

WARHAMMER
FANTASY
ROLE-PLAY

THE CLUSTER EYE TRIBE



◆ Perilous Encounters with a Forest Goblin Warband ◆



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◆ THE CLUSTER-EYE TRIBE ◆



Deep in the Drakwald forest, beyond remote and wary forester's villages, past the roving herds of Beastmen, and the trails of nameless creatures lies the Black Pit, secret and sacred lair of Night Goblins. Around them lies the territory of the Cluster-Eye Tribe, a confederation of Forest Goblin warbands who deal with the Black Pit for precious iron weaponry. Those few who know of this corner of the Drakwald avoid it at all costs, for Cluster-Eye warbands rove its perimeter to find captives, leading them off into the night to pay their debts to the Black Pit.

The Cluster-Eye Tribe of Forest Goblins haunt the Drakwald. While many Goblin tribes are subject to control by their larger Orcish cousins, the Cluster-Eye Tribe remains fiercely independent, thanks in no small part to warbands like that of Vish Venombarb.

HOW TO USE THIS BOOK

The Cluster-Eye Tribe is the first in a series of digital releases describing various tribes, warbands, and groups of roving troublemakers. Along with full profiles for various personalities from the warband, each release also provides templates for war-

chiefs, shamans, elite warriors, and raw recruits that can be used to advance any of the basic creature templates found in the Warhammer Fantasy Roleplay Rulebook.

Page 310 of the Warhammer Fantasy Roleplay Rulebook states that creatures in Chapter 12: Bestiary are typical starter examples. GMs are encouraged to tinker in order to give creatures more complexity and provide greater challenges. This PDF is part of a series describing adversaries in more detail, and to produce a set of templates to apply to Orcs, Goblins, Fimir, Ogres, Beastmen, and Skaven to better represent roles commonly found in their warbands.

The templates below should look familiar to WFRP GMs. To apply these templates, simply add the indicated number of Advances to the base creature's Characteristics and add any Skill Advances, Talents, and Trappings. Some templates also include Options to further customise the creature. For example, if you would like to create a veteran Orc warrior, apply the Elite template to the Orc profile (WFRP, page 325). Wounds may also be affected by the templates, so recalculate those after adjusting the creature's S, T, and WP.



Olde Weirde's Incunabulum



We were journeying on the Carroburg-Middenheim road when I noticed a number of grotesque totems, leering out at us from the treeline. They were designs crudely carved into tree trunks, shrouded in thick cobweb. They depicted grimacing Orc faces and spider daemons with dozens of multi-faceted eyes. I pointed them out to Professor Pfaff, travelling alongside me. His mind may be narrow but his eyes are keen and his knowledge of the habits of the creatures of the world is second to none. Sure enough, he informed me after a brief glance that the Cluster-Eye tribe of Forest Goblins claim the southern expanse of the Drakwald Forest as their own and these are their territorial markers.

We had not long passed them when Professor Marius von Gronighof gave a keening wail. A small spider, no larger than a pea, had bitten him on the back of the hand. Immediately a great welt bulged there, red and bleeding. I have never heard a member of the faculty give voice to such colourful invective before. 'By the stinking urine of Horros the great White Wolf!' He swore. 'By the sour scant milk of blessed Verena!' Pfaff, a devout man, warned him not to invite further injuries through his blasphemy, but von Gronighof just turned his anger on our fellow professor. 'May daemons ceaseless prod your groin! May your fiery farts be bottled and uncorked on unholy Hexensnacht!'

Sovrissniz, the Dwarf gunner that the Four Seasons line employed to guard us on our journey, also cursed, but she was polite enough to do so in Khazalid — something about wazzocks and kruts. She stamped on the spider as it scuttled along the floor of the coach, and picked up the remains between thumb and forefinger. It was a rich purple with white markings on its abdomen in the shape of a skull. Kaia attended to the stricken Marius, who was whining and gnashing his teeth in agony. The Eonir washed the bite with wine. 'The Purple Skullback does not have a deadly bite, but its venom can lead to fever dreams and fits,' she said. 'Let us know if you start to suffer from blurred vision.'

It seemed that whilst von Gronighof was hurt he was not in danger. He continued to complain of constant and intolerable agony. 'Now you know how it feels to sit through one of your lectures on the innovations of the Rakhashian dynasty,' said Pfaff. When we reached the Horn and Antler, Kaia directed von Gronighof straight to bed. When the Elf joined us later in the public bar, she expressed a need for caution when dealing with him.

'He will probably be hale again in the morning, but those spiders are dangerous. A substance in their venom can induce visions and even facilitate second sight.'

The claim reminded me of a fascinating work by the Nordland scholar Stefan Ellendan (*The Murderous Culture and Religious Practices of the Accursed Eaves-Dwelling Greenskins*, Salzenmund University Press 2499 IC). He had conducted extensive interviews with survivors of Forest Goblin raids, including a Drakwald woodcutter who had been captured by raiding Goblins but escaped to tell the tale. Knowing that Kaia was from the Laurelorn Forest, I was keen to see if she would corroborate the scholar's findings, and we began swapping tales of the Forest Goblins.

Professor Pfaff, who I feel always prefers to shore up Sigmarite dogma rather than engage in a thorough academic discourse, reminded us that at the first Battle of Black Fire Pass, the Greenskin menace was purged from the Empire, but that Forest Goblin tribes still lurk deep within the Empire's borders and withstand efforts to eradicate them. Forest Goblins are not physically different from other Goblins, being scrawny, stunted, greenskinned creatures with warty, waxy hides. They do distinguish themselves through dress and decoration.

