

TRIBES ANTHOLOGY I

A Pathfinder Roleplaying Game Compatible TRIBES supplement by Creighton Broadhurst and Eric Menge



TRIBES: ANTHOLOGY I

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TRIBES: Anthology I presents the following tribes:

- **Bleached Skull Gnolls:** These feral denizens of the deep woods worship bloodspawn treants.
- **Hobgoblins of the Mailed Fist:** Skilled and disciplined these warriors can call upon cavalry riding gigantic elder bats.
- **Kobolds of the Fallen Halls:** Two tribes of kobolds, led by their draconic masters, fight for mastery over a fallen dwarven hold.
- **Pazuzu's Fury:** Born of anger and corruption these harpies lure the unsuspecting and weak to gory ends.
- **Troglodytes of the Tentacled One:** Dwelling amid cyclopean ruins buried deep below the Orestone, these degenerate creatures worship an elder horror.

Each tribe uses unique feats, spells and magic items to wage war upon their enemies. Each tribal writeup benefits from many stat blocks so that a busy GM can hurl these ferocious foes at his PCs with little preparation.



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ERRATA

We would like to think *Tribes: Anthology I* is completely error free and that absolutely no mistakes have crept in during design or editing. However, we are realists. So in that spirit, we shall post errata three months after first on ragingswan.com. We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

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STAT BLOCKS BY CR

CR 0: Bat Familiar, Human Blood Zombie, Irix, Weasel Familiar

CR 1/4: Blackened Eye Warrior

CR 1/3: Bloodied Tail Warrior, Dire Rate Pet

CR 1/2: Blackened Eye Champion, Bleached Skull Non-Combatant, Bleached Skull Young

CR 1: Blackened Eye Adept, Blackened Eye Miner, Blackened Eye Scout, Bleached Skull Warrior, Bloodied Tail Adept, Bloodied Tail Bodyguard, Bloodied Tail Trap Smith, Bloodied Tail Spider Rider, Ebon Lake Young, Hunting Spider, Troglodyte

CR 2: Alaeix's Concubine, Degenerate Troglodyte, Ebon Lake Female, Mailed Fist Archer, Mailed Fist Warrior

CR 3: Black Wing of Asgiroth, Black Wing Rider, Bleached Skull Scout, Bleached Skull Sergeant, Ebon Lake Warrior, Elite Mailed Fist Archer, Elite Mailed Fist Warrior, Sygax (Bloodied Tail Chieftain)

CR 4: Alaeix (Blackened Eye Chieftain), Bleached Skull Champion, Bleached Skull Sniper, Ebon Lake Hunter

CR 5: Bleached Skull Shaman, Ebon Lake Champion, Elder Black Wing of Asgiroth, Elite Black Wing Rider, Fiendish Harpy, Lesser Acolyte, Mailed Fist Battle Cleric, Mailed Fist Beast Master, Unurnyth (Bloodied Tail Adept)

CR 6: Furious Harpy, Harpy Scout, Mailed Fist War Chanter

CR 7: Acolyte Guard, Black Wing Sorcerer, Bleached Skull Chieftain, Bleached Skull Great Shaman, Garix (Ebon Lake Chieftain), Harpy Cantor, Harpy Stalker, Ugly Duckling

CR 8: Antharuthux, Harpy Slayer, Harpy Tempest

CR 9: Bloodspawn Treant, Dereghwyr, Harpy Abbess, High Acolyte, Irfel-Thoth, Mailed Fist Battle Marshal

CR 10: Corrupting Aspect of Pazuzu Harpy Sancristan

CR 11: Mailed Fist War Leader

ABOUT TRIBES

BLEACHED SKULL GNOLLS

Feral denizens of the deep woods, the Bleached Skull Gnolls are creatures of atavistic desires and sadistic lusts. Ferocious warriors and terrible foes they worship the primal, blood-soaked spirits of the woodlands, and war with their neighbours for booty and sacrifices to bury alive beneath their sacred trees.

*Legend speaks of a forsaken tribe,
Who from their kith and kin do hide,
Among the deep shadows of twisted trees,
From where all mercy and sorrow flees,
They worship primal spirits of yore,
Their reeking death pits oozing gore,
Bleached skull trophies mark their lands,
And the blood of countless stains their hands...*

HOBGOBLINS OF THE MAILED FIST

Equally renowned for their battle skills and mercenary hearts, the warriors of the Mailed Fist fight for anyone with the coin to pay them. Heavily-armoured, disciplined and well-trained, those that stand below the Mailed Fist's banner are formidable fighters capable of great slaughter. High above, their winged cavalry – elite warriors and battlecasters astride gigantic black bats – hurl missiles and spells down upon their hapless foes.

*Many roads feel the sound of their warlike tread,
They command our respect, they inspire our dread,
Scarred veterans of a hundred battles,
Their war-cries chill us, their armour rattles,
Death comes in bloody melee and from the air,
Fighting for coin, they kill without care,
Led by shaman wicked and warriors bold,
The Mailed First hobgoblins are a sight to behold...*

KOBOLDS OF THE FALLEN HALS

In the cloying dark of a dwarven hold long lost to fang and claw, two degenerate tribes of furtive kobolds fight a brutal war of deadly traps and sudden ambush. Driven relentlessly on by their draconic masters, only the utter annihilation of one tribe will end this decades-long rivalry.

*Where dwarves once laughed and sang and toiled,
Bones now lie bleached and bodies boiled,
Slain by trap and fang or claw,
Or breathed on by dragons' maw,
In the cloying darkness ambush awaits,
Down ruined passage, beyond mangled gates,
Beneath the earth, in once hallowed halls,
Death now creeps and sneaks and crawls...*

PAZUZU'S FURY

Born of anger, resentment and corruption, the harpies of Pazuzu's Fury lure the unsuspecting and weak-willed to gory ends under tooth and talon. Their devotion to Pazuzu - the prince of winged demons - grants them horrific powers yet fuels an appetite that can be assuaged but never satisfied. Fear the rising of the blood moon, when the harpies take wing. Close your ears to their sweet song, for it brings naught but death.

*They lair in squalor, dark and rank,
In caves diseased and towers dank,
Spawn of demon, once daughters of light,
A sisterhood without mercy has taken flight,
Now death comes swift on tainted wings,
For few can resist when a harpy sings,
Their teeth and claws will rend away,
And Pazuzu's Fury will have their prey...*

TROGLODYTES OF THE TENTACLED ONE

In the dark, wild places far below the wave-flecked flanks of a forlorn, wave-lashed island lurk the degenerate troglodytes of the Tentacled One. Dwelling amid the tumbled cyclopean ruins of a forgotten epoch, the troglodytes toil in their labyrinthine, stench-filled caverns at the behest of their bloated, tentacled master. Emerging on fog-shrouded nights when a sullen, gibbous moon hangs low in the sky the troglodytes raise their croaking voices to the ebon heavens in terrible, half-forgotten rites of veneration to unknown, elder beings.

*Under a wave-lashed isle, barren, and cold,
Lives a race depraved and ages old,
In perpetual darkness, beneath the ground,
This most primitive of tribes can be found,
Tattooed savages one and all,
Answering only to their master's call,
Among stench-filled ruins they hunt and kill,
Bound solely to the alien will,
Of an unspeakable creature, dire and bloated,
In the stagnant slime of ages coated,
Artifacts of renown its tentacles take,
To the brackish waters of the Ebon Lake,
Where this ancient evil plots and schemes,
Of power beyond mere mortals' dreams...*

ABOUT THE DESIGNERS

Creighton is a keen gamer who passionately believes in the Open Gaming License and is dedicated to making his games as fun and easy to enjoy as possible for all participants. Reducing or removing entry barriers, simplifying pre-game prep and easing the GM's workload are the key underpinning principles of the products he releases through Raging Swan Press.

Over the last 11 years, Creighton has worked with Expeditious Press, Paizo and Wizards of the Coast. He now releases his own products through Raging Swan Press. You can read his thoughts on game design at raging-swan.livejournal.com.

Creighton lives in Torquay, England where, apparently, the palm trees are plastic and the weather is warm. He shares a ramshackle old mansion with his two children ("Genghis" and "Khan") and his patient wife. Famed for his unending love affair

with booze and pizza he is an enduring GREYHAWK fan.

Eric is an author, editor, game-designer and intermittent attorney. He has designed adventures, written web articles and acted as a campaign administrator for Wizards of the Coast. He is an author and editor for Raging Swan Press. He has served as a telecommunications attorney for the U.S. Small Business Administration and then in private practice where he represented wireless telecom companies and a non-profit broadcaster.

Eric lives in Virginia with his linguistic wife Amy and his daughter who is doing her best to ruin his productivity through sheer cuteness. He is currently creating an online graphic novel *Snow-by-Night* (snowbynight.com), a tale of colonial fantasy. He now dreams of muskets, alchemy and snow in the moonlight.

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READING STAT BLOCKS

Tribes Anthology I includes all necessary stat blocks; these notes explain how to read them. Unless otherwise noted, all listed scores include all the creature's normal modifiers. Stat blocks appear in four sections: basic, defensive, offensive and supplemental.

BASIC

Name, CR and XP: The monster's name appears first followed by its CR and how many experience points it is worth. If more than one creature is encountered, a bracketed number lists how many appear.

Appearance: The GM can read aloud or paraphrase this section. If a picture depicts the creature, this section may be omitted.

Sex, Race, Class and Level: If the monster has class levels these appear here along with its race and sex. The first noted class is the creature's favoured class.

Alignment and Type: The creature's abbreviated alignment and its type (including applicable subtypes).

Init and Senses: This creature's initiative modifier appears before any special senses (such as scent or darkvision) and the creature's Perception and Sense Motive scores. If the creature has special Perception-based abilities, such as trapfinding or stonecunning, these appear here.

Speed: The creature's modified land speed appears first along with any other relevant speeds (such as climb or fly). If the creature's base land speed is different to its modified speed this is also listed.

ACP and Movement Skills: ACP presents the creature's normal armour check penalty modifier. If the creature's Acrobatics, Climb, Escape Artist, Fly, Ride, Stealth or Swim modifier differs from the relevant ability modifier minus its armour check penalty, these skills appear here.

DEFENSIVE

AC: The creature's normal, touch and flat-footed AC along with its CMD; additionally this section lists any defensive powers or abilities that affects the creature's AC.

Immune, Resist and Weaknesses: If the creature has immunity, resistance or a vulnerability to an effect or condition it appears here.

Fort, Ref and Will: The creature's saving throw modifiers along with any conditional modifiers and defensive powers (such as evasion) and spell resistance appear here.

HP: The creature's full, normal hit points along with the number of hit dice it possesses. A bracketed hit point total indicates that the creature is injured. If the creature has damage reduction or hardness it appears here.

OFFENSIVE

Space, Base Atk and CMB: The creature's space, base attack bonus and CMB.

Melee: This section lists a creature's melee attacks. If the attack has a reach that is not 5 ft. it is listed here. Each attack includes attack bonus and damage information. If the attack

has the default critical hit characteristics (20/x2) this information is omitted.

Ranged: This section lists the creature's ranged attacks. It always includes the attack's range. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Atk Options: This section lists any abilities or feats that can affect the creature's attacks. Subsequent listings describe all but the most basic abilities in more depth.

Special Actions: This section lists any useful abilities that a creature could use in battle. Subsequent listings describe all but the most basic abilities in more depth.

Spells and Spell-Like Abilities: The creature's caster level, along with its concentration modifier and domains appears in brackets before the main spell listing. If one or more of the creature's spells require a touch attack, the relevant attack bonus is included. Spells available appear in reverse order from highest to lowest level. Spells denoted ^D are domain spells. If applicable, a spell's DC is also provided.

Combat Gear: This section lists any combat-related equipment the creature possesses.

SUPPLEMENTAL

Abilities and Special Qualities: These sections list the creature's ability scores and any special qualities that do not appear anywhere else in its stat block.

Feats: An alphabetical listing of all the creature's feats.

Skills and Languages: These sections list any skills the creature possesses that have not already appeared in the stat block and all languages spoken or understood. Any language-based special abilities also appear here.

Gear: This section lists any gear not already listed in the creature's stat block. This section hardly ever contains weapons or armour as they usually appear in the relevant sections above.

Spellbook: The contents of the creature's spellbook and its barred schools.

SPECIAL ABILITIES

Special abilities appear in the section to which they are best suited. Thus, offensive abilities appear with a creature's attacks while defensive ones appear with its other defences. Full write-ups of irrelevant powers (such as those that could not affect combat) are omitted. The effects of abilities that factor into a creature's normal attacks or defences have already been included in the relevant calculations.

FEATS

TYPES OF FEATS

Tribes Anthology I introduces a number of new feats utilised by the various tribes described herein. Each feat is presented in the following manner:

Prerequisites: This entry is absent if the feat has no prerequisites. Otherwise, it lists the qualifying features a character must have to select the feat.

Benefit: This section details what the feat enables the character to do or lists the bonuses it provides.

Special: If the feat has additional benefits (or synergistic qualities with another feat), they are listed here.

Normal: This listing is absent if not having the feat causes no particular drawback or penalty. Otherwise, it presents the limitations or drawbacks faced by a character without this feat.

FEAT DESCRIPTIONS

AERIAL COMBAT [BATTLE]

You are particularly skilled at fighting while riding a flying mount.

Prerequisites: Skill Focus (Ride), base attack bonus +2, tribal membership (Mailed Fist)

Benefit: When fighting from the back of a flying mount, you gain a +1 circumstance bonus to attack and weapon damage rolls. Additionally, you can handle your mount (see the Handle Animal skill listing in the *Pathfinder Roleplaying Game Core Rulebook* for more information) as a free action or push it as a move action.

Normal: Handling an animal requires a move action unless a druid or ranger is handling his animal companion.

CASUAL SONG [BATTLE]

Your song is second nature, and you maintain it with casual ease.

Prerequisites: Tribal membership (Pazuzu's Fury), *captivating song*.

Benefit: Your *captivating song* only requires a move action to activate and maintain.

Normal: Your *captivating song* requires a standard action to activate and maintain.

CAVERN STRIDE

You are adept at moving through caverns.

Prerequisites: Dex 13.

Benefit: When in a cavern, you can move through 10 feet of difficult terrain each round as if it were normal terrain. Cavern Stride enables you to take a 5-foot step into difficult terrain while in a cavern.

BATTLE FEATS

Battle feats are a new kind of combat-focused feat designed to add flavour to combats featuring warriors of a given tribe. Such feats represent the warriors' battle training and tribal fighting style. Most require a base attack bonus of at least +1. Fighters of the appropriate can use their bonus feats to choose Battle feats.

Additionally, and at the GM's discretion, a character finding a member of the relevant tribe willing to teach a Battle feat can select the relevant feat once he has completed his training.

COLLECTIVE SONG [BATTLE, TEAMWORK]

You weave your song with your sisters, strengthening its power.

Prerequisites: Tribal membership (Pazuzu's Fury), *captivating song*.

Benefit: You may join with other harpies to create a single *captivating song*. All harpies participating in the song must be within 30 feet of each other and have this feat. Creatures within 300 feet of any harpy in the song must make a Will save.

The DC of the Collective Song is equal to the *captivating song* DC of the highest hit die harpy singing plus 1 for each additional participating harpy. The number of harpies cooperating in a Collective Song is limited to the Charisma modifier of the harpy in the song with the highest hit dice.

If one of the harpies using Collective Song dies, all captivated targets immediately make a new saving throw against the reduced DC.

DARK KNOWLEDGE

Lacking formal training, you have participated in dark rituals to expand your knowledge of forbidden rites and practices.

Prerequisite: Caster level 1st, Wis 11.

Benefit: You gain the spell-like ability to cast *deathwatch* and *doom* each once per day.

DAZING BLOW [BATTLE]

A swift blow to the head momentarily dazes your opponent.

Prerequisite: Str 15, Staggering Blow, tribal membership (Bleached Skull).

Benefit: If you hit your opponent using the attack or full-attack option, the target is dazed for 1 round. The target can attempt a Fortitude saving throw (DC = 10 + 1/2 the attacking character's HD + Strength modifier) to negate this effect. You

can attempt a dazing blow once per day for every four hit dice you have attained.

Special: If you have Improved Bull Rush, you can attempt a dazing blow twice per day for every four hit dice you have attained.

DAZING SHOT [BATTLE]

You shoot your unaware target and momentarily daze it.

Prerequisites: Tribal membership (Blackened Eye), base attack bonus +2.

Benefit: If you hit a flat-footed opponent with a ranged attack, you deal damage and daze it (takes no actions, but has no penalty to AC) until the end of the next round. The target can attempt a Fortitude saving throw (DC = 10 + 1/2 attacking character's HD + Dexterity modifier) to negate the daze effect.

DEATH FROM ABOVE [BATTLE]

As you hover over a foe, you strike down with sudden fury.

Prerequisites: Tribal membership (Pazuzu's Fury), Hover.

Benefit: If you are hovering above your target, you may make a melee attack as a standard action. The target is flat-footed against this attack.

FEATHERED DISTRACTION [BATTLE]

You swirl your wings, obscuring your body from attackers.

Prerequisites: Tribal membership (Pazuzu's Fury), Dodge, must have wings.

Benefit: You may use a move action to enfold yourself with your wings, giving you a +2 dodge bonus to AC for 1 round. You cannot fly and use this ability at the same time.

HIT AND RUN [BATTLE]

You dart in to attack your foe and then quickly move back to avoid a counter attack.

Prerequisites: Tribal membership (Bloodied Tail), base attack bonus +1.

Benefit: If you hit your opponent with a melee attack, you can take a 5-foot step even if you have already moved during your turn. You cannot exceed your movement rate for the round.

Normal: You cannot take a 5-foot step and move in a round.

IMPROVED BRACE [BATTLE]

You are adept at bracing your weapon to receive an enemy's charge.

Prerequisites: base attack bonus +1, tribal membership (Mailed Fist).

Benefit: You can only utilise this feat when using a weapon with the brace special quality. When bracing your weapon to receive a charging enemy, you double its threat range and gain a +2 circumstance bonus on your attack roll (and any subsequent threat confirmation roll).

IMPROVED FLANK [BATTLE]

Flanked by you and your battle companions, the target of your attacks finds it difficult to ward off your strikes.

Prerequisites: Tribal membership (Blackened Eye), base attack bonus +1.

Benefit: You gain a +3 bonus on attack rolls when you flank an opponent with an ally who also possesses this feat.

Normal: Flanking bestows a +2 bonus to attack rolls.

GREATER CAVERN STRIDE

You are adept at moving through caverns.

Prerequisites: Dex 13, Cavern Stride.

Benefit: When you are in a cavern or other underground locale, you can move through 30 feet of difficult terrain each round as if it were normal terrain.

GREATER DARK KNOWLEDGE

Lacking formal training, you have delved deeper into the forbidden rites and practices of a fallen people.

Prerequisite: Dark Knowledge, caster level 3rd, Wis 12

Benefit: You gain the spell-like ability to cast *darkness* and *death knell* each once per day.

GREATER RENDING CLAWS [BATTLE]

Striking your enemy with both claws, you rip and tear its flesh.

Prerequisites: Rending Claws, tribal membership (Ebon Lake), base attack bonus +3.

Benefit: If you hit one target with both claw attacks, you deal an extra 2 points of damage. This extra damage is applied to only one attack. This damage stacks with the bonus damage granted by Rending Claw.

GREATER SHIELD WALL [BATTLE]

Locking shields with your comrades, you present a formidable obstacle to your enemies.

Prerequisites: Shield Wall, base attack bonus +4.

Benefit: Your shield bonus increases by +1 if you are adjacent to an ally who is using a shield in conjunction with the Shield Wall feat. This bonus stacks with that Shield Wall.

NEW FEATS

FEAT	PREREQUISITES	BENEFIT
Aerial Combat* ²	Skill Focus (Ride), BAB +2	+1 to weapon and damage rolls and handle mount as a free action
Casual Song* ⁴	<i>Captivating song</i> ,	Maintain <i>captivating song</i> as a move action
Cavern Stride	Dex 13	Move through 10 ft. of difficult cavern terrain as if it were normal terrain.
Collective Song* ⁴	<i>Captivating song</i>	Join with other harpies to create a more powerful song
Dark Knowledge	Caster level 1st, Wis 11	Gain <i>deathwatch</i> and <i>doom</i> as spell-like abilities each usable 1/day.
Dazing Blow* ¹	Str 15, Staggering Blow	Daze opponent with successful attack
Dazing Shot* ^{3(a)}	BAB +2	Successful ranged attack damages and may daze target.
Death from Above* ⁴	Hover	While hovering, targets below you are flat-footed
Feathered Distraction* ⁴	Dodge, Must have wings	Move action to gain +2 dodge bonus to AC
Greater Cavern Stride	Dex 13, Cavern Stride	Move through 30 ft. of difficult cavern terrain as if it were normal terrain
Greater Dark Knowledge	Dark Knowledge, caster level 3rd, Wis 12	Gain <i>darkness</i> and <i>death knell</i> as spell-like abilities each usable 1/day.
Greater Rending Claws* ⁵	Rending Claws, BAB +3	Deal an extra 2 damage if both claws hit.
Greater Shield Wall* ²	Shield Wall, BAB +4	+1 shield bonus when adjacent to ally with Shield Wall feat
Hit and Run* ^{3(b)}	BAB +1	With an attack, you can take a 5 ft. step even if you have moved.
Improved Brace* ²	BAB +1	Brace weapon to double threat range and gain +2 on attack roll
Improved Flank* ^{3(a)}	BAB +1	Gain a +3 bonus on flank attacks instead of +2.
Improved Shield Smash* ²	BAB +3	Remove opponent's shield bonus from AC until next action
Nauseating Shot* ^{3(a)}	BAB +3	Successful ranged attack damages and may nauseate target.
Precise Ray	Dex 13, BAB +1	Ignore soft cover when firing ray and gain a +4 bonus to confirm threats
Racial Enemy		+2 on Intimidate, CMB and weapon attack and damage rolls
Rending Claws* ⁵	BAB +1	Deal an extra 2 damage if both claws hit.
Savagery	Str 13, BAB +1	+1 on attacks and to CMB, -2 AC
Selective Song* ⁴	<i>Captivating Song</i>	Can exclude targets from <i>captivating song</i>
Shield Wall* ²	BAB +1	+1 shield bonus when adjacent to ally with Shield Wall feat
Shrill Screech* ⁴	BAB +7	Chance to stun target with a critical hit
Sniping Strike* ^{3(a, b)}	BAB +1	Can hide more easily after making a ranged attack.
Spider Handler* ^{3(b)}	BAB +1	Can handle bonded spider as a free action; +2 on poison saves.
Spider Rider* ^{3(b)}	Spider Handler	+4 on Ride checks and bonus to melee attacks while mounted.
Staggering Blow* ¹	Str 15, BAB +1	Make a free bull rush attempt on a successful melee attack
Stalwart Stance	Str 13, BAB +1	+4 bonus to CMD vs. bull rush and trip
Stunning Blow* ¹	Str 17, Staggering Blow, BAB +5	Stun opponent with successful attack
Sudden Strike	BAB +1	+2 on attack rolls against flat-footed opponents

*This is a Battle feat and can only be chosen by a member of the appropriate tribe

1 Members of the Bleached Skull tribe can take this feat

2 Members of the Mailed Fist tribe can take this feat

3 Members of either the Blackened Eye tribe (a) or the Bloodied Tail tribe (b) can take this feat

4 Members of Pazuzu's Fury can take this feat

5 Members of the Ebon Lake can take this feat

IMPROVED SHIELD SMASH [BATTLE]

With a mighty strike, you push your opponent's shield away exposing his body.

Prerequisites: base attack bonus +3, tribal membership (Mailed Fist).

Benefit: If you use a one-handed or two-handed melee weapon (but not a light weapon or rapier) to injure an opponent you push or hook his shield away from his body, removing his

shield bonus from his armour class until the start of his next round. The target can attempt a Reflex saving throw (DC = 10 + 1/2 the attacking character's HD + Strength modifier) to negate this effect.

You can attempt a shield smash once per day for every four hit dice you have attained.

Special: If you have Improved Disarm, you can attempt a shield smash twice per day for every four hit dice you have attained.

NAUSEATING SHOT [BATTLE]

You shoot your unaware target and momentarily nauseate it.

Prerequisites: Tribal membership (Blackened Eye), base attack bonus +3.

Benefit: If you hit a flat-footed opponent with a ranged attack, you deal damage and nauseate it (target unable to attack, cast spells, concentrate on spells, or do anything else requiring attention) until the end of the next round. The target can make a Fortitude saving throw (DC = 10 + 1/2 attacking character's HD + Dexterity modifier) to negate the nauseate effect.

PRECISE RAY

Waiting for just the right moment, you cast your ray unerringly at your target.

Prerequisites: Dex 13, base attack bonus +1.

Benefit: You are skilled at shooting rays into combat. The target of your ranged touch attacks does not gain the benefit of soft cover granted by interposing combatants. Additionally, you gain a +4 bonus to confirm threats inflicted with a ray.

Normal: Creatures, even enemies, normally provide soft cover (+4 to AC, but no bonus on Reflex saves) against ranged attacks.

RACIAL ENEMY

You loath members of a certain race or species.

Benefit: You gain a +2 morale bonus on weapon attack and damage rolls, combat manoeuvres checks and Intimidate checks made against a certain race of enemy.

RENDING CLAWS [BATTLE]

Striking your enemy with both claws, you rip and tear its flesh.

Prerequisites: Tribal membership (Ebon Lake), base attack bonus +1.

Benefit: If you hit one target with both claw attacks, you deal an extra 2 points of damage. This extra damage is applied to only one attack.

SAVAGERY

In battle, you care little for your own protection, instead focusing on the destruction of your enemies.

Prerequisites: Str 13, base attack bonus +1.

Benefit: You gain a +1 morale bonus on all attack rolls and combat manoeuvre checks, when using this feat as part of an attack or full-attack action. Such recklessness in battle, however, bestows a -2 penalty to your armour class. You must choose to use this feat before making an attack roll, and its effects last until the start of your next turn.

SELECTIVE SONG [BATTLE]

You focus your song to exclude allies from your ensnarement.

Prerequisites: Tribal membership (Pazuzu's Fury), *captivating song*.

Benefit: When you use your *captivating song*, you can choose a number of targets in the area up to your Charisma modifier. Your *captivating song* does not affect these targets.

Normal: Your *captivating song* affects all non-harpies.

SHIELD WALL [BATTLE]

Locking shields with your comrades, you present a formidable obstacle to your enemies.

Prerequisites: base attack bonus +1, tribal membership (Mailed Fist).

Benefit: Your shield bonus increases by +1 if you are adjacent to an ally who is using a shield in conjunction with the Shield Wall feat.

SHRILL SCREECH [BATTLE]

You scream in victory from the thrill of a well-placed strike.

Prerequisites: Tribal membership (Pazuzu's Fury), base attack bonus +7.

Benefit: When you confirm a critical hit, you screech at the target as a free action. The target must make a Fortitude saving throw (DC 10 + 1/2 harpy's HD + Cha modifier) or be stunned for 1 round.

SPIDER HANDLER [BATTLE]

You have a special bond with your pet allowing you to easily control it in combat.

Prerequisites: Tribal membership (Bloodied Tail), base attack bonus +1.

Benefit: You have formed a close bond with a giant spider. The spider is your friend and battle-companion, and you fight well together. You can handle the bonded spider as a free action or push it as a move action. Additionally, you gain a +2 bonus on saving throws against poison.

Normal: Handling an animal is a move action; pushing an animal is a full-round action.

SPIDER RIDER [BATTLE]

Bonded with your spider-mount, you ride your pet with ease.

Prerequisites: Tribal membership (Bloodied Tail), Spider Handler.

Benefit: You gain a +4 bonus on Ride checks made while riding a spider. Additionally, while mounted on a spider you gain a +1 bonus on attack rolls for every four levels that you possess.

SNIPING STRIKE [BATTLE]

From your hiding place, you shoot at your foe before quickly ducking back out of view.

Prerequisites: Tribal membership (Blackened Eye or Bloodied Tail), base attack bonus +1.

Benefit: As long as you are at least 10 feet from your target, you take a -10 penalty to your Stealth check to maintain your obscured position after making a single ranged attack.

Normal: You take a -20 penalty to your Stealth check to maintain your obscured location after making a ranged attack.

STAGGERING BLOW [BATTLE]

The strength of your blows forces your enemy to give ground.

Prerequisites: Str 15, base attack bonus +1, tribal membership (Bleached Skull).

Benefit: If you hit an opponent with a melee attack and deal damage, you can immediately make a bull rush attack as a free action. (If you used Staggering Blow as part of a charge action, you gain a +2 bonus on this check.) Resolve this action as if you had made a normal bull rush attack. You can attempt a staggering blow once per day for every four hit dice you have attained.

STALWART STANCE

Digging your heels in you resist your enemy's attempts to force you back.

Prerequisites: Str 13, base attack bonus +1.

Benefit: You gain the benefits of stability (+4 bonus to Combat Manoeuvre Defence to resist bull rush or trip attempts

while standing on the ground). This bonus stacks with the dwarven racial ability stability.

Special: If you have Improved Bull Rush, you can attempt a staggering blow twice per day for every four hit dice you have attained.

Normal: If you make a bull rush attempt, you do not damage your target with the same attack. Without Improved Bull Rush, your bull rushes provoke attacks of opportunity.

STUNNING BLOW [BATTLE]

The savagery of your attack momentarily stuns your opponent.

Prerequisites: Str 17, Dazing Blow, Staggering Blow, base attack bonus +5, tribal membership (Bleached Skull).

Benefit: If you hit your opponent using the attack or full-attack option, the target is stunned for 1 round. The target can attempt a Fortitude saving throw (DC = 10 + 1/2 the attacking character's HD + Strength modifier) to negate this effect. You can attempt a stunning blow once per day for every four hit dice you have attained.

Special: If you have Improved Bull Rush, you can attempt a stunning blow twice per day for every four hit dice you have attained.

SUDDEN STRIKE

Before your enemy can react, you launch a devastating attack.

Prerequisites: Base attack bonus +1.

Benefit: You gain a +2 circumstance bonus on attack rolls against flat-footed opponents. An injured opponent is dazed for 1 round.

FEATS BY TRIBE

BLEACHED SKULL GNOLLS

- Dazing Blow, Racial Enemy, Staggering Blow, Savagery, Sudden Strike, Stunning Blow.

HOBGOBLINS OF THE MAILED FIST

- Aerial Combat, Improved Brace, Greater Shield Wall, Improved Shield Smash, Precise Ray, Shield Wall, Stalwart Stance.

KOBOLDS OF THE FALLEN HALLS

- **Blackened Eye:** Dazing Shot, Improved Flank, Nauseating Shot, Sniping Strike.
- **Bloodied Tail:** Hit and Run, Spider Handler, Spider Rider, Sniping Strike.

PAZUZU'S FURY

- Casual Song, Collective Song, Death from Above, Feathered Distraction, Selective Strike, Shriill Screech.

TROGLODYTES OF THE TENTACLED ONE

- Cavern Stride, Dark Knowledge, Greater Cavern Stride, Greater Dark Knowledge, Greater Rending Claws, Rending Claws.

SPELLS

SPELL LISTS

ADEPT SPELLS

1ST-LEVEL ADEPT SPELLS

Darken Scales (Bloodied Tail): Provides +4 bonus to Stealth checks made to hide and improves the subject's natural armour bonus by 1.

Furtive Step (Bloodied Tail): Provides a +4 bonus to Stealth checks made to move silently and makes it harder to track the subject.

Lightning Lance (Bleached Skull): 1d4 lightning damage (max 5d4).

Obscuring Wind (Bleached Skull): Creatures in the area are blinded.

2ND-LEVEL ADEPT SPELLS

Occlude Trap (Bloodied Tail): Makes it harder to detect the trap and mentally alerts the caster when the affected trap triggers.

Sickening Glare (Bleached Skull): One creature is sickened for 1 round/level.

Skull Ward (Bleached Skull): Creates a magical ward from a skull.

3RD-LEVEL ADEPT SPELLS

Enervating Shadows (Bloodied Tail): Shadows exhaust or fatigue targets.

Lightning Lance, Greater (Bleached Skull): 1d4 lightning damage (max 10d4 and target blinded).

Nauseating Glare (Bleached Skull): One creature is nauseated for 1 round/level.

BARD SPELLS

1ST-LEVEL BARD SPELLS

Reprise (Pazuzu's Fury): Subject rerolls successful saving throw.

2ND-LEVEL BARD SPELLS

Insidious Vapour (Pazuzu's Fury): Subjects take -5 to Wisdom-based checks and Will saving throws.

3RD-LEVEL BARD SPELLS

Glorious Slaughter (Pazuzu's Fury): Grant ally melee or ranged attack.

CLERIC SPELLS

2ND-LEVEL CLERIC SPELLS

Aura of the Grave (Ebon Lake): Negative energy damages attackers.

3RD-LEVEL CLERIC SPELLS

Wall of Water (Ebon Lake): A wall of turbulent water obscures vision and is difficult to move through.

Weight of Ages: Temporarily ages the target two age categories.

4TH-LEVEL CLERIC SPELLS

Greater Weight of the Ages (Ebon Lake): Temporarily ages the target three age categories.

DRUID SPELLS

1ST-LEVEL DRUID SPELLS

Winglord (Pazuzu's Fury): Your base fly speed increases by 10 ft.

RANGER SPELLS

1ST-LEVEL RANGER SPELLS

Winglord (Pazuzu's Fury): Your base fly speed increases by 10 ft.

SORCERER/WIZARD SPELLS

2ND-LEVEL SPELLS

Insidious Vapour (Pazuzu's Fury): Subjects take -5 to Wisdom-based checks and Will saving throws.

Trench (Mailed Fist): Creates a 5 ft. wide, 10 ft. deep trench in the ground.

3RD-LEVEL SPELLS

Gouging Blade (Pazuzu's Fury): Gives a weapon the wounding ability.

Spiked Trench (Mailed Fist): Creates a 5 ft. wide, 10 ft. deep spiked-filled trench in the ground.

4TH-LEVEL SPELLS

Flaming Trench (Mailed Fist): Creates a 5 ft. wide, 10 ft. deep flame-filled trench in the ground.

SPELL DESCRIPTIONS

AURA OF THE GRAVE

Level cleric 2 (necromancy)

Casting Time 1 standard action; **Components** V, S

Range personal; **Target** you; **Duration** 1 round/level (D)

Saving Throw Will halves; **Spell Resistance** yes

This spell wreathes you in an aura of negative energy. You are immune to negative energy, but any living creature in an adjacent square takes 1d6 +1 point per caster level (maximum +15) negative energy damage when it attacks you. This spell cures any undead in an adjacent square a like amount.

DARKEN SCALES

Level adept 1 (transmutation)

Casting Time 1 standard action; **Components** V, S

Range touch; **Target** creature touched; **Duration** 1 hour/level

Saving Throw none; **Spell Resistance** yes

With a touch of your hand, you cause a creature's scales to darken. This effect bestows a +4 circumstance bonus to the affected creature's Stealth checks made to hide in areas of shadowy illumination or darkness. Additionally, the creature's natural armour bonus improves by +1.

ENERVATING SHADOWS

Level adept 3 (conjunction [shadow])

Casting Time 1 standard action; **Components** V, S, M (lump of coal)

Range close (25 ft. + 5 ft./2 levels); **Area** 20 ft. radius spread; **Duration** 1 round/level (D)

Saving Throw Fortitude; see text; **Spell Resistance** yes

This spell causes a field of writhing shadows to appear. These shadows do not block movement, but writhe and grasp at those within the area of affect, as if attempting to grapple and strike at such individuals.

Characters within the area of affect must succeed on a Fortitude saving throw or become exhausted for as long as they remain in the area of affect and for 1d4+1 rounds after they leave the field of shadows. Characters successfully making the saving throw are rendered fatigued for the same duration.

FLAMING TRENCH

Level: druid 4, sorcerer/wizard 4 (transmutation [earth])

Casting Time: 1 standard action; **Components:** V, S, M (piece of earth or mud)

Range: close (25 ft. + 5 ft./2 levels); **Area** line; see text; **Effect:** 5 ft. wide, 10 ft. deep trench in the ground whose length is up to 10 ft. per caster level; see text; **Duration:** permanent and 1 round/level

Saving Throw: none and see text; **Spell Resistance:** no

This spell creates a horizontal, flame-filled trench in the ground that extends away from the caster in the direction he designates. The creation of the trench produces no spoil. The trench is permanent, but the flames within only remain for 1 round per caster level.

If the trench appears directly below a creature, it can attempt a Reflex saving throw to avoid falling into the pit. (Creatures running, charging or otherwise moving recklessly get no saving throw and fall automatically.) Creatures succeeding on the Reflex saving throw move to any adjacent, non-trench square. A creature failing its saving throw falls into the trench, but can attempt a DC 20 Reflex saving throw to grab the edge of the trench. Success indicates it manages to do so, but drops any held items.

Creatures falling into the pit take 1d6 damage and land prone. Additionally, every round they start their turn in the trench, they suffer 2d6 +1 per caster level fire damage.

Creatures trapped in the trench can scale its walls, with a DC 15 Climb check.

At 3rd-level, the caster can create a trench in earth, mud or similar substances such as sand and snow. At 7th-level, the caster can place a trench in solid rock.

FURTIVE STEP

Level adept 1 (transmutation)

Casting Time 1 standard action; **Components** V, S

Range touch; **Target** creature touched; **Duration** 1 hour/level

Saving Throw none; **Spell Resistance** yes

With a touch of your hand, you cause a creature to move with preternatural stealth. This effect bestows a +4 circumstance bonus to the affect creature's Stealth checks made to move silently. Additionally, trackers treat the creature as two sizes smaller when making Survival checks to track its movements.

GLORIOUS SLAUGHTER

Level bard 3 (evocation)

Casting Time 1 immediate action; **Components** V, S

Range close (25 ft. + 5 ft./2 levels); **Target** varies; **Duration** instantaneous

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You must have a bardic performance *inspire courage* in effect to cast this spell. You end your bardic performance, and one creature (chosen by you) affected by your *inspire courage* may make a melee or ranged attack as a free action.

GOUGING BLADE

Level sorcerer/wizard 3 (transmutation)

Casting Time 1 standard action; **Components** V, S

Range close (25 ft. + 5 ft./2 levels); **Target** one weapon or 50 projectile, all of which must be together at the time of casting; **Duration** 10 min./level

Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless object)

This spell can only be cast on a piercing or slashing weapon and gives that weapon the *wounding* ability. Each successful strike with the weapon deals 1 point of bleed damage. Multiple hits from a wounding weapon increase the bleed damage. If cast on arrows, bolts or shuriken, the *gouging blade* on a particular projectile ends after one use, whether or not the missile strikes its intended target.

This spell does not stack with other effects that cause bleed damage (such as the *wounding* special property). This spell cannot be cast on a natural weapon such as a claw or talon.

INSIDIOUS VAPOUR

Level bard 2/sorcerer 2 (enchantment [compulsion, mind-affecting])

Casting Time 1 standard action; **Components** V, S

Range medium (100 ft. + 10 ft./level); **Effect** fog spreads in 20-ft. radius; **Duration** 1 rd./level

Saving Throw Will negates; **Spell Resistance** yes

This spell produces a bank of thin mist that weakens the mental resistance of those caught in it. Creatures in the *insidious vapour* take a -5 penalty on Wisdom-based checks and Will saving throws (but not the initial save to resist the *insidious vapour*).

Affected creatures only take the penalty as long as they remain in the fog. The fog is stationary, but a moderate wind disperses the fog in 4 rounds, and a strong wind disperses the fog in 1 round. The fog is thin and does not hamper vision.

LIGHTNING LANCE

Level Adept 1 (evocation [lightning])

Casting Time 1 standard action; **Components** V, S

Range 30 ft.; **Area** 30 ft. line; **Duration** instantaneous

Saving Throw Reflex half; **Spell Resistance** yes

A lance of scintillating lightning bursts from your fingertips, dealing 1d4 lightning damage per caster level (maximum 5d4).

LIGHTNING LANCE, GREATER

Level Adept 3 (evocation [lightning])

Casting Time 1 standard action; **Components** V, S, M (scrap of bark or twig from a tree struck by lightning)

Range 30 ft.; **Area** 30 ft. line; **Duration** instantaneous and see text

Saving Throw Reflex half; **Spell Resistance** yes

A lance of scintillating lightning bursts from your fingertips dealing 1d4 lightning damage per caster level (maximum 10d4). Creatures failing the Reflex saving throw are blind for 1 round per caster level.

NAUSEATING GLARE

Level Adept 3 (necromancy)

Casting Time 1 standard action; **Components** V, S

Range close (25 ft. + 5 ft./2 levels); **Target** one living creature; **Duration** 1 round./level

Saving Throw Fortitude partial; **Spell Resistance** yes

This spell causes the target to become nauseated (target unable to attack, cast spells, concentrate on spells, or do anything else requiring attention except take one move action per turn). If the target succeeds on a Fortitude save, it is sickened for the duration of the spell instead of being nauseated.

OBSCURING WIND

Level Adept 1 (evocation [air])

Casting Time 1 standard action; **Components** V, S

Range 30 ft.; **Area** cone-shaped burst; **Duration** instantaneous; see text

Saving Throw Fortitude negates; **Spell Resistance** no

A blast of wind emanates from your hand, whipping up whatever is on the ground (twigs, leaves and so forth) and casts it into the eyes of creatures within the area blinding them. Blinded creatures cannot see for 1 round per caster level, but can attempt a new saving throw every round (full-round action, does not provoke attacks of opportunity) to negate this effect.

OCCCLUDE TRAP

Level adept 2 (abjuration)

Casting Time 1 standard action; **Components** V, S, M (a handful of ground stone dust)

Range touch; **Target** trap touched, up to 30 sq. ft./level in size; **Duration** permanent until discharged

Saving Throw none; **Spell Resistance** no

An *occlude trap* spell cast on a trapped object or area makes it harder to detect the trap. *Occlude trap* increases the DC to detect a trap (but not to disarm it) by 5.

Additionally, you receive a mental alert when the trap is sprung as long as you are within 1 mile of the trap. If you are sleeping, the alarm awakens you, but does not otherwise disturb concentration. This alarm provides no information about who or what triggered the trap.

Note that a trap protected by *occlude trap* radiates ([normally] moderate) abjuration magic, making it vulnerable to detection with *detect magic*.

REPRISE

Level bard 1 (evocation)

Casting Time 1 immediate action; **Components** V, S

Range close (25 ft. + 5 ft./2 levels); **Target** one living creature;

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

You must have a bardic performance *fascinate* in effect to cast this spell. When a creature affected by your *fascinate* ability succeeds on a saving throw against any charm or mind-affecting effect you end your bardic performance and force the target to immediately re-roll the successful saving throw.

SICKENING GLARE

Level Adept 2 (necromancy)

Casting Time 1 standard action; **Components** V, S

Range close (25 ft. + 5 ft./2 levels); **Target** one living creature;

Duration 1 round./level

Saving Throw Fortitude partial; **Spell Resistance** yes

This spell causes the target to become sickened (-2 penalty on attack rolls, weapon damage rolls, saving throws, skill checks and ability checks). If the target succeeds on a Fortitude save, it is only mildly sickened (taking a -1 penalty instead of a -2 penalty).

SKULL WARD

Level Adept 2 (necromancy)

Casting Time 1 standard action; **Components** V, S, M (a skull)

Range touch; **Target** 1 skull; **Duration** permanent until discharged and then 1 round./level

Saving Throw none; **Spell Resistance** No

An adept casts *skull ward* on a fallen warrior's skull and can key the effect to ignore specific individuals or an entire race of creature (such as gnolls). Specific individuals to be ignored must be present when *skull ward* is cast. If an unkeyed individual moves within 30 ft., the *skull ward* activates. (The *skull ward* must have line of sight to the intruder and cannot see invisible or ethereal creatures). Once activated, the skull shrieks and cackles until the spell ends or it is destroyed (AC 12, hardness 5, hp 5, DC 15 Break). A rogue can disarm a *skull ward* with DC 27 Disable Device. A skull can only have one *skull ward* placed upon it at a time.

