

# THANEGAR'S HORDE

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A Pathfinder Roleplaying Game Compatible GM's RESOURCE by Andrew J. Martin





# THANEGAR'S HORDE

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A Pathfinder Roleplaying Game TRIBES supplement by Andrew J. Martin

Rather incongruously named, Thanegar's Horde by their embittered and crippled half-orc warlord these goblin marauders plague country villages and wandering travellers alike. Held together by the will of their broken lord, the horde comprises the disparate remnants of several goblin tribes along with bugbear and human renegades. Claiming the ruined fortress of Shatterspear Hold, Thanegar unleashes his minions into the surrounding countryside to vent his hatred and anger upon the world while he broods upon his shattered dreams of blood, conquest and glory. Although he has all but abandoned his ambitions of empire, the threat his sizable force of organized goblins represents to the surrounding folk cannot long be ignored.



## CREDITS

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## BONUS MATERIAL

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## ERRATA

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We like to think *Thanegar's Horde* is error free. However, we are realists. So in that spirit, we shall post errata three months after first release on [ragingswan.com](http://ragingswan.com). We won't correct typos, but we will correct any game mechanic or balance issues that come to light.

## CONTACT US

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## ABOUT THE DESIGNER

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Born in the United States and now residing in eastern China, Andrew is both an aspirant teacher and writer. Holding a long-fostered love of role-playing games and the act of playing, he spends much of his free time simply dreaming up various characters and plots, and occasionally even commits them to paper! He loves richly developed worlds and personas, with a special interest in dark fantasy, gothic horror and gritty westerns. He is engaged in a never-ending battle with his own lethargy, and whenever he earns a minor victory against this insidious foe, he uses the resulting window of motivation to further his practice in writing.

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*Amid the crumbling ruins of a shattered keep,  
Shrouded in anger, his bitterness deep,  
Lurks the battle-scarred leader of a murderous band,  
Which preys on travellers and blights the land,*

*Haunted by past failures, his ambition lies broken,  
Thus he seethes and broods, his dreams unspoken,  
The dregs of many cultures find solace in his hall,  
These thugs and wretches are outcasts one and all,*

*From vicious half-orc warrior to petty, self-styled lord,  
Crippled Thanegar is the leader of this most degenerate  
horde...*

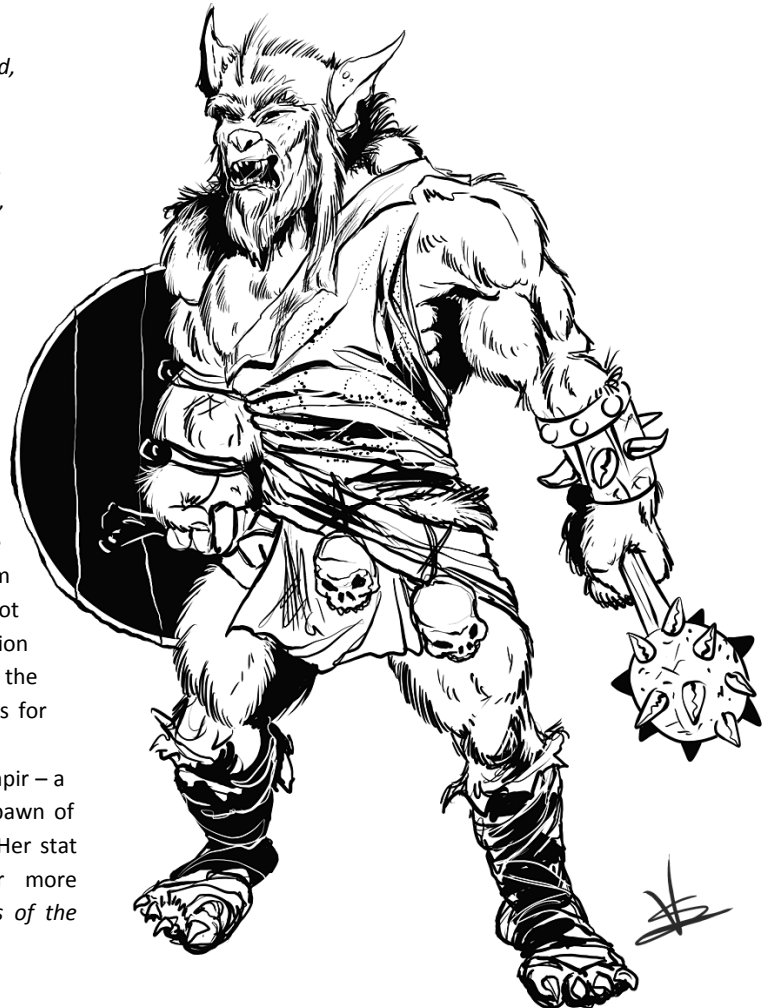
## NON-CORE MATERIAL

Several of the NPCs presented in *Thanegar's Horde* use classes, alternate class features or feats from the *Advanced Player's Guide* while one uses a race from *Bestiary 2*. While ownership of that book is handy, it is not necessary as *Thanegar's Horde* includes all the information necessary to run the relevant NPCs. If you have access to the book, consider swapping out a few of Thanegar's spells for those from the *Advanced Player's Guide*.

One of the Horde (Eranil Surnae [page 14]) is a dhampir – a creature introduced in *Bestiary 2*. Dhampirs are the spawn of vampires and humans and are creatures of the night. Her stat block presents all necessary information, but for more information on dhampirs, check out *Dhampir's: Scions of the Night* by Landon Bellavia.

## STAT BLOCKS BY CR

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—	Horde Wolf (N animal companion)	9
1	Goblin Warrior (NE goblin warrior 3)	8
4	Goblin Scout (NE goblin ranger 5)	8
5	Goblin Wolfkeeper (NE goblin ranger 6)	9
5	Bugbear Shock-Trooper (CE bugbear rogue 2/barbarian 1)	10
5	Human Thug (NE human fighter 3/rogue 3)	11
6	Gheldorwhik (NE male goblin rogue 7)	15
7	Bertliak (CE bugbear ranger 2/assassin 3)	12
7	Dhaeris the Cad (CE male half-elf bard 8)	13
7	Eranil Surnae (NE female dhampir sorcerer [infernal] 8)	14
8	Thanegar (NE male half-orc oracle [battle] 9)	16



## READING STAT BLOCKS

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*Thanegar's Horde* includes all necessary stat blocks; these notes explain how to read them. Unless otherwise noted, all listed scores include all the creature's normal modifiers. Stat blocks appear in four sections: basic, defensive, offensive and supplemental.

### BASIC

**Name, CR and XP:** The monster's name appears first followed by its CR and how many experience points it is worth. If more than one creature is encountered, a bracketed number lists how many appear.

**Appearance:** The GM can read aloud or paraphrase this section. If a picture depicts the creature, this section may be omitted.

**Sex, Race, Class and Level:** If the monster has class levels these appear here along with its race and sex. The first noted class is the creature's favoured class.

**Alignment and Type:** The creature's abbreviated alignment and its type (including applicable subtypes).

**Init and Senses:** This creature's initiative modifier appears before any special senses (such as scent or darkvision) and the creature's Perception and Sense Motive scores. If the creature has special Perception-based abilities, such as trapfinding or stonecunning, these appear here.

**Speed:** The creature's modified land speed appears first along with any other relevant speeds (such as climb or fly). If the creature's base land speed is different to its modified speed this is also listed.

**ACP and Movement Skills:** ACP presents the creature's normal armour check penalty modifier. If the creature's Acrobatics, Climb, Escape Artist, Fly, Ride, Stealth or Swim modifier differs from the relevant ability modifier minus its armour check penalty, these skills appear here.

### DEFENSIVE

**AC:** The creature's normal, touch and flat-footed AC along with its CMD; additionally this section lists any defensive powers or abilities that affects the creature's AC.

**Immune, Resist and Weaknesses:** If the creature has immunity, resistance or a vulnerability to an effect or condition it appears here.

**Fort, Ref and Will:** The creature's saving throw modifiers along with any conditional modifiers and defensive powers (such as evasion) and spell resistance appear here.

**HP:** The creature's full, normal hit points along with the number of hit dice it possesses. A bracketed hit point total indicates that the creature is injured. If the creature has damage reduction or hardness it appears here.

### OFFENSIVE

**Space, Base Atk and CMB:** The creature's space, base attack bonus and CMB.

**Melee:** This section lists a creature's melee attacks. If the attack has a reach that is not 5 ft. it is listed here. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

**Ranged:** This section lists the creature's ranged attacks. It always includes the attack's range. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

**Atk Options:** This section lists any abilities or feats that can affect the creature's attacks. Subsequent listings describe all but the most basic abilities in more depth.

**Special Actions:** This section lists any useful abilities that a creature could use in battle. Subsequent listings describe all but the most basic abilities in more depth.

**Spells and Spell-Like Abilities:** The creature's caster level, along with its concentration modifier and domains appears in brackets before the main spell listing. If one or more of the creature's spells require a touch attack, the relevant attack bonus is included. Spells available appear in reverse order from highest to lowest level. Spells denoted <sup>D</sup> are domain spells. If applicable, a spell's DC is also provided.