Forest Goblins ornament themselves with feathers, sticking the quills through their skin. Members of a particular tribe use distinctive war paint, feather combinations, and tribal glyphs on shields to distinguish them from their rivals. For example, according to Ellendan, the Creeping Death tribe of the Great Forest are known to decorate their shields with red images of spiders, whilst the Gloomfangs of Hochland prefer bright red and yellow Fishrook feather headdresses. The Cluster-Eye of the Drakwald are famed for inserting halms of greasy black crow feathers into their scalps and applying chevrons of black and white war paint over their bodies.

Spiders are an integral part of Forest Goblin culture. Ellendan supposed that the Greenskins had to come to an accommodation with the spiders of the Empire's woods in order to survive. In the centuries since, Forest Goblins have become so skilled at exploiting or appeasing various breeds of spider that they are now mutually dependent. Kaia didn't set much store by this, and warned me not to underestimate the ability the little Greenskins had for exploiting the beasts of the forest. She said that the Goblins of the Cluster-Eye tribe were known to eat spiders for food, milk them for venom, use their exoskeletons as armour, keep them as pets, and worship them as gods.

They even put spiders to use as assets for trade and industry, of a sort. Metal ore is scarce in the forests, so Forest Goblins trade captives, fungus and spiders for ores from their neighbours, the Night Goblins of the Black Pit. They also make their own weapons, armour, and ornaments from bones, teeth, and pieces of spider chitin, but the iron weapons supplied by the Night Goblins give the Cluster-Eye an edge over their rivals, such as the Bloodfeather Forest Goblins, who control the area north of the Cluster-Eye.

Kaia said that the shamans of Forest Goblin tribes were responsible for their close relationship with spiders. The Elf claimed they encourage whole broods of Purple Skullbacks to live in their robes and on their bodies. The spiders live in convenient crevices, such as behind the shaman's ears and in between their toes. When a shaman opens his mouth, dozens of tiny spiders skitter between his teeth and up his nose. The shamans are constantly bitten by the spiders, so that their flesh becomes saturated with venom, numbing it completely. Being so saturated with venom, the shamans inhabit a dream-like world where they commune with great and terrible spider gods. Many of these shamans die from the toxins, and those who survive are driven mad by the experience, lost in a detached reality. They are imbued with powerful magical insights though, for the spider venom that addles their psyche also stimulates their talent for sorcery.

The Forest Goblins, inspired by the ravings of their shamans, revere a hideous arachnid god they call the Feaster from Beyond. Whilst the Forest Goblins have not forgotten the other monstrous gods of the Greenskin pantheon, in the black thickets of the forest this terrible spider-god rules supreme. Under instruction from their addled shamans, the Forest Goblins dance the spider dance, shrieking their horrible ululating battle cries, as they sacrifice captives to the insatiable eight-legged god.





These rites imbue a gifted shaman with the belief they are touched by the spider god's blessings. Kaia told me that Elven scouts have reported seeing Cluster-Eye shamans approaching brooding Giant Spiders with gifts of meat and totemic icons, and they are rewarded with clutches of hand-sized spiderlings. There are many species of Giant Spider in the Empire's forests, including Tilean Greybacks and the Scarlet Deathheads of the Great Forest. The more boreal Drakwald Mancatchers are favoured mounts of the Bloodfeathers and the Cluster-Eye. They typically grow to be as large as a horse, and are feared for their venomous bites and strong, sharp mandibles that can piece steel plate armour. Forest Goblins hand-rear them and, when fully grown, they accept these Goblins as riders.

Forest Goblin Spider Riders are masters of stalking their prey, guiding their mounts over the treetops, exploiting the spiders' ability to move more quickly than other mounts in dense terrain. They creep silently from the eaves to launch ambushes. The inhabitants of settlements that lie within a few days' march of the Cluster-Eye territory have learned to fear their death-bringing scouts, who can use their eight-legged steeds to easily breach the walls and palisades.

I mentioned to Kaia that Ellendan's work posited that the largest spiders were titanic and bloated creatures the size of a house, a report I found hard to believe, but Kaia agreed with the old scholar. 'A gifted shaman can appease these Kings of Spiders, and they even encourage their tribe to set up camp

outside their noisome dens for protection. The monsters can cocoon whole Beastmen herds, and even Giants or Cygors in their webs. They are so venomous even their webs dissolve flesh. A few hours inside the sticky mass can reduce a person to a soft lump of putrefied flesh.'

Kaia explained these great spiders were cunning, known to encircle entire hamlets in strands of web thicker than ropes before falling on the populace in a gluttonous frenzy, and that bands of Forest Goblins, having bribed the largest spiders with blood-rich offerings, have even been known to use them as beasts of war. The spiders allow the Goblins to ride upon their backs as if they were brood, and are fierce in the defence of nearby Forest Goblin settlements if they come under attack. The leaders of the Cluster-Eye tribe are rumoured to inhabit a stretch of forest dotted with caves and glades, where these huge spiders, as large as a dragon, are known to make their lairs. Were the tribe to muster all the force at its command, maybe a dozen of these titanic beasts could be roused.

I fear that Sovrissniz found this conversation distinctly distasteful and, upon hearing us attribute a degree of industry and mercantile behaviour to Forest Goblins, grew irate, muttered darkly about Elves being 'soft in their heads about Grobi', and went to bed without finishing her ale.



THE
CLUSTER-EYE
TRIBE

CREATURE ADVANCEMENT TEMPLATES

SOLDIER

Soldiers are the mainstay of most warbands. The generic creature from the Bestiary can represent soldiers in many cases, but many are more experienced fighters.

