

# GOATFOLK (IBIXIAN)

Goatfolk, also called ibixians, are humanoids with goat-like heads who are the descendants of billymen mixed with a variety of natural humanoids. Though not all ibixians are devoted to Bleak, most serve him as agents of evil and darkness.

While they are not common, the presence of a tribe of goatfolk in an area is a sure sign that Bleak's agents are taking an active hand in the area. Many communities have standing rewards for the horns of an ibixian; they are well-known for stealing women and children for food, sacrifice and even fouler purposes.

While goatfolk congregate, sometimes in great numbers, they are notorious for bullying and turning on each other. Only a leader of great personal power, be he ibixian, billyman or other, can maintain a large tribe of goatfolk for any length of time.

## Goatfolk Executioner

## Level 2 Soldier

Medium natural humanoid

XP 125

HP 41; **Bloodied** 20

**Initiative** +3

AC 18; **Fortitude** 15; **Reflex** 14; **Will** 14

**Perception** +3

**Speed** 6

## STANDARD ACTIONS

**(mbasic) Greataxe** (weapon) \* **At Will**

*Attack:* Melee 1 (one creature); +7 vs. AC.

*Hit:* 1d12+3 damage (1d12+15 on a critical hit).

## MINOR ACTIONS

**(close) Chortling Taunt** \* **At Will** 1/round

*Effect:* Close burst 4 (one enemy in burst); the goatfolk executioner marks the target until the end of the goatman's next turn.

## TRIGGERED ACTIONS

**Bleak's Curse** (necrotic) \* **At Will**

*Trigger:* A creature marked by the goatfolk executioner makes an attack that does not include it as a target.

*Effect (Opportunity Action):* The triggering creature takes 10 necrotic damage.

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**Str** 17    **Dex** 11    **Wis** 14

**Con** 17    **Int** 14    **Cha** 15

**Alignment** chaotic evil

**Languages** Common, Ibixian

**Equipment** chain mail, greataxe

## Goatfolk Pursuer

## Level 2 Skirmisher

Medium natural humanoid

XP 125

HP 38; **Bloodied** 19

**Initiative** +6

AC 16; **Fortitude** 14; **Reflex** 16; **Will** 13

**Perception** +3

**Speed** 6

## STANDARD ACTIONS

**(mbasic) Spiked Chain** (weapon) \* **At Will**

*Attack:* Melee 1 (one creature); +7 vs. AC.

*Hit:* 2d4+5 damage.

**(melee) Tripping Chain** (weapon) \* **Recharge 4 5 6**

*Requirement:* The goatfolk must be wielding its spiked chain.

*Attack:* Melee 1 (one creature); +5 vs. Reflex.

*Hit:* 2d4+5 damage and the target falls prone.

## TRIGGERED ACTIONS

### Pursue \* At Will

*Trigger:* An adjacent enemy takes a move action that ends with it not adjacent to the goatfolk pursuer.

*Effect (Immediate Reaction):* The goatfolk pursuer moves its speed to a space adjacent to the triggering enemy. It gains a +4 bonus against opportunity attacks triggered by this movement.

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**Str** 14    **Dex** 17    **Wis** 14

**Con** 14    **Int** 14    **Cha** 15

**Alignment** chaotic evil

**Languages** Common, Iboxian

**Equipment** chain mail, spiked chain

## Goatfolk Raider

Medium natural humanoid

## Level 3 Minion Brute

XP 38

**HP** 1; a missed attack never damages a minion

**Initiative** +1

**AC** x; **Fortitude** x; **Reflex** x; **Will** x

**Perception** +3

**Speed** 6

### TRAITS

#### Every Goat for Himself

When the goatfolk raider has no adjacent allies, it scores a critical hit on a 19-20.

### STANDARD ACTIONS

#### (mbasic) Greataxe (weapon) \* At Will

*Attack:* Melee 1 (one creature); +8 vs. AC.

*Hit:* 7 damage (11 on a critical hit).

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**Str** 18    **Dex** 11    **Wis** 14

**Con** 18    **Int** 14    **Cha** 13

**Alignment** chaotic evil

**Languages** Common, Iboxian

**Equipment** chain mail, greataxe

## Goatfolk Acolyte of Bleak

Medium natural humanoid

## Level 3 Elite Artillery

XP 300

**HP** 74; **Bloodied** 37

**Initiative** +1

**AC** 16; **Fortitude** 14; **Reflex** 13; **Will** 17

**Perception** +5

**Speed** 6

**Saving Throws** +2; **Action Points** 1

### STANDARD ACTIONS

#### (mbasic) Flail (weapon) \* At Will

*Attack:* Melee 1 (one creature); +8 vs. AC.

