

# TRIBES: ANTHOLOGY II

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Landon Bellavia, Creighton Broadhurst and Marc Radle



## RAGING SWAN PRESS

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# TRIBES: ANTHOLOGY II

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A Pathfinder Roleplaying Game TRIBES supplement by Landon Bellavia, Creighton Broadhurst and Marc Radle

*TRIBES: Anthology II* presents the following tribes:

- **Centaurs of the Bleak Moor:** Noble warriors who war with the Minotaurs of the Black Hills and their ancient, fell masters.
- **Half-Goblins of the Tangled Wood:** Debased and depraved descendants of a once proud warrior race enslaved by goblins centuries ago.
- **Lizardfolk of the Dragon Fang:** Deep in the heart of a forbidding swamp, the lizardfolk of the Dragon Fang beat the drums of war.
- **Minotaurs of the Black Hills:** Lurking in their rocky fastness, the Minotaurs of the Black Hills often raid their enemies – the Centaurs of the Bleak Moor.
- **Wererats of the Roach-Run Sewers:** In the murk and stink beneath a bustling city's streets, scheming families of wererats scurry through the fetid sewers, often riding their vicious and bad-tempered cockroach steeds.

Each tribe uses unique feats, spells and magic items to wage war upon their enemies. Each tribal write-up benefits from many stat blocks as well as extensive notes on their background and culture so that a busy GM can hurl these ferocious foes at his PCs with little preparation.



## CREDITS

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## CONTACT US

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## SPECIAL NOTE

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*Tribes: Anthology II* is a compilation of the following products:

- *Centaurs of the Bleak Moor*
- *Half-Goblins of the Tangled Woos*
- *Lizardfolk of the Dragon Fang*
- *Minotaurs of the Black Hills*
- *Wererats of the Roach Run Sewers*

Reviews, free samples and much more can be found for all these products at [ragingswan.com](http://ragingswan.com).

## ERRATA

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We like to think *TRIBES: Anthology II* is completely error free, but we are realists. So in that spirit, we shall post errata three months after release on [ragingswan.com](http://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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## FOREWORD

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Shockingly, given its name, this is the second in the series of TRIBES Anthologies and it presents the last three TRIBES that I designed myself – from here on out, my brave and heroic freelancers carried the TRIBES torch. *TRIBES: Anthology II* also marks the debut work for Raging Swan Press of Landon Bellavia (*Wererats of the Roach-Run Sewers*) and Marc Radle (*Lizardfolk of the Dragon Fang*) who have both gone on to add many more well received supplements to their design portfolios.

The TRIBES line was born from a pretty simple premise: that most evil humanoids encountered – orcs, goblins, hobgoblins and so on – seemed to have no real flavour and no real purpose but to die quickly at the PCs' hands. Such foe are at best boring

and bring nothing to the game except experience points and (hopefully) an exciting combat. Tribes that have a defined society, goals, fighting styles, unique spells and so on are much more interesting to encounter. That's what, in my opinion, the five featured tribes herein are. I hope you agree!

I hope you find this supplement useful. It would be great to hear how you've used the tribes herein in your game – drop me a line at [creighton@ragingswan.com](mailto:creighton@ragingswan.com).



## ABOUT THE DESIGNERS

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**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 [ragingswan.livejournal.com](http://ragingswan.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.

**Landon** is a writer and game designer with a penchant for detail and a devotion to the creative process. He enjoys crafting new worlds and balancing new game details within the framework of the d20 system and the spirit of the OGL. For over a decade, he has been crafting his own world, and plans to eventually publish the work as a campaign resource when it finishes playtesting.

While gaming and writing are two of Landon's favorite activities, they are very difficult to make a living at, and currently hold the status of "hobbies that he can hopefully afford to pursue full time some day." In the mean time, he is working towards a PhD in physics and supporting himself and his family

as a research assistant. Landon lives in North Carolina with his beautiful and wonderfully supportive wife, two dice-loving daughters, and tailless cat. When not doting on the wonderful girls in his life, working in the lab, writing, or gaming, Landon also enjoys eating, breathing, and (time permitting) sleeping.

**Marc** is a professional graphic artist and designer by trade. He is married and has three kids (one teenaged son and two very spoiled cats).

He started playing D&D in the late 70's – good old First Edition AD&D! He also played many other RPGs back then... Marvel Superheroes, Champions, Elfquest, FASA's Star Trek, Star Frontiers, the list goes on...but it always came back to AD&D! Marc faded out of gaming sometime after 2nd Edition came out – partially because 2nd Edition just didn't quite do it for him but also because his gaming friends turned into grownups, got real lives and moved away when Marc wasn't looking!

Third Edition D&D really pulled Marc back into the hobby and he has since become a HUGE fan of the Pathfinder RPG! He is absolutely thrilled with what Paizo has done for gamers everywhere and is even more thrilled that he can still enjoy playing (and contributing to) the game he loves. Thanks Paizo!

Marc has written and/or illustrated for a number of great game companies, including Kobold Quarterly, Open Design, Super Genius Games, Last Unicorn Games (back in the day), Headless Hydra Games, Jon Brazer Enterprises, Tricky Owlbear Publishing, Louis Porter, Jr Design and Raging Swan Press.

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### CENTAURS OF THE BLEAK MOOR

Claiming the windswept uplands of the Bleak Moor as their own, the Centaurs of the Cloven Horn jealously guard their territory. Locked in a death-struggle against the ferocious strength of the minotaurs dwelling in the Black Hills these puissant, but unpredictable and suspicious fighters are wary of all who dare encroach upon their realm.

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### HALF-GOBLINS OF THE TANGLED WOOD

Debased, mongrel descendants of humans enslaved by goblins centuries ago, half-goblins lurk in the deepest unknowable reaches of the Tangled Wood. Hateful and spiteful creatures, they worship fell powers and sacrifice those falling into their clutches to venerate their dark protector. Stealthy and cunning, they skulk about civilisation's fringe weaving terrible plots to destroy those threatening their precarious existence.

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### LIZARDFOLK OF THE DRAGON FANG

Deep in the heart of a forbidding swamp, the lizardfolk of the Dragon Fang tribe beat the drums of war. Lead by Sesskarr the Great, a mighty and charismatic lizard king with a tyrant's heart and a black dragon's blood, the Dragon Fang tribe is aggressively expanding beyond their traditional tribal boundaries. Groups of kobolds and troglodytes are all said to have fallen before Sesskarr's great trident and now – even more ominously – his reptilian gaze has shifted to the surrounding towns and villages.

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## MINOTAURS OF THE BLACK HILLS

Savage warriors of the Scarlet Axe tribe stalk the flinty uplands of the Black Hills. Guardians of the Yith's ancient, crumbling fortresses, the minotaurs wage unending bloody war against the centaurs claiming the surrounding desolate, windswept moorlands. *Minotaurs of the Black Hills* is designed to complement *Centaurs of the Bleak Moor*, but ownership of that supplement is not necessary to place this tribe in a GM's personal campaign.

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## WERERATS OF THE ROACH-RUN SEWERS

In the murk and stink beneath a bustling city's streets, scheming families of wererats scurry through the fetid sewers, often riding their vicious and bad-tempered cockroach steeds or accompanied by their filthy, disease-ridden dire rat pets. Using dark magic and manipulative rituals to break and twist the spirits of society's most vulnerable members, the natural lycanthrope elite convert and conscript afflicted wererats to join their families. Those daring the cloying, fetid darkness of the sewers are fortunate if all they carry from the sewers is a raging fever for far worse fates lurk among the filth and detritus of the city above.

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1/2	Half-Goblin Ranger NE female half-goblin ranger 1	36
1/2	Half-Goblin Sneak Thief NE male half-goblin rogue 1	36
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2	Half-Goblin Elite Archer NE male half-goblin fighter 3	38
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2	Half-Goblin Elite Warrior NE male half-goblin fighter 3	38
3	Cloven Horn Warrior N centaur	20
3	Dragon Fang Scout N male lizardfolk expert 4	54
3	Dragon Fang Shaman N advanced lizardfolk adept 2	55
3	Elite Dragon Fang Warrior N male lizardfolk warrior 4	54
3	Half-Goblin Greater Adept NE female half-goblin adept 5	39
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3	Sewer Trainer NE female human afflicted wererat ranger 3	96
4	Sewer Savage NE male human natural wererat barbarian 4	90
4	Sewer Shaman NE female human natural wererat sewer druid 4	92
5	Cloven Horn Berserk N male centaur barbarian 2	20
5	Cloven Horn Druid N male centaur druid (Bleak Moor) 2	21
5	Cloven Horn Scout N male centaur ranger 2	21

5	Dragon Fang Greater Shaman N advanced lizardfolk adept 6	55
5	Scarlet Axe Warrior CE male minotaur fighter 1	72
7	Anarl NE male half-goblin druid 5/ranger 3	40
7	Carlix NE female half-goblin fighter 5/ranger 3	41
7	Cloven Horn Greater Druid N male centaur druid (Bleak Moor) 4	23
7	Cloven Horn Savage Berserk N male centaur barbarian 4	22
7	Cloven Horn Slinger N male centaur ranger 4	22
7	Cloven Horn Veteran Warrior N male centaur ranger 4	23
7	Drinala LE female wererat monk 2/witch 5	98
7	Elite Scarlet Axe Warrior CE male minotaur fighter 3	72
7	Scarlet Axe Scout CE male minotaur ranger 3	73
7	Scarlet Axe Sorcerer CE male advanced minotaur sorcerer 4	73
8	Allsarrass N female advanced lizardfolk adept 12	57
8	Brethikk LE male kobold fighter 9	57
8	Mkadi NE male wererat rogue 8	100
8	Xerl NE male half-goblin rogue 5/sorcerer (goblin) 4	43
8	Yith NE monstous humanoid	77
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9	Severa NE female half-goblin sorcerer (goblin) 10	42
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10	Groth NE male troglodyte druid 10	58
11	Corafel Ferareen N male advanced centaur barbarian 4/ranger (moorland ranger) 3	24
11	Sesskarr The Great N male giant lizardfolk sorcerer (black dragon) 9	56
11	Solavel Vernyn N male advanced centaur druid (Bleak Moor) 7	25
13	Rilln CE male advanced minotaur fighter 8	74
13	Vethk CE male advanced minotaur sorcerer (yith) 10	75



## COMPILED FEAT LIST

FEAT	PREREQUISITES	BENEFIT
Concussive Strike	Tribal membership <sup>1</sup> , BAB +6	Daze target with successful sling shot
Forest Stride	Dex 13	Ignore 10 ft. of difficult terrain in forest terrain
Forest Warrior	Tribal membership <sup>2</sup>	Gain additional cover and concealment bonuses in forest terrain
Great Pierce	Pierce, base attack bonus +8, tribal membership <sup>3</sup>	Strike additional targets with a ranged attack.
Greater Concussive Strike	Tribal membership <sup>1</sup> , BAB +8, Concussive Strike	Stun target with successful sling shot
Greater Eagle Companion	Tribal membership <sup>1</sup> , animal companion	Take a giant eagle as your animal companion
Greater Forest Stride	Dex 15, Forest Stride	Ignore 30 ft. of difficult terrain in forest terrain
Greater Skirmisher	Tribal membership <sup>2</sup> , Skirmisher	Move 20 ft. to gain +1 on attack rolls and a +1 dodge bonus
Gutter Thug	Tribal membership <sup>5</sup> , BAB +1	Treat up to 10 ft. of difficult terrain in a sewer as unimpeded.
Immobilizing Short	Tribal membership <sup>4</sup> , Pinning Shot, BAB +9	Immobilize target with successful hit
Improved Combat Casting	Combat Casting	Gain a +2 bonus on concentration checks made to cast defensively.
Irresistible Charge	Tribal membership <sup>4</sup> , BAB +8, powerful charge	Attempt a free bull rush after resolving a powerful charge normally
Manystone Pierce	Dex 17, Rapid Sling Shot, BAB +6	Hurl two sling bullets at one target
Pierce	Weapon Focus, base attack bonus +4, tribal membership <sup>3</sup>	Strike an additional target with a ranged attack.
Pinning Shot	Tribal membership <sup>4</sup> , BAB +7	Reduce target's speed by half
Rapid Sling Shot	Tribal membership <sup>1</sup> , BAB +4	Load your sling as a free action
Roach Trainer	Tribal membership <sup>5</sup> , Handle Animal 1 rank	Temporarily train vermin to perform tricks as Handle Animal.
Sewer Guerrilla	Tribal membership <sup>5</sup> , BAB +1	Ignore soft cover, partial cover and any concealment less than total when attacking a flat-footed target in the sewers.
Sewer Scum	Tribal membership <sup>5</sup>	Gain circumstance bonus to Acrobatics, Escape Artist and Swim checks in the sewers.
Skirmisher	Tribal membership <sup>2</sup> , Dodge	Move 20 ft. to gain +1 on attack rolls and a +1 dodge bonus
Terrifying Charge	Tribal membership <sup>4</sup> , BAB +7	Make an Intimidate check as a free action with a charge action

1: Centaurs of the Bleak Moor

2: Half-Goblins of the Tangled Wood

3: Lizardfolk of the Dragon Fang

4: Minotaurs of the Black Hills

5: Wererats of the Roach Run Sewers

## COMPILED ALTERNATE CLASS FEATURES

**Barbarian** Raging Shifter (rage power; Wererats of the Roach-Run Sewers), Roach-Run Rage (rage power; Wererats of the Roach-Run Sewers)

**Cleric** The Filth (new domain; Wererats of the Roach-Run Sewers)

**Druid:** Bleak Moor druid (Centaurs of the Bleak Moor), Sewer Druid (Wererats of the Roach-Run Sewers)

**Ranger:** Hill stalker (Minotaurs of the Black Hills), Moorland ranger (Centaurs of the Bleak Moor)

**Rogue** Shifter's Surprise (rogue talent; Wererats of the Roach-Run Sewers) Thieving Animal (rogue talent; Wererats of the Roach-Run Sewers)

**Sorcerer:** Cockroach Familiar (Wererats of the Roach-Run Sewers), Goblin bloodline (Half-Goblins of the Tangled Wood), Yith bloodline Minotaurs of the Black Hills)

**Witch** The Filth (new patron; Wererats of the Roach-Run Sewers)

**Wizard** Cockroach Familiar (Wererats of the Roach-Run Sewers)

## COMPILED MAGIC ITEMS

COST		SLOT	TRIBE
150 gp	<i>Oil of entangle</i>	—	Half-Goblins of the Tangled Wood
250 gp	<i>Oil of plant growth</i>	—	Half-Goblins of the Tangled Wood
470 gp	<i>Flame Stone</i>	—	Centaur of the Bleak Moor
610 gp	<i>Lightning Stone</i>	—	Centaur of the Bleak Moor
610 gp	<i>Poisoned Stone</i>	—	Centaur of the Bleak Moor
1,000 gp	<i>Hand of inglory</i>	Neck	Wererats of the Roach-Run Sewers
1,200 gp	<i>Amulet of control</i>	Neck	Wererats of the Roach-Run Sewers
2,100 gp	<i>Archer's buckler</i>	Shield	Half-Goblins of the Tangled Wood
3,000 gp	<i>Cloak of the woodlands</i>	Shoulders	Half-Goblins of the Tangled Wood
5,400 gp	<i>Quiver of Fire</i>	—	Minotaurs of the Black Hills
7,300 gp	<i>Boots of the Hills</i>	Feet	Minotaurs of the Black Hills
8,400 gp	<i>Filth fever flail</i>	—	Wererats of the Roach-Run Sewers
18,000 gp	<i>Blood Spiller</i>	—	Lizardfolk of the Dragon Fang
18,300 gp	<i>Dragon Fang</i>	—	Lizardfolk of the Dragon Fang
23,700 gp	<i>Eagle's Sling</i>	—	Centaur of the Bleak Moor
39,220 gp	<i>Staff of the Serpent</i>	—	Lizardfolk of the Dragon Fang

## COMPILED SPELL LIST

**Acid Bolt** (sorcerer/wizard 3; Lizardfolk of the Dragon Fang)

Enables you to hurl an acid bolt or coat a weapon with acid.

**Aspect of the Ancients** (sorcerer/wizard 3; Minotaurs of the Black Hills) Gain flight, blindsense and natural attacks.

**Bite of the Viper** (adept 2, druid 2; Lizardfolk of the Dragon Fang) Gives you the poisonous bite of a swamp viper.

**Blinding Burst** (sorcerer/wizard 2; Minotaurs of the Black Hills) A ball of light blinds all within when it bursts.

**Climb** (sorcerer/wizard 1; Minotaurs of the Black Hills) Gain an enhancement bonus on Climb checks.

**Detect Lycanthropes** (druid 1, inquisitor 1, ranger 1, witch 1; Wererats of the Roach-Run Sewers) Detects nearby lycanthropes.

**Detect Vermin** (druid 1, ranger 1, witch 1 ; Wererats of the Roach-Run Sewers) Detects nearby vermin.

**Forced Transformation** (bard 2, cleric 2, inquisitor 2, sorcerer/wizard 2, witch 2; Wererats of the Roach-Run Sewers) Forces a lycanthrope to change its form.

**Glide** (sorcerer/wizard 2; Minotaurs of the Black Hills) Gain limited flight ability.

**Grasping Bog** (druid 2; Centaur of the Bleak Moor) Creates a zone of shallow bog.

**Greater Hedge of Thorns** (druid 4; Centaur of the Bleak Moor) Conjures a high, dense hedge of tangled thorns.

**Hedge of Thorns** (druid 3; Centaur of the Bleak Moor) Creates a hedge of tangled thorns.

**Hide from Vermin** (cleric 1, druid 1, sorcerer/wizard 1, witch 1; Wererats of the Roach-Run Sewers) Vermin cannot see the warded creature.

**Lunar Memory** (bard 2, cleric 2, druid 2, sorcerer/wizard 2, witch 2; Wererats of the Roach-Run Sewers) Forces an afflicted lycanthrope to recall its experiences while in animal form.

**Mass Swamp Kin** (adept 3, druid 3, sorcerer/wizard 3; Lizardfolk of the Dragon Fang) As *swamp kin*, but affects multiple targets.

**Miasma of Enervation** (adept 2, cleric 2; Half-Goblins of the Tangled Wood) Fatigues creatures in area of affect.

**Miasma of Hatred** (adept 2, cleric 2; Half-Goblins of the Tangled Wood) Drives targets into a wild frenzy of anger.

**Primeval Bog** (druid 4; Centaur of the Bleak Moor) Creates a zone of deep bog.

**Swamp Kin** (adept 1, druid 1, sorcerer/wizard 1, Lizardfolk of the Dragon Fang) Enables the subject to move through swamp and bog terrain easily.

# CENTAURS OF THE BLEAK MOOR

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*"It is a land inhospitable, barren and bleak,  
Shunned by most peoples, no place for the weak,  
Battered by storms, this desolate moor,  
Is littered with ruins, above which eagles soar,  
Allies of a race which is ancient and proud,  
The Cloven Horn's spirit rides free and blares loud,  
Watchful guardians against the implacable might,  
Of Black Hills minotaurs who live to fight,  
These creatures are at one with nature most fierce,  
Steeped in traditions outsiders can't pierce,  
Patrolling heathland, mire, valley and Tor,  
Are the savage centaurs of the Bleak Moor..."*

## CENTAURS OF THE BLEAK MOOR

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The centaurs of the Cloven Horn came to the moor centuries ago, fleeing the incursions of human kingdoms into their traditional hunting grounds. In the Bleak Moor, they discovered a territory too difficult and remote for the humans to easily colonise and fell in love with its stark, natural beauty. Although never a numerous folk, they claim the whole swath of the moor bounded by the Tangled Wood to the east and the Black Hills to the north. While they allow other folk to cross the moor, such travellers are rarely unobserved – most groups being shadowed by either a lone scout or one of the many giant eagles that serve the tribe's druids.

Blood enemies of the bestial minotaurs dwelling in the Black Hills, the centaurs of the Cloven Horn ever struggle to counter the raids of their bestial, implacable enemies. Aid from any quarter against this malignant threat is much welcomed.

### ECOLOGY & SOCIETY

The tribe dwell upon the Bleak Moor – a windswept, desolate place (for more on the Bleak Moor, refer to page 8).

A loose-knit folk, the centaurs have no villages or towns, instead living in family-sized settlements (see “Lairs” for more information). They trade primarily with their nearest neighbours, rarely travelling great distances except in times of great need or at the winter and summer equinoxes.

Nominally lead by a war chief, in practise this skilled warrior has no power beyond his limited purview of defending the tribe from their hated enemies - the minotaurs of the Black Hills. In all other regards, the tribe's druids serve as authority figures, although in practise they do little beyond lead the centaurs' veneration of the moor. Disputes and punishments are dealt with harshly and swiftly by a quickly convened council of affected or interested adults.

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### IN YOUR CAMPAIGN

*Centaur of the Bleak Moor's* design enables a GM to easily insert the featured tribe into a home campaign. The Bleak Moor is a relatively isolated, small area of upland surrounded by jagged hills and dense forests. The centaurs dwelling therein rarely venture far from their homeland and thus knowledge of their existence has not percolated far into the lands of humankind and their allies.

The area of the Bleak Moor described herein lies many miles to the west of the Lonely Coast (a free mini-campaign setting available from [ragingswan.com](http://ragingswan.com)).

*Minotaurs of the Black Hills* presents more details on the centaurs' hated enemies, but that supplement is not necessary to place the centaurs in a GM's personal campaign.

**Nomenclature:** Every centaur has a given name and a family name. Examples of such include:

- **Male:** Afdar, Beshel, Dhoik, Ellam, Fiath, Gardul, Maranis, Mywyn, Ruarah, Tiasal, Verrail, Yareth, Zasel.
- **Female:** Aelothi, Amallinn, Calibrar, Corion, Ferasali, laaha, Kanquis, Lyaral, Reasar, Taitae, Traihal,
- **Family:** Besmah, Eilrah, Evhel, Gaelath, Jawyn, Kyran, Nuruil, Solual, Therlon, Zasan.

### RELIGION

The centaurs worship the moor itself, seeing in the natural beauty of the place something greater than themselves. Druids lead them in this reverence, taking as their companions the giant eagles nesting on the moor's many tors. Hur's Wood is the most sacred place on the moor for the centaurs; here they believe the spirit of the moor is most prevalent. They gather at Hur's Wood at both the winter and summer equinox to worship the moor and to offer their prayers and hopes for the coming months.

### LAIRS

Centaur dwell in small extended family groups - normally of no more than twenty individuals. Using the many rocks littering the moorland, they build wide jumbled stone walls to keep the marauding minotaurs at bay. Within, they construct rambling dry stone longhouses. Such buildings are sturdy, built to resist both the moor's harsh weather and the minotaurs' depredations. Many settlements stand on high ground, providing commanding views of the surrounding moorland. Most also stand near one of the many minor tors dotting the moor. Here dwell the tribe's giant eagle allies; in many instances, the two groups have dwelt together in this fashion for generations.

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### TRIBAL LORE

A character making a Knowledge (nature) check may know some information about the tribe. A successful check reveals all information gained by a lesser check.

**DC 13:** This creature is a centaur from the Cloven Horn tribe. The tribe has dwelt for centuries upon the Bleak Moor and are enemies of the minotaurs dwelling in the Black Hills to the north.

**DC 18:** The tribe is renowned for its deep spiritual connection with the Bleak Moor. Its warriors are superlative trackers and its druids hold many strange and mysterious powers over the land itself.

**DC 23:** A race of giant eagles dwelling on the moor is allied with the centaurs, serving as both scouts and companions to the tribe's warriors and druids.

## COMBAT & TACTICS

A proud and warrior-like people, the centaurs of the Cloven Horn defend their home with tenacity and skill. Although small scouting parties watch the Black Hills, they do not watch their other borders – instead relying on the far-flung network of settlements to warn of interlopers. A scout or hastily gathered warband intercepts such folk. The centaurs attack only minotaurs on sight. Other travellers gain the right to cross the moor once the centaurs are satisfied they mean no ill will towards the Cloven Horn or the moor itself.

Before battle, the centaurs employ their giant eagle allies as all-seeing scouts. In battle, the eagles harry obvious enemy spellcasters and carry small-sized enemies aloft before dashing them on the rocks far below.

In battle, the centaurs use their mobility and skill with slings to confound and hound their prey into the deep moor, trying to drive them into areas of bog and mire. (A few heroes wield black-hued longbows handed down from the time of the tribe's migration. These rare weapons are badges of rank and distinction.) Injured centaurs retreat when reduced to below half hit points unless their families or homes are in peril.

Many centaurs use glaives (which they train with from an early age) to counteract their traditional enemies' long reach while the tribe's feared female berserks wield double morningstars with deadly effect.



## APPEARANCE

Centaur are as distinctive in appearance as any human. The centaurs of the Cloven Horn tribe tend toward black coats upon their lower bodies, but few are exclusively coloured thus. As the need arises, use the table below to determine the colouration of individual centaurs:

D20	THE CENTAUR HAS
1-5	<b>White Stockings:</b> 1d4 legs have a white area extending from the hoof to the knee.
6-10	<b>White Socks:</b> 1d4 legs have a white area extending from the hoof to halfway to the knee.
11-15	<b>Flecked Coat:</b> Irregular patches of white or black hair covers its lower body.
16	<b>Solid Colouring:</b> A completely black coat.
17	<b>Solid Colouring:</b> A completely white coat.
18-19	<b>Piebald:</b> A coat comprising large, irregular patches of black and white hair.
20	<b>Two Notable Features:</b> Roll twice on this table, ignoring contradictory results.

## THE BLEAK MOOR

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Windswept and lashed by summer thunderstorms and harsh winters, the Bleak Moor is aptly named. Seemingly a wilderness it is an ancient place of great, but stark, natural beauty. Few care to tread its wind-worn reaches. No major roads cross the moor, although a number of meandering tracks link the Cloven Horn's various settlements and sacred places. The jumbled ruins of a long-fallen civilisation dot the surrounding hills. From them, the Yith once ruled. An ancient race of winged bat-like creatures, the Yith bent a ferocious tribe of minotaurs to their will, setting these powerful, but unpredictable, minions to protect their high fortresses. Although the Yiths' hold over the Bleak Moor has long since loosened their bestial servants yet remain.

### FAUNA AND FLORA

Gorse and thick, short grass cover much of the moor, but during summer bracken invades vast swaths of the uplands. During late summer and early autumn, the gorse flowers covering great expanses of the moor in a riot of purple and yellow. Except in sheltered valleys, trees are rare on the moor.

Above, flocks of curlews, lapwings, snipe, skylarks, warbler as well as the occasional raven and the immense eagles nesting on the moor's tors dip and soar.

### MIRES

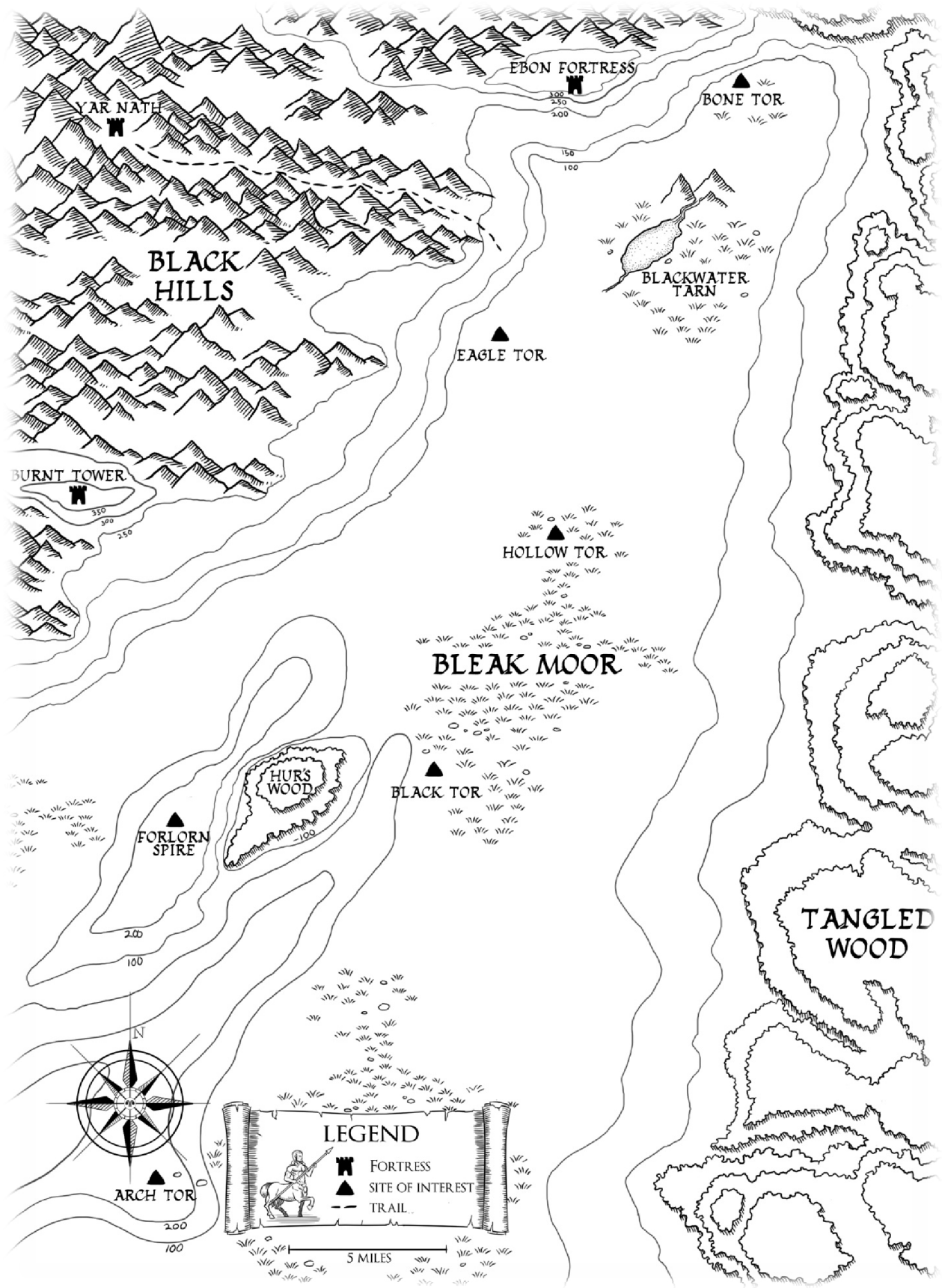
Low-lying stretches of deep, waterlogged peat bogs dot the moors. Here grow bog asphodel, bog pondweed, bog pimpinell, cotton grass, marsh violet and marsh lousewort. All flower in summer making these areas easy to avoid, but during the rest of the year mires are harder to spot. Dragonfly and damselflies mate here during the warmer summer months.

### TORS

Covered in lichens and mosses, the imposing granite tors serve as way-markers and shelters for travellers. Such locales include:

- **Arch Tor:** Pierced by a natural arch, this tor is a popular campsite for travellers.
- **Black Tor:** A Yith watchtower stood here, but fire destroyed it centuries ago. Little except the tower's tumbled and blackened stones and the now partially flooded cellars remain.
- **Bone Tor:** So named for the bones of a trio of hill giants that yet lie about the summit.
- **Eagle Tor:** Several pairs of great eagles nest upon this tor.
- **Hollow Tor:** Once a place of the Yith, rainwater has flooded the chambers hewn into the tor's summit.





## BLEAK MOOR LOCALES

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Beyond the many tors dotting the Bleak Moor a few specific places are of interest to wandering adventurers. (Locales set in the Black Hills appear in *Minotaurs of the Black Hills*).

### HUR'S WOOD

Filling a long rambling, steep-sided valley, this dense, ancient woodland is unique on the moor. Shielded by the valley's steep sides, Hur's Wood is almost invisible from the surrounding area. Night falls quickly in the wood and even during the day, it is rarely bright beneath the trees.

Growing from a great jumble of stones, the oaks here (interspaced with a few rowan, holly and willow trees) are gnarled and stunted; few reach higher than 25 ft.; a riot of moss and lichen wreathes both trees and boulders. Few paths wend through this dense woodland.

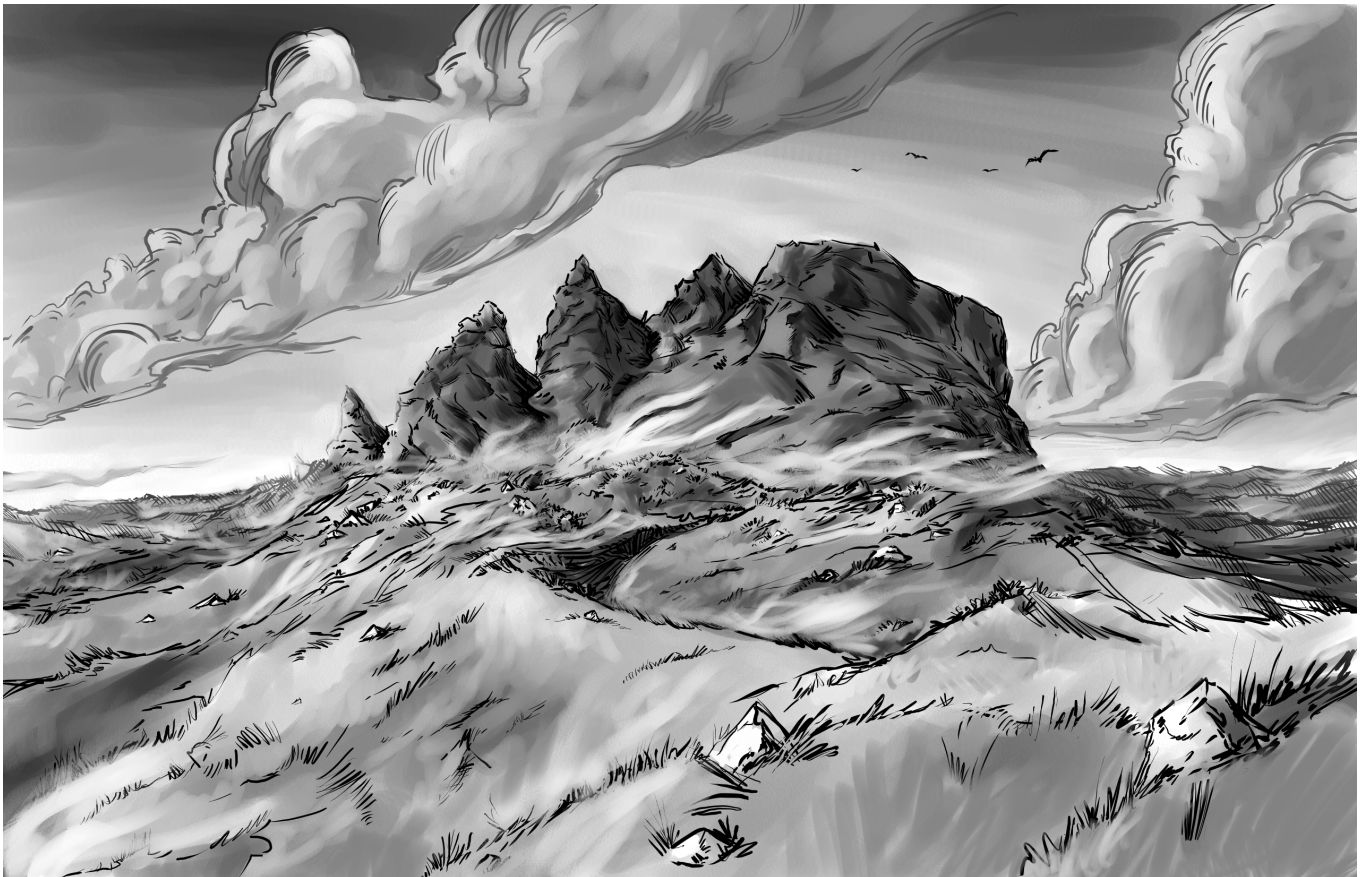
This place is sacred to the centaurs and thus Solavel Vernyn, their High Druid, dwells here. A quartet of elder dryads also live within the wood, watching over the woodland and communing with the spirit of the moorland whose presence they feel strongest here.

### BLACKWATER TARN

The largest tarn on the moor, the Blackwater is surrounded by a great field of clitter. Inaccessible to all but the most surefooted or determined travellers, Blackwater Tarn is home to Daenae Therithar, a nereid (*Pathfinder Roleplaying Game Bestiary 2*) of great power and beauty. As capricious as she is dangerous Daenae occasionally stalks the surrounding moorland in search of menfolk to sate her depraved, carnal lusts. She loves the moorland, however, and has on occasion aided the centaurs to push back incursions by the implacable, bestial minotaurs dwelling in the Black Hills.

Daenae lives in the flooded passageways and chambers below the tarn's only island. A low-lying boggy stretch of miserable land the bones of many of Daenae's are to be found here.

Many large vipers lair among the boulders and rubble surrounding the tarn. Unusually aggressive, they keep many curious explorers away.





## BLEAK MOOR RANDOM ENCOUNTERS

For every day or night the PCs spend on the Bleak Moor, they have a 15% chance of encountering some of the moor's denizens. (This chance rises to 25% at night, if the PCs build a campfire). If an encounter is indicated, use the table below to determine what creatures the PCs meet. Alternatively, if the encounter occurs on the fringes of the Bleak Moor use the Hill/Mountain or Temperate Forest encounter tables presented in the *Pathfinder Roleplaying Game Bestiary*.

d20	EL	ENCOUNTER	PAGE
1-4	5	1 Cloven Horn Scout	17
5-9	-	Area of mire	11
10-14	7	2 Cloven Horn Warriors, 1 Cloven Horn Berserk	16
15-18	3	1 giant eagle	<i>Bestiary</i>
19-20	8	Raiding minotaurs (4 minotaurs)	<i>Bestiary</i>

### TERRAIN FEATURES

Consider adding some of these terrain features to encounters on the Bleak Moor.

**Stealth and Detection:** The normal distance at which a Perception check can be made to detect the presence of nearby creatures is 6d6 x 10 feet.

**Boulders:** Large and small boulders litter the moor. The largest boulders provide cover (+4 to AC, +2 on Reflex saves). Characters atop a boulder gain the benefits of higher ground (+1 to melee attacks). Boulders can be scaled with a DC 15 Climb check.

**Bracken:** During summer, bracken covers much of the moor. It costs 2 squares of movement to enter a square filled with bracken. Bracken provides concealment (20% miss chance).

**Clitter:** A field of rubble covers the ground. It costs 2 squares of movement to enter a square containing clitter. Characters running or charging across clitter must make a DC 10 Acrobatics checks. Failure indicates the character stops in the first square of clitter entered while failure by 5 or more indicates the character falls prone.

**Grass:** Thick, short grass covers much of the moor and does not overly inhibit movement.

**Gorse:** Tangles of thorny brambles cover great swaths of the moor. It costs 3 squares of movement to move through a square containing gorse.

**Gorse, Dense:** Stands of dense gorse are more than 5 feet high and provide total cover. It takes 4 squares of movement to push through a square containing dense gorse, but a DC 10 Climb check reduces this movement cost to 2.

**Hidden Rabbit Holes:** The thick, short grass obscures a small group of rabbit holes. A character entering the square may fall and twist an ankle. The rabbit holes make an immediate trip attempt (CMB +6 [+2 bonus vs. running or charging targets]) against any character entering the square. Success indicates the character falls prone and twists his ankle, reducing his move by half. This movement penalty lasts for 24 hours or until the

character receives a DC 15 Heal check or at least 1 point of magical healing.

**Mire:** Appearing deceptively safe, patches of mire lurk to catch the unwary. A character approaching such an area at normal speed can make a DC 8 Survival check to notice the danger. A charging or running character automatically fails to notice the danger. A typical patch of mire is 20 feet in diameter. A charging or running character's momentum carries him 1d2 x 5 feet into the mire.

A character in mire must make a DC 10 Swim check to tread water in place or a DC 15 Swim check to move 5 feet. If a trapped character fails this check by 5 or more, he sinks below the surface (beginning to drown when he can no longer hold his breath). A sunken character can swim back to the surface with a DC 15 +1 per consecutive round spent submerged Swim check.

A rescuer can attempt to pull a trapped character free (if he can reach him) with a DC 15 Strength check. The trapped character must also make a DC 10 Strength check to hold onto whatever is used to pull him free. (If he fails, he must immediately make a DC 15 Swim check to stay on the surface). If both characters succeed, the trapped character moves 5 feet closer to safety.

**Pond:** Most shallow ponds of muddy, cold water are little more than 2-foot deep. Entering a square containing a pond costs 2 squares of movement. Areas of shallow bog often surround ponds.

**Shallow Bog:** A shallow bog contains thick, glutinous mud or stagnant water to about 1-foot in depth. It costs 2 squares of movement to move into such a square and the DC of Acrobatic checks made in the square increases by 2.

**Stream:** Narrow, steeply-sided streams are roughly 5 ft. wide (DC 5 Acrobatics check to cross). Characters in a stream gain cover (+4 to AC, +2 on Reflex saves) against attacks originating from without.

**Sunken Tracks:** Worn, sunken tracks about 1-foot deep do not inhibit movement. However, characters outside the track gain the benefits of higher ground (+1 on melee attacks) against those on the track.

## ALTERNATE DRUID CLASS FEATURES

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The druids of the Cloven Horn tribe have developed several unique abilities through their bond with both the Bleak Moor and the eagles lairing therein.

### BLEAK MOOR DRUID

Bleak Moor druids have the following alternate class features.

**Bonus Language:** A Bleak Moor druid gains Auran as well as Druidic as a bonus language.

**Nature Bond:** A Bleak Moor druid who chooses an animal companion must select a bird (eagle). A druid selecting an animal companion gains Greater Eagle Companion as a bonus feat. If choosing a domain, the druid must choose from the Air, Animal or Weather domains.

**Wild Empathy:** A Bleak Moor druid can use wild empathy with birds as a full-round action with a +4 bonus. A Bleak Moor druid cannot use wild empathy on other magical beasts.

**Favoured Terrain (Ex):** At 3rd-level, the Bleak Moor druid gains favoured terrain (plains). The druid gains a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth and Survival skills when in his favoured terrain. At 8th-level and every five levels thereafter this bonus increases by +2. If the Bleak Moor druid gains favoured terrain (plains) from another source, these bonuses stack. Additionally, the Bleak Moor druid cannot be tracked in such an environment. This ability replaces woodland stride.

**Summon Eagles (Su):** At 5th-level, a Bleak Moor druid may cast *summon nature's ally* as a standard action when summoning

eagles, rocs or giant eagles (added to the 4th-level spell list). These summoned creatures gain temporary hit points equal to the druid's level.

The druid can apply the young creature template to any eagle to reduce the level of the required summoning spell by one. Alternatively, the druid can raise the level of the summoning spell required by one and apply the advanced creature or giant creature template to the summoned birds. Raising the level of summoning spell required by two applies both the advanced creature template and the giant creature template to the summoned birds. This ability replaces a thousand faces.

**Wild Shape (Su):** At 6th-level, the Bleak Moor druid's wild shape ability functions at his druid level -2. If he takes the form of an eagle, he instead uses his druid level +2.

**Bonus Feat:** At 9th-level and every 4 levels thereafter, a Bleak Moor druid gains one of the following bonus feats: Flyby Attack, Improved Lightning Reflexes, Lightning Reflexes, Skill Focus (Fly or Perception), or Wind Stance. He must meet the prerequisites for these bonus feats. This ability replaces venom immunity.

The Bleak Moor druid alternative class features are based in part on the eagle shaman alternate class feature which appeared in the *Advanced Player's Guide* published by Paizo LLC. This book is not necessary to run a Bleak Moor druid.

## ALTERNATIVE RANGER CLASS FEATURES

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Rangers among the Cloven Horn tribe are exclusively moorland Rangers.

### MOORLAND RANGER

Moorland rangers have the following alternate class features to normal rangers.

**Combat Style Feat (Ex):** In addition to the normal ranger combat styles (archery or two-weapon combat), rangers of the Cloven Horn can also choose the slinger combat style when they reach 2nd-level.

If the ranger selects the slinger combat style, he can choose from the following list of feats whenever he gains a combat style feat: 2nd-Level: Far Shot, Point Blank Shot, Precise Shot and Rapid Sling Shot. At 6th-level, he adds Improved Precise Shot and Manystone to the list. At 10th-level he adds Pinpoint Targeting and Shot on the Run to the list.

**Favoured Terrain (Ex):** At 3rd-level, a moorland ranger gains favoured terrain (plains).

**Hunter's Bond (Ex):** At 4th-level, if a moorland ranger chooses to take an animal companion, he must select an eagle as his faithful companion. This ability functions like the druid animal companion feature except that the ranger's effective druid level is equal to his ranger level -2.

**Strong Bond (Ex):** At 12th-level, the moorland ranger strengthens his bond with his animal companion. The ranger's effective druid level in regard to his animal companion is now equal to his ranger level. This ability replaces camouflage.

**Winged Ranger (Su):** At 17th-level, the moorland ranger can grow huge eagle wings (as a standard action) and fly (60 ft. speed, good manoeuvrability) for a number of minutes per day equal to his ranger level. This duration does not need to be consecutive, but it must be used in 1 minute increments. This ability replaces hide in plain sight.

## NEW FEATS

*Centaurs of the Bleak Moor* introduces a number of new feats utilised by the warriors of Cloven Horn tribe. Each feat appears 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.

## 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 can use their bonus feats to choose Battle feats.

### CONCUSSIVE STRIKE [BATTLE]

*Your sling bullet slams into your target's head, briefly dazing it.*

**Prerequisites:** Tribal membership (Cloven Horn), base attack bonus +6.

**Benefit:** With a successful ranged attack with a sling you daze your target (can take no actions, but has no penalty to AC) for 1 round. The target can attempt a saving throw (DC = 10 + 1/2 the attacking character's HD + Strength modifier) to negate this effect. You can use Concussive Strike twice per day for every four hit dice you have attained.

### GREATER CONCUSSIVE STRIKE [BATTLE]

*Your sling bullet slams into your target's head, briefly stunning it.*

**Prerequisites:** Tribal membership (Cloven Horn), base attack bonus +8, Concussive Strike

**Benefit:** With a successful ranged attack with a sling you stun (target drops everything held, can't take actions, takes a -2 penalty to AC, and loses its Dexterity bonus) your target for 1 round. The target can attempt a saving throw (DC = 10 + 1/2 the attacking character's HD + Strength modifier) to negate this effect. You can use Greater Concussive Strike twice per day for every four hit dice you have attained.

### GREATER EAGLE COMPANION

*Your deep connection with the Bleak Moor enables you to befriend one of the many eagles dwelling on its high tors.*

**Prerequisites:** Tribal membership (Cloven Horn), animal companion class feature.

**Benefit:** You take a giant eagle as your animal companion. The stat block below presents the giant eagle's base statistics; they supersede a normal giant eagle's statistics.

**Normal:** You take a normal eagle as your animal companion.

## MANYSTONE

*You hurl two sling bullets at a single target.*

**Prerequisites:** Dex 17, Rapid Sling Shot, base attack bonus +6.

**Benefit:** When making a full attack action with a sling, your first attack fires two bullets. If the attack hits, both bullets hit. Apply precision-based damage (such as sneak attack) and critical hit damage only once for this attack. Damage bonuses from a high Strength bonus apply to each bullet, as do other damage bonuses such as a ranger's favoured enemy bonus. Damage reduction and resistances apply separately to each bullet.

## RAPID SLING SHOT [BATTLE]

*With amazing speed, you reload your sling.*

**Prerequisites:** Tribal membership (Cloven Horn), base attack bonus +4.

**Benefit:** You load your sling as a free action that does not provoke an attack of opportunity. You must still use two hands to do so, however.

**Normal:** Loading a sling is a move action that requires two hands and provokes an attack of opportunity.

### GIANT EAGLE ANIMAL COMPANION

CR - (XP 0)

*This immense eagle's feathers are golden brown and shimmer in the light. Its sharp beak and curved talons are dark yellow.*

N Large magical beast

**Init** +3; **Senses** low-light vision; Perception +10, Sense Motive +2

**Speed** 10 ft., fly 80 ft. (average); Flyby Attack

**ACP** 0; Fly +5, Stealth -1

**AC** 15, touch 12, flat-footed 12; **CMD** 19

(-1 size, +3 Dex, +3 natural)

**Fort** +4, **Ref** +6 (evasion), **Will** +2

**hp** 11 (2 HD)

**Space** 10 ft.; **Base Atk** +1; **CMB** +6

**Melee** 2 claws +4 (1d3+4) and

bite +4 (1d6+4)

**Abilities** Str 18, Dex 17, Con 12, Int 10, Wis 15, Cha 1

**SQ** bonus tricks (1), combat trained (attack, come, defend, down, guard, heel), share spells

**Feats** Flyby Attack

**Skills** as above

**Languages** Auran (cannot speak), link

**4th-Level Advancement:** Ability Scores Str +2, Con +2

## NEW DRUID SPELLS

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The druids of the Cloven Horn have developed a number of new spells with which to defend their brethren and defeat their enemies. They appear here, alphabetically.

### PRIMEVAL BOG

**Level** Druid 4 (transmutation)

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

**Range** long (400 ft. + 40 ft./level); **Effect** deep bog in a 40-ft. radius spread; **Duration** 10 min./level

**Saving Throw** Reflex partial; see text; **Spell Resistance** No

This spell creates a zone of deep bogs in an area of earth, sand or similar material. Deep bog has the following effects:

- It costs Medium or larger creatures four squares of movement to enter a deep bog square. Small or smaller creatures must swim (DC 10 Swim check) to move through the square.
- Tumbling is impossible in an area of deep bog.
- The DC of Stealth checks made in the area increase by 2.
- Deep bogs provide cover for Medium or larger creatures (+4 to AC, +2 on Reflex saves). Smaller creatures gain improved cover (+8 to AC, +4 on Reflex save). Medium or larger creatures can crouch to gain improved cover. Creatures with improved cover take a -10 penalty on attacks against creatures that aren't underwater.

Additionally, creatures that fail their saving throw, gain the staggered condition (the creature can take only a single move or standard action in a round as well as swift and immediate actions) as the sucking mud of the bog grasps at them. Creatures resisting this effect must make another saving throw at the end of the spellcaster's turn if they remain in the bog. Creatures moving into the area must save immediately and those that fail become staggered. Creatures exiting the affected area immediately lose the staggered condition.