SOLDIER

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
	+5		+5	+5	+10				+5	+5	

Skills: Cool +10, Dodge +10, Melee (Basic or Polearm) +10

Talents: Combat Reflexes, Resolute

Trappings: Leather Armour, Hand Weapon, Spear, Shield

SKIRMISHER

Most tribes include a caste of warriors practised in sneak attacks, harassing enemies with missile fire, and providing skilled lookouts.

SKIRMISHER

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
		+5			+10	+10			+5		

Skills: Dodge +10, Perception +10, Ranged (Bow or Sling) +10, Stealth (Rural or Underground) +10

Talents: Flee!, Marksman

Trappings: Hand Weapon, Bow or Sling with ammunition for 12 shots

ELITE

Warbands often include small coterie of elite warriors who guard important individuals or lead less-experienced warriors (Skaven Stormvermin and Beastman Bestigors usually fulfil this role in their respective warbands).

ELITE

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
	+10		+10	+10	+20	+10			+15		

Skills: Cool +15, Dodge +15, Intimidate +10, Leadership +5, Melee (Basic, Polearm, or Two-Handed) +20

Talents: Combat Aware, Combat Reflexes, Feint, Resolute

Trappings: Mail Armour, Hand Weapon, Shield, Choice of appropriate Polearm or Two-Handed Weapon

CHIEF

A Chief may lead a small warband, or be subordinate to the warlord in a larger one. They are experienced warriors who rule mostly by their intimidating reputation.

CHIEF

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
	+25	+10	+15	+15	+25	+20		+10	+25	+10	

Skills: Cool +15, Dodge +15, Intimidate +15, Intuition +15, Leadership +15, Lore (Warfare) +10, Melee (any two) +20, Perception +10

Talents: Combat Aware, Combat Reflexes, Feint, Inspiring, Resolute, Warleader

Trappings: Mail or Leather and Mail or Plate Armour, Hand Weapon, Shield, Choice of appropriate Polearm or Two-Handed Weapon

Option: A Goblin Chief may have Ranged (Bow) +10 and a Bow with 12 arrows.

WARLORD

The Warlord may rule over a single tribe in a particular vicinity, or may command a coalition of allied or vassalised bands over a wider region.

WARLORD

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
	+35	+10	+25	+30	+30	+25		+15	+35	+15	

Skills: Cool +25, Dodge +15, Intimidate +25, Intuition +25, Leadership +30, Lore (Warfare) +20, Melee (any two) +20, Perception +20

Talents: Combat Aware, Combat Reflexes, Feint, Inspiring, Luck, Resolute, Unshakable, Warleader

Trappings: Mail or Leather and Mail or Plate Armour, Hand Weapon, Shield, Choice of appropriate Polearm or Two-Handed Weapon

Option: A Goblin Warlord may have Ranged (Bow) +10 and a Longbow with 12 arrows.

SPELL LISTS

Ogres, Skaven, and Greenskins their shamans only use Petty Magic and Arcane spells. Fimir Shamans also select spells from either the Lore of Daemonology or Lore of Witchcraft spell lists, and may select spells from one of the following spell lists: Lore of Fire or Lore of Shadows. Beastmen Shamans also select spells from one of the following spell lists: Lore of Beasts, Lore of Death, or Lore of Shadows.



SHAMANS AND ARMOUR

For the most part, Shamans have the same problems with armour that most Wizards do. When using the templates to create a Shaman, remove the Armour Trait, if any, from the basic creature.

Certain Skaven spellcasters, such as Warlock-Engineers, may be able to wear armour and cast spells, so consider them as an exception if using these templates.

SHAMAN

Petty magicians and mystics, a Shaman acts as the spiritual advisor of the warband, guiding their Chiefs and assisting in warfare with their crude but powerful spells.

SHAMAN

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
				+5	+15		+10	+15	+15		

Skills: Channelling +5, Cool +15, Dodge +10, Entertain (Storytelling) +10, Intuition +15, Language (Magick) +10, Lore (Magic) +10, Melee (Basic or Polearm) +10, Perception +20

Talents: Arcane Magic, Petty Magic, Second Sight

Trappings: Hand Weapon, Staff, Ritual Dress incorporating many ingredients and fetishes.

Spells: Choose 3 spells from the Petty Magic list and 3 from the Arcane Magic list.



Basic Forest Goblin

The basic Forest Goblin uses the profile from page 326 of the **Warhammer Fantasy Roleplay Rulebook** with the addition of the *Arboreal* optional Trait (WFRP, page 339). Apply the above templates to this basic Forest Goblin profile.

Armour tends to be limited to a rawhide shield, though some Forest Goblins accessorise with spider carapace, bones, and mail stolen from their victims. Weapons are usually axes or swords, though spears are also commonly employed. Many Forest Goblins prefer to fight from a distance and have the Ranged +7 (25) Trait in addition to those listed below.

BASIC FOREST GOBLIN

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	25	35	30	30	20	35	30	30	20	20	11

Traits: Animosity, Arboreal, Armour 1, Afraid (Elves), Infected, Night Vision, Weapon +7

SHAMAN LORD

Few Shamans weather the trials of casting untrained magic for long, but Shaman Lords are mighty and intuitive spellcasters, and may lead in place of a Warlord.

SHAMAN LORD

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
	+10		+5	+15	+20	+15	+20	+35	+30	+10	

Skills: Channelling +20, Cool +25, Dodge +20, Entertain (Storytelling) +25, Intuition +30, Language (Magick) +25, Leadership +15, Lore (Magic) +20, Lore (Theology) +10, Melee (Basic or Polearm) +10, Perception +30

Talents: Aethyric Attunement, Arcane Magic, Instinctive Diction 2, Luck, Magical Sense, Menacing, Petty Magic, Second Sight, Sixth Sense

Trappings: Hand Weapon, Staff, Ritual Dress incorporating many ingredients and fetishes.