**Combat Gear:** This section lists any combat-related equipment the creature possesses.

### SUPPLEMENTAL

**Abilities and Special Qualities:** These sections list the creature's ability scores and any special qualities that do not appear anywhere else in its stat block.

**Feats:** An alphabetical listing of all the creature's feats.

**Skills and Languages:** These sections list any skills the creature possesses that have not already appeared in the stat block and all languages spoken or understood. Any language-based special abilities also appear here.

**Gear:** This section lists any gear not already listed in the creature's stat block. This section hardly ever contains weapons or armour as they usually appear in the relevant sections above.

**Spellbook:** The contents of the creature's spellbook and its barred schools.

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### SPECIAL ABILITIES

Special abilities appear in the section to which they are best suited. Thus, offensive abilities appear with a creature's attacks while defensive ones appear with its other defences. Full write-ups of irrelevant powers (such as those that could not affect combat) are omitted. The effects of abilities that factor into a creature's normal attacks or defences have already been included in the relevant calculations.

# THANEGAR'S HORDE

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## THANEGAR'S HORDE

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A grandiose epithet for a gang of goblins and bugbear marauders, Thanegar's Horde is the product of a half-orc's lust for power and conquest. Exiled for his treacherous, blood-soaked ambitions by his people, Thanegar assembled a small army of goblins and bugbears and assaulted a modest border fort of a nearby human kingdom. His orcish tactics did not mesh well with his goblin troops, though, and his force was massacred. Retreating into the forest with the few survivors he now claims a ruined keep and sits within brooding — a pauper-king of wretches and outcasts.

### ECOLOGY & SOCIETY

Though he prefers to call it a horde, what Thanegar really leads is a large gang. The much weakened "horde" now comprises:

- 28 Goblin Warriors (NE goblin warrior 3; page 8)
- 6 Goblin Scouts (NE goblin ranger 5; page 8)
- 4 Goblin Wolfkeepers (NE goblin ranger 6; page 9)
- 14 Bugbear Shock-Troopers (CE bugbear rogue 2/barbarian 1; page 10)
- 11 Human Thugs (NE human fighter 3/rogue 3; page 11)
- Bertliak (CE male bugbear ranger 2/assassin 3; page 12)
- Dhaeris the Cad (CE male half-elf bard 8; page 13)
- Eranil Surnae (NE female dhampir sorcerer [infernal] 8; page 14)
- Gheldorwhik (NE male goblin rogue 7; page 15)
- Thanegar (NE male half-orc oracle [battle] 9; page 16)

Thanegar leads the horde, although some of its members have begun to realise he is not the warlord he claims to be. He exercises his authority through three lieutenants. When none of these are about, however, the goblins organize themselves into small groups of four to eight individuals. Occasionally, however, a bugbear can be convinced to work with its lesser kin for a time. More often than not, however, these brutes operate alone. The humans know that working with their voracious "allies" is begging for an early death, and normally keep to themselves.

Rivalry between groups is fierce, and infighting motivated by

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### IN YOUR CAMPAIGN

*Thanegar's Horde's* design enables a GM to easily insert the featured tribe into a home campaign. The horde fits best in a rural area near a large forest. The PCs might encounter the horde while hunting the bounty on Bertliak's head or they might be seeking something in the ruins of Shatterspear Hold. You can also insert elements into your campaign as you see fit. The lesser goblins make good random encounters, and the leaders can make capable minions for greater villains.

turf, loot or simple grudges result in as many casualties as ambushing travellers. Such skirmishes only occur when roaming groups meet in the forest as no such violence is tolerated in camp.

### LAIR

When Thanegar and the remnants of his horde retreated to the forest, they discovered an ancient ruined keep. While hardly habitable for civilised folk, for a goblin it made a cosy home. The ruins have been rechristened Shatterspear Hold, and from their fortress the horde strikes against the surrounding countryside.

Shatterspear Hold consists of a central keep of human construction and now reinforced by goblin cunning it is an unassuming, but sturdy, structure. Most of the outer walls are intact, but when one steps inside, it quickly becomes evident that the fortress has been "goblinized." Refuse fills the halls and grisly trophies decorate the walls.

There is not enough space inside the keep to comfortably accommodate the entire horde. Thanegar and his lover (Eranil [page14]) have private quarters within the keep as do his trusted lieutenants. Other chambers not re-purposed to house weapons, armour, loot or provisions go to whichever soldiers can hold them (although in practice, it is usually the bugbears that claim them). The remaining humans and goblins are left to lair elsewhere in the structure and a small, noisome stand of tents has sprung up within the walls. Most are inhabited by goblins, though three spacious tents set up at the north end of the camp belongs to the humans. Discovering the Hold might be easy, but infiltrating or assaulting it is no minor feat.

At least two lookouts are always posted atop the keep. By day the humans watch, and by night the goblins gaze out over the surrounding forest.

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### LORE

A character making a Knowledge (local) check may know some information about Thanegar's Horde. A successful check reveals all information gained by a lesser check.

**DC 15:** Goblins have been harassing travellers and merchants along nearby roads for nearly a year now. Every few months, they raid an isolated settlement.

**DC 20:** The goblins use advanced guerrilla tactics and are suspiciously well-trained and equipped. They are sometimes accompanied by bugbears and humans.

**DC 30:** The goblins are led by a vicious half-orc named Thanegar. He led them in a failed campaign against a fortified border post a year ago and now resides in a ruined fortress deep in the woods.



## COMBAT & TACTICS

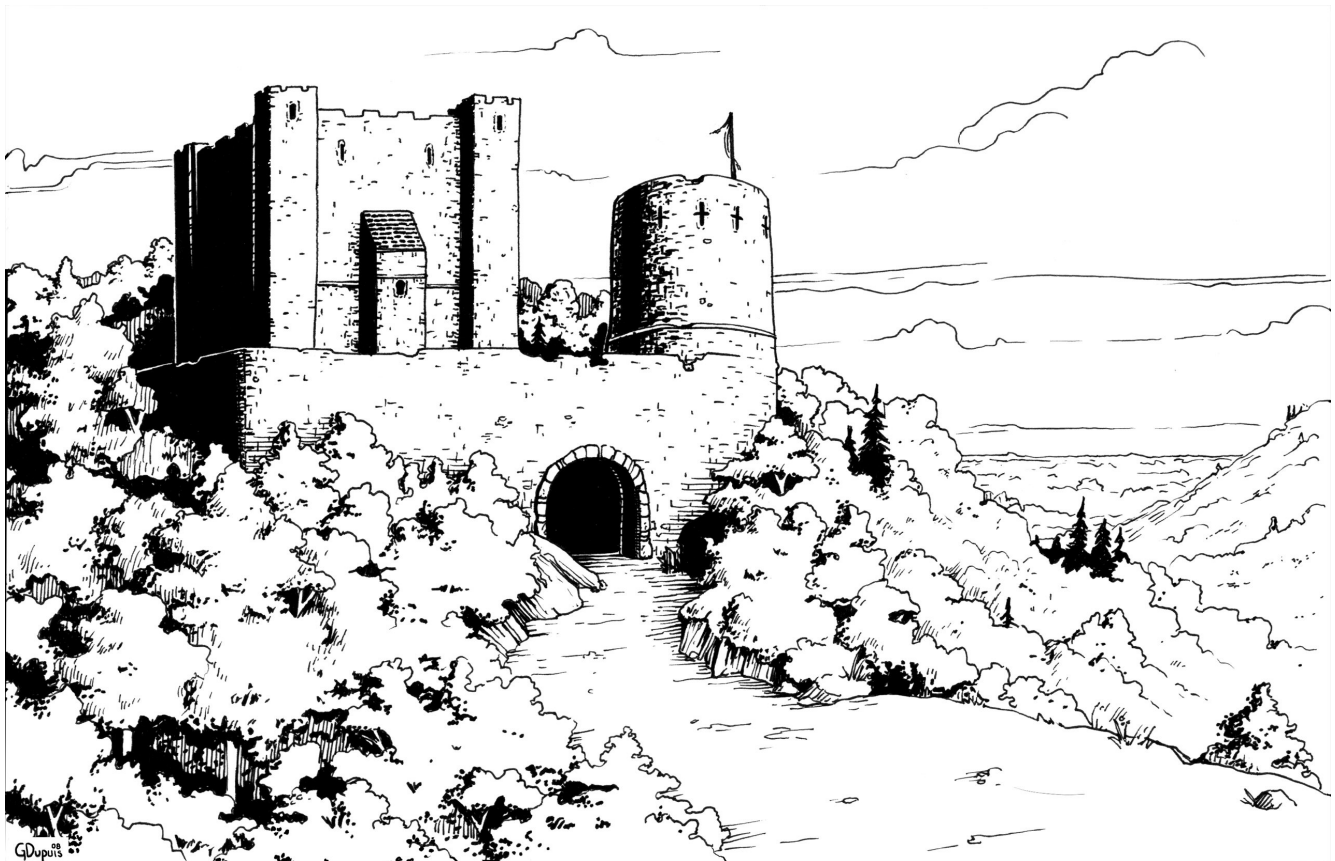
The goblins have standing orders to assault and rob those travelling too close to Shatterspear and to present their spoils and their prisoners to Thanegar. The warlord doles out a portion of the plunder to those participating in the fight and keeps a cut for himself. Beyond this, Thanegar typically leaves his troops to their own devices in how they conduct their daily banditry.

