the colony ship’s emergency escape pods. This scattered the species across the first continent, primarily in the northern reaches. There they became the various *urikim* (elven :: failure) races: orcs, kobolds, goblins, etc. She is remembered variously as a hero or a traitor for this act.]

Dictionary Development Note: Culture study: ***Bonk.*** A sidebar that covers bonk and related vocabulary/ culture/ history.

Dictionary Development Note: Word Subject Type: *Military (similar to Math Geography, Alchemy, etc)*

Dictionary Development Note: The [exceptions]: the standing rules enforced upon White Mountain Humanoid Tribes by Eternii under “the Regent’s Peace”

**bah** (Orcish. Elven, Common) ::interjection 1. bah! – a dismissive expression of disbelief. [from OE Lang. (English) bah! - a dismissive expression of disbelief.] noun 2. The number and numeral one

**bonk** (Orcish, elven, common) :: noun 1. A game originally taught to kekork (vermin) tribesmen by Elven patrolmen. Participants take turns hitting one another as hard as they possibly can – usually in the face or head -- with whatever blunt weapon is named for use. (most common is fists, but rocks and clubs are used as well) The winner is the last one conscious. [Cultural note: Bonk is used for gambling, general entertainment, settling disputes and for selection of new chieftains. It is wildly popular throughout the White Mountains. Vermin soldiers will often carry their favorite ‘*bonkenstone’* in their possessions sack.]

The Stungtongue tribe is known for their engineering skills (believe it or not). Along the approaches and especially within their liar inside Stungtongue mountain they post 4-man mobile ballistae teams.

Standard ballista team consists of 5 goblins: an aimer, a loader, a triggerman and 2 defenders who winch the ballista and defend the platform from close in attack.

Unless otherwise stated, Ballista crewmen are Goblins

## Rogo at Level 5

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| **ROGO** | **CR 4** |

Male Kobold Shaman 5   
CG Small humanoid (reptilian)   
**Init** +4; **Senses** Darkvision (60 ft.), Perception +17,

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| **DEFENSE** |
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**AC** 21, **touch** 17, **flat-footed** 17

(+1 size, +4 Dex, +1 natural, +2 deflection, +3, Leather +1 (Small), +2 Ring of Protection +2 )   
**hp** 57 (5d8)+17   
**Fort** +4, **Ref** +5, **Will** +8

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| **OFFENSE** |
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**Speed** 30 ft.   
**Melee: Frogdog’s Woodlands Staff :** +2sacred,*guardian**quarterstaff - bestows +1 Wis and +4 competence bonus to Knowledge (nature), grants (1) bonus 1st level spell per day, Allows (as SHA11): Entangle (Barkskin (2 charges) Pass Without Trace (0 charges)barkskin/shaman/11th;-) (small)*+9 (1d4+3)  
**Ranged***crossbow +1(small)*+9 (1d6+1/19-20)   
**Space** 5 ft.; **Reach** 5 ft.   
**Special Attacks** Charm,   
**Prepared Spells Prepared Spell List**   
Shaman (CL 5th) Spells per Day: (4/6/4/3/0)):   
**0th** – [DC 14] *daze*, *stabilize*, *touch of fatigue, knot (tie/untie)*  
**1st** – [DC 15] *charm animal*, *charm person*, *cure light wounds x2*, *entangle*, *hide from animals*

**2nd** – [DC 16] *alter self*, *cure moderate wounds* x2, *delay poison*

**3rd** – [DC 17] *cure serious wounds* x3

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| **STATISTICS** |
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**Str** 12, **Dex** 19, **Con** 16, **Int** 14, **Wis** 19, **Cha** 14   
**Base Atk** +3; **CMB** +3**; CMD** 19   
**Feats** Alertness, Battlefield Healer, Improved Familiar, Kobold Ambusher, Skill Focus (Perception)  
**Skills** Acrobatics +4, Appraise +2, Bluff +3, Climb +1, Craft (Untrained) +2, Diplomacy +10, Disguise +2, Escape Artist +4, Fly +6, Handle Animal +10, Heal +12, Intimidate +2, Knowledge (Nature) +12, Linguistics(Elven) +3, Perception +17, Perform (Untrained) +2, Profession (Cook) +9, Ride +4, Sense Motive +6, Stealth +16, Survival +4, Swim +1, Use Magic Device +3,   
**Languages** Orcish, Dwarven (some), Elven (some), Common (some)  
**Special Qualities** Armor, Channel (3d6, DC 14, 3/day), Crafty, Darkvision, Familiar's Alertness ability active, Healing, Hex, Life (Spirit), Normal Speed, Orisons, Spirit, Spirit Animal, Spirit Magic, Wandering Spirit, Weakness, Weapon and Armor Proficiency, Wind (Wandering Spirit), +1 Bonus Feat, +1 Level 1 Spell Cast (Shaman), +1 Level 2 Spell Cast (Shaman), +1 Level 3 Spell Cast (Shaman),   
**Possessions** *Frogdog’s Woodlands Staff; ring of protection +2; Frogdog’s Robe (of useful items); leather +1 (small); potion of cure moderate wounds (x5); potion of cure light wounds (x10); potion of barkskin +2; oil of keen edge; bolts, crossbow +2 (10/small) (x2); longspear +2 (small);* Crossbow, Light +1 (Small) ;

*Spells:*

**Shaman:** DC:15+spell level),

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| **SPECIAL ABILITIES** |
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**Armor (Ex)** Kobolds have a +1 natural armor bonus.