Spells: Choose 6 spells from the Petty Magic list and 9 from the Arcane Magic list.

MOUNTS

Most warbands raid from a lair or rove about on foot. Orc or Goblin warbands may include sizable cavalry contingents, or even be wholly mounted. As an option, any Goblin may take Ride (Spider) +20 or Ride (Wolf) +20, and any Orc may take Ride (Boar) +20 as additional Skills.

DRAKWALD MANCATCHER (GIANT SPIDER)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
7	35		35	29	20	35	30	14	35		20

Traits: Armour 1, Arboreal, Bestial, Night Vision, Size (Large), Venom, Trained (Mount), Wallcrawler, Weapon (Fangs) +7, Web 40



TERRORS OF THE DRAKWALD

The Cluster-Eye are a tribe of Forest Goblins who haunt the Drakwald. Most Forest Goblin warbands are rather pitiful, usually the wretched vassals of the nearest Orc tribe or existing as part of a confederation of similar tribes subjugated under a strong warlord. The Cluster-Eyes are an independent tribe who have resisted domination by outsiders. This is due to three main factors.

The Drakwald is vast. Whilst Human settlements exist at its edges, Beastmen herds migrate through it, and the Elven realm of Laurelorn borders it to the north, the territory is still mostly untamed woodland, the perfect environment for Forest Goblins.

The Night Goblin lair of the Black Pit exists within the Drakwald, and it has formed a mutually beneficial relationship with the Cluster-Eye. The Night Goblins are capable of crude metalwork thanks to techniques they learned from captive Dwarfs. They trade weapons, armour, and madcap mushrooms with the Cluster-Eye, who offer edible spider flesh and sacrificial captives in return. Most Forest Goblins make do with wood, stone, or bone when crafting weaponry. Iron blades give the Cluster-Eye a significant edge.

The Drakwald Mancatcher is a variety of Giant Spider that thrives within Cluster-Eye territory. Whilst the spider has a fierce and aggressive temperament, juveniles can be trained to accept a rider. The Cluster-Eye have many contingents of spider-riding scouts which also adds significantly to their strength and tactical versatility.

The tribe now dominate a swathe of forest stretching from Carroburg in the south to the Shadensumpf near the Nordland border. Their western borders are irregularly patrolled, but Cluster-Eye scouts have been recently spotted near villages within the eastern marches of the Wasteland. Gritl Eight-Legs, Warlord of the Cluster-Eye, is a mysterious figure whose base of operations is rumoured to be in the shadow of the Black Pit, ringed by the lairs of several enormous bloated spiders. He has tasked Vish Venombarb with managing patrols along the northern border of their territory.

SPIDER VENOM ARROWS

The Goblins of the Drakwald, especially the Forest Goblins who make alliance with the many terrible Spiders of that place, quickly learn to put their allies venom to work. Most arrows are dipped in Spider Venom, which quickly weakens most targets, or even renders most targets unconscious.

Targets wounded by these arrows dipped in Spider Venom must make a **Challenging (+0) Endurance Test**. If they fail, they are inflicted with 1 *Poisoned* condition. Spider venom is tailored not to kill victims but to render them unconscious. Targets reduced to 0 wounds while suffering a *Poisoned* condition from these arrows become *Unconscious*, but are not at risk of death from any remaining *Poisoned* conditions as would normally be the case. See WFRP page 169.





DISPOSITION OF VISH'S WARBAND

This list represents the warband at full strength as they set out on a patrol. By the time the warband has completed a patrol, attrition and harsh disciplinary measures will have accounted for nearly half the Goblins, and the remainder will likely be wounded.

- 2 forward scouts roving about half a mile ahead of the main force (spider-mounted Skirmishers).
- Left flank ambush party consisting of an outrider (spider-mounted Skirmisher), 5 spears (Soldiers with spears), and 5 archers (Skirmishers).
- Right flank ambush party consisting of an outrider (spider-mounted Skirmisher), 5 spears (Soldiers with spears), and 5 archers (Skirmishers).
- Mobile command consisting of Vish (spider-mounted Chief), Bograt (spider-mounted Shaman), Nurd (spider-mounted Elite) and 2 spider riders (mounted Soldiers with spears).

Vish desires to take live captives if possible, so unless the opposition are outnumbered at least two to one, the forward scouts opt to evade them rather than engage. **At Ease:** When not preparing for a raid or moving in march formation, Vish's warband tends to spread itself out over a wide area of forest, communicating via calls and shouts to maintain their cohesion. In this state, a party of adventurers is unlikely to run into all of Vish's warband at once, unless they have been particularly foolish or unfortunate. They are more likely to encounter just one of the above parties while venturing into Cluster-Eye territory. However, the noise of combat and urgent cries for reinforcements are bound to draw the rest of the warband. Even if the Characters can successfully defeat one element of Vish's warband, they would do well not to linger too long over their victory.

UNIFORM

The Cluster-Eye Forest Goblins tend to daub their faces with black and white war paint, the more intricate the design the more important the Goblin. They stick feathers into their scalps, tending to prefer black crow feathers or the striped feathers of birds of prey.

SHIELD DESIGN

A multitude of red eyes shining from the darkness.

BATTLECRY

None, though calls resembling birdsong are used to pass signals and information.

TACTICS

If they encounter any threats the forward scouts hide and appraise the strength of the opposition. If the fight is not in the warband's favour, they slink back and advise Vish to halt whilst they find a safer route. If they think they can win, one of the Goblins sneaks back whilst the other keeps an eye on the opposition. Vish prefers to set an ambush by moving his force up close and splitting them into two groups, hidden to either side of a trail or clearing. The watching scout then reveals himself, shoots at the opposition, and beats a retreat to the path or clearing. If the opposition pursue the scout, the ambush is sprung.