A group of goblins usually stake a stretch of road near the forest and stage ambushes for a few weeks before the attention of the militia or wandering adventurers force them to seek less dangerous ground. They favour guerrilla tactics and traps, often digging shallow ditches to catch wagons or horses. A rapid surprise attack makes short work of their usual prey, but if they meet strong resistance, they flee into the forest. Even though Thanegar orders they take prisoners for ransom his orders are usually heeded only by squads under the direct command of one of his lieutenants. Most goblins exhibit no mercy; the most fortunate victims simply receive a swift death.

Thanegar himself rarely participates in day-to-day attacks, and these opportunistic predations constitute the bulk of the

horde's activities. Once every month or two, however, the would-be-warlord emerges from his depression, rallies his minions and leads a raid against whichever unfortunate rural settlement has caught his attention. He does not repeat the mistakes of his past and such assaults are always preceded by small scouting parties. They make half-hearted attacks against the settlement over the period of a few days, testing the local defences. Sometimes, the non-goblin members of the horde infiltrate the area a day beforehand, posing as refugees or travellers and create chaos when the attack begins.

The assault always begins at night, when the goblins' darkvision grants them a significant advantage. They send their wolves to the fore, while goblins take pot-shots with their bows, staying well beyond the range of torchlight. Once the horde breaks into a settlement, the bugbears are given free rein to unleash their sadistic desires. Initially, Thanegar supports his soldiers with his oracle abilities and spells, but once things are underway, he joins the fray. Once victorious, the horde loots the settlement, burns what they cannot steal and retreats back to their forest fastness.



## GOBLINS

Thanegar's Horde consists mainly of goblins – the surviving fragments of several minor tribes. These gibbering wretches are the lifeblood of the horde, serving as the bulk of its frontline fighting force. While the Horde contains several goblins that are far more skilled than their common brethren, the vast majority of the troops under Thanegar's command rely on nothing but their innate savagery and cunning.

### GOBLIN WARRIORS

These warriors form the bulk of the horde and are regarded as entirely expendable by their betters. Though they prefer ranged combat (attacking from ambush whenever possible), they charge into melee after a few rounds, hoping to surround their target and cut it down quickly. The morale of a goblin warrior is a fragile thing and they often flee if their foes outnumber them, and scatter if their commander falls.

**GOBLIN WARRIOR** CR 1 (XP 400)  
*This stunted green-skinned humanoid offers a hateful sneer as it brandishes a pitted longsword.*

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Goblin warrior 3  
NE Small humanoid (goblinoid)  
**Init** +7; **Senses** darkvision 60 ft; Perception -1, Sense Motive -1  
**Speed** 30 ft.  
**ACP** 0; Climb +6, Ride +7, Stealth +14

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**AC** 18, touch 15, flat-footed 14; **CMD** 16; Dodge (+1 size, +3 Dex, +3 armour [mwk studded leather], +1 dodge)  
**Fort** +3, **Ref** +4, **Will** +0  
**hp** 19 (3 HD)

---

**Space** 5 ft.; **Base Atk** +3; **CMB** +2  
**Melee** longsword +4 (1d6/19-20)  
**Ranged** shortbow (range 60 ft.) +7 (1d4/x3)  
**Combat Gear** arrows (20)

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**Abilities** Str 11, Dex 16, Con 11, Int 10, Wis 9, Cha 6  
**Feats** Dodge, Improved Initiative  
**Skills** as above  
**Languages** Goblin

### SPITTLELICK THE LUCKY

This horribly scarred veteran is the resident outcast of the horde. Simple even for a goblin and possessing little battle skill, he has nonetheless survived more battles than any other warrior in the horde. Most members of the horde aren't sure what to make of his unusual fortune, and tend to avoid him for fear of his stealing their luck. He can usually be found in the far corner of camp admiring his collection of polished rocks.

### GOBLIN SCOUTS

Not all the goblins in Thanegar's Horde are ill-organized rabble; several have been trained as guerrillas, experts in hit-and-run tactics. They serve as scouts and skirmishers and are slightly more intelligent than their warrior brethren. These goblins typically rise to positions of leadership, but such elevation often sparks brawls with a goblin's rivals. They usually charge into combat as soon as battle begins and prefer human targets.

**GOBLIN SCOUT** CR 4 (XP 1,200)  
*This lightly armoured goblin cackles with maniacal glee, expertly spinning a pair of hatchets as it closes in.*

---

Goblin ranger (skirmisher) 5  
NE Small humanoid (goblinoid)  
**Init** +30; **Senses** darkvision 60 ft; Perception +9, Sense Motive +1  
**Speed** 30 ft.  
**ACP** 0; Climb +10, Ride +8, Stealth +20

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**AC** 19, touch 15, flat-footed 15; **CMD** 20 (+1 size, +4 Dex, +4 armour [+1 studded leather])  
**Fort** +5, **Ref** +8, **Will** +2  
**hp** 42 (5 HD)

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**Space** 5 ft.; **Base Atk** +5; **CMB** +6  
**Melee** mwk handaxe +9 (1d4+2/x3) and mwk handaxe +9 (1d4+2/x3) or  
**Melee** mwk handaxe +11 (1d4+2/x3)  
**Ranged** dagger (range 10 ft.) +10 (1d3+2/19-20)  
**Atk Options** favoured enemies (animals +2, humans +4)  
**Hunter's Bond (Ex)** The scout may use a move action to grant half his favoured enemy bonus against a single target of the appropriate type to all allies within 30 feet for 1 round.  
**Hobbling Attack (Ex)** When the scout hits with an attack, the target's land speed is reduced by half for 1d4 rounds.

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**Combat Gear** dagger (3), *potion of cure light wounds*

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**Abilities** Str 14, Dex 18, Con 12, Int 10, Wis 13, Cha 6  
**SQ** combat style (two-weapon combat), favoured terrain (forest +2), track (+2), wild empathy (+3, -1 vs. magical beasts)  
**Feats** Double Slice, Endurance<sup>B</sup>, Improved Initiative, Two-Weapon Fighting, Weapon Finesse  
**Skills** as above plus Craft (trapmaking) +8, Intimidate +3, Survival +9  
**Languages** Goblin

### TWO-HANDED HICKLES

This vicious goblin scout compensates for his small size by using large weapons, earning his moniker by wielding a masterwork bastard sword (+5 [1d8+2/19-20 and +5 [1d8+1/19-20]]) in each hand. He possesses Exotic Weapon Proficiency (bastard sword) instead of Weapon Finesse. Despite his stature (or because of it), he is one of the most vocal and ruthless squad-captains in the horde, and is known for planning very lucrative, but high-risk attacks.

## GOBLIN WOLFKEEPERS

Most horde goblins are warriors, thrown against their enemies as a living shield with little hope for long-term survival or advancement. For the wolfkeepers, this is not the case.

These goblins are afforded a position of honour within the horde – the only goblins to garner such respect. They are also some of the few soldiers who do more than simply fight. The wolfkeepers' chief duties are to breed, raise and command the wolves that serve as the first wave of attack during raids. Their skill at caring for animals also extends to humanoids, so they also serve as the horde's healers. They are also among the horde's most accomplished archers.

In routine banditry, they normally leave their wolf companions at Shatterspear Hold. Wolfkeepers can also offer support with their limited spellcasting ability. If a wolfkeeper participates in an ambush, he starts the battle with an *entangle* spell, allowing his warrior companions to shoot their bows longer before being forced to melee.

When raiding a settlement, their tactics are similar, and they are accompanied by their wolves. The wolves keep foes away from the wolfkeepers, tripping and then savaging any enemies closing on their masters.

The wolfkeepers have a much higher morale than other horde goblins. They fight even if their foes outnumber them, fleeing only when death or defeat becomes obvious.

### GOBLIN WOLFKEEPER CR 5 (XP 1,600)

*This fur-clad goblin moves with frightening purpose as it knocks a cruelly barbed arrow into its longbow.*

Goblin ranger 6

NE Small humanoid (goblinoid)

**Init** +8 (+10 in forests); **Senses** darkvision 60 ft; Perception +11 (+13 vs. animals, +15 vs. humans; +2 in forests), Sense Motive +2 (+4 vs. animals, +6 vs. humans)

**Speed** 30 ft.; favoured terrain (forest)

**ACP** 0; Ride +17, Stealth +21 (+23 in forests)

**AC** 20, touch 16, flat-footed 15; **CMD** 21

(+1 size, +4 Dex, +4 armour [+1 *studded leather*], +1 dodge)

### GRUNT SQUAD (EL 8; XP 4,800)

**Opponents** Goblin Scout (2), Goblin Warrior (5), **EL 7 (3,200 XP)** Remove 1 Goblin Scout and 1 Goblin Warrior; **EL 9 (6,400 XP)** Add 1 Goblin Scout and 1 Goblin Warrior.

**Morale** The goblins flee once their numbers have been reduced by 50%, or if both scouts fall.

**Terrain** wood-fringed track; **Encounter Distance** 2d6 x 10 ft.

This is the standard ambush party of the horde and likely a party's first encounter with the cretins. The goblins remain hidden in the underbrush as targets approach. The Advance Scouts charge as soon as an enemy is in range. The Grunts make ranged attacks for two rounds before closing for melee.

