

RTK[m]2-02

The Invisible Hunters

A One-Round D&D LIVING GREYHAWK[®]

Ratik “MINI” Regional Adventure

Version 1.0

Round 1

by Matt Lau

The bounty on orc and gnoll scalps in the Loftwood has attracted a diverse group of people seeking fortune in hunting the humanoids; Mercenaries, hunters, rogue militia and army soldiers, and adventurers. But now an unlikely visitor, a diplomat from Marner wants to venture into the woods and contact the mysterious “invisible army” that seems to be helping Ratik in the fight against the monstrous humanoids of Loftwood. Part two of the Loftwood trilogy.

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This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin. Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK Gazetteer.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Ratik. Characters native to Ratik pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per round. Rich Upkeep costs 50gp per round. Luxury Upkeep costs 100gp per round.

Note PCs that are in the Bredivan militia may apply the TU spent in this adventure towards the TU requirement for that organization.

EPL

Add the total levels of the PCs including cohorts and divide by 5 for the Effective Party Level.

Adventure Summary and Background

Hayv the Tactful, a diplomat from the Marner court wants to journey into Loftwood and find the "invisible army." In Encounter One, the PCs meet Hayv the Tactful, who asks to accompany them on their hunt. In Encounter Two, the PCs encounter a band of orcs and worgs. In Encounter Three, the PCs find the bodies of some dead elves that have been "trapped" with vipers. In Encounter Four, they may find orcs that were ambushed by one of the Invisible Hunters. In Encounter Five, the PCs talk with an awakened tree that observed the battle. In Encounter Six, attempting to find the hunter ends in him attempting to drive off the PCs.

Introduction

PCs are at the alehouse set up in a tent near Fort Bredivan preparing to go on a gnoll hunt. If they have not met before it can be assumed that they have joined together here to form a hunting group of four to six people.

If there is no Ranger (or other PC with the Track feat), then the PCs may hire one. Kurbin will accompany the PCs for a full share of the bounty earned, Eldrood will work for a half share but will not engage in any combat.

Kurbin, male human Rgr1: CR 1, Medium humanoid, HD 1d10+1, hp 11, Init +1, Spd 30 ft.; AC 15 (touch 11, flat-footed 14) [+1 Dex, +4 chain shirt]; Atk +2 melee [1d8+1/19-20, longsword] or +0/+0 melee [1d8+1/19-20, longsword and 1d6, short sword] or +2 ranged [1d6/x3, shortbow]; SA Rgr species enemy [+1 vs. Orcs]; AL N; SV Fort +3, Ref +1, Will +1; Str 12, Dex 13, Con 12, Int 10, Wis 12, Cha 11.

Skills and Feats: Hide +3, Move Silently +3, Listen +7, Spot +7, Wilderness Lore +5; Alertness, Point Blank Shot, Ambidexterity*, Two-Weapon Fighting*, Track.

Possessions: Chain shirt, longsword, short sword, shortbow, quiver with 21 arrows.

Eldrood, male human Exp1 (hunter): CR ½, Medium Humanoid, HD 1d6, hp 4, Init +4, Spd 30 ft.; AC 12 [touch 10, flat-footed 12] [+2 leather]; Atk +0 melee (1d8, shortspear); AL N; SV Fort +0, Ref +0, Will +2; Str 11, Dex 11, Con 10, Int 9, Wis 12, Cha 12.

Skills and Feats: Hide +5, Move Silently +4, Listen +5, Profession (Hunter) +5, Spot +5, Wilderness Lore +5; Improved Initiative, Track.

Possessions: Leather armor, shortspear.

There are two clerics of Trithereon assigned here by House Bredivan to heal hunters as they return.

Aamala: female human Clr3.

Gregan: male human Clr2.

There is a treasurer for House Bredivan who is collecting scalps and paying out the bounties for them.

Jagib: male human Exp1.

There are also about a dozen militia men and mercenaries sitting about the tent relaxing.

Encounter One

You are in the makeshift alehouse set up in a tent outside of the near-completed Fort Bredivan. Numerous hunters have been here over the last month, forming small groups to go on scalphunting expeditions. Recently, however, the orcs and gnolls have been able to restructure and regroup. Hunting has become much more dangerous and scalps much more scarce. Many hunting parties return from the Loftwood missing several people, and some never return at all.