Vish Venombarb – Forest Goblin Chief

Vish is a seasoned campaigner, whose face is a twisted mass of scars and fungal infections. He takes his orders seriously, remaining several miles to the south of any Elf settlements or thoroughfares. He is tasked with providing a tribute of slaves to satisfy the demands of the Black Pit Night Goblins. Usually he can make his quota by ambushing small bands of Ungor but, if the Beastmen cannot be found, he leads his warband to one of the many Human villages within striking range and tries to capture as many of them as he can before they muster a defence.

Vish rides a Drakwald Mancatcher with markings in dun and dark grey that make it very hard to spot amongst the treetops. Vish is an expert in milking the spider for venom that he daubs upon his arrowheads. Vish wears a suit of armour constructed from bits of spider chitin.

VISH VENOMBARB - FOREST GOBLIN CHIEF

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	50	45	45	45	45	55	30	45	45	30	16

Traits: Arboreal, Armour 3, Afraid (Elves), Infected, Night Vision, Weapons (Spear +8, Sword +8), Ranged (Bow) +7 (50)

Skills: Cool 60, Dodge 70, Intimidate 60, Intuition 60, Leadership 45, Lore (Warfare) 50, Melee (Polearm) 70, Melee (Basic 65, Polearm 65), Perception 55, Ranged (Bow) 55, Ride (Spider) 75

Talents: Combat Aware, Combat Reflexes, Inspiring, Resolute, Warleader

Trappings: Spider Carapace Armour, Hand Weapon (Sword), Spear, Shield, Bow and 12 Arrows dipped in Spider Venom (see page 10)



Bograt the Blasted – Forest Goblin Shaman

Bograt was once a mighty Shaman Lord of the Cluster-Eye, but a portion of his head exploded whilst he was working a particularly ambitious ritual. Thanks to the blessing of the Feaster Beyond the World, Bograt made a miraculous recovery, but he lost a great deal of his magical power and now casts a few select spells from the vast repertoire he once commanded.

Whilst Bograt is a shadow of his former self he is placid and pliable, and this is more than can be said for most Goblin magic users. He makes a good companion to Vish during his raids, as he follows orders without question and doesn't give ambushes away with sudden bursts of manic gibbering. His few remaining spells are worked almost on instinct and have a distinct spiderlike quality — his *Bridge* spell is a mass of matted cobweb and his *Dart* is a ghostly barbed mandible. He rides a Drakwald Mancatcher with red markings that he guides with soft cooing sounds.

BOGRAT THE BLASTED – FOREST GOBLIN SHAMAN

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	25	35	30	35	35	35	40	45	35	20	11

Traits: Animosity (Goblins), Arboreal, Afraid (Elves), Infected, Night Vision, Weapon (Skull-Stick) +7

Skills: Channelling 40, Cool 50, Dodge 45, Entertain (Storytelling) 30, Intuition 50, Language (Magick) 55, Lore (Magic) 55, Melee (Basic) 35, Perception 55, Ride (Spider) 75

Talents: Arcane Magic, Petty Magic, Second Sight
Trappings: Hand Weapon, Staff, Ritual Dress incorporating many ingredients and fetishes.

Spells

Petty Magic: Dart, Rot, Shock

Arcane Magic: Bridge, Corrosive Blood, Entangle



Blackhearted Nurd – Forest Goblin Elite

Nurd is the most experienced of Vish's warriors and trusted enough to act as bodyguard to the chief. Nurd is a confident and proficient fighter who wears a suit of armour boded together from spider carapace and iron mail traded with the Black Pit.

Nurd is a brutal lieutenant, and during lengthy patrols it is not uncommon for more Forest Goblins to perish as a result of his harsh disciplinary measures than to enemy action.

During a confrontation with enemy forces, Nurd remains within a spear thrust of Vish, ready to strike at any who might threaten his master. Like many large and aggressive Goblins, Nurd nurtures ambitions to usurp command of the warband, but Gritl Eight-Legs has made it clear that treacherous lieutenants will be exiled and hunted down. This threat is enough to ensure Nurd's loyalty to Vish for the time being.

BLACKHEARTED NURD – FOREST GOBLIN ELITE

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	35	35	40	40	40	45	30	30	35	20	15

Traits: Animosity, Arboreal, Armour 2, Shield 2, Afraid (Elves), Infected, Night Vision, Weapon (Spear) +8

Skills: Cool 50, Dodge 60, Intimidate 50, Leadership 25, Melee (Parry 55, Polearm 55), Ride (Spider) 60

Talents: Combat Aware, Combat Reflexes, Resolute

Trappings: Carapace and Mail, Hand Weapon, Shield, Spear



Bugshot – Forest Goblin Skirmisher

Bugshot is one of Vish's trusted forward scouts. The scouts tend to work in pairs, ranging about half a mile ahead of the main force.

Bugshot is an ambitious glory hog, and if he is within the forward scouting party when they come across an enemy, he insists on being the scout to remain to keep an eye on any opposition. This invariably provokes disagreement and Bugshot must pass an **Easy (+40) Cool** Test or start to squabble violently with the other scout. If Nurd learns of such disruptive behaviour, he happily beheads Bugshot to teach the rest of the warband good discipline.

BUGSHOT – FOREST GOBLIN SKIRMISHER

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	25	40	30	30	30	45	30	30	25	20	11

Traits: Animosity, Arboreal, Afraid (Elves), Infected, Night Vision, Weapon (Sword) +7, Ranged (Bow) +6 (50)

Skills: Dodge 55, Perception 40, Ranged (Bow) 50, Ride (Spider) 65

Talents: Flee!, Marksman

Trappings: Hand Weapon, Bow with 12 arrow dipped in Spider Venom (see page 10).