**Fort** +6, **Ref** +9, **Will** +4

**hp** 49 (6 HD)

**Space** 5 ft.; **Base Atk** +6; **CMB** +6

**Melee** spear +8/+3 (1d6+1/x3)

**Ranged** +1 *composite longbow* (range 110 ft.; Point Blank Shot, Precise Shot) +12/+7 (1d6+2/x3)

**Atk Options** favoured enemies (animals +2, humans +4)

**Ranger Spells Prepared** (CL 6th; concentration +8; share spells) 1st— *entangle* (DC 13), *magic fang*

**Combat Gear** arrows (20), *potion of cure moderate wounds* (2)

**Abilities** Str 12, Dex 19, Con 12, Int 10, Wis 14, Cha 6

**SQ** combat style (archery), favoured terrain (forest +2), hunter's bond (animal companion), track (+3), wild empathy (+4, +0 vs. magical beasts)

**Feats** Dodge, Improved Initiative, Point Blank Shot, Precise Shot

**Skills** as above plus Bluff -2 (+2 vs. humans, +0 vs. animals), Handle Animal +7 (+11 vs. animal companion; link), Heal +11, Knowledge (geography) +0 (+2 in forests), Knowledge (local) +0 (+4 vs. humans), Knowledge (nature) +0 (+2 vs. animals), Survival +11 (+4 tracking, +18 tracking human, +16 tracking animals; +2 in forests)

**Languages** Goblin

## HORDE WOLF

*The fur bristles on the back of this snarling wolf as it stalks forward, intent on tearing out its enemies' throat.*

N Medium animal

**Init** +2; **Senses** low-light vision, scent; Perception +7, Sense Motive +1

**Speed** 50 ft.

**ACP** 0; Stealth +9

**AC** 16, touch 12, flat-footed 14; **CMD** 15 (+2 Dex, +4 natural)

**Fort** +5, **Ref** +5 (evasion), **Will** +2

**Space** 5 ft.; **Base Atk** +2; **CMB** +3

**Melee** bite +3 (1d6+1 plus trip)

**Trip (Ex)** A wolf can trip its opponent as a free action without provoking an attack of opportunity if it hits with its bite. If the attempt fails, the wolf is not tripped in return.

**Atk Options** Combat Reflexes

**Abilities** Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6

**SQ** link

**Feats** Combat Reflexes, Toughness

**Skills** as above

## MASTER KNOBWHOCKET

The horde's chief cook and quartermaster, Master Knobwhocket takes to his craft with feverish passion. Few creatures beyond goblins find his food palatable. Those caught circumventing his authority as quartermaster are usually fed to Bratchet, a hulking wolf he dotes on like a favoured child. He sometimes sends out small scouting parties to search for rare mushrooms or other cooking ingredients. He has Craft (cooking) +11 instead of Heal.

## BUGBEARS

In addition to the goblins, Thanegar's Horde counts several bugbears in its ranks. Survivors of the Broken Knee tribe, these shaggy sadists are the horde's shock-troops. When an unlucky group of travellers falls prey to a horde ambush, they are often first greeted with the snarling charge of a bugbear.

In battle, the bugbears are straightforward but deadly. They like to attack with surprise, getting as close as they can to their targets before attacking. After their initial assault, they rage if they expect the battle to be brief. Otherwise, they wait until their hp drops below 25. Their first priority is getting to a flanking position so they can use sneak attack and, if they can, they position use Cleave. Sometimes, these creatures move on to a new foe when their current target is near death, relishing in the pain of the injured foes around them and assuming their lesser brethren will finish off the doomed enemy. Squads containing bugbears never take prisoners, unless a lieutenant is present.

These creatures are far more concerned with inflicting pain than they are with surviving battle, and if they are alone or fighting alongside other bugbears, they fight to the death. Otherwise, they retreat when their allies flee.

### THE BROKEN KNEE TRIBE

Lurking among the shadows of the deep woods, the Broken Knee tribe hunted the denizens of the wood and feasted upon their still warm flesh. Feared for their practise of hacking off their prisoners' legs before using the severed limbs as weapons in gruesome games of mock battle, the tribe dwelled too deep in the forest for the nearby lords to root out.

A migrating tribe of trolls crushed the tribe in a short, vicious war and the few surviving bugbears fled. Falling in with the shattered remnants of Thanegar's Horde they first tried to force the goblins to their service. When Thanegar slew the tribe's greatest surviving champion in single combat, however, they threw in their lot with the powerful half-orc, scenting great opportunities for looting in their future.

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#### RHUASTUMF

This brute possesses unusual cunning and restraint for a bugbear and is one of the horde's greatest minds when it comes to small-unit tactics. He resents that his penchant for forethought diminishes him in the eyes of Thanegar, who instead favours martial prowess and bold action. Rhuastumf knows of Ghedlorwhik's discontent with Thanegar, and would be the goblin's chief backer in the event of a power struggle.

**BUGBEAR SHOCK-TROOPER** CR 5 (XP 1,600)  
*A large shaggy goblinoid bolts from the trees with a cry of fury, its great sword poised to cleave asunder all in its path.*

---

Bugbear rogue 2/barbarian 1  
CE Medium humanoid (goblinoid)  
**Init** +8; **Senses** darkvision 60 ft; Perception +9 (+11 vs. traps; trapfinding), Sense Motive +1  
**Speed** 40 ft.  
**ACP** 0; **Stealth** +17 (fast stealth)

---

**AC** 18, touch 14, flat-footed 14; **CMD** 23  
(+4 Dex, +4 armour [+1 studded leather])  
**Fort** +5, **Ref** +10 (evasion), **Will** +2  
**hp** 43 (6 HD)

---

**Space** 5 ft.; **Base Atk** +4; **CMB** +9  
**Melee** mwk greatsword +10 (2d6+7/19-20)  
**Ranged** javelin (range 30 ft.) +8 (1d6+5)  
**Atk Options** Cleave, Power Attack (-2 attack, +4 attack [+6 with greatsword]), rage (6 rounds), sneak attack +1d6  
**Combat Gear** javelin (3), *potion of cat's grace*

---

**Abilities** Str 20, Dex 18, Con 15, Int 10, Wis 12, Cha 7  
**SQ** fast movement, rogue trick (fast stealth), trapfinding  
**Feats** Cleave, Improved Initiative, Power Attack  
**Skills** as above plus Disable Device +13, Intimidate +10, Survival +9  
**Languages** Goblin

**When raging, the Bugbear Shock-Trooper has the following altered statistics:**

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**AC** 16, touch 12, flat-footed 12; **CMD** 25  
(+4 Dex, -2 class, +4 armour [+1 studded leather])  
**Fort** +7, **Will** +4  
**hp** 55 (6 HD)

---

**CMB** +11  
**Melee** mwk greatsword +12 (2d6+10/19-20)  
**Ranged** javelin (range 30 ft.) +8 (1d6+7)  
**Abilities** Str 24, Con 19

---

### BUGBEAR GANG (EL 8; XP 4,800)

**Opponents** Bugbear Shock-Trooper (3)  
**EL 7 (3,200 XP)** Remove Bugbear Shock-Trooper (1); **EL 9 (6,400 XP)** Add Wolfkeeper (1).  
**Morale** These bugbears are bloodthirsty and fight to the death.  
**Terrain** light forest; **Encounter Distance** 2d8 x 5 ft.

This is a versatile encounter that can represent a small gang of bugbears out scouting, or a strike-team during a larger raid. They prefer to attack with surprise, getting as close to their victim as possible before charging. In the first round, each bugbear rages and charges a different target, in the hopes of inflicting sneak attack damage. They flank with one another, and position themselves to maximize the effect of Cleave.

## SCOUNDRELS AND OPPORTUNISTS

Not all of the horde are goblins. Though most of the horde's victims are slain, occasionally Thanegar's order to claim prisoners is heeded. Such lucky individuals are always humans or half-elves, as Thanegar does not regard halflings or gnomes as worthy warriors and the goblins never offer mercy to elves or dwarves. Many of the captured victims are themselves bandits – already the dregs of society. Those captured are given the opportunity to join the horde. Many refuse – even bandits and brigands have principles – and are summarily executed, but there are always a few who accept Thanegar's offer. Of those joining the horde, only the most hardened and resilient survive.

Human thugs never work alone with goblins, as they know what happens to men foolish enough to venture out alone with a band of goblins. They usually serve as bait for the ambushes, pretending to be victims of a recent attack, hoping to get close to the targets before combat begins. Once the trap is sprung, these men prove to be some of the most dangerous troops in the horde.

### COMBAT & TACTICS

Though the bugbears are more physically imposing, these thugs fight smart, and they fight dirty. They support their allies in melee combat, directing their attacks against healers and spellcasters. They use Step-Up to stay engaged with such foes, and if they can, flank them to deal sneak attack damage.

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#### BAITED AMBUSH (EL 9; XP 6,400)

**Opponents** Human Thug (2), Goblin Warriors (4), Goblin Scout (1)

**EL 8 (4,800 XP)** Remove Goblin Scout (1) Goblin Warrior (1); **EL 10 (9,600 XP)** Add Bugbear Shock-Trooper (2).

**Morale** These creatures flee if more than half of them are slain. The humans surrender if all of the goblins are killed.