**Channel (Su)** You can unleash a wave of positive energy. You must choose to deal 3d6 points of positive energy damage to undead creatures or to heal living creatures of 3d6 points of damage. Creatures that take damage from channeled energy receive a DC 14 Will save to halve the damage. You can use this ability 3 times per day.

**Charm (Su)** A shaman charms an animal or humanoid creature within 30 feet by beckoning and speaking soothing words. This improves the attitude of an animal or humanoid creature by 1 step, as if the shaman had successfully used the Diplomacy skill. The effect lasts for 4 rounds. A successful Will saving throw (DC 16) negates this effect. Whether or not the save is successful, the creature cannot be the target of this hex again for 24 hours. This is a mind-affecting charm effect.

**Crafty (Ex)** Kobolds gain a +2 racial bonus on Craft (Trapmaking), Perception, and Profession (Miner) checks. Craft (Traps) and Stealth are always class skills for a kobold.

**Darkvision** Kobolds can see in the dark up to 60 feet.

**Familiar's Alertness ability active (Ex)** PC has a familiar that has the Alertness (Ex) ability and it is within arms' reach, the master gains the Alertness feat.

**Healing (Su)** A shaman soothes the wounds of those she touches. This acts as cure moderate wounds, using the shaman's caster level. Once a creature has benefited from the healing hex, it cannot benefit from it again for 24 hours.

**Hex** A shaman learns a number of magical tricks, called hexes, which grant her powers or weaken foes. Using a hex is a standard action that doesn't provoke an attack of opportunity unless otherwise noted. The saving throw DC to resist a hex is 16.

**Life (Spirit)** Spirit Magic Spells: detect undead (1st), lesser restoration (2nd), neutralize poison (3rd), restoration (4th), breath of life (5th), heal (6th), greater restoration (7th), mass heal (8th), true resurrection (9th)

**Normal Speed (Ex)** Kobolds have a base speed of 30 feet.

**Orisons** Shamans can prepare a number of orisons, or 0-level spells, each day. These spells are cast like any other spell, but they are not expended when cast and may be used again.

**Spirit (Su)** A shaman forms a mystical bond with the spirits of the world. She forms a lasting bond with a single spirit, which grants a number of abilities and defines many of her other class features. If the shaman takes levels in another class that grants a mystery (such as the oracle), the spirit and mystery must match, even if that means one of them must change. Subject to GM discretion, the shaman can change her former mystery or spirit to make them conform.

**Spirit Animal (Ex)** A shaman forms a close bond with a spirit animal tied to her chosen spirit. This animal is her conduit to the spirit world, guiding her along the path to enlightenment. The animal also aids a shaman by granting her a special ability. A shaman must commune with her spirit animal each day to prepare her spells. While the spirit animal does not store the spells like a witch's familiar does, the spirit animal serves as her conduit to divine power. If a shaman's spirit animal is slain, she cannot prepare new spells or use her spirit magic class feature until the spirit animal is replaced.

**Spirit Magic** A shaman can spontaneously cast a limited number of spells per day beyond those she prepared ahead of time. She has one spell slot per day of each shaman spell level she can cast, not including orisons. She can choose these spells from the list of spells granted by her spirits (see the spirit class feature and the wandering spirit class feature) at the time she casts them. She can enhance these spells using any metamagic feat that she knows, using up a higher-level spell slot as required by the feat and increasing the time to cast the spell.

**Wandering Spirit (Su)** A shaman can form a temporary bond with a spirit other than the one selected using her spirit class feature. She must make this selection each day when preparing her spells. While this feature is active, she gains the spirit ability granted by the spirit. She also adds the spells granted by that spirit to her list of spells that she can cast using spirit magic. She does not add the hexes from her wandering spirit to her list of hexes that she can choose from with the hex class feature.

**Weakness (Ex)** Dazzled in bright light.

**Weapon and Armor Proficiency** A shaman is proficient with all simple weapons, and with light and medium armor.

**Wind (Wandering Spirit)** Spirit Magic Spells: alter winds (1st), gust of wind (2nd), cloak of winds (3rd), river of wind (4th), control winds (5th), sirocco (6th), control weather (7th), whirlwind (8th), winds of vengeance (9th)

**+1 Bonus Feat** GM awarded PC with +1 feat.

**+1 Level 1 Spell Cast (Shaman)** GM awarded PC with +1 level 1 spell per day.

**+1 Level 2 Spell Cast (Shaman)** GM awarded PC with +1 level 2 spell per day.

**+1 Level 3 Spell Cast (Shaman)** GM awarded PC with +1 level 3 spell per day.

**+1 Spell per Day (3x)** GM awarded PC with +1 spell per day.

## Miscellanies

The Stungtongue tribe is known for their engineering skills (believe it or not). Along the approaches and especially within their liar inside Stungtongue mountain they post 4-man mobile ballistae teams.

Standard ballista team consists of 5 goblins: an aimer, a loader, a triggerman and 2 defenders who winch the ballista and defend the platform from close in attack.

Unless otherwise stated, Ballista crewmen are Goblins

### Entry

Stungtongue mountain has a few back door entrances. The PCs will not have access to them however. They will be coming in through the front door.

The front door is the open mouth of a huge cavern leading into