On this particular day, one man looks particularly out of place. A short, balding man wrapped in several thick fur coats, is questioning several hunters, apparently looking for someone to guide him into Loftwood. He is obviously not a fighter, or hunter, and does not appear to even be armed. Eventually, he arrives at your table. "Greetings, hunter. I am Hayv, a diplomat from the Marner court. I need your help."

PCs who played in *Skirmish* will recognize Hayv as the diplomat who helped them to smooth the tension between Ratik and Clan Ghostbear of the Fruztii.

- Hayv wishes to contact the "Invisible Hunters" and open negotiations with them.
- Hayv is not here under orders from Marner, but is here of his own accord at his own expense.
- Hayv does not offer to pay, but hopes that the PCs will allow him to accompany them anyway.
- He will appeal to their sense of duty to Ratik, telling them that there are "dark days ahead" and that the archbarony will need as many allies as possible.
- If they still refuse, Hayv will produce a magical dagger from inside his coats. It is a family heirloom, but he will part with it if the PCs help him.

Once the PCs agree to let Hayv accompany them, he will get his bodyguard, Zayla who is waiting outside with their horses (stats included in NPC appendix). The PCs can then leave at any time.

Encounter Two

After one day of travel, just before nightfall, patrolling orcs and worgs cross the PCs path. Most likely this encounter will occur while the PCs are preparing to camp. Have each PC make a Listen check versus the DC listed for their EPL. Failure indicates that the PC can take no action during the surprise round. If the PCs are taking precautions to avoid making any noise, then have the Orcs and Worgs also make Listen checks opposed by the lowest Move Silently check in the group.

EPL2: Listen DC = 8

Worg (1): CR 2; Medium Magical Beast; HD 4d10+8; hp 30; Init +2; Spd 50 ft.; AC 14 (touch 12, flat-footed 12) [+2 Dex, +2 natural]; Atk +7 melee (1d6+4, bite); SA Trip; SQ Scent; AL NE; SV Fort +6, Ref +6, Will +3; Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10.

Skills and Feats: Hide +7, Listen +9, Move Silently +7, Spot +9; Alertness.

Orc (1): CR 1/2; Medium Humanoid; HD 1d8; hp 6; Init +0; Spd 30 ft.; AC 15 (touch 10, flat-footed 15) [+3 armor, +2 shield]; +2 melee (1d8+2/critx3, battleaxe); SQ Darkvision; AL CE; SV Fort +2, Ref +0, Will -1; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills and Feats: Listen +1, Move Silently -2, Spot +0; Power Attack.

Possessions: battleaxe, studded leather, large wooden shield, hematite necklace (25 gp).

EPL4: Listen DC = 13

Worg (1): CR 2; Medium Magical Beast; HD 4d10+8; hp 30; Init +2; Spd 50 ft.; AC 14 (touch 12, flat-footed 12) [+2 Dex, +2 natural]; Atk +7 melee (1d6+4, bite); SA Trip; SQ Scent; AL NE; SV Fort +6, Ref +6, Will +3; Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10.

Skills and Feats: Hide +7, Listen +9, Move Silently +7, Spot +9; Alertness.

Orc, Rgr2: CR 2; Medium Humanoid; HD 2d10+2; hp 18; Init +1; Spd 30 ft.; AC 16 (touch 11, flat-footed 15) [+1 Dex, +3 armor, +2 shield]; Atk +7 melee (1d8+4/critx3, battleaxe) or +3 ranged (1d6+4, javelin); SQ Darkvision; AL CE; SV Fort +4, Ref +1, Will +1; Str 19, Dex 13, Con 12, Int 11, Wis 12, Cha 10.

Skills and Feats: Heal +3, Hide +2, Intuit Direction +2, Listen +3, Move Silently +3, Spot +7, Wilderness Lore +5; Alertness, Track.

Possessions: masterwork battleaxe, javelin, studded leather, large wooden shield.

EPL6: Listen DC = 14

Worg (1): CR 2; Medium Magical Beast; HD 4d10+8; hp 30; Init +2; Spd 50 ft.; AC 14 (touch 12, flat-footed 12) [+2 Dex, +2 natural]; Atk +7 melee (1d6+4, bite); SA Trip; SQ Scent; AL NE; SV Fort +6, Ref +6, Will +3; Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10.