CAREFUL WHAT YOU VISH FOR

A MAP TO BLACK PIT

☠ Suttri Snorrisdottir of Karak Azgaraz seeks to bring vengeance to the Night Goblins of the Black Pit. She suspects them of having access to the Undrin Ankor, the massive network of subterranean passages that link up the Dwarf holds and fortresses. Her clansfolk were journeying through when they were ambushed by Night Goblins and many of them were led off as captives.

Suttri plans to lead a raid to the Black Pit to rescue her kin, but she doesn't know how to get to the Night Goblin stronghold. She has heard that a band of Forest Goblins work in alliance with the Black Pit Night Goblins, so she is offering a reward to anyone who can capture one of the Forest Goblin scouts to find out the location of her captive clanmates.



THE SPITE STEALERS

☠ The Elves of the Laurelorn are becoming worried, as Spites have begun to disappear from the southern borders of the forest. These tiny forest spirits are physically feeble, yet they are magically potent, and usually more than capable of looking after themselves. If threatened, they possess the ability to manifest as Dryads and Treekin, and make dangerous opponents.

The Characters may be asked to look into the disappearance of the Spites, as the Elves fear witchcraft and would rather the Humans investigate the villages that lie deep within the Drakwald. Although they do not say as much to outsiders, the Elves do not want to risk a diplomatic incident should blood need to be shed.

Recently, Vish has been given a strange gift from Gritl Eight-Legs: a set of black iron traps mounted on the end of long poles of ash. These devices are perfect for capturing and containing Spites. The tiny spirits seem powerless to resist the predations of the Forest Goblins. Night Goblin Shamans from the Black Pit have enchanted the black iron traps with wards that the Spites cannot break through, and that rob them of their spellcasting abilities. The captive spirits are carried back to the Black Pit, and it is not clear what purpose the Night Goblins put them to.

RACING MANCATCHERS

☠ The mounted scouts of Vish's warband have taken to racing one another to stave off boredom when the warband is encamped. The spider-mounted Goblins climb to the top of a tree and locate a landmark a few miles away, such as a tower or hilltop. They then careen off at top speed; the first one to reach the landmark takes full and obnoxious advantage of their bragging rights until the next race.

The Characters may get mixed up in this race as they wander along a lonely stretch of forest road. A mounted Goblin crashes through the undergrowth beside them and comes to a stunned halt. The Characters have a short time to decide what to do before more Goblin scouts arrive, or before the lead Goblin decides to abandon the race and hurry back to tell the rest of the warband that some easy pickings are to be had nearby.



ENCOUNTERS WITH VISH'S WARBAND

The entire Cluster-Eye Tribe may be too much for an inexperienced band of Characters to deal with. Equally, experienced Characters might find a handful of Goblins little more than a distraction. Below you will find three different circumstances in which a portion of Vish's warband might be encountered. You should choose the most appropriate one for your group, or feel free to tailor these encounters further if a greater, or lesser, challenge is called for.

BREAKAWAY GROUP Easy Encounter

Goblins are poorly disciplined and insubordinate. It is not unusual for a portion of Vish's warband to decide to strike out on their own, especially if Vish is having a hard time finding and securing captives on his patrol.

A breakaway faction is likely to have one of two agendas.

The first is that they are looking to escape from a disaster that has befallen the main warband or that they feel is likely to. Perhaps they suspected that Elf scouts were trailing the warband, or that rival Forest Goblins from the Bloodfeathers tribe were going to launch an attack. Perhaps they tried to alert the warband's leaders of such a threat only to face violent reprimands from Nurd. If the breakaway faction sincerely believe that Vish's warband will soon be wiped out, they will be making their way back to the Black Pit. If they turn out to be right, they are welcomed back into the tribe. If not, they are deemed deserters and either executed or sold as chattel to the Black Pit Night Goblins.

Alternatively, a particularly megalomaniacal Goblin might convince some companions he would make a better leader than Vish. This ambitious Goblin may have even slain Vish, Nurd, or Bograt before leading his followers into the Drakwald. Such a breakaway sect is almost certainly doomed. The Cluster-Eye will want revenge on them, and there is no reason a rival tribe would take in seditious rogues.

A breakaway group is likely led by a Forest Goblin Soldier mounted on a Drakwald Mancatcher, with 3 Soldiers on foot, 2 Skirmishers on foot, and a Skirmisher mounted on a Drakwald Mancatcher as his followers. They are desperate but may carry out hit-and-run attacks on the party to secure a captive for food or trade, but scurry back into the woods if they meet stiff resistance.

An encounter with the breakaway group should not be too challenging: they are weak in number and unimaginative in their tactics. However, a larger group of Forest Goblins may well be on their trail, hungrily anticipating the chance to enact revenge and willing to destroy anything that gets in their way.

A breakaway group consists of:

- One forward scout roving about half a mile ahead of the main force (spider-mounted Skirmisher).
- Three spears (Soldiers with spears) and two archers (Skirmishers).
- One spider rider (mounted Soldier with spear).





BEATEN AND BEDRAGGLED

Medium Encounter

Vish's warband does not always perform well. At times, a Human village or Beastman herd musters a highly effective defence. If this occurs earlier on the patrol, it can result in bad morale, leading to desertions, which inevitably leads to vicious discipline by Vish and Nurd to keep the remaining Goblins in line.

In this state, the warband have half the numbers it has at full strength (see page @@) and the remaining Goblin Soldiers and Skirmishers have half their Wounds remaining. Vish, Nurd, and Bograt have all of their Wounds.