SPIKED TRENCH

Level: druid 3, sorcerer/wizard 3 (transmutation [earth])

Casting Time: 1 standard action; **Components:** V, S, M (piece of earth or mud)

Range: close (25 ft. + 5 ft./2 levels); **Area** line; see text; **Effect:** 5 ft. wide, 10 ft. deep trench in the ground whose length is up to 10 ft. per caster level; see text; **Duration:** permanent

Saving Throw: none and see text; **Spell Resistance:** no

This spell creates a horizontal spiked-filled trench in the ground that extends away from the caster in the direction he designates. The creation of the trench produces no spoil.

If the trench appears directly below a creature, it can attempt a Reflex saving throw to avoid falling into the pit. (Creatures running, charging or otherwise moving recklessly get no saving throw and fall automatically.) Creatures succeeding on the Reflex saving throw move to any adjacent, non-trench square. A creature failing its saving throw falls into the trench, but can attempt a DC 20 Reflex saving throw to grab the edge of the trench. Success indicates it manages to do so, but drops any held items.

A creature falling into the pit takes 1d6 damage, lands prone and is attacked by 1d4 spikes (+10 attack, 1d4+1 damage).

Creatures trapped in the trench can scale its walls, with a DC 15 Climb check.

At 3rd-level, the caster can create a trench in earth, mud or similar substances such as sand and snow. At 7th-level, the caster can place a trench in solid rock.

TRENCH

Level: druid 2, sorcerer/wizard 2 (transmutation [earth])

Casting Time: 1 standard action; **Components:** V, S, M (piece of earth or mud)

Range: close (25 ft. + 5 ft./2 levels); **Area** line; see text; **Effect:** 5 ft. wide, 10 ft. deep trench in the ground whose length is up to 10 ft. per caster level; see text; **Duration:** permanent

Saving Throw: none and see text; **Spell Resistance:** no

This spell creates a horizontal trench in the ground that extends away from the caster in the direction he designates. The creation of the trench produces no spoil.

If the trench appears directly below a creature, it can attempt a Reflex saving throw to avoid falling into the pit. (Creatures running, charging or otherwise moving recklessly get no saving throw and fall automatically.) Creatures succeeding on the Reflex saving throw move to any adjacent, non-trench square. A creature failing its saving throw falls into the trench, but can attempt a DC 20 Reflex saving throw to grab the edge of the trench. Success indicates it manages to do so, but drops any held items.

Creatures falling into the trench take 1d6 damage and land prone. Creatures trapped in the trench can scale its walls, with a DC 15 Climb check.

At 3rd-level, the caster can create a trench in earth, mud or similar substances such as sand and snow. At 7th-level, the caster can place a trench in solid rock.

WALL OF WATER

Level cleric 3 (necromancy [darkness])

Casting Time 1 standard action; **Components** V, S

Range medium (100 ft. + 10 ft./level); **Effect** creates a wall of water whose area is up to one 5-ft. square/level; **Duration** 1 min./level

Saving Throw Reflex negates; see text; **Spell Resistance** yes

This spell conjures a wall of turbulent black water. A *wall of water* cannot form in an area occupied by physical objects or creatures (but it can be created underwater). Its surface must be unbroken when created. A creature adjacent to the wall when it is formed may attempt a Reflex save to disrupt the wall as it forms. A successful save stops the wall from forming.

Once formed, a *wall of water* has several affects:

- **Dark Water:** The wall blocks normal vision as well as low-light vision and darkvision.
- **Turbulent Water:** A character entering a *wall of water* square must make a DC 20 Swim check to successfully do so. Failure indicates the character fails to penetrate the wall.

WEIGHT OF AGES

Level cleric 3 (necromancy)

Casting Time 1 standard action; **Components** V, S, F (bone of a creature that died of old age)

Range close (25 ft. + 5 ft./2 levels); **Target** one creature; **Duration** 10 minutes/level

Saving Throw Fortitude negates; **Spell Resistance** yes

This spell prematurely ages one creature by withering its muscles and slowing its reactions.

Affected creatures advance two age steps (to a maximum of venerable). For example, a young creature failing its saving throw becomes old for the duration of the spell.

A creature affected by this spell takes on the appearance of a much older version of themselves. This transformation bestows none of the benefits of old age, but all of the penalties. The penalties associated with each age category are:

- **Middle Age:** -1 to Str, Dex and Con.
- **Old:** -2 to Str, Dex and Con.
- **Venerable:** -3 to Str, Dex and Con.

The effects of each aging step are cumulative. Thus the Strength, Dexterity and Constitution for a young character becoming old are each reduced by 3.

WEIGHT OF AGES, GREATER

Level cleric 4 (necromancy)

Casting Time 1 standard action; **Components** V, S, F (bone of a creature that died of old age)

Range close (25 ft. + 5 ft./2 levels); **Target** one creature; **Duration** 10 minutes/level

Saving Throw Fortitude partial; **Spell Resistance** yes

This spell prematurely ages one creature by withering its muscles and slowing its reactions.

Creatures failing the saving throw advance three age steps (to a maximum of venerable). For example, a young creature failing its saving throw becomes venerable for the duration of the spell.

A creature affected by this spell takes on the appearance of a much older version of themselves. This transformation bestows none of the benefits of old age, but all of the penalties. The penalties associated with each age category are:

- **Middle Age:** -1 to Str, Dex and Con.
- **Old:** -2 to Str, Dex and Con.
- **Venerable:** -3 to Str, Dex and Con.

The effects of each aging step are cumulative. Thus the Strength, Dexterity and Constitution for a young character becoming venerable are each reduced by 6.

Characters succeeding on the saving throw partially resist the effect of the spell and advance only one age step.

WINGLORD

Level druid 1, ranger 1 (transmutation)

Casting Time 1 standard action; **Components** V, S, M (a feather from a peregrine falcon)

Range personal; **Target** you; **Duration** 1 hour/level

This spell gives you a +10 feet enhancement bonus to your base fly speed. It has no effect on other modes of movement, such as burrow, climb or swim.

MAGIC ITEMS

ARMOUR & WEAPONS

ABRUL'S BANE

Ragged cord is wrapped around the hilt of this battered longsword.

Aura moderate (evocation, necromancy, transmutation; DC 17 Knowledge [arcana]) **Identify** DC 23 Spellcraft

Lore (DC 20 Heal) The cord wrapped around the sword's pommel comprises strips of flayed human flesh.

Lore (DC 15 Linguistics or Draconic speaker) The runes of the sword's blade are an ancient form of Draconic. They threaten death and suffering to all humans.

Abilities *Abrul's Bane* is a +1 *human bane longsword*. Additionally, the sentience within the blade, Abrul, has several powers it uses on the wielder's behalf.

Senses 30 ft.; Perception +0; **Communication** empathy

CE; **Personality & Background** Abrul was an ancient troglodyte warlord. He lived in a time when the troglodyte's empire was failing, beset by a rising tide of humanity. Skilled in battle, he was a savage who loved consuming the bodies of those he had slain. When he died (atop a mound of slain humans) the base parts of his personality passed into the blade. Abrul exists to slay humans. Able only to communicate empathically, he radiates hate and anger when humans are within 30 ft.

Bleed (Sp) Abrul can cast *bleed* (DC 12) at will.

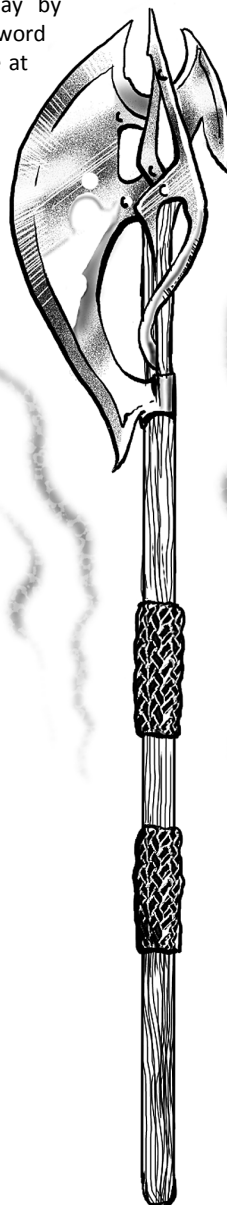
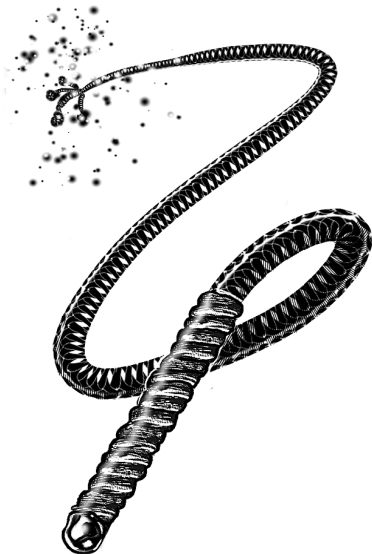
Bull's Strength (Sp) Abrul can cast *bull's strength* once per day.

Enlarge Person (Sp) Abrul can cast *enlarge person* 3/day.

Abilities Int 10, Wis 10, Cha 10; **Ego** 5

Activation use activated (Abrul uses a standard action to employ his powers); **CL** 8th

Requirements Craft Magic Arms and Armour, *bleed*, *bull's strength*, *enlarge person*, *summon monster I*; **Cost** 6,457, 5 sp gp; **Price** 12,915 gp



AXE OF BATTLE

This finely-crafted battleaxe has a long haft of pale, almost white, incredibly tough wood and an intricately forged blade. The blade is slightly hot to the touch.

Aura moderate (evocation; DC 17 Knowledge [arcana]) **Identify** DC 22 Spellcraft

Lore (DC 20 Perception) Tiny, heatless flames seem to dance within the axe's blade. They give off no heat but seem to twist and writhe as if in a strong wind.

Lore (DC 15 Knowledge [local] or [history]) A small forger's mark is burnt into the weapon's haft. Depicting a pair of crossed axes, they are Aryex of Eir-Othim's mark (a famed weaponsmith of the tribe who died heroically a century ago).

Abilities This +1 *flaming battleaxe* enables the wielder to cast *scorching ray* once per day by uttering the command word (*gorax*) and pointing the axe at the intended target(s).

Activation use activated and command word; **CL** 7th

Requirements Craft Magic Arms and Armour, *scorching ray*; **Cost** 6,675 gp; **Price** 13,350 gp

BLACK WHIP OF AMON-PYR

Motes of energy dance about the tip of this long and sinuous segmented black whip. The whip's handle is very worn.

Aura moderate (enchantment, evocation, necromancy; DC 18 Knowledge [arcana]) **Identify** DC 23 Spellcraft

Lore (DC 10 Perception) The whip's handle and tip are very worn, suggesting that this is a very old item.

Lore (DC 15 Knowledge [arcana]) The air around the whip's tip crackles with electrical energy. Small symbols in Abyssal hint at other powers lurking within the weapon.

Abilities The *Ebon Whip* is a +1 *shock whip*. Additionally, Aral-Kar, the sentience within the whip, has several powers it uses on the wielder's behalf.

Senses 30 ft.; Perception +1; **Communication** empathy

CE; Personality & Background The essence of Aral-Kar has lingered within the *Ebon Whip* for untold centuries. Once a powerful and depraved priest, little remains of his knowledge and experiences. However, his hatred of the light and his devotion to Amon-Pyr yet infuse the whip and he still willingly serves Amon-Pyr's servants.

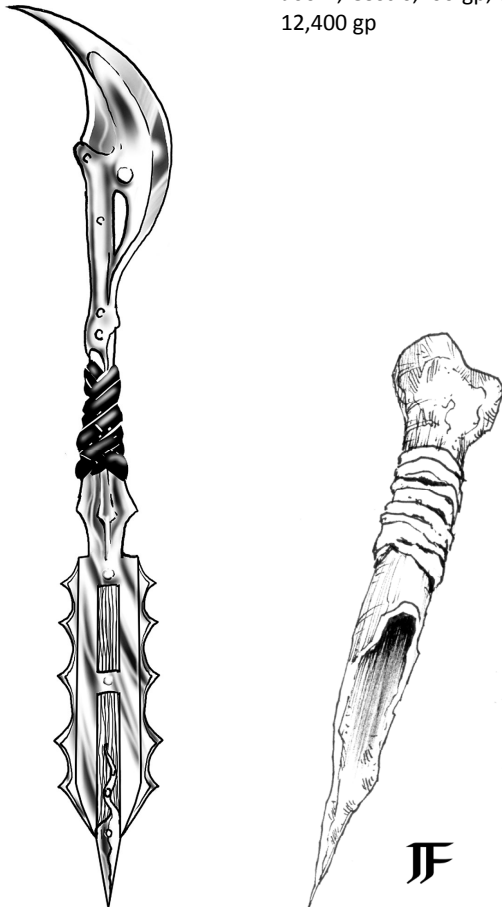
Aid (Sp) Aral-Kar can cast *aid* 1/day.

Doom (Sp) Aral-Kar can cast *doom* (DC 11) 3/day.

Abilities Int 10, Wis 12, Cha 10; **Ego** 5

Activation use activated (Aral-Kar uses a standard action to employ his powers); **CL** 8th

Requirements Craft Magic Arms and Armour, *aid*, *call lightning doom*; **Cost** 6,200 gp, 5 sp; **Price** 12,400 gp



BONE KNIFE

Hewn from the severed leg bone of a man-sized creature, this bone knife ends in a wickedly jagged point. The inside of the hollowed out bone is crusted with dried blood and gore.

Aura faint (necromancy; DC 18 Knowledge [arcana]) **Identify** DC 20 Spellcraft

Lore (DC 15 Heal) The bone has been crudely hollowed out.

Lore (DC 15 Perception and DC 20 Linguistics) Tiny Abyssal runes carved inside the bone venerate death.

Abilities A terrible necromantic weapon, a bone knife drinks the blood of those it hits. Once per day, on a critical hit, the knife casts *vampiric touch* (2d6 damage) on the target and bestows the drained hit points upon the wielder. Other than its ability to cast *vampiric touch*, a bone knife functions as a masterwork dagger and can be enchanted as a normal magic weapon. Characters proficient with daggers can wield it without penalty.

Activation use activated; **CL** 5th

Requirements Craft Wondrous Item, *vampiric touch*; **Cost** 2,200 gp; **Price** 8,000 gp.

UNBRIDLED FURY

This cruel-looking weapon appears to be the union of a serrated sword and a shortened glaive.

Aura moderate (evocation & transmutation; DC 25 Knowledge [arcana]); moderate (DC 25) **Identify** DC 25 Spellcraft

Lore (DC 15 Knowledge [nature]) The gutripper is a weapon used almost exclusively by the harpies of Pazuzu's Fury.

Lore (DC 20 Knowledge [arcana]) This magical weapon is much more dangerous in the hands of a raging barbarian.

Abilities In the hands of a raging barbarian, this +1/+1 *gutripper* gains the *bane* (*humanoids* [*humans*]) weapon special ability on the glaive's blade and the *keen* weapon special ability on the longsword's blade.

Activation use activated **CL** 8th

Requirements Craft Magical Arms and Armour, *summon monster I*, *keen edge*; **Cost** 5,800 gp; **Price** 11,600 gp.

GUTRIPPER

The gutripper is an exotic weapon that combines a serrated longsword and a shortened glaive. Used by the harpies of Pazuzu's Fury, their legends say that the claws of the rocks who serve the Prince of the Lower Aerial Kingdoms inspired the weapon. Its name describes its preferred use by the harpies who have a taste for the sweet innards of their prey.

GUTRIPPER: EXOTIC TWO-HANDED WEAPON

Cost	DMG (S)	DMG (M)	Critical	Weight	Type	Special
80 gp	1d6	1d8	19-20	10 lbs.	S	double
	1d8	1d8	x3			



BOOTS OF THE RIDER

These finely-crafted, sturdy boots have reinforced toecaps and an intricate, sinuous design.

Aura moderate (transmutation; DC 16 Knowledge [arcana])

Identify DC 16 Spellcraft

Lore (DC 13 Knowledge [planes]) The sinuous designs decorating the boots represent stylised air elementals.

Lore (DC 20 Appraise) The boots are sturdy and well made and are much lighter than their construction would suggest.

Abilities *Boots of the rider* enable the wearer to cast *feather fall* (self only) once per day. They also provide a +2 competence bonus to Ride checks.

Activation use activated; **CL** 1st

Requirements Craft Wondrous Item, *feather fall*; **Cost** 500 gp;

Price 1,000 gp

GUARDIAN SKULL

This bleached white skull is missing its jawbone and has strange, fell symbols carved into its forehead.

Aura faint (conjuration and necromancy; DC 16 Knowledge [arcana]) **Identify** DC 16 Spellcraft

Lore (DC 20 Linguistics or character able to understand Abyssal): The carved symbols are ancient symbols of protection.

Lore (DC 15 Heal or Knowledge [local]) This is the skull of a gnoll.

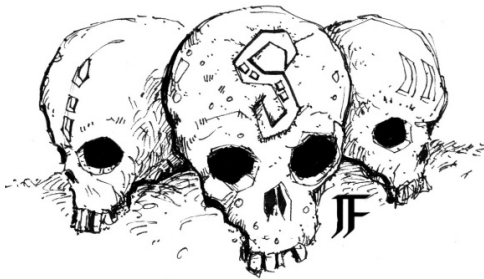
Lore (DC 26 Knowledge [local]) Bleached Skull shamans use the skulls of their fallen warriors as protective wards for their sacred groves and other important places.

Abilities A skull ward can cast *cause fear* (DC 11) and *obscuring mist* once per day. Both effects are centred on the skull, and the skull does not have to be carried for the magic to activate. The user must be within 50 ft. to activate the skull's powers.

Activation command word; **CL** 1st

Requirements Craft Wondrous Item, *cause fear*, *obscuring mist*;

Cost 630 gp



HELM VALOROUS

A transparent, violet gem decorates this battered helmet.

Aura faint (abjuration and enchantment; DC 16 Knowledge [arcana]) **Identify** DC 16 Spellcraft

Lore (DC 20 Appraise) The gem is a garnet worth 500 gp.

Lore (DC 20 Linguistics) protective runes indicative of great bravery are carved into the helmet.

Lore (DC 20 Knowledge [religion] made by someone able to understand Goblin) A short prayer scratched into the inside of the helmet venerates the goblin's war god.

Abilities Worn by battle champions the *helm valorous* marks out its wearer as a valiant and puissant warrior. If the wearer is subject to a fear effect the helm casts *remove fear* upon the wearer as an immediate action. Additionally, once per day the wearer can cast *divine favour*.

Activation use activated and command word; **CL** 1st

Requirements Craft Wondrous Item, *divine favour*, *remove fear*;

Cost 500 gp; **Price** 1,000 gp



RING OF CLEAR MIND

This highly polished silver ring is set with a piece of jet. The design of the ring looks like overlapping scales or pieces of armour.

Aura faint (abjuration; DC 16 Knowledge [arcana]) **Identify** DC 16 Spellcraft

Lore (DC 15 Knowledge [arcana]) Jet is a gemstone used to ward off evil spirits and harmful spells.

Lore (DC 20 Knowledge [history]) Clerics of Darlen crafted this ring to combat the scourge of Pazuzu's Fury.

Abilities The wearer of this ring gains a +2 sacred bonus on saving throws made to resist mind-affecting effects. Additionally, if the wearer is affected by a mind-affecting effect, the ring immediately casts *protection from evil* upon the wearer.

Activation continuous; **CL** 6th

Requirements Craft Ring, *protection from evil*; **Cost** 6,400 gp;

ROD OF CURSES

Blackened claws top the horribly twisted leg bone of a dog or similar creature. Here and there, tufts of hair still cling to small patches of decomposing flesh.

Aura moderate (necromancy; DC 18 Knowledge [arcana]) **Identify** DC 23 Spellcraft

Lore (DC 15 Knowledge [nature]) The bone came from a wolf.

Abilities This weapon can cast *bestow curse* once per day. To activate the curse, the wielder must strike the target with a melee touch attack. In other regards, this item functions as a masterwork light mace, except that it deals slashing damage. Any character proficient with a light mace can use it without penalty.

Activation use activated; **CL** 8th

Requirements Craft Wondrous Item, *bestow curse*; **Cost** 3,600 gp

NECKLACE OF ENTHRALLMENT

This crudely wrought necklace consists of a series of teeth and vertebrae strung on a piece of dried gut.

Aura moderate (enchantment; DC 22 Knowledge [arcana]) **Identify** DC 22 Spellcraft

Lore (DC 15 Heal) The bones that make up the necklace are human.

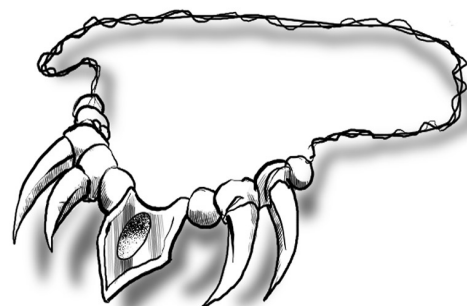
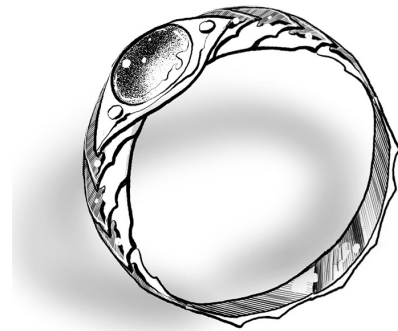
Lore (DC 20 Knowledge [history]) This necklace is the source of the tale that harpies could charm with a touch in addition to captivating with their song.

Lore (DC 25 Knowledge [history]) The necklace was a gift to Pazuzu's Fury from their patron Pazuzu.

Abilities Once per day, this necklace allows the wearer to cast *charm monster* (DC 16 Will negates) with a successful touch attack on the target.

Activation command word; **CL** 7th

Requirements Craft Wondrous Item, *charm monster*; **Cost** 3,750 gp; **Price** 7,500 gp.



MAGIC ITEMS BY TRIBE

BLEACHED SKULL GNOLLS

Guardian skull, rod of curses, bone knife

HOBGOBLINS OF THE MAILED FIST

Boots of the rider, helm valorous, axe of battle

PAZUZU'S FURY

Ring of clear mind, necklace of enthrallment, unbridled fury

TROGLODYTES OF THE TENTACLED ONE

Black whip of Amon-Pyr, Abrul's Bane

MAGIC ITEMS BY PRICE

PRICE	ITEM	TRIBE	PAGE
630	<i>Guardian skull</i>	Bleached Skull Gnolls	24
1,000	<i>Boots of the rider</i>	Hobgoblins of the Mailed Fist	24
1,000	<i>Helm valorous</i>	Hobgoblins of the Mailed Fist	24
3,600	<i>Rod of curses</i>	Bleached Skull Gnolls	25
6,400	<i>Ring of clear mind</i>	Pazuzu's Fury	25
7,500	<i>Necklace of enthrallment</i>	Pazuzu's Fury	25
8,000	<i>Bone knife</i>	Bleached Skull Gnolls	23
11,600	<i>Unbridled Fury</i>	Pazuzu's Fury	23
12,400	<i>Black whip of Amon-Pyr</i>	Ebon Lake	23
12,915	<i>Abrul's bane</i>	Ebon Lake	22
13,350	<i>Axe of battle</i>	Hobgoblins of the Mailed Fist	22

TALE OF THE BLEACHED SKULL GNOLLS

"Many years ago when the woods were young, there was a town where there were lots of children who played together, did everything together and never, ever listened to their parents. When the priests called them to worship, they stayed outside the temple and played knucklebones. When their fathers called for them to help unload the catch from the fishing boats, they played on the beach. When their mothers called for them to help tidy the house, dig the vegetable patch and mind the babies, they played tag around the town square.

"One day, their parents had had enough. When the children went out to play, they closed and barred the doors. Lunchtime came and nobody called them in to eat. The sun went down and the fishing boats went out, but no father called his son to help launch the boats or come to help haul nets. Darkness fell and the children returned home to find the whole town closed against them. Thinking it quite an adventure, they went into the forest and camped out for the night.

But they grew hungry and thirsty. Curled up under the trees, whimpering with their need, the children heard a whispering. It was the trees themselves! 'Feed us' the trees said, 'And we will look after you and keep you safe forever.' The children were comforted but also puzzled. How do you feed a tree?

But the trees soon made it plain. They wanted to drink the children's blood. Once their roots were well-watered, they reached out tendrils into the children, drawing them in and raising them up... and thus were the blood zombies created.

So, my darling, never annoy your parents so much that they bar the door against you... and never, ever, lie down to sleep in the forest, lest the trees drink your blood and turn you into a zombie."

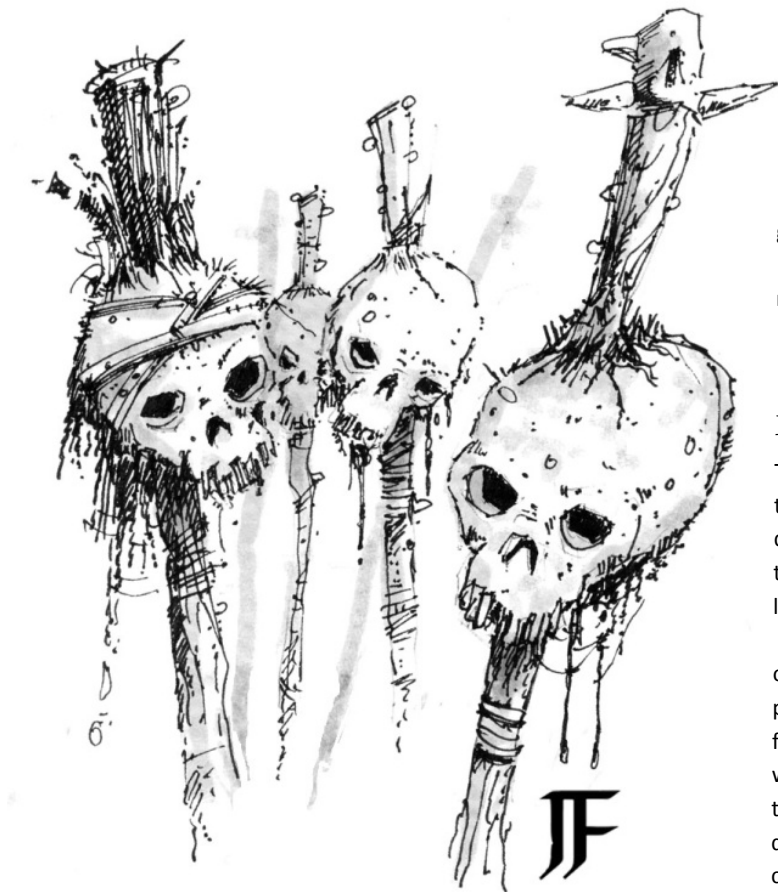
BLEACHED SKULL GNOLLS

THE BLEACHED SKULL TRIBE

Feral, predatory creatures dwelling in the deepest, wildest reaches of the Tangled Forest, Bleached Skull gnolls are bloodthirsty creatures driven by atavistic and sadistic lusts. Bleached Skull gnolls guard their lairs jealously, issuing forth at night to prey on any creatures stupid or unfortunate enough to stray into their territory.

Atypically for gnolls, the Bleached Skull tribe dwells deep within the thick, twisted boughs of the primal forest. Here they seek sanctuary from their ancient enemies and sporadically burst forth to raid nearby settlements for slaves and booty. Driven here from their normal hunting ranges by some long forgotten inter-tribal warfare, the gnolls found sanctuary among the ancient trees of the forest and eventually cast aside their old gods to worship the woodland spirits of their new home.

The primal spirit of the woodlands touches a few of the warriors. Within their veins courses the savage, primal vitality of the wild. Such creatures hold positions of power and influence within the tribe through dint of their exceptional strength and boundless bloodlust.



ECOLOGY & SOCIETY

The Bleached Skull's society is a turbulent, violent place. Shifting alliances and interminable blood feuds govern life, and while a strong chieftain or shaman can control the warriors their base instincts ever lurk just below the surface.

The strongest hold positions of power within the tribe. Hereditary rule is unknown to the Bleached Skulls and personal might and the chieftain's will governs day-to-day life.

Male gnolls live with several mates – constant raiding and warfare keeps the numbers of males low – and between 2 – 6 infants. Infant mortality is high; accidents, fights, punishments and predators all taking their toll on the tribe's young. A few family groups also contain older gnolls, but this is rare as life in the Bleached Skull is normally short and brutal.

A Bleached Skull encampment has few, if any slaves. Enemies taken on the battlefield are usually only kept alive to be living sacrifices for the tribe's sacred trees (see "Religion" for more details). The young, non-combatants and a few elderly, crippled warriors carry out menial tasks, and all except the youngest child stand ready to repel interlopers.

Appearance: Tall and muscular, Bleached Skull gnolls are generally dirty creatures; their thick mottled brown fur is often splattered with mud. They have hyena-like heads upon which most wear skull-topped pot helmets. When angered or scared their hackles rise up and they bear their teeth in a terrible grimace.

Nomenclature: Tribal members have short, simple names.

Male: Farll, Gart, Helral, Irr, Larg, Prely, Strar, Urel.

Female: Ary, Cerll, Jerl, Kerl, Popir, Rayr, Yelt.

LAIR

The severed heads of slain enemies mark the approaches to a Bleached Skull camp. Set upon wooden stakes driven deeply into the forest floor or set high up in the boughs of the surrounding trees, these battle trophies mark their lairs as macabre, pitiless places.

Normally protected by thick walls of gorse and bramble or dense stands of ancient trees, Bleached Skull gnolls prefer deep valleys, hidden combs and steep-sided gorges for their lairs. Chieftains build great wooden halls deep within these valleys and there warriors feast and indulge their orgiastic desires for blood sports. Normal tribesfolk dwell in rude wattle and daub huts surrounding the chieftain's hall. Huts closest to the hall belong to the tribe's war leaders, champions and other favoured folk.

RELIGION

The Bleached Skull's shamans dwell apart from the main tribe, living in sacred groves protected by near-impenetrable mazes of gorse and thorns. There they commune with the ancient, blood-soaked spirits of the trees whom they venerate with living sacrifices buried in death pits carved from the thick earth beneath the trees' roots. As the creature dies, the trees drink their lifeblood and become stronger. Such practices corrupt the trees, which take on fell, twisted aspects. Sometimes, the shamans manage to awaken and corrupt a tree with such practices, creating a bloodspawn treant. The bones and suppurating corpses of sacrifices choke the grove's ground.

In contrast, the skulls of their honoured dead are placed among the boughs of the grove's great trees to watch over their fellows. During storms, the wind moans through the skulls' gaping eye sockets and open jaws creating a terrible, high-pitched whistling sound, which drives the gnolls wild. They believe that young conceived at such times possess the powers of the dead. Adventurers daring their lair during storms are often confronted by nothing more than the writhing bodies of gnolls locked in an orgiastic frenzy of procreation. Gnolls conceived during this time are often gifted with fell powers and as a result become great shaman or war leaders.

COMBAT & TACTICS

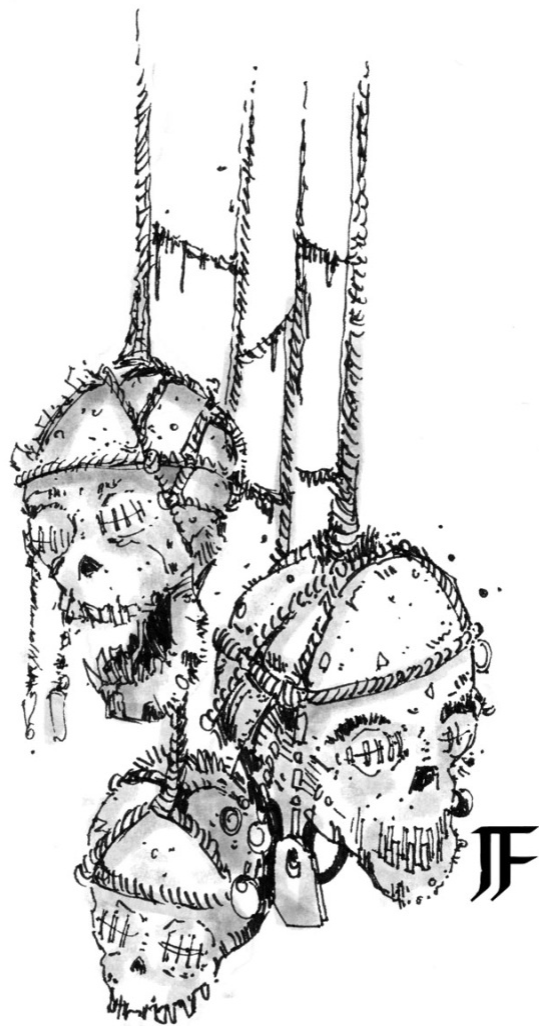
Bleached Skull gnolls overwhelm their enemies through weight of numbers and their terrible, primal savagery. In battle, they strike from ambush hurling volleys of javelins into their enemies' flanks before bursting from cover in a screaming wave of flesh, steel and hatred.

Their battle tactics are unsubtle and brutal. They mob opponents, surrounding and cut down enemy warriors. Chieftains and champions lead from the front and vie for glory by seeking out and slaying the most dangerous enemies.

Bleached Skull gnolls ask for, and grant, no mercy in battle. They take prisoners only when their shaman demand sacrifices for their sacred trees or when a chieftain desires entertainment. Those unlucky enough to fall into the tribe's hands can expect nothing but a painful, drawn-out death.

RELIGION: A SPECIAL NOTE

The Bleached Skulls believe they venerate the nameless, primal spirits of the woodlands. While this may be true in some campaigns, it is also possible that another power – perhaps a powerful demon or death god – grants the shaman their powers. The exact truth of the matter is likely unimportant in many encounters and as such remains for the individual GM to adjudicate.



TRIBAL LORE

Character with ranks in Knowledge (local) can learn more about the Bleached Skull Gnolls with a successful skill check. A successful check reveals all information revealed by a lesser check.

DC 6: This creature is a gnoll.

DC 11: The gnoll belongs to the tribe of the Bleached Skull. The tribe is renowned for its battle savagery and dwells in the deepest thickets and hidden valleys of the Tangled Wood.

DC 16: Bleached Skull gnolls are physically strong. They know a number of combat manoeuvres that can push back or daze their opponents.

DC 21: Bleached Skull shamans venerate primal nature spirits that demand blood sacrifices. They bury captives alive below their sacred trees that feed on the sacrifices' blood and body. In particular ancient groves, this practise invests the trees with a malevolent sentience akin to that of a treant.

DESIGNING TRIBAL MEMBERS

Designing members of the Bleached Skull tribe is simple; add the requisite class levels or templates to the basic Bleach Skull Warrior stat block (page 34). Remember if adding class levels to apply the following adjustments to the gnoll's ability scores

(assigning them in a way that enhances its class abilities): +4, +4, +2, +2, +0, -2. Gnolls with NPC class levels do not gain these adjustments.

NEW RULES OPTIONS

The Bleached Skull Gnolls use a number of new feats (chapter 1), spells (chapter 2) and magic items (chapter 3).

FEATS

The ferocious warriors of the Bleached Skull Gnolls fight in a very distinctive style.

SPELLS

Adepts of the Bleached Skull have developed several spells to awe their congregation and defeat their enemies. They also enjoy access to a different spell list to that of normal adepts.

0—*create water, detect magic, ghost sound, guidance, know direction, mending, purify food and drink, read magic, stabilise, touch of fatigue.*

1st—*bless, burning hands, cause fear, command, cure light wounds, endure elements, entangle, faerie fire, lightning lance, magic fang, obscuring wind, sleep.*

2nd—*aid, barkskin, bear's endurance, bull's strength, cure moderate wounds, darkness, delay poison, owl's wisdom, resist energy, scorching ray, see invisibility, sickening glare, skull ward, tree shape.*

3rd—*animate dead, bestow curse, contagion, cure serious wounds, deeper darkness, greater lightning lance, nauseating glare, neutralize poison, poison, remove curse, remove disease, tongues.*

4th—*command plants, cure critical wounds, flame strike, restoration, stonewall, wall of fire.*

5th—*awaken, commune, control winds, heal, tree stride, true seeing, wall of thorns.*

1ST-LEVEL ADEPT SPELLS

Lightning Lance: 1d4 lightning damage (max 5d4).

Obscuring Wind: Creatures in the area are blinded.

2ND-LEVEL ADEPT SPELLS

Sickening Glare: One creature is sickened for 1 round/level.

Skull Ward: Creates a magical ward from a skull.

3RD-LEVEL ADEPT SPELLS

Lightning Lance, Greater: 1d4 lightning damage (max 10d4 and target blinded).

Nauseating Glare: One creature is nauseated for 1 round/level.

MAGIC ITEMS

The Bleached Skull's shamans have created a number of magical items. All are of unsavoury provenance and possess fell abilities.

To distract and confuse their foes, the shaman often activates *guardian skulls* from range. Great shaman carry a *rod of curses* as a badge of rank and as a tool to cow their fellow tribe members. Powerful chieftains, favoured champions and lesser shaman carry *bone knives*. They also use *skull wards* (page 19) to protect obvious approaches to their sacred groves.

GP		PAGE
630	<i>Guardian skull</i>	24
2,200	<i>Bone knife</i>	23
3,600	<i>Rod of curses</i>	25

BLEACHED SKULL FEATS

FEAT	PREREQUISITES	BENEFIT
Dazing Blow	Str 13, Staggering Blow	Daze opponent with successful attack
Racial Enemy		+2 on Intimidate, CMB and weapon attack and damage rolls
Staggering Blow	Str 15, BAB +1	Make a free bull rush attempt on a successful melee attack
Savagery	Str 13, BAB +1	+1 on attacks and to CMB, -2 AC
Sudden Strike	BAB +1	+2 on attack rolls against flat-footed opponents
Stunning Blow	Str 17, Staggering Blow, BAB +5	Stun opponent with successful attack

TYPICAL ENCAMPMENT

The map below depicts a small encampment of Bleached Skull Gnolls. A GM can use the map as the focus for a quick adventure, perhaps as the location of an isolated group of these ferocious warriors. Use the information on pages 28 – 29 to breathe life into this place.

AREA FEATURES

The encampment has the following features of note:

Thick Gorse Bushes: Near impenetrable gorse bushes grow about the valley's bounds. Characters trying to push through them must make a CMB check (CMD 18). Success indicates that they have forced their way 5 ft. through the bush. Success by 5 or more indicates they have moved 10 ft through the bush. Failure indicates they take 1 point of damage from the bush's thick thorns and make no progress.

Palisade: The 10 ft. high palisade of sharpened tree trunks (hardness 5, hp 20, DC 23 Break) has no walkway; it simply serves to channel attackers into a narrow front. Skulls hang from the palisade in a macabre display of the tribe's might.

Guard Huts: Two wattle and daub guard huts (hardness 5, hp 5, DC 15 Break) ward the valley's approaches. Raised 10 ft.

above the ground on great tree trunks (hardness 5, hp 200, DC 20 Climb) access to each is by a steep ramp (which counts as difficult terrain). The roofed huts have a good view of the surrounds and are guarded by 1d2 warriors.

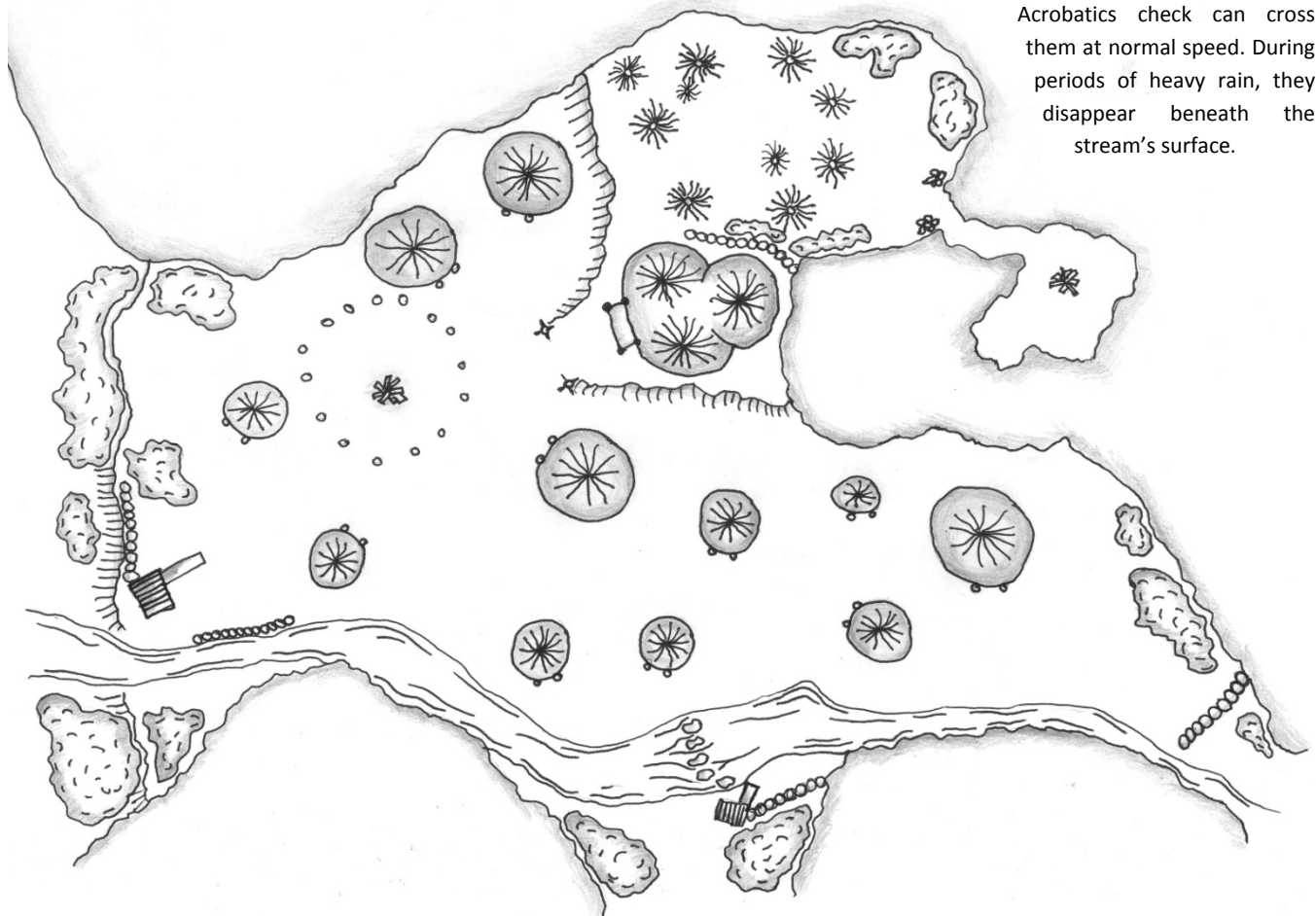
Huts: Constructed of wattle and daub (hardness 5, hp 5, DC 15 Break), the tribe's huts are partially sunken into the ground. Spacious within (most are over 20 ft radius) the interior is dank and musty. Dried and dirty bracken covers the ground.

Chieftain's Hut: The largest structure in the valley, this hut occupies a commanding position. Buried beneath its floor lies the tribe's accumulated wealth. The chieftain accompanied by his three mates dwells within.

Sacred Grove: A small grove of ancient trees (AC 3, hardness 5, hp 600; DC 15 Climb; provides cover [+4 to AC, +2 on Reflex saves]) fills one part of the valley. A shaman and a bloodspawn treant dwell within.

Stream: A swift stream courses through the valley. About five-foot deep it is fordable along its entire length. The gnolls, however, have manoeuvred great stones into the stream to act as stepping stones. The stepping stones count as difficult terrain,

but characters making a DC 12 Acrobatics check can cross them at normal speed. During periods of heavy rain, they disappear beneath the stream's surface.



ENCOUNTERS WITH THE BLEACHED SKULL

PCs can meet members of the Bleached Skull in many ways. Given the tribe's proclivities, however, almost all encounters quickly degenerate into violence. The encounters can be used as essentially random events or can be tied together to depict the PCs' growing entanglement with the tribe.