Skills and Feats: Hide +7, Listen +9, Move Silently +7, Spot +9; Alertness.

Orc, Rgr3: CR 3; Medium Humanoid; HD 3d10+3; hp 24; Init +5; Spd 30 ft.; AC 16 (touch 11, flat-footed 15) [+1 Dex, +3 armor, +2 shield]; Atk +8 melee (1d8+4/critx3, battleaxe) or +4 ranged (1d6+4, javelin) SQ Darkvision; AL CE; SV Fort +4, Ref +2, Will +2; Str 19, Dex 13, Con 12, Int 11, Wis 12, Cha 10.

Skills and Feats: Heal +4, Hide +2, Intuit Direction +3, Listen +4, Move Silently +4, Spot +7, Wilderness Lore +5; Alertness, Improved Initiative, Track.

Possessions: masterwork battleaxe, javelin, studded leather, large wooden shield.

Orc, Rog3: CR 3; Medium Humanoid; HD 3d6+6; hp 20; Init +3; Spd 30 ft.; AC 15 (touch 13, flat-footed 12) [+3 Dex, +2 armor]; Atk +6 melee (1d6+3/crit 19-20, short sword); SQ Darkvision; AL CE; SV Fort +3, Ref +6, Will +1; Str 17, Dex 16, Con 15, Int 12, Wis 11, Cha 10.

Skills and Feats: Climb +9, Escape Artist +6, Hide +9, Intuit Direction +3, Jump +9, Listen +6, Move Silently +9, Search +7, Spot +6, Tumble +9; Combat Reflexes, Quick Draw.

Possessions: masterwork short sword, leather armor, *potion of delay poison*.

Treasure:

EPL2: necklace (25 gp), 1 orc scalp (5 gp)

EPL4: 1 orc scalp (5 gp), masterwork battleaxe (307 gp)

EPL6: 2 orc scalps (10 gp), masterwork battleaxe (307 gp), masterwork short sword (315 gp), *potion of delay poison* (300 gp)

Encounter Three

Continuing on, the PCs arrive at a clearing that has been prepared as a makeshift trap by orcs.

This small clearing, roughly thirty feet across, appears to have once been a campsite. There is an empty fire pit, and

several bedrolls that appear to have been shredded. Three bodies are lying face down around the fire pit.

The bodies are all male elves. They have been dead for several days (Heal check DC 12) from multiple axe and spear wounds. The orcs killed and disemboweled one of the elves, then trapped live vipers in his guts so that anyone disturbing the body will release them.

Creatures:

Tiny Viper: CR 1/3; Tiny Animal; HD 1/4d8; hp 1; Init +3; Spd 15 ft., Climb 15 ft., Swim 15 ft.; AC 17 (touch 15, flat-footed 15) [+2 size, +3 Dex, +2 natural]; Atk +5 melee (1, bite); SA Poison; SQ Scent; AL N; SV Fort +2, Ref +5, Will +1; Str 6, Dex 17, Con 11, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +12, Hide +18, Listen +8, Spot +8; Weapon Finesse.

Small Viper: CR 1/2; Small Animal; HD 1d8; hp 4; Init +3; Spd 20 ft., Swim 20 ft., Climb 20 ft.; AC 17 (touch 14, flat-footed 14) [+1 size, +3 Dex, +3 natural]; Atk +4 melee (1d2-2, bite); SA Poison; SQ Scent; AL N; SV Fort +2, Ref +5, Will +1; Str 6, Dex 17, Con 11, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +12, Hide +15, Listen +9, Spot +9; Weapon Finesse.

EPL2:

Tiny Vipers(2)

EPL4:

Small Vipers(1), Tiny vipers(2)

EPL6:

Small Vipers(1), Tiny Vipers(6)

Treasure:

A successful search of the bodies (DC 20) will turn up a small pouch that the orcs missed. It contains 10 pp x the EPL.

If the PCs track the orcs who killed the elf foresters, they find them after roughly four hours of travel in Encounter 4.

Encounter Four

Crossing through a dense section of woods, have each PC make a Spot check (DC 12) to find four orc bodies scattered in the underbrush.