If this spell is cast in a bog, creatures within the area of affect suffer a -2 penalty to their saving throw.

### GRASPING BOG

**Level** Druid 2 (transmutation)

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

**Range** long (400 ft. + 40 ft./level); **Area** ground in a 40-ft. radius spread; **Duration** 1 min./level (D)

**Saving Throw** Reflex partial; see text; **Spell Resistance** no

This spell causes an area of earth, sand or similar material to transform into a bog. This has the following effects on the area:

- It costs two squares of movement to enter a square containing bog.

- The DC of Acrobatics checks made in the area increase by 2.
- The DC of Stealth checks made in the area increase by 2.

Additionally, creatures that fail their saving throw, gain the staggered condition (the creature can take only a single move or standard action in a round as well as swift and immediate actions) as the sucking mud of the bog grasps at them. Creatures resisting this effect must make another saving throw at the end of the spellcaster's turn if they remain in the bog. Creatures moving into the area must save immediately and those that fail become staggered. Creatures exiting the affected area immediately lose the staggered condition.

If this spell is cast in a bog, creatures within the area of affect suffer a -2 penalty to their saving throw.

### HEDGE OF THORNS

**Level** Druid 3 (conjuration)

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

**Range** medium (100 ft. + 10 ft./level); **Area** hedge of thorns whose area is up to 5 ft. square/level (S); **Duration** 10 min./level (D)

**Saving Throw** none; **Spell Resistance** no

This spell conjures a hedge of tangled thorns. The hedge functions as a low wall (providing cover [+4 to AC, +2 on Reflex saves]). It costs 3 squares of movement to cross a hedge and a creature doing so takes 1d4 +1 point per caster level of piercing damage (no save).

If *hedge of thorns* is cast into a square containing a creature, it fails.

### GREATER HEDGE OF THORNS

**Level** Druid 4 (conjuration)

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

**Range** medium (100 ft. + 10 ft./level); **Area** hedge of thorns whose area is up to 10 ft. square/level (S); **Duration** 10 min./level (D)

**Saving Throw** none; **Spell Resistance** no

This spell conjures a dense hedge of tangled thorns more than 5 ft. tall. The hedge provides total cover. It costs 4 squares of movement to cross a dense hedge of thorns and a creature doing so takes 1d8 +2 points per caster level of piercing damage (no save). A DC 10 Climb check reduces the cost of moving through the hedge to 2 squares of movement and halves the resultant damage.

If *greater hedge of thorns* is cast into a square containing a creature, it fails.

## NEW MAGIC ITEMS

The druids of the Cloven Horn have created several magical items to aid them in their struggle against the minotaurs of the Black Hills. Additionally, several warriors of the tribe make use of a new weapon – the double morningstar.

### EAGLE'S SLING

*This beautifully carved sling is crafted from some kind of hard, dark wood. An exquisitely carved eagle's head decorates the weapon's haft.*

**Aura** moderate (conjuration, divination and evocation; DC 18 Knowledge [arcana]) **Identify** DC 23 Spellcraft

**Lore** (DC 10 Knowledge [nature]) The sling is crafted from darkwood.

**Lore** (DC 13 Knowledge [nature]) The eagle carving depicts a race of giant eagles dwelling on the Bleak Moor.

**Lore** (DC 20 Knowledge [religion]) This sling is an item sacred to the druids of the Cloven Horn. Lost in battle long ago, its return would be seen as a great victory for the centaurs.

**Abilities** This *+1 distance monstrous humanoid bane sling* grants its owner the ability to cast *fly* once per day.

**Activation** use activated; **CL** 8th

**Requirements:** Craft Magic Arms and Armour, *clairaudience/clairvoyance, fly, summon monster I*; **Cost** 11,850 gp; **Price** 23,700 gp

### FLAME STONE

*The smell of burning wood hangs in the air about this sling bullet.*

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

**Lore** (DC 10 Perception) The sling bullet feels slightly warm to the touch

**Abilities** If it strikes its target, this *+1 sling bullet* deals an extra 1d6+1 fire damage. Alternatively, the sling bullet can be commanded to bring forth light equivalent to a torch which does not harm the wielder). This light lasts for 1 minutes. Once this duration is ended the sling bullet loses the ability to inflict fire damage (but remains a *+1 sling bullet*).

**Activation** use activated; **CL** 1st

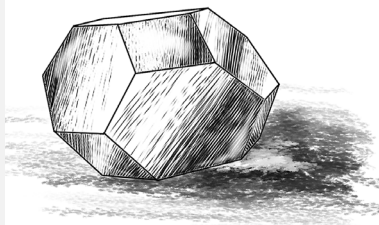
**Requirements:** Craft Magic Arms and Armour, *produce flame*; **Cost** 235 gp; **Price** 470 gp

### DOUBLE MORNINGSTAR

**Price** 55 gp; **Weight** 15 lbs.

**DMG (S)** 1d6/1d6; **DMG (M)** 1d8/1d8; **Critical** x2; **Type** B & P

A double morningstar is an exotic weapon and has a spiked ball at each end of a long haft. It is a double weapon. Berserks of the Cloven Horn use double morningstars to inflict terrible, crushing injuries on their opponents.



### LIGHTNING STONE

*This sling bullet seems to crackle and hum.*

**Aura** faint (evocation; DC 16 Knowledge [arcana]) **Identify** DC 20 Spellcraft

**Lore** (DC 15 Knowledge [arcana]) The sling bullet gives off a slight smell of ozone.

**Lore** (DC 15 Knowledge [religion]) Small glyphs carved into the bullet depict the sign for lightning.

**Abilities** If it strikes its target, this *+1 sling bullet* deals an extra 5d6 electricity damage. The user gains a +3 bonus on attack rolls if the opponent is wearing metal armour (or carrying a metal weapon or is made of metal).

**Activation** use activated; **CL** 5th

**Requirements:** Craft Magic Arms and Armour, *shocking grasp*; **Cost** 305 gp; **Price** 610 gp

### POISONED STONE

*A faint green liquid covers this sling bullet.*

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

**Lore** (DC 15 Heal) A natural poison of some kind covers this sling bullet.

**Lore** (DC 20 Heal) The poison is of a non-specific type.

**Abilities** A target struck by this *+1 sling bullet* is poisoned. This poison deals 1d3 Constitution damage per round for six rounds. A DC 14 Fortitude save negates the damage and ends the affliction. A character using a *poisoned stone* has a 5% chance of exposing himself to the poison. This consumes the poison on the stone.

**Activation** use activated; **CL** 5th

**Requirements:** Craft Magic Arms and Armour, *poison*; **Cost** 305 gp; **Price** 610 gp



## MINOR ENCOUNTERS

These encounters can take place anywhere on the Bleak Moor and serve as excellent introductions to the Cloven Horn tribe.

**Tactics:** If forced to defend their homeland from travellers, the Cloven Horn's warriors prefer to hang back from melee using their slings to batter foes into submission. They use their superior speed to keep away from opponents. If their enemies are mounted, the warriors shoot at their foe's mounts first.

### CLOVEN HORN WARRIOR CR 3 (XP 800)

N Large monstrous humanoid

**Init** +6; **Senses** darkvision 60 ft.; Perception +7, Sense Motive +2

**Speed** 35 ft., base speed 50 ft.; Run

**ACP** -5; **Stealth** -7

**AC** 19, touch 11, flat-footed 17; **CMD** 19 (23 vs. trip)

(-1 size, +2 Dex, +6 armour [breastplate], +1 shield [buckler], +1 natural)

**Fort** +3, **Ref** +6, **Will** +6

**hp** 30 (4 HD)

**Space** 10 ft.; **Base Atk** +4; **CMB** +7

**Melee** glaive (reach 10 ft.) +4 (1d10+3/x3) and 2 hooves +0 (1d6+1) or

**Melee** longsword +5 (1d8+2/19-20) and 2 hooves +0 (1d6+1)

**Ranged** sling (range 50 ft.) +5 (1d4+2)

**Combat Gear** 20 sling bullets

**Abilities** Str 15, Dex 14, Con 15, Int 11, Wis 14, Cha 12

**SQ** undersized weapons (Medium)

**Feats** Improved Initiative, Run

**Skills** as above plus Diplomacy +5, Intimidate +6, Knowledge (nature) +4, Survival +9

**Languages** Common, Elven, Sylvan

**Gear** as above plus hunting horn, 5 gp

### WATCHERS (EL 7; XP 3,200)

**Opponents** Cloven Horn Warrior (2), Cloven Horn Berserk (1)

**EL 6 (2,400 XP)** Remove one Cloven Horn Warrior; **EL 8 (4,800 XP)** Add one Cloven Horn Druid.

**Morale** If a Cloven Horn Warrior is reduced to below half hit points, it retreats. Cloven Horn Berserks fight to the death.

**Terrain** moorland; **Encounter Distance** 6d6 x 10 feet

The PCs travel across the Bleak Moor attracts the attention of a small group of wandering centaurs. The centaurs approach suddenly and demand to know the PCs' business. While they are not hostile, they are wary.

- **Diplomacy (DC 15):** If the PCs render the Cloven Horn Berserk friendly they may continue their journey. If they fail, the centaurs command them to leave the moor.
- **Intimidate (automatic failure):** Intimidating the centaurs seemingly succeeds, but in reality the centaurs are simply retreating to gather more of their brethren.

### CLOVEN HORN BERSERK

CR 5 (XP 1,600)

Male centaur barbarian 2

N Large monstrous humanoid

**Init** +3; **Senses** darkvision 60 ft.; Perception +10, Sense Motive +3

**Speed** 45 ft., base speed 60 ft.; Run

**ACP** -3; **Acrobatics** +0 (+4 jumping), **Climb** +5, **Stealth** -4, **Swim** +5

**AC** 21, touch 12, flat-footed 21; **CMD** 24 (28 vs. trip); uncanny dodge

(-1 size, +3 Dex, +7 armour [+1 breastplate], +1 shield [mwk buckler], +1 natural)

**Fort** +8, **Ref** +7, **Will** +7

**hp** 61 (6 HD)

**Space** 10 ft.; **Base Atk** +6; **CMB** +11

**Melee** mwk double morningstar +9/+4 (1d8+6) and 2 hooves +4 (1d6+2) or

**Melee** mwk double morningstar +5/+5/+0 (1d8+6) and 2 hooves +4 (1d6+2)

**Ranged** sling (range 50 ft.) +8 (1d4+4)

**Atk Options** rage (10 rounds; powerful blow +1)

**Combat Gear** 20 sling bullets, *potion of cure moderate wounds*, *potion of bull's strength*

**Abilities** Str 19, Dex 16, Con 19, Int 11, Wis 16, Cha 10

**SQ** fast movement, undersized weapons (Medium)

**Feats** Exotic Weapon Proficiency (double morningstar), Run, Two-Weapon Fighting

**Skills** as above plus Diplomacy +4, Intimidate +9, Knowledge (nature) +4, Survival +10

**Languages** Common, Elven, Sylvan

**Gear** as above plus hunting horn, 10 gp

**When raging, the Cloven Horn Berserk has the following altered stats:**

Climb +7, Swim +7

**AC** 19, touch 10, flat-footed 19

(-1 size, +3 Dex, -2 class, +7 armour [+1 breastplate], +1 shield [mwk buckler], +1 natural)

**Fort** +10, **Will** +9

**hp** 73 (6 HD)

**CMB** +13

**Melee** mwk double morningstar +11/+6 (1d8+9) and 2 hooves +6 (1d6+3) or

**Melee** mwk double morningstar +7/+7/+2 (1d8+9) and 2 hooves +4 (1d6+3)

**Ranged** sling (range 50 ft.) +8 (1d4+6)

**Abilities** Str 23, Con 23

**CLOVEN HORN DRUID** CR 5 (XP 1,600)

Male centaur druid (Bleak Moor) 2  
 N Large monstrous humanoid  
**Init** +5; **Senses** darkvision 60 ft.; Perception +15, Sense Motive +6  
**Speed** 35 ft., base speed 50 ft.; Run  
**ACP** -5; Stealth -8

---

**AC** 17, touch 10, flat-footed 16; **CMD** 19 (23 vs. trip)  
 (-1 size, +1 Dex, +5 armour [+1 *hide*], +1 shield [buckler], +1 natural)  
**Fort** +7, **Ref** +5, **Will** +11  
**hp** 51 (6 HD)

---

**Space** 10 ft.; **Base Atk** +5; **CMB** +8  
**Melee** mwk scimitar +7 (1d6+2/18-20) and 2 hooves +1 (1d6+1)  
**Ranged** +1 *sling* (range 50 ft.) +6 (1d4+3)  
**Druid Spells Prepared** (CL 2nd; concentration +6; spontaneous casting [*summon nature's ally*])  
 1st—*cure light wounds*, *entangle* (DC 15), *longstrider*  
 0—*detect magic*, *know direction*, *guidance*, *stabilize*  
**Combat Gear** 10 sling bullets, *lightning stone*, *wand of cure light wounds* (25 chgs.)

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**Abilities** Str 15, Dex 12, Con 17, Int 13, Wis 18, Cha 16  
**SQ** nature bond (eagle companion), nature sense, undersized weapons (Medium), wild empathy +5 (+9 vs. birds)  
**Feats** Alertness, Greater Eagle Companion<sup>B</sup>, Improved Initiative, Run  
**Skills** as above plus Diplomacy +7, Handle Animal +8, Intimidate +10, Knowledge (geography) +6, Knowledge (nature) +12, Survival +15  
**Languages** Auran, Common, Elven, Giant, Sylvan  
**Gear** as above plus hunting horn, 5 p

**GIANT EAGLE ANIMAL COMPANION** CR - (XP 0)

N Large magical beast  
**Init** +3; **Senses** low-light vision; Perception +10, Sense Motive +2  
**Speed** 10 ft., fly 80 ft. (average); Flyby Attack  
**ACP** 0; Fly +9, Stealth -1

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**AC** 17, touch 12, flat-footed 14; **CMD** 20  
 (-1 size, +3 Dex, +5 natural)  
**Fort** +4, **Ref** +6 (evasion), **Will** +3  
**hp** 16 (HD)

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**Space** 10 ft.; **Base Atk** +2; **CMB** +7  
**Melee** 2 claws +5 (1d3+4) and bite +5 (1d6+4)

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**Abilities** Str 18, Dex 17, Con 12, Int 10, Wis 15, Cha 1  
**SQ** bonus tricks (attack), combat trained (attack, come, defend, down, guard, heel), share spells  
**Feats** Flyby Attack, Skill Focus (Fly)  
**Skills** as above  
**Languages** Auran (cannot speak), link

**CLOVEN HORN SCOUT** CR 5 (XP 1,600)

Male centaur ranger 2  
 N Large monstrous humanoid  
**Init** +8; **Senses** darkvision 60 ft.; Perception +10 (+12 vs. monstrous humanoids), Sense Motive +3 (+5 vs. monstrous humanoids)  
**Speed** 35 ft., base speed 50 ft.; Run  
**ACP** -3; Stealth -3

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**AC** 22, touch 13, flat-footed 18; **CMD** 25 (29 vs. trip)  
 (-1 size, +4 Dex, +7 armour [+1 *breastplate*], +1 shield [mwk buckler], +1 natural)  
**Fort** +7, **Ref** +11, **Will** +7  
**hp** 53 (6 HD)

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**Space** 10 ft.; **Base Atk** +6; **CMB** +11  
**Melee** mwk glaive (reach 10 ft.) +9/+4 (1d10+6/x3) and 2 hooves +4 (1d6+2) or  
**Melee** longsword +9/+4 (1d8+4/19-20) and 2 hooves +4 (1d6+2)  
**Ranged** +1 *sling* (range 50 ft.; Far Shot, Rapid Sling Shot) +10/+5 (1d4+5)  
**Atk Options** favoured enemy (monstrous humanoids +2)  
**Combat Gear** 20 sling bullets, *flame stone*, *potion of cure moderate wounds*

---

**Abilities** Str 19, Dex 18, Con 17, Int 11, Wis 16, Cha 10  
**SQ** combat style (slinger), track (+1), undersized weapons (Medium), wild empathy +2 (-2 vs. magical beasts)  
**Feats** Improved Initiative, Far Shot<sup>B</sup>, Rapid Sling Shot, Run  
**Skills** as above plus Bluff +0 (+2 vs. monstrous humanoids), Diplomacy +4, Handle Animal +9, Intimidate +5, Knowledge (geography) +5, Knowledge (nature) +7 (+9 vs. monstrous humanoids), Survival +12 (+13 tracking, +15 tracking monstrous humanoids)  
**Languages** Common, Elven, Sylvan  
**Gear** as above plus hunting horn, 12 gp

**SCOUT (EL 5; XP 1,800)**

**Opponents** Cloven Horn Scout (1)  
**EL 4 (1,200 XP)** Apply the young creature template to the Cloven Horn scout; **EL 6 (2,400 XP)** Add 1 Cloven Horn Warrior.  
**Morale** If attacked, the Cloven Horn Scout retreats to summon aid.  
**Terrain** moorland; **Encounter Distance** 6d6 x 10 feet

A scout spots the party and cautiously approaches. When he is about 100 ft. distant, he hails the group and enquires after their business. If the group's answers satisfy him he approaches and chats amicably. If the travellers are evasive or hostile, he retreats to gather his kin. When the centaurs return, they demand the group leaves the moor. If the group refuses, the centaurs attack.

## MAJOR ENCOUNTERS

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Major encounters take place with large groups of centaurs or with powerful members of the tribe. Minor encounters should precede the encounters detailed here.

### **CLOVEN HORN SAVAGE BERSERK** CR 7 (XP 3,200)

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Male centaur barbarian 4

N Large monstrous humanoid

**Init** +7; **Senses** darkvision 60 ft.; Perception +12, Sense Motive +3

**Speed** 45 ft., base speed 60 ft.; Run

**ACP** -3; **Acrobatics** +4 (+8 jumping), **Climb** +8, **Stealth** -4, **Swim** +6

**AC** 22, touch 12, flat-footed 22; **CMD** 27 (31 vs. trip); uncanny dodge, +1 vs. traps

(-1 size, +3 Dex, +7 armour [+1 *breastplate*], +2 shield [+1 *buckler*], +1 natural)

**Fort** +9, **Ref** +8 (+9 vs. traps), **Will** +8

**hp** 84 (8 HD)

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**Space** 10 ft.; **Base Atk** +8; **CMB** +14

**Melee** mwk double morningstar +13/+8 (1d8+7) and 2 hooves +7 (1d6+2) or

**Melee** mwk double morningstar +9/+9/+4 (1d8+7) and 2 hooves +7 (1d6+2)

**Ranged** sling (range 50 ft.) +10 (1d4+5)

**Atk Options** rage (14 rounds; no escape, powerful blow +2)

**Combat Gear** 20 sling bullets, *potion of cure serious wounds*, *potion of bull's strength* (2)

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**Abilities** Str 20, Dex 16, Con 19, Int 11, Wis 16, Cha 10

**SQ** fast movement, trap sense (+1), undersized weapons (Medium)

**Feats** Exotic Weapon Proficiency (double morningstar), Run, Two-Weapon Fighting, Weapon Focus (double morningstar)

**Skills** as above plus Diplomacy +4, Intimidate +9, Knowledge (nature) +4, Survival +10

**Languages** Common, Elven, Sylvan

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**Gear** as above plus hunting horn, 10 gp

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### WARBAND (EL 12; XP 19,200)

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**Opponents** Cloven Horn Savage Berserk (1), Cloven Horn Slinger (2), Cloven Horn Greater Druid (1) and Cloven Horn Veteran Warrior (2)

**EL 11 (12,800 XP)** Remove one Cloven Horn Slinger and one Cloven Horn Veteran Warrior; **EL 13 (25,600 XP)** Add one Cloven Horn Slinger and one Cloven Horn Veteran Warrior.

**Morale** Centaurs reduced below half hit points retreat from battle, except the Savage Berserk who fights to the death.

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**Terrain** moorland; **Encounter Distance** 6d6 x 10 feet

Responding to a minotaur raid, these centaurs are moving swiftly. When they spot travellers, they intercept the PCs and demand news of any minotaur sightings. While the centaurs are not hostile toward the party, they are on edge. Offers of help are rebuffed unless the PCs can keep up with the centaurs.

**When raging, the Cloven Horn Savage Berserk has the following altered stats:**

Climb +10, Swim +8

**AC** 20, touch 10, flat-footed 20

(-1 size, +3 Dex, -2 class, +7 armour [+1 *breastplate*], +2 shield [+1 *buckler*], +1 natural)

**Fort** +11, **Will** +10

**hp** 108 (8 HD)

**CMB** +16

**Melee** mwk double morningstar +15/+10 (1d8+10) and 2 hooves +9 (1d6+3) or

**Melee** mwk double morningstar +11/+11/+6 (1d8+10) and 2 hooves +9 (1d6+3)

**Ranged** sling (range 50 ft.) +10 (1d4+7)

**Abilities** Str 24, Con 23

### **CLOVEN HORN SLINGER** CR 7 (XP 3,200)

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Male centaur ranger 4

N Large monstrous humanoid

**Init** +8 (+10 on plains); **Senses** darkvision 60 ft.; Perception +14 (+16 vs. monstrous humanoids or on plains +16 vs. monstrous humanoids on plains), Sense Motive +3 (+5 vs. monstrous humanoids)

**Speed** 35 ft., base speed 50 ft.; Run

**ACP** -3; **Stealth** +4 (+6 on plains)

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**AC** 23, touch 13, flat-footed 19; **CMD** 27 (31 vs. trip)

(-1 size, +4 Dex, +7 armour [+1 *breastplate*], +2 shield [+1 *buckler*], +1 natural)

**Fort** +8, **Ref** +12, **Will** +8

**hp** 72 (8 HD)

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**Space** 10 ft.; **Base Atk** +8; **CMB** +13

**Melee** mwk longsword +12/+7 (1d8+4/19-20) and 2 hooves +6 (1d6+2)

**Ranged** +1 *sling* (range 50 ft.; Concussive Strike [4/day], Far Shot, Rapid Sling Shot) +12/+7 (1d4+5)

**Atk Options** favoured enemy (monstrous humanoids +2)

**Ranger Spells Prepared** (CL 1st; concentration +4)

1st—*longstrider*

**Combat Gear** 20 sling bullets, *lightning stone*, *flame stone*, *potion of bull's strength*, *potion of cure moderate wounds*

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**Abilities** Str 19, Dex 19, Con 17, Int 11, Wis 16, Cha 10

**SQ** combat style (slinger), favoured terrain (plains +2), hunter's bond (eagle), track (+2), undersized weapons (Medium), wild empathy +4 (+0 vs. magical beasts)

**Feats** Concussive Strike, Endurance<sup>B</sup>, Improved Initiative, Far Shot<sup>B</sup>, Rapid Sling Shot, Run

**Skills** as above plus Bluff +0 (+2 vs. monstrous humanoids), Diplomacy +4, Handle Animal +11, Intimidate +5, Knowledge (geography) +5 (+7 plains), Knowledge (nature) +7 (+9 vs. monstrous humanoids), Survival +14 (+16 tracking or on plains, +18 tracking monstrous humanoids or tracking on plain, +20 tracking monstrous humanoid on plains)

**Languages** Common, Elven, Sylvan

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**Gear** as above plus hunting horn, 12 gp



**CLOVEN HORN GREATER DRUID** CR 7 (XP 3,200)

Male centaur druid (Bleak Moor) 4  
 N Large monstrous humanoid  
**Init** +5 (+7 on plains); **Senses** darkvision 60 ft.; Perception +17 (+19 on plains), Sense Motive +6  
**Speed** 35 ft., base speed 50 ft.; Run, trackless step  
**ACP** -5; Stealth -8 (-6 on plains)

**AC** 18, touch 10, flat-footed 17; **CMD** 21 (25 vs. trip) (-1 size, +1 Dex, +5 armour [+1 *hide*], +2 shield [+1 *buckler*], +1 natural)

**Fort** +8, **Ref** +6, **Will** +12; +4 vs. fey's spell-like and supernatural abilities and spells or effects targeting or utilizing plants  
**hp** 75 (8 HD)

**Space** 10 ft.; **Base Atk** +7; **CMB** +10  
**Melee** mwk scimitar +9/+4 (1d6+2/18-20) and 2 hooves +3 (1d6+1)

**Ranged** +1 *sling* (range 50 ft.) +8 (1d4+3)

**Special Actions** wild shape (1/day; *beast shape I*)

**Druid Spells Prepared** (CL 4th; concentration +8; spontaneous casting [*summon nature's ally*])

2nd—*barkskin*, *grasping bog* (DC 16), *heat metal* (DC 16)

1st—*cure light wounds* (2), *entangle* (DC 15), *longstrider*

0—*detect magic*, *know direction*, *guidance*, *stabilize*

**Combat Gear** 10 sling bullets, *wand of cure light wounds* (25 chgs.), *wand of longstrider* 25 (chgs.), *scroll of call lightning and grasping bog*

**Abilities** Str 15, Dex 12, Con 17, Int 13, Wis 18, Cha 16

**SQ** favoured terrain (plains), nature bond (eagle companion), nature sense, resist nature's lure, undersized weapons (Medium), wild empathy +7 (+11 vs. birds)

**Feats** Alertness, Greater Eagle Companion<sup>B</sup>, Improved Initiative, Run, Toughness

**Skills** as above plus Diplomacy +7, Handle Animal +10, Intimidate +10, Knowledge (geography) +8 (+10 plains), Knowledge (nature) +14, Survival +17 (+19 on plains)

**Languages** Auran, Common, Elven, Giant, Sylvan

**Gear** as above plus hunting horn, 25 gp

**GIANT EAGLE ANIMAL COMPANION** CR - (XP 0)

N Large magical beast  
**Init** +4; **Senses** low-light vision; Perception +10, Sense Motive +2  
**Speed** 10 ft., fly 80 ft. (average); Flyby Attack  
**ACP** 0; Fly +11, Stealth +0

**AC** 20, touch 13, flat-footed 16; **CMD** 23 (-1 size, +4 Dex, +7 natural)

**Fort** +6, **Ref** +8 (evasion), **Will** +4

**hp** 26 (HD)

**Space** 10 ft.; **Base Atk** +3; **CMB** +9

**Melee** 2 claws +7 (1d3+5) and bite +7 (1d6+5)

**Abilities** Str 21, Dex 18, Con 14, Int 10, Wis 15, Cha 1

**SQ** bonus tricks (attack, seek), combat trained (attack, come, defend, down, guard, heel), share spells

**Feats** Flyby Attack, Skill Focus (Fly)

**Skills** as above

**Languages** Auran (cannot speak), link

**CLOVEN HORN VETERAN WARRIOR** CR 7 (XP 3,200)

Male centaur ranger 4  
 N Large monstrous humanoid  
**Init** +8; **Senses** darkvision 60 ft.; Perception +14 (+16 vs. monstrous humanoids or plain +16 vs. monstrous humanoids on plain), Sense Motive +3 (+5 vs. monstrous humanoids)  
**Speed** 35 ft., base speed 50 ft.; Run  
**ACP** -3; Stealth +4 (+6 on plain)

**AC** 23, touch 13, flat-footed 19; **CMD** 28 (32 vs. trip) (-1 size, +4 Dex, +7 armour [+1 *breastplate*], +2 shield [+1 *buckler*], +1 natural)

**Fort** +8, **Ref** +12, **Will** +8

**hp** 72 (8 HD)

**Space** 10 ft.; **Base Atk** +8; **CMB** +13

**Melee** +1 *glaive* (reach 10 ft.) +13/+8 (1d10+8/x3) and 2 hooves +7 (1d6+2)

**Melee** mwk longsword +12/+7 (1d8+5/19-20) and 2 hooves +7 (1d6+2)

**Ranged** mwk sling (range 50 ft.; Far Shot) +12 (1d4+5)

**Atk Options** Power Attack (-3 attack, +6 damage [+3 with hooves, +9 with glaive]), favoured enemy (monstrous humanoids +2)

**Ranger Spells Prepared** (CL 1st; concentration +4)

1st—*longstrider*

**Combat Gear** 20 sling bullets, *potion of blur*, *potion of bull's strength*, *potion of cure serious wounds*

**Abilities** Str 20, Dex 18, Con 17, Int 11, Wis 16, Cha 10

**SQ** combat style (slinger), favoured terrain (plains +2), hunter's bond (eagle), track (+2), undersized weapons (Medium), wild empathy +4 (+0 vs. magical beasts)

**Feats** Endurance<sup>B</sup>, Improved Initiative, Far Shot<sup>B</sup>, Power Attack, Run, Weapon Focus (glaive)

**Skills** as above plus Bluff +0 (+2 vs. monstrous humanoids), Diplomacy +4, Handle Animal +11, Intimidate +5, Knowledge (geography) +5 (+7 plains), Knowledge (nature) +7 (+9 vs. monstrous humanoids), Survival +14 (+16 tracking or on plain, +18 tracking monstrous humanoids or tracking on plain, +20 tracking monstrous humanoid on plain)

**Languages** Common, Elven, Sylvan

**Gear** as above plus hunting horn, 12 gp

**WANDERING DRUID** (EL 9; XP 6,400)

**Opponents** Cloven Horn Greater Druid (1) and Cloven Horn Slinger (1),

**EL 8 (4,800 XP)** Apply the young creature template to both centaurs; **EL 10 (9,600 XP)** Add two Cloven Horn Veteran Warriors.

**Morale** Centaurs reduced below half hit points retreat from battle.

**Terrain** moorland; **Encounter Distance** 6d6 x 10 feet

Travelling with an escort, the Cloven Horn Druid is journeying to Hur's Wood to participate in a sacred ritual. If followed, the centaurs take great care to lose their pursuers.

## PERSONA: CORAFEL FERAREEN

*A powerful warrior, Corafel serves as the Cloven Horn's war chief. Implacable and merciless he crushes any threat to the tribe.*

War Chief of the Cloven Horn, Corafel constantly patrols the moor with a small band of veteran warriors and savage berserks.

**Background:** Corafel is descended from a long line of heroic warriors. He uses his family's heirlooms - magical armour and weapons - in battle.

**Personality:** Practical, straight-talking and foolishly brave, Corafel's greatest fear is to dishonour himself in battle.

**Mannerisms:** Corafel stamps his hooves if angry or upset.

**Distinguishing Features:** Clad in his war gear, Corafel is an imposing sight.

**Hooks:** Corafel intercepts the PCs as they cross the moor.

**Tactics:** Corafel recklessly charges into combat. He uses Power Attack liberally and rages if he faces dangerous foes.

### CORAFEL FERAREEN

CR 11 (XP 12,800)

Male advanced centaur barbarian 4/ranger (moorland ranger) 3  
N Large monstrous humanoid

**Init** +9 (+11 on plains); **Senses** darkvision 60 ft.; Perception +19 (+21 vs. monstrous humanoids or on plains, +23 vs. monstrous humanoids on plains), Sense Motive +5 (+7 vs. monstrous humanoids)



**Speed** 65 ft., base speed 60 ft.; Run

**ACP** -5; Acrobatics +14 (+26 jumping), Climb +12, Stealth -4 (-2 on plains), Swim +9

**AC** 26, touch 10, flat-footed 26; **CMD** 35 (39 vs. trip); Dodge, uncanny dodge, +1 vs. traps

(-1 size, +1 Dex, +11 armour [+2 full plate], +1 shield [mwk buckler], +1 dodge, +3 natural)

**Fort** +15, **Ref** +13 (+14 vs. traps), **Will** +11

**hp** 143 (11 HD)

**Space** 10 ft.; **Base Atk** +11; **CMB** +12

**Melee** +1 glaive (reach 10 ft.) +18/+13 (1d10+11/x3) and 2 hooves +12 (1d6+3) or

**Melee** longsword +16/+11 (1d8+7/19-20) and 2 hooves +12 (1d6+3)

**Ranged** +1 composite longbow (range 110 ft.; Precise Shot) +17/+12 (1d8+8/x3)

**Atk Options** Power Attack (-3 attack, +6 damage [+9 glaive]), favoured enemy (monstrous humanoids +2), rage (16 rounds; quick reflexes, renewed vigour [1d8 +6 hp])

**Combat Gear** 20 arrows, *potion of cure serious wounds*

**Abilities** Str 24, Dex 20, Con 24, Int 15, Wis 20, Cha 14

**SQ** combat style (archery), fast movement, favoured terrain (plains +2), track (+1), undersized weapons (Medium), wild empathy +5 (+1 vs. magical beasts)

**Feats** Dodge, Endurance<sup>B</sup>, Improved Initiative, Power Attack, Precise Shot<sup>B</sup>, Run, Weapon Focus (glaive, longbow)

**Skills** as above plus Bluff +2 (+4 vs. monstrous humanoids), Diplomacy +6, Intimidate +16, Knowledge (geography) +10 (+12 plains), Knowledge (local) +2 (+4 vs. monstrous humanoids), Knowledge (nature) +13, Survival +19 (+20 tracking, +21 on plains, +22 tracking monstrous humanoids or tracking on plain, +24 tracking monstrous humanoids on plains)

**Languages** Common, Draconic, Elven, Giant, Sylvan

**Gear** as above plus *horseshoes of speed*, *efficient quiver*, hunting horn, jewellery worth 300 gp

**When raging, Corafel has the following altered statistics:**

**ACP** -5; Climb +14, Swim +11

**AC** 24, touch 8, flat-footed 24

(-1 size, +1 Dex, +11 armour [+2 full plate], +1 shield [mwk buckler], -2 class, +1 dodge, +3 natural)

**Fort** +17, **Will** +13

**hp** 187 (11 HD)

**CMB** +14

**Melee** +1 glaive (reach 10 ft.) +20/+15 (1d10+14/x3) and 2 hooves +14 (1d6+4) or

**Melee** longsword +18/+13 (1d8+9/19-20) and 2 hooves +12 (1d6+4)

**Abilities** Str 28, Con 28

## PERSONA: SOLAVEL VERNYN

*The tribe's leader in all matters spiritual, Solavel consorts with the fey spirits of the moor's hidden places.*

The Cloven Horn's High Druid, Solavel watches over Hur's Wood and all the lands of the Bleak Moor.

**Background:** Chosen as a guardian of the moor at an early age, Solavel spent years in seclusion before gaining his powers. His parents were slain by raiding minotaurs decades ago.

**Personality:** Mercurial in temper and easily distracted by beauty, Solavel is never-the-less devoted to his beliefs. Helpless in the face of his considerable lusts, he has a reputation as a womaniser among the tribe. Thus far, his druidic powers and influence have shielded him from the consequences of his actions.

He hates the minotaurs of the Black Hill with a primal, animalistic passion.

**Mannerisms:** Solavel plays with his hair, combing it obsessively, when considering a course of action or listening to important news.

**Distinguishing Features:** Hirsute in the extreme, Solavel often goes bare-chested even in the harshest winters. He braids his beard.

**Hooks:** Solavel hides a terrible secret; his long-lasting and depraved love affair with Daenae Therithar (the nereid dwelling in Blackwater Tarn). He would do anything to keep his affair secret.

**Tactics:** Eschewing melee except in dire circumstances, Solavel uses spells and longbow to harry his enemies.

### SOLAVEL VERNYN CR 11 (XP 12,800)

Male advanced centaur druid (Bleak Moor) 7

N Large monstrous humanoid

**Init** +7 (+9 on plains); **Senses** darkvision 60 ft.; Perception +22 (+24 on plains), Sense Motive +7

**Speed** 35 ft., base speed 50 ft.; Run, trackless step

**ACP** -2; Fly +10, Stealth -3 (-1 on plains), Swim +14

**AC** 23, touch 13, flat-footed 19; **CMD** 29 (33 vs. trip); Dodge (-1 size, +3 Dex, +6 armour [+2 *hide*], +1 shield [mwk buckler], +1 dodge, +3 natural)

**Fort** +11, **Ref** +9, **Will** +16; +4 vs. fey's spell-like and supernatural abilities and spells or effects targeting or utilizing plants

**hp** 115 (11 HD)

**Space** 10 ft.; **Base Atk** +9; **CMB** +15

**Melee** +1 *glaive* +14/+9 (1d10+8/x3) and 2 hooves +8 (1d6+2)

**Ranged** +1 *composite longbow* (range 110 ft.) +12/+7 (1d8+6/x3) or

**Ranged Touch** *storm burst* (range 30 ft.) +12 (1d8 +3 nonlethal plus -2 on attacks [1 round])

**Atk Options** *storm burst* (10/day)

**Special Actions** *wild shape* (1/day, 5th-level, *beast shape I* [1/day, 9th-level eagle, *beast shape II*]; Natural Spell)

**Druid Spells Prepared** (CL 7th; concentration +14 [+18 casting defensively or grappling]; spontaneous casting [*summon nature's ally*; *summon eagles*], Weather Domain)

4th—*flame strike* (DC 21), *primeval bog* (DC 21), *sleet storm*

3rd—*call lightning* (DC 20), *cure moderate wounds*, *hedge of thorns*, *water breathing*, *wind wall*

2nd—*animal messenger*, *barkskin*, *bear's endurance*, *delay poison*, *fog cloud*, *grasping bog* (DC 19)

1st—*cure light wounds* (3), *endure elements*, *faerie fire*, *longstrider*, *obscuring mist*

0—*create water*, *detect magic*, *guidance*, *stabilize*

**Combat Gear** 20 arrows, *scroll of greater hedge of thorns*

**Abilities** Str 21, Dex 16, Con 21, Int 15, Wis 24, Cha 20

**SQ** favoured terrain (plains +2), nature bond, nature sense, resist nature's lure undersized weapons (Medium), wild empathy +12 (+16 vs. birds)

**Feats** Combat Casting, Dodge, Improved Initiative, Martial Weapon Proficiency (longbow), Natural Spell, Run

**Skills** as above plus Diplomacy +9, Handle Animal +13, Intimidate +12, Knowledge (geography) +13 (+15 plains), Knowledge (nature) +18, Survival +23 (+25 on plains)

**Languages** Auran, Common, Draconic, Elven, Giant, Sylvan

**Gear** as above plus *druid's vestment*, *eyes of the eagle*, jewellery worth 300 gp



## COMPILED LISTS

The Centaurs of the Bleak Moor have developed many unique spells, magic items, feats and class abilities. This page summarises their creations.

### ALTERNATE CLASS FEATURES

**Druid:** Bleak Moor druid

**Ranger:** Moorland ranger

### NEW DRUID SPELLS

#### 2ND-LEVEL DRUID SPELLS

**Grasping Bog:** Creates a zone of shallow bog.

#### 3RD-LEVEL DRUID SPELLS

**Hedge of Thorns:** Creates a hedge of tangled thorns.

#### 4TH-LEVEL DRUID SPELLS

**Primeval Bog:** Creates a zone of deep bog.

**Greater Hedge of Thorns:** Conjures a high, dense hedge of tangled thorns.

### NEW MAGIC ITEMS BY COST

COST	
470 gp	<i>Flame Stone</i>
610 gp	<i>Lightning Stone</i>
610 gp	<i>Poisoned Stone</i>
23,700 gp	<i>Eagle's Sling</i>

### STAT BLOCKS BY CR

CR		PAGE
3	Cloven Horn Warrior N centaur	20
5	Cloven Horn Berserk N male centaur barbarian 2	20
5	Cloven Horn Druid N male centaur druid (Bleak Moor) 2	21
5	Cloven Horn Scout N male centaur ranger 2	21
7	Cloven Horn Savage Berserk N male centaur barbarian 4	22
7	Cloven Horn Slinger N male centaur ranger 4	22
7	Cloven Horn Greater Druid N male centaur druid (Bleak Moor) 4	23
7	Cloven Horn Veteran Warrior N male centaur ranger 4	23
11	Corafel Ferareen N male advanced centaur barbarian 4/ranger (moorland ranger) 3	24
11	Solavel Vernyn N male advanced centaur druid (Bleak Moor) 7	25

### NEW FEATS

FEAT	PREREQUISITES	BENEFIT
Concussive Strike	Tribal membership, BAB +6	Daze target with successful sling shot
Greater Concussive Strike	Tribal membership, BAB +8, Concussive Strike	Stun target with successful sling shot
Greater Eagle Companion	Tribal membership, animal companion	Take a giant eagle as your animal companion
Manystone	Dex 17, Rapid Sling Shot, BAB +6	Hurl two sling bullets at one target
Rapid Sling Shot	Tribal membership, BAB +4	Load your sling as a free action

# HALF-GOBLINS OF THE TANGLED WOOD

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*Half-breed savages in tight-knit clans,  
Bitter and twisted, shaping evil plans,  
No friends have they among other races,  
Fear and loathing etched in their faces,  
The mongrel spawn of monsters and men,  
Civilisation's light is lost to them,  
Neither man nor beast, there's no trace of good,  
In these half-goblins of the Tangled Wood...*

## HALF-GOBLINS OF THE TANGLED WOOD

Men whisper that ghosts of an elder age stalk the deepest, unknowable reaches of the Lonely Coast's ancient woodlands. Along with the forsaken holy places and forts of a long-fallen elder civilisation, a debased and twisted race of half-goblins haunts the forest's deepest thickets. The mongrel descendants of a tribe of humans subjugated by goblins centuries ago half-goblins are a bitter, evil folk. Never numerous, and dedicated to dark powers, they skulk about civilisation's fringe weaving terrible plots to destroy their neighbours.

### ECOLOGY & SOCIETY

Although thoroughly evil and despicable, half-goblins have nevertheless developed a tight-knit, hierarchical society. Assailed by innumerable external threats, half-goblins have learnt that personal survival and advancement depends on that of the clan.

Half-goblins dwell in small clans – little more than extended family groups - of no more than forty individuals. Although the clans compete among themselves for glory and wealth, contact and trade between groups is brisk and relatively peaceful. An elder, assisted by the learned folk of the clan, rules each clan. Groups of clans, in turn make up a tribe. No one individual rules the tribe except in times of great crisis or law. Normally, clan elders form a council which loosely directs the tribe's activities.

**Relations:** Half-goblins hate all other races, viewing them as potential aggressors. In particular, they hate goblins (who hunt them) and humans (who treat them as normal goblins to be killed on sight).

**Alignment and Religion:** Half-goblins are sadistic, hate-filled creatures concerned only with the survival and advancement of their clan at the expense of others. In the main, they worship Braal (NE god of hate, malice and revenge [page 18]) a few worship fell demonic powers or the ancient, atavistic spirits of

the woodland in which they dwell. Others stray toward lawful evil. Most such individuals dream of uniting the disparate clans under a strong leader (normally themselves) and scourging the Tangled Wood clear of both the human and goblin infestation.

**Adventurers:** Most half-goblins do not stray far from their clan home. A few venture farther abroad on specific missions while others, fleeing some terrible punishment, are forced to endure civilisation's perils.

### HALF-GOBLIN TRAITS

Taller than their goblin antecedents but shorter than humans, half-goblins are scrawny creatures. Like their goblin kin, their heads seem oversized for their bodies. Their eyes are black or dark brown and hair is similarly of a dark hue while their ears are slightly pointed. Roughly one in ten can pass for a human (albeit a freakishly short and ugly one).

Half-goblin advance by class level and have the following racial traits:

- **+2 to One Ability Score:** Half-goblins get a +2 bonus to one ability score to represent their varied nature.
- **Medium:** Half-goblins are Medium creatures and have no bonuses or penalties due to their size.
- **Normal Speed:** Half-goblins have a base speed of 30 ft.
- **Darkvision:** Half-goblins can see in darkness for 60 ft.
- **Goblin Blood:** Half-goblins count as both human and goblin for any effect related to race.
- **Swift:** At 1st-level, half-goblins receive Fleet as a bonus feat.
- **Rider:** Half-goblins receive a +2 racial bonus on Ride checks.
- **Stealthy:** Half-goblins receive a +2 racial bonus on Stealth checks.
- **Languages:** Half-goblins begin play speaking Common and Goblin. Those with high Intelligence scores can also choose from Abyssal, Dwarven, Gnome, Infernal and Orc.

#### HALF-GOBLIN RANDOM HEIGHT AND WEIGHT

TITLE	BASE HEIGHT	BASE WEIGHT	MODIFIER	WEIGHT MODIFIER
Male	4 ft. 10 in.	90 lbs.	2d4	x3 lbs.
Female	4 ft. 4 in.	75 lbs.	2d4	x3 lbs.

#### HALF-GOBLIN STARTING AGE

ADULTHOOD	MARTIAL	ARCANE	DIVINE
13	13	17	15

#### HALF-GOBLIN AGING EFFECTS

MIDDLE AGE	OLD	VENERABLE	MAX. AGE
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### IN YOUR CAMPAIGN

*Half-Goblins of the Tangled Wood's* design enables a GM to easily insert half-goblins into a home campaign. While they mostly worship a specific god, Braal (NE god of hate, malice and revenge), his portfolio is generic enough to be easily replaced by an extant deity from a GM's personal campaign. Alternatively, the half-goblins could exclusively worship a demon or similar otherworldly, sinister power.

The information herein builds upon that presented in *The Lonely Coast* (a free mini-campaign available as an extensively bookmarked PDF from [ragingswan.com](http://ragingswan.com)) and *Retribution*. Neither is necessary to use half-goblins. If the GM is not using the Lonely Coast setting, it is simple to change half-goblins' home to any remote woodland area.

NPC half-goblins usually have levels in warrior, adept or expert (scout). Some have levels in cleric, fighter, ranger or rogue. A rare few embrace sorcery or worship the atavistic spirits of their ancient woodland home. Unsurprisingly, paladins, monks and wizards are unknown among them.

**Male Names:** Anarl, Bartrel, Carlai, Cerlal, Destrel, Earlal, Estrel, Ferel, Krel, Marl, Steril, Terlal, Terl, Vartel, Werlal, Xerl.

**Female Names:** Arala, Barsala, Carlix, Eratla, Harastra, Jerix, Larsala, Narlix, Oparlix, Severa, Varla.

**Clan Names:** Black Arrow, Blood Knife, Broken Spear, Cloven Shield, Crimson Blade, Dark Shadows, Dripping Blade, Ebon Axe, Gouged Eyes, Sneaking Death, Splintered Knees, Twisted Neck.

## LAIRS

Half-goblin clans dwell deep in the Tangled Wood (page 8), in places well hidden from the prying eyes of their enemies. They often choose defensible caverns, but the elder places of the world – places where ancient peoples raised mighty temples or high fortresses – also attract them.

## COMBAT & TACTICS

Keenly aware of their low numbers, half-goblins avoid stand-up fights wherever possible. Rather, they prefer striking from ambush unleashing missile weapons and spells upon their hapless foe.

Alternatively, they love to manipulate their foes into fighting each other. For example, half-goblin scouts could lead a goblin raiding party to a human settlement or (disguised as goblins) attack wandering adventurers.

## PLAYER CHARACTERS

Most player character half-goblins are outcasts from their tribe for some reason. Perhaps their outlook on life is different to their brethren, or maybe the same burning hatred for human kind does not surge through their veins.

Few half-goblins wander the world without a compelling reason. A few of the more learned folk – sorcerers and druids mainly – search for ancient knowledge and power and the life of an adventurer suits them very well.

Alternatively, raiding goblins could have destroyed the character's clan and he could now be seeking revenge or he could have fled his home to escape death at the hands of his enemies.

Most wandering half-goblins fall into the small portion of the race that can pass for human.

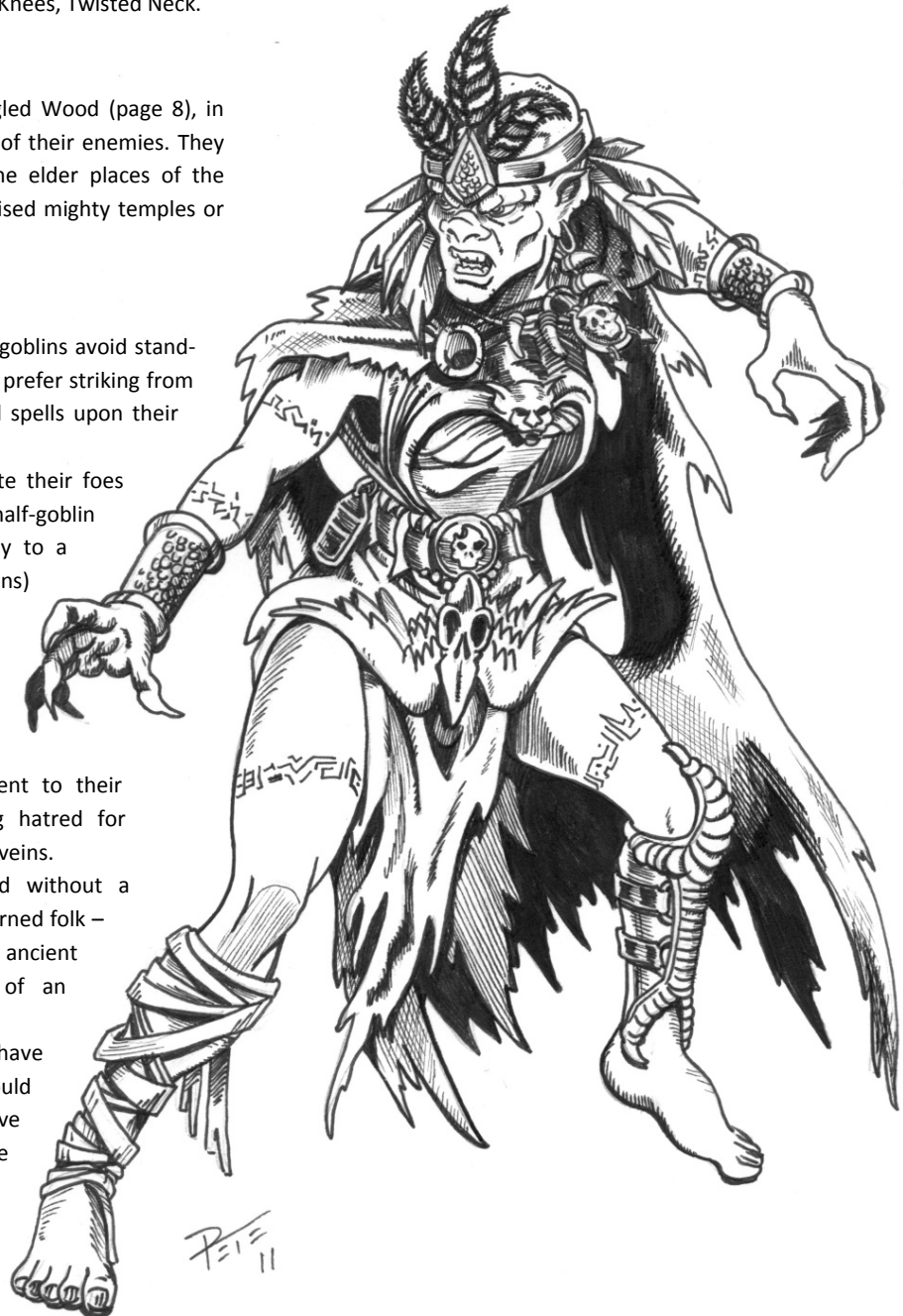
## HALF-GOBLIN LORE

Character with ranks in Knowledge (local) can learn more about half-goblins with a successful skill check. A successful check reveals all information revealed by a lesser check.