AMBUSH (EL 6, XP 2,400)

In this encounter, a small group of Bleached Skull warriors ambush the PCs as they travel through the forest. Alternatively, the warriors could be watching a road or track with the intention of waylaying travellers (indeed, the PCs may be investigating the disappearance of several such groups).

4 Bleached Skull Warriors: page 34.

1 Bleached Skull Sergeant: page 34.

1 Bleached Skull Scout: page 36.

Striking from ambush, they target the most physically powerful foes first, hoping to force the other party members to flee.

To modify this encounter, apply the following changes:

EL 5 (XP 1,600): Remove the Bleached Skull Scout.

EL 7 (XP 3,200): Add one Bleached Skull Scout.

SCOUTS (EL 8, XP 4,800)

In this encounter, the PCs come upon a group of Bleached Skull scouts watching a settlement in preparation for a raid (perhaps by a warband [page 13]).

3 Bleached Skull Scouts: page 36.

2 Bleached Skull Snipers: page 36.

The scouts try to disengage from their assailants as quickly as possible so that they can report the settlement's defences.

To modify this encounter, apply the following changes:

EL 7 (XP 3,200): Remove two Bleached Skull Scouts.

EL 9 (XP 6,400): Add two Bleached Skull Scouts.



WARBAND (EL 10, XP 9,600)

In this encounter, the PCs discover a large group of Bleached Skull warriors. The band is big enough to attack a small or isolated settlement or could even be serving as (unpredictable) mercenaries to a powerful evil lord or creature. If they are serving as mercenaries, they will not be encountered in a guard role. They are savage warriors and chafe at such duties. Wise employers use them for the tasks they are best suited; namely killing and slaughtering their enemies.

11 Bleached Skull Warriors: page 34.

2 Bleached Skull Sergeants: page 34.

2 Bleached Skull Snipers: page 36.

1 Bleached Skull Champion: page 34.

Discipline within the warband is chaotic at best, but the warriors fight well together. They loosely follow any orders they have been given, and fight savagely.

If fighting alongside allies, they are not above looting the bodies of the fallen.

To modify this encounter, apply the following changes:

EL 9 (XP 6,400): Remove four Bleached Skull Warriors, one Bleached Skull Sergeant and one Bleached Skull Sniper.

EL 11 (XP 12,800): Add two Bleached Skull Warriors, one Bleached Skull Sniper and one Bleached Skull Champion.

SACRED GROVE (EL 11, XP 12,800)

In this encounter, the PCs discover an isolated sacred grove of the tribe tended by a trio of shaman. (Alternatively, the shaman may be the remnants of a smaller branch of the tribe). The shamans have just succeeded in awakening a bloodspawn treant and are preparing to return to the tribe with their new ally. The grove is protected by many *skulls wards* and lies at the centre of a great maze of bramble bushes.

1 bloodspawn Treant: page 91.

2 Shamans: page 35.

1 Great Shaman: page 35.

If the PCs encounter the group in the sacred grove, the bloodspawn treant immediately raises the bodies of those sacrificed to it and orders them to attack. The shamans hang back from combat only entering melee to protect their new charge.

To modify this encounter, apply the following changes:

EL 10 (XP 9,600): Remove the two Shamans.

EL 12 (XP 19,200): Add one Bloodspawn Treant.

Special Note: If this encounter does not take place in the shamans' sacred grove, reduce the EL by 1 to account for the lack of blood zombies.

FIGHTING IN WOODLANDS

When designing a fight with Bleached Skull warriors, GMs should pay attention to the area in which the battle takes place. Terrain features can make fights exciting and give advantages to clever combatants. Consider adding several of the following terrain features to any such fights you orchestrate. (Do not forget, also, that some squares can contain more than one terrain feature. For example, a normal tree may be surrounded by heavy undergrowth.)

Illumination: Enough light filters through the tree canopy to brightly illuminate trails and clearings. Under the trees, dim light (20% miss chance) cloaks the forest floor.

Woodland Sounds: Background noise increases the DC of sound-based Perception checks by 2 per 10 ft., not 1.

Trail: A muddy, rutted 10 ft. wide trail winds its way through the trees. Movement on the trail is uninhibited.

Game Trail: A narrow trail winds its way through the trees. Tracks and droppings of various animals cover the ground.

Light Undergrowth: Vines and roots cover many non-trail squares, increasing the DC of Acrobatics and Stealth checks by 2. It costs two squares of movement to enter such squares.

Heavy Undergrowth: Dense thorn bushes and other tangled growths make movement through these areas extremely difficult. It costs 4 squares of movement to enter such a square. It is impossible to run and charge through a square containing heavy undergrowth. Characters in heavy undergrowth gain concealment (30% miss chance) and a +5 circumstance bonus on Stealth checks.

Normal Trees: A creature standing in the same square as a tree (AC 4, hardness 5, hp 150, DC 15 Climb check) gains partial cover (+2 to AC, +1 on Reflex saves).

Massive Trees: Huge trees (AC 3, hardness 5, hp 600; DC 15 Climb check) fill an entire square. They provide cover (+4 to AC, +2 on Reflex saves).

Fallen Tree: A fallen tree trunk provides cover (+4 to AC, +2 on Reflex saves). Characters can clamber over it with a DC 5 Climb check or leap atop it with a DC 12 Acrobatics check. Characters on a fallen tree gain the benefits of higher ground (+1 on melee attacks) but are considered balancing. Treat the fallen tree's canopy as heavy undergrowth.

Boggy Ground: Filled with mud or standing water about 1 ft. deep, it costs 2 squares of movement to enter a square containing boggy ground. Boggy ground increases the DC of Stealth checks by 2.

Stream: Normally no more than 2 ft. deep, it costs 2 squares of movement to enter any square containing a stream. If the stream has raised banks, those in the stream have cover (+4 to AC, +2 on Reflex saves). Characters on the banks gain the benefits of higher ground (+1 on melee attacks) against anyone in the stream.

WARRIORS OF THE BLEACHED SKULL

A variety of warriors, scouts and so on serve within the Bleached Skull's ranks. The stat blocks below depict those most commonly encountered. Refer to pages 32 - 33 for suggested encounters featuring these warriors.

BLEACHED SKULL WARRIOR CR 1 (XP 400)

Male gnoll
CE Medium humanoid (gnoll)
Init +0; **Senses** darkvision 60 ft.; Perception +2, Sense Motive +0
Speed 30 ft.
ACP -2
AC 15, touch 10, flat-footed 15; **CMD** 13
(+2 armour [leather], +2 shield [heavy wooden], +1 natural)
Fort +4, **Ref** +0, **Will** +0
hp 11 (2 HD)
Space 5 ft.; **Base Atk** +1; **CMB** +3
Melee morningstar +3 (1d8+2)
Ranged javelin (range 30 ft.) +1 (1d6+2)
Atk Options Savagery
Abilities Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8
Feats Savagery
Skills as above
Languages Gnoll
Gear as above 3 gp, 6 sp

BLEACHED SKULL SERGEANT CR 3 (XP 800)

Male gnoll warrior 4
CE Medium humanoid (gnoll)
Init +0; **Senses** darkvision 60 ft.; Perception +2, Sense Motive +0
Speed 20 ft., base speed 30 ft.
ACP -5; Acrobatics -5 (-9 jumping), Climb +3, Swim +3
AC 18, touch 10, flat-footed 18; **CMD** 18
(+5 armour [mwk scale mail], +2 shield [heavy wooden], +1 natural)
Fort +8, **Ref** +1, **Will** +1
hp 41 (6 HD)
Space 5 ft.; **Base Atk** +5; **CMB** +8
Melee mwk morningstar +9 (1d8+3)
Ranged javelin (range 30 ft.) +5 (1d6+3)
Atk Options Dazing Blow 1/day, Savagery, Staggering Blow 1/day
Combat Gear *potion of cure moderate wounds*
Abilities Str 16, Dex 10, Con 13, Int 8, Wis 11, Cha 8
Feats Dazing Blow, Savagery, Staggering Blow
Skills as above
Languages Gnoll
Gear as above plus 12 gp, 31 sp

WARRIOR GARB

The tribe's warriors often wear simple pot helmets to which they affix the bleached skulls of vanquished enemies. This makes them look taller and adds to their fearsome reputation as terrifying warriors.

BLEACHED SKULL CHAMPION CR 4 (XP 1,200)

Male gnoll warrior 6
CE Medium humanoid (gnoll)
Init +0; **Senses** darkvision 60 ft.; Perception +3, Sense Motive +0
Speed 20 ft., base speed 30 ft.
ACP -7; Acrobatics -7 (-11 jumping), Climb +2, Swim +1
AC 21, touch 10, flat-footed 21; **CMD** 20
(+8 armour [mwk half-plate], +2 shield [mwk heavy wooden], +1 natural)
Fort +10, **Ref** +2, **Will** +2
hp 64 (8 HD)
Space 5 ft.; **Base Atk** +7/+2; **CMB** +10
Melee mwk morningstar +11/+6 (1d8+3)
Ranged mwk javelin (range 30 ft.) +8/+3 (1d6+3)
Atk Options Dazing Blow 2/day, Savagery, Staggering Blow 2/day, Stunning Blow 2/day
Combat Gear *potion of cure moderate wounds*
Abilities Str 16, Dex 10, Con 14, Int 8, Wis 11, Cha 8
Feats Dazing Blow, Savagery, Staggering Blow, Stunning Blow
Skills as above
Languages Gnoll
Gear as above plus 27 gp, 14 sp

BLEACHED SKULL CHIEFTAIN CR 7 (XP 3,200)

Male gnoll warrior 10
CE Large humanoid (gnoll)
Init -1; **Senses** darkvision 60 ft.; Perception +5, Sense Motive +0
Speed 20 ft., base speed 30 ft.
ACP -6; Acrobatics -7 (-11 jumping), Climb +4, Swim +3
AC 21, touch 8, flat-footed 21; **CMD** 26
(-1 size, -1 Dex, +9 armour [mwk full plate], +2 shield [mwk steel wooden], +2 natural)
Fort +14, **Ref** +2, **Will** +3
hp 122 (12 HD)
Space 10 ft.; **Base Atk** +11/+6; **CMB** +17
Melee +1 morningstar (reach 10 ft.) +16/+11 (2d6+6)
Ranged mwk javelin (range 30 ft.) +10/+5 (1d8+5)
Atk Options Dazing Blow 3/day, Savagery, Staggering Blow 3/day, Stunning Blow 3/day
Combat Gear *potion of cure moderate wounds* (2)
Abilities Str 20, Dex 8, Con 19, Int 8, Wis 11, Cha 8
Feats Dazing Blow, Improved Natural Armour, Savagery, Staggering Blow, Stunning Blow, Weapon Focus (morningstar)
Skills as above
Languages Gnoll
Gear as above plus 120 gp, 14 sp

SHAMAN GARB

Shaman fashion elaborate headgear from skulls and hang battered skulls to their belts. These clack together, making silent movement difficult (-2 penalty to Stealth checks).

SHAMANS OF THE BLEACHED SKULL

SHAMAN CR 5 (XP 1,600)

Male half-fiend gnoll adept 4
 CE Medium outsider
Init +0; **Senses** darkvision 60 ft.; Perception +5 (+7 familiar in arm's reach), Sense Motive +3 (+5 familiar in arm's reach)
Speed 30 ft., fly 60 ft. (good)
ACP 0; Fly +13

AC 15, touch 12, flat-footed 14; **CMD** 17
 (+1 Dex, +3 natural, +1 deflection [*ring of protection* +1])
Immune poison; **Resist** acid 10, cold 10, electricity 10, fire 10
Fort +6, **Ref** +2, **Will** +7; **SR** 16
hp 39 (6 HD); **DR** magic/5

Space 5 ft.; **Base Atk** +3; **CMB** +6
Melee 2 claw +6 each (1d4+3) and bite +4 (1d6+1)
Atk Options Savagery, smite good 1/day (+6 damage)
Adept Spells Prepared (CL 4th; concentration +7)
 2nd—*sickening glare* (DC 15)
 1st—*cure light wounds*, *lightning lance* (DC 14), *obscuring wind* (DC 14)
 0—*detect magic*, *ghost sound* (DC 13), *touch of fatigue* (DC 13)
Spell-Like Abilities (CL 6th, concentration +9)
 3/day—*darkness*
 1/day—*deseccate*, *unholy blight* (DC 17)
Combat Gear *bone knife*

Abilities Str 17, Dex 12, Con 15, Int 12, Wis 16, Cha 12
SQ share spells (bat familiar), summon familiar (bat)
Feats Alertness^B, Improved Natural Armour, Multiattack, Savagery
Skills as above plus Handle Animal +6, Heal +12, Knowledge (nature) +7, Survival +11
Languages Common, Gnoll, empathic link (bat familiar)
Gear as above plus spell component pouch, holy symbol, 12 gp

GREAT SHAMAN CR 7 (XP 3,200)

Male half-fiend gnoll adept 8
 CE Medium outsider
Init +0; **Senses** darkvision 60 ft.; Perception +9 (+11 familiar in arm's reach), Sense Motive +3 (+5 familiar in arm's reach)
Speed 30 ft., fly 60 ft. (good)
ACP 0; Fly +13

AC 15, touch 12, flat-footed 14; **CMD** 18
 (+1 Dex, +3 natural, +1 deflection [*ring of protection* +1])
Immune poison; **Resist** acid 10, cold 10, electricity 10, fire 10
Fort +8, **Ref** +6, **Will** +10; **SR** 18
hp 63 (10 HD); **DR** magic/5

Space 5 ft.; **Base Atk** +5; **CMB** +7
Melee 2 claw +7 each (1d6+3) and bite +5 (1d6+1)
Atk Options Savagery, smite good 1/day (+10 damage)
Adept Spells Prepared (CL 8th; concentration +11)
 3rd—*greater lightning lance* (DC 16)
 2nd—*barkskin*, *sickening glare* (2; DC 15)
 1st—*bless*, *lightning lance* (2) (DC 14), *obscuring wind* (DC 14)
 0—*detect magic*, *ghost sound* (DC 13), *touch of fatigue* (DC 13)
Spell-Like Abilities (CL 10th, concentration +13)
 3/day—*darkness*, *poison* (DC 17)
 1/day—*contagion* (DC 16), *deseccate*, *unholy blight* (DC 17)
Combat Gear *rod of curses*, *potion of blur*, *potion of cure serious wounds*

Abilities Str 17, Dex 12, Con 15, Int 12, Wis 17, Cha 12
SQ share spells (bat familiar), summon familiar (bat)
Feats Alertness^B, Improved Natural Armour, Improved Natural Attack (claw), Lightning Reflexes, Multiattack, Savagery
Skills as above plus Handle Animal +10, Heal +12, Knowledge (nature) +9, Survival +13
Languages Common, Gnoll, empathic link (bat familiar)
Gear as above plus *cloak of resistance* +1, spell component pouch, holy symbol, 33 gp

BAT FAMILIAR CR – (XP 0)

N Diminutive animal
Init +2; **Senses** blindsense 20 ft., low-light vision; Perception +8, Sense Motive +2
Speed 5 ft., fly 40 ft. (good)
ACP 0; Fly +17

AC 18, touch 16, flat-footed 16; **CMD** 6
 (+4 size, +2 Dex, +2 natural)
Fort +2, **Ref** +4 (improved evasion), **Will** +6
hp 19 (6 HD)

Space 1 ft.; **Base Atk** +3; **CMB** +1
Melee bite (reach 0 ft.) +9 (1d3-4)
Atk Options deliver touch spells

Abilities Str 1, Dex 15, Con 6, Int 7, Wis 14, Cha 5
Feats Weapon Finesse
Skills as above plus Handle Animal -1, Heal +8, Knowledge (nature) +4, Survival +8
Languages Common, empathic link

BAT FAMILIAR CR – (XP 0)

N Diminutive animal
Init +2; **Senses** blindsense 20 ft., low-light vision; Perception +12, Sense Motive +2
Speed 5 ft., fly 40 ft. (good)
ACP 0; Fly +17

AC 20, touch 16, flat-footed 18; **CMD** 8
 (+4 size, +2 Dex, +4 natural)
Fort +3, **Ref** +4 (improved evasion), **Will** +8
hp 31 (10 HD)

Space 1 ft.; **Base Atk** +5; **CMB** +3
Melee bite (reach 0 ft.) +11 (1d3-4)
Atk Options deliver touch spells

Abilities Str 1, Dex 15, Con 6, Int 9, Wis 14, Cha 5
Feats Weapon Finesse
Skills as above plus Handle Animal +3, Heal +8, Knowledge (nature) +6, Survival +10
Languages Common, empathic link, speak with master and bats

SCOUTS & SPECIALISTS OF THE BLEACHED SKULL

BLEACHED SKULL SCOUT CR 3 (XP 800)

Male gnoll expert 2/warrior 2

CE Medium humanoid (gnoll)

Init +0; **Senses** darkvision 60 ft.; Perception +7, Sense Motive +0

Speed 30 ft.

ACP 0; Climb +7, Stealth +7, Swim +7

AC 15, touch 10, flat-footed 15; **CMD** 17

(+3 armour [mwk studded leather], +1 shield [mwk light wooden], +1 natural)

Fort +7, **Ref** +0, **Will** +3

hp 37 (6 HD)

Space 5 ft.; **Base Atk** +4; **CMB** +7

Melee mwk morningstar +8 (1d8+3)

Ranged javelin (range 30 ft.) +4 (1d6+3)

Atk Options Racial Enemy (human), Savagery, Sudden Strike

Combat Gear *potion of cure light wounds* (2)

Abilities Str 16, Dex 10, Con 13, Int 8, Wis 11, Cha 8

Feats Racial Enemy (human), Savagery, Sudden Strike

Skills as above plus Knowledge (geography) +3, Knowledge (nature) +3, Survival +5

Languages Gnoll

Gear as above plus belt pouch, flint and steel, 12 sp

BLEACHED SKULL SNIPER CR 4 (XP 1,200)

Male advanced gnoll expert 2/warrior 2

CE Medium humanoid (gnoll)

Init +2; **Senses** darkvision 60 ft.; Perception +9, Sense Motive +2

Speed 30 ft.

ACP 0; Climb +11, Stealth +9, Swim +11

AC 19, touch 12, flat-footed 17; **CMD** 21

(+2 Dex, +3 armour [+1 studded leather], +1 shield [mwk light wooden], +3 natural)

Fort +9, **Ref** +2, **Will** +5

hp 49 (6 HD)

Space 5 ft.; **Base Atk** +4; **CMB** +9

Melee morningstar +9 (1d8+5)

Ranged mwk heavy crossbow (range 120 ft.) +7 (1d10/19-20)
bolts □□□□□ □□□□□

Atk Options Racial Enemy (human), Savagery, Sudden Strike

Combat Gear *potion of cure light wounds* (2)

Abilities Str 20, Dex 14, Con 17, Int 12, Wis 15, Cha 12

Feats Racial Enemy (human), Savagery, Sudden Strike

Skills as above plus Knowledge (geography) +6, Knowledge (nature) +6, Survival +9

Languages Common, Gnoll

Gear as above plus belt pouch, flint and steel, 12 sp

SCOUT GARB

Scouts dress similarly to warriors, except they often festoon their bodies with foliage to aid concealment (+2 circumstance bonus to Stealth checks).

Ahead of the warbands, the Bleached Skull despatch scouts to discover their enemies' weaknesses and snipers to sow chaos and confusion in their ranks.

NON-COMBATANT TRIBAL MEMBERS

Not all members of a tribe are warriors. Any tribal lair contains numerous non-combatants including females as well as young gnolls. Elderly gnolls (with the exception of shaman) are extremely rare. Use these stats to simulate such non-combatants.

BLEACHED SKULL YOUNG CR 1/2 (XP200)

Male or female gnoll

CE Small humanoid (gnoll)

Init +6; **Senses** darkvision 60 ft.; Perception +2, Sense Motive +0

Speed 30 ft.

ACP 0; Stealth +6

AC 15, touch 13, flat-footed 13; **CMD** 12

(+1 size, +2 Dex, +2 armour [leather])

Fort +3, **Ref** +2, **Will** +0

hp 7 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +1

Melee unarmed strike +2 (1d2, nonlethal)

Abilities Str 11, Dex 14, Con 9, Int 8, Wis 11, Cha 8

Feats Improved Initiative

Skills as above

Languages Gnoll

Gear as above

BLEACHED SKULL NON-COMBATANT CR 1/2 (XP 200)

Male or female gnoll

CE Medium humanoid (gnoll)

Init -2; **Senses** darkvision 60 ft.; Perception +3, Sense Motive +1

Speed 30 ft.

ACP 0

AC 11, touch 8, flat-footed 11; **CMD** 10

(-2 Dex, +2 armour [leather], +1 natural)

Fort +3, **Ref** -2, **Will** +1

hp 9 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +2

Melee dagger +2 (1d4+1/19-20)

Ranged dagger (range 10 ft.) -1 (1d4+1/19-20)

Atk Options Sudden Strike

Abilities Str 12, Dex 7, Con 10, Int 10, Wis 13, Cha 10

Feats Sudden Strike

Skills as above plus Handle Animal +5

Languages Gnoll

Gear as above

HOBGOBLINS OF THE MAILED FIST

THE MAILED FIST TRIBE

Skilled and disciplined warriors, the Hobgoblins of the Mailed Fist operate as fighters-for-hire. They dwell in three heavily fortified hill forts (Eir-Andra, Eir-Darrh and Eir-Othim) deep in a range of bare, sombre crag-studded hills. From there they operate six battles (war bands 500 strong) under the employ of diverse employers including powerful nobles and even nation states. The tribe's most feared weapons – even more dreaded than their mail clad war bands – are the huge black bats upon which ride their most puissant warriors and spellcasters.

The tribe does not trouble nearby kingdoms instead raiding surrounding humanoid tribes for plunder and slaves. Thus, while the tribe remains lawful evil in outlook, most of its civilised neighbours do not view them as an active threat. Indeed, several kingdoms pay the Mailed Fist a yearly tribute to attack other humanoid tribes infesting the surrounding hills, thus binding them together in an alliance of sorts.

ECOLOGY & SOCIETY

Unsurprisingly, the Mailed Fist has a regimented, organised society. Every adult tribe member has served or yet serves in the in a battle and many specialise in useful, martial trades as well. Consequently, the tribe numbers engineers, animal trainers and siege specialists among its strength.

Relatively peaceful contact with so many nearby kingdoms and other powerful employers has somewhat mellowed the tribe's natural proclivity toward evil. While the tribe as a whole is still lawful evil in outlook the incidence of non-evil individuals is far higher than in other goblinoid tribes. Additionally, being highly lawful in outlook, the tribe has garnered a reputation for always honouring a contract.

The tribe's society (surprisingly for evil humanoids) thrives on equality with tribal members making no distinction between the sexes. All adults serve in one of their fort's battles for a minimum of five years and thus both males and females can rise to the position of war leader.

The tribe numbers about 6,500 individuals of which 3,000 are warriors. Each hill fort maintains two battles. It is for the services of these units that employers dare the long journey to the Mailed Fist's gates. Normally, one battle garrisons each fort while the other is on campaign.

Appearance: Tall and muscular, hobgoblins of the Mailed Fist are hairless, pale skinned warriors. Many mark kills by adding a small tattoo to their scalp for every slain enemy.

Nomenclature: Tribal members do not differentiate between males and females. Thus, both sexes share the same list of names: Aryex, Berastif, Ceral, Cerastuf, Daryex, Derarak, Keral, Felyex Gerarix, Herastuf, Leral, Lerastif, Marak, Raryex, Sarak, Saryex, Terall, Uverix, Yex.

Arcane Magic: Members of the Mailed Fist are the rarest of hobgoblins because they use "elf magic" to wage war. This is a new development for the tribe only beginning after the tribe settled their hill fort homes. The tribe's sorcerers (there are no wizards) theorize that some forgotten echo of whoever or whatever built the hill forts yet lingers in these desolate places and that its unseen influence sometimes unlocks the arcane potential lurking in a select few of the tribe. Such sorcerers exclusively possess either the draconic or elemental bloodline.

Religion: The Mailed Fist worship a war god, the details of which will vary from campaign to campaign. By default, battle clerics and battle masters have access to the Protection and War domains. A GM changing these domains should remember the Protection domain's resistance bonus to saving throws.

LAIRS

The Mailed Fist dwells in three heavily fortified hill forts (Eir-Andra, Eir-Darrh and Eir-Othim) hidden deep within an inaccessible range of hills. The hill forts sprawl across the highest and least accessible hills and are visible from the others. All are sited well for defence and have excellent views of the surrounding area. Surprising the Mailed Fist in strength is difficult, if not impossible, without magical aid.

The tribe clear the land around each hill fort, cutting back encroaching vegetation every spring, preparing and maintaining their defensive works. Steep-sided ditches, hidden pits and fields of caltrops litter these bleak, wasted areas.

The Mailed Fist has augmented and expanded the hill forts – themselves the progeny of an unknown elder race – and have

IN YOUR CAMPAIGN

Hobgoblins of the Mailed Fist's design enables a GM to easily insert the tribe into a home campaign; their hill fort bases standing in the kind of desolate, isolated hill range that marks the border of many civilised kingdoms.

Due to the tribe's mercenary proclivities, its warriors appear in a variety of locations and situations – even far away from their hill top fortresses if employed.

Alternatively, a player could play a tribal member cast out of his tribe for some terrible crime. Hobgoblins make excellent fighters, rangers and rogues, but (of course) often elicit negative reactions in civilised nations. The skill and reputation of the Mailed Fist can go some way to mollify these reactions, but such a character will no doubt have more than his fair share of encounters with bigots, racists and so on. In an all-hobgoblin campaign, the players could take the roles of squad members employed to eradicate an infestation of humanoids or other similar menace.

constructed their own stone redoubts as a final refuge in the face of overwhelming force. Caves and caverns pockmark the hills upon which the forts stand. Within these lightless realms, the tribe's bat masters train the great beasts for which the tribe is famed. These beasts, a surviving remnant of an elder age, have served the Mailed Fist for generations.

COMBAT & TACTICS

Trusting to their heavy armour and superior training, units of the Mailed Fist often prevail against far more numerous foes by forming nigh-impenetrable shield walls. Their training, discipline and lawful nature enables them to keep fighting long after other more disorganised rabbles have spent themselves against the Mailed Fist's defences. Against cavalry, they sow the ground in front of their lines with caltrops and their sorcerers ward their fellows with *trench* and other defensive magic.

Heavily protected by their fine armour, warriors often fight defensively to limit casualties while pinning their opponents in place for their archers to annihilate. Utilising their darkvision, the tribe is equally able to fight during the day and night – an advantage they ruthlessly exploit.

Overhead the famed black wings soar. Clad in intricate barding and commanded by the tribe's most puissant warriors and potent spellcasters, they provide a valuable battle advantage to the tribe.



ANATOMY OF A BATTLE

Each battle is subdivided into five companies of 103 warriors each. Each company comprises nine ten-man squads led by an elite warrior. Every third company comprises archers led by an elite archer while three war chanters aid the company's commanding battle cleric. Thus, every company comprises:

- 60 Mailed Fist warriors
- 6 elite Mailed Fist warriors
- 30 Mailed Fist archers
- 3 Mailed Fist elite archers
- 3 war chanters
- 1 battle cleric

A full battle comprises:

- 300 Mailed Fist warriors
- 30 elite Mailed Fist warriors
- 150 Mailed Fist archers
- 15 Mailed Fist elite archers
- 15 war chanters
- 5 battle clerics
- 1 battle marshal

Battle Cleric: Standing in the front ranks with their comrades, battle clerics provide much needed healing and protection as well as commanding a company.

Battle Marshal: Battle marshals stand in the very centre of the front line inspiring their men and driving them on. Battle marshals rarely bother to hurl javelins and so on, instead concentrating on spellcasting and inspiring their men. A cadre of war chanters always accompanies a battle marshal so that he can easily pass orders to his troops.

War Chanter: Deployed behind the front line, groups of war chanters beat their drums both to inspire their companions to great heroics and to quickly transfer orders across the battlefield. Before an advance, war chanters pass through the lines to demoralise the enemy using Dazzling Display.

War chanters also serve as emergency healers for their companions using their ability to spontaneously cast spells to save those close to death.

BLACK WINGS

A squadron of Black Wings always accompanies deployed battles. The exact makeup and composition of this squadron depends on the nature of the battle's mission and the depth of its patron's purse. Black Wing can act as scouts, an extremely mobile strike force able to strike at the best protected targets with near-impunity or aerial artillery.

DESIGNING TRIBAL MEMBERS

Designing additional members of the Mailed Fist is a simple task. Hobgoblins are defined by their class levels – they do not possess racial Hit Dice. As hobgoblins, each member has the following racial traits:

- **+2 Dexterity, +2 Constitution:** Hobgoblins are fast and hearty.
- **Darkvision:** Hobgoblins can see in the dark up to 60 feet.
- **Sneaky:** Hobgoblins gain a +4 racial bonus on Stealth checks.
- **Languages:** All hobgoblins begin play speaking Common and Goblin. Hobgoblins with high Intelligence scores can choose any of the following bonus languages: Draconic, Dwarven, Infernal, Giant, Orc.

Mailed Fist leaders and other elite types such as spellcasters and infiltration types always possess levels in base classes while normal rank and file members typically possess levels of warrior or expert. Ideas for additional tribal members include:

- **Champion:** This powerful warrior delights in personal combat and seeks out enemy heroes to slay and is always in the thick of battle. His arms and armour are of the highest quality.
- **Siege Engineer:** A small cadre of siege engineers is skilled in the art of undermining, war engine construction and so on. Not normally deployed, such specialist warriors are available for hire if the Mailed Fist has to reduce an enemy fortress.
- **Smith:** Many smiths and other skilled artisans work long hours to craft and repair the vast amount of arms and armour required by a battle.
- **Standard Bearer:** This proud warrior is honoured with the task of carrying the Mailed Fist standard into battle.
- **Unbloodied Warrior:** Warriors endure extensive training before taking their place in a battle's ranks. Such trainee warriors make suitable foes for low-level PCs and could be encountered on training manoeuvres near to their hill fort.

NEW RULES OPTIONS

The Hobgoblins of the Mailed Fist use a number of new feats (chapter 1), spells (chapter 2) and magic items (chapter 3).

FEATS

The warriors and sorcerers of the Mailed Fist fight in a very distinctive fashion and have developed many combat-related feats to aid them in crushing their enemies.

NEW SORCERER/WIZARD SPELLS

The sorcerers of the Mailed Fist have developed a range of spells to provide them with advantage in battle.

2ND-LEVEL SPELLS

Trench: Creates a 5 ft. wide, 10 ft. deep trench in the ground.

3RD-LEVEL SPELLS

Spiked Trench: Creates a 5 ft. wide, 10 ft. deep spiked-filled trench in the ground.

4TH-LEVEL SPELLS

Flaming Trench: Creates a 5 ft. wide, 10 ft. deep flame-filled trench in the ground.

MAGIC ITEMS

The champions and battle leaders of the Mailed Fist use several tribal, combat-focused magical items.

GP		PAGE
1,000 gp	<i>Boots of the rider</i>	24
1,000 gp	<i>Helm valorous</i>	24
13,350 gp	<i>Axe of battle</i>	22

MAILED FIST FEATS

FEAT	PREREQUISITES	BENEFIT
Aerial Combat	Skill Focus (Ride), BAB +2	+1 to weapon and damage rolls and handle mount as a free action
Improved Brace	BAB +1	Brace weapon to double threat range and gain +2 on attack roll
Greater Shield Wall	Shield Wall, BAB +4	+1 shield bonus when adjacent to ally with Shield Wall feat
Improved Shield Smash	BAB +3	Remove opponent's shield bonus from AC until next action
Precise Ray	Dex 13, BAB +1	Ignore soft cover when firing ray and gain a +4 bonus to confirm threats
Shield Wall	BAB +1	+1 shield bonus when adjacent to ally with Shield Wall feat
Stalwart Stance	Str 13, BAB +1	+4 bonus to CMD vs. bull rush and trip

TRIBAL PERSONALITIES

Use the small character descriptions below to breathe life into tribal members with which the PCs interact. The character descriptions below omit mention of rank and such like to allow the GM to apply them to any member of the Mailed Fist.

- **Aryex:** Huge of bulk and slow of wit, animals (particularly horses, donkeys and so on) fascinate Aryex. He believes fervently that the Mailed Fist should train a ground-based cavalry wing and expounds upon this at every opportunity. If travellers have horses with them, he offers to see to their mounts' needs and asks if he can ride one. His fellows deride his efforts to stay in the saddle. A (relatively good natured) fist fight could ensue.
- **Ceral:** A thin, skinny hobgoblin, Ceral is fiercely proud of his own skills and is a veteran of countless border skirmishes and orc hunts. His frequent contact with human soldiers has modified his outlook on life (he has become lawful neutral). He is the voice of moderation in his squad and he intervenes in altercations between his brethren and outsiders in the hopes of avoiding pointless bloodshed.
- **Felyex:** A strict disciplinarian, Felyex is a stickler for duty and for doing things the proper way. Always immaculately turned out and ready to volunteer others for dangerous or difficult duties, Felyex is not well liked by his companions.
- **Herastuf:** This powerfully built warrior sports a squashed, obviously often broken nose and several missing teeth. Coarse of humour, he delights in verbally abusing comrades and newcomers alike.
- **Keral:** A proud and diligent soldier, Keral follows orders to the letter and goes to great lengths to make certain his arms and armour are clean and in good repair.
- **Marak:** Taciturn and a little glum, Marak is despondent and negative about most things. Battle, however, transforms him into a raging berserker who laughs, guffaws and foams at the mouth.
- **Raryex:** A degenerate gambler and vicious fighter, Raryex bears an old, but livid scar running down the left-hand side of his face. He tries to fleece anyone who doesn't know any better.

- **Sarak:** A thoughtful, but thoroughly evil individual, Sarak carries a large book around in his bulging pack. He is writing a history of his battle, but changing much of the content to cast him in a very favourable light. Boundless ambition lurks within Sarak's breast and he intends to use the book to bolster his rise to high rank. If the PCs number a bard among their number, he asks the bard to compose a ballad in his honour.
- **Uverix:** Intensely proud of the Mailed Fist and its martial skills, Uverix takes offense at even the most innocuous comment.



ENCOUNTERS WITH THE HOBGOBLINS OF THE MAILED FIST

Unlike most meetings between the PCs and organised (or semi-organised) bands of humanoids, encounters with the Mailed Fist do not inevitably end in combat.

Remember, the circumstances and outcome of most encounters with the Mailed Fist depends on the alignment and goals of the tribe's employer. In most instances, the Mailed Fist works for a specific employer and the warriors probably have no desire to start a pointless fight that has no bearing on their mission. It is even possible that the PCs and the Mailed Fist could work for the same employer (creating interesting roleplaying opportunities for paladins and other lawful good types).

Patrons hiring the Mailed Fist normally do so for the express purpose of annihilating a rival or destroying marauders or other external threats. Rarely encountered in urban areas, warriors of the Mailed Fist are far more likely to serve in borderland and wilderness areas. Normally, adventurers will meet squad or company-sized groups of warriors.

BLACK WING (EL 5, XP 1,600)

While travelling, the PCs notice a huge bat-like creature soaring high above them. A PC making a DC 15 Perception check notices a mailed mounted figure on its back. The creature (a black wing and its rider) do not approach the PCs and continue on their way even if attacked. (The rider is engaged either with important scouting duties or is carrying an important despatch).

This is a good encounter to use, if a GM wants to foreshadow the arrival of the Mailed Fist in an area.

COMPANY

Companies of Mailed Fist warriors do not normally wander the countryside without a specific purpose. Such groups do not move quietly or subtly and are spotted at the maximum encounter distance for the relevant terrain type. Such a large group of warriors is likely carrying out a mission for their employer such as attacking an enemy tribe, marching to relieve a beleaguered garrison and so on. Alternatively, they could be escorting an important individual through dangerous territory. Travellers not interfering with the company's mission may pass

BLACK WING ENCOUNTER GROUPS

When designing encounters with Black Wing Riders, remember that the CR of the warrior's mount must factor into the encounter's EL.

- EL 5:** 1 Black Wing Rider and 1 Black Wing.
- EL 7:** 2 Black Wing Riders and 2 Black Wing.
- EL 7:** 1 Elite Black Wing Rider and 1 Greater Black Wing.
- EL 8:** 1 Black Wing Sorcerer and 1 Greater Black Wing.
- EL 9:** 2 Elite Black Wing Riders and 2 Greater Black Wings.

unmolested and may even be offered the safety of the Mailed Fist's camp if the encounter takes place as night is falling.

Note: This encounter does not include EL and XP notes as most PC groups are incapable of defeating such a large group.

ENVOY (EL 9; XP 6,400)

This encounter can take place in an urban area and can serve to introduce the Mailed Fist. The tribe has sent an envoy to meet with a prospective client. The client, a powerful nobleman, has arranged for the envoy and his guards to be billeted at a local inn.

1 Black Wing Sorcerer: page 44.

4 Elite Mailed Fist Warriors: page 43.

While visiting the inn, the PCs encounter the hobgoblins drinking in the taproom. A local official and a small group of warriors are on hand to explain the situation and to prevent violence. Nevertheless, the hobgoblins are keen to sample all the town has to offer. They could challenge the PCs to games of chance, friendly(ish) wrestling matches and so on. (One or more of the hobgoblins could even sneak off to another tavern in search of a broad-minded lady of the night.)

To modify this encounter, apply the following changes:

EL 8 (XP 4,800): Remove two Elite Mailed Fist Warriors.

EL 10: (XP 9,600): Add four Elite Mailed Fist Warriors.

SQUAD (EL 9, XP 6,200)

Mounting a patrol of the nearby area, a squad of Mailed Fist warriors is normally tasked with reconnaissance or escort duties.

The PCs encounter a standard squad of warriors:

9 Mailed Fist Warriors: page 43.

1 Elite Mailed Fist Warrior: page 43.

The squad is cautious of adventurer types, particularly heavily armoured or obviously powerful groups. In such encounters, the squad are careful not to threaten the adventurers. If the PCs lay a trap for the approaching footmen or otherwise initiate combat, the warriors parley while using total defence to limit their own casualties. If the PCs refuse to talk, the squad responds with lethal force.

Alternatively, in a border or otherwise contested area the patrol could hasten to the PCs' rescue if they hear the sound of battle ahead. This is a useful encounter to run if the PCs find themselves outmatched through no fault of their own.

To modify this encounter, apply the following changes:

EL 8 (XP 4,800): Remove one Mailed Fist warrior and one elite Mailed Fist warrior.

EL 10: (XP 9,600): Add one elite Mailed Fist warrior, four Mailed Fist warriors and one riding dog.

WARRIORS OF THE MAILED FIST

MAILED FIST WARRIOR

CR 2 (XP 600)

Hobgoblin warrior 4
LE Medium humanoid (goblinoid)
Init +1; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 20 ft., base speed 30 ft.
ACP -7; Acrobatics -6 (-10 jumping), Climb -1, Swim -1
AC 20, touch 10, flat-footed 20; Shield Wall; **CMD** 17
(+8 armour [mwk half-plate], +2 shield [mwk heavy steel])
Fort +6, **Ref** +2, **Will** +1
hp 34 (4 HD)
Space 5 ft.; **Base Atk** +4; **CMB** +6
Melee mwk longspear (reach 10 ft.) +7 (1d8+3/x3)
Melee battleaxe +6 (1d8+1/x3)
Ranged javelin (range 30 ft.) +5 (1d6+2)
Atk Options Improved Brace
Combat Gear *potion of cure moderate wounds*
Abilities Str 14, Dex 13, Con 14, Int 9, Wis 10, Cha 8
Feats Improved Brace, Shield Wall
Skills as above plus Profession (soldier) +5
Languages Common, Goblin
Gear as above plus 5 gp, 13 sp

ELITE MAILED FIST WARRIOR

CR 3 (XP 800)

Hobgoblin warrior 6
LE Medium humanoid (goblinoid)
Init +1; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 20 ft., base speed 30 ft.
ACP -7; Acrobatics -6 (-10 jumping), Climb +0, Swim +0
AC 22, touch 11, flat-footed 21; Greater Shield Wall, Shield Wall;
CMD 19
(+1 Dex, +9 armour [mwk full-plate], +2 shield [mwk heavy steel])
Fort +7, **Ref** +3, **Will** +2
hp 51 (6 HD)
Space 5 ft.; **Base Atk** +6; **CMB** +8
Melee mwk longspear (reach 10 ft.) +9/+4 (1d8+3/x3)
Melee mwk battleaxe +9/+4 (1d8+1/x3)
Ranged javelin (range 30 ft.) +7 (1d6+2)
Atk Options Improved Brace
Combat Gear *potion of bull's strength, potion of cure moderate wounds*
Abilities Str 14, Dex 13, Con 14, Int 9, Wis 10, Cha 8
Feats Greater Shield Wall, Improved Brace, Shield Wall
Skills as above plus Profession (soldier) +5
Languages Common, Goblin
Gear as above plus 5 gp, 13 sp

MAILED FIST ARCHER

CR 2 (XP 600)

Hobgoblin warrior 4
LE Medium humanoid (goblinoid)
Init +3; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 20 ft., base speed 30 ft.
ACP -3; Acrobatics -2 (-6 jumping), Climb +2, Swim +2
AC 20, touch 13, flat-footed 17; **CMD** 18
(+3 Dex, +6 armour [mwk breastplate], +1 shield [mwk buckler])
Fort +5, **Ref** +4, **Will** +1
hp 30 (4 HD)
Space 5 ft.; **Base Atk** +4; **CMB** +5
Ranged mwk composite longbow (range 110 ft.) +8 (1d8+1/x3)
Melee battleaxe +5 (1d8+1/x3)
Atk Options Point Blank Shot, Precise Shot
Combat Gear *potion of cure moderate wounds*
Abilities Str 12, Dex 16, Con 13, Int 9, Wis 10, Cha 8
Feats Point Blank Shot, Precise Shot,
Skills as above plus Profession (soldier) +5
Languages Common, Goblin
Gear as above plus 20 arrows, 5 gp, 13 sp

ELITE MAILED FIST ARCHER

CR 3 (XP 800)

Hobgoblin warrior 6
LE Medium humanoid (goblinoid)
Init +3; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 20 ft., base speed 30 ft.
ACP -3; Acrobatics -2 (-6 jumping), Climb +3, Swim +3
AC 21, touch 13, flat-footed 18; **CMD** 20
(+3 Dex, +7 armour [+1 breastplate], +1 shield [mwk buckler])
Fort +6, **Ref** +5, **Will** +2
hp 45 (6 HD)
Space 5 ft.; **Base Atk** +6; **CMB** +7
Ranged mwk composite longbow (range 110 ft.) +10/+5
(1d8+1/x3) or
Ranged mwk composite longbow (range 110 ft.) with Rapid Shot
+8/+8/+3 (1d8+1/x3)
Melee mwk battleaxe +8/+2 (1d8+1/x3)
Atk Options Point Blank Shot, Precise Shot, Rapid Shot
Combat Gear *potion of cure moderate wounds (2)*
Abilities Str 12, Dex 16, Con 13, Int 9, Wis 10, Cha 8
Feats Point Blank Shot, Precise Shot, Rapid Shot
Skills as above plus Profession (soldier) +5
Languages Common, Goblin
Gear as above plus 20 arrows, 5 gp, 13 sp

WARRIORS

Warriors fight defensively in tight formations to make the most of Shield Wall and Greater Shield Wall. Warriors reduced to under half hit points use the total defence action and retreat from battle, to allow an uninjured comrade to replace them.

ARCHERS

Arrayed behind their more heavily armoured brethren, Mailed Fist archers send flights of well-aimed arrows into their opponent's ranks. Once an enemies' will to resist has been broken, the archers join the general slaughter.

BLACK WING RIDERS

BLACK WING RIDER

CR 3 (XP 800)

Hobgoblin warrior 6

LE Medium humanoid (goblinoid)

Init +1; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 20 ft., base speed 30 ft.