These orcs were ambushed by one of the

Invisible Hunters. If nobody makes the Spot check continue to the next encounter.

All of the orcs still have their scalps, so it should be clear that they were not killed by Ratikkan hunters. Hayv will conclude that these orcs must have been killed by the Invisible Hunters if the PCs do not consider the possibility.

One of the orcs is still alive although at -8 hit points. If he can be restored to consciousness, and if someone speaks orcish, the PCs can interrogate him. He will not respond to Diplomacy but an Intimidate check will get him talking.

DC	Helpful info
<10	Go to the abyss you scum.
10-15	My squad was killed by archers hiding in the trees
16-20	They were too small to be humans
>20	Some of their words were elvish

Investigating:

- The arrows that killed the orcs were all masterwork quality.
- No arrows can be found that missed an orc.
- If any PC is an elf or half-elf and has the Craft (Bowmaking or Weaponsmithing) skill, then a successful check (DC 10) indicates that these arrows are typical of elven craftsmanship.

Once the PCs are done with the orcs, they should try to find the tracks of the archer that killed them. Finding his trail requires a Search check (DC 20) and one hour of searching.

Treasure:

4 Orc scalps
1 Masterwork large wooden shield

Encounter Five

This encounter assumes that either the PCs are now tracking the invisible hunter, or have lost the trail of the orcs after failing to Spot the bodies.

There is a momentary break in the trail and you backtrack several dozen paces trying to figure out which direction your quarry went. After several frustrating moments, a voice breaks your concentration. "If you tell me what you are looking for perhaps I can help."

An awakened tree is talking to the PCs. It has been intelligent for several years, a gift from the Loftwood Witch. It spends most of its days sleeping, and even when awake does not bother to open its eyes very often. It will introduce itself only as "tree."

On Orcs:

Clumsy and noisy creatures those. And not very friendly to the trees or the elves. They wear noisy armor and weapons and yell a lot. They make it very difficult to sleep.

On the Hunters:

They kill orcs so they must be friends of the trees and the elves. They are little, littler than you folk (or if there are any Halflings or Gnomes, then "only a little bigger than you folk"). And they are light-footed like the elves are; they barely disturb my roots when they walk by. Some of them live in a valley near here.

On the Loftwood Witch:

She's the bride of the Loftwood. All the plants and animals love her. She said that I am her favorite tree, because she fell in love under my branches. She comes by every season or so to talk with me.

Encounter Six

Following directions to the valley, will lead the PCs to one of the mobile camps of the Invisible Hunters. They do not wish to be discovered, and the entrance to their valley is riddled with many dangerous traps.

EPL2:

Spear Trap: CR 2; +10 ranged (1d8/critx3); Search (DC 20); Disable Device (DC 15).

Spiked Pit Trap (10 Ft. Deep): CR 1; no attack roll necessary (1d6), +8 melee (1d4 spikes for 1d4 points of damage per successful hit); Reflex save (DC 16) avoids; Search (DC 18).

EPL4 (the above plus):

Scything Blade Trap: CR 1; +8 melee (1d8/critx3); Search (DC 21); Disable Device (DC 14).

Spiked Pit Trap (10 Ft. Deep): CR 1; no attack roll necessary (1d6), +8 melee (1d4 spikes for 1d4 points of damage per successful hit); Reflex save (DC 16) avoids; Search (DC 18).

EPL6:

Swinging Spiked Log Trap: CR 2; +12 melee (2d6+4/critx3); Search (DC 18); Disable Device (DC 15).

Spiked Pit Trap (10 Ft. Deep): CR 1; no attack roll necessary (1d6), +8 melee (1d4 spikes for 1d4 points of damage per successful hit); Reflex save (DC 16) avoids; Search (DC 18).

If PCs brave the traps, then a sentry guarding the camp will fire a warning shot from his shortbow in an attempt to scare them off. Once he fires, the lead PC(s) can attempt a Spot check (DC 24) to see “a small, cloaked figure moving stealthily through the underbrush” as he moves to another vantage spot to fire from.

Hayv steps forward and loudly announces “I am called, Hayv. I am a diplomat from the capital of Marner. We wish only to speak with you about an alliance. We share a common enemy in the orcs and gnolls of these woods; and we of Ratik have always considered an enemy of our enemies to be a friend. May we approach and speak face to face?”

