

WARHAMMER
FANTASY
ROLE-PLAY

THE CLUSTER EYE TRIBE



◆ Perilous Encounters with a Forest Goblin Warband ◆

CREDITS

Design and Writing: Dave Allen
Additional Writing: Pádraig Murphy

Cover Illustration: Yugin Maffoli

Illustration: Yugin Maffoli, Ralph Horsley

Graphic Design & Layout: Rory McCormack

Editors: Síne Quinn, Christopher Walz

Production Team: Dave Allen, Anthony Burke,
Emmet Byrne, Walt Ciechanowski, Elaine Connolly,
Zak Dale-Cutterbuck, Donna King, Dániel Kovacs,
Tim Korklewski, T.S. Luikart, Andy Law, Rachael Macken,
Sam Manley, Rory McCormack, Dominic McDowell,
Pádraig Murphy, Kieran Murphy, Eileen Murphy,
Céire O'Donoghue, Jonathan O'Donoghue,
Síne Quinn, Christopher Walz

WFRP 4 Producer: Pádraig Murphy

WFRP 4 Line Developer: Dave Allen

Publisher: Dominic McDowall

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CONTENTS

How to use this book.....	3
Olde Weirde's Incunabulum	4
Creature Advancement Templates.....	8
Soldier	8
Skirmisher	8
Elite.....	8
Chief.....	8
Warlord	9
Shaman.....	9
Shaman Lord.....	9
Mounts	9
Terrors of the Drakwald	10
Spider Venom Arrows	10
Disposition of Vish's Warband	11
The Cluster-Eye Tribe	12
Vish Venombarb – Goblin Chief	12
Bograt the Blasted – Goblin Shaman.....	13
Blackhearted Nurd – Goblin Elite	14
Bugshot – Goblin Skirmisher.....	15
Careful What You Vish For.....	15
A Map to Black Pit	15
The Spite Stealers	15
Racing Mancatchers	15
Encounters with Vish's Warband	16
Trait Summary	19



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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.

