

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

Medium natural humanoid

HP 41; Bloodied 20

AC 18; Fortitude 15; Reflex 14; Will 14

Speed 6

Level 2 Soldier

XP 125

Initiative +3

Perception +3

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.

Str 17 Dex 11 Wis 14

Con 17 Int 14 Cha 15

Alignment chaotic evil

Languages Common, Ibixian

Equipment chain mail, greataxe

Goatfolk Pursuer

Medium natural humanoid

HP 38; Bloodied 19

AC 16; Fortitude 14; Reflex 16; Will 13

Speed 6

Level 2 Skirmisher

XP 125

Initiative +6

Perception +3

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.

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

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

Alignment chaotic evil

Languages Common, Ibixian

Equipment chain mail, spiked chain

Goatfolk Raider

Level 3 Minion Brute

Medium natural humanoid

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).

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

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

Alignment chaotic evil

Languages Common, Ibixian

Equipment chain mail, greataxe

Goatfolk Acolyte of Bleak

Level 3 Elite Artillery

Medium natural humanoid

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.

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.

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).

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

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

Alignment chaotic evil

Languages Abyssal, Common, Ibixian