There is silence for a short while. An arrow fires from the woods and strikes Hayv in the arm. Zayla immediately jumps in front of him and raises her shield to protect him as he staggers backward.

Each PC is allowed a Spot check to see the archer. A result of 22 allows the PC to locate his position, although he can only be identified as a small, dirty, cloaked figure with a bow. A Spot result of 28, allows that PC to actually see the face of the hunter and identify him as a goblin.

If the PCs rush to attack, Hayv will yell loudly for them to stop, saying:

Even though they do not wish to ally themselves with Ratik, they still help us by fighting against the orc and gnoll raiders. Let us just leave well enough alone.

If the PCs still attack, the hunter will make a noise that sounds like the screech of a hawk or other predatory bird. If the fight lasts more than 10 rounds, then reinforcements will arrive that will more than likely kill the entire party (their stats are listed in the appendix).

Goblin, Rgr5: CR 5; Small Humanoid; HD 5d10+15; hp 45; Init +4; Spd 30 ft.; AC 18 (touch 15, flat-footed 15) [+1 Size, +4 Dex, +3 armor]; Atk +6 melee (1d4/crit19-20, dagger) or +4/+4 melee (1d4/crit19-20, dagger) or +11 ranged (1d6/critx3, shortbow); SQ Darkvision; AL NE; SV Fort +7, Ref +5, Will +2; Str 11, Dex 18, Con 16, Int 13, Wis 12, Cha 9.

Skills and Feats: Hide +16, Listen +11, Move Silently +16, Spot +11, Wilderness Lore +9; Alertness, Point Blank Shot, Track.

Possessions: masterwork shortbow, quiver w/ 10 masterwork arrows, 2 daggers, tanglefoot bag, masterwork studded leather.

Spells Prepared (1, base DC = 11): 1st—*entangle*.

Treasure:

masterwork shortbow, 10 masterwork arrows, masterwork studded leather, tanglefoot bag.

Conclusion

You return from your hunt with little to show for it. Not only were there very few orcs and gnolls to kill, but Hayv’s mission to contact the Invisible Hunters appears to be a failure. Perhaps the next hunt will be more fruitful.

If one or more of the PCs actually identified the hunters as goblins...

But at least you have managed to answer one of the questions about these enigmatic hunters, and can now put a face to them. Perhaps, in the future, their motives will become known.

The End

Experience Point Summary

Encounter One

Accepting the mission without pay
EPL2 20 xp; EPL4 20 xp; EPL6 20 xp;

Encounter Two

Defeating the monsters
EPL2 60 xp; EPL4 100 xp; EPL6 140 xp;

Encounter Three

Killing the vipers
EPL2 30 xp; EPL4 60 xp; EPL6 90 xp;

Encounter Six

Bypassing the traps
EPL2 60 xp; EPL4 80 xp; EPL6 100 xp;

Story Award

Identifying the goblins
EPL2 25 xp; EPL4 25 xp; EPL6 25 xp;

Discretionary roleplaying award

EPL2 30 xp; EPL4 50 xp; EPL6 75 xp;

Total possible experience:

EPL2 225 xp; EPL4 335 xp; EPL6 450 xp;

Treasure Summary

Note: the Treasure is included as a total for the group rather than broken down into individual awards, in case the PCs need to remove a share of treasure for hiring a tracker.

Encounter One

Accept the dagger from Hayv
+1 *dagger* (2302 gp)

Encounter Two

EPL2: necklace (25 gp), 1 orc scalp (5 gp)
EPL4: 1 orc scalp (5 gp), masterwork battleaxe (307 gp)
EPL6: 2 orc scalps (10 gp), masterwork battleaxe (307 gp), masterwork short sword (315 gp), *potion of delay poison* (300 gp)

Encounter Three

EPL2: 200 gp
EPL4: 400 gp
EPL6: 600 gp

Encounter Four

4 Orc scalps (20 gp), 1 masterwork large wooden shield (157 gp).

Encounter Six

masterwork shortbow (330 gp), 10 masterwork arrows (70 gp), masterwork studded leather (157 gp), tanglefoot bag (50 gp).

Adventure Maximums

EPL2 200 gp; EPL4 300 gp; EPL6 400 gp.