**DC 11:** This creature is a half-goblin. A debased and twisted mongrel race they dwell in secluded, wild places. They hate humans and goblins with equal vigour.

**DC 16:** Half-goblins are stealthy and fleet of foot. They can see in pitch darkness and are skilled riders.

**DC 21:** Half-goblins normally worship Braal.



## THE TANGLED WOOD

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The Tangled Wood is an ancient place; many of its trees are hundreds of years old. Sprawling for miles on end over a range of steep-sided, craggy hills some parts of the forests have never known the tread of human feet.

### FLORA & FAUNA

Great thickets of brambles hinder exploration of the interior; these completely untouched portions of wilderness boast trees of great age and size. Mighty oaks, hornbeams and grey-brown-barked elms all grow here in profusion, interspersed with box elder and holly and occasional stands of birches, pines and willows. Many small streams and brooks wind their way through the murk.

The forest floor is a perpetually gloomy, twilight world. An almost impenetrable canopy of thickly woven branches and boughs allows but a little light to filter through to the forest floor. Wild pigs, boars and deer as well as bears, packs of wolves and the feared shadow wolves all haunt the wood. Smaller creatures – foxes, rabbits, badgers, squirrels and so on – live here in profusion.

A deep, springy layer of leaf litter carpets the floor, enriching the soil and providing perfect growing conditions for a vast array of lichens, moss, mushrooms and berry bushes, which (at the forest fringes) villagers harvest along with wild fruits (raspberries, blackberries and whortleberries) and nuts.

### SITES OF INTEREST

The ruins of the Old People – hidden beneath ten centuries of slow, inexorable growth, choked with bushes and ringed with near-impenetrable walls of thorn bushes – lie scattered throughout the forest. Tree-shrouded burial mounds, stone circles dominated by ancient oaks, and time-worn hill forts all

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#### SAMPLE CLAN: CLAN BLACK ARROW

This sample half-goblin clan is typical of those dwelling in the forest.

**Clan Elder:** Arala (NE female half-goblin ranger 4/fighter 2)

**Members:** 7 warriors (half-goblin fighter 1), 4 scouts (half-goblin ranger 1), 2 adepts (half-goblin adept 2), 28 non-combatants (females, the old and the very young)

**Device:** A barbed, ebon arrow dripping blood from its tip.

**Lair:** Clan Black Arrow lives in a dry series of caves hidden at the head of a narrow valley. The cave mouth is obscured by scrub and accessible from a narrow pathway leading up from the valley floor. Warriors keep watch over the passageway; several deadfall traps are rigged to drop rubble upon intruders.

The clan has dwelled here for years (although constant skirmishes with goblins keeps their numbers low).

slumber beneath the Tangled Wood's gnarled boughs. The humanoids of the forest always vigorously contest such places, seemingly drawn to them as a moth drawn to flame.

Of particular note are Arius' Watchtower (the shattered ruin of a powerful conjurer laid low by a powerful wyrm), certain strange and unsettling timeworn structures upon the Orestone and the remnants of an ancient hill fortress sprawling across Talan's Bluff. Although no half-goblins dwell in the caves and passageways honeycombing the cliffs of the Twisted Gorge, the clans often despatch spies and hunters to the area to fight the goblins infesting the gorge and to cause trouble for them among the other tribes of that fell place.

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#### CLANS OF THE TANGLED WOOD

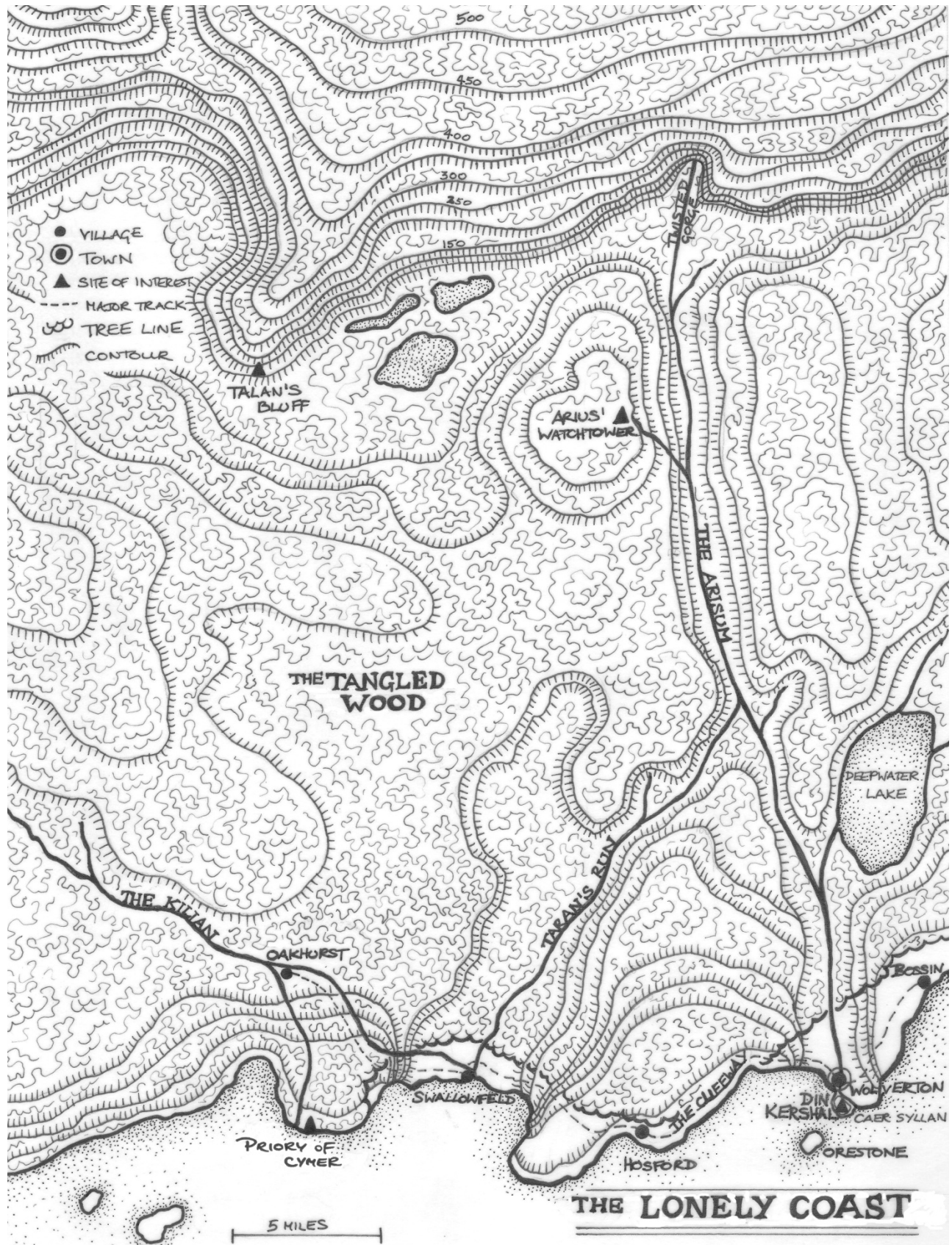
The following half-goblin clans are examples of those known to dwell in the Tangled Wood.

**Broken Spear:** The Broken Spear dwell near a small human village in an extensive burrow tunnelled into a high hill. From their vantage point, the clan keep watch on their hated enemies and sometimes creep forth to steal cattle, destroy property and generally cause mischief. Other half-goblins view the clan's warriors as craven for they rarely join in battle and kill few humans. The truth of the matter, however, is that the clan elder, Carlai (NE male half-goblin rogue 4) has secretly forged a precarious truce with certain ill-favoured humans of the nearby village. In return for being left alone, the humans deliver travellers into the half-goblins' clutches. Such travellers disappear completely – most assume they fall victim to the ferocious denizens of the forest (which is true after a fashion).

**Gouged Eyes:** One of the largest clans in the Tangled Wood, the Gouged Eyes is particularly aggressive in its hunt of goblins. Its trackers and scouts are among the most skilled in the Tangled Wood. Once they have slain their foes, the clan's warriors gouge the eyes from their enemies' skulls and consume them to ritually assert dominance over their vanquished foes.

**Splintered Knees:** The Splintered Knees dwell in a network of interconnected tombs hewn from the rock by the ancient folk who once dwelled in the Tangled Wood. The half-goblins have enlarged and improved the tombs, creating a confusing network of secret passages linking them together. Led by Varla (NE female cleric [Braal] 7) the Splintered Knees take perverse pleasure in carrying off the bloodied corpses of vanquished foes to be later animated for the clan's defence. The clan hideously mutilates all such guardians before setting them to their eternal vigil.





## GOBLIN BLOODLINE

Most half-goblin sorcerers have the goblin bloodline, although a few gain their powers from the taint of aberrations. While half-goblins hate their goblin ancestors, their sorcerers embrace the power flowing through their veins. Half-goblin sorcerers are endlessly deceitful, always striving to out-wit their enemies.

### GOBLIN BLOODLINE

*The blood of your goblin forefathers courses through your veins.*

**Class Skill:** Stealth.

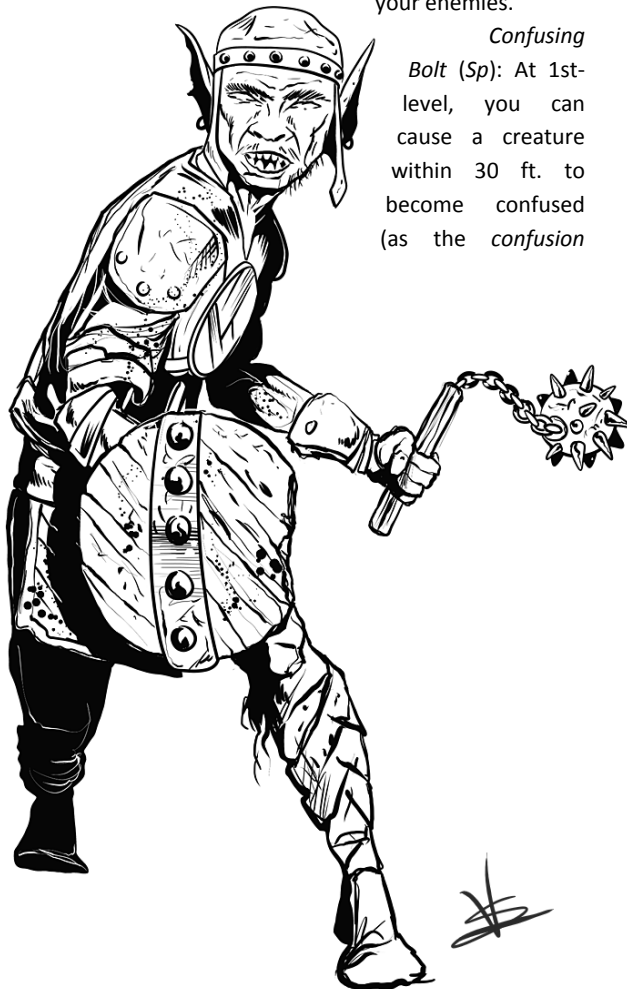
**Bonus Spells:** *charm person* (3rd), *hideous laughter* (5th), *heroism* (7th), *confusion* (9th), *dominate person* (11th), *greater heroism* (13th), *mass hold person* (15th), *mass charm person* (17th), *mass hold monster* (19th).

**Bonus Feats:** Alertness, Deceitful, Heighten Spell, Improved Initiative, Skill Focus (Ride), Skill Focus (Stealth), Spell Focus, Stealthy.

**Bloodline Arcana:** Whenever you cast a spell of the charm subschool, increase the DC by +2.

**Bloodline Power:** You delight in confusing and controlling your enemies.

**Confusing Bolt (Sp):** At 1st-level, you can cause a creature within 30 ft. to become confused (as the *confusion*



spell) with a successful ranged touch attack. This effect persists for a number of rounds equal to half your sorcerer level (minimum 1). Once a creature has been affected by *confusing bolt*, it is immune to its effects for 24 hours. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

**Woodland Stride (Ex):** At 3rd-level, you can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas and similar terrain) at your normal speed without taking damage or suffering any other impairment. Thorns, briars and overgrown areas magically manipulated to impede motion, however, still affect you.

**Deepening Shadows (Sp):** At 9th-level you can summon a zone of deep shadows equal to *deeper darkness* in a 10-foot-radius centred on yourself. You can see through this effect normally, but otherwise the shadows provide concealment (50% miss chance) to any creature within. The shadows remain in existence for a number of rounds equal to your sorcerer level. At 9th-level, you can use this ability once per day. At 17th-level, you can use this ability twice per day. At 20th-level, you can use this ability three times per day.

**Aspect of the Goblin (Sp):** At 15th-level, the range of your darkvision increases by 30 ft. Additionally, you gain a worg (*Pathfinder Roleplaying Game Bestiary*) as a familiar.

**Unbreakable Will (Ex):** At 20th-level, you become immune to all spells and effects from the charm or compulsion subschools.

### WORG FAMILIAR

CR 0 (XP 0)

N Medium magical beast

**Init** +2; **Senses** darkvision 60 ft., low-light vision; Perception +11, Sense Motive +2

**Speed** 30 ft.; Run

**ACP** 0; Acrobatics +2 (+6 running jump), Stealth +9

**AC** 14, touch 12, flat-footed 12; **CMD** 19 (+23 vs. trip) (+2 Dex, +2 natural)

**Fort** +5, **Ref** +6, **Will** +3

**hp** 26 (4 HD)

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

**Melee** bite +7 (1d6+4 plus trip)

**Trip (Ex)** If the worg hits with its bite attack it can attempt to trip its opponent as a free action without provoking an attack of opportunity. If its attempt fails, it is not tripped in return.

**Abilities** Str 17, Dex 15, Con 13, Int 6, Wis 14, Cha 10

**Feats** Run, Skill Focus (Perception)

**Skills** as above plus Survival +5

**Languages** Common, Goblin

## NEW FEATS

*Half-Goblins of the Tangled Wood* introduces five new feats. 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.

### 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 can use their bonus feats to choose Battle feats.

#### FOREST STRIDE

*You are adept at moving through forest terrain.*

**Prerequisites:** Dex 13.

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

#### FOREST WARRIOR [BATTLE]

*You are adept at fighting in woodland.*

**Prerequisites:** Tribal membership (half-goblin).

**Benefit:** You are skilled at fighting in woodlands and forests and are able to gain extra protection from the environment. When adjacent or in a square containing a tree, the cover bonus bestowed by the tree increases by 1. Similarly, if you are adjacent or in a square containing undergrowth providing concealment the miss chance bestowed by that concealment increases by 5%.

#### GREATER FOREST STRIDE

*You are adept at moving through forest terrain.*

**Prerequisites:** Dex 15, Forest Stride

**Benefit:** When in forest terrain, you can move through 30 feet of difficult terrain each round as if it were normal terrain.

#### GREATER SKIRMISHER [BATTLE]

*Moving swiftly, you dodge your opponent's attacks.*

**Prerequisites:** Tribal membership (half-goblin), Skirmisher.

**Benefit:** If you move 20 ft. or more before attacking you gain a +1 circumstance bonus to attack rolls and a +1 dodge bonus to AC until the start of your next turn. These bonuses stack with those granted by Skirmisher.

#### SKIRMISHER [BATTLE]

*Moving swiftly, you dodge your opponent's attacks.*

**Prerequisites:** Tribal membership (half-goblin), Dodge.

**Benefit:** If you move 20 ft. or more before attacking you gain a +1 circumstance bonus to attack rolls and a +1 dodge bonus to AC until the start of your next turn.



## NEW SPELLS

Half-goblin adepts have developed two new spells with which to defeat their hated enemies. They appear below, alphabetically.

### MIASMA OF ENERVATION

**Level** Adept 3, cleric 3 (conjunction [creation])  
**Casting Time** 1 standard action; **Components** V, S, DF  
**Range** medium (100 ft. + 10 ft./level); **Area** 20-ft. radius spread;  
**Duration** 1 round/level  
**Saving Throw** Fortitude negates; **Spell Resistance** yes

This spell enervates creatures within its area of affect. Characters in the area are fatigued (character can neither run nor charge and takes a -2 penalty on Strength and Dexterity) unless they succeed on a Fortitude saving throw.

### MIASMA OF HATRED

**Level** Adept 2, cleric 2 (enchantment [compulsion, mind-affecting])  
**Casting Time** 1 standard action; **Components** V, S, DF  
**Range** medium (100 ft. + 10 ft./level); **Area** creatures in a 20-ft.-radius spread; **Duration** concentration, up to 1 round/level (D)  
**Saving Throw** Will negates; **Spell Resistance** yes

This spell drives the targets into a wild frenzy of anger. You have no control over the affected creatures, who simply try to slay any visible enemies. Affected creatures make every effort to melee their enemies as quickly as possible, but such creatures gain an additional immediate saving throw if they must cross



some obvious hazard (such as a chasm) to do so. Finally, *miasma of hatred* inflicts a -2 penalty to AC as the affected creatures hurl themselves at their enemies.

This spell automatically suppresses (but does not dispel) *calm emotions*. It also suppresses any fear effects and removes the confused condition. While *miasma of hatred* is in effect, suppressed spells, conditions and effects have no effect. When the *miasma of hatred* ends, the original spells or effects take hold of the creature again, providing their duration has not expired in the meantime.

## BRAAL

NE god of Hate, Malice and Revenge

**Epithets:** The Hated, the Wrecker, Dweller in Shadows

**Symbol:** A cloven skull

**Domains:** Destruction, Evil and Trickery

**Favoured Weapon:** Morningstar

**Raiment:** Braal's faithful wear cowled black cloaks smeared with the blood of their sacrifices. Adherents also shave their heads.

**Teachings:** Strike from the shadows; punish those who have wronged you and show no mercy. Take what you want and destroy that which you cannot take.

**Holy Texts:** The worship of Braal is not as prescriptive as other religions. No universally agreed upon text exists, but several dark tomes are preferred by various sects.

**Adept Spell List:** Half-goblin adepts worshipping Braal 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, detect chaos, detect evil, detect good, detect law, faerie fire, magic fang, obscuring wind, protection from chaos, protection from evil, protection from good, protection from law, sleep.*

2nd—*aid, bear's endurance, bull's strength, cat's grace, cure moderate wounds, darkness, delay poison, miasma of hatred, owl's wisdom, resist energy, scorching ray, see invisibility, tree shape, undetectable alignment.*

3rd—*animate dead, bestow curse, contagion, cure serious wounds, deeper darkness, miasma of enervation, neutralize poison, poison, remove curse, remove disease, tongues, wind wall.*

4th—*cure critical wounds, freedom of movement, ice storm, stoneskin, unholy blight, wall of fire.*

5th—*cloudkill, commune, greater command, harm, heal, true seeing, unhallow, waves of fatigue.*

## NEW MAGIC ITEMS

The half-goblins of the Tangled Wood have created several magic items unique to themselves and have scavenged others from the tumbled ruins of an elder civilisation hidden beneath the boughs of their forest home.

### CLOAK OF THE WOODLANDS

*This mottled green and brown leather cloak has a deep cowl.*

**Aura** faint (abjuration and transmutation; DC 16 Knowledge [arcana]) **Identify** DC 18 Spellcraft

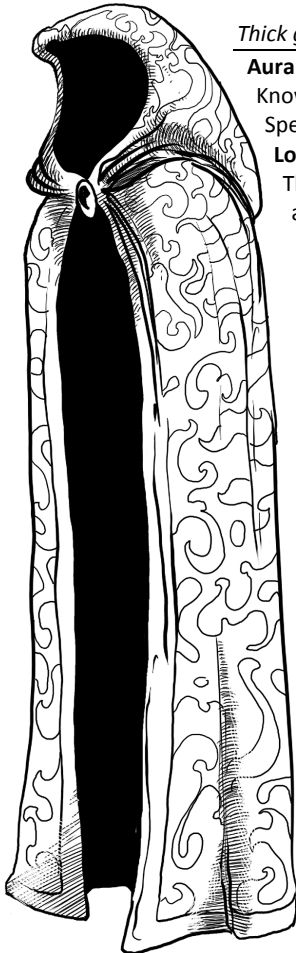
**Lore** (DC 10 Perception) The cloak is exceptionally well-oiled and free of burrs, rips and tears.

**Lore** (DC 16 Knowledge [nature]) As if moved by a gentle wind, vegetation seems to sway away from the cloak when it is brought near.

**Abilities** The *cloak of the woodlands* affects its owner with a *pass without trace* spell as long as it is worn. Additionally, once per day the wearer can cast *hide from animals*.

**Activation** use-activated and command word; **CL** 3rd

**Requirements** Craft Wondrous Item, *hide from animals*, *pass without trace*; **Cost** 1,500 gp; **Price** 3,000 gp



### OIL OF ENTANGLE

*Thick green oil fills this flask.*

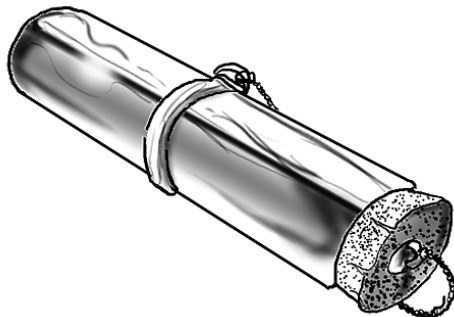
**Aura** faint (transmutation; DC 16 Knowledge [arcana]) **Identify** DC 18 Spellcraft

**Lore** (DC 15 Knowledge [nature]) The oil contains mashed up berries and twigs that seemingly move of their own volition.

**Abilities** When this oil is poured on the ground, the vegetation within a 40 ft. radius spread is affected as if by an *entangle* spell.

**Activation** use-activated; **CL** 3rd

**Requirements** Brew Potion, *entangle*; **Cost** 75 gp; **Price** 150 gp



### OIL OF PLANT GROWTH

*Viscous and lumpy green oil fills this flask.*

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

**Lore** (DC 16 Knowledge [nature]) The smell of this potion is reminiscent of deep woodland in the depths of summer.

**Abilities** When this oil is poured on the ground, the vegetation within a 100 ft. radius circle is affected by the overgrowth option of the *plant growth* spell.

**Activation** use-activated; **CL** 5th

**Requirements** Brew Potion, *plant growth*; **Cost** 150 gp; **Price** 250 gp

### ARCHER'S BUCKLER

*This buckler is composed of dark wood banded by dull, chipped metal rim. Its boss is similarly dented.*

**Aura** moderate (conjuration; DC 20 Knowledge [arcana]) **Identify** DC 24 Spellcraft

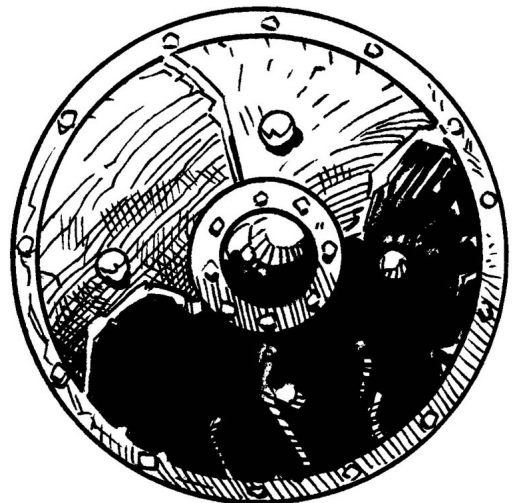
**Lore** (DC 5 Knowledge [nature]) This buckler is crafted from darkwood.

**Lore** (DC 10 Craft [armour] or Profession [armourer]) Despite its appearance, this buckler is in exceptional condition.

**Abilities** This *+1 darkwood buckler* has a small extradimensional space capable of holding 60 arrows. When the buckler is strapped to his arm, the owner can see and access the extradimensional space. The wearer can draw forth arrows from the buckler as if using a normal quiver, but drawing anything else requires a move action. The *archer's buckler* weighs the same (3 lbs.) no matter what is stored within. The extradimensional space can hold no single item longer than an arrow.

**Activation** use-activated; **CL** 9th

**Requirements** Craft Magic Arms and Armour, *secret chest*; **Cost** 1,050 gp; **Price** 2,100 gp



## MINOR ENCOUNTERS WITH HALF-GOBLINS

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### HALF-GOBLIN ARCHER CR 1/2 (XP 200)

*This bald, scrawny humanoid wears studded leather armour and carries a shortbow.*

---

Male half-goblin fighter 1

NE Medium humanoid (goblinoid, human)

**Init** +3; **Senses** darkvision 60 ft.; Perception +1, Sense Motive +1  
**Speed** 35 ft.

**ACP** -1; Climb +5, Ride +5, Stealth +4

---

**AC** 18, touch 14, flat-footed 14; **CMD** 17; Dodge, Mobility (+3 Dex, +3 armour [studded leather], +1 shield [mwk buckler], +1 dodge)

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

**hp** 12 (1 HD)

---

**Space** 5 ft.; **Base Atk** +1; **CMB** +3

**Melee** hand axe +3 (1d6+2/x3)

**Ranged** shortbow (range 60 ft.) +4 (1d6/x3)

**Combat Gear** 20 arrows, *potion of cure light wounds*

---

**Abilities** Str 15, Dex 16, Con 13, Int 10, Wis 12, Cha 8

**Feats** Dodge, Fleet<sup>B</sup>, Mobility

**Skills** as above

**Languages** Common, Goblin

---

**Gear** as above plus 1d6 sp

### HALF-GOBLIN SNEAK THIEF CR 1/2 (XP 200)

*Clad in leather armour this skinny, bald humanoid carries a light crossbow. Its head seems oversized for its body and its eyes burn with malevolence.*

---

Male half-goblin rogue 1

NE Medium humanoid (goblinoid, human)

**Init** +7; **Senses** darkvision 60 ft.; Perception +4 (+5 vs. traps), Sense Motive +0

**Speed** 35 ft.

**ACP** 0; Acrobatics +7, Climb +5, Escape Artist +7, Ride +5, Stealth +9, Swim +5

---

**AC** 16, touch 13, flat-footed 13; **CMD** 14

(+3 Dex, +2 armour [leather], +1 shield [mwk buckler])

**Fort** +2, **Ref** +5, **Will** +0

**hp** 11 (1 HD)

---

**Space** 5 ft.; **Base Atk** +0; **CMB** +1

**Ranged** light crossbow (range 60 ft.) +3 (1d8/19-20)

**Melee** short sword +1 (1d6/19-20)

**Atk Options** sneak attack +1d6

**Combat Gear** 20 bolts, *potion of cure light wounds*, tanglefoot bag

---

**Abilities** Str 13, Dex 17, Con 14, Int 12, Wis 10, Cha 8

**SQ** trapfinding

**Feats** Fleet<sup>B</sup>, Improved Initiative

**Skills** as above plus Appraise +5, Disable Device +8, Intimidate +3

**Languages** Common, Goblin

---

**Gear** as above plus belt pouch, 12 sp

### HALF-GOBLIN RANGER CR 1/2 (XP 200)

*This short, scrawny and bald female has beady hate-filled eyes. A sneer mars her already ugly countenance. She wears dirty studded leather armour and carries a longbow.*

---

Female half-goblin ranger 1

NE Medium humanoid (goblinoid, human)

**Init** +3; **Senses** darkvision 60 ft.; Perception +5 (+7 vs. humans), Sense Motive +1 (+3 vs. humans)

**Speed** 35 ft.

**ACP** -1; Climb +5, Ride +5, Stealth +8

---

**AC** 17, touch 13, flat-footed 14; **CMD** 16

(+3 Dex, +3 armour [mwk studded leather], +1 shield [buckler])

**Fort** +3, **Ref** +5, **Will** +1

**hp** 12 (1 HD)

---

**Space** 5 ft.; **Base Atk** +1; **CMB** +3

**Ranged** longbow (range 100 ft.) +5 (1d8/x3)

**Melee** longsword +3 (1d8+2/19-20)

**Atk Options** favoured enemy (human +2)

**Combat Gear** 20 arrows, *potion of cure light wounds*, tanglefoot bag

---

**Abilities** Str 14, Dex 17, Con 13, Int 10, Wis 12, Cha 8

**SQ** track +1, wild empathy +0 (4 vs. magical beasts)

**Feats** Fleet<sup>B</sup>, Weapon Focus (longbow)

**Skills** as above plus Bluff -1 (+1 vs. humans), Knowledge (dungeoneering) +4, Knowledge (nature) +4, Survival +5 (+6 tracking or +8 tracking humans)

**Languages** Common, Goblin

---

**Gear** as above plus belt pouch, 3 sp

### HALF-GOBLIN WARRIOR CR 1/2 (XP 200)

*This bald, scrawny humanoid wears studded leather armour and carries a battleaxe*

---

Male half-goblin fighter 1

NE Medium humanoid (goblinoid, human)

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

**Speed** 35 ft.

**ACP** -3; Climb +3, Ride +3, Stealth +2

---

**AC** 19, touch 14, flat-footed 15; **CMD** 17; Dodge

(+3 Dex, +3 armour [studded leather], +2 shield [heavy wooden], +1 dodge)

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

**hp** 12 (1 HD)

---

**Space** 5 ft.; **Base Atk** +1; **CMB** +3

**Melee** battleaxe +4 (1d8+2/x3)

**Ranged** throwing axe (range 10 ft.) +4 (1d6+2)

**Combat Gear** throwing axe (2), *potion of cure light wounds*

---

**Abilities** Str 15, Dex 16, Con 13, Int 10, Wis 12, Cha 8

**Feats** Dodge, Fleet<sup>B</sup>, Weapon Focus (battleaxe)

**Skills** as above

**Languages** Common, Goblin

---

**Gear** as above plus 1d6 sp

**HALF-GOBLIN SORCERER**

CR 1 (XP 400)

*This scrawny creature stands about 5 ft. tall. Slightly pointed ears frame the man's freakishly oversized, bald head. His scarred face is twisted into a cruel grimace.*

Male half-goblin sorcerer (goblin) 2

NE Medium humanoid (goblinoid, human)

**Init** +2; **Senses** darkvision 60 ft.; Perception -1, Sense Motive -1**Speed** 35 ft.**ACP** 0; Ride +4, Stealth +4**AC** 16, touch 12, flat-footed 14; **CMD** 15

(+2 Dex, +4 armour [mage armour])

**Fort** +1, **Ref** +2, **Will** +2**hp** 14 (2 HD)**Space** 5 ft.; **Base Atk** +1; **CMB** +3**Melee** mwk morningstar +4 (1d8+2)**Special Actions** confusing bolt (5/day)

**Confusing Bolt (Sp)** With a successful ranged touch attack, the sorcerer causes a creature within 30 ft. to act as if affected by a *confusion* spell for 1 round. A creature affected by confusing bolt is immune to its effects for 24 hours.

**Sorcerer Spells Known** (CL 2nd; concentration +4)1st (5/day [4 remaining])—*colour spray* (DC 13), *mage armour*0—*acid splash*, *dancing lights*, *daze* (DC 12), *detect magic*, *mage hand***Combat Gear** *scroll of expeditious retreat*, *scroll of identify*, *scroll of sleep***Abilities** Str 15, Dex 14, Con 12, Int 10, Wis 8, Cha 15**SQ** *bloodline arcana* (goblin)**Feats** *Eschew Materials<sup>B</sup>*, *Fleet<sup>B</sup>*, *Toughness***Skills** as above plus Knowledge (arcana) +4, Knowledge (dungeoneering) +4, Spellcraft +5**Languages** Common, Goblin**Gear** as above plus 23, sp, 46 gp**ALTERNATIVE SPELL LISTS**1st (5/day [4 remaining])—*mage armour*, *sleep* (DC 13)0—*dancing lights*, *daze* (DC 12), *mage hand*, *prestidigitation*, *ray of frost***HUNTERS (EL 2; XP 600)****Opponents (EL 2)** ranger (2), sneak thief (1)**EL 1 (400 XP):** Remove one ranger; **EL 3 (800 XP):** Add one sneak thief.**Morale** If injured or spotted during their attempted theft, the half-goblins retreat firing their bows to discourage pursuit.**Terrain** medium forest; **Encounter Distance** 2d8 x 10 ft.

The half-goblins sneak through the wood, in search of prey. Although they are not expecting trouble, they are wary. Each carries a bloody sack containing slain rabbits, squirrels and so on. If the hunters spot the PCs, they hide and once the PCs have past follow their tracks. They sneak into camp in the dead of night, deal with any sentries and then steal any easily portable wealth lying around.

**HALF-GOBLIN ADEPT**

CR 1 (XP 400)

*Clad in filthy furs, this scrawny woman has slightly pointed ears and an oversized head.*

Female half-goblin adept 3

NE Medium humanoid (goblinoid, human)

**Init** +5; **Senses** darkvision 60 ft.; Perception +2 (+4 if familiar in arm's reach), Sense Motive +2(+4 if familiar in arm's reach)**Speed** 35 ft.**ACP** 0; Ride +3, Stealth +3**AC** 12, touch 11, flat-footed 11; **CMD** 11

(+1 Dex, +1 armour [padded])

**Fort** +1, **Ref** +2, **Will** +6**hp** 16 (3 HD)**Space** 5 ft.; **Base Atk** +1; **CMB** +0**Melee** mwk sickle +1 (1d6-1)**Ranged** dart (range 20 ft.) +2 (1d4-1)**Adept Spells Prepared** (CL 3rd; concentration +5, share spells)1st—*bless*, *burning hands* (DC 13), *sleep* (DC 13)0—*detect magic*, *mending*, *stabilize***Combat Gear** darts (5), *potion of invisibility*, *scroll of cure light wounds* (2), *tanglefoot bag* (2)**Abilities** Str 8, Dex 12, Con 10, Int 9, Wis 15, Cha 1**SQ** *summon familiar* (toad [hp 6])**Feats** *Alertness<sup>B</sup>*, *Fleet<sup>B</sup>*, *Improved Initiative*, *Toughness***Skills** as above plus Heal +6, Knowledge (religion) +3, Survival +6**Languages** Common, Goblin, empathic link**Gear** as above plus**ALTERNATIVE SPELL LISTS**1st—*bless*, *cure light wounds* (2)0—*detect magic*, *ghost sound* (DC 12), *touch of fatigue*1st—*obscuring mist*, *protection from good*, *sleep* (DC 13)0—*detect magic*, *mending*, *stabilize***PLACE OF POWER (EL 3; XP 800)****Opponents (EL 3)** sorcerer (1), sneak thief (1), warrior (2)**EL 2 (600 XP)** Remove the sneak thief; **EL 4 (1,200 XP)** Add one adept.**Morale** The half-goblins retreat if half their number is slain or incapacitated.**Terrain** ruined temple surrounded by dense forest; **Encounter Distance** 3d6 x 10 ft.

A half-goblin sorcerer and a few guards are investigating a ruined temple hidden deep in the wood. The temple is nothing but a ruined shell, but the half-goblins are poking about around the altar in search of hidden treasures. None are on watch and so the PCs may enter the ruins before becoming aware of the intruders.

By the time the PCs have arrived, the half-goblins have dug several holes throughout the ruin in search of treasure.

## MAJOR ENCOUNTERS WITH HALF-GOBLINS

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### HALF-GOBLIN ELITE ARCHER CR 2 (XP 600)

*This bald, scrawny humanoid wears studded leather armour and carries a shortbow.*

---

Male half-goblin fighter 3

NE Medium humanoid (goblinoid, human)

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

**Speed** 35 ft.

**ACP** 0; Acrobatics +5, Climb +6, Ride +6, Stealth +6

---

**AC** 18, touch 14, flat-footed 14; **CMD** 19; Dodge, Mobility (+3 Dex, +3 armour [mwk studded leather], +1 shield [mwk buckler], +1 dodge)

**Fort** +4, **Ref** +4, **Will** +2; +1 vs. fear

**hp** 27 (3 HD)

---

**Space** 5 ft.; **Base Atk** +3; **CMB** +5

**Melee** mwk hand axe +6 (1d6+2/x3)

**Ranged** mwk composite shortbow (range 60 ft.) +7 (1d6+2/x3)

**Atk Options** Point Blank Shot, Precise Shot

**Combat Gear** 20 arrows, *potion of cure moderate wounds*

---

**Abilities** Str 15, Dex 16, Con 13, Int 10, Wis 12, Cha 8

**SQ** armour training (1), bravery

**Feats** Dodge, Fleet<sup>B</sup>, Mobility, Point Blank Shot, Precise Shot

**Skills** as above plus Handle Animal +3

**Languages** Common, Goblin

---

**Gear** as above plus 2d10 gp sp

### HALF-GOBLIN ELITE SNEAK THIEF CR 2 (XP 600)

*Clad in chain armour this skinny, bald humanoid carries a light crossbow. Its head seems oversized for its body and its eyes burn with malevolence.*

---

Male half-goblin rogue 3

NE Medium humanoid (goblinoid, human)

**Init** +7; **Senses** darkvision 60 ft.; Perception +6 (+7 vs. traps), Sense Motive +0

**Speed** 35 ft.

**ACP** 0; Acrobatics +9, Climb +7, Escape Artist +9, Ride +5, Stealth +11 (fast stealth), Swim +7

---

**AC** 18, touch 13, flat-footed 15; **CMD** 16; +1 vs. traps (+3 Dex, +4 armour [mw chain shirt], +1 shield [mwk buckler])

**Fort** +3, **Ref** +6 (+7 vs. traps; evasion), **Will** +1

**hp** 26 (3 HD)

---

**Space** 5 ft.; **Base Atk** +2 **CMB** +3

**Ranged** mwk light crossbow (range 60 ft.) +6 (1d8/19-20)

**Melee** mwk short sword +6 (1d6/19-20)

**Atk Options** sneak attack +2d6

**Combat Gear** 20 bolts, *potion of cure moderate wounds*, *potion of invisibility*, tanglefoot bag

---

**Abilities** Str 13, Dex 17, Con 14, Int 12, Wis 10, Cha 8

**SQ** rogue talent (fast stealth), trapfinding, trap sense +1

**Feats** Fleet<sup>B</sup>, Improved Initiative, Weapon Finesse

**Skills** as above plus Appraise +7, Disable Device +12, Intimidate +5

**Languages** Common, Goblin

---

**Gear** as above plus belt pouch, mwk thieves' tools, 2d10 gp

### HALF-GOBLIN ELITE RANGER CR 2 (XP 600)

*This short, scrawny and bald female has beady hate-filled eyes.*

---

Female half-goblin ranger 2/rogue 1

NE Medium humanoid (goblinoid, human)

**Init** +3; **Senses** darkvision 60 ft.; Perception +7 (+8 vs. traps, +9 vs. humans), Sense Motive +1 (+3 vs. humans)

**Speed** 35 ft.

**ACP** -1; Acrobatics +9, Climb +7, Ride +5, Stealth +10

---

**AC** 18, touch 13, flat-footed 15; **CMD** 17 (+3 Dex, +4 armour [mwk chain shirt], +1 shield [mwk buckler])

**Fort** +4, **Ref** +8, **Will** +1

**hp** 23 (3 HD)

---

**Space** 5 ft.; **Base Atk** +2; **CMB** +4

**Ranged** mwk composite longbow (range 100 ft.) +7 (1d8+2/x3)

**Melee** mwk longsword +5 (1d8+2/19-20)

**Atk Options** Point Blank Shot, Precise Shot, favoured enemy (human +2), sneak attack +1d6

**Combat Gear** 20 arrows, *potion of cure moderate wounds*, tanglefoot bag

---

**Abilities** Str 14, Dex 17, Con 13, Int 10, Wis 12, Cha 8

**SQ** combat style (archery), track +1, wild empathy +1 (-3 vs. magical beasts)

**Feats** Fleet<sup>B</sup>, Point Blank Shot, Precise Shot<sup>B</sup>, Weapon Focus (longbow)

**Skills** as above plus Bluff -1 (+1 vs. humans), Disable Device +12, Knowledge (dungeoneering) +5, Knowledge (nature) +5, Survival +7 (+8 tracking or +10 tracking humans)

**Languages** Common, Goblin

---

**Gear** as above plus belt pouch, 2d10 gp

### HALF-GOBLIN ELITE WARRIOR CR 2 (XP 600)

*This scrawny warrior wears chainmail and carries a battleaxe.*

---

Male half-goblin fighter 3

NE Medium humanoid (goblinoid, human)

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

**Speed** 35 ft.

**ACP** -1; Climb +7, Ride +7, Stealth +4

---

**AC** 21, touch 14, flat-footed 17; **CMD** 19; Dodge (+3 Dex, +4 armour [mwk chain shirt], +3 shield [mwk heavy wooden], +1 dodge)

**Fort** +4, **Ref** +4, **Will** +2; +1 vs. fear

**hp** 27 (3 HD)

---

**Space** 5 ft.; **Base Atk** +3; **CMB** +5

**Melee** mwk battleaxe +7 (1d8+2/x3)

**Ranged** mwk shortspear (range 20 ft.) +6 (1d6+2)

**Atk Options** Power Attack (-1 attack, +2 damage)

**Combat Gear** *potion of cure moderate wounds*

---

**Abilities** Str 15, Dex 16, Con 13, Int 10, Wis 12, Cha 8

**SQ** armour training (1), bravery

**Feats** Dodge, Fleet<sup>B</sup>, Power Attack, Shield Focus, Weapon Focus (battleaxe)

**Skills** as above

**Languages** Common, Goblin

---

**Gear** as above plus 2d10 gp



**HALF-GOBLIN SORCERER** CR 3 (XP 800)

*This scrawny creature stands about 5 ft. tall. Slightly pointed ears frame the man's freakishly oversized, bald head. His scarred face is twisted into a cruel grimace.*

Male half-goblin sorcerer (goblin) 4

NE Medium humanoid (goblinoid, human)

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

**Speed** 35 ft.; woodland stride

**Woodland Stride (Ex)** The sorcerer can move through any sort of undergrowth at normal speed without taking damage or suffering any other impairment. Thorns, briars and overgrown areas magically manipulated to impede motion, however, still affect him.

**ACP** 0; Ride +4, Stealth +9

**AC** 16, touch 12, flat-footed 14; **CMD** 16

(+2 Dex, +4 armour [*mage armour*])

**Fort** +3, **Ref** +4, **Will** +4

**hp** 29 (4 HD)

**Space** 5 ft.; **Base Atk** +2; **CMB** +4

**Melee** mwk morningstar +5 (1d8+2)

**Special Actions** confusing bolt (6/day)

**Confusing Bolt (Sp)** With a successful ranged touch attack, the sorcerer causes a creature within 30 ft. to act as if affected by a *confusion* spell for 2 rounds. A creature affected by confusing bolt is immune to its effects for 24 hours.

**Sorcerer Spells Known** (CL 4th; concentration +7 [+11 casting defensively or while grappled])

2nd (4/day)—*blindness/deafness* (DC 15)

1st (7/day [6 remaining])—*charm person* (DC 16), *colour spray* (DC 14), *expeditious retreat*, *mage armour*

0—*acid splash*, *dancing lights*, *daze* (DC 13), *detect magic*, *mage hand*, *read magic*

**Combat Gear** *potion of cure light wounds* (2), *scroll of invisibility*, *web*

**Abilities** Str 15, Dex 14, Con 12, Int 10, Wis 8, Cha 16

**SQ** bloodline arcana (goblin)

**Feats** Combat Casting, Eschew Materials<sup>B</sup>, Fleet<sup>B</sup>, Toughness

**Skills** as above plus Knowledge (arcana) +4, Knowledge (dungeoneering) +4, Spellcraft +7

**Languages** Common, Goblin

**Gear** as above plus *cloak of resistance* +1, 23, sp, 46 gp

**AMBUSH (EL 6; XP 2,400)**

**Opponents (EL 6)** half-goblin ranger (1), elite sneak thief (1), elite archer (2)

**EL 5 (1,600 XP):** Apply the young template to all the half-goblins; **EL 7 (3,200 XP):** Add the advanced template to all the half-goblins.

**Morale** If reduced to half hit points, a half-goblin flees.

**Terrain** medium forest; **Encounter Distance** 2d8 x 10 ft.

The half-goblins lurk by a well-used trail waiting for a tempting target to pass by. They swamp their target with arrows, concentrating on archers and spellcasters. If their targets close to melee, the half-goblins slowly retreat while shooting.

**HALF-GOBLIN GREATER ADEPT** CR 3 (XP 800)

*This tall, scrawny and bald woman's eyes burn with malevolence.*

Female half-goblin adept (Brala) 5

NE Medium humanoid (goblinoid, human)

**Init** -1; **Senses** darkvision 60 ft.; Perception +3 (+5 if familiar in arm's reach), Sense Motive +3 (+5 if familiar in arm's reach)

**Speed** 35 ft.

**ACP** 0; Ride +1, Stealth +1

**AC** 10, touch 9, flat-footed 10; **CMD** 10

(-1 Dex, +1 armour [*bracers of armour* +1])

**Fort** +1, **Ref** +2, **Will** +7

**hp** 30 (5 HD)

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

**Melee** sickle +1 (1d6-1)

**Ranged** light crossbow (range 80 ft.) +1 (1d8/19-20)

**Adept Spells Prepared** (CL 5th, concentration +8, share spells)

2nd—*miasma of hatred* (DC 15), *web* (DC 15)

1st—*bless*, *burning hands* (DC 14), *obscuring mist*

0—*detect magic*, *ghost sound* (DC 13), *stabilize*

**Combat Gear** 10 bolts, *potion of cure moderate wounds*, 3 *screaming bolts*, *scroll of protection from good*

**Abilities** Str 8, Dex 9, Con 10, Int 11, Wis 16, Cha 12

**SQ** summon familiar (toad)

**Feats** Fleet<sup>B</sup>, Lightning Reflexes, Scribe Scroll, Toughness

**Skills** as above plus Heal +8, Knowledge (nature) +5, Knowledge (religion) +5, Spellcraft +5, Survival +8,

**Languages** Common, Goblin, empathic link, speak with familiar

**Gear** as above plus spell component pouch, 12 gp

**ALTERNATIVE SPELL LISTS**

2nd—*cure moderate wounds*, *mirror image*

1st—*bless*, *cure light wounds*, *obscuring mist*

0—*detect magic*, *ghost sound* (DC 13), *touch of fatigue* (DC 13)

2nd—*aid*, *cure moderate wounds*

1st—*burning hands* (DC 14), *cure light wounds*, *obscuring mist*

0—*detect magic*, *stabilize*, *touch of fatigue* (DC 13)

**ELITE RAIDERS (EL 7; XP 3,200)**

**Opponents (EL 7)** greater sorcerer (1), elite archer (2), elite warrior (2)

**EL 6 (2,400 XP):** Remove the greater sorcerer; **EL 8 (4,800 XP):** Add one greater sorcerer and one greater adept.

**Morale** A half-goblin reduced to below half hit points retreats.

**Terrain** medium forest; **Encounter Distance** 2d8 x 10 ft.

Planning to raid a nearby settlement these elite half-goblins are not averse to attacking targets of opportunity. If the PCs attack the half-goblins, they flee. If the half-goblins spot the PCs, they arrange a hasty ambush. Alternatively, the PCs could encounter the raiders returning to their clanhold after a successful raid. The half-goblins could even have recently captured slaves (who would be very grateful to be rescued) with them.

## PERSONA: ANARL

---

A loner, Anarl stalks the Tangled Wood in search of prey and ancient wellsprings of the atavistic spirits in which he believes.

A devotee of the ancient woodland spirits, Anarl is at odds with his fellows' reverence of Braal. Valued for his woodland knowledge and hunting skill the clan elders respect his opinions and often give him leave to range in the deepest reaches of his woodland home.

**Background:** Anarl hails from a small clan all but wiped out by adventurers years ago. For several years, he dwelled in the forest, learning its secret ways and communing with its spirits. Marauding goblins forced him to return to his kin; few half-goblins know the deep reaches of the forest as does Anarl.

**Personality:** Much happier alone than in a group, Anarl rarely speaks. He hates humans, goblins and wolves passionately and enjoys hunting such. Anarl possesses great confidence in his own skills and is arrogant and difficult to befriend.

**Mannerisms:** Anarl incessantly chews his nails and picks his nose.

**Distinguishing Features:** Once savaged by a starving wolf, the scars of that encounter still cover his face and shoulders. He

is missing several teeth and his breath stinks. Anarl only bathes when forced to swim and is thus often covered in mud and grime.

**Hooks:** A skilled hunter and tracker, Anarl often stalks the deep woodlands keeping watch for encroaching human or goblin intruders. He remains in the wilderness for weeks at a time, emerging tired, dishevelled, but happy. If he encounters wanderers, he surreptitiously follows them attacking when they are engaged with other enemies.

**Tactics:** Anarl prefers ranged combat to melee, and uses woodland stride to keep away from his enemies. He uses his longbow and spells (particularly *call lightning*) to injure his foes from range, honing in on injured or isolated targets. In battle, he prefers to strike at obvious spellcasters – particularly clerics – first. Enemies employing fire mark themselves for his special wrath. He uses wild shape to flee any truly dangerous encounter.

He offers no mercy to his foes, with the exception of druids, whom he on occasion spares if they venerate the woodlands as he does.