**Terrain** country road; **Encounter Distance** 3d6x 10 ft.

---

This is easily one of the most dangerous, and successful, ambush strategies the horde regularly utilizes. A non-goblin thug lies in the road feigning injury as the rest of the gang hides in the tree line.

Once someone happens along to offer aid to the thug, he attempts to get within striking distance. When the thug is adjacent to at least two foes, the goblin warriors launch a volley of arrows from the trees as the scout and the other thug charge into melee.

The advance scout focuses on the toughest-looking foe while the humans attempt to flank with him and harry spellcasters. After two rounds, the warriors close to melee, and the advance scout and the humans fall back to consume their potions before re-joining the fray

Their loyalty to the horde is a fleeting thing, however, and these men are opportunists by nature. They flee the horde entirely if brought below 15 hp.

If at least half of the goblins accompanying them are slain, these thugs can be pressed into surrender with a DC 24 Diplomacy or a DC 18 Intimidate check. If this check is successful, they help the PCs finish off the remaining goblins. They may even become tenuous allies against the rest of the horde, though they are unwilling to return to Shatterspear Hold. Even if they refuse to return to the fortress, they still offer directions and a rough sketch of its layout.

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#### HUMAN THUG

CR 5 (XP 1,600)

*This scoundrel displays a smug grin as he moves forward with measured strides, passing his blade from one hand to the other.*

---

Human fighter (free hand fighter) 3/rogue 3

NE Medium humanoid (human)

**Init** +7; **Senses** Perception +9 (+10 vs. traps), Sense Motive +1

**Speed** 30 ft.; Step-Up

**ACP** -1; Stealth +11

---

**AC** 20, touch 15, flat-footed 15; **CMD** 21 (22 vs. disarm); +1 vs. traps, Dodge, elusive

(+3 Dex, +5 armour [+1 chain shirt], +2 dodge)

**Fort** +4, **Ref** +6 (+7 vs. traps; evasion), **Will** +2

**hp** 37 (6 HD)

---

**Space** 5 ft.; **Base Atk** +5; **CMB** +7 (+8 disarm)

**Melee** +1 longsword +8 (1d8+3/19-20)

**Ranged** mwk shortbow (range 60 ft.) +9 (1d6/x3)

**Atk Options** Combat Expertise, Improved Feint (+9), deceptive strike, sneak attack +2d6 (slow reactions)

**Combat Gear** arrows (20), *potion of cure moderate wounds*

---

**Abilities** Str 15, Dex 17, Con 12, Int 13, Wis 10, Cha 8

**SQ** rogue talent (slow reactions), trapfinding, trap sense (+1)

**Feats** Combat Expertise, Dodge, Improved Feint, Improved Initiative, Step-Up

**Skills** as above plus Appraise +9, Bluff +8 (+9 to feint or hide), Disable Device +4, Disguise +8, Sleight of Hand +11

**Languages** Common, Goblin

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#### SIMPERING SARHA

Simpering Sarha was a common thug before he came to the horde, surrendering when the goblins wiped out the rest of his brigand gang. He is an unapologetic opportunist, a shameless toady who has earned the derision of nearly every member of the horde. His loyalties are extremely fluid and he has been saved thus far only by his eagerness to please his superiors.

## PERSONA: BERTLIAK

Bertliak is the horde's nominal champion, and its greatest fighter, excepting Thanegar himself. He is admired by most of his fellows and held up as an ideal warrior.

**Background:** Bertliak learned murder from his mother, taught alongside his two siblings. Instructed in stealth, intimidation and killing he was by far the best pupil. After handily slaying his brothers, he struck out on his own, to bring terror to the local populace.

He wandered for years slaying as he willed, and soon earned a large bounty on his head. He was fascinated with the idea of others hunting him, and decided to turn the tables, laying traps for the various bounty hunters that stalked him. Eventually a small band of bounty hunters formed an alliance to capture him. Unprepared for the number of foes assailing him, Bertliak was hard-pressed until a nearby group of Thanegar's goblins heard sounds of battle and came to his aid, mistaking him for one of their own. The bounty hunters slain, Bertliak was brought before Thanegar. The warlord was impressed by Bertliak's bloodlust, and rewarded him with a prestigious position within the horde.

**Personality:** Bertliak is a sociopath, carnage is his sole passion. He is dismissive of others, and when he does offer his attention to others, it is usually in the form of unobtrusive attempts to intimidate. He craves the fear of others as if it was a drug, and has turned the practice of murder into an art form.

Bertliak has no friends, nor does he wish for any. To him, all others are prey, and those observing him at rest often see an unsettling grin spread across his face (as he ponders horrific new tortures). In all things (except for drawing out a murder), Bertliak lacks restraint. If he wants something, he takes it.

**Mannerisms:** Bertliak's sense of smell is exceptional and he often leans forward to sniff something of interest.

He is a creature of few words and does a poor job of concealing his feelings – his ears twitching rapidly when he is excited, and draw back when he is agitated or upset.

**Distinguishing Features:** Bertliak sports many scars on his arms (these are his tally of kills). A master of ambush, his attire usually incorporates twigs and leaves into its design.

**Hooks:** Bertliak still has a bounty on his head, and this could draw mercenary PCs to seek him out. If he learns that he is again hunted, he stalks the hunters, stealing into their quarters to plant obvious signs of his presence, just to demonstrate how close he is able to get to them.

Of all of Thanegar's lieutenants, Bertliak is the least invested in the horde. In truth, he feels nothing for the needs or desires of others, and knows nothing of loyalty – they are simply concepts that he does not understand. For the time being, he follows Thanegar because the warlord leads him to good slaughter; when he feels this is not the case, he leaves.

## COMBAT & TACTICS

Bertliak is a savage warrior and a decent hunter. He prefers sudden ambushes, though for him, the terror his victims experience is just as important as their death. He stalks his victims, allowing them to catch fleeting glimpses of him as he waits for the opportune moment to strike. Though he likes to prolong fights against single foes, if fighting multiple opponents, Bertliak starts battle with a death attack. He fights defensively to take measure of his foes before focusing on the greatest threat. Once confident of victory, he attacks a separate target each round, hoping to prolong his victims' pain. He only flees if his opponents clearly outclass him, but numbers never give him pause. He would rather die than admit defeat to what he considers a lesser foe.

### BERTLIAK

CR 7 (XP 3,200)

*Wielding an axe and curved blade, this bugbear's long ears twitch excitedly as it steps noiselessly forward.*

Male bugbear ranger 2/assassin 3

CE Medium humanoid (goblinoid)

**Init** +8; **Senses** darkvision 60 ft.; Perception +12 (+14 vs. elves), Sense Motive +1 (+3 vs. elves)

**Speed** 30 ft.

**ACP** -1; Stealth +18

**AC** 20, touch 14, flat-footed 16; **CMD** 25

(+4 Dex, +5 armour [+1 chain shirt], +1 natural [amulet of natural armour +1])

**Fort** +7 (+8 vs. poison), **Ref** +13, **Will** +3

**hp** 63 (8 HD)

**Space** 5 ft.; **Base Atk** +6; **CMB** +11

**Melee** mwk scimitar +10/+5 (1d6+5/18-20) and mwk handaxe +10/+5 (1d6+5/x3) or

**Melee** mwk scimitar +12/+7 (1d6+5/18-20) or

**Melee** mwk handaxe +12/+7 (1d6+5/x3)

**Ranged** composite longbow (range 110 ft.) +10/+5 (1d8+5/x3)

**Atk Options** death attack (DC 14), favoured enemy (elves +2), poison use, sneak attack +2d6

**Death Attack (Ex)** If Bertliak studies his victim for 3 rounds and then makes a successful sneak attack he can kill or paralyze (for 1d6+3 rounds) his target (DC 14 Fortitude negates).

**Combat Gear** arrows (20), *potion of cure serious wounds*

**Abilities** Str 20, Dex 18, Con 14, Int 12, Wis 12, Cha 7

**SQ** combat style (two-weapon combat), track (+1), wild empathy (+0, -4 vs. magical beasts)

**Feats** Double Slice, Improved Initiative, Improved Two-Weapon Fighting, Toughness, Two-Weapon Fighting

**Skills** as above plus Bluff +9 (+11 vs. elves), Disguise +9, Intimidate +13, Knowledge (local) +1 (+3 vs. elves), Survival +1 (+2 tracking, +4 tracking elves)

**Languages** Common, Goblin

**Gear** as above

## PERSONA: DHAERIS THE CAD

Dhaeris is the horde's most potent spy. The unofficial voice of the non-goblins within the horde, he is the only one among them who has Thanegar's ear. Lately, however, he has been thinking of fleeing back to civilization.