The warband compensates for its reduced state by being extra vigilant; the remaining scouts patrol with restless zeal, lest Nurd start knocking heads together. However, the warband's morale is so bad that if scouts are attacked with overwhelming force, they are as likely to flee for their lives without alerting the rest of the warband.

The warband likely bears captives — even an unsuccessful patrol results in a few prisoners. The prisoners are mostly Humans or Ungors. There are only likely to be four or five such wretches, and they are likely to be in even worse condition than they would if the warband had performed well. On very rare occasions, the warband may be in possession of more captives despite their own dilapidated condition. If they have twenty or more captives, they may even leave piles of them in the woods as they ferry them stage by stage back to the Black Pit.

A beaten and bedraggled group consists of:

- Two forward scouts roving about half a mile ahead of the main force (spider-mounted Skirmishers).
- Left flank ambush party consisting of three spears (Soldiers with spears) and three archers (Skirmishers).
- Right flank ambush party of three spears (Soldiers with spears) and three archers (Skirmishers).
- Mobile command consisting of Vish (spider-mounted Chief), Bograt (spider-mounted Shaman), Nurd (spider-mounted Elite), and a spider rider (mounted Soldier with spear).
- 3 Human captives, 2 Ungor Captives.

Each rank-and-file Goblin has 6 Wounds and suffers from a Fatigued Condition.

GLORIOUS RETURN

Hard Encounter

In this scenario, Vish has succeeded in taking many captives and is making his way back to Black Pit. The Forest Goblins have performed admirably and are at their full strength. However, they have a couple of key weaknesses the Characters can exploit.

Having conducted a successful raid, the Goblins are feeling cocksure and are getting careless. Vish and Nurd demand the Goblins remain vigilant but, when their backs are turned, their resentful underlings gossip to one another, complaining that they ought to be praised and provided with rewards and distractions due to their victories, not told to watch the camp and conduct tedious patrols. Scouts are posted whenever the patrol comes to a halt, but they often fall asleep or wander off in search of a distraction. Characters eavesdropping on the Goblins get a sense that there is dissension in the ranks and may spot minor scuffles between the rank and file. The Characters could employ simple ruses to either get the Goblins fighting one another (such as stealing one Goblin's possessions and hiding them in another Goblin's kit) or distracting patrolling scouts (they chase after any intriguing noise or unusual sight).

The other weakness is that the captives carried by the Forest Goblins are still alive, albeit groggy from venom and wrapped up in spider silk. There are twenty prisoners in total, and were they to be released they would no doubt fight hard to secure their freedom and have revenge on the Cluster-Eye.

Releasing these prisoners could be a good way for a party to bolster their numbers and face the warband head on, however complications may arise from the fact that prisoners likely suffer from fatigue, poison, or disease as a result of their ordeal. Whilst many prisoners are Human victims who may well help the party, others might be Beastmen, who would be as belligerent to their rescuers as their captors. A good raid might net the Goblins 12 Human prisoners, six Ungor prisoners, and two Gor prisoners. The Gors are easily distinguished even when wrapped in web, but telling Humans from Ungors might not be so straightforward.

- Two forward scouts roving about half a mile ahead of the main force (spider-mounted Skirmishers).
- Left flank ambush party consisting of an outrider (spider-mounted Skirmisher), five spears (Soldiers with spears), and five archers (Skirmishers).
- Right flank ambush party consisting of an outrider (spider-mounted Skirmisher), five spears (Soldiers with spears), and five archers (Skirmishers).
- Mobile command consisting of Vish (spider-mounted Chief), Bograt (spider-mounted Shaman), Nurd (spider-mounted Elite), and two spider riders (mounted Soldiers with spears).
- Twelve Human captives, six Ungor captives, and two Gor captives.



VISH'S Warband Talent and Trait Summary

VISH

Arboreal: Add Agility bonus (+5) in SL to all Stealth and Climb Tests in woodlands.

Armour 3: Remove 3 points of Damage from attacks, to a minimum of 1. Including Toughness Bonus, remove 7 points of Damage from attacks on Vish.

Afraid (Elves): -1 SL on Tests that effect Elves (such as attacks) until an Cool Test is passed with at least +1 SL.

Infected: Wounded targets must pass an **Easy (+40) Endurance** Test or contract a **Festering Wound** (WFRP page 187)

Night Vision: Can see 20 yards in near-darkness, and light sources illuminate an additional 20 yards

Combat Aware: Make a **Challenging (+0) Perception** Test to ignore surprise.

Combat Reflexes: Vish has an effective Initiative of 55 when determining turn order in combat.

Inspiring: With a successful **Challenging (+0) Leadership** Test, Vish issue orders to a number of goblins equal to 5 times his Fellowship Bonus + SL from the Test.

Resolute: Vish gains +1 to his Strength Bonus, and therefore Damage, when he Charges an opponent.

Warleader: All Cluster-Eye goblins who can see may Vish add +1 SL to one Willpower Test each round.

Bonus SL Summary: +2 SL to Leadership in battle. +1 SL on Perception during melee. +5 SL to Stealth and Climb Tests in Combat

BOGRAT

Arboreal: Add Agility bonus (+4) in SL to all Stealth and Climb Tests in woodlands.

Afraid (Elves): -1 SL on Tests that effect Elves (such as attacks) until an Cool Test is passed with at least +1 SL.

Infected: Wounded targets must pass an **Easy (+40) Endurance** Test or contract a **Festering Wound** (WFRP page 187)

Night Vision: Can see 20 yards in near-darkness, and light sources illuminate an additional 20 yards

Petty & Arcane Magic: Bograt can cast the spells listed in his proilke.

Second Sight: Bograt can see the Winds of Magic.

Bonus SL Summary: +4 SL to Stealth and Climb Tests in woodlands.