*Hit:* 1d8+6 damage.

#### (ranged) Black Bolt (cold, necrotic) \* At Will

*Attack:* Range 20 (one or two creature); +8 vs. Reflex.

*Hit:* 1d10+4 cold and necrotic damage.

*Effect:* The acolyte makes a saving throw.

#### (area) Abase Yourselves Before Bleak (cold, necrotic) \* Encounter

*Attack:* Area burst 1 within 10 (creatures in burst); +6 vs. Fortitude.

*Hit:* 2d6+5 cold and necrotic damage, and if the target does not end its turn prone it takes 5 cold and necrotic damage (save ends). This effect also ends if the target ends its turn prone.

### MINOR ACTIONS

#### Bleak's Vision \* Encounter

*Effect:* The acolyte gains darksight until the end of its next turn. Its allies gain darksight while they are within 3 squares of the acolyte.

*Sustain Minor:* The effect persists.

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**Skills** Religion +8

**Str** 15    **Dex** 11    **Wis** 18

**Con** 13    **Int** 15    **Cha** 15

**Alignment** chaotic evil

**Languages** Common, Ibixian

**Equipment** chain mail, flail, holy symbol of Bleak

## Goatfolk Champion

## Level 16 Soldier

Medium natural humanoid

XP 1,400

**HP** 156; **Bloodied** 78

**Initiative** +15

**AC** 32; **Fortitude** 30; **Reflex** 28; **Will** 27

**Perception** +10

**Speed** 6

### STANDARD ACTIONS

**(mbasic) Greataxe (weapon) \* At Will**

*Attack:* Melee 1 (one creature); +21 vs. AC.

*Hit:* 3d8+11 damage (2d8+35 on a critical hit).

**(rbasic) Longbow (weapon) \* At Will**

*Attack:* Range 20/40 (one creature); +20 vs. AC.

*Hit:* 3d10+5 damage.

**(melee) Sweeping Blow \* At Will**

*Requirement:* The goatfolk champion must be wielding a greataxe.

*Attack:* Melee 1 (two creatures adjacent to each other); +21 vs. AC.

*Hit:* 3d8+7 damage (2d8+32 on a critical hit).

**(melee) Punishing Strike \* Recharge 6 or 5 6 while bloodied**

*Attack:* Melee 1 (one creature); +21 vs. AC.

*Hit:* 4d12+4 damage and the target is knocked prone.

### MINOR ACTIONS

**(close) Chortling Taunt \* At Will 1/round**

*Effect:* Close burst 6 (one enemy in burst); the goatfolk champion marks the target until the end of the goatman's next turn.

### TRIGGERED ACTIONS

**Bleak's Curse (necrotic) \* At Will**

*Trigger:* A creature marked by the goatfolk champion makes an attack that does not include it as a target.

*Effect (Opportunity Action):* The triggering creature takes 20 necrotic damage.

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**Skills** skill modifier

**Str** 25    **Dex** 21    **Wis** 14

**Con** 20    **Int** 14    **Cha** 19

**Alignment** chaotic evil

**Languages** Common, Ibixian

**Equipment** scale mail, greataxe, longbow, 20 arrows

## Goatfolk Half-Fiend

## Level 18 Elite Brute

Large natural humanoid (demon)

XP 4,000

**HP** 107; **Bloodied** 214

**Initiative** +14

**AC** 30; **Fortitude** 32; **Reflex** 29; **Will** 30

**Perception** +14

**Speed** 8

Darkvision

**Saving Throws** +2; **Action Points** 1

### TRAITS

**Stink of the Abyss \* Aura 5**

Creatures in the aura lose immunity and resistance to poison. While it is bloodied, creatures in the aura also gain vulnerable 10 poison.

## STANDARD ACTIONS

### **(mbasic) Savage Butt \* At Will**

*Attack:* Melee 2 (one creature); +23 vs. AC.

*Hit:* 5d8+11 damage, and the goatfolk half-fiend pushes the target 1 square.

*Special:* If the goatfolk half-fiend hits with this attack as part of a charge, it instead pushes the target 3 squares and knocks it prone.

### **(melee) Poisonous Claws (poison) \* At Will**

*Attack:* Melee 2 (one or two creatures); +23 vs. AC. If the goatfolk half-fiend targets only one creature, it may make the attack twice.

*Hit:* 3d10+10 damage plus ongoing 15 poison damage (save ends).

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**Str** 25    **Dex** 21    **Wis** 20

**Con** 24    **Int** 13    **Cha** 18

**Alignment** chaotic evil

**Languages** Abyssal, Common, Iboxian