**Background:** Dhaeris is the illegitimate son of a noble, born of his favourite whore. Though his father cared nothing for him, he showered his mother with coins and baubles. Dhaeris grew accustomed to a decadent lifestyle, but when his mother was murdered, he quickly spent her meagre savings. Educated in the arts of magic and seduction, however, he plotted to reclaim his former lifestyle by courting wealthy noblewomen, with the eventual goal of murdering or blackmailing them. For two years,

### DHAERIS THE CAD

CR 7 (XP 3,200)

*This handsome half-elf has chiselled features, sunken eyes and a roguish, disarming smile. He wears bedraggled clothes.*

Male half-elf bard 8

CE Medium humanoid (elf, human)

**Init** +2; **Senses** low-light vision, Perception +2, Sense Motive +15

**Speed** 30 ft.

**ACP** 0; Acrobatics +13, Stealth +13

**AC** 18, touch 13, flat-footed 15; **CMD** 19; Dodge (+2 Dex, +4 armour [mithral shirt], +1 deflection [*ring of protection* +1], +1 dodge)

**Fort** +2, **Ref** +8, **Will** +5; +4 vs. bardic music, sonic, and language dependant effects

**hp** 39 (8 HD)

**Space** 5 ft.; **Base Atk** +6; **CMB** +7

**Melee** +1 rapier +10/+5 (1d6+2/18-20)

**Atk Options** Arcane Strike

**Special Actions** bardic performance (32 rounds/day; countersong, distraction, fascinate, inspire courage [+2], inspire competence [+3], suggestion, dirge of doom)

**Bard Spells Known** (CL 8th; concentration +12)

3rd—*confusion* (DC 17), *dispel magic*, *haste*

2nd—*cure moderate wounds*, *detect thoughts*, *glitterdust* (DC 16), *invisibility*

1st—*charm person*, *disguise self*, *grease*, *silent image*, *undetectable alignment*

0—*detect magic*, *dancing lights*, *ghost sound* (DC 14), *message*, *prestidigitation*, *read magic*

**Combat Gear** *potion of glibness*

**Abilities** Str 12, Dex 14, Con 8, Int 14, Wis 10, Cha 18

**SQ** bardic knowledge, well-versed, lore master (1/day), versatile performance (wind instruments, sing)

**Feats** Arcane Strike, Dodge, Extra Performance, Weapon Finesse

**Skills** as above plus Appraise +13, Bluff +15, Diplomacy +15, Disguise +15, Perform (sing) +15, Perform (wind instruments) +17, Sleight of Hand +13, Use Magic Device +15

**Languages** Common, Elven, Goblin, Halfling

**Gear** as above plus masterwork ivory fife, 37 gp, 17 sp

he achieved some small success, but was finally caught by a suspicious husband. On the way to stand trial in a nearby city, goblins attacked his escort. Dhaeris freed himself and helped slay his guards. Afterwards, Thanegar offered him a position as a spy. He accepted and joined the Horde.

**Personality:** Comfort is Dhaeris' first priority, followed closely by the fawning adoration of others. He is lazy, and always chooses the path that leads to the greatest reward for the least effort. He thinks highly of himself, especially in regards to his style and wit, and is always comparing himself to those around him. Consequently, he prefers the company of oafs and thugs. To him, the goblins of the horde make ideal foils.

He is impolite in an unusually charming fashion, showing a lackadaisical irreverence that projects the image of a coolly-confident, likable scoundrel. He is highly sarcastic and there is virtually no topic (except his own comfort) that he takes seriously. He is nearly impossible to fluster, but sinks into uncharacteristic desperation if he loses his beloved luxuries.

**Mannerisms:** An indispensable spy, Dhaeris flaunts his worth by lazing about camp whenever his skills are not required.

**Distinguishing Features:** Dhaeris is a fop, and prefers to look his best at all times. Tragically, this is not always possible when living in a forest, but he tries to keep his dark hair groomed, wearing it in a simple, swept back style. He sports a goatee that has become rather scruffy of late.

Dhaeris owns several high-class outfits, though most are woefully out-dated. He keeps them clean with *prestidigitation*, but must use mundane means to repair them; they bear numerous patches and stitches. His most prized possession is his mother's ivory fife.

**Hooks:** Dhaeris owes his life, or at least his freedom, to the Horde, and he is not unappreciative. He is not treacherous like Gheldorwhik or fickle like Bertliak, but he is simply not invested in Thanegar's army. For him, this woodland romp is, and always has been, a temporary adventure with which he is now bored. Ghedlorwhik's attempts at forging a lasting friendship with a "fellow intellectual" especially frustrate him. Because of this, he is the easiest of Thanegar's lieutenants to turn against Thanegar.

## COMBAT & TACTICS

Dhaeris avoids battle whenever possible and flees (or surrenders) almost immediately if abandoned by his allies. He has a strong aversion to pain and panics if he is injured. He uses his powers in a support role employing inspire courage and *haste* to great effect. He saves at least one healing spell for himself and targets attractive females with *charm person*. If victorious, he coerces his new friend into joining the horde. Should his enemies triumph, he surrenders, begging those he has *charmed* for mercy.

## PERSONA: ERANIL SURNAE

Eranil is Thanegar's lover and confidant. Drawn to his confidence and lust for conquest, she is now realising she has made a huge mistake and that, if anything, Thanegar is a liability.

**Background:** Eranil's family tree is tainted with both infernal and vampiric influences. She is the last scion of a fallen, doom-wreathed noble family reputed for their consultations with devils, demons and other unknowable otherworldly powers.

**Personality:** A sensuous creature who takes pleasure wherever she finds it, Eranil is a decadent temptation. She is obsessed with her own pleasure and comfort and manipulates anyone to get what she wants. She dreams of her triumphant return to the nobility and seeks land and titles; she doesn't mind if she marries them or takes them by force, but they will be hers.

**Mannerisms:** In public, Eranil appears chaste and innocent – seemingly unaware of her appearance and power over men. In private, she casts aside her disguise and indulges her most hedonistic desires.

**Distinguishing Features:** Eranil is astonishingly beautiful.

**Hooks:** Eranil wants to leave Thanegar, but has not decided how to wrest the horde from his clutches. Ideally, she desires a new companion who can serve as the horde's figurehead while she manipulates him to do exactly what she wants. The PCs' arrival gives her the perfect opportunity to try her plan.

## COMBAT & TACTICS

Eranil remains out of melee and uses her spells to turn friend against friend. If reduced below half hit points, she flees. She does not risk her life for anyone, Thanegar included.



### ERANIL SURNAE

CR 7 (XP 3,200)

*This sensuous woman has a brooding, dark beauty about her.*

Female dhampir sorcerer (infernal) 8

NE Medium humanoid (dhampir)

**Init** +7; **Senses** darkvision 60 ft., low-light vision; Perception +1, Sense Motive -1

**Speed** 30 ft.

**ACP** 0

**AC** 14, touch 14, flat-footed 11; **CMD** 18

(+3 Dex, +1 deflection [*ring of protection +1*])

**Resist** energy draining effects, fire 5; **Weakness** light sensitivity  
**Resist Energy Drain (Ex)** Eranil takes no penalties from energy draining effects, although she can still be killed if she accrues 9 or more such levels. After 24 hours, any negative levels she has are removed without need for an additional saving throw.

**Light Sensitivity (Ex)** Eranil is dazzled in areas of bright sunlight (or within a *daylight* spell).

**Fort** +4 (+6 vs. disease or poison), **Ref** +6, **Will** +6 (+8 vs. mind-affecting effects)

**hp** 46 (8 HD); negative energy affinity

**Negative Energy Affinity (Ex)** Eranil reacts to positive and negative energy as if she were undead.

**Space** 5 ft.; **Base Atk** +4; **CMB** +4

**Melee** mwk sickle +5 (1d6) or

**Melee Touch** corrupting touch +4 (shaken [4 rounds])

**Ranged** mwk light crossbow (range 80 ft.) +8 (1d8/19-20)

**Atk Options** corrupting touch (7/day)

**Sorcerer Spells Known** (CL 8th; concentration +12 [+16 casting defensively or grappling]; bloodline arcane [charm subschool])

4th (4/day)—*charm monster* (DC 21)

3rd (6/day)—*deep slumber* (DC 18), *haste*, *suggestion* (DC 18)

2nd (7/day)—*false life*, *hideous laughter* (DC 17), *invisibility*, *scorching ray*

1st (7/day)—*charm person* (DC 18), *expeditious retreat*, *mage armour*, *obscuring mist*, *protection from good*, *shield*

0—*acid splash*, *dancing lights*, *detect magic*, *mage armour*, *mage hand*, *message*, *prestidigitation*, *read magic*

**Spell-Like Abilities** (CL 8th; concentration +12 [+16 casting defensively or grappling])

3/day—*detect undead*

**Combat Gear** bolts (10), *potion of cure serious wounds*, *scroll of fireball*, *fly* and *stoneskin*, *wand of magic missiles* (CL 5th, 25 charges)

**Abilities** Str 10, Dex 16, Con 12, Int 12, Wis 8, Cha 18

**Feats** Combat Casting, Deceitful<sup>B</sup>, Eschew Materials<sup>B</sup>, Improved Initiative, Skill Focus (Use Magic Device), Spell Focus (enchantment)

**Skills** as above plus Bluff +19, Disguise +6, Knowledge (arcana) +8, Spellcraft +8, Use Magic Device +18

**Languages** Common, Goblin

**Gear** as above plus *cloak of resistance +1*, 12 gp



## PERSONA: GHELDORWHIK

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Gheldorwhik is Thanegar's deputy, although he has grown unhappy with the warlord's leadership lately. He is the most ambitious of Thanegar's lieutenants and those crossing him quickly learn how crafty and malicious goblins can be.