ACP -6; Acrobatics -5 (-9 jumping), Ride +7

AC 22, touch 11, flat-footed 21; **CMD** 19

(+1 Dex, +9 armour [mwk full plate], +2 shield [mwk heavy steel])

Fort +7, **Ref** +3, **Will** +2

hp 51 (6 HD)

Space 5 ft.; **Base Atk** +6; **CMB** +8

Melee mwk longspear (reach 10 ft.) +10/+5 (1d8+3/x3)

Melee mwk battleaxe +9/+4 (1d8+2/x3)

Ranged javelin (range 30 ft.) +7 (1d6+2)

Atk Options Aerial Combat

Combat Gear *boots of the rider*, *potion of cure light wounds*

Abilities Str 14, Dex 13, Con 14, Int 9, Wis 10, Cha 8

Feats Aerial Combat, Skill Focus (Ride), Weapon Focus (longspear)

Skills as above plus Profession (soldier) +5

Languages Common, Goblin

Gear as above plus 14 gp, 12 sp

ELITE BLACK WING RIDER

CR 5 (XP 1,600)

Advanced hobgoblin warrior 8

LE Medium humanoid (goblinoid)

Init +4; **Senses** darkvision 60 ft.; Perception +2, Sense Motive +2

Speed 20 ft., base speed 30 ft.

ACP -6; Acrobatics -2 (-6 jumping), Climb +5, Ride +14, Swim +5

AC 25, touch 11, flat-footed 24; **CMD** 26

(+1 Dex, +10 armour [+1 full plate], +2 shield [mwk heavy steel], +2 natural)

Fort +10, **Ref** +6, **Will** +4

hp 84 (8 HD)

Space 5 ft.; **Base Atk** +8; **CMB** +12

Melee +1 *longspear* (reach 10 ft.) +14/+9 (1d8+7/x3) or

Melee +1 *longspear* with Power Attack (reach 10 ft.) +11/+6 (1d8+16/x3)

Melee mwk battleaxe +13/+8 (1d8+4/x3)

Melee mwk battleaxe with Power Attack +10/+5 (1d8+10/x3)

Ranged javelin (range 30 ft.) +10 (1d6+4)

Atk Options Aerial Combat, Power Attack

Combat Gear *boots of the rider*, *potion of cure moderate wounds*

Abilities Str 18, Dex 18, Con 14, Int 13, Wis 14, Cha 12

Feats Aerial Combat, Power Attack, Skill Focus (Ride), Weapon Focus (longspear)

Skills as above plus Handle Animal +6, Intimidate +8, Profession (soldier) +7

Languages Common, Giant, Goblin

Gear as above plus 23 gp, 14 sp

BLACK WING SORCERER

CR 7 (XP 3,200)

Hobgoblin sorcerer (elemental air) 7/fighter 1

LE Medium humanoid (goblinoid)

Init +2; **Senses** darkvision 60 ft.; Perception -1, Sense Motive -1

Speed 30 ft.

ACP 0; Climb +6, Ride +13, Stealth +6, Swim +6

AC 18, touch 12, flat-footed 16; **CMD** 18

(+2 Dex, +5 armour [+1 *mithral shirt*], +1 shield [darkwood buckler])

Resist electricity 10

Fort +7, **Ref** +7, **Will** +5

hp 55 (8 HD)

Space 5 ft.; **Base Atk** +4; **CMB** +6

Melee +1 *longspear* (reach 10 ft.) +7 (1d8+4/x3)

Melee mwk flail +7 (1d8+2)

Ranged Touch electrical ray (6/day; range 30 ft.) +6 (1d6+3 electricity)

Special Actions bloodline arcana (electricity)

Bloodline Arcana The blackwing sorcerer can modify any spell that deals energy damage to inflict electricity damage.

Sorcerer Spells Known (CL 6th; concentration +9 [+13 when casting on the defensive or grappled]; +6 ranged touch)

3rd (5/day)—*fireball* (DC 16), *spiked trench* (DC 16), *protection from energy*

2nd (7/day)—*false life*, *protection from arrows*, *scorching ray* (electricity damage), *trench* (DC 15)

1st (7/day)—*burning hands* (DC 14; electricity damage), *feather fall*, *magic missile*, *obscuring mist*, *protection from good*, *shield*

0—*acid splash*, *detect magic*, *mage hand*, *message*, *ray of frost*, *read magic*, *touch of fatigue* (DC 13)

Combat Gear *potion of cure moderate wounds* (2), *scroll of fly*, *wand of whispering wind* (CL 3rd, 9 chgs.), *wand of magic missiles* (CL 1, 25 chgs.)

Abilities Str 14, Dex 15, Con 14, Int 10, Wis 8, Cha 17

Feats Arcane Armour Proficiency, Combat Casting, Eschew Materials^B, Improved Initiative, Lightning Reflexes, Skill Focus (Ride), Weapon Focus (longspear)

Skills as above Knowledge (arcana) +7, Knowledge (planes) +4, Spellcraft +7

Languages Common, Goblin

Gear as above plus *cloak of resistance* +1, 12 gp, 13 sp

BLACK WING RIDERS

Black wing riders, swoop above battle concentrating their attacks on enemy leaders and flying foe. They are at great pains to protect their mount; if it is reduced to under half hit points, the rider retreats to fight another day. Like their land-based fellows, they often fight defensively. Black wing sorcerers often stand off from their targets and bombard them with *fireballs* and the like.

SPECIALISTS OF THE MAILED FIST

MAILED FIST WAR CHANTER

CR 6 (XP 2,400)

Hobgoblin fighter 2/bard 5

LE Medium humanoid (goblinoid)

Init +2; **Senses** darkvision 60 ft.; Perception +3, Sense Motive -1

Speed 20 ft., base speed 30 ft.

ACP -4; Acrobatics +2 (-4 jumping), Climb +3, Stealth +6

AC 21, touch 12, flat-footed 19; **CMD** 19

(+2 Dex, +7 armour [+1 *breastplate*], +2 shield [mwk heavy steel])

Fort +6, **Ref** +6, **Will** +3; +1 vs. fear, +4 vs. bardic performance, sonic and language-dependant effects

hp 54 (7 HD)

Space 5 ft.; **Base Atk** +5; **CMB** +7

Melee +1 *battleaxe* +9 (1d8+3/x3)

Ranged javelin (range 30 ft.) +7 (1d6+2)

Special Actions Dazzling Display (+18), bardic performance 27 rounds (countersong, distraction, fascinate, inspire courage +2, inspire competence +2)

Bard Spells Known (CL 5th; concentration +8)

2nd (3/day)—*calm emotions* (DC 15), *cure moderate wounds*, *heroism*

1st (5/day)—*alarm*, *cure light wounds*, *expeditious retreat*, *feather fall*

0—*detect magic*, *know direction*, *mending*, *message*, *read magic*, *summon instrument*

Combat Gear *potion of blur*, *potion of cure light wounds*, *potion of shield of faith*

Abilities Str 14, Dex 15, Con 14, Int 10, Wis 8, Cha 16

SQ bardic knowledge, loremaster 1/day, versatile performance (percussion)

Feats Dazzling Display, Extra Performance, Extra Performance, Intimidating Prowess, Skill Focus (Intimidate), Weapon Focus (battleaxe)

Skills as above plus Handle Animal +11, Intimidate +18, Knowledge (arcana) +2, Knowledge (dungeoneering) +2, Knowledge (engineering) +10, Knowledge (geography) +9, Knowledge (history) +9, Knowledge (local) +9, Knowledge (nature) +2, Knowledge (nobility) +2, Knowledge (planes) +2, Knowledge (religion) +2, Perform (percussion) +13, Profession (soldier) +3

Languages Common, Goblin

Gear as above plus 3 javelins, spell component pouch, masterwork drum, 12 gp

WAR CHANTER

War chanters use bardic performance to inspire courage in their allies and Dazzling Display to strike fear into their enemies' hearts. Rarely in melee until the enemies' lines are broken, they use their spontaneous spellcasting ability to heal badly-injured fellows and to dispel fear affects threatening to break the Mail Fist's lines. They cast *heroism* before entering melee and enjoy chasing down fleeing foes.

MAILED FIST BATTLE CLERIC

CR 5 (XP 1,600)

Hobgoblin cleric 4/fighter 2

LE Medium humanoid (goblinoid)

Init +0; **Senses** darkvision 60 ft.; Perception +3, Sense Motive +3

Speed 20 ft., base speed 30 ft.

ACP -6; Acrobatics -6 (-10 jumping), Stealth -2

AC 21, touch 10, flat-footed 21; Shield Wall; **CMD** 17 (21 vs. bull rush and trip)

(+9 armour [mwk full plate], +2 shield [mwk heavy steel])

Fort +10, **Ref** +2, **Will** +8

hp 49 (6 HD)

Space 5 ft.; **Base Atk** +5; **CMB** +7

Melee mwk battleaxe +8 (1d8+2/x3)

Melee longspear (reach 10 ft.) +7 (1d8+3/x3)

Ranged javelin (range 30 ft.) +5 (1d6+2)

Special Actions battle rage 6/day, channel negative energy 4/day (2d6 damage, DC 13), resistant touch 6/day, spontaneous casting (*infect* spells)

Battle Rage (Sp) The battle cleric can touch a creature to give it a +2 bonus on melee damage rolls for 1 round.

Resistant Touch (Sp) The battle cleric can touch an ally to grant a +1 resistance bonus for 1 minute. While using this ability, the battle cleric's saving throw modifiers drop by 1.

Cleric Spells Prepared (CL 4th; Domains: Protection, War; concentration +7 [+11 when casting defensively or grappled])

2nd—*aid*, *cure moderate wounds*, *sound burst* (DC 15), *spiritual weapon*^D

1st—*bless*, *cure light wounds* (2), *sanctuary*^D, *shield of faith*

0—*detect magic*, *guidance*, *resistance*, *stabilise*

Combat Gear *helm valorous*

Abilities Str 14, Dex 10, Con 15, Int 10, Wis 16, Cha 12

SQ evil arua (moderate)

Feats Combat Casting, Shield Wall, Stalwart Stance

Skills as above plus Heal +8, Intimidate +6, Knowledge (religion) +5, Profession (soldier) +8, Spellcraft +5

Languages Common, Goblin

Gear as above plus silver holy symbol, spell component pouch, 14 gp, 31 sp

BATTLE CLERIC

Standing in the front ranks with their comrades, battle clerics provide much needed healing and protection. In the front line they fight using the fighting defensively action while letting their fellows in the second rank strike past them with long spears. In truly desperate circumstances, they use the total defence action. If cut off from their companions, they repeatedly use channel negative energy to drive back their attackers.

Armed and armoured as elite warriors, they appear virtually identical to his brethren until they use their clerical magics.

MAILED FIST BATTLE MARSHAL

CR 9 (XP 6,400)

Hobgoblin cleric 8/fighter 2

LE Medium humanoid (goblinoid)

Init +0; **Senses** darkvision 60 ft.; Perception +3, Sense Motive +3**Speed** 20 ft., base speed 30 ft.**ACP** -13; Acrobatics -13 (-17 jumping), Stealth -9**AC** 25, touch 11, flat-footed 25; Greater Shield Wall, Shield Wall;**CMD** 21 (25 vs. bull rush and trip)(+10 armour [+1 *full plate*], +4 shield [darkwood tower], +1 deflection [*ring of protection* +1])**Fort** +13, **Ref** +4, **Will** +11; +1 vs. fear**hp** 78 (10 HD)**Space** 5 ft.; **Base Atk** +8/+3; **CMB** +10**Melee** +1 *battleaxe* +12/+7 (1d8+3/x3)**Ranged** javelin (range 30 ft.) +8 (1d6+1)**Atk Options** Improved Brace, Vital Strike, weapon master (8 rounds)**Special Actions** aura of protection (8 rounds), battle rage 6/day (+4 damage), channel negative energy 5/day (4d6 damage, DC 16), resistant touch 6/day, spontaneous casting (*inflict* spells)**Aura of Protection (Su)** The battle marshal can emit a 30 ft. aura of protection for 8 rounds per day (these rounds do not have to be consecutive). Allies in the area gain a +1 deflection bonus to AC and resistance 5 against all elements.**Battle Rage (Sp)** The battle marshal can touch a creature to give it a +4 bonus on melee damage rolls for 1 round.**Resistant Touch (Sp)** The battle marshal can touch an ally to grant a +2 resistance bonus for 1 minute. While using this ability, the battle master's saving throw modifiers drop by 2.**Weapon Master (Su)** The battle marshal gains the use of one combat feat (for which he meets the prerequisites) for up to 8 rounds a day (which do not have to be consecutive). He can change the feat each time he uses this ability.**Cleric Spells Known** (CL 8th; Domains: Protection, War; concentration +11)4th—*cure critical wounds*, *divine power*^D, *freedom of movement*3rd—*cure serious wounds* (2), *dispel magic*, *magic vestment*^D, *prayer*2nd—*cure moderate wounds*, *eagle's splendour*, *lesser restoration*, *silence*, *spiritual hammer*^D1st—*bles*, *cure light wounds* (2), *obscuring mist*, *sanctuary*^D, *shield of faith*0—*create water*, *detect magic*, *purify food and water*, *stabilize***Combat Gear** *javelin of lightning*, *potion of displacement***Abilities** Str 14, Dex 10, Con 14, Int 10, Wis 16, Cha 14**SQ** evil aura (strong)**Feats** Greater Shield Wall, Improved Brace, Shield Wall, Stalwart Stance, Vital Strike, Weapon Focus (battleaxe)**Skills** as above plus Heal +10, Knowledge (history) +5, Knowledge (nobility) +5, Knowledge (religion) +7, Profession (soldier) +10, Spellcraft +7**Languages** Common, Goblin**Gear** as above plus 2 javelins, silver holy symbol, spell component pouch, 50 gp, 20 sp**MAILED FIST WAR LEADER**

CR 11 (XP 12,800)

Hobgoblin fighter 12

LE Medium humanoid (goblinoid)

Init +7; **Senses** darkvision 60 ft.; Perception +1, Sense Motive +1**Speed** 30 ft.**ACP** -4; Climb +4, Ride +14, Stealth +3**AC** 26, touch 13, flat-footed 23; Greater Shield Wall, Shield Wall;**CMD** 28 (+32 vs. bull rush and trip)(+3 Dex, +11 armour [+2 *full plate*], +2 shield [mwk heavy steel])**Fort** +11, **Ref** +7, **Will** +5; +3 vs. fear**hp** 118 (12 HD)**Space** 5 ft.; **Base Atk** +12; **CMB** +15**Melee** +1 *flaming battleaxe* (*axe of battle*) +20/+15/+10 (1d8+10/19-20 x3) or**Melee** mwk longspear (reach 10 ft.) +17/+12/+7 (1d8+5/x3)**Ranged** javelin (range 30 ft.) +15 (1d6+3)**Atk Options** Improved Brace, Improved Shield Smash, Vital Strike**Combat Gear** *potion of cure serious wounds*, *potion of fly***Abilities** Str 17, Dex 16, Con 16, Int 10, Wis 12, Cha 8**SQ** armour training 3, weapon training (axes +2, spears +1)**Feats** Greater Shield Wall, Greater Weapon Focus, Greater Weapon Specialization (battleaxe), Improved Brace, Improved Critical, Improved Initiative, Improved Shield Smash, Skill Focus (Ride), Shield Wall, Stalwart Stance, Vital Stance, Weapon Focus (battleaxe), Weapon Specialization (battleaxe)**Skills** as above plus Profession (soldier) +14**Languages** Common, Goblin**Gear** as above plus 10 gp, 20 pp**BATTLE MARSHAL**

Fighting in the front rank, battle marshals use their magics to both heal and augment themselves. If reduced to a single attack in a round, a battle marshal always uses Vital Strike. Like their fellows, they fight defensively and only break from the line if grievously injured or if offered single combat by an enemy champion or commander.

A battle marshal uses his *javelin of lightning* against a weak point of an enemy line in the hope of creating a hole his troops can surge through.

WAR LEADER

Commander of an entire hill fort, war leaders are extremely skilled warriors. Often encountered riding a heavily-armoured, greater black wing (full plate barding; AC 24, touch 10, flat-footed 23; Fly +8, Stealth -1), they target enemy leaders and heroes. If reduced to a single attack they use Vital Strike.

If leading troops on the ground, a war leader is always among the front line troops, inspiring them with his example. His flaming *axe of battle* is his badge of rank; he never relinquishes it.

KOBOLDS OF THE FALLEN HALLS

THE KOBOLD TRIBES OF VONGYTH

Two centuries ago, the green dragons Klauthosk and Yeiarkin annihilated the dwarves of Clan Nurthen, taking the isolated hold of Vongyth as their own. Served by the kobolds of the Blackened Eye their depraved hegemony over the benighted dwarven hold ended in blood and slaughter upon The Crimson Sword's (a band of skilled and daring adventurers) blades. Not all the dragons' progeny perished in the battle, however, and when a rival appeared to challenge the lone survivor's rule over the shattered remnants of the Blackened Eye, bloody and ruinous war swept through the endless, cloying dark of Vongyth. Decades later, the survivors of two degenerate splinter-tribes seek the utter annihilation of the other through sudden ambush and deadly trap in the dusty, forgotten halls of the dwarves' crumbling fortress.

HISTORY

Little known, the dwarves of clan Nurthen were typical of their kind; industrious miners toiling deep beneath the earth in Vongyth (their small, isolated mine-hold). Their small success, however, spelt their doom. A mated pair of green dragons, Klauthosk and Yeiarkin, intercepted several merchants carrying gold bars and other precious metals to market. After torturing (and then eating) the survivors, they learnt the location of Vongyth and exhibiting typical, draconic greed led their kobold minions in a devastating attack on the unsuspecting dwarves.

With acid and fang, they drove the dwarves from their fortress, slaughtering all they discovered. After the orgy of slaughter and looting, the pair settled in the hold and ordered their kobold servants to search out every scrap of treasure hidden therein. Sated by the slaughter and hoard-wealth of the dwarves, Yeiarkin laid several eggs, and with their new home secured, the dragons began to terrorise and loot the surrounding area. Thus did matters stand until The Crimson Swords invaded the hold 40 years ago and slaughtered Klauthosk and Yeiarkin along with scores of their servants. Exulting in their victory the surviving adventurers looted the dragon's wealth and returned to civilisation, but they failed to expunge the menace lurking in Vongyth. A few hundred kobolds survived as did one of

IN YOUR CAMPAIGN

Kobolds of the Fallen Hall's design enables a GM to easily insert the kobolds of this doomed, forlorn dwarven hold into a home campaign. The tribes' home can stand in almost any hill or mountain range. Similarly, as the builders were not a particularly successful or prosperous clan that fell decades ago, their presence should not disrupt the campaign back story. A DC 15 Knowledge (local) check identifies Clan Nurthen's crossed axe and hammer device (found throughout the Vongyth).

the pair's offspring – Dereghwyr – an odious, vicious creature.

Dereghwyr immediately set about cementing her rule over the depleted kobolds, but the arrival of Antharuthux (a very young black dragon fleeing the slaughter of his brood-mates) threw chaos atop chaos in Vongyth. Dereghwyr immediately sought to slay the newcomer, but failed. Forced into ignoble retreat, she retreated into the fortress' depths to wage a guerrilla war against Antharuthux and his newly subjugated kobold followers. On that day, the Blackened Eye was broken with those falling under Antharuthux's sway taking the mantle of the Bloodied Tail.

For the last twenty years, a silent war of sudden ambush and counter ambush has crept through the halls, passageways and chambers of Vongyth. Scores of kobolds have fallen and now but a remnant survive on either side. Driven on by their implacable draconic leaders, the kobolds continue the fight, dedicated to the utter destruction of their rivals.

APPEARANCE

Kobolds are small, hairless scaly creatures that stand about 3 feet tall and weigh between 35 and 45 pounds. Their hides run the gamut of colours from dark rusty brown to rusty black and two small off-white horns top their small heads. Their eyes are crimson red in hue. Kobolds possess a non-prehensile tail and smell of damp dogs and stagnant water.

Kobolds speak Draconic, in a high, yapping voice akin to the barking of a small dog.

ECOLOGY & SOCIETY

All kobolds nurture a particular hatred of gnomes and fey creatures, but the tribes of the Fallen Halls also loath one another with a deep, burning passion and reserve their most imaginative tortures for rivals falling into their hands.

In kobold society, the strongest rule and the weak serve. Chieftains are always the cleverest, most cunning warriors of the tribe. They carry the best weapons and armour and loyal bodyguards attend them.

Theoretically, kobolds can live to be 135 years old, but in practise, few survive into their fifties. The few older kobolds, who remember a time before Klauthosk's and Yeiarkin's deaths, are repositories of great knowledge.

Females lay eggs, placing them to be protected and nurtured in a communal nursery. Many females die birthing these eggs, or suffer frenzied beatings by the stronger, more numerous warrior males. Thus, there are roughly half as many females in the tribes as there are males. Young are even scarcer, numbering roughly one-tenth of the tribe's warrior strength. Both tribes are slowly dying, the blood of their warriors staining the bones of those who have fallen before them.

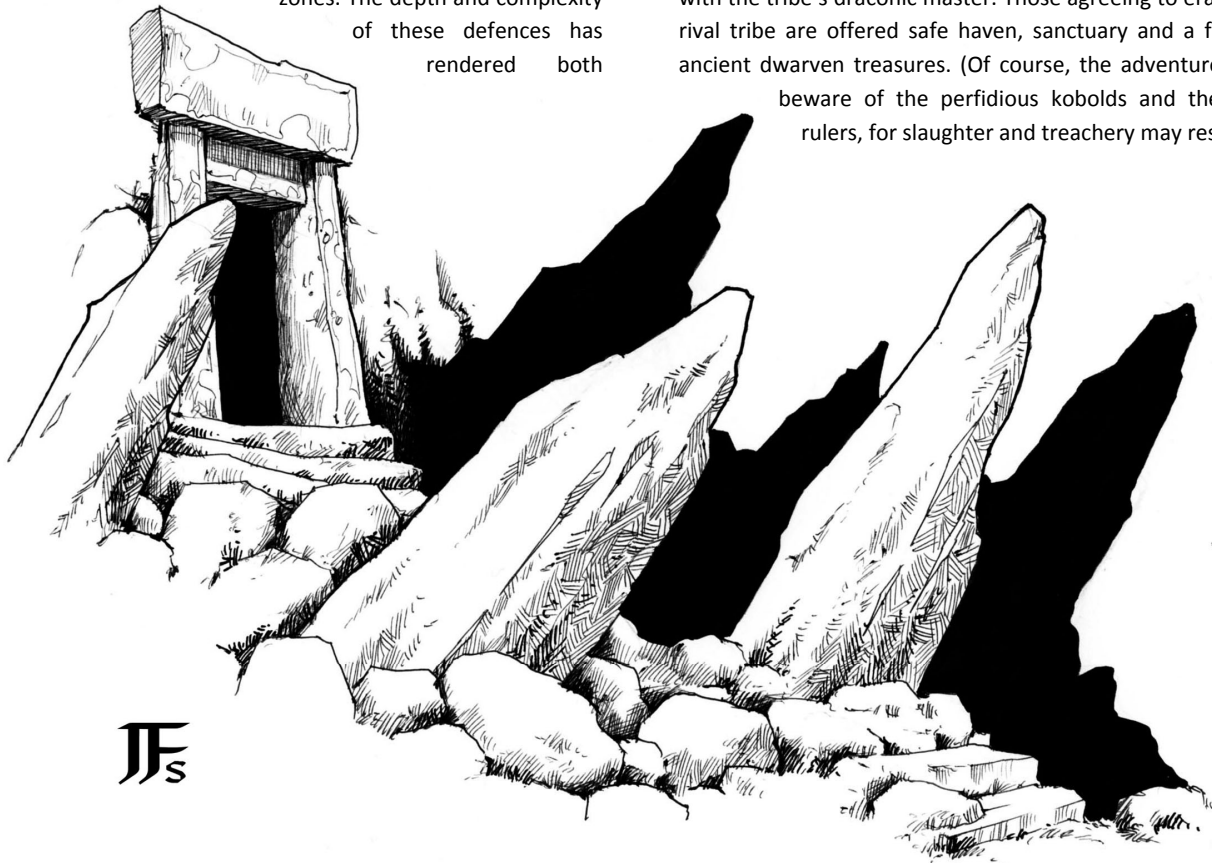
Neither Antharuthux or Dereghwyr care for the kobolds' fate, seeing their pathetic servants as nothing more than expendable tools. Many of the kobolds recognise their ruler's disdain, but can do nothing to overthrow their harsh, prideful draconic masters. The tribes' societies – never exactly a hotbed of culture – have stagnated under the dragons' rule. The kobolds create no new (crude) art and the only stories they now tell are battle stories designed to whip warriors into a killing frenzy. Most have even forgotten the traditional kobold gods, instead venerating their draconic masters as divine powers.

Doomed to die in the lightless passages under the mountain, the kobolds fight on; their only real goal to survive the next desperate skirmish.

LAIR

Both tribes claim Vongyth's shadowed halls as their own, but in practice, each group controls only a small portion of the hold. The balance of the dusty hallways and passages are a battleground littered with devious traps, the grinning skeletons and mouldering corpses of the fallen and the remnants of the dwarves' fallen civilisation.

Each tribe's domain is heavily fortified; traps litter all approaches and many entrances have been blocked off with strategic rock falls to channel invaders into prepared killing zones. The depth and complexity of these defences has rendered both



tribes' lairs virtually impenetrable. No serious assault on either lair has been launched for half a decade.

COMBAT & TACTICS

Cowardly and sadistic, kobolds prefer to strike from ambush with missile weapons or to kill from a great distance by luring enemies into devious and deadly traps. When forced to fight, kobolds do so only when they vastly outnumber their foes. They eschew fair fights, instead concentrating on wounded or weakened foes. (Scouts and stragglers are also favourite targets.)

Skilled trap-makers, they enjoy luring opponents into hidden traps. They excel at making concealed spiked pit traps and mechanical traps that fire crossbow bolts and other weapons or tripwires that drop nets onto unsuspecting interlopers. Enemies falling into a kobold pit are often deluged with flaming oil, jars of poisonous insects, or worse shortly thereafter.

Kobolds encountering adventurers exploring Vongyth's dusty halls initially avoid the intruders, instead seeking to gain intelligence as to the interlopers' purpose. The adventurers represent a chance to decisively shift Vongyth's balance of power and thus a (expendable) warrior under a flag of parley approaches adventurers not obviously allied with the tribe's enemies. Adventurers willing to negotiate are granted audience with the tribe's draconic master. Those agreeing to eradicate the rival tribe are offered safe haven, sanctuary and a few choice ancient dwarven treasures. (Of course, the adventurers should beware of the perfidious kobolds and their greedy rulers, for slaughter and treachery may result.)

Despite being home to about 200 hundred kobolds (and two deranged, petulant dragons), Vongyth is a small complex by dwarven standards.

Living Level: The main living level is a small, compact affair. Here, the dwarves carved homes, workplaces and temples from the living rock. One main gate provides access to Vongyth, but several other small sally ports also pierce the mountain's flank. Three great forges stand near the main gate. Once powered by a river specifically diverted for the purpose, this area is accessible via several stout, stone bridges. Neither tribe claims this place, not understanding the use of the equipment therein.

Both tribes have their heavily fortified lairs on this level. Ward by many traps, each lair is essentially impregnable to the other tribe. Within, the kobolds have decorated their home in their normal primitive style, destroying the dwarves' fine sculptures and statues.

TERRAIN FEATURES

Consider adding some of these terrain features to encounters in Vongyth.

Stealth and Detection: The normal distance at which a Perception check can be made to spot the presence of nearby creatures is dependent on line of sight. Explorers can make Perception checks to hear nearby creatures in the normal manner.

Illumination: Unless explorers bring light, it is dark within Vongyth's dusty halls.

Getting Lost: The vast profusion of Vongyth's tunnels makes navigation difficult. Unless they possess a good map, travellers must make a DC 14 Survival check every hour or become lost. Characters marking their passage with chalk or other non-permanent method, may discover that skulking kobolds deface or remove their marks.

Architecture: A DC 10 Knowledge (engineering) check reveals that Vongyth is of dwarven origin. Although old, the vast majority of Vongyth is in good condition – testimony to the dwarves' skill at building.

Corridors: Most corridors are wide enough for two dwarves to walk abreast. Those near the main gate and the clan's forges are double this width.

Walls: The walls are of superior masonry (1 ft. thick, hardness 8, hp 90, DC 35 Break, DC 20 Climb). In many places, the dwarves decorated their home with ornate carvings depicting their quest for precious metals and gems. The kobolds have defaced much of these decorations.

Arched Ceiling: In corridors, ceilings are normally 8 ft. high above the thoroughfare's central point. In chambers, they reach

Hall of the Stone Father: During the hold's construction, the dwarves discovered a mighty cavern above the main living level. Using their stoneworking skills, they transformed the cavern into a glittering cathedral dedicated to their gods. The site of a terrible massacre during the hold's fall, bones lie deep upon cathedral's hallowed floor and the huge, intricate statues of the clan's patrons lie smashed and broken.

The Mines: Far below Vongyth, a confused jumble of now flooded mine tunnels quest deep into the bedrock of the mountains. In many places, these flooded passages have collapsed while in others they intersect a natural network of caverns. The Bloodied Tale tribe once explored these deep tunnels – bringing forth several monstrous spiders to serve as steeds. None have returned to the caverns since floods inundated them, however.

12 ft. high. Only in areas of major importance (such as temples, council chambers and so on) are they higher.

Floors: Throughout Vongyth, the floor is of polished, smooth stone. It does not impede movement.

Doors: Doors throughout Vongyth are of stone (4 in. thick, hardness 8, hp 60, DC 28 Break). Constructed with nested hinges, they open in either direction. Most doors featured good locks (DC 30 Disable Device) but the majority of these were smashed when the kobolds looted the place.

Secret Doors: Built to protect treasure caches, ward bolt holes used by non-combatants in time of danger or to allow the secret movement of defenders about the complex most of these secret doors (DC 20 Perception check) have been found by kobolds long ago.

Superior Secret Doors: A few secret doors of superior manufacture (DC 30 Perception check) yet remain hidden. Most such features lead to "safe rooms" filled with the dusty bones of those trapped there long ago. A few built in places of importance conceal treasures.

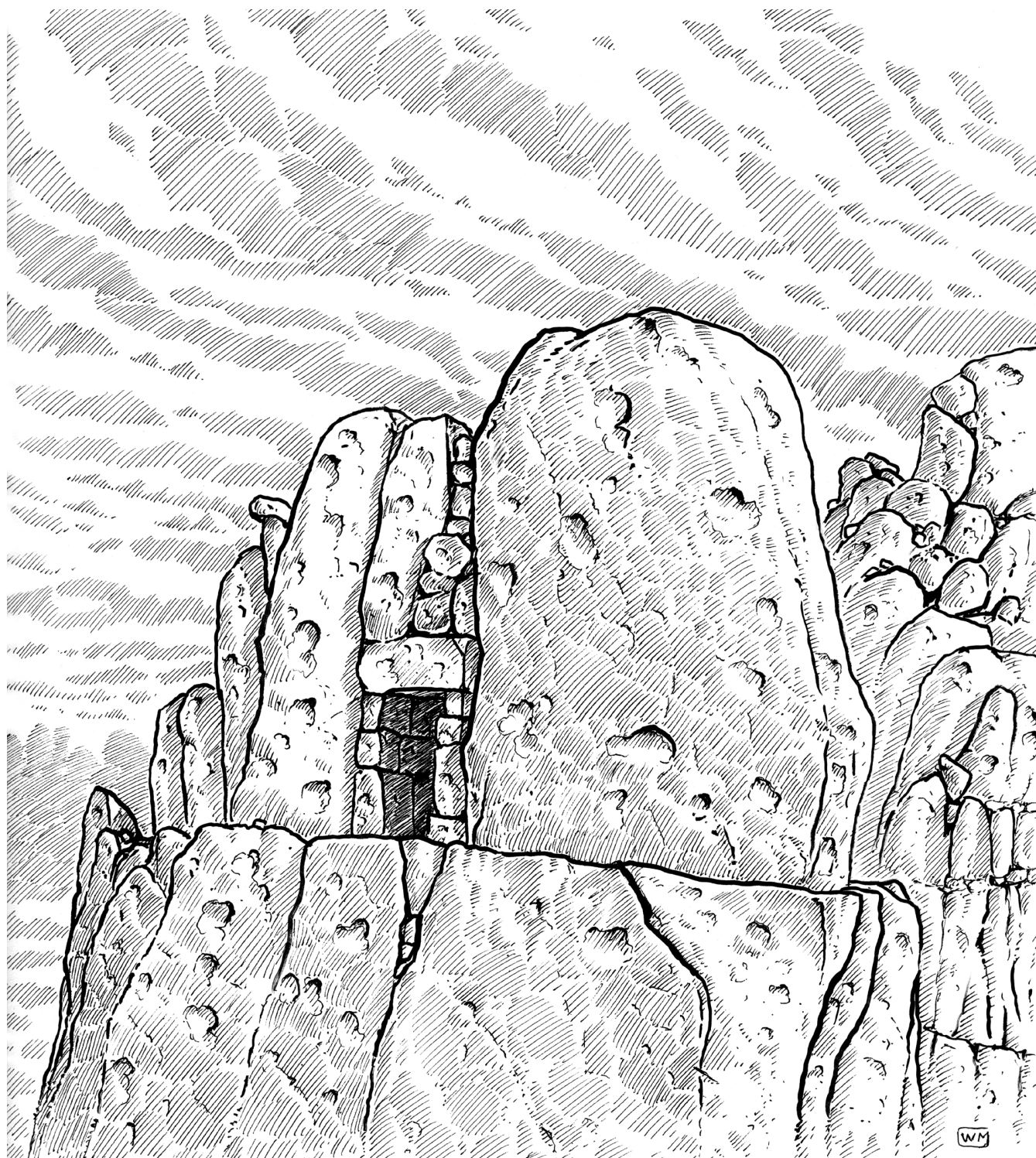
Skeletons: The remains of those slain long ago yet lie where they fell. A DC 5 Knowledge (local) check reveals if a particular skeleton is of dwarven or kobold origin. All have been comprehensively looted by successive generations of kobolds.

Traps: Traps (page 54) of kobold artifice litter Vongyth's hallways and chambers. Most traps of dwarven origin have long since been sprung; the kobold's have now adapted many to their own ends.

Wells: The dwarves sunk many wells throughout Vongyth. Most still provide fresh water – if one has the means to reach it – but the kobolds have polluted others with the bodies of the fallen. Such locations are often trapped or watched.

Tombs of the Mighty Fallen: Sealed off from the main hold by a rock fall set off by one of the clan's last warriors, the tombs are unknown to the kobolds and have remained untouched by their deprivations. Several unfound superior (see below) secret doors in the Hall of the Stone Father provide access to this area.

Cunning traps of dwarven artifice and several constructs yet lurk to catch unwary explorers. Several guardian priests were trapped in the tombs when the rock fall sealed the area off. Now arisen as skeletal champions they await their chance to emerge and eradicate the kobold infestation.



DESIGNING TRIBAL MEMBERS

When designing kobolds with NPC classes levels, use the following arrays (which already include a kobold's racial adjustments):

- **Aristocrat, Commoner, Expert, Warrior:** Str 9, Dex 13, Con 10, Int 9, Wis 10, Cha 8.
- **Adept:** Str 6, Dex 11, Con 10, Int 11, Wis 13, Cha 8.

Kobolds also have the following racial traits:

- **-4 Strength, +2 Dexterity, -2 Constitution:** Kobolds are fast but weak.
- **Small:** Kobolds are Small and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.

- **Normal Speed:** Kobolds have a base speed of 30 feet.
- **Darkvision:** Kobolds can see in the dark up to 60 feet.
- **Armour:** Kobolds have a +1 natural armour bonus.
- **Crafty:** Kobolds gain a +2 racial bonus on Craft (trapmaking), Perception and Profession (miner) checks. Craft (trapmaking) and Stealth are always class skills for a kobold.
- **Light Sensitivity:** Kobolds are sensitive to bright lights. They are dazzled in bright sunlight or within a *daylight* spell.
- **Languages:** Kobolds speak Draconic. This with high Intelligence scores can choose from the following bonus languages: Common, Dwarven, Gnome and Undercommon.
- **Low CR:** Kobolds with NPC class level take a -3 to their CR.

NEW RULES OPTIONS

The kobolds of Vongyth use a number of new feats (chapter 1), spells (chapter 2) and magic items (chapter 3).

FEATS

The warring tribes have developed their own fighting styles:

Blackened Eye: Dazing Shot, Improved Flank, Nauseating Shot and Sniping Strike; **Bloodied Tail:** Hit and Run, Spider Handler, Spider Rider and Sniping Strike.

SPELLS

The Bloodied Tail's adepts have learned darker mysteries debasing themselves before ancient draconic powers, than their rivals. Steeped in lost lore they access their own spell list.

1ST-LEVEL ADEPT SPELLS

Darken Scales: Provides +4 bonus to Stealth checks made to hide and improves the subject's natural armour bonus by 1.

Furtive Step: Provides a +4 bonus to Stealth checks made to move silently and makes it harder to track the subject.

2ND-LEVEL ADEPT SPELLS

Occlude Trap: Makes it harder to detect the trap and mentally alerts the caster when the affected trap triggers.

3RD-LEVEL ADEPT SPELLS

Enervating Shadows: Shadows exhaust or fatigue targets.

ADEPTS OF THE BLOODIED TAIL

0—*create water, detect magic, ghost sound, guidance, know direction, mending, purify food and drink, read magic, stabilise, touch of fatigue.*

1st—*bless, burning hands, cause fear, command, cure light wounds, darken scales, detect chaos/evil/good/law, endure elements, furtive step, protection from chaos/evil/good/law, sleep.*

2nd—*aid, bear's endurance, bull's strength, cat's grace, cure moderate wounds, darkness, delay poison, occlude trap, invisibility, resist energy, scorching ray, see invisibility, web.*

3rd—*animate dead, bestow curse, contagion, cure serious wounds, deeper darkness, dispel magic, enervating shadows, neutralize poison, remove curse, remove disease, stinking cloud, tongues.*

4th—*cure critical wounds, flame strike, minor creation, restoration, stonewall, wall of fire.*

5th—*cloudkill, greater command, heal, major creation, passwall, righteous might, true seeing, wall of stone.*

NEW FEATS

FEAT	PREREQUISITES	BENEFIT
Dazing Shot	Tribal membership, BAB +2	Successful ranged attack damages and may daze target.
Hit and Run	Tribal membership, BAB +1	With an attack, you can take a 5 ft. step even if you have moved.
Improved Flank	Tribal membership, BAB +1	Gain a +3 bonus on flank attacks instead of +2.
Nauseating Shot	Tribal membership, BAB +3	Successful ranged attack damages and may nauseate target.
Spider Handler	Tribal membership, BAB +1	Can handle bonded spider as a free action; +2 on poison saves.
Spider Rider	Tribal membership, Spider Handler	+4 on Ride checks and bonus to melee attacks while mounted.
Sniping Strike	Tribal membership, BAB +1	Can hide more easily after making a ranged attack.

WHAT'S IN THE POUCH?

Kobolds carry pathetic treasures gained during their short, brutal lives hidden in their pouches. When the PCs loot the fallen, use the table below to determine what they find.

D20 THE POUCH CONTAINS...

1	A few rat bones, pieces of fluff and three short lengths of frayed rope.	9	A crude smokestick that emits a noxious smell once used.
2	A small blunt knife, a set of partially carved bone dice and 3 cp.	10	A burnt out sunrod, bundle of hopelessly tangled string, 4 cp and 1 sp.
3	A partially eaten, mouldering rat corpse and a thin, broken gold ring (worth 5 gp if repaired).	11	A heavy iron key, the stub of a small candle and 1 sp.
4	This bloodstained pouch contains a bent iron spike and a dirty steel mirror.	12	Four pieces of chalk, 3 fishhooks and a length of sodden twine.
5	Several small mushrooms wrapped in fungus and 6 cp.	13	An empty vial that smells of acid, crude Small-sized manacles, a Small whip and 4 cp.
6	Four sling bullets of dwarven craft, flint and steel and a shredded water flask.	14	A pouch of caltrops and 5 cp.
7	The rusted hilt of a Medium-sized dagger, three sharp rock shards and the mouldering remains of a rat corpse.	15	A 5 ft. square fishing net and three small bells threaded onto a 10 ft. length of twine.
8	A necklace of rat skulls decorated with flakes of rock (worthless).	16	Shards of broken pottery, a small hammer and a twisted lockpick.
		17	A torn, empty sack, mud encrusted signal whistle and 2 sp.
		18	A bent gold piece and 3 cp.
		19	A broken inkpen, 3 stained sheets of parchment, a lump of stone and 5 sp.
		20	A rat skull necklace, shards of rock that glitters in direct light (the minerals therein are worthless) and 3 cp.

KOBOLDS OF VONGYTH

Several types of generic kobolds lurk within Vongyth; the females and young of both tribes are essentially identical. Neither poses much of a threat in battle, but young kobolds

make surprisingly good scouts. The fate of captured or cornered noncombatant kobolds can make the subject of interesting roleplaying between party members.

YOUNG KOBOLD

CR 1/6 (XP 65)

This tiny reptilian humanoid wears scraps of clothing and leather armour.

Kobold commoner 1

LE Tiny humanoid (reptilian)

Init +3; **Senses** darkvision 60 ft.; Perception +4, Sense Motive +2
Speed 30 ft.

ACP 0; Stealth +13

AC 14, touch 13, flat-footed 13; **CMD** 8
(+2 size, +1 Dex, +1 armour [padded])

Weakness light sensitivity

Light Sensitivity (Ex) When in an area of bright sunlight or within the radius of a *daylight* spell the kobold is dazzled (-1 penalty on attack rolls and sight-based Perception checks).

Fort -2, **Ref** +3, **Will** +0

hp 1 (1 HD)

Space 5 ft.; **Base Atk** +0; **CMB** -5

Melee dagger (reach 0 ft.) -1 (1d2-3/19-20)

Ranged dagger (range 10 ft.) +5 (1d2-3/19-20)

Abilities Str 5, Dex 17, Con 6, Int 9, Wis 10, Cha 8

Feats Alertness

Skills as above plus Craft (trapmaking) +1, Profession (miner) +6

Languages Draconic

Gear as above plus belt pouch

FEMALE KOBOLD

CR 1/4 (XP 100)

This small female eyes blaze with hatred, and perhaps a touch of madness.

Female kobold commoner 1

LE Small humanoid (reptilian)

Init +1; **Senses** darkvision 60 ft.; Perception +4, Sense Motive +2
Speed 30 ft.

ACP 0; Stealth +9

AC 15, touch 12, flat-footed 13; **CMD** 9
(+1 size, +1 Dex, +2 armour [leather], +1 natural)

Weakness light sensitivity

Light Sensitivity (Ex) When in an area of bright sunlight or within the radius of a *daylight* spell the kobold is dazzled (-1 penalty on attack rolls and sight-based Perception checks).

Fort +0, **Ref** +1, **Will** +0

hp 3 (1 HD)

Space 5 ft.; **Base Atk** +0; **CMB** -2

Melee dagger +0 (1d3-1/19-20)

Ranged dagger (range 10 ft.) +2 (1d3-1/19-20)

Abilities Str 9, Dex 13, Con 10, Int 9, Wis 10, Cha 8

Feats Alertness

Skills as above plus Craft (trapmaking) +1, Profession (miner) +6

Languages Draconic

Gear as above plus 2 daggers, belt pouch

TRAPS OF VONGYTH

The kobolds of Vongyth are skilled trap-makers. The traps here detail a few of their inventive creations. Particularly well defended areas feature multiple traps to confound intruders.

Kobolds often lurk nearby to attack distracted and injured intruders. In such cases, remember that the kobolds know of the trap's location and avoid them accordingly (which may provide canny PCs with advanced warning of additional traps). Kobolds fighting intruders caught in their traps use ranged attacks and normally flee when the intruders extricate themselves.

CROSSBOW BOLT CR 1 (XP 400)

With a soft click, a small portion of the floor depresses beneath your foot.

Search DC 20 **Type** mechanical

Disarm Disable Device DC 20 (2d4 rounds; activates on DC 15 or less).