### ANARL

CR 7 (XP 3,200)

*This filthy, scrawny humanoid wears filthy studded leather armour, but move with silent grace.*

Male half-goblin druid 5/ranger 3

NE Medium humanoid (goblinoid, human)

**Init** +3 (+5 in forest); **Senses** darkvision 60 ft.; Perception +9 (+11 vs. humans or in forest, +13 vs. humans in forest), Sense Motive +2 (+4 vs. humans)

**Speed** 35 ft.; trackless step, woodland stride

**Trackless Step (Ex)** Anarl leaves no trail in natural surroundings and cannot be tracked.

**Woodland Stride (Ex)** Anarl can move through any sort of undergrowth at his normal speed and without taking damage or suffering impairment. Areas magically manipulated to impede motion, however still affect him.

**ACP** 0; Climb +6, Ride +7, Stealth +14 (+16 in forest), Swim +5

**AC** 19, touch 13, flat-footed 16; **CMD** 20; Forest Warrior (+3 Dex, +4 armour [+1 studded leather], +2 shield [+1 buckler])

**Fort** +9, **Ref** +7, **Will** +7; +4 vs. fey's spell-like and supernatural abilities and any spells or effects that utilize or target plants.

**hp** 63 (8 HD)

**Space** 5 ft.; **Base Atk** +6; **CMB** +7

**Ranged** mwk composite longbow (range 110 ft.) +10/+5 (1d8+1/x3)

**Melee** mwk scimitar +8/+3 (1d6+1/18-20)

**Atk Options** Point Blank Shot, Precise Shot, favoured enemy (human +2), favoured terrain (forest +2)

**Special Actions** spontaneous casting (*summon nature's ally*), storm burst (5/day), wild shape (*beast shape I*, Natural Spell, 5 hours)

**Storm Burst (Sp)** As a ranged touch attack, Anarl creates a storm that targets one foe within 30 ft. The storm deals 1d6+2 damage and inflicts a -2 penalty on attack rolls for 1 round.

**Druid Spells Prepared** (CL 5th; concentration +7 [+11 casting defensively or grappling]; Weather domain)

3rd—*call lightning*<sup>D</sup> (DC 15), *wind wall*

2nd—*barkskin*, *cat's grace*, *fog cloud*<sup>D</sup>, *warp wood* (DC 14)

1st—*cure light wounds* (2), *faerie fire*, *longstrider*, *obscuring mist*<sup>D</sup>

0—*detect magic*, *detect poison*, *resistance*, *stabilize*

**Combat Gear** *oil of plant growth*, *potion of cure serious wounds*, *scroll of wind wall*, *wand of call lightning* (15 charges)

**Abilities** Str 13, Dex 16, Con 14, Int 8, Wis 15, Cha 10

**SQ** combat style (archery), nature's bond (weather domain), nature sense, track +1, resist nature's lure, wild empathy +5 (+1 vs. magical beasts)

**Feats** Combat Casting, Endurance<sup>B</sup>, Fleet<sup>B</sup>, Forest Warrior, Natural Spell, Point Blank Shot<sup>B</sup>, Precise Shot

**Skills** as above plus Bluff +0 (+2 vs. humans), Handle Animal +5, (geography) +3 (+5 in forest), Knowledge (local) -1 (+1 vs. humans), Knowledge (nature) +6, Knowledge (religion) +3, Survival +12 (+13 tracking, +14 in forest, +15 tracking humans or tracking in forest, +17 tracking humans in forest)

**Languages** Common, Druidic, Goblin

**Gear** as above plus

## PERSONA: CARLIX

---

*A mighty half-goblin warrior, Carlix is a particularly sadistic and depraved individual. He enjoys slaying foes in single combat and likes to torture and murder captives in front of their fellows.*

A brute and a bully, Carlix has risen to his current position by killing or intimidating those angering him. Consequently, he is universally loathed (and feared) by his companions.

Few dare cross Carlix.

**Background:** Born into a poverty-stricken clan with few prospects, Carlix has improved his station through his ferocity in battle and reputation for unrelenting cruelty. Carlix joined his clan's warband in a desperate attempt to escape the poverty into which he was born. With his mother now dead – slain by an unknown rival – Carlix lives for battle.

**Personality:** A violent brute with no friends and few living enemies, Carlix maintains his position in the clan by being angrier and more vicious than his fellows. He enjoys discovering how much pain a captive can endure and often keeps such unfortunates alive for days in excruciating pain.

At some point in the past, Carlix developed a taste for human flesh and often hacks choice cuts from his fallen enemies to consume later. Sometimes he consumes the flesh of yet living captives, slicing choice cuts from their bodies and roasting it on a fire in front of them.

A proud warrior, he has an overwhelming desire to be in charge of any given situation and becomes angry if his advice goes unheeded. He rarely backs down from a confrontation and never apologises.

Hard spirits are his one true weakness; he often carries such flasks with him and has previously initiated raids on human

settlements solely to capture their supplies of drink. Ironically, he suffers from terrible hangovers.

**Mannerisms:** When angry or otherwise agitated, Carlix pulls and tugs at the stump of his left ear, causing it to bleed.

**Distinguishing Features:** A raggedly-healed stump is all that remains of Carlix's left ear. Bitten off in a vicious fight with a childhood rival, the wound has never fully healed and occasionally weeps blood.

The dried blood of slain enemies often covers his armour and equipment.

**Hooks:** Carlix – aided by several of his fellows – is busy torturing several hapless goblins when the PCs encounter his small band. Enraged, by the interruption he orders his men to attack while he slaughters his helpless captives.

Alternatively, Carlix could lead a raid on a human settlement where he perpetrates several unspeakable acts on prisoners. A peasant survives the massacre and is able to give a good description of the raid's leader. The local lord offers a bounty for the half-goblin's death or capture.

**Tactics:** Atypically for a half-goblin, Carlix relishes single combat. Although he first strikes from range, he often charges into battle to finish off injured foes – particularly warriors. He is wary of wizards and the like, avoiding them unless he has no option. He particularly likes killing humans and seeks them out above all other foes. He is surprisingly nimble on his feet for (such a brute), and uses his mobility to his advantage.

### CARLIX

CR 7 (XP 3,200)

*Carrying a huge longbow this scrawny humanoid wears a chain shirt and has a battered buckler strapped to one arm.*

---

Female half-goblin fighter 5/ranger 3

NE Medium humanoid (goblinoid, human)

**Init** +7; **Senses** darkvision 60 ft.; Perception +12 (+14 vs. humans or in forest, +16 vs. humans in forest), Sense Motive +1 (+3 vs. humans)

**Speed** 35 ft.; Forest Stride

**ACP** 0; Climb +7, Ride +9, Stealth +16 (+18 in forest)

---

**AC** 21, touch 14, flat-footed 17; **CMD** 25; Dodge, Forest Warrior (+3 Dex, +5 armour [+1 chain shirt], +2 shield [+1 darkwood buckler {archer's buckler}], +1 dodge)

**Fort** +9, **Ref** +8, **Will** +3 (+4 vs. fear)

**hp** 69 (8 HD)

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**Space** 5 ft.; **Base Atk** +8; **CMB** +11

**Ranged** +1 composite longbow (range 110 ft.) +14/+9 (1d8+7/x3)

**Melee** mwk battleaxe +12/+7 (1d8+3/x3)

**Atk Options** Point Blank Shot, Precise Shot, favoured enemy (human +2), favoured terrain (forest +2)

**Combat Gear** arrows (60), *elixir of hiding*, *feather token (tree)*, *oil of entangle*, *potion of cat's grace*, *potion of cure serious wounds*, *potion of resist energy*

---

**Abilities** Str 16, Dex 16, Con 14, Int 10, Wis 12, Cha 8

**SQ** armour training (1), bravery, combat style (archery), track +1, wild empathy +2 (-2 vs. magical beasts), weapon training (bows +1)

**Feats** Dodge, Endurance<sup>B</sup>, Fleet<sup>B</sup>, Forest Stride, Forest Warrior, Improved Initiative, Point Blank Shot<sup>B</sup>, Precise Shot, Weapon Focus (longbow), Weapon Specialisation (longbow)

**Skills** as above plus Bluff -1 (+1 vs. humans), Knowledge (geography) +4 (+6 in forest), Knowledge (local) +0 (+2 vs. humans), Knowledge (nature) +4, Survival +12 (+13 tracking, +14 in forest, +15 tracking humans or tracking in forest, +17 tracking humans in forest)

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**Languages** Common, Goblin

**Gear** as above plus 25 gp

## PERSONA: SEVERA

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*Obsessed with places of the ancients, Severa stalks the Tangled Wood searching for power to enable her to forge the disparate clans of her people into a powerful force able to eradicate the hated human and goblin infestations.*

Always marked for greatness (at least in her own mind), Severa has dedicated her life to exploring the crumbling ruins of elder civilization. Drawn both by a lust for power and the tug of her goblin heritage she often wanders the forest with a few elite bodyguards.

**Background:** Daughter of a clan elder, Severa was born into a life of relative privilege. From an early age, she grew accustomed to being listened to and obeyed.

**Personality:** Convinced that it is her destiny to forge the clans together, lust for power consumes Severa. She manipulates any who can aid her in her quest. She is utterly without conscience and freely uses her considerable wiles to get what she wants.

**Mannerisms:** Severa tolerates no arguments against her plans and rarely heeds advice. She is extremely persuasive in her

speech, being an excellent orator and often uses expansive hand gestures to make her point.

**Distinguishing Features:** Strangely alluring for a half-goblin, Severa wears her long, unkempt hair down to her waist. Hopelessly tangled, it gives her a wild, sultry look. Severa is one of the few half-goblins able to pass for a human.

**Hooks:** Exploring the forest, the PCs discover an overgrown ruin. Unfortunately, Severa has already discovered the place (and an obviously trapped staircase leading downwards). Surprised, she uses *dominate person* to control one of the party and threatens to slay her new minion unless his friends bypass the magical traps and bring forth any treasure hidden below.

Alternatively, the PCs could encounter her in disguise as she infiltrates a human settlement to steal a certain map or treatise dealing with the ancient folk of the Tangled Wood.

**Tactics:** Severa never willingly places herself in a position where foes can injure her. She hangs back from combat, hurling spells to crush opponents. She enjoys crushing an opponent's will and forcing it to attack its companions. This amuses her greatly; cackling often accompanies such attacks.

### SEVERA

CR 9 (XP 6,400)

*Clad in robes of woodland hues, this scrawny woman radiates raw magnetism and strength of will.*

---

Female half-goblin sorcerer (goblin) 10

NE Medium humanoid (goblinoid, human)

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

**Speed** 35 ft.; woodland stride

**Woodland Stride (Ex)** Severa can move through any sort of undergrowth at normal speed without taking damage or suffering any other impairment. Thorns, briars and overgrown areas magically manipulated to impede motion, however, still affect her.

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**AC** 0; Fly +10, Ride +4, Stealth +17

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**AC** 19, touch 14, flat-footed 16; **CMD** 18

(+2 Dex, +4 armour [*mage armour*], +1 deflection [*ring of protection* +1], +1 dodge, +1 natural [*amulet of natural armour* +1])

**Fort** +5, **Ref** +6, **Will** +8

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**hp** 67 (10 HD)

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

**Melee** mwk sickle +5 (1d6-1)

**Special Actions** confusing bolt (8/day), deepening shadows (1/day)

**Confusing Bolt (Sp)** With a successful ranged touch attack, Severa causes a creature within 30 ft. to act as if affected by a *confusion* spell for 5 rounds. A creature affected by confusing bolt is immune to its effects for 24 hours.

**Deepening Shadows (Sp)** Severa can summon a zone of deep shadows equal to *deeper darkness* in a 10-foot-radius

centred on herself. She can see through this effect normally, but otherwise the shadows provide concealment (50% miss chance) to any creature within. The shadows remain in existence for 10 rounds.

**Sorcerer Spells Known** (CL 10th; concentration +15 [+19 casting defensively or grappling]; Heighten Spell)

5th (4/day)—*dominate person* (DC 20)

4th (6/day)—*charm monster* (DC 21), *confusion* (DC 19), *dimension door*

3rd (7/day)—*deep slumber* (DC 18), *fireball* (DC 18), *fly*, *heroism*

2nd (7/day)—*hideous laughter* (DC 17), *false life*, *invisibility*, *resist energy*, *web* (DC 17)

1st (7/day [6 remaining])—*charm person* (DC 18), *disguise self*, *expeditious retreat*, *mage armour*, *magic missile*, *shield*

0—*acid splash*, *bleed* (DC 15), *detect magic*, *dancing lights*, *ghost sound* (DC 15), *mage hand*, *mending*, *message*, *prestidigitation*

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**Combat Gear** *dust of illusion* (2), *horn of fog*, *potion of cure serious wounds*, *scroll of black tentacles*

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**Abilities** Str 8, Dex 14, Con 13, Int 12, Wis 10, Cha 21

**SQ** bloodline arcana (goblin)

**Feats** Combat Casting, Dodge, Eschew Materials<sup>B</sup>, Fleet<sup>B</sup>, Heighten Spell<sup>B</sup>, Improved Initiative, Magical Aptitude, Toughness

**Skills** as above plus Knowledge (arcana) +9, Spellcraft +11, Use Magic Device +15

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**Languages** Common, Giant, Goblin

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**Gear** as above plus *cloak of resistance* +1, *headband of alluring charisma* +2, 15 gp

## PERSONA: XERL

---

*Devious, sneaky and utterly without morals, Xerl often sneaks into human and goblin settlements to cause mischief and suffering.*

Skinny and weak even for a half-goblin Xerl has embraced his goblin heritage. Xerl prefers to operate alone as he trusts no other to match his stealth and cunning.

**Background:** A small and weak child, Xerl quickly came to discover the power of perception and the relativity of truth. Quickly gaining a reputation as a skilled scout, Xerl manifested his goblin bloodline when he killed his first goblin.

**Personality:** Xerl loves to learn secrets and spends much time skulking about his clan's lair. Clothes fascinate him and he steals fine clothing from his marks whenever possible. He passionately hates goblins – for both his brother and sister have fallen before their blades. He trusts no one and is a kleptomaniac. Patience is unknown to Xerl; ruled by his base instincts, he acts quickly without thought or consequence.

At heart a coward, Xerl hates battle preferring guile to brawn to achieve his goals. The sight of his own blood terrifies him and he flees battle after even the most trivial wound.

He is an enthusiastic worshipper of Braal and takes every opportunity to live his patron's ideals of revenge and malice.

**Mannerisms:** The devious rogue rarely makes eye contact with anyone and is very shy. He has a slight stammer that makes

him appear nervous and a facial tic that manifests itself when he is excited.

**Distinguishing Features:** Xerl's arms are particularly weak and puny-looking.

**Hooks:** Xerl attacks the party's campsite at night. Ignoring any guards, he strikes a slumbering foe. He returns repeatedly during the night, disrupting the PCs' rest. The next night, a large band of half-goblins attack the tired, weakened PCs.

Alternatively, the PCs are called to investigate a spate of thefts and gruesome murders in a nearby village. Several folk have been eviscerated in their own homes. No signs of forced entry or foul play have convinced several villagers that devils or demons are abroad in the community.

**Tactics:** A creature of stealth and subterfuge, Xerl rarely attacks any foe unless it is distracted or helpless. A prodigious, scout he uses his superior movement in forests to outflank and confound his foes. He uses sneak attack in conjunction with *invisibility* and Spring Attack to strike and move.

He particularly enjoys slaying sleeping foes – the look of realisation and horror on their faces as they awake in their death throes excite him – and thus often strikes intruder's camps in the dead of night.

### XERL

CR 8 (XP 4,800)

*Slender and emaciated, this humanoid has an over-sized head and wears tight-fitting robes.*

Male half-goblin rogue 5/sorcerer (goblin) 4

NE Medium humanoid (goblinoid, human)

**Init** +3; **Senses** darkvision 60 ft.; Perception +17 (+19 vs. traps), Sense Motive +1

**Speed** 35 ft.; Spring Attack, woodland stride

**Woodland Stride (Ex)** Xerl can move through any sort of undergrowth at normal speed without taking damage or suffering any other impairment. Thorns, briars and overgrown areas magically manipulated to impede motion, however, still affect him.

**ACP** 0; Acrobatics +16, Climb +7, Escape Artist +11, Ride +5, Stealth +18 (fast stealth)

**AC** 18, touch 14, flat-footed 18; **CMD** 18; Dodge, Mobility, Skirmisher, +1 vs. traps, uncanny dodge

(+3 Dex, +4 armour [*mage armour*], +1 dodge)

**Fort** +4, **Ref** +9 (+10 vs. traps; evasion), **Will** +9

**hp** 54 (9 HD)

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

**Melee** +1 rapier +9 (1d6/18-20)

**Ranged** +1 light crossbow (range 80 ft.) +9 (1d8+1/19-20)

**Atk Options** Skirmisher, Spring Attack, sneak attack +3d6

**Special Actions** confusing bolt (5/day)

**Confusing Bolt (Sp)** With a successful ranged touch attack, Xerl causes a creature within 30 ft. to act as if affected by a *confusion* spell for 2 rounds. A creature affected by confusing bolt is immune to its effects for 24 hours.

**Sorcerer Spells Known** (CL 4th; concentration +6)

2nd (4/day)—*invisibility*

1st (7/day [6 remaining])—*charm person* (DC 15), *colour spray* (DC 13), *mage hand*, *unseen servant*

0—*detect magic*, *detect poison*, *mage hand*, *message*, *open/close*, *prestidigitation*

**Abilities** Str 8, Dex 16, Con 12, Int 12, Wis 13, Cha 15

**SQ** bloodline arcana (goblin), rogue talents (fast stealth, finesse rogue), trapfinding

**Feats** Dodge, Eschew Materials<sup>B</sup>, Fleet<sup>B</sup>, Mobility, Skirmisher, Skill Focus (Stealth), Spring Attack, Weapon Finesse<sup>B</sup>

**Skills** as above plus Bluff +10, Disable Device +15, Knowledge (arcana) +8, Knowledge (dungeoneering) +8, Knowledge (local) +8, Spellcraft +8

**Languages** Abyssal, Common, Goblin,

**Gear** as above plus *cloak of resistance* +1, *boots of elvenkind*, *eyes of the eagle*, masterwork thieves' tools, 12 gp

## COMPILED LISTS

The Half-Goblins of the Tangled Wood have developed many unique spells, magic items, feats and class abilities. This page summarises their creations.

### NEW SPELLS

#### 2ND-LEVEL ADEPT AND CLERIC SPELLS

**Miasma of Hatred:** Drives targets into a wild frenzy of anger.

#### 3RD-LEVEL ADEPT AND CLERIC SPELLS

**Miasma of Enervation:** Fatigues creatures in area of affect.

### NEW MAGIC ITEMS BY COST

COST	
150 gp	<i>Oil of entangle</i>
250 gp	<i>Oil of plant growth</i>
2,100 gp	<i>Archer's buckler</i>
3,000 gp	<i>Cloak of the woodlands</i>

### STAT BLOCKS BY CR

CR		PAGE
1/2	Half-Goblin Archer NE male half-goblin fighter 1	36
1/2	Half-Goblin Ranger NE female half-goblin ranger 1	36
1/2	Half-Goblin Sneak Thief NE male half-goblin rogue 1	36
1/2	Half-Goblin Warrior NE male half-goblin fighter 1	36
1	Half-Goblin Sorcerer NE male half-goblin sorcerer (goblin) 2	37
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8	Xerl NE male half-goblin rogue 5/sorcerer (goblin) 4	43
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### NEW FEATS

FEAT	PREREQUISITES	BENEFIT
Forest Stride	Dex 13	Ignore 10 ft. of difficult terrain in forest terrain
Forest Warrior	Tribal membership	Gain additional cover and concealment bonuses in forest terrain
Greater Forest Stride	Dex 15, Forest Stride	Ignore 30 ft. of difficult terrain in forest terrain
Greater Skirmisher	Tribal membership, Skirmisher	Move 20 ft. to gain +1 on attack rolls and a +1 dodge bonus
Skirmisher	Tribal membership, Dodge	Move 20 ft. to gain +1 on attack rolls and a +1 dodge bonus

# LIZARDFOLK OF THE DRAGON FANG

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*From the murky depths of festering swamps  
A rising tide of evil snarls and stomps  
Their heads are filled with inspiring stories  
Of a destiny grand, of ancient glories*

*Led by a warrior blessed with arcane might  
They yearn to conquer, they live to fight,  
But what dark power lurks at their heart...  
Using honeyed words and a trickster's art?*

*They follow in the footsteps of a dragon reborn  
But with new arrivals their loyalties are torn  
On whose words does their future hang?  
These ferocious lizards of the Dragon Fang*

## LIZARDFOLK OF THE DRAGON FANG

---

Sesskarr the Great, a mighty and charismatic lizard king, leads the Dragon Fang tribe of lizardfolk. He is a great warrior and, more importantly, a powerful sorcerer with the black dragon bloodline who believes that the power of the mighty black wyrm Gaz'relyth flows through his veins. Sesskarr believes that he and his kind are destined for greatness.

Although the majority of the tribe are not evil, they are far more aggressive and militaristic than normal lizardfolk due to Sesskarr's stirring words of war. Sesskarr wants to create his own kingdom and has begun attacking nearby towns and villages. There are, however, forces at work within the tribe, led by the sinister troglodyte druid Groth, with even darker goals.

### ECOLOGY & SOCIETY

The Dragon Fang tribe comprises lizardfolk handpicked by the lizard king as well as troglodytes and kobolds from subjugated tribes. Some have come from different tribes because they too feel the call of lost glory and have been swept up by Sesskarr's powerful oratory. The remaining members of the tribe are those of Sesskarr's original tribe that agreed with his grand designs (Groth purged those that did not agree with Sesskarr's blood-soaked vision).

The Dragon Fang lizardfolk are extremely proud and fiercely loyal to their king. Like most lizardfolk, tribal members are a vibrant people filled with tradition and an oral history stretching back many centuries. Over the last few decades, however, the history and traditions of the Dragon Fang tribe have become more and more focused and entwined with Sesskarr's own far-reaching aspirations. In fact, most members of the tribe have come to revere Sesskarr, almost to the point of outright worship.

While completely at home in the water, the Dragon Fang lizardfolk breathe air and return to their Great Mound to breed and sleep. Because their reptilian blood makes them sluggish in the cold, Dragon Fang lizardfolk hunt and work during the day

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### RUMOURS OF WAR

Numerous reports of lizardfolk attacks on small, isolated settlements are causing growing apprehension among those living near the swamp. Worse yet, rumours of a great and warlike lizard king that may be behind these raids are beginning to cause fear in the local populace.

There are also increasingly persistent rumours of lizardfolk gathering in the swamp and even occasional sightings of armed lizardfolk travelling to the swamp (these are lizardfolk from other, far-away tribes answering Sesskar's call). Perhaps even stranger, there have also been reports of lizardfolk fleeing the swamp (these are actually survivors of Sesskarr's great purge who are desperate to escape execution).

and retreat to the Mound at night to curl up with other tribesmen in the shared, communal warmth of large peat fires.

Although generally neutral, lizardfolks' legendary ferocity in battle cause them to be viewed negatively by most humanoids.

It is traditional among the Dragon Fang lizardfolk to consume the bodies of dead comrades and enemies alike. There are two important reasons for this. First, the lizardfolk believe that consuming the body of a great warrior, whether friend or enemy, bestows that warrior's strength, power and cunning up on you. The second, more practical, reason is simply that life is difficult in the swamp, and nothing should go to waste.

The Dragon Fang tribe currently numbers 90 warriors and scouts, although Sesskarr's call is slowly swelling his ranks. A half-dozen shamans, 110 females and around 100 young make up the balance of the tribe. Sesskarr can also call on a number of exceptional followers (pages 18 – 19).

**Appearance:** Most lizardfolk of the Dragon Fang tribe stand 6 to 7 feet tall and weigh 200 to 250 pounds, their powerful muscles are covered in scales of gray, green, or brown. A few newcomers have short dorsal spikes or brightly coloured frills. The lizardfolk swim well by moving with flicks of their powerful 4-foot-long tails. Many in the tribe have taken to rubbing black swamp tar on their scales in order to emulate the deep black scales of their great king.

**Nomenclature:** Most lizardfolk names are not gender specific. Family ties and lineage is traced through various sounds and specific letter combinations within each name.

**Sample Names:** Saress, Krss'zik, Sressk, Alssissk, Ssrar, Kessirs.

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### IN YOUR CAMPAIGN

*Lizardfolk of the Dragon Fang's* design enables a GM to easily insert the tribe into a home campaign.

Because the Dragon Fang's lair, the Great Mound, stands at the heart of a swamp, it should be fairly simple to place the tribe anywhere in the campaign world that has (or could have) a swamp. Because the aggressive behaviour of the tribe is a fairly recent development, it should be easy to explain why the PCs may not have heard of the tribe until recently.

Use one of the hooks, or design your own, to introduce the Dragon Fang tribe to your campaign:

- The PCs hear rumours of war (see adjacent sidebar).
- The PCs encounter non-hostile lizardfolk fleeing the swamp and learn of the growing threat posed by Sesskarr.
- The PCs are ambushed by a mixed group of Sesskarr's followers (use the Swamp Ambush encounter on age 12).



## RELIGION

Religion within the Dragon Fang tribe is somewhat complex. For centuries, the tribe had worshipped their traditional, ancestral deities. Until Groth's arrival, all religious ceremonies and teachings were conducted by lizardfolk shamans watched over by Sesskarr's favourite consort, Alssarrass. Recently, however, Groth, a shadowy and mysterious troglodyte druid, has joined the tribe. Groth has manipulated various situations solely with his own interests in mind and has become Sesskarr's most valued advisor and confidant. More importantly, Groth has all but taken over the religious life of the tribe and is slowly spreading his own, darkly twisted religious views throughout its ranks. The troglodyte druid is very much a malevolent force within the tribe who secretly wants to see the swamp itself expand outward to reclaim all the surrounding lands. He has even begun taking steps to make this happen through the clever use of spells such as *control wind*, *control water*, *blight*, *soften earth* and *stone* and *transmute rock to mud*.

Groth also uses his wild shape ability as well as spells like *scrying*, *speak with animals* and *speak with plants* to keep a close eye on the tribe and the surrounding swamp. Little of import occurs within the swamp without Groth's knowledge.

While Sesskarr dreams of seeing lizard and reptile-kind honoured, respected and feared by humans and other civilized people, Groth hates those not of the swamp and is obsessed with exterminating all such people from the world. In fact, the dark troglodyte druid's influence is fanning the flames of Sesskarr's war-like ambitions.

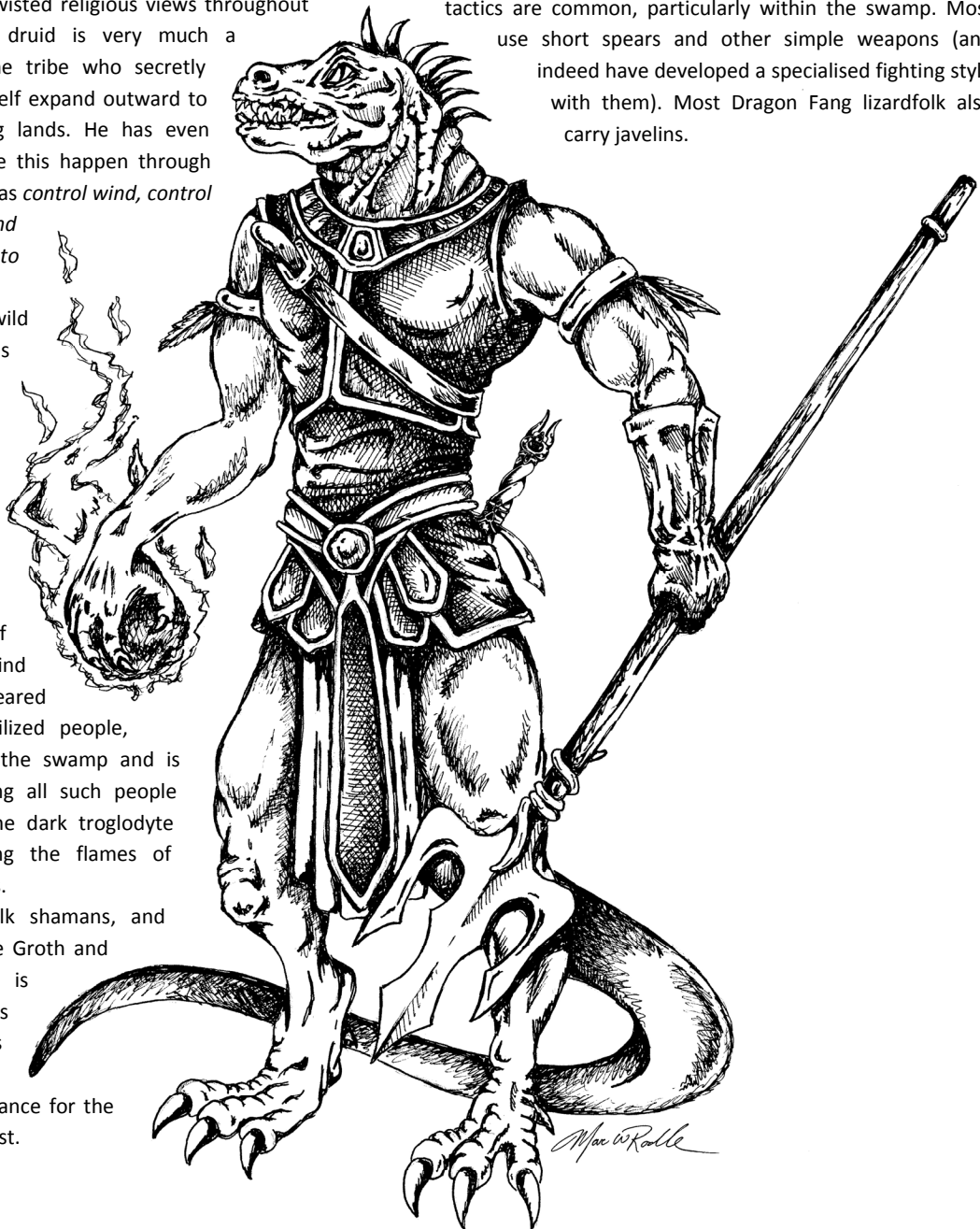
The traditional lizardfolk shamans, and Alssarrass in particular, hate Groth and the dark influence he is exerting over their tribe. It is very possible that Alssarrass could become a source of information and even assistance for the PCs if they could gain her trust.

## LAIR

The Dragon Fang tribe dwell in a Great Mound at the centre of a large marsh. A few smaller mounds encircle the Great Mound and all are connected by primitive vine walkways. Life within the Great Mound is highly communal. The lizardfolk eat, work and sleep together. Even Sesskarr sleeps in the same large, central chamber with the rest of the tribe, although he has smaller side chambers for council, privacy and crafting.

## COMBAT & TACTICS

Tribal warriors rely on stealth and brute strength. Hit and run tactics are common, particularly within the swamp. Most use short spears and other simple weapons (and indeed have developed a specialised fighting style with them). Most Dragon Fang lizardfolk also carry javelins.



## NEW FEATS

*Lizardfolk of the Dragon Fang* introduces a number of new feats utilised by members of the Dragon Fang tribe. 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.

## 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 can use their bonus feats to choose Battle feats.

### PIERCE [BATTLE]

*You strike two foes a glancing blow with the same weapon.*

**Prerequisites:** Weapon Focus (any ranged weapon), base attack bonus +4, tribal membership

**Benefit:** As a standard action, you make a single attack with a ranged weapon (thrown or projectile) at your full base attack bonus against a foe within the weapon's first range increment. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus, but with a -2 penalty) with the same missile against a foe that you can see. The second target can be no more than 10 feet from the first and must also be within the weapon's first range increment. You can only make one additional attack per round with this feat.

### GREAT PIERCE [BATTLE]

*You strike many foes a glancing blow with the same weapon.*

**Prerequisites:** Pierce, base attack bonus +8, tribal membership

**Benefit:** As a standard action, you make a single attack with a ranged weapon (thrown or projectile) at your full base attack bonus against a foe within the weapon's first range increment. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus, but with a -2 penalty) with the same missile against a foe that you can see. This second foe can be no more than 10 feet from the first and must be within the ranged weapon's first range increment.

If you hit, you can continue to make additional attack rolls with the same weapon (but at a cumulative -2 penalty for each

previous additional attack) against additional foes as long as you can see the target and it is within your weapon's first range increment. Each foe can be no more than 10 feet from the previous one. You cannot attack an individual foe more than once in the same round using this feat.

## IMPROVED COMBAT CASTING

*You are particularly skilled at spellcasting while threatened.*

**Prerequisites:** Combat Casting.

**Benefit:** You get a +2 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled. This bonus stacks with the bonus granted by Combat Casting. In addition, you may reroll one concentration check per day. You must decide to use this ability before the result of the first roll is determined. You must take the result of the second die roll, even if it is worse than the first.

## SNAKE STAFF

**Level** cleric 5, druid 5 (transmutation)

**Casting Time** 1 standard action; **Components** V, S, M (a knife suitable for whittling)

**Range** medium (100 ft. + 10 ft./level); **Target** 1 or more pieces of wood, no two of which can be more than 30 ft. apart; **Duration** 1 round/level

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

With a long hissing whisper, you transform ordinary pieces of wood into various sorts of snakes that immediately attack your foes. As long as the snakes remain within sight, you can direct their actions telepathically as a free action. You can only apply this spell to wooden objects not in a creature's possession or not part of a larger structure or plant. Each time you cast this spell you can create a number of snakes equal to your caster level. More powerful snakes take up more than one of your available total, as noted below.

- **Venomous Snake:** A stick or piece of firewood. Counts as 1 snake.
- **Constrictor Snake:** A staff of tree branch. Counts as 2 snakes.
- **Advanced Venomous Snake:** A stick or piece of firewood. Counts as 2 snakes.
- **Advanced Giant Venomous Snake:** A log or pile of debris. Counts as 4 snakes.
- **Advanced Giant Constrictor Snake:** A fallen tree or large pile of debris. Counts as 5 snakes.

This spell originally appeared in Paizo's *Advanced Player's Guide*.

## NEW SPELLS

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The adepts and other spellcasters of the Dragon Fang tribe have created a small number of spells unique to the tribe.

### ACID BOLT

**Level** sorcerer/wizard 3 (evocation [acid])

**Casting Time** 1 standard action; **Components** V, S, M (powdered adder's fang)

**Range** (100 ft. + 10 ft./level); **Effect** one bolt of acid; **Duration** 1 round per three levels

**Saving Throw** none; **Spell Resistance** no

A bolt of acid springs from your hand and speeds to its target. You must succeed on a ranged touch attack to hit your target. The bolt deals 2d6 points of acid damage. For every three caster levels you possess, the acid, unless neutralized, lasts for another round (to a maximum of 6 additional rounds at 18th level), dealing another 2d6 points of damage in each round.

Alternatively, you can coat a single weapon with the acid created by this spell. An affected weapon deals 1d6 acid damage for the duration of the spell.

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### DRAGON FANG ADEPT SPELL LIST

Adepts of the Dragon Fang enjoy access to a different spell list to that of normal adepts.

**0-Level:** *acid splash, create water, detect magic, detect poison, ghost sound, guidance, know direction, light, mending, message, purify food and drink, read magic, stabilize.*

**1st-Level:** *calm animals, cause fear, charm animal, command, comprehend languages, cure light wounds, detect animals and plants, detect good, detect snares and pits, endure elements, entangle, hide from animals, inflict light wounds, obscuring mist, pass without trace, protection from chaos, protection from evil, protection from good, protection from law, sleep, speak with animals, summon nature's ally I, swamp kin.*

**2nd-Level:** *acid arrow, aid, animal trance, bear's endurance, bite of the viper, blindness/deafness, bull's strength, cat's grace, cure moderate wounds, darkness, delay poison, fog cloud, invisibility, resist energy, scorching ray, see invisibility, soften earth and stone, summon swarm, web.*

**3rd-Level:** *acid bolt, bestow curse, contagion, continual flame, cure serious wounds, deeper darkness, lightning bolt, mass swamp kin, neutralize poison, quench, remove curse, remove disease, snare, stinking cloud, tongue, speak with plant.*

**4th-Level:** *antiplant shell, command plants, control water, cure critical wounds, fear, freedom of movement, neutralize poison, repel vermin, solid fog, stoneskin.*

**5th-Level:** *blight, break enchantment, cloudkill, commune, heal, insect plague, raise dead, true seeing, wall of thorns.*

### BITE OF THE VIPER

**Level** adept 2, druid 2 (necromancy)

**Casting Time** 1 standard action; **Components** V, S, M (adder's tongue)

**Range** personal; **Target** you; **Duration** 1 round per caster level

**Saving Throw** Fortitude (see text); **Spell Resistance** no

This spell gives you a bite attack laden with the poison of a swamp adder. Your bite deals damage appropriate to your size (Small 1d4, Medium 1d6, Large 1d8 and so on) and you do not suffer any non-proficiency penalty when making a bite attack.

If bitten, your opponent must make a Fortitude save or be poisoned.

**Swamp Adder Poison (Ex)** *save* Fort DC 12 + spellcaster's ability modifier, *frequency* 1/round for 6 rounds, *effect* 1d2 Con, *cure* 2 consecutive saves.

### SWAMP KIN

**Level** adept 1, druid 1, sorcerer/wizard 1 (abjuration)

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

**Range** touch; **Target** creature touched; **Duration** 24 hours

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

The creature touched can move through shallow bogs without being hindered by difficult terrain. The spell has the following effects:

- It costs an affected creature only 1 square of movement to enter a square containing a shallow bog.
- The DC of Acrobatic or Stealth checks made in shallow bogs does not increase by 2.

Swamp kin does not provide any bonuses to characters moving through deep bogs or areas containing undergrowth.

### SWAMP KIN, MASS

**Level** adept 3, druid 3, sorcerer/wizard 3 (abjuration)

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

**Range** close (25 ft. + 5 ft./2 levels); **Target** one creature/level, no two of which can be more than 10 ft. apart; **Duration** 24 hours

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

This spell functions like *swamp kin*, except as noted above.

## NEW MAGIC ITEMS

The Dragon Fang tribe possesses three unique magic items, two of which were crafted by Sesskarr himself.

### BLOOD SPILLER

*This 3-foot long spear is very sturdy yet strangely light weight. The centre is wrapped in tightly wound, red-stained cord and the spearhead is incredibly sharp.*

**Aura** moderate (conjunction and transmutation) DC 20 Knowledge [arcana] **Identify** DC 24 Spellcraft

**Lore** (DC 15 Knowledge [nature]) The spear's haft is made of darkwood, a rare magic wood which is as hard as normal wood but much lighter.

**Lore** (DC 23 Knowledge [local]) This spear was enchanted by Sesskarr and given to Brethikk as a reward for his service.

**Abilities** This is a Small +1 returning human bane shortspear. The haft is made from darkwood and weighs 1/2 lb.

**Activation** use activated; CL 9th

**Requirements** Craft Magic Arms and Armour, *summon monster I, telekinesis*; **Cost** 9,000 gp; **Price** 18,000 gp.

### DRAGON FANG

*This is a wavy, black-bladed dagger with a handle intricately wrapped in strips of a strange black hide.*

**Aura** moderate (evocation and transmutation) DC 18 Knowledge [arcana] **Identify** DC 25 Spellcraft

**Lore** (DC 15 Linguistics or Draconic speaker) "For the Glory of Lizard-kind" is engraved in tiny Draconic letters at the base of the blade.

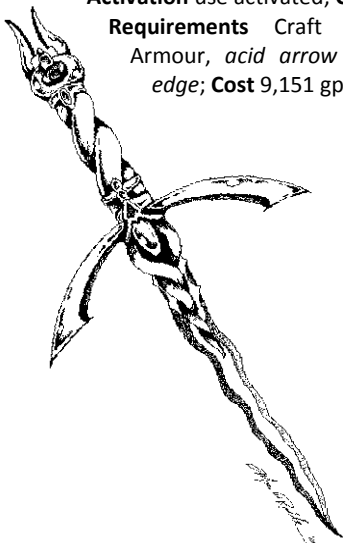
**Lore** (DC 20 Knowledge [arcana]) The blade is made from the front fang of a black dragon. The dagger's handle is wrapped with black dragon hide.

**Lore** (DC 23 Knowledge [local]) The blade of this dagger was made by Sesskarr himself from Gaz'relyth's fang and hide. Sesskarr also enchanted and engraved it.

**Abilities** This +1 keen dagger deals an additional 1d6 points of acid damage on a successful hit.

**Activation** use activated; CL 10th

**Requirements** Craft Magic Arms and Armour, *acid arrow or acid bolt, keen edge*; **Cost** 9,151 gp; **Price** 18,302 gp.



### STAFF OF THE SERPENT

*Just over six feet in length, this staff is made from a single piece of twisted and gnarled ash with a strikingly realistic serpent's head carved at the top.*

**Aura** moderate (conjunction, divination, transmutation, necromancy); DC 20 Knowledge [arcana] **Identify** DC 24 Spellcraft

**Lore** (DC 20 Knowledge [religion]) Tiny, intricate symbols of an ancient snake cult are carved into parts of the staff.

**Lore** (DC 20 Knowledge [arcana]) The staff is extremely old, ancient even.

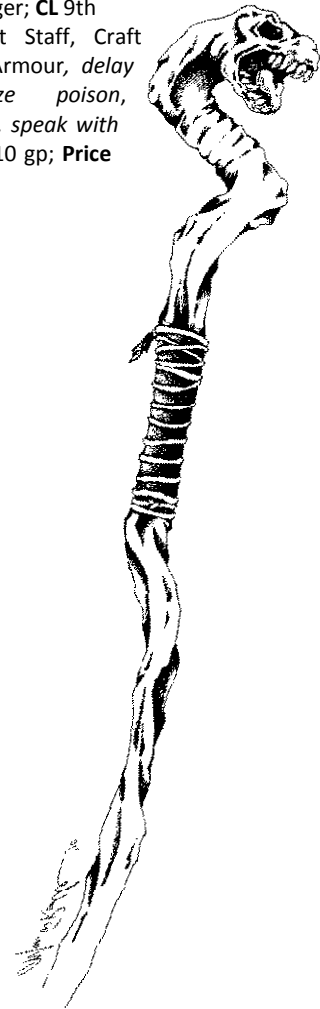
**Abilities** This staff allows use of the following spells:

- *delay poison* (1 charge)
- *poison* (2 charges)
- *neutralize poison* (2 charges)
- *speak with animals* (snakes only; 1 charge)
- *snake staff* (3 charges; page 8)

The staff may also be used as a weapon, functioning as a +1 quarterstaff.

**Activation** spell trigger; CL 9th

**Requirements** Craft Staff, Craft Magic Arms and Armour, *delay poison, neutralize poison, poison, snake staff, speak with animals*; **Cost** 19,610 gp; **Price** 39,220 gp.



## VARIANT LIZARDFOLK OF THE DRAGON FANG

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The Dragon Fang tribe is comprised primarily of standard lizardfolk. However, a handful of variant lizardfolk from far off tribes have journeyed to the swamp to answer Sesskarr's call.

**CLIFFBORN LIZARDFOLK** CR 1 (XP 400)  
*This reptilian humanoid has brown scales, a short and toothy snout and a short alligator-like tail.*

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Lizardfolk

N Medium humanoid (reptilian)

**Init** +0; **Senses** Perception +1, Sense Motive +0

**Speed** 30 ft., climb 30 ft.

**ACP** 0; Acrobatics +4, Climb +10

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**AC** 17, touch 10, flat-footed 17; **CMD** 12

(+2 armour [leather], +5 natural)

**Fort** +4, **Ref** +0, **Will** +0

**hp** 11 (2 HD)

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

**Melee** club +2 (1d6+1) and

bite +0 (1d4) or

**Melee** claw +2 (1d4+1) and

bite +2 (1d4+1)

**Ranged** dart (range 20 ft.) +1 (1d4+1)

**Combat Gear** darts (10)

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

**SQ** hold breath

**Hold Breath (Ex)** A cliffborn lizardfolk can hold its breath for 52 rounds before risking drowning.

**Feats** Multiattack

**Skills** as above

**Languages** Draconic

Cliffborn lizardfolk hail from mountainous rainforests where they have gained the ability to agilely climb both the cliffs and lofty trees of their home. They dwell high up on the cliffs in vast intricately woven nests that sprawl over inaccessible ledges. Cliffborn lizardfolk can go for weeks without setting foot on the ground.

Highly territorial, the cliffborn lizardfolk defend their homes with bravery and cunning.

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### LIZARD KINGS

Lizard kings are rare amongst the lizardfolk. Bigger and stronger than their normal fellows, they often lead tribes. To create a lizard king apply the following modifications to a normal lizardfolk's statistics:

- Apply the giant creature template
- Advance the lizard king to 5 HD
- Add Exotic Weapon Proficiency (war trident) and Improved Critical (war trident) as bonus feats.

**UNSEEN LIZARDFOLK** CR 1 (XP 400)  
*This reptilian humanoid has dull grey skin instead of scales, a long and toothy snout and a long, thin alligator-like tail.*

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Lizardfolk

N Medium humanoid (reptilian)

**Init** +0; **Senses** Perception +1, Sense Motive +0

**Speed** 30 ft., swim 15 ft.

**ACP** 0; Acrobatics +4, Stealth +1 (+11 when hiding), Swim +9

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**AC** 17, touch 10, flat-footed 17; **CMD** 12

(+2 armour [leather], +5 natural)

**Fort** +4, **Ref** +0, **Will** +0

**hp** 11 (2 HD)

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

**Melee** sickle +2 (1d6+1) and

bite +0 (1d4) or

**Melee** claw +2 (1d4+1) and

bite +2 (1d4+1)

**Ranged** javelin (range 30 ft.) +1 (1d6+1)

**Combat Gear** javelins (3)

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

**SQ** camouflage, hold breath

**Camouflage (Ex)** Unseen lizardfolk have the ability to change their skin colour instantly and at will, allowing them to blend into their surroundings. This ability gives them a +10 racial bonus on Stealth checks made to hide.

**Hold Breath (Ex)** An unseen lizardfolk can hold its breath for 52 rounds before risking drowning.

**Feats** Multiattack

**Skills** as above

**Languages** Draconic

Unseen lizardfolk have the ability to change their skin colour, allowing them to blend into their surroundings in a fashion similar to chameleons. They dwell in a variety of environments, in small clan groups.

Unseen lizardfolk are more timid than their more common brethren and prefer running and hiding to combat. They dwell quietly in their homes (which are normally in isolated or hard-to-reach locales) and have little interaction with their neighbours (who often are unaware of their presence).

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### THE WAR TRIDENT

This mighty two-handed weapon weighs 12 lbs. and cannot be thrown like a normal trident. It has the following statistics:

**Price** 20 gp (although many are masterwork quality and are highly decorated); **Damage** 1d10; **Critical** x3.

## ENCOUNTERS WITH THE DRAGON FANG

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PCs can encounter members of the Dragon Fang tribe in many ways. It is important to remember that, while a few specific members of the tribe are decidedly evil, the vast majority of the tribe are neutral in outlook. That said, the Dragon Fang are a very proud and unified tribe – they are much more militaristic than others of their kind, thanks to Sesskar’s strong leadership and promises of glory and conquest.

Most encounters with the Dragon Fang could be diplomatic in nature or could easily degenerate into violence, depending on the actions of the PCs.

The following encounters can be used as random events or could be tied together and played out in the order presented as the PCs become more involved in the tribe’s activities.

### RAID (EL 7, XP 3,200)

Soon after the PCs begin to investigate rumours of lizardfolk activity, a Dragon Fang raiding party attacks a small village or other settlement near the swamp. If the GM wishes to build tension, the PCs could first discover a settlement soon after the raid; they discover destroyed homes, bodies and broken spears strewn about the burned and smoking remains of the village. The PCs can search the ruins for clues and evidence as to who is behind the attack. A DC 8 Survival check discovers tracks leading back toward the swamp.

Alternatively, the lizardfolk might still be there, perhaps preparing to plunder a few weapons and the villagers’ hidden gold before retreating with the surviving villagers (whose destiny is to be enslaved by the victorious lizardfolk). The lizardfolk attack as soon as they notice intruders.

**4 Dragon Fang warriors:** page 14.

**1 Elite Dragon Fang warrior:** page 14.

**1 Dragon Fang scouts:** page 14.

To modify this encounter, apply the following changes:

**EL 6 (XP 2,400):** Remove two Dragon Fang warriors.

**EL 8 (XP 4,800):** Add two elite Dragon Fang warriors.

### KOBOLD EMISSARIES (EL 4, XP 1,200)

The PCs encounter a group of kobolds from Brethikk’s old tribe, the Blood Weasels. If allowed, the kobolds make it very clear to the PCs that they have no quarrel with them and don’t want trouble. What they want is their king back. Their tribe is in a sad state with Brethikk gone – there are no less than a half-dozen kobolds bickering and squabbling over leadership of the tribe. The kobolds are convinced that if Brethikk does not return to his followers, petty in-fighting will destroy the tribe.

This could be a very interesting and challenging role-playing encounter (or alternatively the PCs could simply slaughter the kobolds). If the PCs are clever, they can get a great deal of

information, who have been skulking around the outskirts of the swamp for weeks trying, without much success, to formulate some kind of plan. If the PCs attack, the kobolds flee as soon as practical.

**12 Kobolds:** *Bestiary*.

To modify this encounter, apply the following changes:

**EL 3 (XP 800):** Remove four kobolds.

**EL 5 (XP 1,600):** Add four kobolds.

### SWAMP AMBUSH (EL 8, XP 4,800)

A band of Dragon Fang lizardfolk ambushes the PCs as they delve deeper into the swamp. The lizardfolk are most likely a patrol that detected the PCs in the swamp and have come to investigate. They attack the PCs, using guerrilla tactics to soften them up before launching their full attack.

The lizardfolk attempt to subdue and capture the PCs, unless they feel the PCs’ are particularly dangerous, in which case they do their utmost to destroy them. Alternatively, the band could be sent by Groth, who fears any possible diplomatic efforts that might loosen his hold over Sesskarr. If this is the case, Groth instructs the lizardfolk to kill all the PCs.