**Background:** Ghedorwhik's unusual intellect and extreme sadism elevated him above his kin. His penchant for traps and tactics earned him respect, but he grew bored with "provincial" life among his tribe. Thanegar's arrival and obvious ambition excited Ghedorwhik and he quickly offered the nascent warlord his services. He sabotaged many of his tribe's weapons and traps rendering them useless and the tribe quickly surrendered. Initially serving as a scout, Ghedorwhik soon proved his own worth and rose quickly to his current position.

When Thanegar directed the fateful attack on the border

**GHELDORWHIK** CR 6 (XP 2,400)  
*This grey-skinned goblin sniggers as he regards his surroundings. He wears oiled black leathers, and flashes a toothy grin as he cocks his crossbow.*

---

Male goblin rogue (sniper) 7  
NE Small humanoid (goblinoid)  
**Init** +9; **Senses** darkvision 60 ft; Perception +10, Sense Motive +0  
**Speed** 30 ft.; rogue crawl  
**ACP** 0; Acrobatics +14, Climb +11, Ride +9, Stealth +23

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**AC** 21, touch 17, flat-footed 21; +1 vs. traps, uncanny dodge;  
**CMD** 20  
(+1 size, +5 Dex, +4 armour [+1 studded leather], +1 dodge)  
**Fort** +3, **Ref** +10 (+11 vs. traps; evasion), **Will** +2  
**hp** 49 (7 HD)

---

**Space** 30 ft.; **Base Atk** +5; **CMB** +5  
**Melee** short sword +7 (1d4+1/19-20)  
**Ranged** +1 *light crossbow* (range 80 ft.; Point Blank Shot, Precise Shot, accuracy, deadly range) +12 (1d6/19-20)  
**Accuracy (Ex)** Ghedorwhik halves all range increment penalties when using any type of bow or crossbow.  
**Deadly Range (Ex)** Ghedorwhik applies sneak attack damage to targets within 50 ft.  
**Atk Options** sneak attack +4d6 (bleeding attack)  
**Special Actions** quick trapsmith  
**Quick Trapsmith (Ex)** As a full-round action, Ghedorwhik can set an already built, simple trap (CR 3 or less).  
**Combat Gear** bolts (10), *sleep bolts* (3), *potion of cure serious wounds*

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**Abilities** Str 12, Dex 20, Con 13, Int 12, Wis 10, Cha 6  
**SQ** rogue talents (bleeding attack, rogue crawl, quick trapsmith), trapfinding (+1), trap sense (+1)  
**Feats** Dodge, Improved Initiative, Point Blank Shot, Precise Shot  
**Skills** as above plus Bluff +8, Craft (trapmaking) +11, Diplomacy +8, Knowledge (engineering) +11  
**Languages** Common, Goblin

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**Gear** as above plus *cloak of elvenkind*, masterwork thieves' tool, 1 preset trap mechanism, 15 gp

post, Ghedorwhik argued the plan was fatally flawed. He knew his commander was not utilising his troops' strengths, and was unsurprised at the ensuing massacre. Ghedorwhik has since realized that Thanegar's leadership is little but show and bluster and now works to replace the warlord by quietly sowing discontent amongst the troops.

**Personality:** Ghedorwhik's intellect is his most defining trait. Though most goblins display cruel cunning, Ghedorwhik backs up this craftiness with genuine intellect. He has the mind of an engineer and is the horde's trapsmith and tactician, responsible for planning most of their major assaults.

He fancies himself a comedian, though his sense of humour is exceedingly dark. Nothing amuses him more than a victim struggling in one of his fiendish mechanisms, and at times he arranges for an unsuspecting goblin to stumble into a device.

Arrogantly, Ghedorwhik respects no one until they demonstrate they are his intellectual equal; those surpassing his intellect earn his ire. His sadistic cruelty rivals a bugbear's. He likes to cause pain, considering depraved acts of violence to be high-brow comedy. As a hobby, he skins small animals alive, sewing their hides into a large patchwork blanket.

**Mannerisms:** Ghedorwhik is condescending to others and his sardonic displays of superiority earn him few friends. He is usually smirking, as if enjoying some private joke.

**Distinguishing Features:** Ghedorwhik is missing half an ear, as the result of an altercation with a particularly vicious squirrel. He wears oiled black leather armour and his hand-whittled crossbow is never far from his side. He carries a series of unusual lockpicks that can serve as crude skinning tools.

**Hooks:** Ghedorwhik often scouts the forest searching for new ambush sites or victims. Though he hates fighting alone, he scouts alone, as other goblins get in his way. He often leads ambush squads and employs many traps in their attacks.

Although Ghedorwhik plots to replace Thanegar, he fails to realize how unpopular he is among his fellows. If mutiny strikes, Ghedorwhik finds himself with few supporters. Clever PCs can take advantage of this and bring chaos to the horde's ranks.

## COMBAT & TACTICS

Gheldorwhik is reluctant to enter melee. He prefers sniping from hiding and taunts his enemies when they cannot find him. He also favours poisoned dart traps (CR 1), swinging axe traps (CR 1) and javelin traps (CR 2). He has enough supplies to craft 1d3+1 traps, and always has at least one assembled mechanism to use with his quick trapsmith ability.

If pressed into melee, he flees (often using a pre-prepared trap-strewn route to slow pursuit). If unable to escape, Ghedorwhik surrenders, putting on a pathetic display of cowardice. If spared, he escapes at the earliest opportunity.

## PERSONA: THANEGAR

Thanegar is the undisputed leader of the horde, and though he seldom ventures from his fortress, his commands are obeyed by all who dwell in Shatterspear. He has been increasingly languorous in his leadership lately, prone to fits of despair and self-harm that has some of his troops worried and others whispering for new leadership.

**Background:** Thanegar was the bastard son of an esteemed orc marauder, the product of his father's comely (and short-lived) human slave. It was proclaimed at his birth that he was touched by powerful spirits, and so he was groomed as a successor to the tribe's shaman. Thanegar was not pleased with such a reflective life, though – he wanted to be a warrior and a warlord. After gaining some influence, he made a bid for power, but it failed miserably and he was exiled from his tribe.

Fleeing to a nearby human kingdom to lick his wounds, he heard rumours of border raids by bands of goblins and saw his key to conquest. He was able to bully a few groups into submission and using this clout brought more tribes under his banner. Ready for conquest and glory he hurled his goblin warriors against an out-of-the-way border post. Unfortunately, while Thanegar is a terrifying warrior, he is a mediocre commander, and his troops were utterly crushed. He fled into the forest with the few survivors and since then has been using

his goblins as an instrument of vengeance against the world he feels has denied him.

**Personality:** Thanegar is a creature of spite and bitterness. He clings to ideals that have earned him nothing but failure, and blames the world for his shortcomings. Cruelly disillusioned, he has abandoned his dreams of conquest, at least outwardly. Now, he simply wants to make the world and those in it suffer, to share his shattered perceptions of reality. To that end, he has his goblins harass the surrounding populace, taking solace in the fact that he is making life more difficult for the folk of the kingdom that (unknowingly) crushed his dreams.

Though he was once plunged easily into uncontrollable rages, he has become somewhat dismissive of his surroundings lately, and reacts to a group of unexpected heroes with casual bemusement. While he does his best to hold to his nihilism, he is in truth a deep romantic. Though capable of passionately rousing troops to battle, he has a poor understanding of tactics. He would love nothing more than to lead a glorious charge of warriors against a mob of cowering victims and wade through pools of his enemies' blood, but employing such straightforward tactics in a large-scale battle seldom works for him.

He loves Eranil and (misguidedly) sees in her a partner who will stand by him no matter what.

### THANEGAR

CR 8 (XP 4,800)

*This maimed half-orc's eyes burn with hate, peering out from behind a greasy mop of hair. His layered armour is well-cared for but dented in several places, and a chainmail kilt does little to conceal his twisted and knotted right leg.*

Male half-orc oracle (battle) 9

NE Medium humanoid (human, orc)

**Init** +0; **Senses** darkvision 60 ft; Perception +11, Sense Motive +11

**Speed** 15 ft., base speed 20 ft. (lame); surprising charge

**Surprising Charge (Ex)** Twice per day, Thanegar can move up to his speed as an immediate action.

**AC** 16, touch 10, flat-footed 16; **CMD** 18; Shield of Swings (+6 armour [mwk breastplate])

**Shield of Swings (Ex)** When Thanegar uses a full-attack action with his falchion he can reduce the damage by half to gain a +4 shield bonus to AC and CMD. Both modifiers last until the beginning of his next turn.

**Immune** fatigue

**Fort** +7, **Ref** +5, **Will** +7

**hp** 78 (8 HD); orc ferocity

**Orc Ferocity (Ex)** Once per day, when brought below 0 hit points, Thanegar can fight on for one more round as if disabled. At the end of his next turn, unless brought above 0 hit points, he falls unconscious and begins to die.

**Space** 5 ft.; **Base Atk** +6; **CMB** +8

**Melee** +1 *thundering falchion* +10/+5 (2d4+4/15-20)

**Atk Options** Dazzling Display, Power Attack (-2 attack, +4

damage [+6 with falchion]), Shield of Swings

**Combat Healer (Su)** Once per day Thanegar can cast a *cure* spell as a swift action, by expending two spell slots. This does not increase the spell's level.