Trigger location (pressure plate in the floor); **Reset** manual; **Bypass** a hidden switch located in the floor next to the pressure pad (DC 25 Perception check locates)

Effect The trap fires a single light crossbow bolt (+15 attack, 1-8/19-20 damage) of dwarven make at a character standing on the pressure plate.

HIDDEN PIT CR 1 (XP 400)

With no warning, the floor beneath your feet gives way, dropping you into a pit.

Search DC 20 **Type** mechanical

Disarm Disable Device DC 20 (2d4 rounds; activates on DC 15 or less).

Trigger location (multiple targets in a 10 ft. square area); **Reset** manual; **Bypass** a hidden switch located in the floor (DC 25 Perception check locates).

Effect Characters entering a pit square fall 20 ft. (taking 2d6 falling damage) and land prone unless they make a DC 20 Reflex save. (Characters running or charging get no saving throw and automatically fall into the pit). Characters can scale the pit's walls with DC 15 Climb checks.

Combat Clever combatants can bull rush opponents into the pit.

PIT TRAP AUGMENTS

Add an augment to a pit trap to make it more challenging.

Brown Mold: The pit contains a patch of brown mold, which makes the temperature noticeably colder within 10 ft. of the pit. This augment increase the trap's CR by +2.

Skeletons: Trapped animated dwarven skeletons (use the human skeleton stat block) attack any creatures falling into the pit: The pit could contain one dwarven skeleton (XP 135), two dwarven skeletons (XP 270) or three dwarven skeletons (XP 405).

Spikes: 1d4 spikes (+10 attack, 1d4+2 damage) attack those falling into the pit. This augment increase the trap's CR by +2.

FALLING JARS CR 1 (XP 400)

Two small jars and a multitude of caltrops fall from the ceiling.

Search DC 20 **Type** mechanical

Disarm Disable Device DC 20 (2d4 rounds; activates on DC 15 or less).

Trigger location (one 5 ft. square); **Reset** manual

Effect Two clay jars of alchemist's fire and four sets of caltrops fall from concealed niches in the ceiling. The caltrops fill random squares adjacent to the alchemist's fire.

Alchemist's Fire The clay jars smash; make an attack roll for each flask (each +10 touch attack, 1d6 fire damage or 1 fire damage on miss and 1d6 fire damage on subsequent round if target took a direct hit). A character suffering a direct hit can extinguish the flames with a full-round action and a DC 15 Reflex saving throw.

Caltrops Every time a creature moves into a square containing caltrops, make an attack roll (+0 attack) unless the target is moving at half speed. For this attack the target's armour, shield and deflection bonuses do not count. Targets wearing shoes gain a +2 armour bonus. A hit deals 1 damage and the target's speed is reduced by half until the wound is healed (after 24 hours, a DC 15 Heal check or 1 point of magical healing). A running or charging character must immediately stop if it stands on a caltrop.

READING TRAP BLOCKS

These notes explain how to use the various traps appearing in the adventure. The following sections make up a trap block:

BASIC

Name, CR and XP The trap's name, CR and XP value.

Read Aloud Text to read when the trap activates.

DETECT, DISARM, BYPASS

Search The required DC to discover the trap.

Type The trap's type.

Disarm The Disable Device check required to disarm the trap. This section also includes how long it takes to make the check and the DC for accidentally activating the trap.

Bypass Any special ways of bypassing the trap are noted here.

ATTACK

Trigger How and when the trap activates.

Reset How long it takes the trap to reset.

Effect The trap's effects. If the trap has multiple effects, they are presented separately for clarity.

HIDDEN NET

CR 1 (XP 400)

A net and several bags of caltrops fall from the ceiling.

Search DC 20 **Type** mechanical

Disarm Disable Device DC 20 (2d4 rounds; activates on DC 15 or less).

Trigger location (one 5 ft. square); **Reset** manual

Effect A large net (comprising several smaller nets stitched together) and four sets of caltrops fall from concealed niches in the ceiling. The caltrops fill random squares adjacent to the net.

Net The net fills a 5 ft. radius spread and makes an attack roll (+6 ranged touch) against all Medium or smaller creatures in the area. A hit target is entangled (-2 penalty on attack rolls, -4 penalty to Dexterity, can move at half speed, cannot run or charge and must make a DC 15 + spell level concentration check to cast a spell). An entangled creature can escape with a DC 20 Escape Artist check or a DC 25 Strength check, both of which are full-round actions. The net has 5 hp.

Caltrops Every time a creature moves into a square containing caltrops, make an attack roll (+0 attack) unless the target is moving at half speed. For this attack the target's armour, shield and deflection bonuses do not count. Targets wearing shoes gain a +2 armour bonus. A hit deals 1 damage and the target's speed is reduced by half until the wound is healed (after 24 hours, a DC 15 Heal check or 1 point of magical healing). A running or charging character must immediately stop if it stands on a caltrop.

TUMBLING BLOCK

CR 3 (XP 800)

A large stone block falls from the ceiling.

Search DC 20; **Type** mechanical

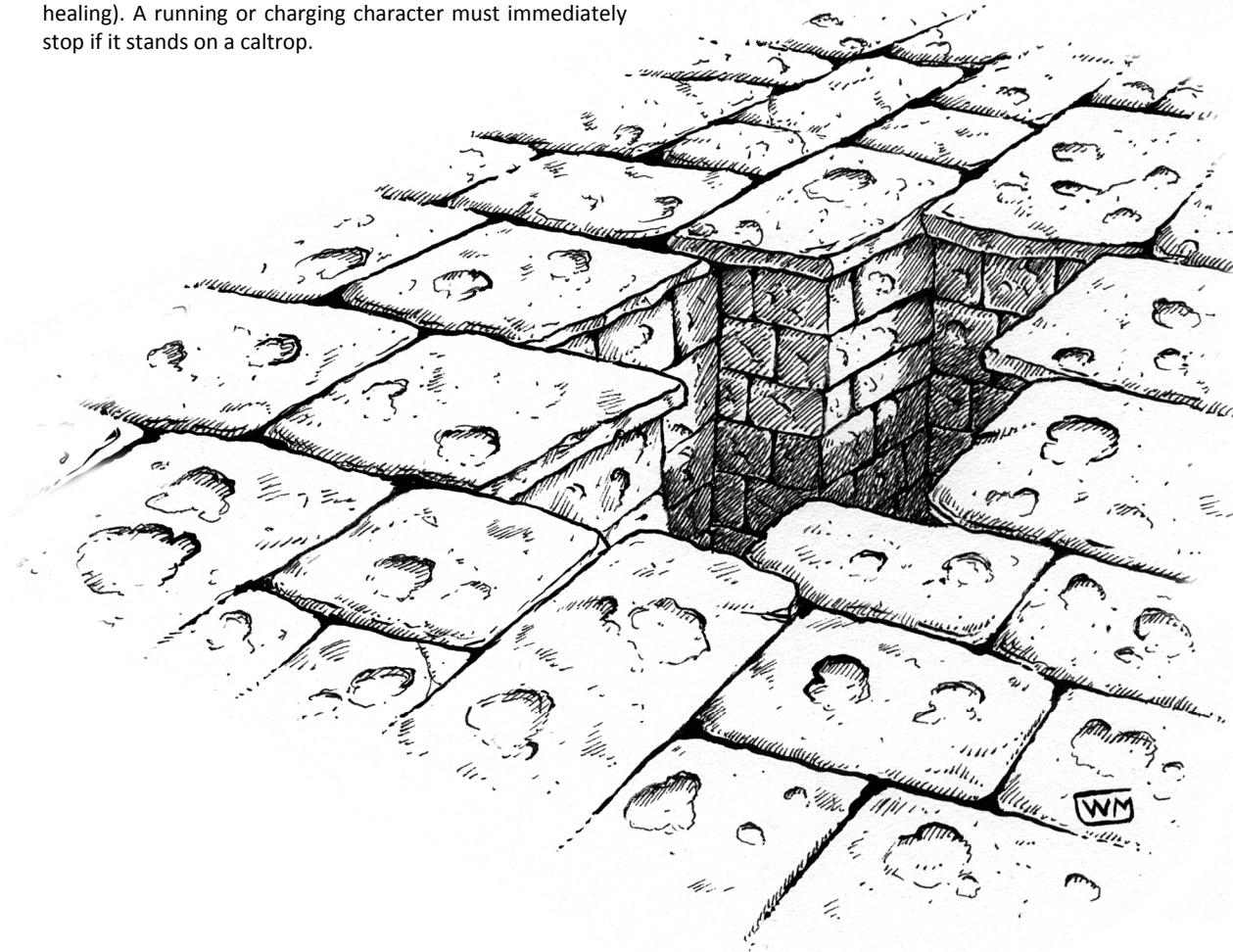
Disarm Disable Device DC 20 (2d4 rounds; activates on DC 15 or less).

Trigger location; **Reset** repair

Effect A single 5 ft. cube of stone falls from the ceiling onto the character below (+15 attack, 4d6 damage).

Modification This trap could instead cause a small collapse, instead of dropping prepared stone blocks from the ceiling. A square containing such rubble is difficult terrain (it costs 2 squares of movement to enter such an area).

Combat The stone block is a 5 ft. cube. Characters behind the block have cover or total cover depending on their size. Characters can scale the smooth block with a DC 20 Climb check or leap atop it with a DC 20 Acrobatics check. Characters atop the block gain the benefits of higher ground (+1 on melee attacks).



THE BLACKENED EYE

Yet loyal to Klauthosk's and Yeiarxin's surviving offspring, the Blackened Eye serve Dereghwyr. When they creep forth to battle, the tribe's warriors practise the ancient rituals of their forebears, smearing their faces with charcoal to give them a sinister, demonic aspect.

The Blackened Eye can call upon almost 120 warriors, but few adepts profess loyalty to Dereghwyr. Although fierce, the warriors quail before the Bloodied Tail's sinister pets and avoid them wherever possible.

To mark their victorious struggle against the Bloodied Tail, Blackened Eye Warriors decapitate fallen foe, bringing their heads to Dereghwyr's chambers where they form a vast bed of skulls on which she slumbers. Within this skull bed, she hides her treasure hoard.

Alaix (the tribe's chieftain) is a particularly aggressive and stubborn

kobold. He senses that ultimate victory lies within his grasp and desires his share of the glory. Alaix maintains a small harem of females, which causes simmering resentment among his followers. His martial skill and Dereghwyr's favour, however, protect him from his followers' wrath.

As well as 59 females and 14 young, the Bloodied Tail's ranks contain the warriors and adepts on the following pages.

ENCOUNTERING THE BLACKENED EYE

Patrol (EL 3, XP 800): 6 warriors and 1 champion; searching for enemies, this patrol slinks through the darkness.

Spider Scout (EL 4, XP 1,200): 2 scouts and 1 adept; this small group seek easy prey.

Miners and Escort (EL 4, XP 1,200): 2 miners and 4 warriors; looking for a new route into Bloodied Tail territory this group seek to tunnel their way in.

BLACKENED EYE WARRIOR (91) CR 1/4 (XP 100)

Male kobold warrior 1

LE Small humanoid (reptilian)

Init +1; **Senses** darkvision 60 ft.; **Perception** +2, **Sense Motive** +0

Speed 30 ft.

ACP -2; **Stealth** +7

AC 17, **touch** 12, **flat-footed** 16; **CMD** 10 (+1 size, +1 Dex, +3 armour [studded leather], +1 shield [small wooden], +1 natural)

Weakness light sensitivity

Light Sensitivity (Ex) When in an area of bright sunlight or within the radius of a *daylight* spell the kobold is dazzled (-1 penalty on attack rolls and sight-based Perception checks).

Fort +2, **Ref** +1, **Will** +0

hp 6 (1 HD)

Space 5 ft.; **Base Atk** +1; **CMB** -1

Melee short sword +1 (1d4-1/19-20)

Ranged shortbow (range 60 ft.) +3 (1d4/x3)

Atk Options Improved Flank

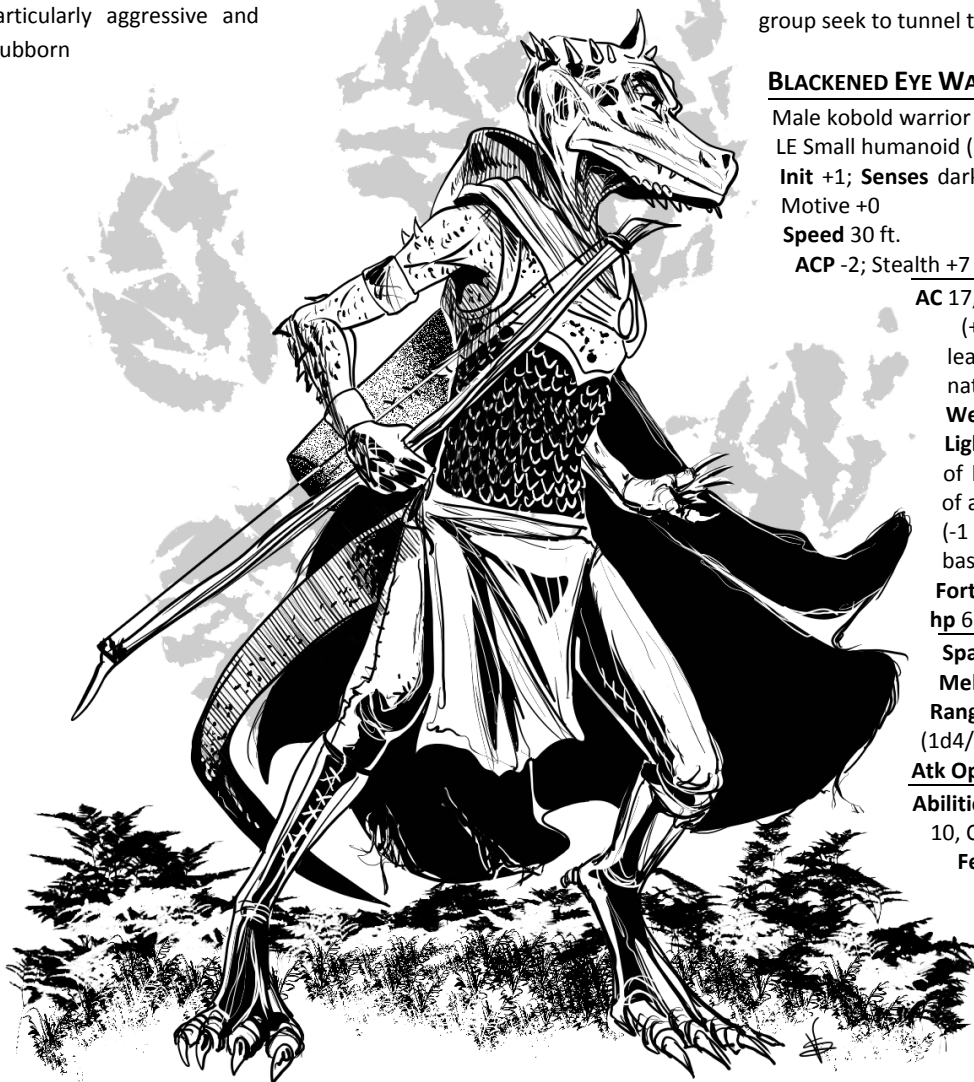
Abilities Str 9, Dex 13, Con 10, Int 9, Wis 10, Cha 8

Feats Improved Flank

Skills as above plus **Craft** (trapmaking) +1, **Profession** (miner) +2

Languages Draconic

Gear as above plus 12 arrows, belt pouch



BLACKENED EYE CHAMPION (10) CR 1/2 (XP 200)

Male kobold warrior 3
LE Small humanoid (reptilian)
Init +1; **Senses** darkvision 60 ft.; Perception +2, Sense Motive +0
Speed 30 ft.

ACP -2; Stealth +9

AC 17, touch 12, flat-footed 16; **CMD** 12
(+1 size, +1 Dex, +3 armour [studded leather], +1 shield [buckler], +1 natural)

Weakness light sensitivity

Light Sensitivity (Ex) When in an area of bright sunlight or within the radius of a *daylight* spell the kobold is dazzled (-1 penalty on attack rolls and sight-based Perception checks).

Fort +3, **Ref** +2, **Will** +1

hp 19 (3 HD)

Space 5 ft.; **Base Atk** +3; **CMB** +1

Melee short sword +3 (1d4-1/19-20)

Ranged shortbow (range 60 ft.) +5 (1d4/x3)

Atk Options Improved Flank, Sniping Strike

Combat Gear 10 masterwork arrows

Abilities Str 9, Dex 13, Con 10, Int 9, Wis 10, Cha 8

Feats Improved Flank, Sniping Strike

Skills as above plus Craft (trapmaking) +1, Profession (miner) +2

Languages Draconic

Gear as above plus 10 arrows, belt pouch

BLACKENED EYE SCOUT (8) CR 1 (XP 400)

Male kobold warrior 2/expert 2
LE Small humanoid (reptilian)
Init +2; **Senses** darkvision 60 ft.; Perception +9, Sense Motive +0
Speed 30 ft.

ACP -1; Acrobatics +5, Climb +2, Stealth +10

AC 18, touch 13, flat-footed 16; **CMD** 13
(+1 size, +2 Dex, +3 armour [mwk studded leather], +1 shield [buckler], +1 natural)

Weakness light sensitivity

Light Sensitivity (Ex) When in an area of bright sunlight or within the radius of a *daylight* spell the kobold is dazzled (-1 penalty on attack rolls and sight-based Perception checks).

Fort +3, **Ref** +2, **Will** +3

hp 22 (4 HD)

Space 5 ft.; **Base Atk** +3; **CMB** +1

Melee dagger +3 (1d3-1/19-20)

Ranged shortbow (range 60 ft.) +6 (1d6/x3)

Atk Options Dazing Shot (DC 14), Sniping Shot

Abilities Str 9, Dex 14, Con 10, Int 9, Wis 10, Cha 8

Feats Dazing Shot, Sniping Shot

Skills as above plus Craft (trapmaking) +1, Disable Device +8, Profession (miner) +2

Languages Draconic

Gear as above plus 20 arrows, belt pouch, thieves' tools

BLACKENED EYE ADEPT (3) CR 1 (XP 400)

Kobold adept 2
LE Small humanoid (reptilian)
Init +2; **Senses** darkvision 60 ft.; Perception +3 (+5 when familiar within arm's length), Sense Motive +1 (+3 when familiar within arm's length)

Speed 30 ft.

ACP 0; Stealth +10

AC 15, touch 14, flat-footed 12; **CMD** 10; Dodge
(+1 size, +2 Dex, +1 dodge, +1 natural)

Weakness light sensitivity

Light Sensitivity (Ex) When in an area of bright sunlight or within the radius of a *daylight* spell the kobold is dazzled (-1 penalty on attack rolls and sight-based Perception checks).

Fort -1, **Ref** +4, **Will** +4

hp 7 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** -3

Melee dagger -1 (1d3-3/19-20)

Ranged dagger (range 10 ft.) +4 (1d3-3/19-20)

Adept Spells Prepared (CL 2th, concentration +3)

1st—*bless*, *sleep* (DC 12)

0—*ghost sound*, *guidance*, *stabilize*

Combat Gear *potion of cure light wounds*, *scroll of invisibility*

Abilities Str 4, Dex 14, Con 9, Int 9, Wis 13, Cha 10

SQ share spells, summon familiar

Feats Alertness^B, Dodge

Skills as above plus Craft (trapmaking) +1, Knowledge (religion) +3, Profession (miner) +3

Languages Draconic, empathic link

Gear as above plus belt pouch, spell component pouch

WEASEL FAMILIAR (3) CR – (XP 0)

N Tiny magical beast

Init +2; **Senses** low-light vision, scent; Perception +1, Sense Motive +1

Speed 20 ft., climb 20 ft.

ACP 0; Acrobatics +10 (+6 jumping), Climb +10, Escape Artist +6, Stealth +14

AC 16, touch 14, flat-footed 14; **CMD** 6 (10 vs. trip)
(+2 size, +2 Dex, +2 natural)

Fort +2, **Ref** +4 (improved evasion), **Will** +4

hp 3 (2 HD)

Space 2 1/2 ft.; **Base Atk** +0; **CMB** +0

Melee bite (reach 0 ft.) +4 (1d3-4 plus attach)

Attack (Ex) When a weasel hits with its bite, it automatically grapples its foe, inflicting automatic bite damage each round.

Abilities Str 3, Dex 15, Con 10, Int 6, Wis 12, Cha 5

Feats Weapon Finesse

Languages empathic link

BLACKENED EYE MINER (6) CR 1 (XP 400)

Male kobold expert 4
 LE Small humanoid (reptilian)
Init +5; **Senses** darkvision 60 ft.; Perception +8, Sense Motive +0
Speed 30 ft.

ACP -1; Stealth +8

AC 16, touch 12, flat-footed 15; **CMD** 13
 (+1 size, +1 Dex, +3 armour [studded leather], +1 natural)

Weakness light sensitivity

Light Sensitivity (Ex) When in an area of bright sunlight or within the radius of a *daylight* spell the kobold is dazzled (-1 penalty on attack rolls and sight-based Perception checks).

Fort +1, **Ref** +2, **Will** +4

hp 26 (4 HD)

Space 5 ft.; **Base Atk** +3; **CMB** +2

Melee morningstar +4 (1d6)

Ranged light crossbow (range 80 ft.) +5 (1d6/19-20)

Combat Gear alchemist's fire (2), tanglefoot bag

Abilities Str 10, Dex 13, Con 10, Int 9, Wis 10, Cha 8

Feats Improved Initiative, Toughness

Skills as above plus Craft (trapmaking) +8, Disable Device +7, Knowledge (dungeoneering) +4, Knowledge (engineering) +4, Profession (miner) +9

Languages Draconic

Gear as above plus 10 bolts, belt pouch

DIRE RAT PET (4) CR 1/3 (XP 135)

This large, filthy black-furred rat has glittering eyes and long, sharp fangs.

N Small animal

Init +3; **Senses** low-light vision, scent; Perception +4, Sense Motive +1

Speed 40 ft., climb 20 ft., swim 20 ft.

ACP 0; Climb +11, Stealth +11, Swim +11

AC 14, touch 14, flat-footed 11; **CMD** 12 (16 vs. trip)
 (+1 size, +3 Dex)

Fort +3, **Ref** +5, **Will** +1

hp 5 (1 HD)

Space 5 ft.; **Base Atk** +0; **CMB** -1

Melee bite +1 (1d4 plus filth fever [DC 11 Fort; onset 1d3 days; frequency 1/day; effect 1d3 Dex and 1d3 Con damage; cure 2 consecutive saves])

Abilities Str 10, Dex 17, Con 13, Int 2, Wis 13, Cha 4

Feats Skill Focus (Perception)

Skills as above

PETS

Alaeix and his concubines keep ferocious dire rat pets. They use these pets to terrify the tribe's rank and file and as marks of status and rank. Alaeix himself keeps three such pets while each of his concubines has two.

EL 5 (XP 1,605): Alaeix and three dire rats

EL 3 (XP 870): Concubine and two dire rats

ALAEIX, BLACKENED EYE CHIEFTAIN CR 4 (XP 1,200)

Male kobold warrior 7

LE Small humanoid (reptilian)

Init +2; **Senses** darkvision 60 ft.; Perception +2, Sense Motive +0

Speed 20 ft., base speed 30 ft.

ACP -3; Stealth +13

AC 21, touch 13, flat-footed 19; **CMD** 18
 (+1 size, +2 Dex, +6 armour [mwk breastplate], +1 shield [mwk buckler], +1 natural)

Weakness light sensitivity

Light Sensitivity (Ex) When in an area of bright sunlight or within the radius of a *daylight* spell Alaeix is dazzled (-1 penalty on attack rolls and sight-based Perception checks).

Fort +5, **Ref** +4, **Will** +2

hp 45 (7 HD)

Space 5 ft.; **Base Atk** +7; **CMB** +6

Melee mwk longsword +9/+4 (1d6/19-20)

Ranged mwk shortbow (range 60 ft.) +12/+7 (1d4/x3)

Atk Options Improved Flank, Nauseating Shot (DC 15), Sniping Strike

Combat Gear *feather token (whip)*, *potion of cure moderate wounds*

Abilities Str 10, Dex 14, Con 10, Int 9, Wis 10, Cha 8

Feats Improved Flank, Nauseating Shot, Sniping Strike, Weapon Focus (shortbow)

Skills as above plus Craft (trapmaking) +1, Profession (miner) +2

Languages Draconic

Gear as above plus 20 arrows, belt pouch, 20 gp

ALAEIX'S CONCUBINE (3) CR 2 (XP 600)

Male kobold warrior 3/expert 2

LE Small humanoid (reptilian)

Init +6; **Senses** darkvision 60 ft.; Perception +9, Sense Motive +0

Speed 30 ft.

ACP 0; Acrobatics +12, Climb +3, Stealth +13

AC 18, touch 13, flat-footed 16; **CMD** 14
 (+1 size, +2 Dex, +3 armour [mwk studded leather], +1 shield [mwk buckler], +1 natural)

Weakness light sensitivity

Light Sensitivity (Ex) When in an area of bright sunlight or within the radius of a *daylight* spell the kobold is dazzled (-1 penalty on attack rolls and sight-based Perception checks).

Fort +3, **Ref** +3, **Will** +4

hp 28 (5 HD)

Space 5 ft.; **Base Atk** +4; **CMB** +2

Melee dagger +7 (1d3-1/19-20)

Ranged shortbow (range 60 ft.) +7 (1d6/x3)

Abilities Str 9, Dex 14, Con 10, Int 9, Wis 10, Cha 8

Feats Improved Initiative, Skill Focus (Acrobatics), Weapon Finesse

Skills as above plus Craft (trapmaking) +1, Profession (miner) +2

Languages Draconic

Gear as above plus 20 arrows, belt pouch

DEREGHWYR

Born in Vongyth, Dereghwyr views the dwarven hold as her birthright and would gladly sacrifice all her followers to regain control of its benighted depths.

Background: Dereghwyr was a wyrmling when her parents were slain and she has no real memory of them. (Not that she cares). With the exception of occasional forays into the locality, her entire life has been spent in Vongyth.

Personality: Sadistic, depraved and maddened by the presence of the interloper, Antharuthux, Dereghwyr is nevertheless cautious in the destruction of her nemesis. She senses that she has the advantage now and greatly desires to slay her rival. She loathes betrayal (except her own, of course) and demands absolute loyalty from her followers.

She knows almost nothing about (and cares not) about the outside world.

Mannerisms: Dereghwyr greatly enjoys using her acidic breath to burn the flesh from her enemies' severed heads. In conversation, she casually picks up and crushes skulls to display her strength and prowess to those with whom she speaks.

Distinguishing Features: A long and badly-healed wound scars Dereghwyr's left flank. Inflicted with a *dragonbane longsword*, the wound has never fully healed and still aches. When her wound aches mightily she sallies forth into Vongyth in search of prey.

Hooks: Dereghwyr will do anything to achieve control of Vongyth and thus adventurers managing to parley with her may



be able to agree a truce while they help her achieve her goal. (Keeping to her own twisted honour code, she even keeps to the letter of any agreement she makes with her new allies!)

DEREGHWYR CR 9 (XP 6,400)

A livid scar mars the emerald green flank of this large dragon.

Female juvenile green dragon

LE Large dragon (air)

Init +5; **Senses** blindsense 60 ft., darkvision 120 ft., Dereghwyr sees four times as well as a human in dim light and twice as well in normal light; Perception +16, Sense Motive +11

Speed 40 ft., fly 200 ft. (poor), swim (40 ft.), woodland stride

Woodland Stride (Ex) Dereghwyr can move through normal foliage at full speed without taking damage or suffering impediment. Foliage affected by magic, affects her normally.

ACP 0; Acrobatics +1 (+5 jumping), Fly +9, Stealth -3, Swim +22

AC 23, touch 10, flat-footed 9; **CMD** 29

(-1 size, +1 Dex, +13 natural)

Immune acid, *sleep*, paralysis

Fort +11, **Ref** +8, **Will** +11

hp 115 (11 HD)

Space 10 ft. (frightful presence 120 ft.); **Base Atk** +11; **CMB** +18

Frightful Presence (Ex) Creatures within 120 ft. of Dereghwyr with less than 11 HD must make a DC 17 Will save or become shaken (or panicked if it has 4 HD or fewer) for 5d6 rounds if they see her charge or attack. A creature making a successful saving throw is immune to her frightful presence for 24 hours. This is a mind-affecting fear effect.

Melee bite (reach 10 ft.) +16 (2d6+9),

2 claws +16 (1d8+6),

2 wings +14 (1d6+3) and

tail slap +14 (1d8+9)

Atk Options Combat Reflexes, Critical Focus, Power Attack (-3 attack, +9 damage with bite, +6 with claws, +3 with wings and tail slap)

Special Actions breath weapon (40 ft. cone, 8d6 acid; DC 19 Reflex halves)

Sorcerer Spells Known (CL 1st; concentration +3)

1st (4/day)—*alarm*, *expeditious retreat*

0—*detect magic*, *ghost sound* (DC 12), *mage hand*, *resistance*

Spell-Like Abilities (CL 11th; concentration +13)

At-Will *charm person* (DC 13), *entangle* (DC 13)

Abilities Str 23, Dex 12, Con 19, Int 14, Wis 15, Cha 14

SQ water breathing

Feats Combat Reflexes, Critical Focus, Improved Initiative, Iron Will, Multi-Attack, Power Attack

Skills as above plus Intimidate +16, Knowledge (arcana) +16, Spellcraft +16, Use Magic Device +16

Languages Common, Draconic, Dwarven

Water Breathing (Ex) Dereghwyr can breathe underwater indefinitely and can freely use her breath weapons, spells and other abilities while submerged.

Gear hoard (see page 10; total value 12,750 gp)

THE BLOODIED TAIL

Caught by a rampaging dragon and cut off from their fleeing brethren, the kobolds that would fill the ranks of the Bloodied Tail chose allegiance to Antharuthux over death. The tribe gained its name from a terrible ritual Antharuthux demanded his new followers complete to confirm their loyalty to him. He forced every kobold to slice off its own tail and to cast it into a pool of acid in homage to their new master.

The Bloodied Tail holds the area around a small sally port low down towards the bottom of the fortress. The gate opens into a small dismal, boggy valley, which suits Antharuthux perfectly as he sometimes retreats here to feel the oozing slime of the bog upon his scales and to smell the reeking stench of the mire which he loves so much.

After decades of war, the tribe's ranks grow thin. Always less numerous than their kin-foe, the Bloodied Tail can now muster barely sixty warriors to continue the struggle. The Bloodied Tail,

however, can draw upon other resources. Their ranks contain more followers of the dark ways than their



enemies and a few of their bravest warriors have plumbed the foreboding, twisted depths of the mine tunnels below the hold. No kobold has dared those twisted, now flooded passages in many years, but the Bloodied Tail yet control a few monstrous pets brought forth from those benighted tunnels.

Sygax (the Bloodied Tail's chieftain) and Unurnyth (his consort and the tribe's most powerful adept) are growing desperate. For years now, the Blackened Eye's warriors have outnumbered the Bloodied Tail. As well as annihilation at their enemies' hands, they grow ever fearful of Antharuthux's wrath. Both now realise that a final confrontation is fast approaching and both have been quietly plotting to avoid the final ruin of their tribe.

As well as 32 females and nine young, the Bloodied Tail's ranks contain the warriors and adepts on the following pages.

ENCOUNTERING THE BLOODIED TAIL

Patrol (EL 3, XP 805): 1 bodyguard and 3 warriors; searching for lone enemies, this small patrol slinks through the darkness.

Spider Scout (EL 3, XP 800): 1 spider rider and 1 hunting spider; the spider scout observes intruders and flees if attacked.

Trappers and Escort (EL 4, XP 1,210): 1 trap smith and 7 warriors; a trap smith crafts a new trap protected by his fellows.

BLOODIED TAIL WARRIOR (44) CR 1/3 (XP 135)

Male kobold warrior 2

LE Small humanoid (reptilian)

Init +1; **Senses** darkvision 60 ft.; **Perception** +2, **Sense Motive** +0
Speed 30 ft.

ACP -1; **Stealth** +9

AC 17, **touch** 12, **flat-footed** 16; **CMD** 11

(+1 size, +1 Dex, +3 armour [mwk studded leather], +1 shield [small wooden], +1 natural)

Weakness light sensitivity

Light Sensitivity (Ex) When in an area of bright sunlight or within the radius of a *daylight* spell the kobold is dazzled (-1 penalty on attack rolls and sight-based Perception checks).

Fort +2, **Ref** +1, **Will** +0

hp 13 (2 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +0

Melee handaxe +2 (1d4-1/x3)

Ranged javelin (range 30 ft.) +4 (1d4-1)

Atk Options Hit and Run

Abilities Str 9, Dex 13, Con 10, Int 9, Wis 10, Cha 8

Feats Hit and Run

Skills as above plus **Craft** (trapmaking) +1, **Profession** (miner) +2

Languages Draconic

Gear as above plus belt pouch

BLOODED TAIL ADEPT (3) CR 1 (XP 400)

Kobold adept 4
 LE Small humanoid (reptilian)
Init +6; **Senses** darkvision 60 ft.; Perception +4, Sense Motive +2
Speed 30 ft.
ACP 0; Stealth +10

AC 14, touch 13, flat-footed 12; **CMD** 10
 (+1 size, +2 Dex, +1 natural)

Weakness light sensitivity

Light Sensitivity (Ex) When in an area of bright sunlight or within the radius of a *daylight* spell the kobold is dazzled (-1 penalty on attack rolls and sight-based Perception checks).

Fort +0, **Ref** +3, **Will** +6
hp 18 (4 HD)

Space 5 ft.; **Base Atk** +2; **CMB** -2

Melee dagger +0 (1d3-3/19-20)

Ranged dagger (range 10 ft.) +5 (1d3-3/19-20)

Adept Spells Prepared (CL 4th, concentration +6)
 2nd—*invisibility*

1st—*bless*, *burning hands* (DC 13), *sleep* (DC 13)

0—*ghost sound*, *guidance*, *touch of fatigue* (DC 12)

Combat Gear tanglefoot bag (2), *potion of cure light wounds*, *potion of shield of faith*

Abilities Str 4, Dex 14, Con 9, Int 9, Wis 14, Cha 10

SQ summon familiar

Feats Improved Initiative, Toughness

Skills as above plus Craft (trapmaking) +1, Heal +6, Knowledge (religion) +4, Profession (miner) +4

Languages Draconic

Gear as above plus belt pouch, spell component pouch

BLOODED TAIL TRAP SMITH (2) CR 1 (XP 400)

Male kobold expert 4
 LE Small humanoid (reptilian)
Init +2; **Senses** darkvision 60 ft.; Perception +11, Sense Motive -1
Speed 30 ft.
ACP -1; Acrobatics +8, Climb +5, Escape Artist +6, Stealth +12

AC 18, touch 13, flat-footed 16; **CMD** 13
 (+1 size, +2 Dex, +4 armour [mwk chain shirt], +1 natural)

Weakness light sensitivity

Light Sensitivity (Ex) When in an area of bright sunlight or within the radius of a *daylight* spell the kobold is dazzled (-1 penalty on attack rolls and sight-based Perception checks).

Fort +1, **Ref** +3, **Will** +3
hp 18 (4 HD)

Space 5 ft.; **Base Atk** +3; **CMB** +1

Melee morningstar +3 (1d6-1)

Ranged heavy crossbow (range 120 ft.) +6 (1d8/19-20)

Abilities Str 9, Dex 14, Con 10, Int 10, Wis 9, Cha 8

Feats Skill Focus (Craft [trapmaking]), Skill Focus (Perception)

Skills as above plus Craft (trapmaking) +12, Disable Device +8, Intimidate +2, Profession (miner) +5

Languages Draconic

Gear as above plus 10 bolts, pouch

BLOODED TAIL SPIDER RIDER (3) CR 1 (XP 400)

Male kobold warrior 2/expert 2
 LE Small humanoid (reptilian)
Init +2; **Senses** darkvision 60 ft.; Perception +7, Sense Motive +0
Speed 30 ft.
ACP -1; Ride +8 (+12 on spider), Stealth +10

AC 18, touch 13, flat-footed 16; **CMD** 13
 (+1 size, +2 Dex, +3 armour [mwk studded leather], +1 shield [buckler], +1 natural)

Weakness light sensitivity

Light Sensitivity (Ex) When in an area of bright sunlight or within the radius of a *daylight* spell the kobold is dazzled (-1 penalty on attack rolls and sight-based Perception checks).

Fort +3 (+5 vs. poison), **Ref** +2, **Will** +3
hp 22 (4 HD)

Space 5 ft.; **Base Atk** +3; **CMB** +1

Melee morningstar +3 (1d6-1)

Ranged light crossbow (range 80 ft.) +6 (1d6/19-20)

Atk Options Spider Rider (+1 attack)

Special Actions Spider Handler

Abilities Str 9, Dex 14, Con 10, Int 9, Wis 10, Cha 8

Feats Spider Handler, Spider Rider

Skills as above plus Craft (trapmaking) +1, Handle Animal +6, Profession (miner) +2

Languages Draconic

Gear as above plus 20 bolts, pouch

HUNTING SPIDER (3) CR 1 (XP 400)

N Medium vermin
Init +3; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4 (+8 in webs), Sense Motive +0
Speed 30 ft., climb 30 ft.
ACP 0; Acrobatics +11, Climb +16, Stealth +7 (+11 in webs)

AC 14, touch 13, flat-footed 11; **CMD** 15 (27 vs. trip)
 (+3 Dex, +1 natural)

Immune mind-affecting effects (charms, compulsions, morale effects, patterns and phantasms)

Fort +4, **Ref** +4, **Will** +1
hp 16 (3 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +2

Melee bite +2 (1d6 plus poison [Fort DC 14 negates; *frequency* 1/round/4 rounds; *effect* 1d2 Strength damage; *cure* 1 save])

Abilities Str 11, Dex 17, Con 12, Int -, Wis 10, Cha 2

SQ vermin traits

Skills as above

UNURNYTH, BLOODIED TAIL ADEPT CR 5 (XP 1,600)

Female kobold adept 8

LE Small humanoid (reptilian)

Init +2; **Senses** darkvision 60 ft.; Perception +4 (+6 if Irix within arm's reach), Sense Motive +2 (+4 if Irix within arm's reach)**Speed** 30 ft.**ACP** 0; Escape Artist +4, Stealth +13**AC** 15, touch 14, flat-footed 13; **CMD** 13; Dodge (+1 size, +2 Dex, +1 dodge, +1 natural)**Weakness** light sensitivity**Light Sensitivity (Ex)** When in an area of bright sunlight or within the radius of a *daylight* spell Unurnyth is dazzled (-1 penalty on attack rolls and sight-based Perception checks).**Fort** +3, **Ref** +5, **Will** +9**hp** 44 (8 HD)**Space** 5 ft.; **Base Atk** +4; **CMB** +0**Melee** dagger +2 (1d3-3/19-20)**Ranged** dagger (range 10 ft.) +7 (1d3-3/19-20)**Special Actions** share spells**Adept Spells Prepared** (CL 8th; concentration +10)2nd—*invisibility*, *scorching ray* (+7 ranged touch), *web* (DC 14)1st—*burning hands* (2; DC 13), *darken scales*, *furtive step*0—*detect magic*, *stabilize*, *touch of fatigue* (DC 12)**Combat Gear** *potion of cure serious wounds*, *potion of shield of faith* (2), *scroll of enervating shadows* (2)**Abilities** Str 4, Dex 14, Con 10, Int 9, Wis 14, Cha 10**SQ** familiar (imp [Irix])**IRIX (UNURNYTH'S FAMILIAR)** CR - (XP -)*This tiny red-skinned creature of obvious otherworldly origin has fiendish wings and a slender tail tipped with a sharp stinger.*

LE Tiny outsider (devil, evil, extraplanar, lawful)

Init +3; **Senses** darkvision 60 ft., *detect good*, *detect magic*, see in darkness; Perception +7, Sense Motive +1**See in Darkness (Su)** Irix can see perfectly in any darkness.**Speed** 20 ft., fly 50 ft. (perfect)**ACP** 0; Acrobatics +9 (+5 jumping), Fly +21, Stealth +16**AC** 21, touch 16, flat-footed 17; **CMD** 16; Dodge (+2 size, +3 Dex, +1 dodge, +5 natural)**Immune** fire, poison; **Resist** acid 10, cold 10**Fort** +2, **Ref** +6 (improved evasion), **Will** +7**hp** 22 (8 HD); fast healing 2; **DR** good or silver/5**Space** 2 1/2 ft.; **Base Atk** +4; **CMB** +2**Melee** sting (reach 0 ft.) +9 (1d4 plus poison [DC 13; *frequency* 1/round for 6 rounds; *effect* 1d2 Dex; *cure* 1 save])**Atk Options** deliver touch spells**Special Actions** change shape (boar, giant spider, rat or raven; *beast shape I*)**Spell-Like Abilities** (CL 6th; concentration +8)At-Will—*invisibility* (self only)1/day—*augury*, *suggestion* (DC 15)1/week—*commune* (6 questions, CL 12th)**Abilities** Str 10, Dex 17, Con 10, Int 13, Wis 12, Cha 14**Feats** Dodge, Weapon Finesse**Skills** as above plus Bluff +8, Knowledge (arcana) +7, Knowledge (planes) +7, Knowledge (religion) +7, Spellcraft +7**Languages** Common, Infernal, empathic link, speak with master**Feats** Alertness^B, Dodge, Improved Familiar, Stealthy, Toughness
Skills as above plus Craft (trapmaking) +1, Knowledge (religion) +8, Profession (miner) +4**Languages** Draconic, empathic link, speak with familiar**Gear** as above plus *cloak of resistance* +1, belt pouch, 12 gp, spell component pouch**SYGAX, BLOODIED TAIL CHIEFTAIN** CR 3 (XP 800)

Male kobold warrior 6

LE Small humanoid (reptilian)

Init +2; **Senses** darkvision 60 ft.; Perception +4, Sense Motive +0**Speed** 20 ft., base speed 30 ft.**ACP** -4; Stealth +9**AC** 21, touch 13, flat-footed 19; **CMD** 16

(+1 size, +2 Dex, +6 armour [mwk breastplate], +1 shield [small wooden], +1 natural)

Weakness light sensitivity**Light Sensitivity (Ex)** When in an area of bright sunlight or within the radius of a *daylight* spell Sygax is dazzled (-1 penalty on attack rolls and sight-based Perception checks).**Fort** +5, **Ref** +4, **Will** +2**hp** 39 (4 HD)**Space** 5 ft.; **Base Atk** +6; **CMB** +4**Melee** mwk battleaxe +11/+6 (1d6-1/x3)**Ranged** javelin (range 30 ft.) +9 (1d4-1)**Atk Options** Hit and Run**Combat Gear** *potion of cure light wounds***Abilities** Str 9, Dex 14, Con 10, Int 9, Wis 10, Cha 8**Feats** Hit and Run, Weapon Finesse, Weapon Focus (battleaxe)**Skills** as above plus Craft (trapmaking) +1, Profession (miner) +2**Languages** Draconic**Gear** as above plus 2 javelins, belt pouch, 14 sp, 9 gp**BLOODIED TAIL BODYGUARD (6)** CR 1 (XP 400)

Male kobold warrior 4

LE Small humanoid (reptilian)

Init +2; **Senses** darkvision 60 ft.; Perception +3, Sense Motive +0**Speed** 30 ft.**ACP** -2; Stealth +10**AC** 19, touch 13, flat-footed 17; **CMD** 14

(+1 size, +2 Dex, +4 armour [mwk chain shirt], +1 shield [small wooden], +1 natural)

Weakness light sensitivity**Light Sensitivity (Ex)** When in an area of bright sunlight or within the radius of a *daylight* spell the kobold is dazzled (-1 penalty on attack rolls and sight-based Perception checks).**Fort** +4, **Ref** +3, **Will** +1**hp** 26 (4 HD)**Space** 5 ft.; **Base Atk** +4; **CMB** +2**Melee** handaxe +7 (1d4-1/x3)**Ranged** javelin (range 30 ft.) +7 (1d4-1)**Atk Options** Hit and Run**Abilities** Str 9, Dex 14, Con 10, Int 9, Wis 10, Cha 8**Feats** Hit and Run, Weapon Finesse**Skills** as above plus Craft (trapmaking) +1, Profession (miner) +2**Languages** Draconic**Gear** as above plus 2 javelins, belt pouch

ANTHARUTHUX

Antharuthux lusts after the dwarven wealth held by his rival and craves dominion over all Vongyth so that he has a safe lair from which he can terrorize and loot the surrounding area.