Appendix 1: NPCs

Hayv the Tactful, male human Ari2: CR 1; Medium humanoid; HD 2d8+2; hp 15; Init +1; Spd 30 ft.; AC 13 (touch 11, flat-footed 12) [+1 Dex, +2 armor]; Atk +1 melee (1d6/crit 18-20, rapier); AL LN; SV Fort +1, Ref +1, Will +7; Str 10, Dex 13, Con 12, Int 11, Wis 14, Cha 10.

Skills and Feats: Bluff +4, Diplomacy +5, Gather Information +4, Read Lips +5, Sense Motive +9, Speak Language +2; Iron Will, Skill Focus (Sense Motive).

Possessions: rapier, leather armor, pouch containing 10 gp.

A short, balding man wrapped in several thick fur coats. Hayv has a reputation in the Marner court for being able to sense what someone wants and has handled many negotiations between the former Archbaron and the noble houses.

Zayla Steeleedge, female human War3: CR 2; Medium Humanoid; HD 3d8+6; hp 24; Init +1; Spd 30 ft.; AC 16 (touch 11, flat-footed 15) [+1 Dex, +4 armor, +1 shield]; Atk +5 melee (1d6+2/crit 18-20, scimitar) or +4 ranged (1d4, sling); AL NG; SV Fort +5, Ref +2, Will +1; Str 14, Dex 12, Con 15, Int 9, Wis 10, Cha 8.

Skills and Feats: Climb +6, Intimidate +5, Listen +2, Ride +7, Spot +2; Alertness, Combat Reflexes, Quick Draw.

Possessions: scimitar, sling, masterwork chain shirt, buckler, pouch w/ 10 sling bullets, 20 gp.

A tall, statuesque woman with a ruddy complexion betraying her Flannae blood. Zayla is a sell sword and has very little desire to engage in conversation. She will eye warily anyone who approaches Hayv.

Goblin Reinforcements:

Goblin Rgr3 (4): CR 3; Small Humanoid; HD 3d10+6; hp 28; Init +3; Spd 30 ft.; AC 17 (touch 14, flat-footed 14) [+1 size, +3 Dex, +3 armor]; Atk +5 melee (1d6+1/critx3, handaxe); +9 ranged (1d6/critx3, shortbow); SQ Darkvision; AL LE; SV Fort +5, Ref +4, Will +2; Str 12, Dex 16, Con 14, Int 12, Wis 12, Cha 8.

Skills and Feats: Heal +3, Hide +13, Intuit Direction +3, Listen +9, Move Silently +13, Spot +9, Wilderness Lore +3; Alertness, Point Blank Shot, Track.

Possessions: masterwork shortbow, handaxe, masterwork studded leather, quiver w/ 20 masterwork arrows.

Goblin Rgr2 (6): CR 2; Small Humanoid; HD 2d10+4; hp 21; Init +3; Spd 30 ft.; AC 16 (touch 14, flat-footed 13) [+1 size, +3 Dex, +2 armor]; Atk +4 melee (1d6+1/critx3, handaxe) or +7 ranged (1d6/critx3, shortbow); SQ Darkvision; AL NE; SV Fort +5, Ref +3, Will +2; Str 12, Dex 16, Con 14, Int 10, Wis 14, Cha 7.

Skills and Feats: Heal +4, Hide +11, Listen +6, Move Silently +12, Spot +6, Wilderness Lore +7; Alertness, Track.

Possessions: shortbow, handaxe, leather armor, quiver w/ 20 masterwork arrows.

Goblin Rgr1 (12): CR 1; Small Humanoid; HD 1d10+2; hp 12; Init +3; Spd 30 ft.; AC 16 (touch 14, flat-footed 13) [+1 Size, +3 Dex, +2 armor]; Atk +3 melee (1d6+1/critx3, handaxe) or +5 ranged (1d6, shortbow); SQ Darkvision; AL NE; SV Fort +4, Ref +3, Will +2; Str 12, Dex 16, Con 14, Int 10, Wis 14, Cha 7.

Skills and Feats: Heal +4, Hide +11, Listen +6, Move Silently +11, Spot +4, Wilderness Lore +6; Alertness, Track.

Possessions: shortbow, handaxe, leather armor, quiver w/ 10 arrows.