**Oracle Spells Known** (CL 9th; concentration +12 [+16 casting defensively or grappling])

4th—*cure critical wounds, divine power, summon monster IV, wall of fire*

3rd—*contagion* (DC 16), *cure serious wounds, magic vestment, prayer, wind wall*

2nd—*aid, bull's strength cure moderate wounds, fog cloud, silence, spiritual weapon*

1st—*bane* (DC 14), *command* (DC 14), *cure light wounds, doom* (DC 14), *enlarge person, entropic shield, shield of faith,*

0—*detect magic, detect poison, guidance, light, mending, read magic, resistance, stabilize*

**Combat Gear** *elixir of fire breath*

**Abilities** Str 15, Dex 10, Con 14, Int 12, Wis 8, Cha 17

**SQ** oracle's curse (lame), revelations (combat healer, surprising charge, weapon mastery [falchion])

**Feats** Combat Casting, Dazzling Display, Improved Critical (falchion)<sup>B</sup>, Power Attack, Shield of Swings, Toughness, Weapon Focus (falchion)<sup>B</sup>

**Skills** as above plus Intimidate +15, Knowledge (history) +13, Spellcraft +13

**Languages** Common, Goblin, Orc

**Gear** as above plus *cloak of resistance* +2, spell component pouch, 59 gp, 4 pp

**Mannerisms:** Thanegar's favourite pastime is brooding. Of late, he has become increasingly depressed at the loss of his dreams and the creeping realization of his own inadequacies. Although he has long practiced grievous acts of self-mutilation as a means of toughening himself and adding to his collection of scars, these masochistic bouts have more recently been motivated by a growing sense of self-loathing.

**Distinguishing Features:** Thanegar is a towering half-orc, though his prominent hunch makes him seem shorter. Tangled strands of greasy hair hang down to his shoulders, obscuring much of his face. His armour is well maintained and polished, but heavily dented, and it serves to hide many of the scars he has inflicted upon himself. His most notable feature, however, is his right leg, which is poorly hidden by a skirt of chainmail. It juts out from his armour like a gnarled tree branch, twisted where the bone beneath has grown in knots. He usually walks with the aid of a staff, but quickly reveals his fighting ability when he casts his staff away and draws the massive falchion strapped to his back.

**Hooks:** Until the PCs assault or infiltrate Shatterspear, they are unlikely to encounter Thanegar unless they brazenly crush several of his raiding bands. If they do so, he rouses himself and despatches bands of bugbears to slay his enemies. If this fails, he leads forays into woodlands to crush this unexpected opposition.

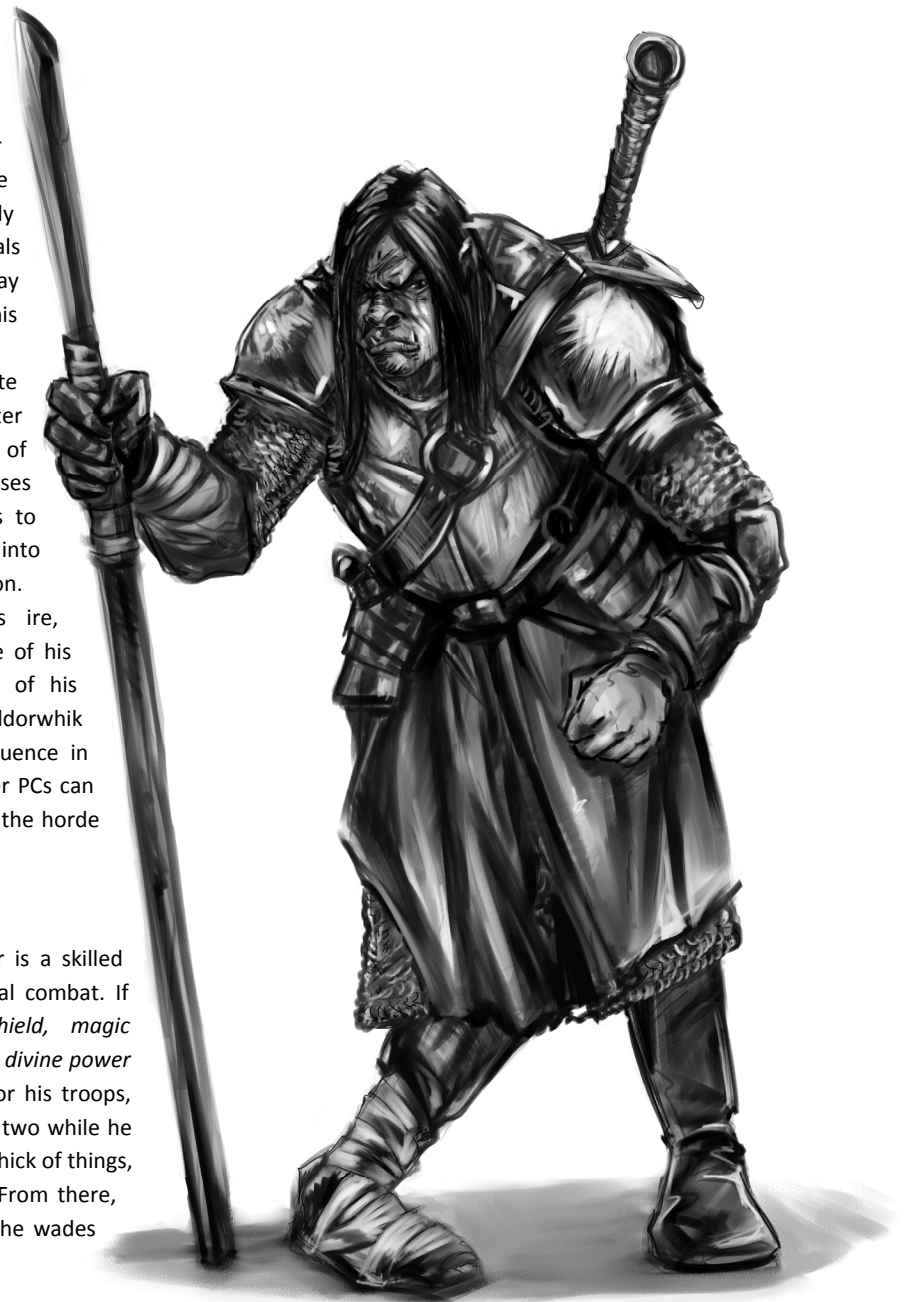
Far more important than Thanegar's ire, however, is the increasingly tenuous nature of his hold over the Horde. A growing number of his soldiers have noticed his depression, Gheldorwhik chief among them. This canny goblin's influence in camp is small, but gaining ground, and clever PCs can take advantage of this to create a schism in the horde (see Gheldorwhik [page 15]).

## COMBAT & TACTICS

Although a mediocre commander, Thanegar is a skilled warrior well versed in the ideals of personal combat. If expecting trouble, he casts *entropic shield*, *magic vestment*, *enlarge person*, *bull's strength* and *divine power* on himself. If caught by surprise, he calls for his troops, hoping they can stall his foes for a round or two while he casts as many spells as possible. Once in the thick of things, Thanegar divides his foes with *wall of fire*. From there, his tactics are straightforward and brutal – he wades

into melee, attempting to engage any foe that looks to be a worthy melee combatant. He favours Power Attacks, though he switches to Shield of Swings if surrounded. If he drops below 35 hit points, he casts a *quicken cure serious wounds*. Thanegar fights to the death.

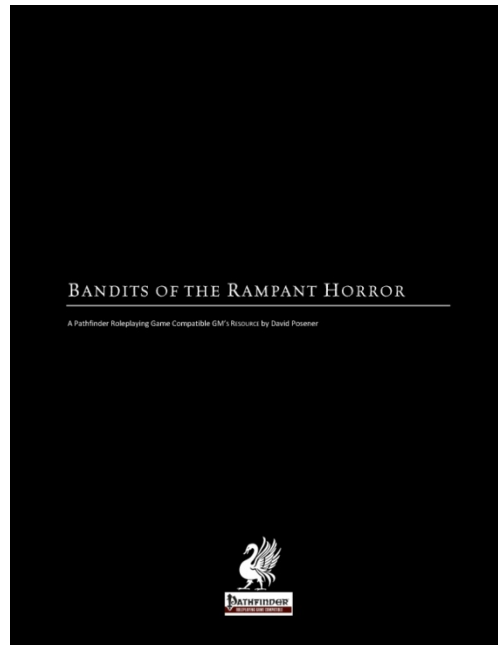
If leading his troops in battle (which usually only occurs during larger raids), Thanegar takes a commanding position and barks orders as he drinks in the carnage his troops inflict. He supports his soldiers with *prayer*, but after doing so, he does little unless a particular foe seems particularly bothersome.



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Rather incongruously named, Thanegar's Horde by their embittered and crippled half-orc warlord these goblin marauders plague country villages and wandering travellers alike. Held together by the will of their broken lord, the horde comprises the disparate remnants of several goblin tribes along with bugbear and human renegades. Claiming the ruined fortress of Shatterspear Hold, Thanegar unleashes his minions into the surrounding countryside to vent his hatred and anger upon the world while he broods upon his shattered dreams of blood, conquest and glory. Although he has all but abandoned his ambitions of empire, the threat his sizable force of organized goblins represents to the surrounding folk cannot long be ignored.

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