Background: One of a clutch of four, Antharuthux is the brood's only survivor. His parents' turned on his siblings slaying them all when they were but a few years old. Antharuthux fled the slaughter and eventually discovered Vongyth. Arriving just as Dereghwyr was cementing her power, he subverted her hold over some of the surviving kobolds and fled to the depths of the dwarves' delvings with his new followers.

Personality: A vicious brute and cunning opportunist, Antharuthux is nevertheless extremely stubborn and wilful. Vongyth is his and he looks forward to the day when he rips the life from his rival's bleeding body.

Antharuthux has an inflated sense of his own worth; he gleefully victimises those weaker than himself, punishing them for his parents' transgressions. He dreams of gaining enough power to be able to revenge himself upon his parents, but rationally he understands that any such attack would be suicide.

Antharuthux is unpredictable as befits his chaotic nature and has a mercurial temper. He fears that his enemies now outnumber his own followers and that he may soon have to flee Vongyth. Thus, he is desperate.

Mannerisms: Because of his broken fangs, Antharuthux speaks with a slight lisp. He is extremely touchy about



this speech impediment and slays anyone jesting about it.

Distinguishing Features: During their last encounter, Antharuthux broke several fangs on Dereghwyr's scales. The battle almost killed him and he now avoids his rival.

Hooks: Antharuthux does not want to face Dereghwyr in battle again, being far keener to achieve her demise through his minions (or "hired" adventurers). He slays any survivors, of course, as none may witness his cowardice and live.

ANTHARUTHUX

CR 8 (XP 4,800)

This black-scaled, lithe dragon moves with sinuous grace. Several jagged and broken fangs protrude from its maw.

Male juvenile black dragon

CE Medium dragon (water)

Init +2; **Senses** blindsense 60 ft., darkvision 120 ft., Antharuthux sees four times as well as a human in dim light and twice as well in normal light; Perception +15, Sense Motive +10

Speed 60 ft., fly 150 ft. (average), swim 60 ft., Spring Attack, swamp stride

Swamp Stride (Ex) Antharuthux can move through bogs and quicksand without penalty at his normal speed.

ACP 0; Acrobatics +2 (+14 jumping), Climb +13, Fly +15, Stealth +15, Swim +21

AC 25, touch 13, flat-footed 22; **CMD** 28; Dodge, Mobility (+2 Dex, +1 dodge, +12 natural)

Immune acid, *sleep*, paralysis

Fort +11, **Ref** +9, **Will** +11

hp 105 (10 HD)

Space 5 ft. (frightful presence 120 ft.); **Base Atk** +10; **CMB** +15

Frightful Presence (Ex) Creatures within 120 ft. of Antharuthux with less than 10 HD must make a DC 16 Will save or become shaken (or panicked if it has 4 HD or fewer) for 5d6 rounds if they see him charge or attack. A creature making a successful saving throw is immune to his frightful presence for 24 hours. This is a mind-affecting fear effect.

Melee bite +17 (1d8+7),

2 claws +17 (1d6+5) and

2 wings +13 (1d4+2)

Atk Options Spring Attack

Special Actions breath weapon (60 ft. line, 8d6 acid, DC 19 Reflex halves)

Spell-Like Abilities (CL 10th)

At-Will—*darkness*

Abilities Str 21, Dex 14, Con 19, Int 12, Wis 15, Cha 12

SQ water breathing

Feats Dodge, Iron Will, Mobility, Multi-Attack, Spring Attack

Skills as above plus Knowledge (arcana) +8, Knowledge (dungeoneering) +8, Knowledge (engineering) +8, Knowledge (history) +8, Spellcraft +8

Languages Draconic, Dwarven

Water Breathing (Ex) Antharuthux can breathe underwater indefinitely and can freely use his breath weapons, spells and other abilities while submerged.

Gear hoard (see page 10; total value 10,150 gp)

HOARDS OF VONGYTH

ANTHARUTHUX'S HOARD

Antharuthux's hoard (total value 10,150 gp) comprises the following items:

- Scattered coins (37 pp 1,251 gp, 3,252 sp and 11,478 cp) intermixed with:
 - A beautiful suit of masterwork full plate decorated with dwarven symbols of power and strength (value 1,650 gp). The skeletal remains of the owner yet lies within.
 - A masterwork dwarven waraxe (value 330 gp); intricate carvings of dwarves slaying orcs and giants decorate the weapon's haft.
 - A plain golden ring (radiates faint abjuration [DC 16 Knowledge {arcana}]; DC 18 Spellcraft identifies as a *ring of protection +1* [value 2,000 gp]).
- A small iron chest (unlocked) contains:
 - 8 transparent chunks of pale blue stone (blue quartz worth 15 gp each; DC 20 Appraise identifies)
 - 3 opaque dark gray stones with red flecks (bloodstones each worth 50 gp; DC 20 Appraise identifies)
 - 2 transparent, rich golden stones (amber each worth 100 gp; DC 20 Appraise identifies)
 - 1 transparent, bright deep green stone (an emerald worth 500 gp; DC 25 Appraise identifies)
 - A large, perfect pearl (radiates strong transmutation [DC 16 Knowledge {arcana}]; DC 32 Spellcraft identifies as a *pearl of power [1st-level]*).
- A pair of golden bracelets picked out with silver inlay (worth 540 gp; DC 20 Appraise identifies).
- A 2-ft. high iron carving of a dwarven warrior clad in full plate armour and wielding a dwarven waraxe (worth 500 gp; DC 25 Appraise identifies; DC 15 Knowledge [local] identifies the figure as Beron, a legendary dwarven dragonslayer).
- An iron flask, slightly warm to the touch (radiates moderate evocation [DC 17 Knowledge {arcana}]; DC 26 Spellcraft identifies as an *elixir of fire breath*).

DEREGHWYR'S HOARD

Dereghwyr's hoard (total value 12,750 gp) comprises the following items:

- Scattered coins (87 pp, 1,247 gp, 1,385 sp and 937 cp) intermixed with:
 - Two suits of half-plate armour (each worth 650 gp).
 - A warhammer, the head of which is carved to resemble a gauntleted, clenched fist (radiates faint evocation [DC 16 Knowledge {arcana}]; DC 18 Spellcraft identifies as a *+1 warhammer*).
 - One battered, but serviceable, masterwork heavy steel shield (worth 170 gp) bearing the crossed axe and hammer device of Clan Nurthen).
 - A stunning clear, circular prism (radiates moderate divination [DC 20 Knowledge {arcana}]; DC 24 Spellcraft identifies as a *lens of detection*).
 - A one-foot long iron rod (radiates faint evocation [DC 17 Knowledge {arcana}]; DC 18 Spellcraft identifies as a *wand of sound burst* with 10 charges; command word: Arockon).
 - A cast iron scroll tube stopper with a screw cap at both ends; contains a *scroll of dispel magic* and *protection from energy* (radiates moderate abjuration; DC 18 Knowledge [arcana]).

Hidden below the coins, a small clawed-out niche in the floor holds:

- 12 opaque black stones (obsidian each worth 10 gp; DC 20 Appraise identifies).
- 2 transparent golden yellow stones (topazes each worth 500 gp; DC 25 Appraise identifies).
- A pair of black, opaque gemstone dice (carved from jet worth 100 gp; DC 20 Appraise identifies).
- A silver bracer decorated with an inscribed dagger design (worth 200 gp; DC 20 Appraise identifies).
- A pair of golden earrings decorated with many small opaque blue gems (jaspers; the pair being worth 500 gp; DC 20 Appraise identifies).



PAZUZU'S FURY

THE HARPIES OF PAZUZU'S FURY

The harpies of Pazuzu's Fury are a monstrous combination of bird and woman that prey upon the weak and solitary. They believe the demon lord they revere has both cursed and blessed them with their current form. Blind and unfocused rage fills them and only the strongest among the tribe can resist the siren call of their boiling blood. Their hunger for eyes and organs is equally unrelenting, and they quickly depopulate available prey near their lair.

ECOLOGY & SOCIETY

Strife fills harpy society. The harpies rage at each other at the slightest provocation. Might makes right in the harpy roost, and the creatures fight constantly to determine the pecking order. These internal clashes can turn bloody and vicious, and few harpies do not show the raking scars of another harpy's talons.

For reasons discussed under Religion below, the leader of Pazuzu's Fury assumes the title of abbess. The abbess is almost always a sorcerer with the Abyssal bloodline, having manifested arcane powers due to long service to Pazuzu. The best singer (usually a bard) among Pazuzu's Fury takes the title of cantor. The greatest warrior of the tribe claims the title of sacristan. If there are multiple sorcerers or bards in the tribe, the competition to become abbess or cantor is intense and often lethal. Because warriors are far more common, the sacristan must constantly defend her title from rivals.

The harpies of Pazuzu's Fury are uniformly female who fertilize their eggs by ingesting the seed of their male victims, usually sucked right out of the body of the "father" as the harpy kills him. The race of the father does not seem to matter as long as it is fey, humanoid or outsider.

Harpies lay one to three eggs at a time, as often as every 40 days. These eggs must be incubated (a task shared in rotation by all harpies of the tribe) for 11 to 20 days before they hatch. Only 30% of the eggs are fertile, and the tribe devours the eggs that do not hatch after a month.

The young are defended with savage ferocity by their parent

and are seldom molested by the rest of the tribe, but the time in the nest is difficult for the chicks and about half of them die before they become fledglings at two years of age. Fledglings are able to fly very poorly and cannot produce a captivating song.

Harpies become adults and develop the ability to produce a captivating song and to lay their own eggs after five years. They can live up to 60 years, but few harpies survive the dangers of the hunt and constant internal strife for more than 20 years.

Appearance: The harpies of Pazuzu's Fury are taller and more slender than common harpies. They have plumage of the hawks common to the Lonely Coast, giving them an almost noble appearance. In addition, the profane rite (or perhaps choicest bits of their victims) that infuses the harpies of Pazuzu's Fury with fiendish power gives them a feral and malevolent beauty.

The harpies garb themselves in shredded habits that echo what may have once been worn in a cloister. They wear jewelry in great abundance and find pieces with iconography especially pleasing. Almost every harpy in Pazuzu's Fury has a rosary featuring an abstract bird-winged man with a hawk's head.

Nomenclature: Tribal members have names that are antiquated on the Lonely Coast, as if they were named hundred years ago. Some sages believe that all the names are saints mentioned in the holy books of Darlen.

Names: Batilda, Cwenhild, Estrid, Guthen, Hulda, Ingrith, Maerwynn, Rimilde, Saethryd, Turgyth, Wengeua, Wychtleth.

LAIRS

Pazuzu's Fury migrates across the Lonely Coast every few months. They do not have a set pattern. Instead, they move when they depopulate available prey or need to stay ahead of coordinated efforts to eradicate them. It is rare for the harpies to remain in a single lair for more than three months.

When selecting a new lair, Pazuzu's fury migrate en mass to seek a large, sheltered location that is difficult to reach by foot and reasonably close to numerous food sources, such as small villages or a well-travelled road. The lair should also be large enough to allow harpies to fly about inside or have access to open air. They have a strong affinity for ruins and hard-to-climb cliffs.

When occupying a new lair, Pazuzu's Fury position thick branches throughout to use as roosts. Like birds, the harpies prefer to sleep tucked down inside their wings while gripping these branches. The harpies weave nests at the most inaccessible or most central portion of the lair. Here, the harpies lay eggs, care for their young chicks and perform the blasphemous rites in service to Pazuzu.

Since Pazuzu's Fury prefer their food raw and they all have darkvision, there are no fires in the roost. The floor of a harpy lair is quickly covered with the discarded bones of prey and

TRIBAL LORE

Character with ranks in Knowledge (nature) can learn more about Pazuzu's Fury with a successful skill check. A successful check reveals all information revealed by a lesser check.

DC 14: This is a harpy. They can charm with their song.

DC 19: From the plumage, you note that this harpy is a member of Pazuzu's Fury. Their song is particularly dangerous.

DC 24: Demonic strength, giving them fiendish characteristics, infuses many members of Pazuzu's Fury

DC 29: The harpies of Pazuzu's Fury can call upon their demonic patron who sends a powerful servant to aid them.

guano, which becomes rife with disease. Since they roost above the foulness, the harpies do not seem to care, and the gagging stench does not bother them.

In the past, Pazuzu's Fury have laired in the Twisted Gorge and in the cliffs overlooking the sea to the west of the Priory of Cymer. They once attempted to lair on the Orestone, but the fierce winds and lack of sizeable caves on the rock made the location unsuitable. Now the harpies occasionally set an ambush (page 72) there to cause shipwrecks and collect an easy meal of drowning sailors.

Pages 70 - 71 present an example of a harpy lair, as well as a description of the disease prevalent therein.

RELIGION

Pazuzu's Fury believe they descended from a cloister of Darlen's nuns that fell to the whispering of Pazuzu. When the church sent holy warriors to wipe them out, the demon prince saved the fallen nuns by transforming them into harpies. The harpies then flew away but were forever shunned from human society.

Whether or not this legend is true is up to the GM. If the GM decides it is false, the clergy of Darlen scoff at the tale and

THE CREATION OF PAZUZU'S FURY

With a DC 25 Knowledge (history) or Knowledge (religion) check, the PCs know the creation legend of Pazuzu's Fury. Alternately, a sage could provide the PCs with the legend.

Perhaps a generation ago, there was a cloister of nuns who worshipped Darlen, a good and noble god. One among their number was bored and restless. She explored the cloister's darker records and secrets and stumbled across the name Pazuzu. A demon lord who claims to be the Prince of the Lower Aerial Kingdoms, Pazuzu desires to be summoned and enjoys corrupting the innocent and pure. Exerting his malign influence on the bored nun he soon had her bound to his service. He then used her to corrupt the rest of the cloister.

The now-wicked nuns used their reputation as a sanctuary to lure in unsuspecting travelers, whom they slew in profane and gruesome rites to enhance their power. This went unnoticed for a time because of the remote location of the cloister, but eventually a band of paladins was dispatched to root out the corruption. The nuns did not have the strength to oppose this cleansing force so they called upon Pazuzu to save them. The demon prince agreed to do so but only if they promised to live in his image. The nuns agreed, and Pazuzu transformed them into monstrous bird-women who then flew away from the paladins, escaping retribution. But the nuns were no longer human. Their corruption and devotion to the demon lord was plain for all to see. They lusted for human flesh, especially the soft inner organs and thus were cursed and damned for eternity.

attempt to refute it at every opportunity. If the GM decides that it is true, the clergy of Darlen act in much the same manner, but they are now seeking to bury the corruption in the past and prevent it from spreading further. However, the ruined cloister thick with demonic taint still exists and could provide a source of adventure. (See Adventure Seeds [page 69] for more details.)

Regardless of the tale's veracity, the harpies revere Pazuzu and consider him their patron. Pazuzu gives his blessing to the harpies and infuses them with demonic power. When a harpy of the tribe makes her first kill, she brings the heart of the victim to the harpy lair. There, the tribe enacts a foul rite to the demon prince and summon a Corrupting Aspect of Pazuzu (page 94). The aspect fills the harpy with demonic strength as she consumes the heart, giving her the fiendish template.

COMBAT & TACTICS

Harpies are instinctive cowards. To overcome this cowardice, the harpies hunt in packs called screams. A scream numbers six to twelve harpies, with nine being the most common. Pazuzu's Fury rarely forms larger screams and then only for a specific purpose.

The preferred targets of a scream are single travelers, shepherds and woodcutters working alone. The harpies attack larger groups if the harpies have a numeric advantage. Should the group seem well armed or numerous, the harpies stalk their prey, taking those that venture off alone.

The harpies begin almost every encounter with their captivating song. If some targets resist and some don't, the harpies who successfully captivated maintain their song while the others engage those who resisted. The harpies of Pazuzu's Fury have a number of feats to make their songs more powerful, but none is as feared as Collective Song, which can make a scream's singing nearly impossible to resist.

When engaging in combat, the harpies take to the air and fight while in flight, limiting the ability of targets to fight back. Pazuzu's Fury prefer reach weapons to further limit retaliation.

The harpies flee if they encounter serious resistance. Many potential victims have driven off a harpy assault by scaring the creatures with displays of magic or shows of superior force.

THE LONELY COAST

Pazuzu's Fury is designed to be compatible with *The Lonely Coast* (a free 30-page download from ragingswan.com). Specific deities (such as Darlen) and locations referenced in this text are described in more depth in that document. The Lonely Coast is a borderland territory designed to be easily inserted into almost any GM's personal campaign.

DESIGNING TRIBAL MEMBERS

Designing members of Pazuzu's Fury is simple; add the requisite class levels or templates to the fiendish harpy below. Remember if adding class levels to apply the following adjustments to the harpy's ability scores (assigned in a way to enhance its class abilities): +4, +4, +2, +2, +0, -2. Harpies with NPC class levels do not gain these adjustments.

FIENDISH HARPY CR 5 (XP 1,600)

Female fiendish harpy

CE Medium monstrous humanoid

Init +4; **Senses** darkvision 60 ft.; Perception +8, Sense Motive +0

Speed 20 ft., fly 80 ft. (average); Flyby Attack

ACP -0; Fly +15, Stealth +8

AC 19, touch 15, flat-footed 14; **CMD** 25; Dodge, Feathered Distraction

(+4 Dex, +3 armour [mwk studded leather], +1 dodge, +1 natural)

Resist cold 10, fire 10

Fort +3, **Ref** +9, **Will** +5; **SR** 10

hp 45 (7 HD); **DR** good/5

Space 5 ft.; **Base Atk** +7; **CMB** +10

Melee glaive (reach 10 ft.) +10/+5 (1d10+4) and 2 talons +5 (1d6+1)

Atk Options smite good (+5 attack, +7 damage)

Special Attacks captivating song (DC 18; Collective Song)

Abilities Str 16, Dex 18, Con 12, Int 7, Wis 10, Cha 20

Feats Collective Song, Dodge, Feathered Distraction, Flyby Attack

Skills as above plus Bluff +6, Intimidate +10, Perform (song) +7

Languages Common

NEW RULES OPTIONS

The harpies of Pazuzu's Fury use a number of new feats (chapter 1), spells (chapter 2) and magic items (chapter 3).

FEATS

Pazuzu's Fury have developed several new feats to enhance their song and flight capabilities.

SPELLS

The harpies of Pazuzu's Fury employ several new spells.

1ST-LEVEL BARD SPELLS

Reprise: Subject rerolls successful saving throw.

2ND-LEVEL BARD SPELLS

Insidious Vapour: Subjects take -5 to Wisdom-based checks and Will saving throws.

3RD-LEVEL BARD SPELLS

Glorious Slaughter: Grant ally melee or ranged attack.

1ST-LEVEL DRUID SPELLS

Winglord: Your base fly speed increases by 10 ft.

1ST-LEVEL RANGER SPELLS

Winglord: Your base fly speed increases by 10 ft.

2ND-LEVEL SORCERER/WIZARD SPELLS

Insidious Vapour: Subjects take -5 to Wisdom-based checks and Will saving throws.

3RD-LEVEL SORCERER/WIZARD SPELLS

Gouging Blade: Gives a weapon the wounding ability.

MAGIC ITEMS

The harpies of Pazuzu's Fury do not have the focus and drive to create many magic items the exception is *Unbridled Fury* (a magically enhanced gutripper).

GP		PAGE
7,500	<i>Necklace of enthrallment</i>	25
8,000	<i>Ring of Clear mind</i>	25
11,600	<i>Unbridled fury</i>	23

NEW FEATS

FEAT	PREREQUISITES	BENEFIT
Casual Song	<i>Captivating song</i> , tribal membership	Maintain <i>captivating song</i> as a move action
Collective Song	<i>Captivating song</i> , tribal membership	Join with other harpies to create a more powerful song
Death from Above	Hover, tribal membership	While hovering, targets below you are flat-footed
Feathered Distraction	Dodge, Must have wings, tribal membership	Move action to gain +2 dodge bonus to AC
Selective Song	<i>Captivating Song</i> , tribal membership	Can exclude targets from <i>captivating song</i>
Shrill Screech	BAB +7, tribal membership	Chance to stun target with a critical hit

ADVENTURE SEEDS

Pazuzu's Fury are very versatile foes and provide a GM with numerous ways to include them in a campaign. Below are a number of adventure seeds that can be developed as the GM sees fit.

DEMONIC RIVALS

A cult of Lamashtu, demonic mother of monsters, has arisen in the area and is causing horrible atrocities, such as unleashing deformed beasts or causing infants to be born deformed. The location of their secret lair is unknown to civilized folk, but the eagle eyes of the harpies may have noticed something. There is no love lost between the followers of Lamashtu and Pazuzu, but can the PCs figure out how to bargain with harpies? The PCs may even entice the harpies to fight the cultists. Another option is for the PCs to let the followers of Lamashtu know about the harpies and try to draw the cultists into attacking their winged foes.

THE UGLY DUCKLING

CR 7 (XP 3,200)

Female half-celestial harpy paladin 1

LG Medium outsider (native)

Init +6; **Senses** darkvision 60 ft.; Perception +10, Sense Motive +10

Speed 20 ft., fly 80 ft. (good); Flyby Attack

ACP -0; Fly +17

AC 25, touch 17, flat-footed 18; **CMD** 28; Dodge (+6 Dex, +4 armour [mithril chain shirt], +2 shield [+1 darkwood buckler], +1 dodge, +2 natural)

Immune disease; **Resist** acid 10, cold 10, electricity 10

Fort +8, **Ref** +11, **Will** +9; **SR** 18

hp 60 (8 HD); **DR** evil/5

Space 5 ft.; **Base Atk** +8; **CMB** +12

Melee mwk greatsword +13/+8 (2d6+6) and 2 talons +7 (1d6+2)

Ranged +1 composite shortbow (range 70 ft.) +14/+9 (1d6+5)

Special Attacks captivating song (DC 21; Casual Song), smite evil (+7 attack, +8 damage)

Spell-like Abilities (CL 8)

At will—*detect evil*

3/day—*protection from evil*

1/day—*aid, bless, cure serious wounds, holy smite* (DC 21), *neutralize poison, remove disease*

Combat Gear 40 arrows, *potion of cure moderate wounds, silversheen*

Abilities Str 18, Dex 22, Con 14, Int 10, Wis 14, Cha 24

SQ aura of good (faint)

Feats Casual Song, Dodge, Flyby Attack, Great Fortitude

Skills as above plus Bluff +8, Diplomacy +15, Heal +8, Knowledge (religion) +4, Perform (song) +15

Languages Common

Gear as above plus perfume (50 gp), silver holy symbol and 45 gp of assorted jewellery.

HOLY CRUSADE

A knight from the original faith corrupted by Pazuzu has gathered an expedition to hunt down the harpy tribe. He could hire the PCs either as guides or as additional muscle. The knight could be earnest in his desire to eradicate the harpies, or perhaps he is tempted by the power offered by Pazuzu and wishes to wrest the secret of how to call the demon lord from the harpies. The local villagers may be supportive of the knight's efforts and want the harpies gone, or the locals fear that the knight will just stir the harpies up and they will suffer the beasts' wrath.

THAT WHICH WAS LEFT BEHIND

The PCs have a map that leads to a hidden entrance of a dungeon. Unfortunately, the entrance is located in the cellar of the ruined tower where the harpies are currently roosting and there are far too many harpies to fight. The PCs could sneak into the cellar, distract the harpies or simply wait for them to migrate. If the PCs negotiate, they learn that the harpies wish to reclaim relics left behind at the abandoned convent. The items may or may not be magical, but they remind the harpies of a time when rage did not control their every thought. Naturally, the paladins of the faith will take a dim view of strangers digging through the ruins and unearthing secrets best left buried.

THE TRAVELLING MENAGERIE

A travelling menagerie has captured a harpy from Pazuzu's fury, and is charging visitors to see the creature. The owner even lets the harpy sing to enthral the audience with a bard ready to countersong if matters get out of hand. While the PCs are in attendance, some of the tribe hears the cries of their captured sister and attempts to rescue her. Alternatively, the bard may not countersong in time to keep the harpy from mauling an enchanted victim through the bars of the cage. Now the locals are demanding that the creature be killed. The menagerie owner hires the PCs to protect his attraction.

THE UGLY DUCKLING

Recently, a harpy devoured the seed of a hound archon. The essence of the good outsider infused the resulting egg, which hatched a half-celestial harpy. The creature never fit in with her fiendish kin and is savagely picked upon. The PCs may discover the half-celestial harpy as a fledgling in the nest. Or she has fled the tribe, and the PCs must rescue her from the scream of harpies chasing her. Taken even further, the half-celestial harpy only needs to ingest seed and not kill to fertilize her eggs, which hatch winged aasimar. Have the PCs witnessed the creation of a new race? Pazuzu will certainly take steps to stop this.

THE HARPY ROOST

Pazuzu's Fury lairs in a number of different locales scattered throughout the Lonely Coast. The following is an example of one of their many lairs – a ruined tower atop a hill. Use the description of Pazuzu's Fury from pages 66 – 67 to populate the lair. The full number of harpies present at the lair is provided as an encounter on page 73.

LAIR FEATURES

The harpy roost has the following features of note.

Hillside: The roost is a ruined tower atop a steep hill devoid of trees. Climbing the hill does not require a Climb check, but it does count as difficult terrain.

Hole in the Wall: A hole in the base of the tower leads to the cellar. Medium creatures can squeeze through the hole while smaller creature can easily fit through. The harpies do not like being enclosed so they do not follow PCs through the hole. Instead, they sit outside and wait for the PCs to come out.

Tower: The tower is 20 ft. in diameter, tapering slightly as it climbs. The tower was once much taller, but the top floors have collapsed, leaving a crumbling, circular wall that ranges from 20 to 30 ft. high. PCs can scale the walls with a DC 15 Climb check.

The PCs can burst through 10 ft. square sections of the weakened wall (hardness 8; 180 hp; DC 28 Break). If three adjacent sections are destroyed, that quarter of the tower collapses, inflicting 5d6 points of crushing damage to those within.

Tower Door: A set of crumbling stairs (Acrobatics check DC 10 to climb) lead up to the only door in the tower. The harpies have barricaded the front door by piling rubble behind it (hardness 8; 180 hp DC 28 Break).

Tower Cellar: The cellar has survived in better condition than the rest of the tower. The thick walls and arches support the roof above. In the center of the room is a 100 ft. deep well. Dirt and stone have gummed up the well, and it is currently dry. Against the wall are several empty barrels and few extra chairs. A set of stairs lead to a trap door that opens onto the ground floor.

Tower Ground Floor: Jagged rubble and mounds of harpy guano (that count as difficult terrain) fill the tower's ground floor. Characters moving through the ground floor risk exposure to disease (see Disease in a Harpy Lair).

Trap Door: The trap door grants access between the cellar and the ground floor. A few pieces of masonry and a mound of guano cover the trap door to the cellar which now requires a DC 15 Strength check to open unless the masonry is cleared off first. Opening the trap door disturbs the guano and exposes everyone within 5 ft. to a disease (see Disease in a Harpy Lair).

Tower Interior: The interior of the tower is hollow, as the floors have collapsed, leaving jagged stones jutting from the walls which the harpies use as supports for their roosts. A stair circles the inside of the wall, providing access to the arrow slits that pierce the wall. Climbing the stairs does not require a Climb check, but it does count as difficult terrain. An arrow slit pierces the wall every 10 ft. on the stairs, for a total of six arrow slits.

Harpy Roosts: The harpies have positioned five thick branches in the tower interior as roosts. They are wedged between opposite walls, separated by 5 feet in height and at different angles to create a tangled web of branches extending across the hollow interior of the tower. PCs can



destroy these roosts or knock them down (Break DC 16; hardness 5; 20 hp).

Because of their taloned claws, the harpies can move on the roosts at full speed and not risk falling. Characters can walk on the roosts (DC 17 Acrobatics check) or climb on them (DC 10 Climb check). If the PCs fall from the roosts to the ground below, they may be exposed to disease (see Disease in a Harpy Lair).

Harpy Nest: The harpies built their nest at the very top of the stairs in the tower interior. The harpy nest is 10 ft. in diameter and is woven of flexible green wood and vines and layered with dried mud and blood. Here, they lay their eggs, raise their chicks, and undergo the ritual that transforms them into fiendish harpies, enslaved to the will of their namesake.

Movement in the nest is difficult for non-taloned creatures and requires a DC 10 Acrobatics check or slip and fall prone into the muck at the bottom of the nest. It is a 30 ft. drop from the nest to the bottom of the tower. (Falling characters take 3d6 falling damage).

LAIR DEFENCES

Pazuzu's Fury takes the defence of their lair very seriously. The first layer of defence is a patrol of harpies that slowly circles the roost at a distance of about a quarter mile. Use the Foragers encounter for this patrol. If they spot intruders who appear well armed and/or numerous, the patrol does not fight, instead retreating to warn the roost.

Pazuzu's Fury always have multiple harpies on sentry duty in the tower, watching for approaching threats who get by the patrol. (Use four of the more junior harpies from the Harpy Roost encounter.) Intruders must approach by climbing the treeless hillside which provides no cover for Stealth checks.

DISEASE IN A HARPY LAIR

The ground of a harpy lair is a disgusting mess. Half-eaten bodies are tossed down to rot away after the succulent innards are eaten. Reeking harpy guano can actually form mounds beneath the roosts of the harpies. Disease flourishes in the environment and poses a significant challenge to anyone moving through the lair on foot.

Characters merely walking through the area have a 25 percent chance per minute of being exposed to a disease. Falling prone in the muck increases the chance to 50 percent per instance. Actively searching through the debris results in automatic exposure.

The following diseases are likely to be encountered in a harpy lair. A GM can pick one when exposure happens or determine randomly (refer to the *Pathfinder Roleplaying Core Rulebook* for details on many diseases).

Diseases: Bubonic Plague, Cackle Fever, Mindfire, Shakes, Slimy Doom

Once intruders are spotted, the harpies begin combat with their song (using Collective Song, if possible). The harpies that are not part of the collective song concentrate their attacks on those not captivated. Those harpies that are skilled at ranged attacks make full use of the arrow slits in the tower to gain cover. The slayer uses her death attack on captivated PCs. Meanwhile, the abbess remains invisible while casting spells on the other harpies. Afterward, she switches to her ray attacks.

If the harpies are in danger of being defeated by the intruders, the Harpy Abbess summons a Corrupting Aspect of Pazuzu (page 94) to aid in the defence. The Aspect takes the abbess' life in punishment, but not until after the battle.

OTHER HARPY LAIRS

The ruined tower is just one of many possible lairs for the migratory Pazuzu's Fury. Below is a selection of other possible lairs. Use the elements presented above to construct a lair in these alternate locales.

Charred Trees: A wildfire reduced much of this portion of the forest to little more than ash. However, the pine trees survived and the harpies have built their nests in the upper branches. The destruction from the fire discourages hunters and other explorers from entering this part of the forest.

Cliffside Cave: The entrance to the lair is through a number of cave mouths that open onto the side of a steep cliff. No paths lead up to the cave mouths, which are only accessible by winged creatures. Tunnels from the cave mouths all lead to one great chamber. The harpies roost on the ledges of the cavern, high above the floor, which is laced with fissures.

Hammock: A hammock is a dense stand of hardwood trees in the middle of a reedy marsh. The trees grow on a natural rise that is inches higher than the surrounding marshland. The dense foliage thrives in the rich soil and plentiful water. In short, a hammock is a perfect roost for the harpies who can fly over the surrounding muck. The hammock is only accessible by boat, and the harpies can see foes approaching from some distance.

Island: Pazuzu's Fury sometimes roost on islands off the Lonely Coast. They prefer small islands – no more than a mile across – with plenty of caves or natural overhangs to protect them from the weather. Raging surf and a lack of good beaches discourage landing and improve the island as a lair in their eyes.

Tuath Temple: The ancient people who once lived in the Lonely Coast left behind many overgrown temples to the nature spirits they worshipped. These great rings of standing stones crown hills and provide the harpies with an excellent vantage point to spy threats to their lair.

ENCOUNTERS WITH PAZUZU'S FURY

Because Pazuzu's Fury migrates widely, the PCs can meet them in numerous regions, including areas the PCs have already explored. These encounters can be used as random events or they can be linked together as the PCs escalate their conflict with the tribe. For adventure seeds using Pazuzu's Fury, see page 69.

In all these encounters, the fiendish harpies try to identify good-aligned PCs and target them with smite good (an excellent tactic given their impressive Charisma scores). The harpies flee if defeat is imminent, flying directly to their roost, which could lead the PCs to their lair.

FORAGERS (EL 9, XP 6,400)

In this encounter, a flight of harpies is scouting for food and is probably the first indication that Pazuzu's Fury has moved to the area.

3 Harpies: *Pathfinder Bestiary*.

1 Harpy Stalker: page 76.

The harpies first attempt to captivate the PCs with their song after which the stalker takes to wing and rains arrows down on the PCs while the other harpies engage in melee.

To modify this encounter, apply the following changes:

EL 8 (XP 4,800): Remove the Harpy Stalker and one Harpy; add one Furious Harpy.

EL 10 (XP 9,600): Add one Furious Harpy.

AMBUSH (EL 11, XP 12,800)

In this encounter, a flight of harpies has set an ambush along a road to collect a bigger meal. Alternatively, the harpies could be raiding isolated settlements and feasting on the peasants, leaving behind empty farmhouses and untended fields.

3 Harpies: *Pathfinder Bestiary*.

1 Harpy Cantor: page 75.

1 Harpy Scout: page 76.

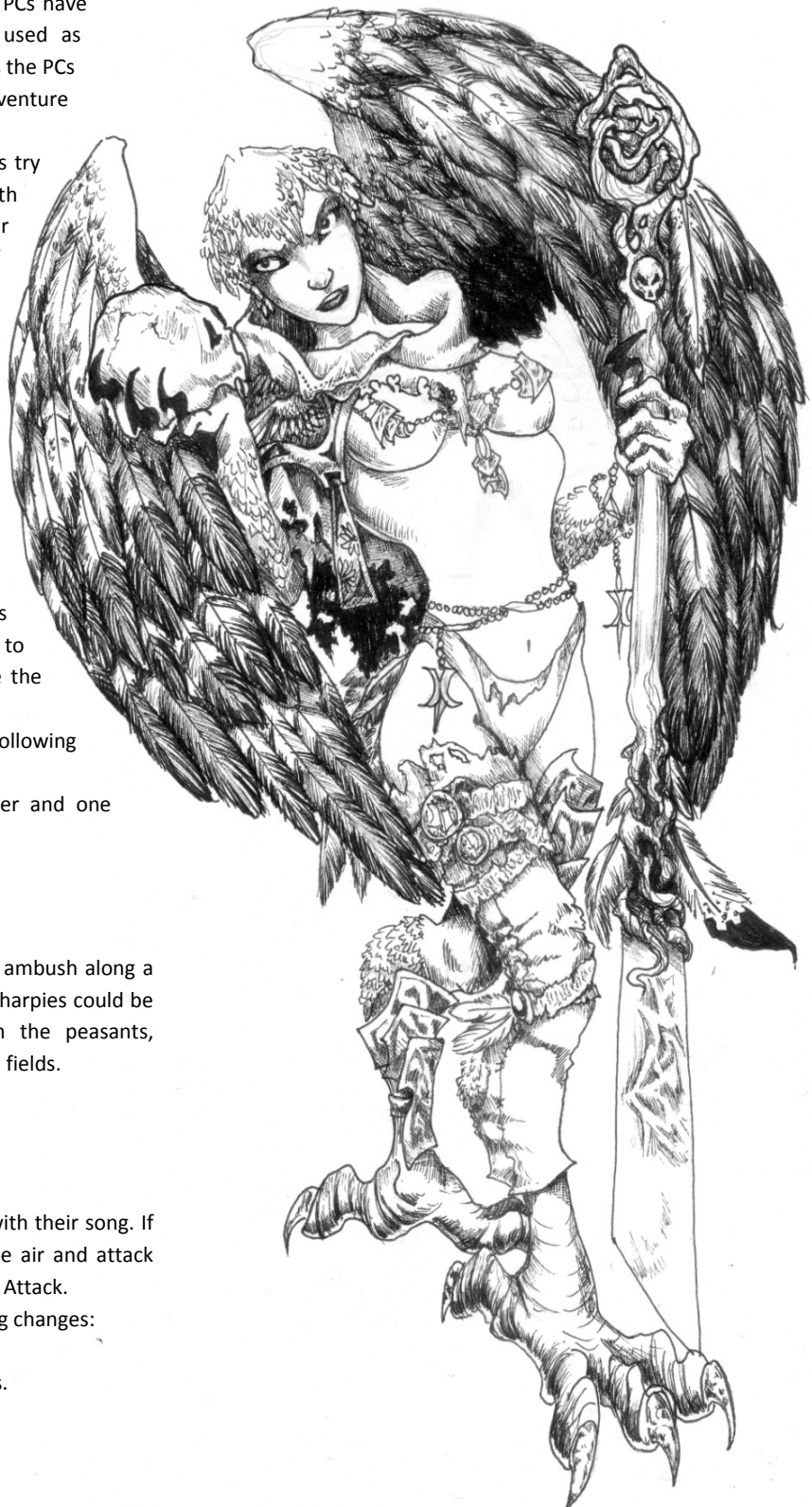
1 Harpy Tempest: page 74.

The harpies first attempt to captivate the PCs with their song. If this fails, the scout and the cantor takes to the air and attack from distance while the other harpies use Fly-By Attack.

To modify this encounter, apply the following changes:

EL 10 (XP 9,600): Remove the Harpy Cantor.

EL 12 (XP 19,200): Add three Furious Harpies.



A SCREAM (EL 13, XP 25,600)

In this encounter, a full scream of harpies has taken to wing. Their goal could be to destroy a divine stronghold, counter a major threat to the tribe (such as the PCs) or strike at a foe of their patron demon prince (such as a cult of Lamashtu).

2 Furious Harpies: page 74.

2 Harpy Scouts: page 76.

2 Harpy Stalkers: page 76.

1 Harpy Cantor: page 75.

1 Harpy Tempest: page 74.

1 Harpy Slayer: page 76.

The harpies begin with their song (using Collective Song, if possible). The harpy slayer uses her death attack on captivated victims, while the others engage those not captivated. The scouts take to wing and attack with their bows.

To modify this encounter, apply the following changes:

EL 12 (XP 19,200): Remove one Furious Harpy, one Harpy Scout and one Harpy Stalker.

EL 14 (XP 38,400): Add one Harpy Scout, one Harpy Tempest and one Harpy Abbess.

THE HARPY ROOST (EL 15, XP 51,200)

In this encounter, the PCs take the battle to the harpy lair. The harpies defend their roost and their young with savage fury that is unlike the cowardice shown in earlier encounters.

3 Harpies: *Pathfinder Bestiary*.

2 Furious Harpies: page 74.

2 Harpy Scouts: page 76.

2 Harpy Stalkers: page 76.

1 Harpy Cantor: page 75.

1 Harpy Tempest: page 74.

1 Harpy Slayer: page 76.

1 Harpy Abbess: page 75.

1 Harpy Sacristan: page 74.

1 Corrupting Aspect of Pazuzu: page 94.

See pages 70 - 71 for a description of the lair, its defences and tactics used by the harpies.

To modify this encounter, apply the following changes:

EL 14 (XP 38,400): Remove the Corrupting Aspect of Pazuzu (EL 10) and the Harpy Sacristan.

EL 16 (XP 76,800): Add two Furious Harpies, two Harpy Scouts, one Harpy Tempest, one Harpy Slayer and one Harpy Abbess.

AERIAL COMBAT

The harpies of Pazuzu's Fury are winged creatures and use their flight ability to their advantage as much as possible. Many of the harpies rely heavily on ranged attacks. Even those who engage in melee do so through Flyby Attack, limiting their exposure to counter-attack. Below is a summary of the rules covering aerial movement.

Aerial Movement

To maintain flight, a creature must move a distance greater than half its speed (40 ft. for a harpy). While flying, a creature can do the following without a Fly check:

- Turn up to 45° by giving up 5 ft. of movement.
- Change directions between turns.
- Rise at half-speed at an angle of 45°.
- Dive at any angle at normal speed.

With a Fly check, a creature can do the following:

- **DC 10:** Move less than half speed and remain flying.
- **DC 10:** Negate damage from falling. A creature cannot do this if it is falling due to a failed Fly check or because of a collision.
- **DC 15:** Fly up at a greater than 45° angle.
- **DC 15:** Hover in one place – no movement spent to maintain flight.
- **DC 15:** Turn greater than 45° by spending 5 ft. of movement.
- **DC 20:** Turn 180° by spending 10 ft. of movement.

If a creature takes damage while flying, it must make a DC 10 Fly check to avoid losing 10 feet of altitude. If a creature collides with an object equal to its size or larger, the creature must make a DC 25 Fly check to avoid falling to the ground.

Weather

Light and moderate winds (20 mph or less) have no effect on harpies, but stronger winds have the following impact:

- **Strong** (21-30 mph): -2 ranged attacks, -2 penalty to Fly.
- **Severe** (31-50 mph): -4 ranged attacks, -4 penalty to Fly (strength of wind created by a *gust of wind*).
- **Windstorm** (51-74 mph): ranged attacks impossible, -8 penalty to Fly, checks a harpy's movement.
- **Hurricane** (75-174 mph): ranged attacks impossible, -12 penalty to Fly, blows a harpy away.
- **Tornado** (175-300 mph): ranged attacks impossible, -16 penalty to Fly, blows a harpy away.

WARRIORS OF PAZUZU'S FURY

The stat blocks below depict several of the winged warriors of Pazuzu's Fury. These harpies have gone through the Abyssal rite and pledged their souls to Pazuzu. For basic harpies, refer to the *Pathfinder Bestiary*.

FURIOUS HАРY CR 6 (XP 2,400)

Female fiendish harpy warrior 2

CE Medium monstrous humanoid

Init +4; **Senses** darkvision 60 ft.; Perception +8, Sense Motive +0

Speed 20 ft., fly 80 ft. (average); Flyby Attack

ACP -0; Fly +16, Stealth +9

AC 19, touch 15, flat-footed 14; **CMD** 27; Dodge, Feathered Distraction

(+4 Dex, +3 armour [mwk studded leather], +1 dodge, +1 natural)

Resist cold 10, fire 10

Fort +6, **Ref** +9, **Will** +5; **SR** 11

hp 58 (9 HD); **DR** good/5

Space 5 ft.; **Base Atk** +9; **CMB** +12

Melee +1 *glaive* (reach 10 ft.) +13/+8 (1d10+5) and 2 talons +7 (1d6+1)

Ranged mwk composite shortbow (range 70 ft.) +14/+9 (1d6+3)

Atk Options Vital Strike

Special Attacks captivating song (DC 19; Collective Song), smite good (+5 attack, +9 damage)

Combat Gear 20 arrows, *potion of cure moderate wounds*

Abilities Str 16, Dex 18, Con 12, Int 8, Wis 10, Cha 20

Feats Collective Song, Dodge, Feathered Distraction, Flyby Attack, Vital Strike

Skills as above plus Bluff +6, Intimidate +13, Perform (song) +7

Languages Common

Gear as above plus perfume (50 gp), fine prayer beads (25 gp) and 42 gp of assorted jewellery.