**6 Dragon Fang warriors:** page 14.

**2 Dragon Fang scouts:** page 14.

**1 Elite Dragon Fang warrior:** page 14.

To modify this encounter, apply the following changes:

**EL 7 (XP 3,200):** Remove two Dragon Fang warriors and one Dragon Fang scout.

**EL 9 (XP 6,400):** Add two elite Dragon Fang warriors.

### CEREMONY OF BLACK BLOOD

The PCs arrive at the Great Mound, just as the Ceremony of Black Blood is beginning. If they have been captured, the PCs are brought here to be taken before Sesskarr once the ceremony has concluded. Alternatively, the PCs might observe the ceremony covertly if they have used stealth to reach the mound. (If they have reached the Great Mound covertly consider using the statistics presented in the “Raid” encounter to simulate their discovery by a roving lizardfolk patrol.)

When the PCs arrive, most of the tribe is present, including Groth, Brethikk and Alssarrass. Relate how the drums beat louder and louder until at last Sesskarr the Great climbs to the top of the Great Mound. With a voice that is both hissing and booming, he proudly recounts “Sesskarr’s Tale” (page 17). When he is finished, he draws forth *Dragon Fang* from its scabbard, holding it high above his head and loudly proclaims that the very blood of Gaz’relyth flows within his veins. The tribe cheers wildly as Sesskarr draws *Dragon Fang* across his palm, thick black blood

oozes from the wound. The other members of the tribe draw ceremonial daggers and follow their king's lead. As the drums beat faster, each Dragon Fang tribe member grasps hands with another, their blood mingling with that of their fellows.

"We are all of one tribe!" the lizard king bellows, thrusting his war trident aloft. "We are all of one BLOOD!"

The sheer number of lizardfolk present makes combat extremely difficult and deadly for the PCs. If the PCs decide to fight, match them against increasingly large numbers of lizardfolk warriors – giving them a chance to disengage. If they continue to fight, some of the lizardfolk leaders join the fight.

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## SWAMP TERRAIN

The Dragon Fang's swamp is large enough to include both moors and bogs if the GM desires, although the majority is considered swamp. In order to allow the Dragon Fang's swamp to fit into each campaign world organically, the exact size and details are left to the GM. (See the *Pathfinder Core Rulebook* for more details on marsh and swamp environments).

**Bogs:** If a square is part of a *shallow bog*, it has deep mud or standing water of about 1 foot in depth. It costs 2 squares of movement to move into a square with a shallow bog, and the DC of Acrobatics checks in such a square increases by 2.

A square that is part of a *deep bog* has roughly 4 feet of standing water. It costs Medium or larger creatures 4 squares of movement to move into a square with a deep bog, or characters can swim if they wish. Small or smaller creatures must swim to move through a deep bog. Tumbling is impossible in a deep bog. The water in a deep bog provides cover for Medium or larger creatures. Smaller creatures gain improved cover (+8 bonus to AC, +4 bonus on Reflex saves). Medium or larger creatures can crouch as a move action to gain this improved cover. Creatures with this improved cover take a –10 penalty on attacks against creatures that aren't underwater.

Both shallow and deep bogs increase the DC of Stealth checks by 2.

**Quicksand:** Patches of quicksand present a deceptively solid appearance (appearing as undergrowth or open land) that might trap careless characters. A character approaching a patch of quicksand at a normal pace is entitled to a DC 8 Survival check to spot the danger before stepping in, but charging or running characters don't have a chance to detect a patch before blundering into it. A typical patch of quicksand is 20 feet in diameter; the momentum of a charging or running character carries him  $1d2 \times 5$  feet into the quicksand.

*Effects of Quicksand:* Characters in quicksand must make a

If the PCs instead elect to employ diplomacy, Sesskarr feigns friendship and invites the PCs to share a meal with the tribe (all the while, plotting to dispose of the meddling adventurers once their guard is lowered). During the meal, Alssarrass speaks with the PCs, telling them much of the tribe's recent history and the simmering religious tensions seething in its ranks. She genuinely believes that if the PCs remove Groth's malign influence over Sesskarr, the lizard king will cast aside his dreams of glory and conquest.

DC 10 Swim check every round to simply tread water in place, or a DC 15 Swim check to move 5 feet in whatever direction is desired. If a trapped character fails this check by 5 or more, he sinks below the surface and begins to drown whenever he can no longer hold his breath (see the Swim skill).

Characters below the surface of quicksand may swim back to the surface with a successful Swim check (DC 15, +1 per consecutive round of being under the surface).

**Rescue:** Pulling out a character trapped in quicksand can be difficult. A rescuer needs a branch, spear haft, rope, or similar tool that enables him to reach the victim with one end of it. Then he must make a DC 15 Strength check to successfully pull the victim, and the victim must make a DC 10 Strength check to hold onto the branch, pole, or rope. If both checks succeed, the victim is pulled 5 feet closer to safety. If the victim fails to hold on, he must make a DC 15 Swim check immediately to stay above the surface.

**Hedgerows:** Common in moors, hedgerows are tangles of stones, soil, and thorny bushes. Narrow hedgerows function as low walls, and it takes 3 squares of movement to cross them. Wide hedgerows are more than 5 feet tall and take up entire squares. They provide total cover, just as a wall does. It takes 4 squares of movement to move through a square with a wide hedgerow; creatures that succeed on a DC 10 Climb check need only 2 squares of movement to move through the square.

**Other Marsh Terrain Elements:** Some marshes, particularly swamps, have trees just as forests do, usually clustered in small stands. Paths lead across many marshes, winding to avoid bog areas. As in forests, paths allow normal movement and don't provide the concealment that undergrowth does.

**Stealth and Detection in a Marsh:** In a marsh, the maximum distance at which a Perception check for detecting the nearby presence of others can succeed is  $6d6 \times 10$  feet. In a swamp, this distance is  $2d8 \times 10$  feet.

## WARRIORS AND SCOUTS OF THE DRAGON FANG

### DRAGON FANG WARRIOR

CR 1 (XP 400)

*This reptilian humanoid has green scales, a short and toothy snout and a thick alligator-like tail.*

Male lizardfolk

N Medium humanoid (reptilian)

**Init** +0; **Senses** Perception +1, Sense Motive +0

**Speed** 30 ft., swim 15 ft.

**ACP** -2; **Acrobatics** +2, **Swim** +8

**AC** 17, touch 10, flat-footed 17; **CMD** 12

(+2 shield [heavy wooden], +5 natural)

**Fort** +4, **Ref** +0, **Will** +0

**hp** 11 (2 HD)

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

**Melee** shortspear +2 (1d6+1) and

bite +0 (1d4) or

**Melee** claw +2 (1d4+1) and

bite +2 (1d4+1)

**Ranged** javelin (range 30 ft.) +1 (1d6+1)

**Combat Gear** javelins (3)

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

**SQ** hold breath

**Hold Breath (Ex)** The Dragon Fang warrior can hold its breath for 52 rounds before risking drowning.

**Feats** Multiattack

**Skills** as above

**Languages** Draconic

### ELITE DRAGON FANG WARRIOR

CR 3 (XP 800)

*This reptilian humanoid has green scales, a short and toothy snout and a thick alligator-like tail.*

Male lizardfolk warrior 4

N Medium humanoid (reptilian)

**Init** +0; **Senses** Perception +3, Sense Motive +0

**Speed** 30 ft., swim 15 ft.

**ACP** -1; **Acrobatics** +3, **Swim** +14

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

(+2 shield [mwk heavy wooden], +5 natural)

**Fort** +8, **Ref** +1, **Will** +1

**hp** 41 (6 HD)

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

**Melee** mwk shortspear +8 (1d6+2) and

bite +5 (1d4+1) or

**Melee** claw +7 (1d4+2) and

bite +7 (1d4+2)

**Ranged** javelin (range 30 ft.) +6 (1d6+2)

**Atk Options** Pierce

**Combat Gear** javelins (3)

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

**SQ** hold breath

**Hold Breath (Ex)** The elite Dragon Fang warrior can hold its breath for 52 rounds before risking drowning.

**Feats** Multiattack, Pierce, Weapon Focus (javelin)

**Skills** as above plus Survival +4

**Languages** Draconic

### DRAGON FANG SCOUT

CR 3 (XP 800)

*This reptilian humanoid has green scales, covered in moist, black soot, a short and toothy snout and a thick alligator-like tail. It carries a short spear.*

Male lizardfolk expert 4

N Medium humanoid (reptilian)

**Init** +0; **Senses** Perception +7, Sense Motive +2

**Speed** 30 ft., swim 15 ft.

**ACP** -1; **Acrobatics** +10, **Stealth** +9, **Swim** +12

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

(+2 shield [mwk heavy wooden], +5 natural)

**Fort** +5, **Ref** +1, **Will** +4

**hp** 33 (2 HD)

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

**Melee** mwk shortspear +6 (1d6+1) and

bite +0 (1d4) or

**Melee** claw +5 (1d4+1) and

bite +5 (1d4+1)

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

**Combat Gear** javelins (3)

**Abilities** Str 13, Dex 11, Con 13, Int 9, Wis 10, Cha 10

**SQ** hold breath

**Hold Breath (Ex)** The Dragon Fang scout can hold its breath for 52 rounds before risking drowning.

**Feats** Alertness, Self-Sufficient, Skill Focus (Stealth)

**Skills** as above Heal +2, Knowledge (local) +6, Knowledge (nature) +6, Survival +9

**Languages** Draconic





## SHAMANS OF THE DRAGON FANG

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### DRAGON FANG SHAMAN

CR 3 (XP 800)

*This reptilian humanoid has green scales, a short and toothy snout and a thick alligator-like tail.*

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Advanced lizardfolk adept 2

N Medium humanoid (reptilian)

**Init** +2; **Senses** Perception +4 (+6 familiar in arm's reach), Sense Motive +2 (+4 if familiar in arm's reach)

**Speed** 30 ft., swim 15 ft.

**ACP** -1; Acrobatics +6, Climb +5, Swim +12

---

**AC** 22, touch 13, flat-footed 20; **CMD** 18; Dodge (+2 Dex, +2 shield [mwk heavy wooden], +7 natural, +1 dodge)

**Fort** +6, **Ref** +2, **Will** +5

**hp** 32 (4 HD)

---

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

**Melee** mwk shortspear +6 (1d6+3) and bite +0 (1d4+1) or

**Melee** claw +5 (1d4+3) and bite +5 (1d4+3)

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

**Adept Spells Prepared** (CL 2nd; concentration +4)

1st—*entangle* (DC 13), *swamp kin*

0—*acid splash*, *know direction*, *purify food and drink*

**Combat Gear** javelins (3), *potion of cure light wounds* (2), *potion of shield of faith*, *scroll of obscuring mist*, *pass without trace* and *swamp kin*

---

**Abilities** Str 17, Dex 14, Con 17, Int 13, Wis 15, Cha 14

**SQ** hold breath, share spells, summon familiar (lizard)

**Hold Breath (Ex)** The Dragon Fang shaman can hold its breath for 68 rounds before risking drowning.

**Feats** Dodge, Toughness

**Skills** as above plus Handle Animal +7, Heal +7, Knowledge (nature) +7, Knowledge (religion) +7, Survival +6

**Languages** Common, Draconic, empathic link

**Gear** as above plus spell component pouch

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### LIZARD FAMILIAR

CR - (XP 0)

N Tiny animal

**Init** +2; **Senses** low-light vision; Perception +6, Sense Motive +1

**Speed** 20 ft., climb 20 ft.

**ACP** 0; Acrobatics +14 (+10 jumping), Climb +9, Stealth +13, Swim -1

---

**AC** 15, touch 14, flat-footed 13; **CMD** 8 (+2 Dex, +2 size, +1 natural)

**Fort** +3, **Ref** +4 (improved evasion), **Will** +4

**hp** 16 (2 HD)

---

**Space** 2 1/2 ft.; **Base Atk** +2; **CMB** -4

**Melee** bite +6 (1d4-4)

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**Abilities** Str 3, Dex 15, Con 8, Int 6, Wis 12, Cha 2

**Feats** Weapon Finesse

**Skills** as above plus Survival +2

**Languages** empathic link

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### DRAGON FANG GREATER SHAMAN

CR 5 (XP 1,600)

*This reptilian humanoid has green scales, a short and toothy snout and a thick alligator-like tail.*

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Advanced lizardfolk adept 6

N Medium humanoid (reptilian)

**Init** +2; **Senses** Perception +5 (+7 familiar in arm's reach), Sense Motive +3 (+5 if familiar in arm's reach)

**Speed** 30 ft., swim 15 ft.

**ACP** -2; Acrobatics +5, Climb +4, Swim +11

---

**AC** 22, touch 13, flat-footed 20; **CMD** 20; Dodge, Mobility (+2 Dex, +2 shield [heavy wooden], +7 natural, +1 dodge)

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

**hp** 60 (8 HD)

---

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

**Melee** mwk shortspear +8 (1d6+3) and bite +2 (1d4+1) or

**Melee** claw +7 (1d4+3) and bite +7 (1d4+3)

**Ranged** javelin (range 30 ft.) +6 (1d6+3)

**Adept Spells Prepared** (CL 6th; concentration +9 [+13 casting defensively or grappling])

2nd—*cure moderate wounds*, *summon swarm*

1st—*cure light wounds*, *entangle* (DC 14), *swamp kin*

0—*acid splash*, *know direction*, *purify food and drink*

**Combat Gear** javelins (3), *potion of cure moderate wounds*, *scroll of acid arrow*, *delay poison*, *invisibility* (2)

---

**Abilities** Str 17, Dex 14, Con 17, Int 13, Wis 16, Cha 14

**SQ** hold breath, share spells, summon familiar (lizard)

**Hold Breath (Ex)** The Dragon Fang greater shaman can hold its breath for 68 rounds before risking drowning.

**Feats** Combat Casting, Dodge, Mobility, Toughness

**Skills** as above plus Handle Animal +11, Heal +8, Knowledge (nature) +11, Knowledge (religion) +11, Survival +11

**Languages** Common, Draconic, empathic link, speak with familiar

**Gear** as above plus *cloak of resistance +1*, spell component pouch

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### LIZARD FAMILIAR

CR - (XP 0)

N Tiny animal

**Init** +2; **Senses** low-light vision; Perception +6, Sense Motive +1

**Speed** 20 ft., climb 20 ft.

**ACP** 0; Acrobatics +14 (+10 jumping), Climb +9, Stealth +13, Swim -1

---

**AC** 17, touch 14, flat-footed 15; **CMD** 10 (+2 Dex, +2 size, +3 natural)

**Fort** +4, **Ref** +4 (improved evasion), **Will** +6

**hp** 30 (8 HD)

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**Space** 2 1/2 ft.; **Base Atk** +4; **CMB** -2

**Melee** bite +8 (1d4-4)

**Atk Options** deliver touch spells

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**Abilities** Str 3, Dex 15, Con 8, Int 8, Wis 12, Cha 2

**Feats** Weapon Finesse

**Skills** as above plus Survival +6

**Languages** empathic link, speak with master

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## PERSONA: SESSKARR THE LIZARD KING

Sesskarr the Great is a marvel among lizardfolk. He is strong and powerful but also intelligent, cunning and an excellent diplomat. He has been king of the tribe for decades and has the complete loyalty and reverence of his people. Few within the tribe would hesitate to give their very life to protect their king.

He is fiercely proud and believes with all his heart that he has been chosen to lead his people in what he sees as a glorious and honourable war to elevate the status of reptile-kind everywhere.

### SESSKARR'S TALE

*"I am Sesskarr. I am known to my people as Sesskarr the Great.*

*Long ago, when I was still young and on my first hunting foray into the deepest part of the marsh, I became separated from my hunting party. After three days lost and alone in the swamp, I came suddenly upon Gaz'relyth, an ancient black dragon who had lived in our swamp for many centuries. At first, I was terrified, but quickly I realized that the mighty dragon was dying.*

*Gaz'relyth beckoned for me to come closer, looked into my eyes and said weakly ...*

*"I can see that the blood of my kind runs through you, lizardman. The power of the black dragon is in your soul. You are destined for great things ... mighty things ..."*

*With those final, prophetic words, the old dragon gasped her final breath and died, her huge black head sinking into the swamp. I felt my own body shudder. It was at that moment, with Gaz'relyth's dying words still echoing in my ears that I realized the ancient black dragon's spirit had somehow inhabited my body. She had become part of me. She had chosen me!*

*It was not long after this fateful encounter that I began to show the first signs of my awakening magic power and the great draconic heritage that was now part of me. This only reaffirmed my profound belief that I am truly somehow descended from black dragons. By the time I was given the great war trident and became king of our tribe, I knew my destiny was to raise lizard-kind up to their rightful place within the world, as the true inheritors of draconic might. I will restore the lost power, glory and honour that is our birthright. Together, we will expand our power beyond this one swamp, and gather only the best and most powerful from among all the lizardfolk tribes, as well as the most powerful from other like-minded races! Together, we will crush those that stand in our way! Together, we will create a mighty lizardfolk kingdom!*

*I am Sesskarr the Great! I am the LIZARD KING!"*

### SESSKARR THE GREAT

CR 11 (XP X 12,800)

*This massive, 8-foot tall reptilian humanoid has shining black scales, a short and toothy snout and a thick alligator-like tail. There is both power and cunning in his snake-like eyes.*

Male giant lizardfolk sorcerer (black dragon) 9

N Large humanoid (reptilian)

**Init** +4; **Senses** Perception +11, Sense Motive +2

**Speed** 30 ft., swim 15 ft.

**ACP** 0; **Acrobatics** +4, **Stealth** -4, **Swim** +15

**AC** 19, **touch** 9, **flat-footed** 19; **CMD** 23

(-1 size, +10 natural)

**Fort** +10, **Ref** +4, **Will** +7

**Resist acid** 10

**hp** 122 (14 HD)

**Space** 10 ft.; **Base Atk** +7; **CMB** +13

**Melee** +1 *war trident* (reach 10 ft.) +13/+8 (1d10+8/19-20 x3) and bite (reach 10 ft.) +9 (1d6+2) or

**Melee** +1 *dagger (Dragon' Fang, reach 10 ft.)* +12/+7 (1d4+6 plus 2d6 acid), claw (reach 10 ft.) +11 (1d6+5) and bite (reach 10 ft.) +9 (1d6+2) or

**Melee** 2 claw (reach 10 ft.) each +11 (1d6+5) and bite (reach 10 ft.) +11 (1d6+5)

**Atk Options** claws 6/day

**Special Actions** breath weapon 1/day (60-foot line, 9d6 acid, DC 17)

**Sorcerer Spells Known** (CL 9th; concentration +12 [+18 casting defensively or grappling], bloodline arcana [acid spell, +1 damage per die])

4th—*black tentacles, confusion* (DC 17), *fear* (DC 17)

3rd—*acid bolt, blink, fly, hold person* (DC 16)

2nd—*acid arrow, blindness/deafness* (DC 15), *invisibility, resist energy, scorching ray*

1st—*charm person, comprehend languages, expeditious retreat, mage armour, ray of enfeeblement* (DC 14), *true strike*

0—*acid splash, bleed* (DC 13), *detect poison, detect magic, light, message, prestidigitation, read magic*

**Abilities** Str 21, Dex 10, Con 16, Int 11, Wis 10, Cha 16

**SQ** hold breath

**Hold Breath (Ex)** Sesskarr can hold his breath for 64 rounds before risking drowning.

**Feats** Alertness, Combat Casting, Craft Magic Arms and Armour, Eschew Materials<sup>B</sup>, Exotic Weapon Proficiency (war trident)<sup>B</sup>, Improved Combat Casting, Improved Critical (war trident)<sup>B</sup>, Improved Initiative<sup>B</sup>, Multiattack, Persuasive, Toughness, Weapon Focus (war trident)

**Skills** as above plus Diplomacy +14, Intimidate +11, Knowledge (arcana) +6, Spellcraft +6

**Languages** Draconic

## IMPORTANT PERSONAGES OF THE DRAGON FANG

### ALSSARRASS

*Noble and powerful, Alssarrass's love of her king is absolute.*

Sesskarr's consort, Alssarrass desires an end to his warlike ways.

**Personality:** Alssarrass is devoted to her king.

**Mannerisms:** Saddened by the loss of her previous, beloved familiar, Alssarrass is often on the verge of tears.

**Hooks:** Alssarrass hates Groth's hold over her king; PCs slaying the sinister troglodyte gain her favour.

#### ALSSARRASS

CR 8 (XP 4,800)

*This reptilian humanoid has green scales, a short and toothy snout and a thick alligator-like tail.*

Female advanced lizardfolk adept 12

N Medium humanoid (reptilian)

**Init** +2; **Senses** Perception +8 (+10 familiar in arm's reach), Sense Motive +3 (+5 if familiar in arm's reach)

**Speed** 30 ft., swim 15 ft.; Nimble Moves

**ACP** -2; Acrobatics +5, Climb +4, Swim +11

**AC** 23, touch 14, flat-footed 21; **CMD** 24; Combat Expertise, Dodge, Mobility (+2 Dex, +2 shield [heavy wooden], +7 natural, +1 deflection [ring of protection +1], +1 dodge)

**Fort** +11, **Ref** +9, **Will** +12

**hp** 107 (14 HD)

**Space** 5 ft.; **Base Atk** +7; **CMB** +10

**Melee** mwk shortspear +11/+6 (1d6+3) and bite +5 (1d4+1) or

**Melee** claw +10 (1d4+3) and bite +10 (1d4+3)

**Atk Options** Combat Expertise

**Adept Spells Prepared** (CL 12th; concentration +15 [+19 casting defensively or grappling])

3rd—*cure serious wounds, mass swamp kin, stinking cloud* (DC 16)

2nd—*cure moderate wounds, scorching ray, see invisibility, summon swarm*

1st—*cure light wounds, entangle* (DC 14), *speaking with animals, swamp kin*

0—*acid splash, know direction, purify food and drink*

**Combat Gear** *pearl of power* (1st-level), *potion of cure serious wounds, scroll of delay poison, invisibility* (2), *lightning bolt*

**Abilities** Str 17, Dex 14, Con 17, Int 13, Wis 17, Cha 14

**SQ** hold breath (68 rounds), share spells, summon familiar (lizard, hp 53)

**Feats** Combat Casting, Combat Expertise, Dodge, Lightning Reflexes, Mobility, Nimble Moves, Toughness

**Skills** as above plus Handle Animal +11, Heal +14, Knowledge (nature) +17, Knowledge (religion) +17, Survival +14

**Languages** Common, Draconic, empathic link, speak with familiar

**Gear** as above plus *cloak of resistance* +1, spell component pouch

### BRETHIKK

*This small, but fierce, warrior is utterly loyal to Sesskarr and dreams of being a great war leader.*

Brethikk was the king of the Blood Weasels tribe, but abandoned his people to answer Sesskarr's call to war. He now serves as the commander of Sesskarr's bodyguards.

**Personality:** Brethikk is fiercely loyal to Sesskarr and allows no disrespect to his master.

**Distinguishing Marks:** Several small scars crisscross Brethikk's arms and face.

**Mannerisms:** Boundless energy seemingly drives Brethikk. He never sits still, instead fidgeting with his weapons, armour and so on.

**Hooks:** The Blood Weasels want their chieftain back; if the PCs aid them in their quest, they gain the entire tribe's thanks.

#### BRETHIKK

CR 8 (XP 4,800)

*This short, reptilian humanoid has scaled skin, a snout filled with tiny teeth, and a long tail. Although small he carries himself with the confidence of a great warrior.*

Male kobold fighter 9

LE Small humanoid (reptilian)

**Init** +7; **Senses** darkvision 60 ft.; Perception +6, Sense Motive +1

**Speed** 20 ft., base speed 30 ft.; Nimble Moves, Spring Attack

**ACP** -4; Stealth +15, Swim +1

**AC** 24, touch 15, flat-footed 20; **CMD** 22; Dodge, Mobility, Nimble Moves

(+1 size, +3 Dex, +1 dodge, +6 armour [mwk breastplate], +2 shield [mwk heavy wooden], +1 natural)

**Weakness** light sensitivity

**Light Sensitivity (Ex)** Brethikk is dazzled in areas of bright sunlight or when within a daylight spell.

**Fort** +7, **Ref** +6, **Will** +4 (+6 vs. fear)

**hp** 86 (9 HD)

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

**Melee** +1 returning human bane shortspear (*Blood Spiller*) +15/+10 (1d4+6/19-20)

**Ranged** +1 returning human bane shortspear (*Blood Spiller*) (range 20 ft.) +17/+12 +15 (1d4+6/19-20)

**Atk Options** Spring Attack, Vital Strike

**Abilities** Str 12, Dex 16, Con 12, Int 10, Wis 12, Cha 8

**SQ** armour training (2), crafty, weapon training (spears +2)

**Feats** Dodge, Improved Critical, Improved Initiative, Mobility, Nimble Moves, Spring Attack, Toughness, Vital Strike, Weapon Focus (shortspear), Weapon Specialisation (shortspear)

**Skills** as above plus Craft (trapmaking) +8, Profession (miner) +3, Survival +6

**Languages** Draconic

**Gear** as above

## GROTH

*A dark force within the tribe, this malevolent troglodyte plots the utter destruction of the Dragon Fang's neighbours.*

Groth is Sesskarr's chief advisor. A recent arrival in the tribe – brought here by Sesskarr's call to war – Groth secretly wants to use the king's expansionist policy to wipe out surrounding towns and other human settlements in order to return the area to a more natural, primitive environment populated only by reptile-kind.

**Personality:** Groth is scheming, manipulative and quite capable of truly cold and vile acts. Although he was careful not to leave any evidence of the fact, he recently killed Alssarrass' lizard familiar (which she has only just replaced) and left the mangled body with her things as an unspoken warning to her for speaking out against him.

### GROTH

CR 10 (XP 9, 600)

*This humanoid's scaly hide is dull gray. His frame resembles that of a cave lizard, with a long tail and crests on his head and back. He grips a tall, gnarled staff topped with a carved snake's head.*

Male troglodyte druid 10

NE Medium humanoid (reptilian)

**Init** +0; **Senses** darkvision 90 ft.; Perception +12, Sense Motive +4

**Speed** 30 ft.; trackless step, woodland stride

**Trackless Step (Ex)** Groth leaves no trail in natural surroundings and cannot be tracked. He can leave a trail if desired.

**Woodland Stride (Ex)** Groth can move through undergrowth at normal speed without taking damage or suffering any impairment. Undergrowth magically enchanted to impede movement still affects him.

**ACP** 0; Climb +5, Stealth +6 (+10 in rocky areas), Swim +8

**AC** 17, touch 10, flat-footed 17; **CMD** 18; bramble armour (+7 natural)

**Bramble Armour (Su)** Groth can cause a host of wooden thorns to burst from his skin as a free action. While bramble armour is in effect, any foe striking him with an unarmed strike or a melee weapon without reach takes 1d6 +5 points of piercing. He can use this ability for 10 rounds per day. These rounds do not need to be consecutive.

**Fort** +14, **Ref** +3, **Will** +1; +4 vs. spells and spell-like abilities of fey and spells and effects that utilise or target plants

**hp** 88 (12 HD)

**Space** 5 ft. (stench aura 30 ft.); **Base Atk** +8; **CMB** +8

**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 Groth's stench for 24 hours.

**Melee** +1 quarterstaff (*Staff of the Serpent*) +9 (1d6+1) or

**Melee** 2 claws +3 each (1d4) and bite +8 (1d4)

**Distinguishing Marks:** Groth often rubs soot onto his dull gray scales to better emulate (and flatter) Sesskarr.

**Mannerisms:** When excited or angry, Groth obsessively rubs the carved snake's head of the *Staff of the Serpent*.

**Hooks:** Groth is the most aggressive of Sesskarr's followers. At every turn, he harangues the tribe to fight harder and to show no mercy. If the PCs meet the tribe peacefully, he loudly (and very subtly) argues for their immediate execution. If the PCs seem morally flexible, he tries to recruit them to assassinate Alssarrass. If they succeed, he immediately denounces them hoping they will be killed before they can reveal his part in the affair.

**Atk Options** wooden fist (7 rounds)

**Wooden Fist (Su)** As a free action, Groth's hands become as hard as wood, covered in tiny thorns. While thus, his unarmed strikes do not provoke attacks of opportunity, deal lethal damage and gain a +5 bonus on damage rolls. He can use this ability for 7 rounds per day. These rounds need not be consecutive.

**Special Actions** spontaneous casting (Augment Summoning, *summon nature's ally*), wild shape 4/day (Natural Spell)

**Wild Shape (Su) 4/day** Groth can use wild shape to change into a Huge to Diminutive animal, a Medium elemental or a Small or Medium plant creature. When taking the form of animals, wild shape functions as *beast shape III*. When taking the form of an elemental, wild shape functions as *elemental body II*. When taking the form of a plant creature, wild shape functions as *plant shape I*.

**Druid Spells Prepared** (CL 10th; concentration +14; Domain plant)

5th—*wall of thorns<sup>D</sup>*, *insect plague*, *stoneskin*

4th—*command plants<sup>D</sup>* (DC 18), *cure serious wounds*, *dispel magic*, *rusting grasp*, *scrying*

3rd—*plant growth<sup>D</sup>*, *call lightning* (DC 17), *contagion* (DC 17), *protection from energy*, *spike growth* (DC 17)

2nd—*barkskin<sup>D</sup>*, *animal trance* (DC 16), *bite of the viper* (DC 16), *gust of wind* (DC 16), *tree shape*, *warp wood* (DC 16)

1st—*entangle<sup>D</sup>* (DC 15), *longstrider*, *cure light wounds*, *faerie fire*, *obscuring mist*, *speak with animals*

0—*detect magic*, *detect poison*, *know direction*, *stabilize*

**Combat Gear** *Staff of the Serpent*

**Abilities** Str 10, Dex 11, Con 14, Int 12, Wis 18, Cha 13

**SQ** nature bond (plant domain), nature sense, resist nature's lure, wild empathy +11 (+7 vs. magical beasts)

**Feats** Augment Summoning, Great Fortitude, Improved Natural Armour, Natural Spell, Spell Focus (conjuration)

**Skills** as above plus Handle Animal +16, Knowledge (geography) +15, Knowledge (nature) +17, Survival +19

**Languages** Common, Draconic, Druidic

## SWAMP FEATURES

The Dragon Fang's homeland has many interesting features a GM can use to make any battle featuring the lizardfolk more interesting and dynamic.

**Bogs:** Bogs stretch for a mile each side of the trail. It costs 2 squares of movement to move into a square with a shallow bog; the DC of Acrobatics checks in such a square increases by 2. Bogs increase the DC of Stealth checks by 2.

**Bog (Deep):** A square that is part of a deep bog has roughly 4 feet of standing water. It costs Medium or larger creatures 4 squares of movement to enter a square with a deep bog, or must swim (DC 10 Swim check). Small or smaller creatures must swim to move through a deep bog. Tumbling is impossible in a deep bog.

The water in a deep bog provides cover (+4 AC, +2 Reflex saves) for Medium or larger creatures. Smaller creatures gain improved cover (+8 AC, +4 Reflex saves). Medium or larger creatures can crouch as a move action to gain improved cover. Creatures with this improved cover take a –10 penalty on attacks against creatures that aren't underwater. Deep bogs increase the DC of Stealth checks by 2.

**Causeway:** A 10-foot high, steeply-sloped causeway provides a path through the swamp. The causeway is built from a pile of stone, each roughly a foot in diameter, overgrown with coarse marsh-grass. The top of the causeway is 10 feet wide, and allows free movement. Climbing or descending the causeway does not require a Climb check, but is considered difficult terrain (it costs

2 squares of movement to enter each square). Creatures at the top of the causeway gain the benefit of higher ground (+1 on attack rolls) against creatures on the causeway's slopes.

**Hovel:** A creature inside a hovel (AC 4, hardness 2, hp 40) gains full concealment (50% miss chance). Each hovel contains the very bare essentials of life – odds and ends of spare clothing, heaps of bracken and other soft vegetation serving as beds, a few pitiful, crude toys and so on.

**Massive Mangroves:** These huge trees (AC 3, hardness 5, hp 600; DC 15 Climb check) fill an entire square. They provide cover (+4 AC, +2 Reflex saves).

**Mist (Light):** A light mist blankets the swamp. Creatures 20 feet away have concealment (20% miss chance).

**Mist (Thick):** Thick fog blankets the swamp. The fog obscures all sight beyond 5 feet, including darkvision. Creatures 5 feet away have concealment (20% miss chance).

**Trail:** A 10 ft. wide trail winds through the swamp. On the trail, movement is without penalty.

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



## COMPILED LISTS

The Lizardfolk of the Dragon Fang have developed many unique spells, magic items, feats and class abilities. This page summarises their creations.

### NEW SPELLS

#### 1ST-LEVEL SPELLS

**Swamp Kin (adept 1, druid 1, sorcerer/wizard 1):** Enables the subject to move through swamp and bog terrain easily.

#### 2ND-LEVEL SPELLS

**Bite of the Viper (adept 2, druid 2):** Gives you the poisonous bite of a swamp viper.

#### 3RD-LEVEL SPELLS

**Acid Bolt (sorcerer/wizard 3):** Enables you to hurl an acid bolt or coat a weapon with acid.

**Mass Swamp Kin (adept 3, druid 3, sorcerer/wizard 3):** As swamp kin, but affects multiple targets.

### NEW MAGIC ITEMS BY COST

COST	
18,000 gp	<i>Blood Spiller</i>
18,300 gp	<i>Dragon Fang</i>
39,220 gp	<i>Staff of the Serpent</i>

### STAT BLOCKS BY CR

CR		PAGE
1	Dragon Fang Warrior N male lizardfolk	54
1	Cliffborn Lizardfolk N alternate lizardfolk	51
1	Unseen Lizardfolk N alternate lizardfolk	51
3	Elite Dragon Fang Warrior N male lizardfolk warrior 4	54
3	Dragon Fang Scout N male lizardfolk expert 4	54
3	Dragon Fang Shaman N advanced lizardfolk adept 2	55
5	Dragon Fang Greater Shaman N advanced lizardfolk adept 6	55
8	Allsarrass N female advanced lizardfolk adept 12	57
9	Brethikk LE male kobold fighter 9	57
10	Groth NE male troglodyte druid 10	58

### NEW FEATS

FEAT	PREREQUISITES	BENEFIT
Great Pierce	Pierce, base attack bonus +8, tribal membership	Strike additional targets with a ranged attack.
Improved Combat Casting	Combat Casting	Gain a +2 bonus on concentration checks made to cast defensively.
Pierce	Weapon Focus, base attack bonus +4, tribal membership	Strike an additional target with a ranged attack.

# MINOTAURS OF THE BLACK HILLS

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*Amid gargantuan ruins of a race ancient and cruel,  
Stalk a savage people, but little more than a tool,  
Of their evil masters, hidden from sight,  
Dwindling in numbers, away from the light,*

*Prowling the crags, the caves and the hills,  
These proud warriors boast countless kills,  
They hunt down intruders, the foolish or bold,  
Driven by bloodlust, by glory and gold,*

*Their lives are brutal, short and glorious,  
To die is dishonour, to live means victorious,  
Fierce beyond reason, forged by endless wars,  
Avoid at all costs, the Scarlet Axe minotaurs...*

## MINOTAURS OF THE BLACK HILLS

---

The servants of a now all but extinct, powerful race, the minotaurs of the Scarlet Axe yet dwell among the rough, craggy peaks of their ancient home. Protecting the places of their winged masters — the Yith — the Scarlet Axe tribe continues its bloody tradition of warring against the centaurs claiming the surrounding moorland.

The Yith were ancient even before the tribe's distant ancestors emerged from the passages twisting through the hill's deep roots. Belligerent warriors and confident in their ability to claim this new place as their own, the Yith's demands of fealty meant nothing to the minotaurs. Bloody war swept the hills as the Yith rose up to crush the upstart invaders. When it was over, the surviving minotaurs knelt in the blood-soaked dust before their new overlords. Now, living only to serve their winged masters, the Scarlet Axe carefully guards all approaches to the Yith's three nigh-impenetrable citadels.

### ECOLOGY & SOCIETY

The Scarlet Axe is a chaotic, warlike society in which perceived weakness is a virtual death sentence. Might is all within the tribe, with each minotaur's personal position in its hierarchy depending upon its ability to crush enemies and bind others to its service. Blood feuds among them are commonplace and usually only end with the death of one of the protagonists.

No chieftains or warlords dwell among the tribe's ranks for the Yith tolerate no rule but their own. Instead, powerful minotaurs become champions and gather about them a retinue of followers. A champion rules his warband through a mixture of bribery and threats and a champion's status is directly related to the number of warriors he commands. Warriors only remain loyal to a leader who provides booty and slaves and quickly abandon an unlucky or stingy leader. Successful raids enhance a champion's status and promises of battle-glory and treasure easily sway the bestial minotaurs' allegiances. Thus, such bands are in a state of constant flux as warriors abandon one champion for another. The greatest champions command warbands of

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#### IN YOUR CAMPAIGN

*Minotaurs of the Black Hills*' design enables a GM to easily insert the Scarlet Axe tribe into a home campaign. Although as written they are servants of the Yith, it is simple to change the minotaurs' ancient lords to another race more suitable to a GM's campaign. Alternatively, the GM can simply rule the Yith extinct and that the minotaurs linger in the Black Hills simply because it is their home.

In any event, adventurers successfully exploring the Black Hills gain the thanks of the Centaurs of the Cloven Horn (see *Centaurs of the Bleak Moor* for more information).

forty individuals while lesser warriors sometimes only lead a half-dozen followers. A champion's will only extends as far as he can enforce it; infighting between bands is common.

The Scarlet Axe is unusually civilised. The Yith taught them many secrets — metal work, rudimentary architecture and engineering, the science of war, and so on. The Yith even taught the minotaurs to tame the raging lust for violence and slaughter running through their veins. Thus, many tribal warriors have levels of fighter and ranger instead of barbarian.

After so many years living in their thrall, the taint of the Yith runs strongly through the tribe. Sorcerers are relatively common among them and are accorded high status. Powerful minotaur sorcerers take on many aspects of their ancient masters and the most accomplished are even summoned to dwell within the vitrified lairs of the batfolk.

**Nomenclature:** The minotaurs favour short, simple personal names but often add flavoursome epithets based on their battle exploits or physical attributes. Examples of their names include:

**Personal Names:** Culs, Drec, Hefr, Llasnn, Lult, Nilv, Rhannt, Slost, Tawld, Tyfrt, Vethk, Vywunt, Zul.

**Epithets:** Blood Axe, Curved Horn, Strong Arm.

### LAIRS

Dwelling in small groups throughout the Black Hills, the Scarlet Axe tribe normally claim convoluted, multi-level cave systems with many entrances as their homes. The minotaurs know these cavern systems intimately and use them as home and armoury.

Only the most powerful and honoured sorcerers dwell among the Yith; for the rest, the caverns of the Black Hills are their home. A few sorcerers serve champions while others dwell alone — better to explore their unique heritage.

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#### TRIBAL LORE

A character making a Knowledge (nature) check may know some information about the tribe. A successful check reveals all information gained by a lesser check.

**DC 14:** This is a minotaur of the Scarlet Axe tribe. The Scarlet Axe tribe dwell in the Black Hills and are relatively civilised by minotaur standards.

**DC 19:** The Scarlet Axe tribe are the enemies of the Cloven Horn centaur tribe that dwells on the Bleak Moor. The minotaurs guard three ancient fortresses in the Black Hills and launch regular raids from them into the Bleak Moor.

**DC 24:** The Scarlet Axe tribe were once servants of an elder race that haunted the Black Hills. The Yith were a race of bat-like humanoids that held sway over the hills and surrounding moorland.



## COMBAT & TACTICS

Incredibly disciplined and the warriors of the Scarlet bloodthirsty maniacs that and gore of battle. their masters to control the raging bloodlust coursing through their veins, they yet yearn for the clamour and chaos of battle. Revelling in their enemies' suffering and pain they hunger for the honour and prestige of slaughtering their foes.

At the start of battle, the warriors quickly close with their enemies, using their powerful charge to inflict devastating wounds. Once in battle, they harry their foes mercilessly, cleaving them with their massive greataxes.

Formidable opponents on their own, warriors fight in pairs cooperating to defeat a single opponent before moving onto the next.

Sorcerers hang back from melee (at least until their bloodlust overcomes them) using their spells to target enemy leaders.

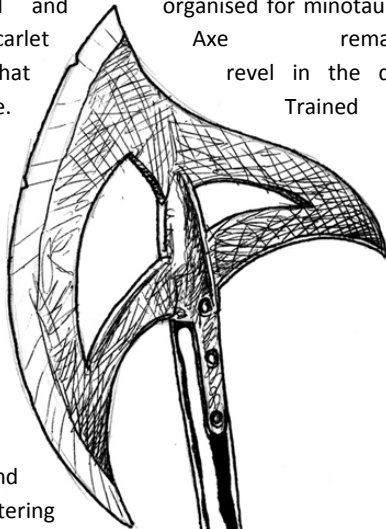
## NOTABLE INDIVIDUALS

**Heloc:** Heavily scarred, this powerful champion leads a dozen warriors. Savage even by a minotaur's standards, Heloc's (male minotaur barbarian 3/fighter 2) implacable hatred is legendary among the tribe.

**Lult:** The most skilled smith of the tribe, Lult (male minotaur fighter 2/sorcerer 7) dwells in a rambling series of tunnels and caves deep in the hills. Attended by three apprentice-smiths, he is much sought after for the magical weapons he crafts.

**Modnal:** A powerful sorcerer, Modnal (female minotaur sorcerer 5) is devoted to the Yith and dreams of one day living among them. She is

organised for minotaurs,  
Axe remain  
revel in the din  
Trained by



ferociously loyal to her overlords and often accompanies raids into the Bleak Moor for centaur heads to adorn her hidden lair.

**Stawld:** Preferring solitude to the riotous caverns of her brethren, Stawld (female minotaur ranger 3/fighter 2) stalks the hills alone searching for intruders. She prefers to capture her foe alive. Brutal and depraved she inflicts horrific suffering on those falling into her clutches – often flaying them alive.

**Thryt:** Seen by many champions as a young upstart, a nameless feeling of great destiny drives Thryt (male minotaur fighter 4) to take ever greater risks in search of fame, glory and wealth.



## THE BLACK HILLS

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The Black Hills bounding the Bleak Moor provide an all but impenetrable natural barrier that the centaurs of the Bleak Moor cannot cross. Few dare to explore the jagged, sinuous passes that pierce the hills. Of flint and granite, the hills are a hard, wild place. Claimed by the Scarlet Axe tribe of minotaurs, the hills are the ancient home of the Yith's last remnants. To the east, where the hills become smoother and more worn the Tangled Wood fills the valleys and gorges. Here, not even the minotaurs tread for in these realms of perpetual gloom lurk terrible things born of a dark god's blasphemous nightmares.

### FAUNA AND FLORA

The Black Hills are a harsh, wild place. Though watered by many streams, the hills are nevertheless a barren range of black and grey rock and treacherous, shifting piles of rubble and scree. Frigid winds howl between the range's jagged peaks and little grows here; plants managing to gain purchase in the thin soil are uniformly gaunt and bent. Foul beasts – chief among them hill giants, bulettes and gorgons – stalk the hills.

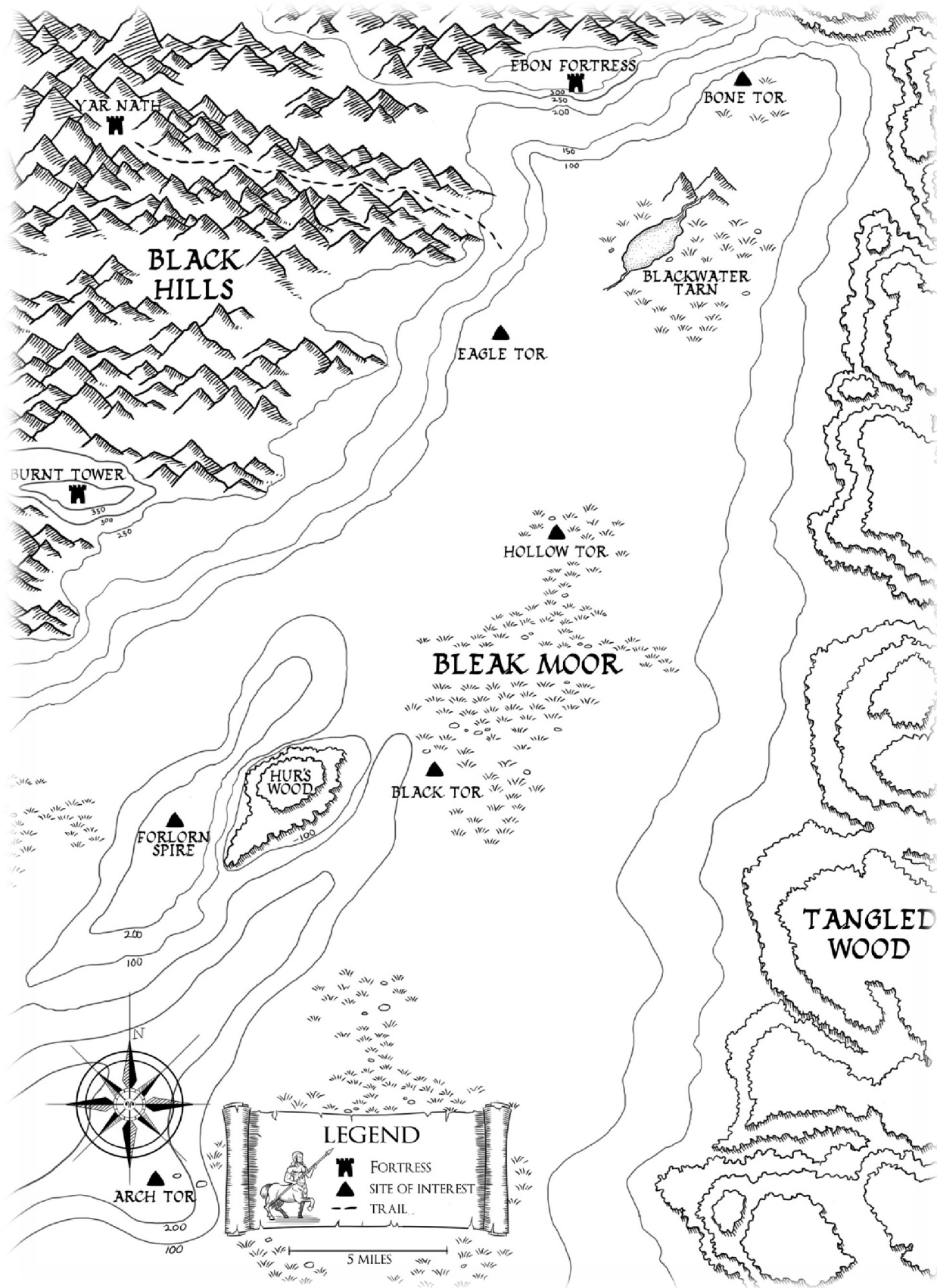
### CAVES

Innumerable, interconnected cave networks riddle the Black Hills. While the champions of the Scarlet Axe claim many of

these networks still others lie abandoned or undiscovered.

- **The Crawl:** Ignored by the minotaurs because of its tight confines, the Crawl is a narrow series of convoluted tunnels filled with mud and prone to sudden flooding. Explorers lucky and diligent enough to find a way through almost two miles of passages little taller than a small halfling discover the fallen ruins of a lost city. Who built the city remains unknown, but certain glyphs and sigils found within suggest nightmare-inducing links to the aboleths' ancient civilisation.
- **The Deep Lake:** Named by the few travellers to have survived a journey into its depths, this massive sinkhole burrows downwards over 200 ft. ending in a large submerged cavern. A network of flooded passages surrounds the cavern. Exploration here is dangerous as waters level can rise quickly and without warning.
- **The Steps:** A long and oft-inhabited cave slopes gently downwards to a large cavern of glittering rock and perilous climbs. A single exit, descending over a natural series of steep drops, tunnels yet deeper into the roots of the Black Hills. Claimed by a degenerate tribe of twisted gargoyles, these deep caves are rarely successfully explored.





## BLACK HILLS LOCALES

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Beyond the many peaks and ridges of the Black Hills a few specific places are of interest to explorers. (Locales set on the Bleak Moor appear in *Centaur's of the Bleak Moor*).

The three citadels of the Black Hills are the last redoubts of the Yith. Raised millennia ago, these three great bastions are a vitrified, glossy stone – in some fashion the Yith used intense heat to fuse and melt the rock together. The towers are practically impenetrable. Scaling such a surface is all but impossible and no windows or other openings pierce the fortress' lower levels. Access to the citadels is gained exclusively from their highest levels where the Yith have created great vaulted balconies from which to take flight. Below, vast caverns serve as roosts and lairs and mausoleums holding the decaying dusty bones of the Yith's fallen.