FOREST GOBLIN ELITE

Arboreal: Add Agility bonus (+4) in SL to all Stealth and Climb Tests in woodlands.

Armour 2: Remove 2 points of Damage from attacks, to a minimum of 1. Including Toughness Bonus, remove 6 points of Damage from attacks on Forest Goblin Elites.

Shield 2: The creature carries a Shield, which it may use to oppose most attacks using its **Melee (Parry)** skill. If it does so, add +2 Armour against this attack if it hits, for a total of 8 Armour.

Afraid (Elves): -1 SL on Tests that effect Elves (such as attacks) until an Cool Test is passed with at least +1 SL.

Infected: Wounded targets must pass an **Easy (+40) Endurance** Test or contract a **Festering Wound** (WFRP page 187)

Night Vision: Can see 20 yards in near-darkness, and light sources illuminate an additional 20 yards

Combat Aware: Make a **Challenging (+0) Perception** Test to ignore surprise.

Combat Reflexes: This creature has an effective Initiative of 50 when determining turn order in combat.

Resolute: This creature gains +1 to his Strength Bonus, and therefore Damage, when they Charge an opponent.

Bonus SL Summary: +1 SL to parry incoming attacks. +1 SL on Perception during melee. +4 SL to Stealth and Climb Tests in Combat.

FOREST GOBLIN SKIRMISHER

Arboreal: Add Agility bonus (+4) in SL to all Stealth and Climb Tests in woodlands.

Afraid (Elves): -1 SL on Tests that effect Elves (such as attacks) until an Cool Test is passed with at least +1 SL.

Infected: Wounded targets must pass an **Easy (+40) Endurance** Test or contract a **Festering Wound** (WFRP page 187)

Night Vision: Can see 20 yards in near-darkness, and light sources illuminate an additional 20 yards

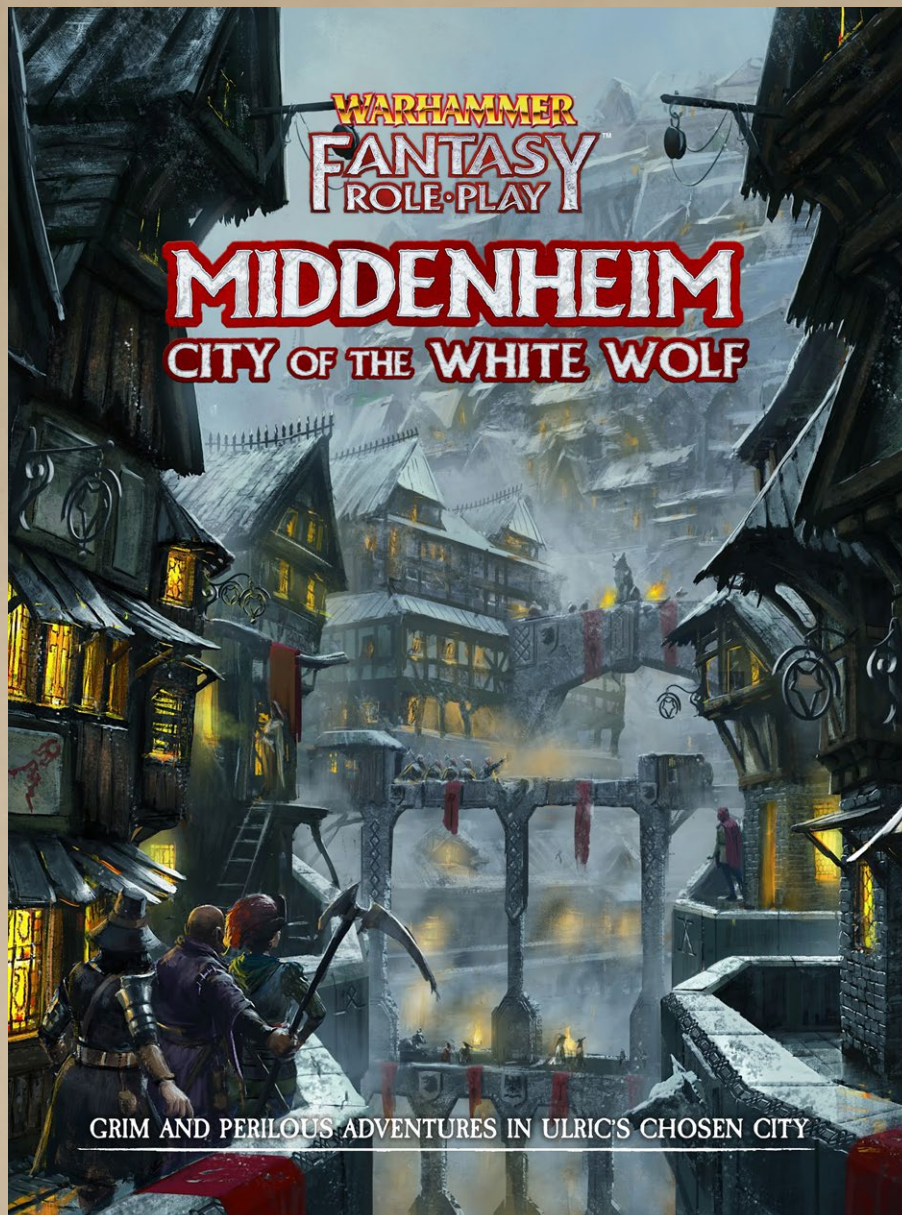
Flee: The Skirmishers Movement increases to 5 when running away.

Marksman: +5 to BS, which has already been included.

Bonus SL Summary: +4 SL to Stealth and Climb Tests in woodlands. +1 SL to Athletics Tests when fleeing.



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