HАРY TEMPEST CR 8 (XP 4,800)

Female fiendish harpy barbarian 3

CE Medium monstrous humanoid

Init +4; **Senses** darkvision 60 ft.; Perception +8, Sense Motive +0

Speed 30 ft., fly 80 ft. (average)

ACP -2; Fly +14

AC 21, touch 15, flat-footed 16; **CMD** 28; Dodge, uncanny dodge, +1 vs. traps

(+4 Dex, +5 armour [+1 *hide*], +1 dodge, +1 natural)

Resist cold 10, fire 10

Fort +8, **Ref** +11 (+12 vs. traps), **Will** +7; **SR** 13

hp 74 (10 HD); **DR** good/5

Space 5 ft.; **Base Atk** +10; **CMB** +13

Melee +1 *gutripper* (longsword end) +14/+9 (1d8+4/19-20) and 2 talons +8 (1d6+1) or

Melee +1 *gutripper* (longsword end) +12/+7 (1d8+5/19-20) and +1 *gutripper* (*glaive* end) +12 (1d10+4) and 2 talons +8 (1d6+1)

Ranged mwk composite shortbow (range 70 ft.) +15/+10 (1d6+3)

Atk Options ShriII Screech (DC 19), rage (10 rounds; intimidating glare), smite good (+4 attack, +10 damage)

Special Attacks captivating song (DC 19)

Combat Gear 20 arrows, *potion of cure moderate wounds*

Abilities Str 16, Dex 18, Con 14, Int 8, Wis 10, Cha 18

SQ fast movement, rage power (intimidating glare)

Feats Dodge, Double Slice, Exotic Weapon Proficiency (gutripper), ShriII Screech, Two-Weapon Fighting

Skills as above plus Bluff +5, Intimidate +16, Knowledge (nature) +4, Perform (song) +6, Survival +5

Languages Common

Gear as above plus *cloak of protection* +1, perfume (50 gp), fine prayer beads (25 gp) and 22 gp of assorted jewellery.

HАРY SACRISTAN CR 10 (XP 4,800)

Female fiendish harpy barbarian 5

CE Medium monstrous humanoid

Init +4; **Senses** darkvision 60 ft.; Perception +12, Sense Motive +0

Speed 30 ft., fly 80 ft. (average)

ACP -2; Fly +14

AC 21, touch 15, flat-footed 16; **CMD** 30; improved uncanny dodge, +1 vs. traps

(+4 Dex, +5 armour [+1 *hide*], +1 dodge, +1 natural)

Resist cold 15, fire 15

Fort +8, **Ref** +10 (+11 vs. traps), **Will** +6; +8 vs. spells and spell-like abilities when raging; **SR** 15

hp 91 (12 HD); **DR** good/5

Space 5 ft.; **Base Atk** +12; **CMB** +15

Melee *Unbridled Fury* (longsword end) +16/+11/+6 (1d8+4/17-20) and

2 talons +8 (1d6+1) or

Melee *Unbridled Fury* (longsword end) +14/+9/+4 (1d8+4/17-20) and *Unbridled Fury* (*glaive* end) +14/+9 (1d10+4) and 2 talons +8 (1d6+1)

Ranged mwk composite shortbow (range 70 ft.) +17/+12 (1d6+3)

Atk Options ShriII Screech (DC 20), Two-Weapon Rend (1d10+4 damage), rage (14 rounds; intimidating glare), smite good (+4 attack, +12 damage)

Special Attacks captivating song (DC 20)

Combat Gear 20 arrows, *potion of cure moderate wounds*

Abilities Str 17, Dex 18, Con 14, Int 8, Wis 10, Cha 18

SQ fast movement, rage power (intimidating glare, superstition)

Feats Double Slice, Exotic Weapon Proficiency (gutripper), Improved Two-Weapon Fighting, ShriII Screech, Two-Weapon Fighting, Two-Weapon Rend

Skills as above plus Bluff +5, Intimidate +16, Knowledge (nature) +4, Perform (song) +6, Survival +9

Languages Common

Gear as above plus perfume (50 gp), fine prayer beads (25 gp) and 37 gp of assorted jewellery.

SPELLCASTERS OF PAZUZU'S FURY

These stat blocks depict two of Pazuzu's Fury's deadly leaders; one has honed her songs to deadly perfection while the other has embraced the power offered by Pazuzu.

HARPY ABBESS CR 9 (XP 6,400)

Female fiendish harpy sorcerer (abyssal) 6

CE Medium monstrous humanoid

Init +5; **Senses** darkvision 60 ft.; Perception +8, Sense Motive +2

Speed 20 ft., fly 80 ft. (average)

ACP -0; Fly +17

AC 22, touch 17, flat-footed 16; **CMD** 27; Dodge (+5 Dex, +4 armour [*mage armour*], +1 dodge, +1 deflection, +1 natural)

Resist cold 15, electricity 5, fire 15

Fort +7 (+9 vs. poison), **Ref** +12, **Will** +12; **SR** 14

hp 72 (13 HD); **DR** good/10

Space 5 ft.; **Base Atk** +10; **CMB** +10

Melee 2 talons +10 (1d6)

Ranged ray (range close) +16 (spell effect)

Special Attacks Enlarge Spell, bloodline powers (claws +10 attack, 1d4 damage; 8 rounds), captivating song (DC 21)

Atk Options Point Blank Shot, Precise Shot, smite good (+5 attack, +13 damage)

Sorcerer Spells Known (CL 6th; concentration +11 [+15 casting defensively or grappled])

3rd (4/day)—*gouging blade*

2nd (6/day)—*bull's strength*, *invisibility*, *scorching ray*

1st (8/day)—*cause fear* (DC 16), *mage armour*, *magic missile*, *protection from good*, *ray of enfeeblement*

0—*arcane mark*, *bleed* (DC 15), *detect magic*, *message*, *ray of frost*, *resistance*, *touch of fatigue* (DC 15)

Combat Gear *necklace of enthrallment*, *potion of cure moderate wounds*

Abilities Str 10, Dex 20, Con 12, Int 8, Wis 14, Cha 20

Feats Combat Casting, Dodge, Enlarge Spell, Eschew Materials^B, Great Fortitude, Point Blank Shot, Precise Shot, Weapon Focus (ray)

Skills as above plus Bluff +9, Intimidate +10, Knowledge (arcane) +7, Knowledge (planes) +7, Perform (song) +10, Spellcraft +7

Languages Common

Gear as above plus *ring of protection +1*, perfume (50 gp), fine prayer beads (25 gp) and 175 gp of assorted jewellery

SMITE GOOD

A fiendish harpy can smite good 1/day as a swift action (adding its Cha bonus to attack rolls and adding a bonus to damage equal to its HD against a good foe; smite persists until target is dead or the fiendish creature rests).

HARPY CANTOR

CR 7 (XP 3,200)

Female fiendish harpy bard 4

CE Medium monstrous humanoid

Init +4; **Senses** darkvision 60 ft.; Perception +9, Sense Motive +9

Speed 20 ft., fly 80 ft. (average)

ACP -0; Fly +14

AC 22, touch 14, flat-footed 18; **CMD** 24; Feathered Distraction (+4 Dex, +5 armour [+1 *mithril chain shirt*], +2 shield [+1 *light darkwood*], +1 natural)

Resist cold 15, fire 15

Fort +6, **Ref** +12, **Will** +9; **SR** 12

hp 42 (11 HD); **DR** good/10

Space 5 ft.; **Base Atk** +10; **CMB** +10

Melee mwk shortsword +11/+6 (1d6) and 2 talons +5 (1d6)

Ranged mwk shortbow (range 60 ft.) +15/+10 (1d6)

Special Attacks bardic performance (15 rounds, countersong, distraction, fascinate [DC 17], inspired competence +2, inspire courage), captivating song (DC 22; Casual Song, Collective Song, Selective Song)

Atk Options smite good (+5 attack, +11 damage)

Bard Spells Known (CL 4th; concentration +9)

2nd (2/day)—*eagle's splendour*, *insidious vapour* (DC 17)

1st (5/day)—*alarm*, *hideous laughter* (DC 16), *identify*, *reprise*

0—*dancing lights*, *detect magic*, *ghost sound* (DC 15), *lullaby* (DC 15), *mage hand*, *message*

Combat Gear 20 arrows, *potion of cure moderate wounds*, *scroll of dispel magic*, *wand of cure light wounds* (50 chgs.), *wand of entangle* (50 chgs.)

Abilities Str 10, Dex 18, Con 12, Int 12, Wis 12, Cha 20

SQ bardic knowledge, versatile performance

Feats Ability Focus (captivating song), Casual Song, Collective Song, Feathered Distraction, Great Fortitude, Selective Song

Skills as above plus Bluff +13, Diplomacy +15, Intimidate +9, Knowledge (history) +9, Knowledge (local) +9, Linguistics +8, Perform (song) +16, Spellcraft +9, Use Magic Device +13

Languages Common, Abyssal, Aklo, Auran, Undercommon

Gear as above plus perfume (50 gp), fine prayer beads (25 gp) and 53 gp of assorted jewellery

CAPTIVATING SONG

When a harpy sings, all creatures except other harpies within a 300-foot spread must succeed on a Will saving throw or become captivated. A creature that successfully saves is not subject to the same harpy's song for 24 hours. A captivated victim moves toward the harpy using the most direct means available. If the path leads into a dangerous area such as a fire the creature receives a second saving throw to end the effect before moving into peril. Captivated creatures take no actions except to defend themselves. A victim within 5 feet of the harpy stands and offers no resistance to the harpy's attacks. The effect continues as long as the harpy sings and for 1 round thereafter. This is a sonic mind-affecting charm effect.

SCOUTS & SLAYERS OF PAZUZU'S FURY

The stat blocks below depict several of the more stealthy harpies of Pazuzu's Fury. These warriors provide subtlety lacking in the rage-infused warriors that make up the bulk of the tribe.

HARPY SCOUT CR 6 (XP 2,400)

Female fiendish harpy rogue 2

CE Medium monstrous humanoid

Init +5; **Senses** darkvision 60 ft.; Perception +12 (trapfinding), Sense Motive +0

Speed 20 ft., fly 80 ft. (average); Flyby Attack, Hover

ACP -0; Fly +17, Stealth +17 (fast stealth)

AC 20, touch 16, flat-footed 14; **CMD** 25; Dodge (+5 Dex, +3 armour [+1 *studded leather*], +1 dodge, +1 natural)

Resist cold 10, fire 10

Fort +5, **Ref** +13 (evasion), **Will** +5; **SR** 11

hp 56 (9 HD); **DR** good/5

Space 5 ft.; **Base Atk** +8; **CMB** +9

Melee mwk longsword (reach 10 ft.) +10/+5 (1d8+1) and 2 talons +4 (1d6)

Ranged +1 *composite shortbow* (range 70 ft.) +14/+9 (1d6+2)

Atk Options Death From Above, smite good (+5 attack, +9 damage), sneak attack 1d6

Special Attacks captivating song (DC 19; Collective Song)

Combat Gear arrows (20), *potion of protection from arrows*, *potion of cure moderate wounds*

Abilities Str 12, Dex 20, Con 12, Int 10, Wis 10, Cha 20

SQ rogue talent (fast stealth)

Feats Death From Above, Collective Song, Dodge, Flyby Attack, Great Fortitude, Hover

Skills as above plus Bluff +11, Disable Device +16, Intimidate +12, Perform (song) +11

Languages Common

Gear as above plus masterwork thieves' tools, perfume (50 gp), fine prayer beads (25), and 35 gp of assorted jewellery.

HARPY SLAYER CR 8 (XP 4,800)

Female fiendish harpy rogue 2 / assassin 3

CE Medium monstrous humanoid

Init +5; **Senses** darkvision 60 ft.; Perception +13 (trapfinding), Sense Motive +0

Speed 20 ft., fly 80 ft. (average)

ACP -0; Fly +15, Stealth +18 (fast stealth)

AC 22, touch 16, flat-footed 16; **CMD** 27; Combat Expertise, Dodge, uncanny dodge

(+5 Dex, +3 armour [+1 *studded leather*], +2 shield [+1 *darkwood buckler*], +1 dodge, +1 natural)

Resist cold 15, fire 15

Fort +7 (+8 vs. poison), **Ref** +16 (evasion), **Will** +7; **SR** 13

hp 72 (12 HD); **DR** good/10

Space 5 ft.; **Base Atk** +10; **CMB** +11

Melee +1 *dagger* +16/+11 (1d4+2/19-20) and 2 talons +6 (1d6)

Ranged mwk composite shortbow (range 70 ft.) +16/+11 (1d6+1)

Atk Options Improved Feint, death attack (DC 14), poison use, smite good (+4 attack, +12 damage), sneak attack 3d6

Special Attacks captivating song (DC 20)

Combat Gear arrows (20), *elixir of hiding*, medium spider poison (2 doses), *potion of cure moderate wounds*, *potion of protection from arrows*

Abilities Str 12, Dex 20, Con 12, Int 13, Wis 10, Cha 18

SQ rogue talent (fast stealth)

Feats Combat Expertise, Dodge, Great Fortitude, Improved Feint, Skill Focus (Bluff), Weapon Finesse,

Skills as above plus Bluff +23, Disguise +17, Disable Device +17, Intimidate +8, Perform (song) +14, Sleight of Hand +13

Languages Common, Abyssal, Elven, Giant, Goblin, Halfling, Gnome, Sylvan

Gear as above plus *cloak of resistance +1*, masterwork disguise kit, silk rope (50 ft.), perfume (50 gp), fine prayer beads (25 gp) and 40 gp of assorted jewellery.

HARPY STALKER CR 7 (XP 3,200)

Female fiendish harpy ranger 2

CE Medium monstrous humanoid

Init +5; **Senses** darkvision 60 ft.; Perception +10 (+12 vs. humans), Sense Motive +2 (+4 vs. humans)

Speed 20 ft., fly 80 ft. (average)

ACP -0; Fly +17

AC 20, touch 16, flat-footed 14; **CMD** 25; Dodge (+5 Dex, +3 armour [+1 *studded leather*], +1 dodge, +1 natural)

Resist cold 10, fire 10

Fort +9, **Ref** +14, **Will** +6; **SR** 12

hp 58 (9 HD); **DR** good/5

Space 5 ft.; **Base Atk** +9; **CMB** +9

Melee mwk glaive (reach 10 ft.) +9/+4 (1d8) and 2 talons +4 (1d6)

Ranged +1 *composite shortbow* (range 70 ft.) +16/+11 (1d6+1)

Atk Options Point Blank Shot, Precise Shot, Rapid Shot, smite good (+5 attack, +9 damage), favoured enemy (human +2)

Special Attacks captivating song (DC 19)

Combat Gear arrows (40), *elixir of vision*, *potion of protection from arrows*, *potion of cure moderate wounds*, tanglefoot bag, thunderstone

Abilities Str 10, Dex 20, Con 12, Int 9, Wis 14, Cha 20

SQ track, wild empathy +7 (+3 vs. magical beasts)

Feats Dodge, Great Fortitude, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (short bow)

Skills as above plus Bluff +9 (+11 vs. humans), Handle Animal +13, Intimidate +9, Knowledge (local) -1 (+1 vs. humans), Perform (song) +11, Survival +9 (+10 tracking, +12 tracking humans)

Languages Common

Gear as above plus *cloak of resistance +1*, silk rope (50 ft.), perfume (50 gp), fine prayer beads (25 gp) and 52 gp of assorted jewellery.

TROGLODYTES OF THE TENTACLED ONE

THE EBON LAKE TRIBE

Slaves of their tentacled master, the Troglodytes of the Ebon Lake creep through the eternal darkness of their home searching for both new ways to reach the surface and for discarded remnants of the ancient civilisation that raised their cyclopean home millennia ago.

ECOLOGY & SOCIETY

Primitive even by troglodyte standards, the Ebon Lake tribe have no recollection of their race's elder glories. Squatting in ignorance among the ruins of their forebears, they marvel at the might of a culture able to raise such vast, cyclopean buildings. Even though they have lived here for millennia they have explored little of the extensive tunnels under the city; such fetid, claustrophobic places terrify the superstitious troglodytes.

Within the tribe might equals right but all authority both spiritual and temporal flows from the tribe's tentacled master, Irfel-Thoth. He cares nothing for the petty disputes of individual troglodytes (which are frequent) and does nothing to directly govern the tribe's daily life. He is content to direct their work in the deep tunnels and to act as the figurehead of their depraved, elder religion.

The troglodytes have forgotten the secret of fire and eat their food – mainly fish, mushrooms and fungus – raw. They prize fresh meat (particularly human flesh) above all other foods and regularly consume the bodies of the fallen – their fellows and fallen enemies alike. Discarded bones litter the tumbled ruins of their forefathers and the Ebon Lake's muddied bottom.

TRIBAL BODY ART

The troglodytes of the Ebon Lake decorate their bodies with simplistic designs to venerate their tentacled master. Using a thick paste made from mixing naturally occurring minerals with the thick mud dredged from the bottom of the Ebon Lake they liberally daub themselves with ancient symbols. Additionally, they employ several stylised devices to denote their rank within the tribe.

Black Circle: This basic mark daubed on the troglodyte's chest denotes that it is part of the Ebon Lake tribe.

Three Eyes: Added into the black circle and normally done in deep-red or blue this mark denotes the wearer to be steeped in their master's ancient mysteries. (Those bearing this mark are clerics of Amon-Pyr).

Sinuus Tentacles: Black tentacles covering the subject's arms and back identifies the wearer as a warrior – the more skilled and successful warriors possess more tentacles.

Jagged Black and Red Stripes: Warriors covered in jagged black and red stripes are the tribe's elite warriors and are their master's fanatical personal bodyguards.

Females roughly equal males in number. Hatchlings and eggs are numerous, but untended – the young are expected to fend for themselves and many die while still infants. Those that survive their early years are treated as little better than slaves by their elders – only when they can defend themselves are they deemed adults.

Appearance: The troglodytes have been underground for so long that their rough, leathery scales have faded from dark gray, taking on a mottled light gray pattern. Males are distinguishable from females by their fin-like crest running down over their head, neck and upper back.

RELIGION

In ancient times, fell creatures lurked within the caverns below the Orestone, creeping forth when a gibbous moon hung in the sky and strong winds whipped the foaming sea into a frenzy to perform terrible, sanity-shattering, half-forgotten rites. Remnants of those folk – degenerate troglodytes –linger in the tunnels and still emerge to perform the same maddening rituals.

At Irfel-Thoth's command, the troglodytes worship Amon-Pyr – an elder power so steeped in evil and forgotten knowledge that uttering his name is forbidden. The troglodytes believe that Irfel-Thoth is the physical embodiment of Amon-Pyr and are fanatically devoted to the aboleth-god who lurks in a sunken fane of ancient power.

AMON-PYR

Amon-Pyr is an ancient demonic power worshipped by troglodytes since the earliest days of the race's long-fallen empire. A tentacled demon that crawled from the unknown depths of the frigid, slime-coated waters of the Sea of Perpetual Misery, Amon-Pyr is a terrible figure from the world's pre-history. Only a few isolated troglodyte clans yet cling to his worship. Guarding fragments of ancient knowledge, these groups yet perform rituals the meaning and significance of which they have long since forgotten.

Alignment: Chaotic evil

Portfolios: Troglodyte god of darkness, evil, madness and water

Domains: Chaos, Darkness, Evil and Water

Favoured Weapon: Whip

Holy Text: None survives intact, but the acolytes of the Ebon Lake have managed to collect several fragments of the *Amoninomicon* – a foul text so depraved that possession and knowledge of more than a few pages can drive the possessor mad with terror.

LAIR

Atop a forlorn, windswept and wave-lashed island of bare rock separated from the mainland by turbulent, treacherous waters stands a pile of jumbled, rounded boulders. Worn smooth by the wind and rain, the tumbled stones are the remnants of an ancient outpost of a forgotten, fallen folk.

Deep within the rubble (and only accessible by a narrow crawl-way) a small sinkhole drops deep into the living rock of the island. Eventually, the slippery, perilous shaft intersects a large, partially flooded tidal cavern. Here, faded alien carvings of sinister and deranged provenance cover much of the walls. The handiwork of innumerable generations of the Ebon Lake, the carvings venerate strange, alien beings and depict aberrant ceremonies of primal bestiality.

Several passages tunnel deeper into the rock; most are little more than dead-ends, inundated by the sea at high tide. One plummets ever deeper over a series of treacherous escarpments. Far below the seabed, the passageway forks; one branch – by far the younger of the two and created by the tireless efforts of the tribe – follows a circuitous route northeast. Eventually, it breaks into a partially flooded ancient mine several miles south east of Wolverton.

The other passageway – far more ancient than the first – plummets ever deeper, heading away from the mainland. The shuffling tread of countless troglodytes has worn the passageway's floor almost smooth. Eventually, the passageway gives out into a huge cavern. Water drips from the far above ceiling, filling the cavern with the thunderous sound of dripping

IN YOUR CAMPAIGN

Troglodytes of the Tentacled One's design enables a GM to easily insert the Ebon Lake into a home campaign. By default, the troglodytes and their tentacled master dwell in the tunnels below the Orestone – a small island standing 500 hundred feet offshore in the Lonely Coast campaign setting. However, with a little work on the GM's part, the tribe could easily inhabit any small, isolated and relatively self-contained cavern system.

Irfel-Thoth (the tribe's master), an elder aboleth, can serve as a self-contained villain, or as a link to a greater aboleth conspiracy. If the GM decides to not include Amon-Pyr in his campaign, it is a simple matter to switch the tribe's allegiance to another fell power.

THE LONELY COAST

The Lonely Coast is a free mini-campaign setting by Raging Swan Press. Available free as an extensively bookmarked PDF, *The Lonely Coast* is a rugged place on the very edge of civilisation. Tangled forests and treacherous seas separate the Lonely Coast from its parent kingdom and those with a stout heart and strong sword arm are always in demand.

water. A huge lake fills the cavern and at its centre, set upon a low, rocky island, rears the squat, cyclopean ruins of the ancient troglodyte city of Kar-Loth. Immeasurably old, the ruins seem somehow wrong as if built by a crazed madman.

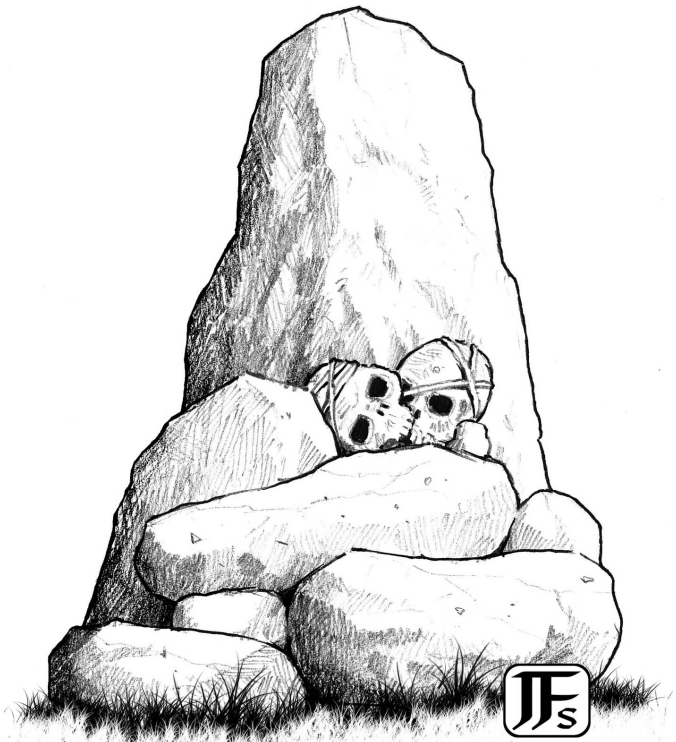
COMBAT & TACTICS

Ferocious in battle, the Troglodytes of the Ebon Lake eschew complicated battle tactics in favour of savage attacks with overwhelming numbers of warriors. Strong and sturdy of constitution the troglodytes protect their home with fanatical resolve.

Rank and file warriors use their powerful claws and bite to maul opponents; only their chieftain and high priest use weapons in battle. Their adepts – guardians of the Ancient Ways – do not enter battle unless forced to do so or if they hunger for the fresh meat of the fallen. Scouts, skirting the battle wherever possible, attempt to get behind their foes, striking at the more vulnerable enemies and denying them the ability to retreat.

The slain – friend and foe alike – are normally dragged away to be ritualistically consumed or hurled into the Ebon Lake as an offering to Irfel-Thoth.

Interlopers reaching the tribe's cyclopean home find themselves assailed by warriors that hurl themselves at intruders in a frenzy born of bloodlust and desperation. If the intruders penetrate the city, even the females and young join in the slaughter.



DESIGNING TRIBAL MEMBERS

Designing members of the Ebon Lake is simple; add the requisite class levels or templates to the basic troglodyte below. (To add class levels to a degenerate troglodyte use the statistics on page 95). Remember if adding class levels to apply the following adjustments to the troglodyte's ability scores (assigning them in a way that enhances its class abilities): +4, +4, +2, +2, +0, -2. Troglodytes with NPC class levels do not gain these adjustments.

TROGLODYTE CR 1 (XP 400)

CE Medium humanoid (reptilian)

Init -1; **Senses** darkvision 90 ft.; Perception +0, Sense Motive +0
Speed 30 ft.

ACP 0; Stealth +5 (+9 in rocky areas)

AC 15, touch 9, flat-footed 15; **CMD** 11
(-1 Dex, +6 natural)

Fort +7, **Ref** -1, **Will** +0

hp 13 (2 HD)

Space 5 ft. (stench aura 30 ft.); **Base Atk** +1; **CMB** +2

Stench (Ex) All creatures not immune to poison must make a DC 13 Fortitude save or be sickened for 10 rounds. Creatures succeeding on the saving throw cannot be affected by the same troglodyte's stench for 24 hours.

Melee club +2 (1d6+1),
claw -3 (1d4) and
bite -3 (1d4) or

Melee 2 claws +2 each (1d4+1) and
bite +2 (1d4+1)

Ranged javelin (range 30 ft.) +0 (1d6+1)

Abilities Str 12, Dex 9, Con 14, Int 8, Wis 11, Cha 11

Feats Great Fortitude

Skills as above

Languages Draconic

NEW RULES OPTIONS

The Ebon Lake troglodytes use a number of new feats (chapter 1), spells (chapter 2) and magic items (chapter 3).

ALTERNATIVE CLASS FEATURES

The troglodytes of the Ebon Lake have developed two alternative class features.

BARBARIAN

As well as being savage warriors, the troglodytes of the Ebon Lake are closely attuned to their environment.

Cave Dweller: When in natural caverns, the barbarian gains a +2 bonus on initiative checks and Perception, Stealth and Survival checks. This bonus increases by +1 at 8th-level and every five levels thereafter.

This class feature replaces fast movement.

FIGHTER

Elite warriors of the Ebon Lake have developed a fighting style that embraces their lack of equipment. Never armoured, the tribe's elite warriors are surprisingly graceful in combat.

Unarmoured Warrior: Starting at 3rd-level when fighting

with armour or shield, the fighter gains a +1 dodge bonus to his AC and CMD. This bonus increases by +1 every four fighter levels thereafter.

This class feature replaces armour training.

NEW CLERIC SPELLS

Amon-Pyr has gifted the clerics of the Ebon Lake with ancient spells developed by his clergy millennia ago. Without exception, these spells draw from a dark well of forbidden power; all using necromantic energies to affect their effects. The spells are listed here, alphabetically.

2ND-LEVEL CLERIC SPELLS

Aura of the Grave: Negative energy damages attackers.

3RD-LEVEL CLERIC SPELLS

Wall of Water: A wall of turbulent water obscures vision and is difficult to move through.

Weight of Ages: Temporarily ages the target two age categories.

NEW FEATS

FEAT	PREREQUISITES	BENEFIT
Cavern Stride	Dex 13	Move through 10 ft. of difficult cavern terrain as if it were normal terrain.
Dark Knowledge	Caster level 1st, Wis 11	Gain <i>deathwatch</i> and <i>doom</i> as spell-like abilities each usable 1/day.
Greater Cavern Stride	Dex 13, Cavern Stride	Move through 30 ft. of difficult cavern terrain as if it were normal terrain
Greater Dark Knowledge	Dark Knowledge, caster level 3rd, Wis 12	Gain <i>darkness</i> and <i>death knell</i> as spell-like abilities each usable 1/day.
Greater Rending Claws	Rending Claws, tribal membership, BAB +3	Deal an extra 2 damage if both claws hit.
Rending Claws	Tribal membership, BAB +1	Deal an extra 2 damage if both claws hit.

4TH-LEVEL CLERIC SPELLS

Greater Weight of the Ages: Temporarily ages the target three age categories.

MAGIC ITEMS

The Troglodytes of the Ebon Lake cannot craft magical items, but they have scavenged several items from their ancient ruined

home. The most powerful members of the tribe Garix (the chieftain) and the High Acolyte use these items as both badges of rank and tools to smite their enemies.

GP		PAGE
12,400	<i>Black Whip of Amon-Pyr (+1 shock whip)</i>	23
12,915	<i>Abrul's Bane (+1 human bane longsword)</i>	22



ENCOUNTERS WITH THE EBON LAKE TRIBE

The warriors of the Ebon Lake lurk in their sunken, subterranean lair and they roam freely through the tunnels and mines surrounding their home. Searching for connections to forgotten, disused mines or watching for interlopers, they can be encountered quite some distance from their lair.

However, on occasion, they creep forth onto the surface in search of food and sacrifices. On the surface, encounters with the troglodytes take place exclusively at night when small bands of warriors fall upon isolated settlements and farmhouses in search of sacrifices for their tentacled master.

CAVE FEATURES

When designing combats against members of the Ebon Lake tribe, consider utilising some of these cavern features to add more flavour and depth to the encounter.

Column: A thick, smooth column of smooth stone reaches from floor to ceiling. Water running down the rock makes the whole column glisten.

The column grants cover (+4 to AC, +2 on Reflex saves) and can be scaled (DC 25 Climb check) with great difficulty.

Crumbling Sinkhole: A water-filled 10 ft. wide and 40 feet deep sinkhole pierces the cavern floor. The ground around the sinkhole is unstable.

A DC 20 Knowledge (dungeoneering) check reveals the dangerous nature of the floor. Characters entering a square adjacent to the sinkhole cause the ground in that square to start to give way. Any character in the collapsing square in the subsequent round may fall into the sinkhole. Such characters must make a DC 20 Reflex save to grab a section of sturdy floor as they fall. Success indicates that they fall prone but do not tumble into the sinkhole. Failure indicates that the character falls into the sinkhole.

Falling characters suffer 1d6 nonlethal damage and 3d6 lethal damage), and fall prone in the 5 ft. deep water. Characters can scale the walls of the sinkhole with DC 15 Climb checks.

Fissure: A 5 ft. fissure cuts through the cavern floor. Steam rises from the fissure, partially obscuring vision.

The warm steam rising from the fissure obscures vision in the chamber. Characters within 4 squares of the fissure gain concealment (20% miss chance).

Characters can leap the fissure with a DC 5 Acrobatics check. The fissure is 40 ft. deep, but the rising steam obscures its bottom. Characters falling into the fissure take 4d6 falling damage. Characters at the bottom of the fissure can see that the steam rises from many cracks in the rock. The fissure's walls can be scaled with a DC 15 Climb check.

Determine the type of group encountered using the following chart:

d10	EL	ENCOUNTER
1-4	4	Lone scout
5-7	6	Scavengers*
8-9	8	Scouting group
10	10	Raiding party

*reroll this encounter if aboveground

Mud: Thick cloying mud covers the floor.

In most parts of the chamber, the mud is little more than six inches deep. Such squares count as difficult terrain (it costs 2 squares of movement to enter a square covered in mud).

In some parts of the chamber, however, the mud masks deeper depressions in the floor. Characters entering such squares must make a DC 20 Reflex check or sink into the mud (which is 3 ft. deep). A character within the mud must make a DC 10 Break check to pull himself free. (Other characters can help with the aid another action).

A character in the deep mud benefits from improved cover (+8 to AC, +4 on Reflex saves) against attacks from opponents outside the deep mud.

Muddy Puddles: A number of shallow, muddy pools about 1 foot deep lie in the chamber.

Puddle squares are difficult terrain (it costs 2 squares of movement to enter such a square). Additionally, characters adjacent to a puddle can kick muddy water into an adjacent opponent's face. Doing so requires a ranged touch attack. A hit indicates that the muddy water blinds the target for 1 round.

Natural Walls: Small natural crevices stud this rough, natural wall.

Characters can scale a cavern wall with a DC 15 Climb check. Walls slick with moisture can be scaled with a DC 20 Climb check.

Pool: A pool of chill, still water covers part of the cavern floor.

The water in the pool is calm (DC 10 Swim check) but 20 ft. deep. The bottom is thick with mud. It costs 3 squares of movement to walk along the bottom of the pool but this stirs up the mud (granting 20% concealment in every square moved through).

Slender Stalagmite Field: A field of small stalagmites grow from the floor. Each is slender and slick with water dripping down from above.

A character standing in the same square as a slender stalagmite (hardness 8, hp 150, DC 20 Break) gain partial cover (+2 to AC, +1 on Reflex saves).

LONE SCOUT (EL 4, XP 1,200)

The PCs encounter a lone scout either searching for new tunnels or keeping watch for intruders. The scout flees if spotted, but otherwise observes the PCs. If a lone PC becomes separated from his brethren, the scout attacks.

1 Ebon Lake Hunter: page 86.

To modify this encounter, apply the following changes:

EL 3 (800 XP): Apply the young creature template to the hunter (+2 on all Dex-based rolls, -2 on all other rolls, hp 30).

EL 5 (1,600 XP): Apply the advanced creature template to the hunter (+2 on all rolls [including damage rolls], Stench DC 18 [20 raging], AC 22 [20 raging], touch 14 [12 raging], flat-footed 20 [18 raging], hp 46 [54 raging]).

SCAVENGERS (EL 6, XP 2,400)

A few females and young are scavenging for fungus and moulds in the tunnels. They flee from intruders, only fighting if cornered. The females have no compunction about leaving the young to be slaughtered.

2 Ebon Lake Females: page 83.

3 Ebon Lake Young: page 83.

To modify this encounter, apply the following changes:

EL 5 (1,600 XP): Remove two Ebon Lake young.

EL 7 (3,200 XP): Add two Ebon Lake young.

EBON LAKE YOUNG

CR 1 (XP 400)

Mottled light gray scales cover this small, emaciated humanoid. It has a short tail and sharp claws.

Degenerate troglodyte

CE Small humanoid (reptilian)

Init +5; **Senses** darkvision 90 ft.; Perception +2, Sense Motive +2
Speed 30 ft.

ACP 0; Stealth +10 (+14 in rocky areas)

AC 18, touch 12, flat-footed 17; **CMD** 11
(+1 Dex, +6 natural, +1 size)

Fort +6, **Ref** +1, **Will** +0

hp 11 (2 HD)

Space 5 ft. (stench aura 30 ft.); **Base Atk** +1; **CMB** +0

Stench (Ex) All creatures not immune to poison must make a DC 14 Fortitude save or be sickened for 10 rounds. Creatures succeeding on the saving throw cannot be affected by the same troglodyte's stench for 24 hours.

Melee 2 claws +2 each (1d4) and
bite +2 (1d3)

Abilities Str 10, Dex 13, Con 12, Int 8, Wis 11, Cha 9

Feats Alertness^B, Great Fortitude, Improved Initiative^B

Skills as above plus Survival +8

Languages Draconic

SCOUTING GROUP (EL 8, XP 4,800)

Tasked with exploring a newly discovered mine, the troglodytes are cautious. They attack small bands of intruders, but retreat from large, obviously well-organized groups. If battle goes against them, one flees while his companions fight on.

4 Ebon Lake Hunters: page 86.

To modify this encounter, apply the following changes:

EL 7 (3,200 XP): Apply the young creature template to the hunters (+2 on all Dex-based rolls, -2 on all other rolls, hp 30).

EL 9 (6,400 XP): Apply the advanced creature template to the hunters (+2 on all rolls [including damage rolls], Stench DC 18 [20 raging], AC 22 [20 raging], touch 14 [12 raging], flat-footed 20 [18 raging], hp 46 [54 raging]).

RAIDING PARTY (EL 10, XP 9,600)

These troglodytes are planning to raid a nearby village. They have been ordered to carry off at least four villagers for sacrifice. To this end, they target an isolated farmhouse.

The raiding party comprises the following creatures:

1 Ebon Lake Champion: page 87.

2 Ebon Lake Hunter: page 86.

7 Ebon Lake Warriors: page 86.

To modify this encounter, apply the following changes:

EL 9 (XP 6,400): Remove four Ebon Lake warriors.

EL 11 (XP 12,800): Add one Ebon Lake champion and two Ebon Lake warriors.

EBON LAKE FEMALE

CR 2 (XP 600)

Mottled light gray scales cover this emaciated, but muscular humanoid. It has a long tail and large, powerful claws.

Degenerate troglodyte

CE Medium humanoid (reptilian)

Init +3; **Senses** darkvision 90 ft.; Perception +2, Sense Motive +2
Speed 30 ft.

ACP 0; Stealth +4 (+8 in rocky areas)

AC 17, touch 9, flat-footed 17; **CMD** 12
(-1 Dex, +8 natural)

Fort +8, **Ref** -1, **Will** +0

hp 15 (2 HD)

Space 5 ft. (stench aura 30 ft.); **Base Atk** +1; **CMB** +3

Stench (Ex) All creatures not immune to poison must make a DC 14 Fortitude save or be sickened for 10 rounds. Creatures succeeding on the saving throw cannot be affected by the same troglodyte's stench for 24 hours.

Melee 2 claws +3 each (1d6+2) and
bite +3 (1d4+2)

Abilities Str 14, Dex 9, Con 16, Int 8, Wis 11, Cha 9

Feats Alertness^B, Great Fortitude, Improved Initiative^B

Skills as above plus Survival +8

Languages Draconic

MASTER OF THE EBON LAKE

The malevolent master of the Ebon Lake has lurked in the deep, chill waters surrounding the troglodytes' home for aeons. Unknowably ancient and steeped in lost lore, Irfel-Thoth searches the fallen ruins for objects of ancient power while his minions creep forth at night to capture humans for food and sacrifice.

IRFEL-THOTH, ELDER ABOLETH CR 9 (XP 6,400)
Thick, glistening clear slime coats this massive fish-like creature's body. Its three eyes gleam with a terrible, alien intelligence and its four tentacles writhe and curl.

LE Gargantuan aberration (aquatic)

Init +6; **Senses** darkvision 60 ft.; Perception +16, Sense Motive +5

Speed 10 ft., swim 60 ft.

ACP 0; Acrobatics +2 (-6 jumping), Swim +28

AC 24, touch 8, flat-footed 24; **CMD** 31 (can't be tripped) (-4 size, +2 Dex, +16 natural)

Fort +12, **Ref** +6, **Will** +13

hp 116 (8 HD)

Space 20 ft. (mucus cloud 5 ft. while underwater); **Base Atk** +6; **CMB** +19

Mucus Cloud (Ex) While underwater Irfel-Thoth exudes a cloud of transparent slime. All creatures adjacent to him must succeed on a DC 20 Fortitude save each round or lose the

ability to breathe air (but gain the ability to breathe water) for 3 hours.

Melee 4 tentacles (reach 20 ft.) +12 each (1d8+9 plus slime [DC 24 Fortitude save negates])

Slime (Ex) The skin and flesh of a creature failing to resist Irfel-Thoth's slime attack transforms into a soft and tender clear, slimy membrane over the course of 1d4 rounds. This reduces the creature's Constitution score by 4 points as long as it persists. If the creature's flesh is not kept moist, it dries and the victim takes 3d6 damage every 10 minutes. *Remove disease* and similar effects restore the affected creature to normal, but immunity to disease offers no protection against this attack.

Spell-Like Abilities (CL 16th; concentration +21)

At Will—*hypnotic pattern* (DC 17), *illusionary wall* (DC 19), *mirage arcana* (DC 20), *persistent image* (DC 20), *programmed image* (DC 21), *project image* (DC 22), *veil* (DC 21)

3/day—*dominate monster* (DC 22)

Abilities Str 28, Dex 14, Con 30, Int 19, Wis 21, Cha 21

Feats Improved Initiative, Iron Will, Lightning Reflexes, Weapon Focus (tentacle)

Skills as above plus Bluff +13, Intimidate +16, Knowledge (arcana) +15, Knowledge (history) +15, Knowledge (religion) +15, Spellcraft +15

Languages Aboleth, Aklo, Aquan, Undercommon



Background: Irfel-Thoth came to Kar'Loth millennia ago hunting for more slaves to take back to his fellows in the darkest reaches of the undersea. At first, he hunted the troglodytes, but when he uncovered the true nature of Kar-Loth he enslaved the tribe and took up residence in a sunken fane deep below the cyclopean ruins.

The city beneath which he now dwells was once strong in the worship of Amon-Pyr and its priests held an artefact of the faith – the *Amoninomicon*. The book bestowed its possessor with great power over various sorts of demons. As the city fell, Amon-Pyr's priests fought over the book, each ripping from it handfuls of pages. Imbued with powerful magics, the pages themselves are almost indestructible and Irfel-Thoth has slowly been amassing the scattered passages.

Personality: Utterly without remorse, guilt or regret, Irfel-Thoth is implacable and unswerving in his search for ancient knowledge. The desire to possess the *Amoninomicon* and to unlock its powers has consumed his soul utterly.

Disdainful of all other forms of life, Irfel-Thoth has no compunction about slaughtering intruders or his own slaves. He dwells alone in his fane, endlessly plotting and planning what he will do when he reunites all the pages of the *Amoninomicon*.

COMBAT & TACTICS

Irfel-Thoth disdains physical combat and avoids it wherever possible. He uses *project image* and *dominate monster* to crush resistance from safety, while relying on his troglodyte slaves to despatch any opponents resisting his malign will.

If forced into melee he uses his tentacles to ward off attackers and *persistent image* to mimic a *black tentacles* spell.

If reduced to fewer than half hit points, he flees to fight another day.

IRFEL-THOTH (EL 12, XP 19,200)

Outside his lair, Irfel-Thoth is never encountered without a number of fanatical guard-slaves.

Irfel Thoth: page 84.

4 Acolyte Guards: page 85.

To modify this encounter, apply the following changes:

EL 11 (12,800 XP): Remove two Acolyte Guards.

EL 13 (25,600 XP): Add two Acolyte Guards.

ACOLYTE GUARD

CR 7 (XP 3,200)

Mottled light gray scales cover this emaciated humanoid. It has a long tail and large, powerful claws. Three deep-red eye emblems surrounded by black and red stripes daubed in encrusted mud decorate its chest.

Degenerate troglodyte cleric (Amon-Pyr) 3/barbarian 2
CE Medium humanoid (reptilian)

Init +2 (+4 in caves); **Senses** darkvision 90 ft., Blind-Fight; Perception +12 (+14 in caves), Sense Motive +5

Speed 30 ft.

ACP 0; **Stealth** +7 (+11 in rocky areas, +13 in caves), **Swim** +13

AC 16, touch 8, flat-footed 16; **CMD** 16; uncanny dodge (-2 Dex, +8 natural)

Fort +14, **Ref** -1, **Will** +6

hp 60 (7 HD)

Space 5 ft. (stench aura 30 ft.); **Base Atk** +5; **CMB** +8

Stench (Ex) All creatures not immune to poison must make a DC 16 Fortitude save or be sickened for 10 rounds. Creatures succeeding on the saving throw cannot be affected by the same troglodyte's stench for 24 hours.

Melee 2 claws +9 each (1d6+3) and bite +8 (1d4+3) or

Melee mwk whip (reach 15 ft.) +9 each (1d3+3 nonlethal)

Ranged Touch icicle (range 30 ft.) +3 (1d6+1 cold)

Atk Options icicle 6/day, rage (7 rounds, powerful blow +1), touch of darkness 6/day

Touch of Darkness (Sp) If the acolyte guard succeeds on a melee touch attack the target treats all creatures as if they had concealment (20% miss chance) for 1 round.