### BURNT TOWER

The fires that scorched the Burnt Tower were particularly intense, leaving the granite walls fused and blackened. The burnt tower now stands empty, abandoned by the Yith centuries ago, although traps, weakened by the passage of centuries, yet lurk to catch the unwary. Few now walk these halls. Occasionally a few of the more inquisitive Yith come here to search for lost knowledge and treasures or simply to gaze upon the great

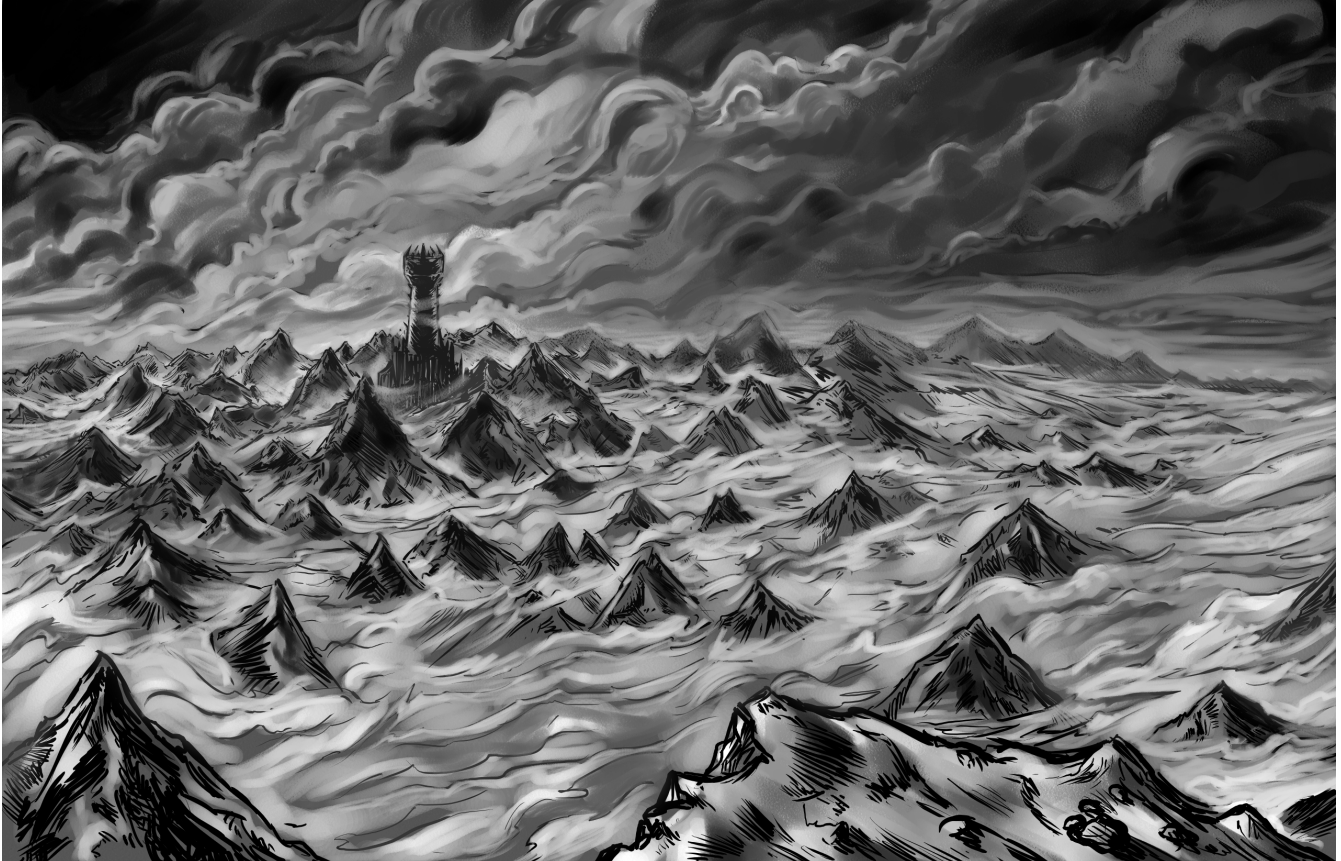
murals of the lower levels that tell the Yith's own long story.

### EBON FORTRESS

An imposing fortress of black rock flecked with red and silver crystals, the Ebon Fortress resembles a column of darkness emerging from the underworld. Haunted by Yith that linger between the lands of the living and the dead, the Ebon Fortress is shunned by all inhabitants of the hills.

### YAR'NATH

The greatest of the three fortresses, Yar'Nath is immense. Towering almost 300 feet into the air, it was the centre of the Yith's culture. Standing upon a high bluff, the citadel commands views over much of the Black Hills. Yar'Nath has a fearsome reputation among the minotaurs for it is here that the last few survivors of the Yith linger among the faded splendour of a civilisation that ruled the hills when humanity still crouched in caves marvelling at the glittering stars far above. It is here in the shadow of Yar'Nath that the tribe's champions gather to plan their attacks on the hated centaurs of the Bleak Moor.



## BLACK HILLS RANDOM ENCOUNTERS

For every day or night the PCs spend in the Black Hills, they have a 15% chance of encountering some of the moor's denizens. (This chance rises to 25% at night, if the PCs build a campfire in an exposed locale). If an encounter is indicated, use the table below to determine what creatures the PCs meet. Alternatively, use the Hill/Mountain encounter tables presented in the *Pathfinder Roleplaying Game Bestiary*.

D20	EL	ENCOUNTER	PAGE
1-4	9	Mated bulettes (2 bulettes)	<i>Bestiary</i>
5-9	8	1 gorgon	<i>Bestiary</i>
10-14	9	Minotaur scouts	Page 17
15-18	13	Minotaur raiders	Page 16
19- 20	7	Wandering hill giant	<i>Bestiary</i>

### TERRAIN FEATURES

Consider adding some of these terrain features to encounters in the Black Hills.

**Stealth and Detection:** The normal distance at which a Perception check can be made to detect the presence of nearby creatures is 4d10 x 10 feet. Certain peaks and ridgelines, of course, offer better vantage points. It's also harder to hear faraway sounds in the hills. The DC of hearing-based Perception checks increases by 1 for every 20 feet between listener and source.

**Getting Lost:** The hills' towering, steep-sided flanks and wandering canyons makes navigation difficult. Unless they possess a good map, travellers must make a DC 14 Survival check every hour or become lost.

**Balanced Boulder:** A boulder rests precariously upon another. A character giving it a good shove can dislodge it with a successful Strength check and send it rolling toward his enemies. The Strength check required to dislodge the boulder depends on the stone's size (DC 15 Small, DC 18 Medium, DC 25 Large, DC 28 Huge).

A dislodged boulder travels 2d4 squares in a straight line in a direction chosen by the character dislodging it (as long it does not travel uphill). The boulder makes an attack roll (using the character's BAB + Strength modifier) against every character in its path (but with a -1 penalty for every previous successful hit). The damage dealt by the stone varies with its size (Small 2d6, Medium 3d6, Large 4d6, Huge 6d6).

**Cave (Small):** Many small caves pockmark the Black Hills. The entrance to such caves is 1d2 x 5 ft. wide and 2d4 x 5 ft. deep. The minotaurs often use such locations as temporary camps or locations from which to launch devastating ambushes.

**Chasm:** A typical chasm is 2d4 x 10 feet deep, at least 20 feet long and between 5 and 20 feet wide. A DC 15 Climb check is required to scale a chasm's walls.

**Cliff:** A character requires a DC 15 Climb check to scale a cliff.

**Cliff (Unstable):** This section of cliff is unstable. A character climbing across the area dislodges some rocks and falls (taking

the requisite falling damage) to the ground unless he makes a DC 35 Climb check. A DC 15 Knowledge (geography) identified the unsafe portions of the cliff.

**Loose Rocks:** The rocks underfoot are slippery and unsafe. A character running or charging across the rocks must make a DC 12 Acrobatics check. Success indicates the character crosses the area without incident. A character failing the check stops in the first square he enters. A character failing the check by 5 or more falls prone.

**Rock Wall:** This vertical plane of rock requires a DC 25 Climb check to scale. A typical rock wall is 2d8 x 10 feet high.

**Rubble (Light):** Small rocks are strewn across the ground, increasing the DC of Acrobatic checks by 2.

**Rubble (Dense):** Rocks of all sizes cover the ground. It costs 2 squares of movement, to enter a square containing dense rubble. The DC of Acrobatics checks increases by 5 in such areas and the DC of Stealth checks increases by 2.

**Scree:** A field of shifting gravel, scree doesn't affect speed, but on a slope it can be treacherous. The DC of Acrobatics checks increases by 2 if scree lies on a gradual slope and by 5 if it covers a steep slope. The DC of Stealth checks increases by 2 if the scree is on a slope of any kind.

**Shifting Scree:** This section of scree is unstable. When a character steps into such an area, the rocks shift beneath his feet. A character failing a DC 20 Reflex save slides 1d3 x 5 feet in a random direction (but not uphill) and falls prone. A character making the saving throw slides 1d3-1 x 5 feet, but does not fall prone.

**Slope (Gradual):** This slope does not impede movement, but it grants the benefit of higher ground (+1 on melee attacks) to characters fighting opponents below them.

**Slope (Steep):** Characters moving up a steep slope must spend 2 squares of movement to enter a steep slope square. Characters running or charging downhill must make a DC 10 Acrobatics check. A character failing this check stumbles and ends its movement 1d2 squares later. A character failing this check by 5 or more falls prone in the square in which it finishes its movement. A steep slope increases the DC of Acrobatics checks by 2.

## ALTERNATE SORCERER CLASS FEATURES

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The sorcerers of the Scarlet Axe have developed unique class features which replace specific class features from their parent class.

### YITH BLOODLINE

*The blood of the yith – ancient rulers of your kin – courses through your veins.*

**Class Skill:** Fly.

**Bonus Spells:** *mage armour* (3rd), *protection from arrows* (5th), *fly* (7th), *fear* (9th), *overland flight* (11th), *repulsion* (13th), *project image* (15th), *power word stun* (17th), *meteor swarm* (19th).

**Bonus Feats:** Alertness, Arcane Armour Mastery, Arcane Armour Training, Arcane Strike, Improved Initiative, Skill Focus (Fly), Spell Focus, Toughness.

**Bloodline Arcana:** The vitality and power of the yith is yours. You gain 2 hit points for every level of sorcerer that you attain.

**Bloodline Power:** The power of the yith and the bestial nature of your forebears flows through you and manifests itself in a number of ways.

*Lunge (Su):* At 1st-level, as a free action, you can increase the reach of your melee attacks by 5 feet until the end of your turn. You must decide to use this ability before you make any attacks and you suffer a -2 penalty to your AC until your next round. You

can use this ability a number of times per day equal to 3 + your Charisma modifier.

*Fire Resistance (Ex):* At 3rd-level, you gain resist fire 5 and a +2 bonus on saving throws made to resist poison. At 9th-level you gain resist fire 10 and your bonus on poison saving throws increases to +4.

*Aura of Terror (Sp):* At 9th-level you can radiate a 30-ft. radius aura of terror as a standard action. Opponents within the aura are shaken unless they succeed on a Will save (DC 10 + 1/2 your sorcerer level + your Charisma modifier). Opponents failing the saving throw are shaken for a number of rounds equal to your sorcerer level. An opponent that succeeds on this saving throw cannot be affected by your aura of terror for 24 hours.

At 9th-level, you can use this ability once per day. At 17th-level, you can use this ability twice per day. At 20th-level, you can use this ability three times per day.

*Aspect of the Yith (Sp):* At 15th-level, bat-like wings grow from your back as a standard action, giving you a fly speed of 60 feet with average manoeuvrability. You can dismiss the wings as a free action.

*Heritage of the Yith (Ex):* At 20th-level, you gain immunity to poison and resist fire 20. You also gain blindsense with a 40 ft. range.

## ALTERNATE RANGER CLASS FEATURES

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Rangers among the Scarlet Axe tribe are exclusively hill stalkers. Well versed in moving through the broken terrain of their homeland, they ever watch for intruders and mercilessly hunt down those stupid enough to encroach on the Yith's ancient realm. Prized as hunters and trackers they often sell their services to the champion best able to afford them.

### HILL STALKERS

Hill stalkers have the following alternate class features.

**Favoured Enemy (Ex):** Hill stalkers select monstrous humanoids as their favoured enemy at 1st-level.

**Surefooted Climber (Ex):** At 1st-level, a hill stalker gains a +4 bonus to Climb checks. This ability replaces wild empathy.

**Combat Style Feat (Ex):** In addition to the normal ranger combat styles (archery or two-weapon combat), hill stalkers can also choose the axe combat style when they reach 2nd-level.

If the ranger selects the axe combat style, he can choose from the following list of feats whenever he gains a combat style feat: 2nd-Level: Cleave, Improved Sunder, Power Attack and Step Up. At 6th-level, he adds Great Cleave and Vital Strike to

the list. At 10th-level he adds Greater Sunder and Improved Vital Strike to the list.

**Favoured Terrain (Ex):** At 3rd-level, a hill stalker gains favoured terrain (hills).

**Scion of the Hills (Ex):** At 4th-level a hill stalker becomes perfectly attuned to operating in hilly terrain. When in hilly terrain he grants all allies in line of sight and that can hear or see him a +2 bonus on initiative checks and Perception, Stealth and Survival skill checks. Additionally, if they travel with him, the hill stalker's companions cannot be tracked. The hill stalker can instead choose for the group to leave a trail or even specific members of the group to leave a trail. This ability replaces hunter's bond.

**Hill Stride (Ex):** At 7th-level, a hill stalker can move across areas of light and dense rubble at his normal speed without having to make Acrobatic checks (or suffering penalties on Acrobatics checks). Additionally, a hill stalker can take 10 on Climb checks even when distracted or threatened. This ability replaces woodland stride.

## NEW FEATS

*Minotaurs of the Black Hills* introduces a number of new feats utilised by the warriors of the Scarlet Axe. 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.

### 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 can use their bonus feats to choose Battle feats.

#### IMMOBILIZING SHOT [BATTLE]

*Your shot pins your target's leg to the ground, immobilizing it.*

**Prerequisites:** Tribal membership (Scarlet Axe), Pinning Shot, base attack bonus +9.

**Benefit:** With a successful ranged attack you immobilise your target (subject cannot move, but otherwise acts normally). The target can attempt a saving throw (DC = 10 + 1/2 the attacking character's HD + Strength modifier) to negate this effect. The subject remains immobilised until it makes a Strength check (DC = 10 + 1/2 the attacking character's HD + Strength modifier) as a full-round action that provokes attacks of opportunity. You can use Immobilising Shot once per day for every four hit dice you have attained.



#### PINNING SHOT [BATTLE]

*Your shot catches the target in the leg, impeding its movement.*

**Prerequisites:** Tribal membership (Scarlet Axe), base attack bonus +7.

**Benefit:** With a successful ranged attack you impede your target's movement, reducing it to half speed. This movement penalty remains for 24 hours or until the character receives a DC 15 Heal check or at least 1 point of magical healing. The target can attempt a saving throw (DC = 10 + 1/2 the attacking character's HD + Strength modifier) to negate this effect. You can use Pinning Shot once per day for every four hit dice you have attained.

#### TERRIFYING CHARGE [BATTLE]

*With a terrifying roar, you charge your target.*

**Prerequisites:** Tribal membership (Scarlet Axe), base attack bonus +7.

**Benefit:** When you charge, you can make an Intimidate check (with a +2 bonus) to demoralise your opponent as a free action. If you are successful, the target is shaken for 1 round.

**Normal:** Demoralising an opponent is a standard action.

#### IRRESISTIBLE CHARGE [BATTLE]

*Charging at your opponent, you use your horns to hurl him backwards.*

**Prerequisites:** Tribal membership (Scarlet Axe), base attack bonus +8, powerful charge.

**Benefit:** If you use powerful charge to injure your opponent, you can attempt a free bull rush as a free action without provoking attacks of opportunity. The bull rush is resolved in the normal manner.

**Normal:** When you charge an opponent you can either attempt a bull rush or try to inflict damage, but not both.

## NEW SORCERER SPELLS

The sorcerers of Scarlet Axe have learned several spells from the Yith. They use these spells to strike at their hated centaur enemies and anyone else invading their ancient home. The spells are listed here, alphabetically.

### ASPECT OF THE ANCIENTS

**Level** Sorcerer 3 (transmutation [polymorph])

**Casting Time** 1 standard action; **Components** V, S, M (a bat's wing)

**Range** personal; **Target** you; **Duration** 1 min./level

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

The subject of this spell changes form to resemble a Yith. Additionally, you gain the following abilities:

- **Flight:** You gain a fly speed equal to your base land speed with average manoeuvrability.
- **Blindsense:** You gain blindsense out to a range of 30 ft.
- **Natural Attacks:** You gain two claw attacks and one bite attack. (The damage of these attacks is reliant on your size). You are considered proficient with these natural weapons while under the affect of this spell.

Your equipment does not meld into your new form and functions as normal.



### BLINDING BURST

**Level** Sorcerer 2 (necromancy)

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

**Range** medium (100 ft. + 10 ft./level); **Area** 20-ft. radius spread;

**Duration** 1 round/level

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

You point your finger and determine the distance and height at which the *blinding burst* is to explode. A small ball of bright light bursts forth from your finger and explodes at the designated location, unless it first impacts a material object (at which point it explodes).

All creatures in the area must make a Fortitude saving throw or be blinded for the duration of the spell. Creatures succeeding on the saving throw are instead dazzled. Blind creatures, and those without vision, are immune to *blinding burst*.

### CLIMB

**Level** Sorcerer 1 (transmutation)

**Casting Time** 1 standard action; **Components** V, S, M (spider's leg)

**Range** touch; **Target** creature touched; **Duration** 1 min./level (D)

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

The subject gets a +10 enhancement bonus on Climb checks. At caster level 5, the subject can take 10 on Climb checks even if rushed or threatened. At caster level 10, the subject gains a climb speed of 20 ft.

### GLIDE

**Level** Sorcerer 2 (transmutation)

**Casting Time** 1 standard action; **Components** V, S, F (feather)

**Range** personal or close (25 ft. + 5 ft./2 levels); **Target** you or one willing creature; **Duration** 1 min./level (D)

**Saving Throw** none; **Spell Resistance** no

*Glide* enables you or another willing creature to glide through the air. The subject can glide (with a speed of 40 ft. [or 20 ft. if it wears medium or heavy armour] with average manoeuvrability). The subject cannot gain height but it can descend. The subject gains a bonus on Fly skill checks equal to half the spell's caster level.

Should the spell duration expire while the subject is aloft, the magic fades slowly. The subject floats downward at 20 feet per round for 1d6 rounds. If it reaches the ground in that time, it lands safely. If not, it falls the rest of the distance taking appropriate falling damage.



## NEW MAGIC ITEMS

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The Scarlet Axe tribe employ several unique types of magic items. Some have been created by the tribe's sorcerers while others have been handed down from the Yith.

### BOOTS OF THE HILLS

*These dark brown, travel-worn boots reach to the thigh. Of exceptional quality, the boot's soft leather seems to mould themselves to the wearer's feet.*

**Aura** faint (transmutation; DC 16 Knowledge [arcana]) **Identify** DC 20 Spellcraft

**Lore** (DC 10 Perception) The boots have exceptionally deep treads.

**Lore** (DC 15 Perception) Although the boots are travel-worn, their treads are free of all dirt, blemishes and damage.

**Abilities** These sturdy boots bestow several powers upon their owner. They bestow a +5 bonus on Acrobatics and Climb checks. Additionally, the boots increase the base land speed of the wearer by 10 ft. Both boots must be worn to gain these powers.

**Variant** A variant of these boots, protect the wearer as if under the effect of *pass without trace*, but do not grant the increase to base land speed. The minotaurs name these items, *boots of stalking*.

**Activation** use activated; **CL** 5th

**Requirements:** Craft Wondrous Item, *longstrider*, creator must have 5 ranks in Acrobatics and Climb; **Cost** 3,650 gp; **Price** 7,300 gp



### QUIVER OF FIRE

*Decorated with an intricately stitched flame pattern, this black and sturdy quiver holds 20 arrows.*

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

**Lore** (DC 10 Perception) The base of the quiver feels warm to the touch.

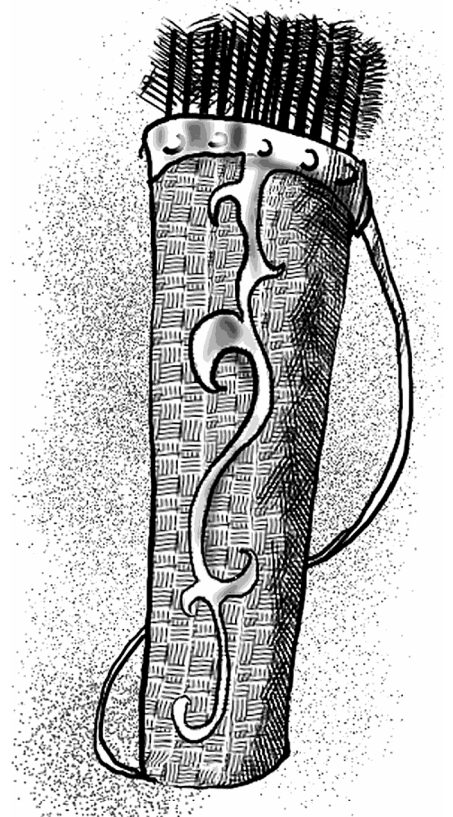
**Lore** (DC 15 Knowledge [arcana]) Hidden in the intricate flame pattern adorning the quiver are several small arcane symbols pertaining to fire and transformation.

**Abilities** Once per day, the *quiver of fire* enables the possessor to cast *flame arrow* on the arrows within. The enchantment lasts for 50 minutes and any arrow drawn forth from the quiver during that time deals an extra 1d6 fire damage on a hit. The quiver only affects arrows already within it when its power is called forth.

**Variant** Other similar quivers augments arrows within to deal extra acid, cold or lightning damage. Their appearance differs appropriately as do the results of the listed lore checks. In all other regards, they function as a *quiver of fire*.

**Activation** command word; **CL** 5th

**Requirements:** Craft Wondrous Item, *flame arrow*; **Cost** 2,700 gp; **Price** 5,400 gp



## ENCOUNTERS

The ferocious minotaurs of the Scarlet Axe tribe travel through their forbidding realm in small raiding bands. Individually powerful warriors a band of Scarlet Axe raiders is a deadly threat to all but the most skilled, numerous or lucky groups.

### ELITE SCARLET AXE WARRIOR CR 7 (XP 3,200)

Male minotaur fighter 3

CE Large monstrous humanoid

**Init** +1; **Senses** darkvision 60 ft.; Perception +11, Sense Motive +1

**Speed** 20 ft., base speed 30 ft.

**ACP** -4; **Acrobatics** +1 (-3 jumping), **Climb** +8, **Stealth** -2

**AC** 25, touch 11, flat-footed 25 (natural cunning); **CMD** 29

(-1 size, +1 Dex, +9 armour [+2 *banded mail*], +5 natural, +1 deflection [+1 *ring of protection*])

**Immune** *maze*

**Fort** +12, **Ref** +8, **Will** +10 (+11 vs. Fear)

**hp** 88 (9 HD)

**Space** 10 ft.; **Base Atk** +9; **CMB** +17 (+19 bull rush)

**Melee** +1 *greataxe* (reach 10 ft.) +17/+12 (3d6+11/x3) and gore (reach 10 ft.) +10 (1d6+3)

**Ranged** heavy crossbow (range 120 ft.) +9 (2d8/19-20)

**Atk Options** Improved Bull Rush, Irresistible Charge, Power Attack (-3 attack, +6 damage [+9 with *greataxe* or powerful charge]), Terrifying Charge, powerful charge (gore +17, 2d6+10 damage)

**Powerful Charge (Ex)** When the minotaur makes a charge it deals extra damage with its gore attack.

**Combat Gear** 10 bolts, *potion of cure moderate wounds*, *screaming bolts* (2)

**Abilities** Str 24, Dex 12, Con 19, Int 7, Wis 12, Cha 6

**SQ** armour training (1), bravery (+1), natural cunning

**Natural Cunning (Ex)** Minotaurs possess innate cunning and logical ability that gives them immunity to *maze* spells and prevents them from becoming lost or flat-footed.

**Feats** Great Fortitude, Improved Bull Rush, Iron Will, Irresistible Charge, Power Attack, Terrifying Charge, Weapon Focus (*greataxe*)

**Skills** as above plus Intimidate +6, Survival +11

**Languages** Giant

**Gear** as above plus *cloak of resistance* +1, *boots of elvenkind*, 5 gp

### WANDERERS (EL 11; XP 12,800)

**Opponents** Scarlet Axe warriors (4), elite Scarlet Axe warrior (1), Scarlet Axe scout (1)

**EL 10 (9,600 XP)** Remove the Scarlet Axe scout; **EL 12 (19,200 XP)** Add one elite Scarlet Axe warrior and Scarlet Axe scout.

**Morale** The minotaurs fight to the death.

**Terrain** hills; **Encounter Distance** 4d10 x 10 ft.

A small band of minotaurs skulk in the hills awaiting prey. They attack without warning.

### SCARLET AXE WARRIOR

CR 5 (XP 1,600)

Male minotaur fighter 1

CE Large monstrous humanoid

**Init** +1; **Senses** darkvision 60 ft.; Perception +11, Sense Motive +1

**Speed** 20 ft., base speed 30 ft.

**ACP** -5; **Acrobatics** -4 (-8 jumping), **Climb** +6, **Stealth** -3

**AC** 24, touch 11, flat-footed 24 (natural cunning); **CMD** 25

(-1 size, +1 Dex, +8 armour [+1 *banded mail*], +5 natural, +1 deflection [+1 *ring of protection*])

**Immune** *maze*

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

**hp** 67 (7 HD)

**Space** 10 ft.; **Base Atk** +7; **CMB** +14 (+16 bull rush)

**Melee** +1 *greataxe* (reach 10 ft.) +14/+9 (3d6+10/x3) and gore (reach 10 ft.) +7 (1d6+3)

**Ranged** heavy crossbow (range 120 ft.) +7 (2d8/19-20)

**Atk Options** Improved Bull Rush, Power Attack (-2 attack, +4 damage [+6 with *greataxe* or powerful charge]), Terrifying Charge, powerful charge (gore +14, 2d6+9 damage)

**Powerful Charge (Ex)** When the minotaur makes a charge it deals extra damage with its gore attack.

**Combat Gear** 10 bolts, *potion of cure moderate wounds*

**Abilities** Str 23, Dex 12, Con 19, Int 7, Wis 12, Cha 6

**SQ** natural cunning

**Natural Cunning (Ex)** Minotaurs possess innate cunning and logical ability that gives them immunity to *maze* spells and prevents them from becoming lost or flat-footed.

**Feats** Great Fortitude, Improved Bull Rush, Power Attack, Terrifying Charge, Weapon Focus (*greataxe*)

**Skills** as above plus Intimidate +4, Survival +11

**Languages** Giant

**Gear** as above

### RAIDERS (EL 13; XP 25,600)

**Opponents** Scarlet Axe warriors (6), elite Scarlet Axe warrior (2), Scarlet Axe scout (2), Scarlet Axe sorcerer (1)

**EL 12 (19,200 XP)** Remove one Scarlet Axe scout and two Scarlet Axe warriors; **EL 14 (38,400 XP)** Add one Scarlet Axe sorcerer and three elite Scarlet Axe warriors.

**Morale** The warriors and scouts fight to the death. If half their companions fall, the sorcerers retreat to warn their masters of the presence of powerful interlopers in the hills.

**Terrain** hills; **Encounter Distance** 4d10 x 10 ft.

This heavily armoured band is either sallying forth to raid the centaurs of the Bleak Moor or hurrying to deal with intruders wandering the hills (see the "Scouts" encounter overleaf). Their battle tactics are unobvious; the warriors charge into the fray while the scouts and sorcerers try to bypass the enemy warriors to get at obvious spellcasters.

## SCARLET AXE SCOUT

CR 7 (XP 3,200)

Male minotaur ranger (hill stalker) 3

CE Large monstrous humanoid

**Init** +2 (+4 in hills); **Senses** darkvision 60 ft.; Perception +15 (+17 vs. monstrous humanoids or in hills, +19 vs. monstrous humanoids in hills), Sense Motive +2 (+4 vs. monstrous humanoids)

**Speed** 20 ft., base speed 30 ft.

**ACP** -6; Acrobatics -4 (-8 jumping), Climb +13 (surefooted climber), Stealth -3 (-1 in hills)

**AC** 25, touch 11, flat-footed 25 (natural cunning); **CMD** 25

(-1 size, +2 Dex, +8 armour [+1 *banded mail*], +5 natural, +1 shield [mwk buckler])

**Immune** *maze*

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

**hp** 79 (9 HD)

**Space** 10 ft.; **Base Atk** +9; **CMB** +15

**Melee** mwk greataxe (reach 10 ft.) +14/+9 (3d6+7/x3) and gore (reach 10 ft.) +8 (1d6+2)

**Ranged** +1 *composite longbow* (range 110 ft.; Pinning Shot [DC 19], Point Blank Shot, Precise Shot) +12/+7 (2d6+6/x3)

**Atk Options** Power Attack (-3 attack, +6 damage [+9 with greataxe or powerful charge]), favoured enemy (monstrous humanoids +2), powerful charge (gore +15, 2d6+7 damage)

**Powerful Charge (Ex)** When the minotaur makes a charge it deals extra damage with its gore attack.

**Combat Gear** 20 arrows, *quiver of fire*

**Abilities** Str 21, Dex 15, Con 17, Int 7, Wis 14, Cha 6

**SQ** combat style (archery), favoured enemy (monstrous humanoid +2), favoured terrain (hills), natural cunning, track (+1)

**Natural Cunning (Ex)** Minotaurs possess innate cunning and logical ability that gives them immunity to *maze* spells and prevents them from becoming lost or flat-footed.

**Feats** Endurance<sup>B</sup>, Great Fortitude, Pinning Shot, Point Blank Shot<sup>B</sup>, Power Attack, Precise Shot, Weapon Focus (longbow)

**Skills** as above plus Bluff -2 (+0 vs. monstrous humanoids), Intimidate +4, Knowledge (geography) -2 (+0 in hills), Knowledge (nature) -2 (+0 vs. monstrous humanoids),

## SCOUTS (EL 9; XP 6,400)

**Opponents** Scarlet Axe scouts (2)

**EL 7 (3,200 XP)** Remove one Scarlet Axe scout; **EL 10 (9,600 XP)**

Add one Scarlet Axe scout.

**Morale** Tasked with keeping watch for intruders, a scout withdraws once its fellow has been slain.

**Terrain** hills; **Encounter Distance** 4d10 x 10 ft.

Two scouts patrol the rocky gorges of their home. Keeping watch for marauding centaurs they gleefully ambush intruding adventurers. They fight savagely, trusting in their combat prowess and the shock of their charges to carry the day.

If the intruders instead surprise the scouts, one delays the intruders while the other goes for aid. It takes 1d4 hours for a party of minotaurs to return to their companion's aid.

The scouts cannot be reasoned with.

Survival +15 (+16 tracking, +17 in hills, +18 tracking in hills or monstrous humanoids, +20 tracking monstrous humanoids in hills)

**Languages** Giant

**Gear** as above plus 5 gp

## SCARLET AXE SORCERER

CR 7 (XP 3,200)

Male advanced minotaur sorcerer (yith) 4

CE Large monstrous humanoid

**Init** +3; **Senses** darkvision 60 ft.; Perception +17, Sense Motive +4

**Speed** 30 ft.

**ACP** 0; Climb +9, Fly +10, Stealth -1

**AC** 21, touch 13, flat-footed 21 (natural cunning); **CMD** 28

(-1 size, +3 Dex, +1 deflection [*ring of protection* +1], +8 natural [*amulet of natural armour* +1])

**Immune** *maze*; **Resist** fire 5

**Fort** +10 (+12 vs. poison), **Ref** +9, **Will** +13

**hp** 109 (10 HD)

**Space** 10 ft.; **Base Atk** +8; **CMB** +14 (+16 bull rush)

**Melee** +1 *greataxe* (reach 10 ft.) +13/+8 (3d6+8/x3) and gore (reach 10 ft.) +7 (1d6+2)

**Ranged** mwk heavy crossbow (range 120 ft.) +11 (2d8/19-20)

**Atk Options** Arcane Strike, Improved Bull Rush, Power Attack (-2 attack, +4 damage [+6 with greataxe or powerful charge]), lunge (6/day), powerful charge (gore +14, 2d6+7 damage)

**Lunge (Su)** As a free action, the minotaur sorcerer can increase the reach of his melee attacks by 5 feet until the end of his turn. He must decide to use this ability before he makes any attacks and suffers a -2 penalty to AC until his next round.

**Powerful Charge (Ex)** When the minotaur makes a charge it deals extra damage with its gore attack.

**Sorcerer Spells Known** (CL 4th; concentration +7 [+11 casting defensively or grappling])

2nd (4/day)—*searing burst* (DC 15)

1st (7/day)—*climb, mage armour, shield, true strike*

0—*dancing lights, detect magic, ghost sound* (DC 13), *mage hand, message, resistance*

**Combat Gear** 20 bolts, *elemental gem (air)*, *elixir of fire breath*, *potion of cure moderate wounds*, *scroll of fireball* (2)

**Abilities** Str 21, Dex 16, Con 21, Int 11, Wis 18, Cha 17

**SQ** natural cunning

**Natural Cunning (Ex)** Minotaurs possess innate cunning and logical ability that gives them immunity to *maze* spells and prevents them from becoming lost or flat-footed.

**Feats** Arcane Strike, Combat Casting, Eschew Materials<sup>B</sup>, Great Fortitude, Improved Bull Rush, Power Attack

**Skills** as above plus Intimidate +10, Knowledge (arcana) +6, Spellcraft +6, Survival +14

**Languages** Giant

**Gear** as above plus

## PERSONA: RILLN

*Wielding a weapon of ancient Yith artifice, lust for glory courses through Rilln's veins.*

Born amid the slaughter of a raid by centaurs revenging themselves upon the Scarlet Axe, Rilln's first drink was the blood of the fallen.

**Background:** Rilln's rise to the command of his own retinue has been long and hard. A series of blood feuds with powerful champions forced him to dwell alone for many years in the deep hills. Now, with his old enemies dead, Rilln suffers no opponent to live if they could one day return to challenge his rule.

**Personality:** A particularly aggressive minotaur, Rilln is wholly without morals or any kind of empathy with other beings. Consumed by his lust for power, and deluded that the falchion he wields is a sign he is destined for greatness, Rilln is utterly convinced that it is his destiny to be the greatest champion of the Scarlet Axe's blood-splattered history. Proud to a fault, Rilln's temper and inflexibility have spawned much bloodshed.

**Mannerisms:** Atypically for a Scarlet Axe warrior, Rilln wields



a falchion rather than an axe. An object of Yith craft, the blade bears many esoteric symbols and Rilln is never without it.

**Distinguishing Features:** Rilln has but one horn; the tip of the other was snapped off in battle against a rival (and now deceased) champion.

**Hooks:** Ever coveting greater glory and influence among his fellows, Rilln incessantly plots further raids into the Bleak Moor. News of intruders in the Black Hills propels him to action, mobilising his followers to hunt down those foolish enough to enter "his" realm.

### RILLN

CR 13 (XP 25,600)

Male advanced minotaur fighter 8

CE Large monstrous humanoid

**Init** +7; **Senses** darkvision 60 ft.; Perception +20, Sense Motive +3

**Speed** 30 ft., base speed 40 ft.

**ACP** -3; Acrobatics +5, Climb +26, Stealth +2

**AC** 30, touch 13, flat-footed 30 (natural cunning); **CMD** 38

(-1 size, +3 Dex, +9 armour [+2 *banded mail*], +1 deflection [*ring of protection* +1], +8 natural [*amulet of natural armour* +1])

**Immune** *maze*

**Fort** +18, **Ref** +11, **Will** +11 (+13 vs. fear)

**hp** 183 (14 HD)

**Space** 10 ft.; **Base Atk** +14; **CMB** +24 (+26 bull rush)

**Melee** +1 *monstrous humanoid bane falchion* (reach 10 ft.) +24/+19/+14 (2d6+17/15-20) and gore (reach 10 ft.) +17 (1d6+4)

**Ranged** heavy crossbow (range 120 ft.) +16 (2d8/19-20)

**Atk Options** Improved Bull Rush, Improved Vital Strike, Irresistible Charge, Power Attack (-4 attack, +8 damage [+12 with falchion or powerful charge]), Terrifying Charge, powerful charge (gore +24, 2d6+13 damage)

**Powerful Charge (Ex)** When Rilln makes a charge he deals extra damage with its gore attack.

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

**Abilities** Str 28, Dex 16, Con 24, Int 11, Wis 16, Cha 10

**SQ** armour training (2), bravery (+2), natural cunning, weapon training (heavy blades +1)

**Natural Cunning (Ex)** Rilln possess innate cunning and logical ability that gives him immunity to *maze* spells and prevents him from becoming lost or flat-footed.

**Feats** Great Fortitude, Improved Bull Rush, Improved Critical (falchion), Improved Initiative, Improved Vital Strike, Intimidating Prowess, Irresistible Charge, Power Attack, Terrifying Charge, Vital Strike, Weapon Focus (falchion), Weapon Specialisation (falchion)

**Skills** as above plus Intimidate +21, Survival +13

**Languages** Giant

**Gear** as above plus *boots of the hills*, *cloak of resistance* +1, jewellery (worth 1,000 gp)

## PERSONA: VETHK

*This powerful sorcerer dreams of exploring the Burnt Tower.*

Vethk dreams of casting down the Yith and ruling in their place.

**Background:** Scrawny for a minotaur, Vethk's early years were hard. Since he came into his power he has mercilessly hunted down and slain his tormenters.

**Personality:** The pursuit of knowledge consumes Vethk; nothing else is of interest to this obsessed minotaur.

**Mannerisms:** Given to mumbling and obsessively polishing his horns, Vethk is somewhat eccentric for a minotaur.

**Distinguishing Features:** Vethk has decorated his horns with elaborate, mystical patterns.

**Hooks:** Vethk approaches the PCs and offers them a generous fee to aid in his exploration of the Burnt Tower. He plans to subsequently betray them to his fellows.



### VETHK

CR 13 (XP 25,600)

Male advanced minotaur sorcerer (yith) 10

CE Large monstrous humanoid

**Init** +3; **Senses** darkvision 60 ft.; Perception +17, Sense Motive +4

**Speed** 30 ft.; **ACP** 0; Climb +9, Fly +10, Stealth -1

**AC** 22, touch 14, flat-footed 22 (natural cunning); **CMD** 32 (-1 size, +3 Dex, +2 deflection [*ring of protection* +2], +8 natural [*amulet of natural armour* +1])

**Immune** *maze*; **Resist** fire 10

**Fort** +14 (+18 vs. poison), **Ref** +13, **Will** +18

**hp** 194 (16 HD)

**Space** 10 ft. (aura of terror [30 ft.]); **Base Atk** +11; **CMB** +17 (+19 bull rush)

**Aura of Terror (Sp [standard; 1/day])** Vethk can radiate an aura of terror. Opponents in the aura are shaken (DC 19 Will save negates) for 10 rounds. An opponent that makes this saving throw cannot be affected by his aura of terror for 24 hours.

**Melee** +2 *greataxe* (reach 10 ft.) +17/+12/+7 (3d6+9/x3) and gore (reach 10 ft.) +10 (1d6+2)

**Ranged** mwk heavy crossbow (range 120 ft.) +14 (2d8/19-20)

**Atk Options** Arcane Strike, Improved Bull Rush, Power Attack (-3 attack, +6 damage [+9 with *greataxe* or *powerful charge*]), lunge (7/day), *powerful charge* (gore +14, 2d6+7 damage)

**Lunge (Su)** As a free action, Vethk can increase the reach of his melee attacks by 5 feet until the end of his turn. He must decide to use this ability before he makes any attacks and suffers a -2 penalty to AC until his next round.

**Powerful Charge (Ex)** When Vethk makes a charge he deals extra damage with its gore attack.

**Sorcerer Spells Known** (CL 10th; concentration +14 [+18 casting defensively or grappling]; Empower Spell, Extend Spell)

5th (3/day)—*cone of cold* (DC 19)

4th (6/day)—*dimension door*, *fear* (DC 18), *stoneskin*

3rd (7/day)—*aspect of the ancients*, *fireball* (DC 17), *fly*, *haste*

2nd (7/day)—*blinding burst* (DC 16), *protection from arrows*, *scorching ray*, *see invisibility*, *web* (DC 16)

1st (7/day)—*climb*, *expeditious retreat*, *mage armour*, *magic missile*, *ray of enfeeblement*, *shield*

0—*arcane mark*, *bleed* (DC 14), *dancing lights*, *detect magic*, *ghost sound* (DC 14), *mage hand*, *message*, *prestidigitation*, *resistance*

**Combat Gear** bolts (20), *potion of cure serious wounds*, *scroll of fire shield*, *wand of lightning bolts* (20 charges), diamond dust 250 gp [2]

**Abilities** Str 21, Dex 16, Con 21, Int 11, Wis 18, Cha 18

**SQ** natural cunning

**Natural Cunning (Ex)** Vethk is immune to *maze* spells and cannot become lost or flat-footed.

**Feats** Arcane Strike, Combat Casting, Empower Spell, Eschew Materials<sup>B</sup>, Extend Spell, Great Fortitude, Improved Bull Rush, Power Attack, Toughness

**Skills** as above plus Intimidate +17, Knowledge (arcana) +9, Spellcraft +9, Survival +14

**Languages** Giant

**Gear** as above plus *cloak of resistance* +2, 15 gp

## NEW MONSTER: THE YITH

The Yith are an ancient race of monstrous bat-like humanoids that ruled over the Black Hills and surrounding lands centuries before human civilisations arose from barbarism. Steeped in the blackest lore of elder times, they were once a far-flung race with kingdoms in many of the inaccessible places of the world. Now a dying people, their numbers are few and where once they understood many of the world's secrets they have forgotten much of their lore.

### ECOLOGY & SOCIETY

Ruled by the most powerful and knowledgeable of their sorcerers, the few surviving Yith dwell in seclusion in their ebon fortresses. A dying race now given to introspection and isolation, they rarely take flight to soar above their ancient realm. Thus

have men



forgotten the ancient Yith and their black fortresses, knowing only that minotaur's claim the Black Hills as their own. Although they are few in number they yet hold the Scarlet Axe tribe in check, binding the minotaurs to their service with ancient oaths of fealty.

Even among their own kind, the Yith are solitary creatures. Utterly without the need to socialise or to rebuild what once was, they only come together to defend their fortresses, venerate their patron or to crush rebellion and dissent among their servitors.

The Yith worship Pazuzu in his aspect as both a defender (of sorts) and lord of winged creatures. They yet remember that Pazuzu delivered them from some great and terrible ancient enemy in their distant past and still venerate him. As devoted followers of Pazuzu they reserve special ire for followers of the demoness Lamashtu.

Most Yith gaining class levels become sorcerers, but a few particularly devout individuals instead advance as clerics.

Driven by their dark lord's commands and omens these rare individuals uniformly possess the drive and determination possessed by the Yith when the race was yet young.

The majority of the Yith, however, are content to dwell among the bones of the forebears and to try to recover what lost knowledge they can.

### LAIRS

In times gone by, the Yith of the Black Hills dwelled in three huge towers of blackened, melted stone rising like pillars of darkness emerging from the underworld.

With the slow inexorable decline of their race, the few living survivors have retreated to their greatest fortress - Yar'Nath, there to dwell amid the dust of ages past. Three hundred feet high and standing upon a great bluff deep in the Black Hills, Yar'Nath is an impressive sight. An all but impenetrable fortress, Yar'Nath represents the last redoubt of the Yith.

### COMBAT & TACTICS

In battle, the Yith prefer to remain aloft using their spells to confound and slay their prey while protecting themselves from the puny attacks of their ground-based enemies. When forced into melee, they use Flyby Attack to

strike their enemies, constantly staying on the move so that their enemies cannot gang up on them.

They rarely enter battle on a whim, instead retreating from obviously capable groups.

In the Black Hills, the Yith rule the Minotaurs of the Scarlet Axe and despatch large groups of these ferocious humanoid to crush any incursions into their realm. One or more Yith accompany these warbands, aiding their minions with spells from a safe distance.

## YITH LORE

A character making a Knowledge (nature) check may know some information about the Yith. A successful check reveals all

<b>YITH</b>	CR 8 (XP 4,800)
<i>This monstrous creature has large bat-like wings and is covered in short, black hair. Two large ears frame its elongated head.</i>	
NE Large monstrous humanoid	
<b>Init</b> +4; <b>Senses</b> blindsense 40 ft., darkvision 60 ft.; Perception +14 (+18 using blindsense), Sense Motive +5	
<b>Speed</b> 20 ft., fly 60 ft. (good); Flyby Attack	
<b>ACP</b> 0; <b>Acrobatics</b> +4 (+0 jumping), <b>Fly</b> +17, <b>Stealth</b> +6	
<b>AC</b> 23, touch 13, flat-footed 19; <b>CMD</b> 32 (-1 size, +4 Dex, +10 natural)	
<b>Immune</b> poison; <b>Resist</b> fire 10	
<b>Fort</b> +9, <b>Ref</b> +11, <b>Will</b> +12	
<b>hp</b> 105 (10 HD)	
<b>Space</b> 10 ft.; <b>Base Atk</b> +10; <b>CMB</b> +18	
<b>Melee</b> bite (reach 10 ft.) +16 (2d6+7) and 2 claws (reach 10 ft.) +16 (1d6+7)	
<b>Special Actions</b> beguiling gaze	
<b>Beguiling Gaze (Su)</b> As <i>charm monster</i> , 30 feet; DC 20 Will negates. The save DC is Charisma-based	
<b>Sorcerer Spells Known</b> (CL 8th; concentration +11 [+15 casting defensively or grappling])	
4th (3/day)— <i>black tentacles</i>	
3rd (6/day)— <i>fireball</i> (DC 16), <i>haste</i>	
2nd (7/day)— <i>blinding burst</i> (DC 15), <i>invisibility</i> , <i>protection from arrows</i>	
1st (7/day)— <i>endure elements</i> , <i>mage armour</i> , <i>magic missile</i> , <i>shocking grasp</i> , <i>ventriloquism</i> (DC 14)	
0 (at will)— <i>acid splash</i> , <i>bleed</i> (DC 13), <i>dancing lights</i> , <i>detect magic</i> , <i>mage hand</i> , <i>message</i> , <i>prestidigitation</i> , <i>read magic</i>	
<b>Abilities</b> Str 24, Dex 18, Con 22, Int 12, Wis 16, Cha 17	
<b>SQ</b> spells	
<b>Feats</b> Ability Focus (beguiling gaze), Combat Casting, Eschew Materials <sup>B</sup> , Flyby Attack, Improved Natural Attack (bite), Iron Will	
<b>Skills</b> as above plus Intimidate +12, Knowledge (arcana) +7, Knowledge (history) +7, Knowledge (religion) +7, Spellcraft +7; <b>Racial Modifiers</b> +4 Perception using blindsense	
<b>Languages</b> Auran, Giant	
<b>Spells</b> Most yith cast spells as an 8th-level sorcerer. A few rare yith instead cast spells as an 8th-level cleric.	

information gained by a lesser check.

**DC 23:** This is a Yith. Yith are an ancient race of all but extinct vile, bat-like creatures.

**DC 28:** The Yith are a race of powerful sorcerers and mystics that share many characteristics with the common bat, including flight and preternaturally fine senses. They dwell in their great towers amid the dust and ruin of their faded civilisation.

**DC 33:** As well as being powerful sorcerers, Yith are immune to poison and resist fire. They have the power to beguile those encountering them with but a look.

## OTHER REALMS

Although the Black Hill Yith number barely two score, remnants of the race yet linger in other out-of-the-way locations. Fragments of their ancient kingdoms, these small outposts do not communicate with each, instead living in the belief that they are the last of their kind. Often protected by tribes of servile humanoids and formidable natural barriers, such groups dwell amid the faded splendour of a bygone age. Although they no longer seek glory and conquest, the Yith mercilessly defend their remaining places of strength.

## VARIANT SPELL LISTS

The Yith are a diverse race; not all know the same spells. Use these spell lists to portray different Yith:

4th—*wall of fire*

3rd—*displacement*, *fireball* (DC 16)

2nd—*bull's strength*, *resist energy*, *see invisibility*

1st—*alarm*, *mage armour*, *magic missile*, *true strike*, *unseen servant*

0—as main stat block

4th—*stoneskin*

3rd—*lightning bolt* (DC 16), *slow*

2nd—*acid arrow*, *blinding burst* (DC 15), *blur*

1st—*burning hands* (DC 14), *obscuring mist*, *ray of enfeeblement* (DC 14), *shield*, *summon monster I*

0—as main stat block

4th—*cure critical wounds*

3rd—*prayer*, *protection from energy*

2nd—*aid*, *cure moderate wounds*, *hold person* (DC 15)

1st—*bleed*, *cure light wounds*, *divine favour*, *entropic shield*, *shield of faith*

0—*bleed* (DC 13), *detect magic*, *guidance*, *light*, *mending*, *read magic*, *resistance*, *stabilise*

## COMPILED LISTS

The Minotaurs of the Black Hills have developed many unique spells, magic items, feats and class abilities. This page summarises their creations.

### ALTERNATE CLASS FEATURES

**Ranger:** Hill Stalker

**Sorcerer:** Yith bloodline

### NEW SORCERER SPELLS

#### 1ST-LEVEL SORCERER SPELLS

**Climb:** Gain an enhancement bonus on Climb checks.

#### 2ND-LEVEL SORCERER SPELLS

**Blinding Burst:** A ball of light blinds all within when it bursts.

**Glide:** Gain limited flight ability.

#### 3RD-LEVEL SORCERER SPELLS

**Aspect of the Ancients:** Gain flight, blindsense and natural attacks.

### NEW MAGIC ITEMS BY COST

COST	
5,400 gp	Quiver of Fire
7,300 gp	Boots of the Hills

### STAT BLOCKS BY CR

CR		PAGE
5	Scarlet Axe Warrior CE male minotaur fighter 1	72
7	Elite Scarlet Axe Warrior CE male minotaur fighter 3	72
7	Scarlet Axe Scout CE male minotaur ranger 3	73
7	Scarlet Axe Sorcerer CE male advanced minotaur sorcerer 4	73
8	Yith NE monstrous humanoid	77
13	Rilln CE male advanced minotaur fighter 8	74
13	Vethk CE male advanced minotaur sorcerer (yith) 10	75

### NEW FEATS

FEAT	PREREQUISITES	BENEFIT
Immobilizing Short	Tribal membership, Pinning Shot, BAB +9	Immobilize target with successful hit
Pinning Shot	Tribal membership, BAB +7	Reduce target's speed by half
Terrifying Charge	Tribal membership, BAB +7	Make an Intimidate check as a free action with a charge action
Irresistible Charge	Tribal membership, BAB +8, powerful charge	Attempt a free bull rush after resolving a powerful charge normally



# WERERATS OF THE ROACH-RUN SEWERS

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*In the tunnels 'neath the street,  
The rats and roaches come to meet,  
Serving their masters' concerns,  
Protecting them from cruel returns,  
Though life above may seem upstanding,  
Life below is quite demanding,  
Beyond the sight of surface viewers,  
Go Wererats of Roach-Run Sewers.*

## WERERATS OF THE ROACH-RUN SEWERS

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Polite residents of the city prefer not to think of the sewers that carry away their daily waste and this suits the masters and keepers of those sewers very well. Straddling the line between two worlds, many cities are home to bands of wererats, foul creatures of irksome ilk that thrive below the city's streets. These lycanthropic fusions of humanoids and dire rats use their cunning and resilience to bring the sewers under their uncontested control. Just as other races once tamed the beasts of the field to do their bidding, so the wererats train the vermin of the sewers to serve their own ends. All manner of creatures obey the wererats' command, but few are as useful to them, or as loathsome to humanity, as the immense cockroaches they employ as mounts, scouts and guardians. In some cities, the infestation is such that the sewers have become synonymous with horrendous cockroaches and their foul wererat masters. These are the Roach-Run Sewers.