Special Actions channel negative energy 4/day (2d6, DC 12 halves)

Cleric Spells Prepared (CL 3rd, concentration +6, Domains: Darkness, Water)

2nd—*aura of the grave* (DC 15), *blindness*^D (DC 15) *bull's strength*, *cure moderate wounds*

1st—*bless*, *entropic shield*, *obscuring mist*^D, *cure light wounds*, *shield of faith*

0—*guidance*, *resistance*, *stabilize*, *virtue*

Abilities Str 16, Dex 7, Con 16, Int 10, Wis 16, Cha 13

SQ evil aura (moderate)

Feats Alertness^B, Blind-Fight^B, Exotic Weapon Proficiency (whip), Great Fortitude, Improved Initiative^B, Weapon Focus (claw)

Skills as above plus Knowledge (history) +4, Knowledge (planes) +4, Knowledge (religion) +6, Linguistics +4, Survival +11 (+13 in caves)

Languages Aboleth, Draconic

When raging, the acolyte guard has the following altered statistics:

ACP 0; **Swim** +15

AC 14, touch 6, flat-footed 14; **CMD** 18; uncanny dodge (-2 Dex, -2 class, +8 natural)

Fort +16, **Will** +8

hp 74 (7 HD)

CMB +10

Stench (Ex) as above but DC 18 Fortitude save

Melee 2 claws +11 each (1d6+5) and bite +10 (1d4+5) or

Melee mwk whip (reach 15 ft.) +11 each (1d3+5 nonlethal)

Abilities Str 20, Con 20

WARRIORS OF THE EBON LAKE

EBON LAKE WARRIOR

CR 3 (XP 800)

Mottled light gray scales cover this emaciated, but muscular humanoid. It has a long tail and large, powerful claws. A black circle surrounded by tentacles daubed in mud decorates its chest.

Degenerate troglodyte barbarian 1

CE Medium humanoid (reptilian)

Init +5 (+7 in caverns); **Senses** darkvision 90 ft.; Perception +7 (+9 in caverns), Sense Motive +3

Speed 30 ft.

ACP 0; Climb +8, Stealth +7 (+11 in rocky areas, +13 in caverns)

AC 19, touch 11, flat-footed 18; **CMD** 17

(+1 Dex, +8 natural)

Fort +11, **Ref** +1, **Will** +1

hp 28 (3 HD)

Space 5 ft. (stench aura 30 ft.); **Base Atk** +2; **CMB** +6

Stench (Ex) All creatures not immune to poison must make a DC 15 Fortitude save or be sickened for 10 rounds. Creatures succeeding on the saving throw cannot be affected by the same troglodyte's stench for 24 hours.

Melee 2 claws +6 each (1d6+4) and bite +6 (1d4+4)

Atk Options Rending Claws, rage 8/rounds

Abilities Str 18, Dex 13, Con 18, Int 8, Wis 13, Cha 7

SQ cave dweller

Feats Alertness^B, Great Fortitude, Improved Initiative^B, Rending Claws

Skills as above plus Survival +9 (+11 in caverns)

Languages Draconic

When raging, the ebon lake warrior has the following, altered statistics:

ACP 0; Climb +10, Stealth +7 (+11 in rocky areas, +13 in caverns)

AC 17, touch 9, flat-footed 16; **CMD** 19

(+1 Dex, -2 class, +8 natural)

Fort +13, **Ref** +1, **Will** +3

hp 34 (3 HD)

CMB +8

Stench (Ex) as above, but DC 17 Fortitude save

Melee 2 claws +8 each (1d6+6) and bite +8 (1d4+6)

Abilities Str 22, Con 22

WARRIOR TACTICS

Warriors of the tribe lack subtlety in their battle tactics and trust instead to their formidable natural weaponry and savagery to see them through. They simply mob the nearest opponent. Warriors normally fight to the death, particularly when fresh human meat is the prize for victory.

EBON LAKE HUNTER

CR 4 (XP 1,200)

Mottled light gray scales cover this emaciated, but muscular humanoid. It has a long tail and large, powerful claws. A black circle surrounded by tentacles daubed in mud decorates its chest.

Degenerate troglodyte barbarian 1/ranger 1

CE Medium humanoid (reptilian)

Init +6 (+8 in caverns); **Senses** darkvision 90 ft.; Perception +8 (+10 vs. humans or in caverns, +12 vs. humans in caverns), Sense Motive +3 (+5 vs. humans)

Speed 30 ft.; Cavern Stride

ACP 0; Climb +8, Stealth +12 (+16 in rocky areas, +18 in caverns), Swim +9

AC 20, touch 12, flat-footed 18; **CMD** 19

(+2 Dex, +8 natural)

Fort +13, **Ref** +4, **Will** +1

hp 38 (4 HD)

Space 5 ft. (stench aura 30 ft.); **Base Atk** +3; **CMB** +7

Stench (Ex) All creatures not immune to poison must make a DC 16 Fortitude save or be sickened for 10 rounds. Creatures succeeding on the saving throw cannot be affected by the same troglodyte's stench for 24 hours.

Melee 2 claws +7 each (1d6+4) and bite +7 (1d4+4)

Atk Options favoured enemy (humans +2), rage 8/rounds

Abilities Str 18, Dex 14, Con 18, Int 8, Wis 13, Cha 7

SQ cave dweller, track (+1), wild empathy -1 (-5 vs. magical beasts)

Feats Alertness^B, Cavern Stride, Great Fortitude, Improved Initiative^B

Skills as above plus Bluff -2 (+0 vs. humans), Knowledge -1 (+1 vs. humans), Survival +10 (+11 tracking, +12 in caverns, +13 tracking humans, +15 tracking humans in caverns)

Languages Draconic

When raging, the ebon lake hunter has the following, altered statistics:

ACP 0; Climb +10, Stealth +12 (+16 in rocky areas, +18 in caverns), Swim +11

AC 18, touch 10, flat-footed 16; **CMD** 21

(+2 Dex, -2 class, +8 natural)

Fort +15, **Ref** +4, **Will** +3

hp 46 (4 HD)

CMB +9

Stench (Ex) as above, but DC 18 Fortitude save

Melee 2 claws +9 each (1d6+6) and bite +9 (1d4+6)

Abilities Str 22, Con 22

NOTABLES OF THE EBON LAKE

EBON LAKE CHAMPION

CR 5 (XP 1,600)

Mottled light gray scales cover this emaciated, but muscular humanoid. It has a long tail and large, powerful claws. A black circle surrounded by elaborately designed tentacles daubed in mud decorates its chest and arms.

Degenerate troglodyte barbarian 3

CE Medium humanoid (reptilian)

Init +6 (+8 in caverns); **Senses** darkvision 90 ft.; Perception +8 (+10 in caverns), Sense Motive +3

Speed 30 ft.

ACP 0; Climb +10, Stealth +9 (+13 in rocky areas, +15 in caverns), Swim +8

AC 20, touch 12, flat-footed 20; +1 vs. traps, uncanny dodge; **CMD** 20

(+2 Dex, +8 natural)

Fort +12, **Ref** +3 (+4 vs. traps), **Will** +2

hp 47 (4 HD)

Space 5 ft. (stench aura 30 ft.); **Base Atk** +4; **CMB** +8

Stench (Ex) All creatures not immune to poison must make a DC 16 Fortitude save or be sickened for 10 rounds. Creatures succeeding on the saving throw cannot be affected by the same troglodyte's stench for 24 hours.

Melee 2 claws +8 each (1d6+4) and bite +8 (1d4+4)

Atk Options Rending Claws, rage 12/rounds

Abilities Str 18, Dex 14, Con 18, Int 8, Wis 13, Cha 7

SQ cave dweller, rage power (powerful blow)

Feats Alertness^B, Great Fortitude, Improved Initiative^B, Rending Claws

Skills as above plus Survival +10 (+12 in caverns)

Languages Draconic

When raging, the warrior has the following, altered statistics:

ACP 0; Climb +12, Stealth +9 (+13 in rocky areas, +15 in caverns), Swim +10

AC 18, touch 10, flat-footed 18; **CMD** 22 (+2 Dex, -2 class, +8 natural)

Fort +14, **Ref** +3 (+4 vs. traps), **Will** +4

hp 55 (4 HD)

CMB +10

Stench (Ex) as above, but DC 18 Fortitude save

Melee 2 claws +10 each (1d6+6) and bite +10 (1d4+6)

Atk Options powerful blow (+1)

Abilities Str 22, Con 22

TRIBAL CHAMPIONS

The tribe's champions are at the forefront of any battle. They rage when facing strong opponents and do not retreat. Unless one is clearly stronger than the others, they fight among themselves to determine who rules when the current chief dies.

GARIX, EBON LAKE CHIEFTAIN

CR 7 (XP 3,200)

Mottled light gray scales cover this emaciated, but muscular humanoid. It has a long tail and large, powerful claws. A black circle surrounded by elaborately designed tentacles daubed in mud decorates its chest, arms and back. Scars cover its face and shoulders.

Degenerate troglodyte barbarian 2/fighter 3

CE Medium humanoid (reptilian)

Init +6 (+8 in caverns); **Senses** darkvision 90 ft.; Perception +8 (+10 in caverns), Sense Motive +3

Speed 30 ft.; Cavern Stride

ACP 0; Climb +10, Stealth +8 (+12 in rocky areas, +14 in caverns), Swim +9

AC 21, touch 13, flat-footed 21; uncanny dodge; **CMD** 23

(+2 Dex, +1 dodge, +8 natural)

Fort +15, **Ref** +3, **Will** +2; +1 vs. fear

hp 68 (7 HD)

Space 5 ft. (stench aura 30 ft.); **Base Atk** +6; **CMB** +10

Stench (Ex) All creatures not immune to poison must make a DC 17 Fortitude save or be sickened for 10 rounds. Creatures succeeding on the saving throw cannot be affected by the same troglodyte's stench for 24 hours.

Melee 2 claws +11 each (1d6+4) and bite +10 (1d4+4) or

Melee *Abrul's Bane* (+1 human bane longsword) +11/+6 (1d8+6)

Atk Options Greater Rending Claws, Rending Claws, rage 10/rounds

Abilities Str 18, Dex 14, Con 18, Int 8, Wis 13, Cha 7

SQ cave dweller, rage power (intimidating glare), unarmoured warrior

Feats Alertness^B, Cavern Stride, Great Fortitude, Greater Rending Claws, Improved Initiative^B, Rending Claws, Weapon Focus (claws)

Skills as above plus Survival +9 (+11 in caverns)

Languages Draconic

When raging, Garix has the following, altered statistics:

ACP 0; Climb +12, Stealth +8 (+12 in rocky areas, +14 in caverns), Swim +11

AC 19, touch 11, flat-footed 19; **CMD** 23

(+2 Dex, -2 class, +1 dodge, +8 natural)

Fort +17, **Ref** +3, **Will** +4

hp 82 (7 HD)

CMB +12

Stench (Ex) as above, but DC 19 Fortitude save

Melee 2 claws +13 each (1d6+6) and bite +12 (1d4+6) or

Melee *Abrul's Bane* (+1 human bane longsword) +13/+8 (1d8+9)

Abilities Str 22, Con 22

ACOLYTES OF AMON-PYR

LESSER ACOLYTE

CR 5 (XP 1,600)

Mottled light gray scales cover this emaciated humanoid. It has a long tail and large, powerful claws. Three deep-red eye emblems daubed in encrusted mud decorate its chest.

Degenerate troglodyte cleric (Amon-Pyr) 3

CE Medium humanoid (reptilian)

Init +2; **Senses** darkvision 90 ft., Blind-Fight; Perception +5, Sense Motive +5

Speed 30 ft.

ACP 0; **Stealth** +4 (+8 in rocky areas), **Swim** +7

AC 16, touch 8, flat-footed 16; **CMD** 14

(-2 Dex, +8 natural)

Fort +9, **Ref** -1, **Will** +6

hp 41 (5 HD)

Space 5 ft. (stench aura 30 ft.); **Base Atk** +3; **CMB** +6

Stench (Ex) All creatures not immune to poison must make a DC 15 Fortitude save or be sickened for 10 rounds. Creatures succeeding on the saving throw cannot be affected by the same troglodyte's stench for 24 hours.

Melee 2 claws +6 each (1d6+3) and bite +6 (1d4+3) or

Melee mwk whip (reach 15 ft.) +7 (1d3+3 nonlethal)

Ranged Touch icicle (range 30 ft.) +1 (1d6+1 cold)

Atk Options icicle 6/day, touch of darkness 6/day

Touch of Darkness (Sp) If the lesser acolyte succeeds on a melee touch attack the target treats all creatures as if they had concealment (20% miss chance) for 1 round.

Special Actions channel negative energy 4/day (2d6, DC 12 halves)

Cleric Spells Prepared (CL 3rd, concentration +6, Domains: Darkness, Water)

2nd—*aura of the grave* (DC 15), *blindness*^D (DC 15), *cure moderate wounds, silence*

1st—*bless* (2), *obscuring mist*^D, *cure light wounds, shield of faith*

0—*guidance, resistance, stabilize, virtue*

Spell-Like Abilities (CL 5, concentration +6)

1/day—*deathwatch, doom* (DC 12)

Abilities Str 16, Dex 7, Con 16, Int 10, Wis 16, Cha 13

SQ evil aura (moderate)

Feats Alertness^B, Blind-Fight^B, Dark Knowledge, Exotic Weapon Proficiency (whip), Improved Initiative^B

Skills as above plus Knowledge (history) +4, Knowledge (planes) +4, Knowledge (religion) +6, Linguistics +4, Survival +11

Languages Aboleth, Draconic

ACOLYTES OF AMON-PYR

The tribe's acolytes have delved deeply into the shadowy worship of Amon-Pyr. Taught to speak Aboleth by Irfel-Toth, they dwell apart from their fellows in the outer portions of the partially sunken fane serving as their aboleth-god's lair.

The most bloodthirsty and devoted acolytes serve as Irfel-Toth's personal guards (page 85) while the others continue their search for missing fragments of the *Amoninomicon*.

HIGH ACOLYTE

CR 9 (XP 6,400)

Mottled light gray scales cover this emaciated humanoid. It has a long tail and large, powerful claws. Three large deep-red eye emblems daubed in encrusted mud decorate its chest.

Degenerate troglodyte cleric (Amon-Pyr) 7

CE Medium humanoid (reptilian)

Init +2; **Senses** darkvision 90 ft., Blind-Fight; Perception +5, Sense Motive +5

Speed 30 ft.

ACP 0; **Stealth** +4 (+8 in rocky areas), **Swim** +7

AC 16, touch 8, flat-footed 16; **CMD** 17

(-2 Dex, +8 natural)

Resist cold 10

Fort +11, **Ref** +0, **Will** +8

hp 74 (9 HD)

Space 5 ft. (stench aura 30 ft.); **Base Atk** +6; **CMB** +9

Stench (Ex) All creatures not immune to poison must make a DC 17 Fortitude save or be sickened for 10 rounds. Creatures succeeding on the saving throw cannot be affected by the same troglodyte's stench for 24 hours.

Melee 2 claws +9 each (1d6+3) and bite +9 (1d4+3) or

Melee *Black Whip of Amon-Pyr* (+1 shock whip; reach 15 ft.) +10/+5 (1d3+3 nonlethal plus 1d6 electricity)

Ranged Touch icicle (range 30 ft.) +4 (1d6+3 cold)

Atk Options icicle 6/day, touch of darkness 6/day

Touch of Darkness (Sp) If the high acolyte succeeds on a melee touch attack the target treats all creatures as if they had concealment (20% miss chance) for 3 round.

Special Actions channel negative energy 4/day (4d6, DC 14 halves)

Cleric Spells Prepared (CL 7th, concentration +10 (+14 casting defensively or when grappled), Domains: Darkness, Water)

4th—*control water*^D, *greater weight of ages* (DC 17)

3rd—*deeper darkness*^D, *prayer, wall of water*

2nd—*aura of the grave* (DC 15), *blindness*^D (DC 15), *cure moderate wounds, silence* (DC 15), *sound burst* (DC 15)

1st—*bless* (2), *command* (DC 14), *obscuring mist*^D, *cure light wounds, shield of faith*

0—*guidance, resistance, stabilize, virtue*

Spell-Like Abilities (CL 9, concentration +10)

1/day—*darkness, death knell* (DC 13), *deathwatch, doom* (DC 12)

Abilities Str 16, Dex 7, Con 16, Int 10, Wis 17, Cha 13

SQ evil aura (strong)

Feats Alertness^B, Blind-Fight^B, Combat Casting, Dark Knowledge, Exotic Weapon Proficiency (whip), Greater Dark Knowledge, Improved Initiative^B

Skills as above plus Knowledge (history) +4, Knowledge (planes) +6, Knowledge (religion) +8, Linguistics +4, Spellcraft +7, Survival +11

Languages Aboleth, Draconic

MONSTERS

BLOODSPAWN TREANT

A huge, gnarled tree stands at the centre of a coiled network of thick, twisted roots and broken earth. Sickly red moss cloaks the tree's trunk and hangs from its branches.

Bloodspawn treants are the twisted result of the Bleached Skull shamans' sacrificial practises. Hidden in their groves, the shaman feed the ancient trees of the deep woods living sacrifices. The tribe's depraved shamans open the veins of their sacrifices before burying them alive below the roots of the sacred trees.

The trees' roots greedily feed upon the sacrifices' vital fluids while the final doom-laden screams of the damned eventually

infused the trees with an atavistic bloodlust driven by a malevolent, primal sentience.

Bloodspawn treants instinctively recognise the shaman tending their groves as allies and do not attack tribe members. They do not normally stray far from their groves, except in times of war or when their blood lust becomes irresistible.

ECOLOGY & SOCIETY

Unnatural creatures created by the frenzied death-screams of uncountable sacrifices, bloodspawn treants are without a natural ecological niche. Born of blood and suffering they are willing allies to the Bleached Skull. Driven by an almost unquenchable thirst for blood they are worshipped as living embodiments of the natural spirits worshipped by the tribe.

COMBAT & TACTICS

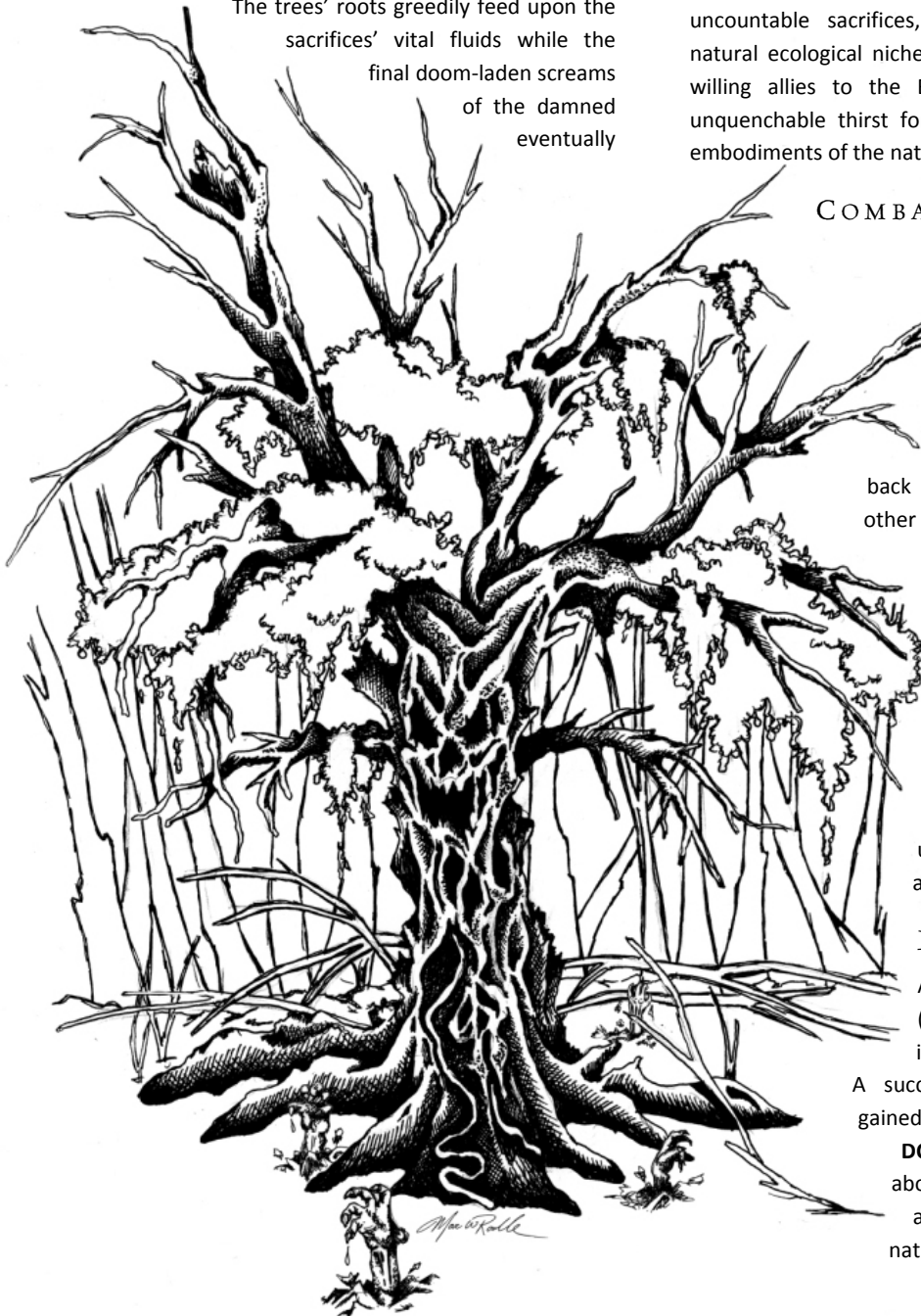
In battle, a bloodspawn treant use a mix of sheer brutality and cunning to defeat its foes. If fighting within its sacred grove, a bloodspawn treant uses *raise the dead* to summon those buried below its roots while it hangs back and hurls rocks, branches ripped from other trees and so on at intruders.

If an intruder engages a bloodspawn treant in melee, it delights in crushing its enemy with its prodigious strength. It uses *Improved Bull Rush* or *Awesome Blow* to force attackers back into the midst of its blood zombie servants or *Power Attack* to pulverise anyone resisting such attempts. If groups of enemies bunch up, it uses *trample* repeatedly to crush and disperse them.

LORE

A character making a Knowledge (nature) check may know some information about bloodspawn treants. A successful check reveals all information gained by a lesser check.

DC 19: This is a bloodspawn treant, a foul abomination of nature. Bloodspawn treants are created by bloody sacrifice to ancient nature spirits.



DC 24: Bloodspawn treants lack many of a treant's normal abilities but can raise the dead to do their bidding. Those striking a bloodspawn treant with slashing or piercing weapons are often sprayed with the corrosive sap coursing through its trunk.

BLOODSPAWN TREANT

CR 9 (XP 6,400)

NE Huge plant

Init -1; **Senses** low-light vision; Perception +20, Sense Motive +3
Speed 30 ft.

ACP 0; Stealth +8 (+16 in forests)

AC 21, touch 7, flat-footed 21; **CMD** 30

(-2 size, -1 Dex, +14 natural)

Immune mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), paralysis, poison, polymorph, sleep effects and stunning

Fort +14, **Ref** +3, **Will** +7

hp 133 (14 HD); blood sap; **DR** slashing/10

Blood Sap (Ex) The blood of those sacrificed to it has infected the sap of a bloodspawn treant. If a slashing or piercing weapon damages a bloodspawn treant in melee, thick, partially congealed, corrosive blood spews forth from the wound. If the attacker is adjacent to the bloodspawn treant it takes 1d6+14 acid damage (DC 21 Reflex halves). The save is Constitution-based.

Space 15 ft.; **Base Atk** +10; **CMB** +21

Melee 2 slams (reach 15 ft.) +18 each (3d6+9)

Ranged rock (range 180 ft.) +7 (2d6+9)

Atk Options Awesome Blow, Power Attack, Improved Bull Rush, Improved Sunder, double damage against objects, trample (3d6+13, DC 28)

Double Damage Against Objects (Ex) A bloodspawn treant that makes a full-attack against an object or structure deals double damage.

Trample (Ex) As a full-round action, a bloodspawn treant can overrun all Large or smaller creatures in its path. Targets of a trample can make an attack of opportunity (at a -4 penalty) or make a DC 28 Reflex save to take half damage (3d6+13).

Special Actions raise the dead

Raise the Dead (Su) At will, a bloodspawn treant can command the corpses of those sacrificed to it to rise from the dead and to follow its bidding. It can command up to 2 HD of zombies per HD it possesses. The commanded undead must maintain line of sight to their master. If they do not, they de-animate.

Abilities Str 29, Dex 8, Con 21, Int 12, Wis 16, Cha 13

SQ plant traits

Feats Ability Focus (trample), Awesome Blow, Improved Bull Rush, Improved Natural Attack (slam), Improved Sunder, Power Attack, Weapon Focus (slam)

Skills as above plus Intimidate +11, Knowledge (nature) +11;

Racial Modifiers +8 Stealth in forests

Languages Gnoll, Sylvan, Treant

Environment any forest

Organisation solitary or grove (2-7)

BLOOD ZOMBIE

Blood zombies are variant zombies created by bloodspawn treants. They differ from normal zombies in several ways.

Defensive: A blood zombie does not gain DR slashing/5.

Offensive: A blood zombie gains the following special attack.

Maddening Blood (Ex): An adjacent opponent damaging a blood zombie is splattered with the creature's blood and must make a Will save (DC 10 + 1/2 blood zombie's HD + Cha modifier) or be affected by *lesser confusion*.

Special Note: Always encountered with their "parent" bloodspawn treant, blood zombies do not grant XP when slain.

LORE

A character making a Knowledge (religion) check may know some information about blood zombies. A character previously identifying a bloodspawn treant, gets a +2 bonus to this check. A successful check reveals all information gained by a lesser check.

DC 10 + zombie HD: This is a blood zombie, a variant zombie type created by bloodspawn treants.

DC 15 + zombie HD: Blood zombies carry a contagion in their blood that drives attackers mad.

DC 20 + zombie HD: Blood zombies must remain close to their creator. If they do not, they de-animate.

HUMAN BLOOD ZOMBIE

CR –

Thick, cloying mud clings to the partly decomposed frame of this living corpse. Ragged, deep wounds, surrounded by caked, dried blood, pierce the creature's forearms and neck.

NE Medium undead

Init +0; **Senses** darkvision 60 ft.; Perception +0

Speed 30 ft.

AC 12, touch 10, flat-footed 12; **CMD** 14

(+2 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +0, **Ref** +0, **Will** +3

hp 12 (2 HD); maddening blood

Maddening Blood (Ex) An adjacent opponent damaging a blood zombie is splattered with the creature's blood and must make a DC 11 Will save or be affected as if targeted by *lesser confusion*.

Space 5 ft.; **Base Atk** +1; **CMB** +4

Melee slam +4 (1d6+4)

Atk Options staggered

Staggered (Ex) Slow and ungainly, a blood zombie can only take a single move or standard action each round. A blood zombie can move its speed and attack as a charge action.

Abilities Str 17, Dex 10, Con –, Int –, Wis 10, Cha 10

SQ undead traits

Feats Toughness^B

BLACK WING OF ASGIROTH

The servants of a now extinct race, the black wings of Asgiroth were on the very verge of extinction when Mailed Fist scouts discovered the timeworn hill forts protecting the entrances to their deep lairs. Claiming the hill forts as their own, the Mailed Fist quickly discovered the bats lairing below. Instead of exterminating the infestation, the Mailed Fist befriended them providing food and protection. In time, the tribe's beast masters trained the greatest of the bats to serve as mounts.

ECOLOGY & SOCIETY

Black wings dwell in a series of deep caves in which their antecedents have laired for ages. Once home to vast swarms of black wings, only a remnant now lurk within. These caves, accessed via wide cave mouths leading to sloping passages tunnelling deep into the bedrock of the hills, are massive. Great reeking piles of guano burying heaps of innumerable skeletons deeply fill the caverns. Flocks of bats – no more than forty strong – inhabit each cave, dwelling high up on the roof or in small sub-caves running off the larger caverns. Vicious carnivores, they prey on the swarms of lesser bats dwelling in the caves and feast on the fresh flesh provided by their beast master friends.

No hobgoblins, except the wild and rugged beast masters, live within the caves. There they eat and sleep among the bats, training them to serve as the Mailed Fist's mounts.

COMBAT & TACTICS

Black wings prefer to stay aloft using their good mobility to confound their foe while letting their rider hurl javelins or spells down upon their foes. (Greater black wings use Flyby Attack combined with Dodge and Mobility to attack their foes).

If attacked without their rider, they use their vicious bite to bring down their foes only if cornered. Otherwise, they take to the air to escape, using their superior movement to evade or exhaust their foes.

Occasionally, the Mailed Fist use black wings as pack mounts to resupply far-flung battles. These large, strong creatures can carry huge loads (light load 459 lbs., medium load 460 – 918 lbs and heavy load 919 – 1,380 lbs).

LORE

A character making a Knowledge (nature) check may know some information about black wings. A successful check reveals all information gained by a lesser check.

DC 9: The creature is a black wing; a throwback to an earlier age. They live deep within caves hidden in isolated or inaccessible hills and mountains. They can be trained as mounts.

DC 14: Flown by elite members of the Mailed Fist, they are combat trained and have a normal bat's acute senses.

DC 19: The greatest of the bats have been trained to swoop into and out of melee, giving their foes little time to strike back.



MAILED FIST BEAST MASTER CR 5 (XP 1,600)

Hobgoblin ranger 6

LE Medium humanoid (goblinoid)

Init +3 (+5 in hills and mountains); **Senses** darkvision 60 ft.; Perception +10 (+12 in hills and mountains or vs. goblins, +14 vs. goblins in hills and mountains, +16 vs. orcs in hills and mountains), Sense Motive +1 (+3 vs. goblins, +5 vs. orcs)**Speed** 30 ft.**ACP** 0; Ride +15, Stealth +16**AC** 19, touch 13, flat-footed 16; **CMD** 21

(+3 Dex, +5 armour [+1 mithral shirt], +1 shield [darkwood])

Fort +8, **Ref** +8, **Will** +3**hp** 55 (6 HD)**Space** 5 ft.; **Base Atk** +6; **CMB** +8**Ranged** mwk composite longbow (range 110 ft.) +11/+6 (1d8+2/x3)**Melee** mwk battleaxe +9 (1d8+2/x3)**Atk Options** Improved Precise Shot, Precise Shot, favoured enemy (goblin +2, orc +4)**Special Actions** hunter's bond (companions, 1 round)**Ranger Spells Prepared** (CL 3, concentration +4)1st—*entangle* (DC 12), *longstrider***Combat Gear** *potion of cure moderate wounds*, *potion of invisibility***Abilities** Str 14, Dex 17, Con 16, Int 8, Wis 12, Cha 10**SQ** combat style (archery), favoured terrain (mountains [including hills]), track, wild empathy +6 (+2 vs. magical beast)**Feats** Endurance, Improved Precise Shot, Precise Shot, Skill Focus (Handle Animal), Skill Focus (Ride), Weapon Focus (longbow)**Skills** as above plus Bluff +0 (+2 vs. goblins, +4 vs. orcs), Handle Animal +12, Knowledge (geography) +5 (+7 in hills and mountains), Knowledge (local) -1 (+1 vs. goblins, +3 vs. goblins), Knowledge (nature) +5, Survival +10 (+12 in hills and mountains, +13 tracking, +15 tracking in hills and mountains or tracking goblins, +17 tracking goblins in hills and mountains, +19 tracking orcs in hills and mountains)**Languages** Common, Goblin**Gear** as above plus 20 arrows, spell component pouch, 10 gp, 3 sp**BEAST MASTERS**

Beast masters train the black wings to carry the black wing riders into battle. Additionally, they serve as land-based scouts able to seek out roving band of marauding goblins and orcs. The most rugged and individual of the tribe's members they rarely participate in pitched battles – their value as trainers and infiltrators being too great.

In battle, they stand off from melee using Improved Precise Shot to pepper their foe with arrows. If infiltrating an enemy position, they use *longstrider* and their *potion of invisibility* to quickly reach their objective.

BLACK WING OF ASGIROTH CR 3 (XP 800)

This huge, powerful black bat has a wingspan of over 20 ft. and long, sharp fangs. Its eyes glimmer with malice and a hint of inhuman intelligence.

N Large animal

Init +4; **Senses** blindsense 40 ft.; Perception +14, Sense Motive +6**Speed** 20 ft., fly 40 ft. (good)**ACP** 0; Fly +11, Stealth +4**AC** 22, touch 13, flat-footed 17; **CMD** 24; Dodge

(-1 size, +4 Dex, +1 dodge, +3 armour [mwk studded leather barding], +5 natural)

Fort +7, **Ref** +8, **Will** +5**hp** 30 (4 HD)**Space** 10 ft.; **Base Atk** +3; **CMB** +9**Melee** bite (reach 5 ft.) +7 (1d8+7)**Atk Options** combat trained**Combat Trained (Ex)** The black wing knows the attack (2), come, defend, down, guard and heel tricks.**Abilities** Str 21, Dex 19, Con 17, Int 6, Wis 18, Cha 10**Feats** Alertness, Dodge**Skills** as above**Gear** as above plus military saddle**GREATER BLACK WING OF ASGIROTH** CR 5 (XP 1,600)

This huge, powerful black bat has a wingspan of over 20 ft. and long, sharp fangs. Its eyes glimmer with malice and a hint of inhuman intelligence.

N Large advanced animal

Init +4; **Senses** blindsense 40 ft.; Perception +15, Sense Motive +6**Speed** 20 ft., fly 40 ft. (good); Flyby Attack**ACP** 0; Fly +13, Stealth +4**AC** 22, touch 13, flat-footed 17; **CMD** 26; Dodge, Mobility

(-1 size, +4 Dex, +3 armour [mwk studded leather barding], +5 natural)

Fort +8, **Ref** +9, **Will** +6**hp** 52 (7 HD)**Space** 10 ft.; **Base Atk** +5; **CMB** +11**Melee** bite (reach 5 ft.) +9 (1d8+7)**Atk Options** Flyby Attack, combat trained**Combat Trained (Ex)** The greater black wing knows the attack (2), come, defend, down, guard and heel tricks.**Abilities** Str 21, Dex 19, Con 17, Int 6, Wis 18, Cha 10**Feats** Alertness, Dodge, Flyby Attack, Mobility**Skills** as above**Gear** as above plus military saddle

Greater black wings also serve as the mounts of the Mailed Fist's war leaders. Such bats wear rare full plate barding. They have the following altered statistics:

ACP -5; Fly +8, Stealth -1**AC** 24, touch 10, flat-footed 23; **CMD** 26; Dodge, Mobility

(-1 size, +1 Dex, +9 armour [mwk full plate barding], +5 natural)

CORRUPTING ASPECT OF PAZUZU

The Corrupting Aspect of Pazuzu is a manifestation of Pazuzu's might in the physical world. While many demons require complex summoning rituals to enter the world, Pazuzu is eager to answer the call of petitioners who seek his attention. However, the demon prince is hesitant to risk his own existence when answering unknown summoners so he sends this aspect in response to calls from mortals susceptible to temptation.

ECOLOGY & SOCIETY

The Aspect exists solely at the whim of Pazuzu and does its creator's wishes in all things. He manifests for two reasons: to corrupt the pure and innocent and to defend his most favourite cultists. For the latter, summoning requires a standard action to evoke Pazuzu's name. Pazuzu requires a suitable sacrifice of blood and villainy from the cultists. If none is forthcoming, the Aspect turns on the cultists, ripping one of their number to shreds as a lesson.

The Corrupting Aspect is summoned regularly by Pazuzu's Fury to oversee a rite that infuses a harpy with abyssal power, granting it the fiendish template. The rite requires the harpy to eat the heart of its first kill in the presence of the Corrupting Aspect. The Aspect channels the power of Pazuzu into the creature (using its *consuming rage* power), which causes the harpy to painfully lose all control as a terrible fury grips its mind. The Aspect holds the harpy down during the process (who is driven temporarily mad by the ritual and likely to tear herself to pieces if allowed to do so). During the screaming rage, the harpy's body twists and changes, becoming stronger and more powerful as demonic energy fills her. After an hour, the rage passes and the harpy transforms into a Furious Harpy, forever enslaving it to Pazuzu.

COMBAT AND TACTICS

While it can fly, the Corrupting Aspect prefers to land and engage its foes with its *+3 unholy falchion*. It uses Dazzling Display to cower opponents then wades into combat hoping for a critical hit (which triggers Sickening Critical and Staggering Critical).

The Aspect saves its breath weapon for when it can catch many foes grouped together. If it has allies, it uses its *consuming rage* ability on them; otherwise it uses it on itself. Since it is a mere fragment of Pazuzu's power, it does not fear death.

LORE

A character making a Knowledge (planes) check may know some information about a Corrupting Aspect of Pazuzu. A successful check reveals all information gained by a lesser check.

DC 20: This is a Corrupting Aspect of Pazuzu – a manifestation of Pazuzu's might in this world. They can be summoned to this world by those seeking demonic power or sent by Pazuzu himself to represent his interests.

DC 25: The Aspect wields a deadly sword capable of inflicting savage blows. In addition, the creature can spit a gout of acid and cause worshipers of Pazuzu to froth into a destructive rage.

DC 30: The Corrupting Aspect of Pazuzu can also oversee profane rites performed by cultists and Pazuzu can focus his power through the Aspect, transforming those who willingly accept the demon prince's favour.

CORRUPTING ASPECT OF PAZUZU CR 10 (XP 4,800)

Evil and charisma radiates like heat from this demon that possesses the body of a tall and powerfully built man with the head of a hawk. Four great wings with a span twice his height spread out behind him. Instead of feet, he has cruel bird talons that continually clench as if they wish to seize the world and squeeze all the goodness from it.

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +7; **Senses** darkvision 60 ft. *see invisibility*; Perception +21, Sense Motive +21

Speed 30 ft., fly 60 ft. (perfect)

ACP -0; Fly +31, Stealth +22

AC 27, touch 18, flat-footed 19; **CMD** 34; Dodge (+7 Dex, +1 dodge, +9 natural)

Immune electricity and poison; **Resist** acid 10, cold 10, fire 10

Fort +9, **Ref** +14, **Will** +12; **SR** 23

hp 136 (13 HD); **DR** epic/5

Space 5 ft.; **Base Atk** +13; **CMB** +16

Melee *+3 unholy falchion* +20/+15/+10 (2d4+7/15-20) and 2 talons +11 (1d4+1)

Ranged mwk composite shortbow (range 70 ft.) +21/+16/+10 (1d6+3)

Atk Options Dazzling Display, Sickening Critical, Staggering Critical (DC 23)

Special Attacks breath weapon, consuming rage

Breath Weapon (Su) 1/day, 30-ft. cone, 10d6 acid damage, Reflex DC 22 halves. This save is constitution based.

Consuming Rage (Sp) 1/day, casts *rage* as the spell (CL 10th).

Combat Gear 20 arrows

Abilities Str 16, Dex 24, Con 23, Int 18, Wis 20, Cha 22

Feats Critical Focus, Dazzling Display, Dodge, Improved Critical, Sickening Critical, Staggering Critical, Weapon Focus (falchion)

Skills as above plus Bluff +22, Diplomacy +22, Disguise +22, Intimidate +22, Knowledge (arcana) +20, Knowledge (religion) +20, Knowledge (planes) +20

Languages Abyssal, Celestial, Common, Halfling, Sylvan, telepathy 100 ft.

Gear as above

NEW TEMPLATE: DEGENERATE CREATURE

Living in a feral state, degenerate creatures dwell in the wild places of the world, scavenging for what they need to survive. Often the survivors of fallen civilisations or those that dwell in isolated places removed from the light of civilisation, they live a simple, primitive existence.

ECOLOGY & SOCIETY

Degenerate creatures live in a state of regressed barbarism. While they may dwell amid the ruins of their fallen civilisation, they have forgotten almost all the higher knowledge possessed by their forebears. Incapable of industry they live as hunter-gatherers and scavengers, taking what they need from the surrounding area.

Normally dwelling in small tribal groups, degenerate creatures often believe in elder, primitive powers shunned by more civilised folk. Normally led by the most physically powerful member of the group, degenerate creatures care nothing for the trappings of civilisation.

Tribal groups of degenerate creatures live where generations of their forebears dwelled. Their lairs are filthy, communal affairs often decorated with crude wall paintings depicting their day-to-day lives.

COMBAT & TACTICS

Degenerate creatures are vicious combatants. Most degenerate creatures use only their natural attacks in combat or crude weapons (such as clubs). A rare few use better weapons scavenged from the bodies of their fallen enemies.

Degenerate creatures with class levels often have levels in barbarian or ranger. Occasionally, they have levels in sorcerer or druid, but clerics, monks and wizards are unknown among them.

CREATING A DEGENERATE CREATURE

“Degenerate” is an inherited template that can be added to any living, corporeal creature (referred to hereafter as the base creature). A degenerate creature retains all the base creature’s statistics and abilities except as noted here.

CR: Same as the base creature +1 (minimum 1).

Type: The creature’s type remains unchanged. Do not recalculate HD, BAB or saves.

Armour Class: The creature’s natural armour bonus improves by +2.

Melee: Degenerate creatures gain an enhanced natural attack. In regards to the damage they deal, they treat their primary attack as if they were one size larger than they actually are. If a creature has more than one primary attack, enhance the first such attack listed in its stat block.

Abilities: Str +2, Con +2, Cha -2.

Skills: A degenerate creature gains a +4 racial bonus to Survival checks and always treats Survival as a class skill.

Feats: A degenerate creature gains Alertness and Improved Initiative as bonus feats.

LORE

A character making a Knowledge check (of the type required to identify the base creature) may know some information about a degenerate creature. A successful check reveals all information gained by a lesser check.

DC 10 + creature’s CR: This is a degenerate creature. Degenerate creatures have regressed into a more primitive state than their predecessors. More primitive than other creatures of the same ilk, they have forgotten much they once knew, living in a state of barbarism.

DC 15 + creature’s CR: Degenerate creatures are stronger than their more civilised brethren and skilled in surviving in harsh conditions. They use only the crudest weapons in battle, but their natural attacks often deal more damage than normal for their size.

DEGENERATE TROGLODYTE

CR 2 (XP 600)

Dark gray scales cover this emaciated, but muscular humanoid. It has a long tail and large, powerful claws.

CE Medium humanoid (reptilian)

Init +3; **Senses** darkvision 90 ft.; Perception +2, Sense Motive +2
Speed 30 ft.

ACP 0; Stealth +4 (+8 in rocky areas)

AC 17, touch 9, flat-footed 17; **CMD** 12
(-1 Dex, +8 natural)

Fort +8, **Ref** -1, **Will** +0
hp 15 (2 HD)

Space 5 ft. (stench aura 30 ft.); **Base Atk** +1; **CMB** +3

Stench (Ex) All creatures not immune to poison must make a DC 14 Fortitude save or be sickened for 10 rounds. Creatures succeeding on the saving throw cannot be affected by the same troglodyte’s stench for 24 hours.

Melee club +3 (1d6+2),
claw -2 (1d6+1) and
bite -2 (1d4+1) or

Melee 2 claws +3 each (1d6+2) and
bite +3 (1d4+2)

Ranged javelin (range 30 ft.) +0 (1d6+2)

Abilities Str 14, Dex 9, Con 16, Int 8, Wis 11, Cha 9

Feats Alertness^B, Great Fortitude, Improved Initiative^B

Skills as above plus Survival +8

Languages Draconic

Gear as above

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TRIBES

Each TRIBES supplement presents a specific tribe or group of creatures in rich, flavoursome detail and contains new magic items, feats and spells as well as numerous stat blocks detailing tribal members and notable allies.

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TRIBES: Anthology I presents five fearsome tribes. Each tribe uses unique feats, spells and magic items to wage war upon their enemies. Each tribe benefits from many stat blocks so that a busy GM can hurl these ferocious foes at his PCs with little preparation.

Bleached Skull Gnolls: These feral denizens of the deep woods worship bloodspawn treants.

Hobgoblins of the Mailed Fist: Skilled and disciplined these warriors can call upon cavalry riding gigantic elder bats.

Kobolds of the Fallen Halls: Two tribes of kobolds, led by their draconic masters, fight for mastery over a fallen dwarven hold.

Pazuzu's Fury: Born of anger and corruption these harpies lure the unsuspecting and weak to gory ends.

Troglodytes of the Tentacled One: Dwelling amid cyclopean ruins buried deep below the Orestone, these degenerate creatures worship an elder horror.

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