### ECOLOGY & SOCIETY

Small groups or "families" of wererats are generally headed by one or more natural lycanthropes, creatures born with shape shifting ability able to transmit lycanthropy with a bite. These natural wererats often live double lives, maintaining homes above ground, and pressing their underlings to expand the family's influence in the sewers below. The sewers serve as a wererat family's primary source of wealth and power; as they lead to practically any point in the city they serve as quick access points to steal valuable goods and information.

Though deliberate infection of surface dwellers with lycanthropy is rare, those exposed to this affliction are typically drawn from the fringes of society. Often, these new recruits are pressed into the service of the wererat who bestowed the "gift" upon them, though at other times, neophyte wererats find themselves in the service of another family or entirely alone in a suddenly more hostile world.

Lycanthropy, unlike other transformative processes such as vampirism, carries with it no innate bond to the maker or compulsion to obey. In order to recruit new lycanthropes into the family, most groups use practiced techniques of manipulation and magic, including developing new spells such as *lunar memory* for the purpose of securing the loyalty and

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#### IN YOUR CAMPAIGN

*Wererats of the Roach-Run Sewers'* design enables a GM to easily insert bands of wererats and their noisome allies into the sewers of any city or large town. This supplement can be used with nearly any settlement of sufficient size and development, provided that the city has a sewer network and is large enough to support a hidden wererat colony.

affection of their new lycanthropic brethren.

New recruits are often assigned duties in the sewers, patrolling family territories and caring for their subterranean interests. These recruits are typically coerced or enticed into these less pleasant duties with promises of future wealth and power. However, the sewers tend to be unforgiving and demanding, leaving many wererats stagnating in the family structure that is built to support the natural lycanthrope patriarchs and matriarchs.

Wererat families are not limited to drawing on other wererats or creating new lycanthropes for aid and support. Virtually all families boast one or more members who have mastered the subtle art of befriending the vermin of the sewers. The dire rats and giant cockroaches feeding on civilization's rubbish are so loathsome to those dwelling above but are the wererat's most prized allies.

Despite the security afforded to a wererat family by its insect and rodent pets, life below the streets is fraught with other challenges. Countless threats await from lurking oozes and cruel aberrations to infectious diseases. Despite all this, or perhaps because of it, few creatures are as well adapted to sewer life as wererats.

In the city, two families dominate wererat society:

**Greentail Brotherhood:** Led by the mutilated Drinala Greentail (page 24), this family of orphans, urchins and the abused are not just thieves and pickpockets but also grave robbers.

**Tarmaine:** Lady Ladonna Tarmaine (page 28) leads her family of wererats from under an unassuming business in a wealthy part of town. She has a gigantic cockroach pet which she occasionally displays to thrill-seekers and gawkers with the coin enough to make it worth her while.

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#### TRIBAL LORE

A character making a Knowledge (local) check may know some information about wererats. A successful check reveals all information gained by a lesser check.

**DC 11:** This creature is a wererat, a lycanthropic hybrid of (base humanoid) and dire rat.

**DC 16:** Wererats are extremely resilient and resistant to damage from most weapons; silver weapons, however, are anathema to them and deal full damage.

**DC 21:** A wererat's mouth is a haven of filth and disease, and its bite transmits filth fever. The most potent wererats are born with lycanthropy and can transmit the affliction with a bite.

## ALIGNMENT & RELIGION

Keenly aware of the repugnance that the world above feels for them, most wererats disdain Good as a hypocritical convenience of conscience. The necessity of working together to maintain what place they can carve out for themselves in the world often necessitates at least a grudging adherence to a communal law. However, such lawful bents seldom interfere with wererats' propensity for larceny when opportunities present themselves.

Wererats typically have no unifying religion, though their twisted and debased existence often leads them to revere their putrid surroundings. This reverence causes many wererats to worship gods of disease and decay. Wererat clerics of such deities can access the Filth domain (page 10), in addition to a deity's other domains. Alternatively, those with no specific deity may revere Filth and gain access to Darkness, Filth, Madness or Trickery domains or an appropriate (non-good) alignment domain.

The Filth can also manifest as a patron of wererat witches who use arcane might to bring the sewers under their control. Some wererats also become sewer druids, (page 10) and may access the Filth domain through their nature bond class ability.

## LAIRS

Though accustomed to damp, fetid conditions, most wererats still prefer to rest in the warmest, driest location available. To that end, they dig small nooks out of sewer walls, particularly where the mortar has eroded away. They are fond of tunnelling beneath large buildings, where they can place their lairs comfortably close to basement furnaces or kitchen, and occasionally even intrude into the basements themselves.

As large chambers are rare in the sewers, few lairs hold even a dozen individuals. Those that do are prized and guarded vigorously, often by the wererats' vicious pets.

## COMBAT & TACTICS

Wererats seldom fight outside their home sewers, preferring stealth and guile to violence. When they venture into the world of men, it is typically to steal something before slipping back into their fetid sewer-sanctuary.

On the rare occasion a wererat is discovered above ground, it makes every effort to flee. Below the streets, wererats are somewhat bolder (particularly if accompanied by their vermin pets) and often challenge interlopers. The most fearsome wererats ride giant cockroaches, and these elite warriors are the defenders of the filth who ride forth to challenge intruders into the Roach-Run Sewers.



## THE ROACH-RUN SEWERS

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Sewers function much like dungeons in terms of the obstacles to movement and challenges to survival they present for explorers. The most common means of entering a sewer is removing a sewer grate (a full-round action) and dropping down 10 ft. into the murk. Some grates (particularly in affluent areas of town) are locked (DC 25 Disable Device check opens).

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### SEWER FEATURES

Though sewers may differ greatly in their style of construction and scale, certain features are commonly encountered.

**Dangerous Ledges:** Sewers often follow the layout of the streets above, and as such, the channels criss-cross freely. Junctions of sewer channels often have dangerous ledges that also serve as prime ambush points for the residents of the sewers to bull rush intruders into the fetid water. Creatures waiting just around a wall have cover from approaching enemies, though they can likely hear them with appropriate Perception checks.

The floor is often pitted and broken (it costs 2 squares of movement to enter such a square). Additionally, the floor is often slimy or slippery (see below for details).

**Dual Walkways:** Many sewer channels have walkways on either side. This allows some large creatures, namely those with wide leg spans and short heights such as the riding cockroach (page 22), to move through the sewers by straddling the channels and walking with legs on both ledges.

**Fetid Water:** Channels of waste flow through the sewers and are typically 5 ft. wide and vary in depth from one to five feet, depending on the size of the settlement and the region of the city beneath which the sewers are located. The contents of these channels are filthy and thus more difficult to swim through than normal water. Swimming in sewer channels requires a DC 15 Swim check. Any creature that fails a Swim check must succeed on a DC 15 Fortitude save or be sickened for 2d4 rounds. A creature already sickened becomes nauseated for 3d6 minutes if it fails this save.

**Narrow Walkways:** Sewers are typically not built for ease of access. In many cities, the service walkways along the sewer walls are only 2 1/2 ft. wide. This requires Small or larger creatures to squeeze (–4 penalty to attack rolls and –4 penalty to AC, movement costs are doubled). Such walkways have a base Acrobatics DC of 5 to move across, though an Acrobatics check is not required unless the DC increases to 10 or more.

**Slimy Floor:** Slimy floors add +5 to the DC of Acrobatics checks made to move across them.

**Slippery Floor:** Slick floors add +2 to the DC of Acrobatics checks made to move across them.

Disease is rampant in the sewers (see below) and those spending much time in the sewers would be wise to avoid contact with the effluent oozing through its channels.

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### SEWER HAZARDS

Numerous hazards await in the sewers. Examples include:

**Crumbling Ledges:** Standing water or eddies in the current of the sewer channels sometimes erode the sewer walkways. Though the ledges may appear solid (a DC 20 Perception check or Knowledge [engineering] reveals that they are not), the floor of such a region is extremely thin and may crumble under the weight of a Medium or larger creature (30% chance). Any creature on the ledge when it crumbles must make a DC 15 Reflex save or fall into the fetid water below.

**Disease:** Characters falling into the sewer's fetid water may contract a terrible disease; check every hour (or part hour) of contact: *save* DC 13 Fortitude [2 saves]; *onset* 1/day; *frequency* 1/day; *effect* 1d8 Dex damage.

**Rat Swarm:** Rats swarm through the sewers. They normally avoid large groups of intruders, but lone explorers may be suddenly set upon.

**Slime Pits:** Sometimes, a particularly deep slime pit waits at the end of a ledge or underneath an eroded walkway. A creature in a slime pit may drown or lose items to the cloying slime. A creature in a slime pit must succeed on a DC 15 Swim check or gain the grappled condition. Each round, the creature may make a Swim check to escape the slime and remove the grappled condition. If a creature thus grappled fails a Swim check by 5 or more, it risks losing a randomly determined item that it is carrying to the slime. Treat this as a Disarm combat manoeuvre made by the slime with a +5 CMB. A creature held by the slime that fails its Swim check by 10 or more is sucked under the surface and begins to drown.

**Waste Surges:** Waste enters the sewers at unpredictable intervals from the buildings above. Typical sewers have entrances for such waste at 20 to 80 foot increments. Each time a creature walks past such an entrance, there is approximately a 1% chance that a waste surge arrives at the same time. A creature adjacent to a waste surge as it enters the sewers must make a DC 12 Reflex save or be covered in waste. If the creature fails this save, it is blinded for 1d4 minutes or until it takes a full-round action to clean its eyes (this provokes attacks of opportunity). A creature that fails its save must also succeed on a DC 15 Fortitude save or be sickened for 2d4 rounds. A creature that is already sickened becomes nauseated for 3d6 minutes, if it fails this save. Creatures wearing magical eye gear are immune to the blinding effect, though not to the sickening.

## ENCOUNTERS WITH THE ROACH-RUN WERERATS

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Use these sample listings to run encounters featuring the Wererats of the Roach-Run Sewers.

### TRAINING (EL 5; XP 1,600)

**Opponents** Giant Cockroach (4), Sewer Trainer (1)  
**EL 4 (1,200 XP)** Remove two Giant Cockroaches; **EL 6 (2,400 XP)** Add three Dire Rats and one Riding Cockroach.  
**Morale** The sewer trainer presses the attack as long as she has the advantage, but flees if reduced to below half hit points or if half of her attendant creatures are incapacitated.  
**Terrain** sewer; **Encounter Distance** 2d6 x 10 ft.

One of the sewer trainers of a local wererat family is working to condition new giant cockroaches for the family militia. A passing band of nosy adventurers might just make the perfect training tool. If possible, she attacks the adventurers with her bow from behind her roaches, but tries to stay close enough to direct them. She uses one of her poisoned arrows on the second round of combat, after she has identified the most dangerous enemy.

### PATROL (EL 7; XP 3,200)

**Opponents** Dire Rat (3), Giant Cockroach (2), Sewer Trainer (1), Sewer Thief (2)  
**EL 6 (2,400 XP)** Remove one Sewer Thief; **EL 8 (4,800 XP)** Add one Riding Cockroach and one Sewer Shaman.  
**Morale** The patrol fight until a wererat is incapacitated. The rest then flee.  
**Terrain** sewer; **Encounter Distance** 2d6 x 10 ft.

This is a standard patrol group for wererat families in the sewers. Depending on the situation, they may ambush intruders, or simply demand they immediately leave the sewers. If clearly outmatched, they avoid battle and seek reinforcements.

### ELITE PATROL (EL 10; XP 9,600)

**Opponents** Giant Cockroaches (4), Sewer Thief (3), Sewer Savage (2), Sewer Shaman (2), Sewer Trainer (2)  
**EL 9 (6,400 XP)** Remove one Sewer Savage, one Sewer Shaman and one Sewer Thief; **EL 11 (12,800 XP)** Add two Riding Cockroaches and two Sewer Savages.  
**Morale** This patrol consists of veteran warriors and does not flee unless more than half are incapacitated.  
**Terrain** Sewer; **Encounter Distance** 4d6 x 10 ft.

Word has reached one of the wererat families of intruders in their sewers. This elite patrol has been sent to ensure they do not compromise family interests.

### GRAVE ROBBERS (EL 5; XP 1,600)

**Opponents** Sewer Thief (2)  
**EL 4 (1,200)** Apply the young creature template to both Sewer Thieves; **EL 6 (2,400 XP)** Add one Sewer Thief.  
**Morale** If the thieves are discovered, they flee back to their sewers.  
**Terrain** urban (cemetery); **Encounter Distance** 4d10 x 10 ft.

These rogues work for the Greentail Brotherhood (see “Drinala Greentail”) and had been charged with collecting hands from the local cemetery to be enchanted by their matron. However, the citizens of the city do not take kindly to the graves of loved ones being disturbed, so after several instances of such desecration, they may hire adventurers to guard their ancestors’ bones.

### REST CAMP (EL 7; XP 3,200)

**Opponents** Giant Cockroach (2), Sewer Trainer (1), Sewer Thief (1), Sewer Savage (1), plus disabled non-combatants  
**EL 6 (2,400 XP)** Remove one Sewer Thief; **EL 8 (4,800 XP)** Add two Giant Cockroaches and one Sewer Shaman.  
**Morale** The sewer trainer directs the giant cockroaches to hold off attackers while the wererats flee.  
**Terrain** sewer; **Encounter Distance** 1d4 x 10 ft.

A group of wererats has set up a makeshift camp to care for comrades wounded in combat (the non-combatants). The camp is in an alcove that has been mostly cut off from the sewers by a partial collapse of masonry. Recent signs of disturbance to the rubble (DC 15 Perception) hint that something might be hiding behind. The alcove leads to an abandoned storage room. The debris pile covered the only entrance to the chamber, and the wererats try to avoid combat if possible, offering doses of roachmusk as bribes to be left in peace.

### RAIDING PARTY (EL 8; XP 4,800)

**Opponents** Sewer Thief (3), Sewer Savage (2)  
**EL 7 (3,200 XP)** Remove two Sewer Thieves; **EL 9 (6,400 XP)** Add one Sewer Shaman and one Giant Cockroach.  
**Morale** The sewer savages fight to the death, but the sewer thieves flee if reduced below half hit points.  
**Terrain** building basement and connecting sewer; **Encounter Distance** 2d10 x 10 ft.

A wererat hiding in this basement spied a large sum of gold being placed in a very secure safe and overheard that it would be removed again today as payment to an unknown recipient. The raiding party has come to seize these goods, and plans to launch the ambush as soon as the safe is opened.

## ALTERNATIVE RACE & CLASS FEATURES

### THE FILTH

The concept of the Filth permeates wererat society. Wererats swear by the Filth, they curse the Filth, they curse in the name of the Filth, and sometimes they even offer prayers to the Filth.

The Filth is utilized by both divine and arcane spellcasters as a central tenet in their practices. Thus, it is both a cleric domain and a witch patron. The spell list associated with the Filth is used by both clerics and witches who draw upon its power.

**Domain/Patron Spell List:** *hide from vermin* (1st), *summon swarm* (including the cockroach swarm from *Bestiary 2*) (2nd), *contagion* (3rd), *repel vermin* (4th), *giant vermin* (5th), *antilife shell* (6th), *creeping doom* (7th), *finger of death* (8th), *energy drain* (9th).

**Granted Powers (Domain only):** You are a spiritual beacon to the forces of disease and pestilence, and are at home in the slime and sludge of the sewers. Your skill traversing the sewers grants you *Acrobatics* as a class skill.

**Accelerate Disease (Su):** You touch a creature, as a standard action. Any non-magical disease carried by the target whose onset time has not yet elapsed immediately completes its onset time and progresses normally. You can use this ability a number of times per day equal to 3 + your *Wisdom* modifier.

**Plague Touch (Ex):** At 8th-level, you can channel disease through your touch and gain the ability to affect a single target as if you had cast *contagion*. You can use this ability once per day at 8th-level and one additional time per day for every four cleric levels beyond 8th.

**New Hex (Witch only):** Witches (*Advanced Player's Guide*) with the Filth patron may select the plague bringer hex.

**Plague Bringer (Su):** As a standard action, you touch a creature that is afflicted by a disease. If the disease's onset time has not yet elapsed, it immediately does so but the victim must make two *Fortitude* saving throws (using the lower result) to resist its effects. If you use this hex against a creature already suffering a disease's effects, it must immediately make a *Fortitude* saving throw (DC = the disease's DC) or suffer the effects of the disease. Success on this save does not count towards curing the disease. Regardless of whether the target makes its save, it cannot be affected by this hex again for one day.

### SEWER DRUIDS

Sewer druids lurk amid the waste and detritus of the civilisation above. They have the following alternate class features:

**Vermin Empathy (Su):** A sewer druid can improve the attitude of vermin as a normal druid can with animals. Vermin have a starting attitude of unfriendly. The sewer druid can also improve the attitude of animals and mindless undead creatures that were formerly animals, but takes a -4 penalty on the check

unless the animal or undead has a disease special attack. This ability replaces wild empathy.

**Nature Bond (Ex):** A sewer druid forms a bond with nature in one of two ways:

- **Domain:** The sewer druid gains access to one of the following cleric domains: *Darkness*, *Death* and *Filth*.
- **Familiar:** A sewer druid may not bond with an animal companion, but may take a dire rat or cockroach as a familiar using her druid level as her effective wizard level.

**Sewer Stride (Ex):** The sewer druid can move through shallow water up to 2 ft. deep and slippery terrain at his normal speed and without taking damage or suffering any other impairment (but may still drown). Additionally, he can always take 10 on *Swim* checks even if in danger or distracted. Areas of sewer magically manipulated to impede motion, however, still affect him. This ability replaces woodland stride.

**Miasma (Ex):** Starting at 5th level, if a sewer druid is adjacent to a creature at the beginning of its turn, the creature must succeed at a *Fortitude* save (DC 10 + 1/2 the druid's level + the druid's *Wisdom* modifier) or become sickened for 1 round. A creature of the animal, fey or plant type that fails its save is nauseated for 1 round and sickened for 1 minute thereafter. If the creature makes its save, it is immune to this effect for 24 hours, as are creatures immune to disease. This ability replaces trackless step and resist nature's lure.

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#### NEW FAMILIAR: COCKROACH

Wererat sorcerers, wizards and witches can take a cockroach familiar. A cockroach familiar grants its master a +2 bonus to *CMD* against bull rush, drag, overrun, reposition and trip attacks.

#### COCKROACH FAMILIAR

*This foul insect peers out from its mistress's robes.*

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N Tiny magical beast

**Init** +3; **Senses** darkvision 60 ft.; *Perception* +8, *Sense Motive* +0

**Speed** 40 ft., climb 40 ft.

**ACP** 0; *Acrobatics* +3 (+7 jumping), *Climb* +11, *Stealth* +19

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**AC** 17, touch 15, flat-footed 14; **CMD** 6 (12 vs. trip)

(+2 size, +3 Dex, +2 natural)

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

**hp** 4 (1 HD)

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**Space** 2 1/2 ft.; **Base Atk** +0; **CMB** +1

**Melee** bite (reach 0 ft.) +5 (1d3-5 plus poison [*save* DC 10 *Fortitude* {1 save}; *frequency* 1/round for 2 rounds; *effect* daze 1 round])

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**Abilities** Str 1, Dex 17, Con 10, Int 2, Wis 10, Cha 2

**Feats** *Weapon Finesse*<sup>B</sup>

**Skills** as above

**Blightblooded (Ex):** At 9th level, a sewer druid gains immunity to all diseases, including natural and supernatural diseases and to effects that cause her to become sickened or nauseated. This ability replaces venom immunity.

**Plaguebearer (Su):** Starting at 13th level, any creature striking a sewer druid with a touch attack, unarmed strike or natural weapon must succeed at a Fortitude save (DC 10 + 1/2 the druid's level + the druid's Wisdom modifier) or contract a disease, as *contagion*. If the creature makes its save, it is immune to this effect (but not *contagion* spells) for 24 hours. This ability replaces a thousand faces.

## WERERAT ROGUE TALENTS

Wererat rogues have developed two special talents that blend their shape-shifting nature with their larcenous, deceptive ways. They have access to the following rogue talents:

**Shifter's Surprise (Ex):** Whenever you change forms, you may make a Bluff check to feint in combat as part of the action used to assume the new form. You gain a +2 circumstance bonus on Bluff checks made in this way.

**Thieving animal (Su):** When you are in animal form, if you successfully make a Sleight of Hand check to steal an item or use

the steal combat manoeuvre to take an item, you may use a move action to meld the item into your form just as your equipment is melded. You must return to human or hybrid form to recover the item.

## WERERAT RAGE POWERS

Though wererats are more often known for their stealth and guile, many families also recruit warriors and thugs to protect their interests. A barbarian wererat's rage sometimes carries the power of the lycanthrope. A lycanthrope barbarian can choose these following rage powers:

**Raging Shifter (Su):** When raging, you can assume your hybrid form quicker than normal. If your change shape ability normally requires a full-round action, it instead requires a move-equivalent action. If it normally requires a move-equivalent action, it instead requires a swift action. This ability stacks with magical effects such as the benefit of an *amulet of control*.

**Roach-Run Rage (Su):** When you rage, your natural attacks count as silver for the purpose of bypassing damage reduction. Whenever you threaten a critical hit against a lycanthrope, you gain a +10 insight bonus on the roll to confirm the critical hit.



## NEW FEATS

*Wererats of the Roach-Run Sewers* introduces a number of new feats. 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.

### 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 can use their bonus feats to choose Battle feats.

#### GUTTER THUG [BATTLE]

*You are a veteran of sewer combat, able to fight beneath the city without the normal distractions suffered by surface dwellers.*

**Prerequisites:** Tribal membership (wererat), base attack bonus +1.

**Benefit:** While in a sewer, you can treat up to 10 ft. of shallow water, slippery floor or other difficult terrain common in the sewers as if it were



unimpeded terrain, provided that you do not move through more than 10 feet of such terrain. For example, you may charge through such terrain, take 5-foot steps through it and conduct any other action that you could normally perform.

**Normal:** Difficult terrain such as shallow water and slippery surfaces double the movement cost to move into and may require an Acrobatics check to successfully move across. You cannot charge or take 5-foot steps in difficult terrain.

#### ROACH TRAINER

*You have learned the subtle signs of a cockroach's current inclinations and can apply proper stimuli to manipulate these creatures to do your will.*

**Prerequisites:** Tribal membership (wererat), Handle Animal 1 rank.

**Benefit:** Select up to six tricks that can be taught to an animal using Handle Animal. With a successful Handle Animal check (DC 15 + the cockroach's HD) and one minute of uninterrupted contact with the target, you cause one cockroach within 5 feet to behave as if it were trained with any or all of these tricks, and to obey your commands accordingly. You may use the Handle Animal skill on cockroaches to handle or "push" them, using body language. If a trained cockroach moves more than 5 feet away, it continues to perform the last command it was given for one minute. At any given time, you may direct the actions of cockroaches with a total number of HD no greater than twice your ranks in the Handle Animal skill.

**Special:** The alchemical substance Roachmusk (page 14) provides a +5 circumstance bonus to your Handle Animal checks made to target cockroaches.

**Normal:** Vermin cannot be affected by Handle Animal.

#### SEWER GUERRILLA [BATTLE]

*You are an expert of hit-and-run tactics in the sewers.*

**Prerequisites:** Tribal membership (wererat), base attack bonus +1.

**Benefit:** You ignore soft cover, partial cover and any concealment less than total concealment when attacking a flat-footed target, in the sewers.

#### SEWER SCUM

*You are adept at surviving the perils of the sewers.*

**Prerequisites:** Tribal membership (wererat).

**Benefit:** In the sewers, you gain a +4 circumstance bonus to Escape Artist checks (made to squeeze through areas less than half your space), Swim checks and Acrobatics checks (made to move across slippery surfaces). You also gain a +2 bonus to Fortitude saves made to resist sickness and nausea caused by sewer hazards.



## NEW SPELLS

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Wererat spellcasters of the Roach-Run Sewers have developed a number of new spells. These spells serve to further the interests of wererat families in the sewers and around the city. They are listed here, alphabetically.

### DETECT LYCANTHROPE

**Level** Druid 1, inquisitor 1, ranger 1, witch 1 (divination)  
**Casting Time** 1 standard action; **Components** V, S, DF or M (a small tuft of animal fur)  
**Range** 60 ft.; **Area** cone-shaped emanation; **Duration** concentration, up to 1 minute/level (D)  
**Saving Throw** none; **Spell Resistance** no

You can detect the taint that flows through lycanthropes. The amount of information revealed depends on how long you study a particular area.

*1st Round:* Presence or absence of lycanthropes.

*2nd Round:* Number of lycanthropes in the area.

*3rd Round:* The location of each lycanthrope. If a lycanthrope is outside your line of sight, then you discern its direction but not its exact location.

### DETECT VERMIN

**Level** Druid 1, ranger 1, witch 1 (divination)  
**Casting Time** 1 standard action; **Components** V, S, DF or M (part of the corpse of a vermin, such as wings from a housefly)  
**Range** long (400 ft. + 40 ft./level); **Area** cone-shaped emanation; **Duration** concentration, up to 10 minutes/level  
**Saving Throw** none; **Spell Resistance** no

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### MEMORY AND MANIPULATION

The first full moon after infection, a newly afflicted lycanthrope changes form and loses himself to the beast within, forgetting his identity and any sense of humanity. When this happens, the wererat's creator and the rest of the family are typically on hand to welcome him into his new life.

Afflicted lycanthropes typically awake the day after the full moon with no memory of the night's events. Left to their own devices, afflicted lycanthropes only remember the episode and become aware of their condition by succeeding on a DC 20 Will save. However, many wererat families use the spell *lunar memory* to force an afflicted wererat to remember the night and all its bestial exploits, and members of the family play on the newfound memories to manipulate the will or even break the spirit of the new lycanthrope.

"You can't go back," they say. "No one understands you like we do. You will be alone without us. They will never accept you for what you are. We are family now..."

This spell functions as *detect animals or plants*, except that it detects vermin instead of animals or plants.

### FORCED TRANSFORMATION

**Level** Bard 2, cleric 2, inquisitor 2, sorcerer/wizard 2, witch 2 (transmutation)  
**Casting Time** 1 standard action; **Components** V, S, DF or M (a leaf plucked from its tree during the eve of the full moon)  
**Range** touch; **Target** creature touched; **Duration** instantaneous  
**Saving Throw** Will negates; **Spell Resistance** yes

With a forceful command, you cause a lycanthrope to change its form. A lycanthrope affected by this spell must immediately assume one of its other forms. If the target is an afflicted lycanthrope, it must assume either hybrid or animal form. A natural lycanthrope may select the new form to be assumed. This spell does not prevent a lycanthrope from changing form again on its turn. This spell does not affect a creature that has contracted lycanthropy, but has not yet undergone its first transformation.

### HIDE FROM VERMIN

**Level** Cleric 1, druid 1, sorcerer/wizard 1, witch 1 (abjuration)  
**Casting Time** 1 standard action; **Components** V, S, DF  
**Range** touch; **Target** one creature touched/level; **Duration** 10 minutes/level (D)  
**Saving Throw** Will negates; **Spell Resistance** yes

Vermin cannot sense the warded creatures. Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scent and tremorsense, cannot detect or locate warded creatures. Vermin act as though the warded creatures are not there. If a warded character touches a vermin or attacks any creature, even with a spell, the spell ends for all recipients.

### LUNAR MEMORY

**Level** Bard 2, cleric 2, druid 2, sorcerer/wizard 2, witch 2 (enchantment [compulsion, mind-affecting])  
**Casting Time** 10 minutes; **Components** V, S, M (a scrap of parchment and a piece of charcoal)  
**Range** touch; **Target** creature touched; **Duration** instantaneous  
**Saving Throw** Will negates; **Spell Resistance** yes

This spell forces an afflicted lycanthrope with no memory of its time spent in animal form to recall in vivid detail its experiences, just as if it had succeeded on the DC 20 Will save to remember this period. The caster receives a +4 circumstance bonus on his next Diplomacy check made to influence the attitude of the target towards himself.

## NEW MAGIC ITEMS

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The Wererats of the Roach-Run Sewers have created a number of magical items uniquely suited to life beneath the city streets. These creations enhance their ability to maintain dominion over their fetid domain.

### AMULET OF CONTROL

*This grotesquely preserved paw hangs from a thick piece of cord.*

**Aura** Faint (transmutation; DC 17 Knowledge [arcana]) **Identify** DC 18 Spellcraft

**Lore** (DC 12 Perception) This necklace is made from a mummified animal paw with the terminus capped in copper slag and strung on a greasy cord.

**Lore** (DC 18 Knowledge [nature]) This necklace is made from the severed paw of a (insert appropriate animal type here).

**Abilities** Once per day, the *amulet of control* grants its wearer a +1 resistance bonus on a single Fortitude saving throw against a disease; this affects the first saving throw of the day made against a disease. This item is prized by afflicted lycanthropes, and often serves as a symbol of status or authority among them. When worn by an afflicted lycanthrope, the amulet grants the wearer a +5 bonus to Constitution checks made to change form. If the check is successful, the wearer may change form as a move-equivalent action rather than a full-round action. This bonus does not apply to Constitution checks made to resume human form during the full moon.

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**Activation** use-activated; **CL** 3rd

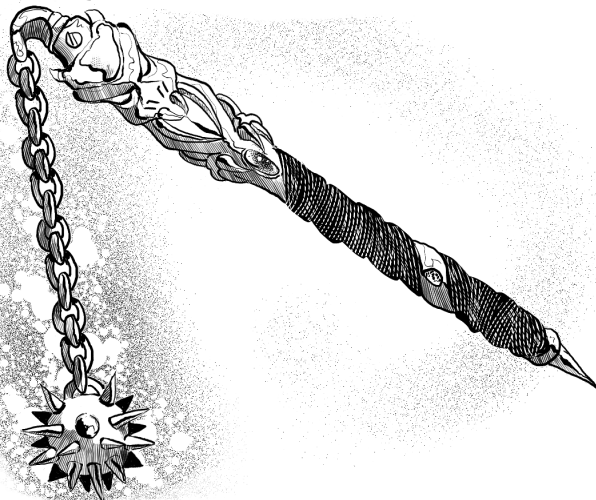
**Requirements:** Craft Wondrous Item, *forced transformation, resistance*; **Cost** 600 gp; **Price** 1,200 gp

### FILTH FEVER FLAIL

*This tarnished silver flail has a row of teeth adorning the haft.*

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

**Lore** (DC 10 Perception) Though this silver flail appears tarnished, it is solid and well made, with a ring of teeth decorating the haft just below the chain.



**Lore** (DC 12 Heal) This weapon carries filth fever, and can infect those it strikes.

**Abilities** This +1 *alchemical silver flail* carries filth fever and can infect its target (DC 12 Fortitude negates; *frequency* 1/day; *cure* 2 consecutive saves; *onset* 1d3 days; effect 1d3 Dex damage and 1d3 Con damage) once per day. If the target fails its initial saving throw, 2d6 minutes after exposure, the wound becomes sore and red.

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**Activation** use-activated; **CL** 5th

**Requirements:** Craft Magic Arms and Armour, *contagion*; **Cost** 2,398 gp; **Price** 8,400 gp

### HAND OF INGLORY

*This mummified human hand hangs by a leather cord.*

**Aura** faint (varies, see text; DC 18 Knowledge [arcana] plus Will save) **Identify** DC 20 Spellcraft plus DC 12 Will save

**Lore** (DC 25 Knowledge [local]) The *hand of inglory* is an item created by the wererat witch Drinala Greentail for her own personal mission of revenge.

**Abilities** This item is worn about the neck and takes up space as a magic necklace. Though not a cursed item, those who know of the existence of the *hand of inglory* generally consider it to be equally worthless. The hand is crafted with a *magic aura* spell to disguise it as a *hand of glory*. To *detect magic* and similar means of examination, the item is indistinguishable from a *hand of glory*. If examined by more powerful means, such as *identify*, and the examiner makes a DC 12 Will save he recognizes the illusion and sees the item's true nature. The hand enables the wielder to place a single ring on it and gain the benefit of wearing that ring. However, the effects of any other rings worn by the wielder are suppressed for as long as the *hand of inglory* is worn.

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**Activation** use-activated; **CL** 5th

**Requirements:** Craft Wondrous Item, *dispel magic, magic aura, suggestion*; **Cost** 500 gp; **Price** 1,000 gp

### ROACHMUSK

*This small vial contains a sickly brown oily liquid.*

**Aura** None (nonmagical)

**Abilities** When smeared on a creature, a dose of roachmusk causes all cockroaches within 10 ft. to behave friendly towards the wearer. A creature with the Roach Trainer feat who wears roachmusk gains a +5 circumstance bonus on Handle Animal checks made to influence cockroaches. The benefits of this substance continue for 30 days or until the subject bathes with soap and water (submersion under water is insufficient to remove this potent odour).

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**Requirements:** Roach Trainer, crafter must have at least 1 rank in Craft [alchemy]; **Cost** 10 gp; **Price** 30 gp.

## WERERATS

Wererats are not only difficult opponents for adventurers, but also complex NPCs to run. This page serves as a brief primer to their main abilities and a GM should review the information here before running a combat involving the Wererats of the Roach-Run Sewers.

There are two kinds of wererat: natural wererats (the most powerful of the two varieties) who were born with their lycanthropic taint and afflicted lycanthropes (who were born normal members of their race, but were subsequently infected with lycanthropy). An afflicted lycanthrope is not as resistant to attacks and does not have total control over its change shape ability. It also does not transmit lycanthropy with its bite.

### CHANGE SHAPE

All wererats, whether afflicted or natural lycanthropes, have three forms: humanoid, animal and hybrid.

- **Natural Wererats:** A natural wererat can shift into any of its forms as a move-equivalent action.
- **Afflicted Wererats:** An afflicted wererat can assume animal or hybrid form as a full-round action by making a DC 15 Constitution check or its humanoid form by using a full-round action to make a DC 20 Constitution check. When the full moon is visible an afflicted wererat gains a +5 morale bonus to Constitution checks made to assume its animal or hybrid form and a -5 penalty to Constitution checks made to assume its humanoid form.
- **Slain Wererats:** Slain wererats revert to their humanoid form.
- **Gear:** Gear does not meld into the wererat's body when it assumes humanoid or hybrid form. When a wererat assumes animal form, its gear melds into its body. Items that provide a constant bonus (*rings of protection, cloaks of resistance* and so on, but not magic armour) continue to function. Items that require activation cannot be used while a wererat is in animal form.



### CURSE OF LYCANTHROPY

When a natural wererat is in animal or hybrid form its bite has the power to infect a humanoid target within one size category of Small with lycanthropy. A DC 15 Fortitude save negates the curse. To maintain the suspense of the situation, the GM should roll this saving throw and keep the result secret until the appropriate time.

A creature catching lycanthropy becomes an afflicted lycanthrope, but shows no symptoms until the night of the next full moon, when the victim involuntarily assumes animal form until the next dawn.

The victim remembers nothing of the experience (or subsequent episodes) unless it makes a DC 20 Will save or is subjected to *lunar memory* (page 13), in which case it becomes aware of its condition. If a PC becomes infected with lycanthropy the GM should take control of the character whenever he is in animal or hybrid form.

### CURING LYCANTHROPY

Characters infected with lycanthropy can be cured in several ways.

A *remove disease* or *heal* spell cast by a cleric of 12th-level or higher cures the affliction, provided the victim receives the spell within three days of infection.

Consuming a dose of wolfsbane (an ingested poison [*save* DC 16 Fortitude; *onset* 10 minutes; *frequency* 1/minute for 6 minutes; *effect* 1d3 Con damage; *cure* 1 save]) gives an infected victim a chance to make a new Fortitude saving throw (DC 15) to recover.

## SEWER SAVAGE

Consumed with anger and unable to control their bestial nature, sewer savages stalk the sewers searching for victims. Powerful guards and fearsome warriors, they are the most unsubtle of wererats and the least likely to flee from battle.

### TACTICS

When in the sewers, these savage warriors assume their hybrid form. Preferring to battle in this form, they rage as soon as battle begins using raging shifter to transform into their dire rat form if they need extra mobility. They make liberal use of Power Attack, unless their foes prove difficult to strike and trust to their prodigious Constitution to see them through. Unless ordered to retreat, they fight to the death.

### SAMPLE SEWER SAVAGES

Use these sample NPCs to portray any sewer savages the PCs encounter during their adventures.

#### ABARON

- **Appearance:** Wild-eyed and shaggy-haired, Abaron takes no real care over his appearance. Scruffy at the best of times, his body odour precedes him by several feet.
- **Mannerisms:** When angry, scared or frustrated, Abaron bares his teeth as does an animal. In battle, he growls and yells. When at rest, nervous energy consumes him and he fidgets incessantly.
- **Background:** Abandoned by his manic depressive mother after his father was accidentally killed in a barroom brawl by a drunken dwarf, Abaron survived for almost a decade on the streets. Casual work as an enforcer-for-hire and bouncer at several low-end brothels and taverns brought him rapidly into contact with the dross of the city. Caught by a pack of wererats one night deep in the slums, Abaron succumbed to their savage attack, but not before slaying several of his attackers (an act he now regrets with hindsight).



- **Personality:** Using nothing but his savagery and will to survive, Abaron learnt to channel his rage to crush his enemies. Plagued by nightmares of dying alone, he gladly embraced his transformation, for with the Wererats of the Roach-Run Sewers he found the family and sense of belonging he so long craved. Foolhardy in battle, Abaron fights to the death to protect his new family and is merciless toward his enemies.

#### SEWER SAVAGE (HUMAN FORM) CR 4 (XP 1,200)

*This scarred, wild-eyed man has bulky muscles over a compact, hunched frame.*

Male human natural wererat barbarian 4

NE Medium humanoid (augmented humanoid, human, shapechanger)

**Init** +1; **Senses** low-light vision, scent; Perception +9, Sense Motive +2

**Speed** 40 ft., Gutter Thug

**ACP** 0; **Acrobatics** +8 (+12 jumping), **Climb** +11, **Swim** +11

**AC** 14, touch 11, flat-footed 13; **CMD** 19; uncanny dodge, +1 vs. traps

(+1 Dex, +3 armour [mwk studded leather])

**Fort** +7, **Ref** +3 (+4 vs. traps), **Will** +4

**hp** 43 (4 HD); **DR** silver/10

**Space** 5 ft.; **Base Atk** +4; **CMB** +8

**Melee** mwk alchemical silver heavy flail +9 (1d10+6)

**Ranged** mwk longbow (range 110 ft.) +6 (1d8+4/x3)

**Atk Options** Power Attack (-2 attack, +6 damage [+9 with heavy flail]), rage (12 rounds/day)

**Special Actions** change shape ([move action] human, hybrid, and dire rat; *polymorph*)

**Combat Gear** arrows (20)

**Abilities** Str 18, Dex 13, Con 14, Int 10, Wis 14, Cha 6

**SQ** lycanthropic empathy (rats and dire rats), fast movement, rage power (raging shifter, roach-run rage) trap sense (+1)

**Feats** Gutter Thug, Power Attack, Toughness

**Skills** as above plus Diplomacy -2 (+2 vs. rats), Intimidate +5

**Languages** Common

**Gear** as above plus *cloak of resistance* +1, backpack, bedroll, water skin, 2 days trail rations, 23 gp

**When raging, a sewer savage has the following, altered statistics:**

**Climb** +13, **Swim** +13

**AC** 12, touch 9, flat-footed 11; **CMD** 21; uncanny dodge, +1 vs. traps

**Fort** +9, **Will** +6

**hp** 51

**CMB** +10

**Melee** mwk alchemical silver heavy flail +11 (1d10+9)

**Atk Options** rage (raging shifter, roach-run rage; 12 rounds/day)

**Abilities** Str 22, Con 18

## BEROS

- **Appearance:** Covered in mud and excrement, Beros' equipment is similarly noisome.

### SEWER SAVAGE (HYBRID FORM) CR 4 (XP 1,200)

*This horrid bipedal beast with razor sharp teeth is covered in bulging muscles and thick, coarse fur.*

Male human natural wererat barbarian 4

NE Medium humanoid (augmented humanoid, human, shapechanger)

**Init** +3; **Senses** low-light vision, scent; Perception +9, Sense Motive +2

**Speed** 40 ft., Gutter Thug

**ACP** 0; Acrobatics +10 (+14 jumping), Climb +12, Swim +12

**AC** 18, touch 13, flat-footed 15; **CMD** 22; uncanny dodge, +1 vs. traps

(+3 Dex, +3 armour [mwk studded leather], +2 natural)

**Fort** +8, **Ref** +5 (+6 vs. traps), **Will** +4

**hp** 47 (4 HD); **DR** silver/10

**Space** 5 ft.; **Base Atk** +4; **CMB** +8

**Melee** mwk alchemical silver heavy flail +10 (1d10+7) and bite +4 (1d4+5 plus filth fever [*save* DC 13 Fortitude {2 consecutive saves}; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Con damage and 1d3 Dex damage] and curse of lycanthropy [DC 15])

**Ranged** mwk longbow (range 110 ft.) +6 (1d8+4/x3)

**Atk Options** Power Attack (-2 attack, +6 damage [+9 with heavy flail]), rage (12 rounds/day)

**Special Actions** change shape ([move action] human, hybrid, and dire rat; *polymorph*)

**Combat Gear** arrows (20)

**Abilities** Str 20, Dex 17, Con 16, Int 10, Wis 14, Cha 6

**SQ** lycanthropic empathy (rats and dire rats), fast movement, rage power (raging shifter, roach-run rage) trap sense (+1)

**Feats** Gutter Thug, Power Attack, Toughness

**Skills** as above plus Diplomacy -2 (+2 vs. rats), Intimidate +5

**Languages** Common

**Gear** as above plus *cloak of resistance* +1, backpack, bedroll, water skin, 2 days trail rations, 23 gp

**When raging, a sewer savage has the following, altered statistics:**

Climb +14, Swim +14

**AC** 16, touch 11, flat-footed 13; **CMD** 24; uncanny dodge, +1 vs. traps

**Fort** +10, **Will** +6

**hp** 55

**CMB** +10

**Melee** mwk alchemical silver heavy flail +12 (1d10+10) and bite +11 (1d4+7 plus filth fever [*save* DC 15 Fortitude {2 consecutive saves}; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Con damage and 1d3 Dex damage] and curse of lycanthropy [DC 15])

**Atk Options** rage (raging shifter, roach-run rage; 12 rounds/day)

**Abilities** Str 24, Con 20

- **Mannerisms:** Beros mutters incessantly to himself and in battle screeches and wails at his enemies.
- **Background:** Driven insane when he witnessed a sorcerer summoning a minor demon, Beros fled to the sewers where inevitably he was "gifted" with lycanthropy.
- **Personality:** Beros is wildly paranoid. With nowhere else to go, he dwells with his wererat kin, but does not love them. He is terrified of otherworldly beasts such as devils and demons.

### SEWER SAVAGE (DIRE RAT FORM) CR 4 (XP 1,200)

*This vicious-looking dire rat is unusually scarred and tattered.*

Male human natural wererat barbarian 4

NE Medium humanoid (augmented humanoid, human, shapechanger)

**Init** +3; **Senses** low-light vision, scent; Perception +9, Sense Motive +2

**Speed** 50 ft., climb 20 ft., swim 20 ft.

**ACP** 0; Acrobatics +10 (+18 jumping), Climb +20, Swim +20

**AC** 15, touch 13, flat-footed 12; **CMD** 22 (26 vs. trip); uncanny dodge, +1 vs. traps

(+3 Dex, +2 natural)

**Fort** +8, **Ref** +5 (+6 vs. traps), **Will** +4

**hp** 47 (4 HD); **DR** silver/10

**Space** 5 ft.; **Base Atk** +4; **CMB** +8

**Melee** bite +9 (1d6+5 plus filth fever [*save* DC 13 Fortitude {2 consecutive saves}; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Con damage and 1d3 Dex damage] and curse of lycanthropy [DC 15])

**Atk Options** Power Attack (-2 attack, +6 damage), rage (12 rounds/day)

**Special Actions** change shape ([move action] human, hybrid, and dire rat; *polymorph*)

**Abilities** Str 20, Dex 17, Con 16, Int 10, Wis 14, Cha 6

**SQ** lycanthropic empathy (rats and dire rats), fast movement, rage power (raging shifter, roach-run rage) trap sense (+1)

**Feats** Gutter Thug, Power Attack, Toughness

**Skills** as above plus Diplomacy -2 (+2 vs. rats), Intimidate +5

**Languages** Common (cannot speak)

**When raging, a sewer savage has the following, altered statistics:**

Climb +22, Swim +22

**AC** 14, touch 12, flat-footed 11; **CMD** 23 (27 vs. trip); uncanny dodge, +1 vs. traps

**Fort** +10, **Will** +6

**hp** 55

**CMB** +7 (+9 raging)

**Melee** bite +12 (1d4+7 plus filth fever [*save* DC 15 Fortitude {2 consecutive saves}; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Con damage and 1d3 Dex damage] and curse of lycanthropy [DC 15])

**Atk Options** rage (raging shifter, roach-run rage; 12 rounds/day)

**Abilities** Str 24, Con 20

## SEWER SHAMAN

Stalking their beloved sewers, sewer shamans watch over their inhabitants and mercilessly crush any threat to their home.

### TACTICS

Often in dire rat form, sewer shamans wander the sewers. If they encounter intruders, they first observe the interlopers and if they pose a threat, the shaman either summons animals to force the intruders to flee, leads them into deep, unstable sections or into the clutches of the sewer's many denizens.

In combat, a sewer shaman uses spells from a distance to support allied combatants. They do not needlessly sacrifice the lives of their fellow sewer dwellers and retreat from combat if sorely wounded.

### SAMPLE SEWER SHAMANS

Use these sample NPCs to portray any sewer shamans the PCs encounter during their adventures.

#### AERCIS RESTIN

- **Appearance:** Wearing old and faded robes and thigh-high leather boots, this short-haired, badly-scarred woman has a commanding presence.
- **Mannerisms:** When amused, nervous or angry, Aercis laughs.
- **Background:** Abandoned in the sewers by a drug-addled father at an early age, Aercis survived by dint of her lycanthropic heritage. Savaged by a giant cockroach shortly after being abandoned, she still carries the scars of the encounter.

#### DIRE RAT FAMILIAR

CR –

*This filthy oversized rat is covered in mangy gray fur and watches menacingly from shining black eyes.*

N Small animal

**Init** +3; **Senses** low-light vision, scent; Perception +12, Sense Motive +1

**Speed** 40 ft., climb 20 ft., swim 20 ft.

**ACP** 0; Acrobatics +7 (+11 jumping), Climb +18, Stealth +11, Swim +18

**AC** 16, touch 14, flat-footed 13; **CMD** 12 (16 vs. trip)  
(+1 size, +3 Dex, +2 natural)

**Fort** +5, **Ref** +5 (improved evasion), **Will** +5

**hp** 11 (4 HD)

**Space** 5 ft.; **Base Atk** +3; **CMB** +2

**Melee** bite +7 (1d4 plus filth fever [DC 13 Fortitude {2 consecutive saves}]; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Con damage and 1d3 Dex damage)

**Atk Options** deliver touch spells

**Abilities** Str 10, Dex 17, Con 13, Int 7, Wis 13, Cha 4

**SQ** grant Alertness

**Feats** Skill Focus (Perception)

**Languages** empathic link

**Skills** as above

- **Personality:** A tough no-nonsense survivor, Aercis is clever and resourceful. She has survived through dint of her skills, intelligence and tenacity. She loves her home and constantly works to defend it from the depredations of "those who dwell above."

#### SEWER SHAMAN (HUMAN FORM) CR 4 (XP 1,200)

*This stocky, grime covered woman watches from behind matted locks of hair and carries a vicious silver-bladed scythe.*

Female human natural wererat sewer druid 4

NE Medium humanoid (augmented humanoid, human, shapechanger)

**Init** +0; **Senses** low-light vision, scent; Perception +11 (+13 if familiar in arm's reach), Sense Motive +4 (+6 if familiar in arm's reach)

**Speed** 30 ft.; sewer stride

**Sewer Stride (Ex)** The sewer shaman can move through shallow water up to 2 ft. deep and slippery terrain at his normal speed and without taking damage or suffering any other impairment. Additionally, a sewer shaman can always take 10 on Swim checks even if in danger or distracted. Areas of sewer magically manipulated to impede motion, however, still affect him

**ACP** 0; Acrobatics +7, Climb +9, Ride +7, Swim +9

**AC** 14, touch 10, flat-footed 14; **CMD** 15  
(+4 armour [+1 studded leather])

**Fort** +5, **Ref** +1, **Will** +8

**hp** 25 (4 HD)

**Space** 5 ft.; **Base Atk** +3; **CMB** +5

**Melee** mithral-bladed scythe +6 (2d4+3/x4)

**Ranged** sling (range 50 ft.) +3 (1d4+2)

**Atk Options** Blind-Fight

**Special Actions** accelerate disease (7/day), change shape ([move action] human, hybrid, and dire rat; *polymorph*), spontaneous casting (*summon nature's ally*), wild shape (*beast shape I*; 1/day)

**Druid Spells Prepared** (CL 4th; concentration +8 [+12 casting defensively or grappling]; Filth; share spells)

2nd—*bull's strength*, *flaming sphere* (DC 16), *gust of wind* (DC 16), *summon swarm*<sup>D</sup>

1st—*detect lycanthrope*, *detect vermin*, *entangle* (DC 15), *hide from vermin*<sup>D</sup>, *produce flame*

0—*detect magic*, *detect poison*, *know direction*, *stabilize*

**Combat Gear** bullets (10), *potion of cure light wounds*

**Abilities** Str 14, Dex 10, Con 13, Int 12, Wis 18, Cha 8

**SQ** lycanthropic empathy (rats and dire rats), sewer companion, vermin empathy

**Feats** Blind-Fight, Combat Casting, Roach Trainer

**Skills** as above plus Diplomacy -1 (+3 vs. rats), Handle Animal +6, Knowledge (nature) +7, Spellcraft +6, Survival +10

**Languages** Aklo, Common, Druidic, empathic link

**Gear** as above plus 4 vials of roachmusk

## LLARENDENN SEVRAR

- **Appearance:** Dishevelled, this skinny man has an angular face, a thin moustache and scraggly beard. He dresses in battered, but serviceable studded leather armour.
- **Mannerisms:** Larendenn licks his lips when nervous and incessantly scratches his left arm.

### SEWER SHAMAN (HYBRID FORM)

*This feral looking beast holds a silver-bladed scythe.*

Female human natural wererat sewer druid 4

NE Medium humanoid (augmented humanoid, human, shapechanger)

**Init** +3; **Senses** low-light vision, scent; Perception +11 (+13 if familiar in arm's reach), Sense Motive +4 (+6 if familiar in arm's reach)

**Speed** 30 ft.; sewer stride

**Sewer Stride (Ex)** The sewer shaman can move through shallow water up to 2 ft. deep and slippery terrain at his normal speed and without taking damage or suffering any other impairment. Additionally, a sewer shaman can always take 10 on Swim checks even if in danger or distracted. Areas of sewer magically manipulated to impede motion, however, still affect him

**ACP** 0; Acrobatics +10, Climb +10, Ride +10, Swim +10

**AC** 19, touch 13, flat-footed 16; **CMD** 19 (+3 Dex, +4 armour [+1 studded leather], +2 natural)

**Fort** +6, **Ref** +4, **Will** +8

**hp** 29 (4 HD); **DR** silver/10

**Space** 5 ft.; **Base Atk** +3; **CMB** +6

**Melee** mithral-bladed scythe +7 (2d4+3/x4) and bite +1 (1d4+3 plus filth fever [*save* DC 13 Fortitude; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Con damage and 1d3 Dex damage; *cure* 2 consecutive saves] and curse of lycanthropy; [DC 15])

**Ranged** sling (range 50 ft.) +6 (1d4+3)

**Atk Options** Blind-Fight

**Special Actions** accelerate disease (7/day), change shape ([move action] human, hybrid, and dire rat; *polymorph*), spontaneous casting (*summon nature's ally*), wild shape (*beast shape I*; 1/day)

**Druid Spells Prepared** (CL 4th; concentration +8 [+12 casting defensively or grappling]; Filth)

2nd—*bull's strength*, *flaming sphere* (DC 16), *gust of wind* (DC 16), *summon swarm*<sup>D</sup>

1st—*detect lycanthrope*, *detect vermin*, *entangle* (DC 15), *produce flame*, *hide from vermin*<sup>D</sup>

0—*detect magic*, *detect poison*, *know direction*, *stabilize*

**Combat Gear** bullets (10), *potion of cure light wounds*

**Abilities** Str 16, Dex 17, Con 15, Int 12, Wis 18, Cha 8

**SQ** lycanthropic empathy (rats and dire rats), sewer companion, vermin empathy,

**Feats** Blind-Fight, Combat Casting, Roach Trainer

**Skills** as above plus Diplomacy -1 (+3 vs. rats), Handle Animal +6, Knowledge (nature) +7, Spellcraft +6, Survival +10

**Languages** Aklo, Common, Druidic

**Gear** as above plus 4 vials of roachmusk

- **Background:** Born a natural wererat, Larendenn was never at home among the bustling streets of the city above. While still a stripling he wandered into the sewers and became entranced by what he saw as a wonderful wilderness teeming with life. Now a sewer druid, he rarely emerges from his beloved home.
- **Personality:** Larendenn truly loves the sewers, seeing in them a place of beauty and solitude. He wanders the tunnels as his whim takes him. Aloof from the struggles of the wererat families, he dwells alone tending to his home's needs – removing blockages, tending its denizens and so on.
- **Hooks:** Few know the sewers as Larendenn knows them. For a fee, he guides travellers through the noisome tunnels as long as they do no harm to the sewer's natural inhabitants. If he witnesses such violence, he assumes his hybrid form and attacks the perpetrators.

### SEWER SHAMAN (DIRE RAT FORM)

*This enormous rat has uncommonly long, matted fur.*

Female human natural wererat sewer druid 4

NE Medium humanoid (augmented humanoid, human, shapechanger)

**Init** +3; **Senses** low-light vision, scent; Perception +11 (+13 if familiar in arm's reach), Sense Motive +4 (+6 if familiar in arm's reach)

**Speed** 40 ft., climb 20 ft., swim 20 ft.; sewer stride

**Sewer Stride (Ex)** The sewer shaman can move through shallow water up to 2 ft. deep and slippery terrain at his normal speed and without taking damage or suffering any other impairment. Additionally, a sewer shaman can always take 10 on Swim checks even if in danger or distracted. Areas of sewer magically manipulated to impede motion, however, still affect him

**ACP** 0; Acrobatics +10, Climb +18, Ride +10, Swim +18

**AC** 15, touch 13, flat-footed 12; **CMD** 19 (23 vs. trip) (+3 Dex, +2 natural)

**Fort** +6, **Ref** +4, **Will** +8

**hp** 29 (4 HD); **DR** silver/10

**Space** 5 ft.; **Base Atk** +3; **CMB** +6

**Melee** bite +6 (1d6+3 plus filth fever [*save* DC 13 Fortitude; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Con damage and 1d3 Dex damage; *cure* 2 consecutive saves] and curse of lycanthropy [DC 15])

**Atk Options** Blind-Fight

**Special Actions** accelerate disease (7/day), change shape ([move action] human, hybrid, and dire rat; *polymorph*), spontaneous casting (*summon nature's ally*), wild shape (*beast shape I*; 1/day)

**Abilities** Str 16, Dex 17, Con 15, Int 12, Wis 18, Cha 8

**SQ** lycanthropic empathy (rats and dire rats), sewer companion, vermin empathy

**Feats** Blind-Fight, Combat Casting, Roach Trainer

**Skills** as above plus Diplomacy -1 (+3 vs. rats), Handle Animal +6, Knowledge (nature) +7, Spellcraft +6, Survival +10

**Languages** Aklo, Common, Druidic (cannot speak)

## SEWER THIEF

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Skilled rogues and dangerous, if opportunistic predators, packs of sewer thieves skulk through the fetid dimness of their home searching for easy prey and rich pickings.

### TACTICS

Sewer thieves avoid battle wherever possible, using their familiarity with their surroundings along with their innate stealth and shape changing ability to avoid foes. Fleeing or hiding sewer thieves prefer dire rat form.

If forced into combat, they fight in hybrid form, using shifter's surprise to sneak attack whenever possible. If fighting in a pack, they gang up on individual opponents hoping to quickly subdue opposition.

### SAMPLE SEWER THIEVES

Use these sample NPCs to portray any sewer thieves the PCs encounter during their adventures.

#### NEROL GASGAL

- **Appearance:** A skinny man with thin, lank brown hair and dirty armour and equipment.
- **Mannerisms:** Nerol perpetually scratches his nose. He never makes eye contact with anyone bigger than himself and speaks in a high-pitched, whiny voice.
- **Background:** A petty thief of no real standing or associates, Nerol scratched a living in the city's slums for a decade or so before his transformation. Nerol's father beat him incessantly – for many perceived and actual transgressions – and during one particularly brutal assault killed Nerol's mother. After his transformation, Nerol returned to his father's home and viciously murdered him. Seen leaving the scene of the crime covered in blood, he has been on the run ever since.
- **Personality:** A coward at heart, Nerol is not a great thief. He lacks aggression and although he is cunning doesn't have the bravery to attempt really profitable thefts.
- **Hooks:** The PCs likely encounter Nerol when he tries to mug a lone peasant or drunken reveller. Panicked by the sudden appearance of armed adventurers, he transforms into rat form and flees to the sewers. (This is a great way of introducing the wererat menace to the PCs).

#### BEROL LONGVULIN

- **Appearance:** This hatchet-faced man is missing his left ear; all that remains is a jagged stump of pale skin and cartilage. He has long black hair pulled back in a ponytail and his dark brown eyes dart about constantly.
- **Mannerisms:** Berol obsessively scratches the remains of his left ear.

- **Background:** Before his transformation, Berol was a hustler and pimp working the slum's back streets. He has many contacts from those days who are unaware of this new status.
- **Personality:** Turned into a wererat by one of his whores who did not know of her new powers, Berol is delighted with his changed circumstances. Utterly without conscience or moral compass, he views all non-wererats as nothing more than obstacles and annoyances. He cares nothing for other's suffering, hopes or dreams. He enjoys poisoning his victims and mutilating their corpses.
- **Hooks:** A murderer for hire, Berol Langvulin has stalked his current target – a semi-successful wine merchant desiring to purchase a warehouse with a basement infested with wererats – to the tavern in which the PCs rest. A perceptive PC that beats Berol's Sleight of Hand check with a Perception check notices an odious man slip something into the merchant's drink. Alternatively, Berol enjoys leaving seemingly abandoned tankards of ale in taverns – poisoned of course – as traps for unsuspecting patrons. A greedy (or thirsty) PC could fall prey to this clever trap.

#### SEWER THIEF (HUMAN FORM)

CR 3 (XP 800)

*This nondescript man carries a rather odd combination of a short sword and a silver-headed light mace.*

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Male human afflicted wererat rogue 3

LE Medium humanoid (augmented humanoid, human, shapechanger)

**Init** +7; **Senses** low-light vision, scent; Perception +6 (+7 vs. traps), Sense Motive +6

**Speed** 30 ft.

**ACP** 0; Acrobatics +9, Climb +7, Escape Artist +9, Stealth +9, Swim +7

---

**AC** 16, touch 13, flat-footed 13; **CMD** 16; +1 vs. traps (+3 Dex, +3 armour [mwk studded leather])

**Fort** +3, **Ref** +6 (+7 vs. traps, evasion), **Will** +1

**hp** 23 (3 HD)

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**Space** 5 ft.; **Base Atk** +2; **CMB** +3

**Melee** mwk short sword +6 (1d6+1/19-20) or

**Melee** alchemical silver light mace +5 (1d6+1)

**Ranged** light crossbow (range 80 ft.) +5 (1d8)

**Atk Options** Sewer Guerrilla, sneak attack +2d6

**Special Actions** change shape ([full-round action] human, hybrid, and dire rat; *polymorph*; shifter's surprise),

**Combat Gear** bolts (20), *potion of cure light wounds*

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**Abilities** Str 13, Dex 17, Con 14, Int 10, Wis 10, Cha 10

**SQ** rogue talent (shifter's surprise), trapfinding, trap sense (+1)

**Feats** Improved Initiative, Sewer Guerrilla, Weapon Finesse

**Skills** as above plus Bluff +6 (shifter's surprise), Diplomacy +0 (+4 vs. rats), Disable Device +9, Sleight of Hand +10

**Languages** Common

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**Gear** as above plus sunrods (2), trail rations (6)



## LHANDOR BERATHIAN

- **Appearance:** Sporting black hair and a smouldering, penetrating gaze, Lhandor is an attractive man. He wears fine clothing and many rings upon his fingers.
- **Personality:** A sadist and failed bard, Lhandor harbours a terrible, repressed anger. He also harbours a deep lust for women of all races and is often encountered in local brothels and taverns. Those lured to his lodgings rarely survive.
- **Mannerisms:** Lhandor makes excessive use of riddles and rhymes in his everyday speech.
- **Background:** A manic depressive, Lhandor attempted to commit suicide after the particularly terrible reception his latest "epic poem" received at its first performance. Lying half-dead in the sewers, he was given the gift of lycanthropy and now joyfully dwells with his fellows.
- **Hooks:** Lhandor is stalking his tormentors and slaying them one by one. The PCs could encounter the sadistic wererat as he exits his latest victim's home. Covered in blood and gore, he makes a fearsome sight.

**SEWER THIEF (HYBRID FORM)** CR 3 (XP 800)  
*This long-tailed creature stands upright, wearing studded leather armour and carrying a wicked looking short sword.*

Male human afflicted wererat rogue 3  
LE Medium humanoid (augmented humanoid, human, shapechanger)  
**Init** +8; **Senses** low-light vision, scent; Perception +8 (+9 vs. traps), Sense Motive +8  
**Speed** 30 ft.  
**ACP** 0; Acrobatics +10, Climb +8, Escape Artist +10, Stealth +10, Swim +8

---

**AC** 19, touch 14, flat-footed 15; **CMD** 18; +1 vs. traps (+4 Dex, +3 armour [mwk studded leather], +2 natural)  
**Fort** +4, **Ref** +7 (+8 vs. traps, evasion), **Will** +3  
**hp** 25 (3 HD); **DR** silver/5

---

**Space** 5 ft.; **Base Atk** +2; **CMB** +4  
**Melee** mwk short sword +7 (1d6+2/19-20) or  
**Melee** alchemical silver light mace +6 (1d6+1) or  
**Melee** bite +4 (1d4+2 plus filth fever [*save* DC 14 Fortitude {2 consecutive saves}; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Con damage and 1d3 Dex damage])  
**Ranged** light crossbow (range 80 ft.) +6 (1d8)  
**Atk Options** Sewer Guerrilla, sneak attack +2d6  
**Special Actions** change shape ([full-round action] human, hybrid, and dire rat; *polymorph*; shifter's surprise)  
**Combat Gear** bolts (20), *potion of cure light wounds*

---

**Abilities** Str 15, Dex 19, Con 16, Int 10, Wis 15, Cha 10  
**SQ** lycanthropic empathy (rats and dire rats), rogue talent (shifter's surprise), trapfinding, trap sense (+1)  
**Feats** Improved Initiative, Sewer Guerrilla, Weapon Finesse  
**Skills** as above plus Bluff +6 (shifter's surprise), Diplomacy +0 (+4 vs. rats), Disable Device +10, Sleight of Hand +11  
**Languages** Common

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**Gear** as above plus sunrods (2), trail rations (6)

## LEVIN URST

- **Appearance:** Levin has a small birthmark on his left cheek that vaguely resembles an apple. He wears dark clothes and comfortable black boots.
- **Personality:** Delighted with his new powers, but horrified at his new family's domain, Levin is desperate to steal enough to be able to purchase his own (richly appointed) home. Although not a coward, Levin has a healthy love of life and does not risk his unnecessarily. He enjoys collecting small figurines – even those with little value.
- **Mannerisms:** Levin licks his lips when nervous and seems perpetually fascinated by the contents of his nose.
- **Background:** Levin was apprentice locksmith enticed into larcenous activities by an insatiable desire for comfort and a problem with authority. He fell prey to a wererat rogue in need of a lockpicking expert.
- **Hooks:** The PCs recover some small figurines on one of their adventures and Levin tries to buy them. Levin bargains hard and if the PCs refuse to sell the figurines for under half their market value, he attempts to steal them.

**SEWER THIEF (DIRE RAT FORM)** CR 3 (XP 800)  
*This large rat has uncommonly intelligent eyes, mottled gray and brown fur, and a long, curling tail.*

Male human afflicted wererat rogue 3  
LE Medium humanoid (augmented humanoid, human, shapechanger)  
**Init** +8; **Senses** low-light vision, scent; Perception +8 (+9 vs. traps), Sense Motive +8  
**Speed** 40 ft., climb 20 ft., swim 20 ft.  
**ACP** 0; Acrobatics +10, Climb +18, Escape Artist +10, Stealth +10, Swim +16

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**AC** 16, touch 14, flat-footed 12; **CMD** 18; +1 vs. traps (+4 Dex, +2 natural)  
**Fort** +4, **Ref** +7 (+8 vs. traps, evasion), **Will** +3  
**hp** 25 (3 HD); **DR** silver/5

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**Space** 5 ft.; **Base Atk** +2; **CMB** +4  
**Melee** bite +4 (1d6+2 plus filth fever [*save* DC 14 Fortitude {2 consecutive saves}; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Con damage and 1d3 Dex damage])  
**Ranged** light crossbow (range 80 ft.) +6 (1d8)  
**Atk Options** Sewer Guerrilla, sneak attack +2d6  
**Special Actions** change shape ([full-round action] human, hybrid, and dire rat; *polymorph*; shifter's surprise)

---

**Abilities** Str 15, Dex 19, Con 16, Int 10, Wis 15, Cha 10  
**SQ** lycanthropic empathy (rats and dire rats), rogue talent (shifter's surprise), trapfinding, trap sense (+1)  
**Feats** Improved Initiative, Sewer Guerrilla, Weapon Finesse  
**Skills** as above plus Bluff +6 (shifter's surprise), Diplomacy +0 (+4 vs. rats), Disable Device +11, Sleight of Hand +10  
**Languages** Common

## SEWER TRAINER

Sewer trainers are wererats particularly skilled in training the dire rats and cockroaches infesting the sewers. A sewer trainer is always accompanied by several trained pets.

### GIANT COCKROACH (TRAINED) CR 1/2 (XP 200)

*A dog-sized cockroach skitters forth, greedily clicking its filth-slicked mandibles.*

N Small vermin

**Init** +1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4, Sense Motive +0

**Speed** 30 ft., climb 30 ft., fly 40 ft. (poor)

**ACP** 0; Climb +8, Fly -1, Stealth +9

**AC** 14, touch 12, flat-footed 13; **CMD** 10 (18 vs. trip); (+1 Dex, +2 natural, +1 size)

**Immune** mind-affecting effects (charms, compulsions, morale effects, patterns and phantasms); **Weakness** light sensitivity

**Light Sensitivity (Ex)** A giant cockroach is dazzled in areas of bright sunlight or within the radius of *daylight*.

**Fort** +6, **Ref** +1, **Will** +0

**hp** 8 (1 HD); Diehard

**Space** 5 ft.; **Base Atk** +0; **CMB** -1

**Melee** bite +1 (1d4)

**Abilities** Str 11, Dex 12, Con 19, Int -, Wis 11, Cha 2

**SQ** hold breath, trained (when within 5 feet of the sewer handler and for 1 minute thereafter[attack, defend, down, heel, seek, and stay tricks]), vermin traits

**Feats** Diehard<sup>B</sup>, Endurance<sup>B</sup>

**Skills** as above

### RIDING COCKROACH (TRAINED) CR 1 (XP 400)

*This hideously huge roach is large enough to serve as a mount.*

N Large vermin

**Init** +1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4, Sense Motive +0

**Speed** 40 ft., climb 30 ft.

**ACP** 0; Acrobatics +1 (+5 jumping), Climb +10, Stealth +1

**AC** 16, touch 10, flat-footed 16; **CMD** 16 (24 vs. trip) (-1 size, +1 Dex, +6 natural)

**Immune** mind-affecting effects (charms, compulsions, morale effects, patterns and phantasms); **Weakness** light sensitivity

**Light Sensitivity (Ex)** A riding cockroach is dazzled in areas of bright sunlight or within the radius of *daylight*.

**Fort** +7, **Ref** +1, **Will** +0

**hp** 17 (2 HD); Diehard

**Space** 10 ft.; **Base Atk** +1; **CMB** +5

**Melee** bite +3 (1d8+4)

**Abilities** Str 17, Dex 12, Con 19, Int -, Wis 11, Cha 2

**SQ** hold breath, trained (when within 5 feet of the sewer handler and for 1 minute thereafter[attack, defend, down, heel, seek, and stay tricks]), vermin traits

**Feats** Diehard<sup>B</sup>, Endurance<sup>B</sup>

**Skills** as above

## TACTICS

Sewer trainers are competent ranged combatants and prefer to avoid melee, sending their trained pets to close with intruders while providing ranged support. They use poisoned arrows to incapacitate dangerous targets.

If facing a real threat, a sewer trainer flees with as many trained pets as possible (generally dire rats), leaving her cockroach allies to screen her escape. Sewer trainers become very attached to their pets and have long memories; those killing their charges eventually feel their wrath.

### SEWER TRAINER (HUMAN FORM) CR 3 (XP 800)

*This stoic woman stands straight and proud despite the layers of dirt and grime covering her skin, clothes and armour.*

Female human afflicted wererat ranger 3

LE Medium humanoid (augmented humanoid, human, shapechanger)

**Init** +2 (+4 in cities or sewers); **Senses** low-light vision, scent; Perception +8 (+10 vs. vermin or in cities or sewers, +12 vs. vermin in city or sewer), Sense Motive +2 (+4 vs. vermin)

**Speed** 30 ft. favoured terrain (urban)

**Favoured Terrain (urban)** A sewer trainer leaves no trail and cannot be tracked in urban terrain (unless she so chooses).

**ACP** 0; Climb +6, Ride +10, Stealth +8 (+10 in cities or sewers), Swim +6

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

(+3 armour [mwk studded leather], +2 Dex)

**Fort** +4, **Ref** +5, **Will** +3

**hp** 24 (3 HD)

**Space** 5 ft.; **Base Atk** +3; **CMB** +3

**Melee** mwk alchemical silver heavy mace +4 (1d8)

**Ranged** mwk longbow (range 100 ft.; Point Blank Shot, Precise Shot) +6 (1d8/x3)

**Atk Options** favoured enemy (vermin +2)

**Special Actions** change shape ([full-round action] human, hybrid, and dire rat; *polymorph*),

**Combat Gear** arrows (20), alchemical silver arrows (10), arrows (3; blue whinnies [DC 14 Fortitude {1 save}; 1/round for 2 rounds; *initial* 1 Con; *secondary* unconscious for 1d3 hours]), caltrops (8), *potion of cure light wounds*, tanglefoot bag

**Abilities** Str 10, Dex 15, Con 12, Int 10, Wis 15, Cha 12

**SQ** favoured enemy (vermin), favoured terrain (urban), track (+1), wild empathy +4 [+0 vs. magical beasts]

**Feats** Animal Affinity, Endurance<sup>B</sup>, Point Blank Shot, Precise Shot<sup>B</sup>, Roach Trainer

**Skills** as above plus Craft (alchemy) +6, Diplomacy +1 (+5 vs. rats), Handle Animal +9, Survival +8 (+9 tracking, +11 tracking in cities or sewers, +13 tracking vermin in cities or sewers)

**Languages** Common

**Gear** as above plus alchemist's lab, backpack, bedroll, water skin, trail rations (5), roachmusk (4) and 23 gp

## SAMPLE SEWER TRAINER

Use this NPC to portray a vermin trainer the PCs encounter.

### JAQUELL ERENTREX

- **Appearance:** A short, stocky woman with tangled hair and a wicked scar on her face, barely visible beneath the grime.
- **Mannerisms:** Jaquell is gruff and harsh to other humanoids, and she glowers during any conversation, though her attitude

#### SEWER TRAINER (HYBRID FORM)

*This bipedal beast is humanoid, though her strangely jointed legs, sharp claws, thick fur and rodent face all indicate that she is far from human.*

Female human afflicted wererat ranger 3

LE Medium humanoid (augmented humanoid, human, shapechanger)

**Init** +3 (+5 in cities or sewers); **Senses** low-light vision, scent; Perception +8 (+10 vs. vermin or in cities or sewers, +12 vs. vermin in city or sewer), Sense Motive +2 (+4 vs. vermin)

**Speed** 30 ft.; favoured terrain (urban)

**Favoured Terrain (urban)** A sewer trainer leaves no trail and cannot be tracked in urban terrain (unless she so chooses).

**ACP** 0; Climb +7, Ride +10, Stealth +9 (+11 in cities or sewers), Swim +7

**AC** 18, touch 13, flat-footed 15; **CMD** 17

(+3 Dex, +3 armour [mwk studded leather], +2 natural)

**Fort** +5, **Ref** +6, **Will** +3

**hp** 27 (3 HD); **DR** silver/5

**Space** 5 ft.; **Base Atk** +1; **CMB** +4

**Melee** mwk alchemical silver heavy mace +5 (1d8+1) and bite -1 (1d4+1 plus filth fever [save DC 13 Fortitude {2 consecutive saves}; onset 1d3 days; frequency 1/day; effect 1d3 Con damage and 1d3 Dex damage])

**Ranged** mwk longbow (range 100 ft.; Point Blank Shot, Precise Shot) +7 (1d8/x3)

**Atk Options** favoured enemy (vermin +2)

**Special Actions** change shape ([full-round action] human, hybrid, and dire rat; *polymorph*),

**Combat Gear** arrows (20), alchemical silver arrows (10), arrows (3; blue whinnies [DC 14 Fortitude {1 save}; 1/round for 2 rounds; initial 1 Con; secondary unconscious for 1d3 hours]), caltrops (8), *potion of cure light wounds*, tanglefoot bag

**Abilities** Str 12, Dex 17, Con 14, Int 10, Wis 15, Cha 12

**SQ** favoured enemy (vermin), favoured terrain (urban), lycanthropic empathy (rats and dire rats), track (+1), wild empathy +4 [+0 vs. magical beasts]

**Feats** Animal Affinity, Endurance<sup>B</sup>, Point Blank Shot, Precise Shot<sup>B</sup>, Roach Trainer

**Skills** as above plus Craft (alchemy) +6, Diplomacy +1 (+5 vs. rats), Handle Animal +9, Survival +8 (+9 tracking, +11 tracking in cities or sewers, +13 tracking vermin in cities or sewers)

**Languages** Common

**Gear** as above plus alchemist's lab, backpack, bedroll, water skin, trail rations (5), roachmusk (4) and 23 gp.

melts when dealing with her beloved pets.

- **Background:** A former carter who refused to pay off a petty street gang, Jaquell tried to stop the gang's enforcers slaughtering her prized horses. A customer, who happened to be a natural wererat, arrived at Jaquell's business to charter a ride. Finding her near death, and well aware of her skill with animals, the wererat gifted Jaquell with lycanthropy. Jaquell now serves her benefactor's family as a rat and vermin trainer, awaiting the day of her vengeance.
- **Personality:** Consumed by bitterness but also paralyzed by fear, Jaquell flees combat if she is outnumbered. However, she mercilessly presses the fight if she has the advantage.
- **Hooks:** Jaquell prefers to spend time in the sewers, surrounded by her pets-in-training. If above ground, she may be stalking those who attempted her murder.

#### SEWER TRAINER (DIRE RAT FORM)

*This oversized rat has glistening, pointed teeth and a tail that twitches with impatience.*

Female human afflicted wererat ranger 3

LE Small humanoid (augmented humanoid, human, shapechanger)

**Init** +3 (+5 in cities or sewers); **Senses** low-light vision, scent; Perception +8 (+10 vs. vermin or in cities or sewers, +12 vs. vermin in city or sewer), Sense Motive +2 (+4 vs. vermin)

**Speed** 40 ft., climb 20 ft., swim 20 ft.; favoured terrain (urban)

**Favoured Terrain (urban)** A sewer trainer leaves no trail and cannot be tracked in urban terrain (unless she so chooses).

**ACP** 0; Climb +17, Stealth +9 (+11 in cities or sewers), Swim +17

**AC** 15, touch 13, flat-footed 12; **CMD** 17 (21 vs. trip) (+3 Dex, +2 natural)

**Fort** +5, **Ref** +6, **Will** +3

**hp** 27 (3 HD); **DR** silver/5

**Space** 5 ft.; **Base Atk** +3; **CMB** +4

**Melee** bite +4 (1d6+1 plus filth fever [save DC 13 Fortitude {2 consecutive saves}; onset 1d3 days; frequency 1/day; effect 1d3 Con damage and 1d3 Dex damage])

**Atk Options** favoured enemy (vermin +2)

**Special Actions** change shape ([full-round action] human, hybrid, and dire rat; *polymorph*)

**Abilities** Str 12, Dex 17, Con 14, Int 10, Wis 15, Cha 12

**SQ** favoured terrain (urban), lycanthropic empathy (rats and dire rats), track (+1), wild empathy +4 (+0 vs. magical beasts)

**Feats** Animal Affinity, Endurance<sup>B</sup>, Point Blank Shot, Precise Shot<sup>B</sup>, Roach Trainer

**Skills** as above plus Craft (alchemy) +6, Diplomacy +1 (+5 vs. rats), Handle Animal +9, Survival +8 (+9 tracking, +11 tracking in city or sewers, +13 tracking vermin in city or sewers)

**Languages** Common (cannot speak)

## PERSONA: DRINALA GREENTAIL

*Torn between her instincts to protect the weak and her desire to punish those who have wreaked pain and torment on her life, Drinala lovingly cares for the agents of her eventual revenge.*

Deep in the sewers beneath the city, Drinala cares for those whom society has turned its back on: street urchins, orphans, the abused and the neglected. With her, they find a new family and a new means of personal power and protection in the Greentail Brotherhood.

**Background:** The orphan Drinala was raised as an indentured servant in a dark, cruel monastery that made its wealth selling enchanted, mummified hands such as *hands of glory* and *hands of the mage*. It was only a matter of time until her masters decided to take one of her own hands for such a purpose. Though she is now free, she brandishes the stump on her arm as a reminder of the cruel world above.

**Personality:** In a world where orphans are cared for and all children are loved, Drinala would likely have grown up to be a saintly figure. As it is, her loving heart has been twisted by bitterness and revenge-driven hatred. She mercilessly pursues those who inflict pain on the helpless, and though she may not appear evil in many other ways, the sheer glee that she experiences from watching the pain of such individuals marks her heart as dark. Still, she may not be beyond redemption...

**Mannerisms:** Drinala is mild mannered and even polite to those she perceives as inoffensive. However, self-sufficient and inoffensive people tend to get in the way of her plans.

### COCKROACH FAMILIAR

*This foul insect peers out from its mistress's robes.*

N Tiny magical beast

**Init** +3; **Senses** darkvision 60 ft.; Perception +14, Sense Motive +7

**Speed** 40 ft., climb 40 ft.

**ACP** 0; Acrobatics +10 (+14 jumping), Climb +18, Stealth +19, Swim +5

**AC** 20, touch 15, flat-footed 17; **CMD** 6 (can't be tripped) (+2 size, +3 Dex, +5 natural)

**Fort** +4, **Ref** +4 (improved evasion), **Will** +7

**hp** 16 (7 HD)

**Space** 2 1/2 ft.; **Base Atk** +3; **CMB** +4

**Melee** bite (reach 0 ft.) +8 (1d3-5 plus poison [*save* DC 10 Fortitude {1 save}; *frequency* 1/round for 2 rounds; *effect* daze 1 round])

**Atk Options** deliver touch spells

**Abilities** Str 1, Dex 17, Con 10, Int 8, Wis 10, Cha 2

**SQ** Alertness

**Feats** Weapon Finesse<sup>B</sup>

**Skills** as above

**Languages** empathic link, speak with master

**Distinguishing Features:** Drinala lost her left hand to the monks that ruined her childhood, and often cradles the stump as the fires of revenge burn in her eyes.

**Hooks:** Recent burials in the local cemetery have been unearthed and the bodies mutilated. Parts have been carried off, and residents whisper their fears of foul necromancy as more bodies are desecrated. However, the city's residents might sleep a little better knowing that it is only Drinala who takes the hands collected from the graveyard, and that she enchants them for her own purposes.

Drinala is close to having enough of her *hands of inglory*

### DRINALA (HUMAN FORM)

CR 7 (XP 3,200)

*This petite, seemingly frail young woman with long, mousy hair stands in simple, sleeveless robes that do nothing to hide the vicious stump of a missing left hand.*

Female human natural wererat monk 2/witch 5

LE Medium humanoid (augmented humanoid, human, shapechanger)

**Init** +1; **Senses** low-light vision, scent; Perception +13 (+15 if familiar within arm's reach), Sense Motive +13

**Speed** 30 ft., Spring Attack

**ACP** -0; Acrobatics +11, Climb +9, Fly +5, Swim +4

**AC** 17, touch 16, flat-footed 15; **CMD** 18 (20 vs. bull rush, drag, overrun, reposition and trip); Dodge, Mobility (+1 Dex, +3 class, +1 armour [*bracers of armour* +1], +1 deflection [*ring of protection* +1], +1 dodge)

**Fort** +4, **Ref** +5 (evasion), **Will** +10

**hp** 37 (7 HD)

**Space** 5 ft.; **Base Atk** +3; **CMB** +2

**Melee** unarmed strike +2 (1d6-1)

**Atk Options** Scorpion Style (DC 16), flurry of blows (-2)

**Special Actions** change shape ([move action] human, hybrid, and dire rat; *polymorph*), hex (*cackle*, *misfortune* [DC 16], *plague bringer*)

**Witch Spells Prepared** (CL 5th; concentration +9; Filth; share spells)

3rd—*contagion* (DC 17), *dispel magic*

2nd—*forced transformation* (DC 16), *summon swarm*, *web* (DC 16)

1st—*charm person* (DC 15), *chill touch* (DC 15) *detect lycanthrope*, *hide from vermin*

0—*detect magic*, *detect poison*, *light*, *stabilize*

**Combat Gear** *potion of cure light wounds*

**Abilities** Str 8, Dex 13, Con 10, Int 18, Wis 16, Cha 10

**SQ** lycanthropic empathy (rats and dire rats)

**Feats** Craft Wondrous Item, Dodge<sup>B</sup>, Mobility, Scorpion Style<sup>B</sup>, Spring Attack, Toughness, Weapon Focus (unarmed strike)

**Skills** as above plus Craft (taxidermy) +8, Diplomacy +4 (+8 vs. rats), Knowledge (arcana) +12, Knowledge (nature) +12, Spellcraft +12, Use Magic Device +8

**Languages** Aklo, Common, Draconic, Infernal, empathic link

**Gear** as above plus *hand of inglory* (9), vial of roachmusk (2), wand of *magic aura* (8 charges)

(page 14) to slip into the monastery and replace a batch of enchanted hands with worthless fakes. She hopes that those buying the monastery's hands will turn on them once the fakes are discovered and exact her revenge.

**Tactics:** Drinala is seldom alone in her underground lair, and is often accompanied by some of her grown charges who have taken up the paths of vermin handlers or sewer thieves. If forced into combat, Drinala prefers to employ magic to hinder her adversaries while using hit and run tactics.

**DRINALA (HYBRID FORM)** CR 7 (XP 3,200)

*This strange biped has a missing hand and a remarkably calm aura considering her ferocious appearance.*

Female human natural wererat monk 2/witch 5  
LE Medium humanoid (augmented humanoid, human, shapechanger)

**Init** +3; **Senses** low-light vision, scent; Perception +13 (+15 if familiar within arm's reach), Sense Motive +13

**Speed** 30 ft.; Spring Attack

**ACP** -0; Acrobatics +13, Climb +11, Fly +7, Swim +6

**AC** 21, touch 18, flat-footed 17; **CMD** 22 (24 vs. bull rush, drag, overrun, reposition and trip); Dodge, Mobility (+3 Dex, +3 class, +1 armour [*bracers of armour* +1], +1 deflection [*ring of protection* +1], +1 dodge, +2 natural)

**Fort** +6, **Ref** +7 (evasion), **Will** +10

**hp** 47 (7 HD); **DR** silver/10

**Space** 5 ft.; **Base Atk** +3; **CMB** +4

**Melee** unarmed strike +5 (1d6+1) and bite +0 (1d4+1 plus filth fever [*save* DC 13 Fortitude; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Con damage and 1d3 Dex damage; *cure* 2 consecutive saves and curse of lycanthropy [DC 15])

**Atk Options** Scorpion Style (DC 16), flurry of blows (-2)

**Special Actions** change shape ([move action] human, hybrid, and dire rat; *polymorph*), hex (*cackle*, *misfortune* [DC 16], *plague bringer*)

**Witch Spells Prepared** (CL 5th; concentration +9; filth patron; share spells)

3rd—*contagion* (DC 17), *dispel magic*

2nd—*forced transformation* (DC 16), *summon swarm*, *web* (DC 16)

1st—*charm person* (DC 15), *chill touch* (DC 15), *detect lycanthrope*, *hide from vermin*

0—*detect magic*, *detect poison*, *light*, *stabilize*

**Combat Gear** *potion of cure light wounds*

**Abilities** Str 12, Dex 17, Con 15, Int 18, Wis 16, Cha 10

**SQ** lycanthropic empathy (rats and dire rats)

**Feats** Craft Wondrous Item, Dodge<sup>B</sup>, Mobility, Scorpion Style<sup>B</sup>, Spring Attack, Toughness, Weapon Focus (unarmed strike)

**Skills** as above plus Craft (taxidermy) +8, Diplomacy +4 (+8 vs. rats), Knowledge (arcana) +12, Knowledge (nature) +12, Spellcraft +12, Use Magic Device +8

**Languages** Aklo, Common, Draconic, Infernal, empathic link

**Gear** as above plus *hand of inglory* (9), vial of roachmusk (2), wand of *magic aura* (8 charges)

THE WITCH

The witch (*Advanced Player's Guide*) prepares arcane spells by communing with her familiar rather than studying a wizard's spellbook. The witch class includes the hex special ability. Drinala uses the following hexes (as well as plague bringer [page 10]):

**Cackle (Su):** A witch can cackle madly as a move action. Any creature within 30 feet under the effects of an agony, charm, evil eye, fortune or misfortune hex caused by the witch has the duration of that hex extended by 1 round.

**Misfortune (Su):** As a standard action, the witch causes a creature within 30 feet to suffer grave misfortune (Will save negates) for 1 round. Any time the creature makes an ability check, attack roll, saving throw or skill check, it must roll twice and take the worse result. At 8th level and 16th level, the duration of this hex increases by 1 round. This hex affects all rolls the target must make while it lasts. Whether or not the save is successful, a creature cannot be targeted by hex again for 1 day.

**DRINALA (DIRE RAT FORM)** CR 7 (XP 3,200)

*This huge rat is almost pitiful, with torn ears and a missing paw.*

Female human natural wererat monk 2/witch 5  
LE Medium humanoid (augmented humanoid, human, shapechanger)

**Init** +3; **Senses** low-light vision, scent; Perception +13 (+15 if familiar within arm's reach), Sense Motive +13

**Speed** 40 ft., climb 20 ft., swim 20 ft.; Spring Attack

**ACP** -0; Acrobatics +13, Climb +19, Fly +7, Swim +14

**AC** 21, touch 18, flat-footed 17; **CMD** 22 (**CMD** 24 vs. bull rush, drag, overrun and reposition; 27 vs. trip); Dodge, Mobility (+3 Dex, +3 class, +1 armour [*bracers of armour* +1], +1 deflection [*ring of protection* +1], +1 dodge, +2 natural)

**Fort** +6, **Ref** +7 (evasion), **Will** +10

**hp** 47 (7 HD); **DR** silver/10

**Space** 5 ft.; **Base Atk** +3; **CMB** +4

**Melee** unarmed strike +5 (1d6+1) and bite -1 (1d6+1 plus filth fever [*save* DC 13 Fortitude; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Con damage and 1d3 Dex damage; *cure* 2 consecutive saves and curse of lycanthropy [DC 15])

**Atk Options** Scorpion Style (DC 16), flurry of blows (-2)

**Special Actions** change shape ([move action] human, hybrid, and dire rat; *polymorph*), hex (*cackle*, *misfortune* [DC 16], *plague bringer*)

**Abilities** Str 12, Dex 17, Con 15, Int 18, Wis 16, Cha 10

**SQ** lycanthropic empathy (rats and dire rats)

**Feats** Craft Wondrous Item, Dodge<sup>B</sup>, Mobility, Scorpion Style<sup>B</sup>, Spring Attack, Toughness, Weapon Focus (unarmed strike)

**Skills** as above plus Craft (taxidermy) +8, Diplomacy +4 (+8 vs. rats), Knowledge (arcana) +12, Knowledge (nature) +12, Spellcraft +12, Use Magic Device +8

**Languages** Aklo, Common, Draconic, Infernal (cannot speak), empathic link

## PERSONA: MKADI LITABOUI

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*A halfling con-artist whose ruse got him more than he ever bargained for, Mkadi plays on the sympathies of others to lure them into trusting him and letting their guard down.*

While the streets may be the begging grounds of urchins and orphans, they are hunting grounds for Mkadi Litaboui. Blessed with an unnaturally youthful visage, and the ability to pass as a human child, he preys on the naive and stupid, either emptying their purse of coin or luring them into the sewers in search of a lost, but beloved toy.

**Background:** Mkadi was a halfling con artist who used his uncanny resemblance to a human child to trick the unwary into lowering their guard while he emptied their pockets. One day, while posing as a street urchin, Mkadi's hand slipped and he was spotted by his mark. The mark, a fighter in town after a lucrative adventure, scored a quick, critical slash to Mkadi's throat, nearly killing him. Drinala Greentail saw this attack (though not what had precipitated it) and quickly charmed the fighter into helping her carry Mkadi to her home. In the lair of the Greentail Brotherhood, Drinala's allies made quick work of the (perceived to be) abusive adult.

Unbeknownst to her, this was no common orphan who could benefit from what the Brotherhood offered. Though she bestowed her "gift" on the small child as she usually does, when the full moon came, the dire rat that emerged to greet them was fully grown, an adult skilled in stealth and guile beyond anything Drinala or her family had previously seen. The mistake was fully understood once Mkadi returned to his normal form and recovered his memory of his first night as a rodent. Since he clearly did not fit in with Drinala and her crusade of retribution, Mkadi slipped away to make his own fortune.

**Personality:** Mkadi lives a life of deception and disguise, and as such, his true personality is difficult to discern from his assumed personas. As a "child," he is sweet and endearing, and this is all that most people ever see of him. On the rare occasions when he decides to isolate a mark to play with, sometimes with his allies of the moment present for backup, Mkadi becomes a cruel, vicious sadist.

**Mannerisms:** Mkadi is extremely persuasive and remarkably good at lying through his teeth, especially if it makes him appear innocent or naive. He has mastered the pleading look of innocence so often adopted by children who want something.

**Distinguishing Features:** Mkadi's visage is unnaturally childlike, sporting as it does smooth, unblemished skin and big blue eyes filled with innocence. In whichever form he clothes himself, this facet of his appearance remains.

**Hooks:** Mkadi is most likely to be encountered pick pocketing valuables from people on the street. If noticed, he flees into the sewer.

Alternately, adventurers might find a small child who has lost his prized toy down a sewer storm drain. Kind and brave (and apparently wealthy) adults might help him recover it.

**Tactics:** Mkadi is a deadly shot with his hand crossbow, and if pursued into the sewers, he uses stealth to ambush his opponents. In melee, he resorts to his gleaming silver dagger, but flees whenever possible. He often works in conjunction with allies, preferably a vermin handler who can send out a rat or cockroach to distract enemies while Mkadi slips behind them for a surprise attack.

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### MKADI (HALFLING FORM)

CR 8 (XP 4,800)

*This small child with big blue eyes, curly brown locks and a wistful smile eyes your purse contemplatively.*

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Male halfling afflicted wererat rogue 8

NE Small humanoid (augmented humanoid, human, shapechanger)

**Init** +3; **Senses** low-light vision, scent; Perception +13, Sense Motive +11

**Speed** 20 ft.

**ACP** -0; Acrobatics +16 (+20 vs. sewer terrain hazards), Climb +12, Escape Artist +14 (+18 squeezing in sewers), Stealth +18, Swim +10

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**AC** 19, touch 15, flat-footed 16; **CMD** 18

(+1 size, +3 Dex, +4 armour [+1 studded leather], +1 deflection [ring of protection +1]), +2 vs. traps, uncanny dodge, improved uncanny dodge

**Fort** +4 (+6 vs. nausea and sickening sewer hazards), **Ref** +10 (+12 vs. traps; evasion), **Will** +3 (+5 vs. fear)

**hp** 46 (8 HD)

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

**Melee** mithral dagger +11/+6 (1d3-1)

**Ranged** +1 hand crossbow (range 30 ft.) +11 (1d3+1/19-20)

**Atk Options** Sewer Guerrilla, sneak attack +4d6

**Special Actions** change shape ([move action, *amulet of control*] halfling, hybrid, and dire rat; *polymorph*; shifter's surprise)

**Combat Gear** bolts (20), *amulet of control*, *potion of cure moderate wounds*

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**Abilities** Str 8, Dex 16, Con 12, Int 14, Wis 10, Cha 16

**SQ** rogue talents (finesse rogue, shifter's surprise, thieving animal, quick disguise)

**Feats** Childlike, Pass For Human, Sewer Guerrilla, Sewer Scum, Weapon Finesse<sup>B</sup>

**Skills** as above plus Bluff +14 (24 on lies to make him seem innocent), Diplomacy +3 (+7 vs. rats), Disable Device +14, Disguise +14 (Pass for Human, Quick Disguise), Sleight of Hand +14

**Languages** Common, Elven, Halfling

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**Gear** as above plus backpack, bedroll, 7 days trail rations, 48 gp

## FEATS AND ROGUE TALENT

Mkadi uses two feats and one rogue talent from the *Advanced Player's Guide*. For ease of reference, a brief summary of these abilities appears here. Their combined effects allow him to change his appearance from that of a halfling to a human child as a full-round action.

**Childlike:** You can take 10 on Bluff checks to convince others you are telling the truth, so long as your story makes you appear innocent. You gain a +2 bonus on Disguise skill checks to pose as a human child, and ignore the check penalties for disguising yourself as a different race and age category while doing so.

**Pass for Human:** You receive a +10 bonus on Disguise checks to disguise yourself as a human, and do not receive the penalty for disguising yourself as a member of another race when you do so. In areas largely populated or settled by humans, you can take

### **MKADI (HYBRID FORM)** CR 8 (XP 4,800)

*This child-sized humanoid has body fur and a rodent-like snout.*

Male halfling afflicted wererat rogue 8

NE Small humanoid (augmented humanoid, human, shapechanger)

**Init** +5; **Senses** low-light vision, scent; Perception +15, Sense Motive +13

**Speed** 20 ft.

**ACP** -0; Acrobatics +18 (+22 vs. sewer terrain hazards), Climb +13, Escape Artist +16 (+20 squeezing in sewers), Stealth +20, Swim +11

**AC** 21, touch 17, flat-footed 16; **CMD** 22

(+1 size, +5 Dex, +4 armour [+1 *studded leather*], +1 deflection [*ring of protection* +1]), +2 vs. traps, uncanny dodge, improved uncanny dodge

**Fort** +5 (+7 vs. nausea and sickening sewer hazards), **Ref** +12 (+14 vs. traps; evasion), **Will** +5 (+6 vs. fear)

**hp** 55 (8 HD); **DR** silver/5

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

**Melee** mithral dagger +11/+6 (1d3+1) and

bite +5 (1d4+1 plus filth fever [*save* DC 13 Fortitude; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Con damage and 1d3 Dex damage; *cure* 2 consecutive saves])

**Ranged** +1 *hand crossbow* (range 30 ft.) +11 (1d3+1/19-20)

**Atk Options** Sewer Guerrilla, sneak attack +4d6

**Special Actions** change shape ([move action, *amulet of control*] halfling, hybrid, and dire rat; *polymorph*; shifter's surprise)

**Combat Gear** bolts (20), *amulet of control*, *potion of cure moderate wounds*

**Abilities** Str 10, Dex 20, Con 14, Int 14, Wis 15, Cha 16

**SQ** lycanthropic empathy (rats and dire rats), rogue talents (finesse rogue, shifter's surprise, thieving animal, quick disguise)

**Feats** Childlike, Pass For Human, Sewer Guerrilla, Sewer Scum, Weapon Finesse<sup>B</sup>

**Skills** as above plus Bluff +14, Diplomacy +3 (+7 vs. rats), Disable Device +16, Disguise +14, Sleight of Hand +16

**Languages** Common, Elven, Halfling

**Gear** as above plus backpack, bedroll, 7 days trail rations, 48 gp

10 on your Disguise check, meaning most people tend to assume you are human unless given a reason to think otherwise.

**Quick Disguise:** A rogue with this talent can use the items at hand and seemingly innocuous material hidden on her person to create startlingly effective disguises, reducing the amount of time it takes to create a disguise using the Disguise skill. The time needed for the rogue to alter her appearance in this manner is based on the complexity of the disguise, as noted:

- Minor details only: full-round action
- Disguise as a different gender: 1 minute
- Disguise as a different race: 1 minute
- Disguise as a different age category: 1 minute
- Disguise as a different size category: 1 minute

These times are cumulative.

### **MKADI (DIRE RAT FORM)** CR 8 (XP 4,800)

*This fluffy rat is the size of a dog, and somehow manages to look almost cute despite its monstrous nature.*

Male halfling afflicted wererat rogue 8

NE Small humanoid (augmented humanoid, human, shapechanger)

**Init** +5; **Senses** low-light vision, scent; Perception +15, Sense Motive +13

**Speed** 40 ft., climb 20 ft., swim 20 ft.

**ACP** -0; Acrobatics +18 (+22 vs. sewer terrain hazards), Climb +26, Escape Artist +16 (+20 squeezing in sewers), Stealth +20, Swim +24

**AC** 17, touch 17, flat-footed 12; **CMD** 22

(+1 size, +5 Dex, +1 deflection [*ring of protection* +1]), +2 vs. traps, uncanny dodge, improved uncanny dodge

**Fort** +5 (+7 vs. nausea and sickening sewer hazards), **Ref** +12 (+14 vs. traps; evasion), **Will** +5 (+6 vs. fear)

**hp** 55 (8 HD); **DR** silver/5

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

**Melee** bite +10 (1d4+1 plus filth fever [*save* DC 13 Fortitude {2 consecutive saves}; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Con damage and 1d3 Dex damage])

**Atk Options** Dewer Guerrilla, sneak attack +4d6

**Special Actions** change shape ([move action, *amulet of control*] halfling, hybrid, and dire rat; *polymorph*)

**Abilities** Str 10, Dex 20, Con 14, Int 14, Wis 15, Cha 16

**SQ** lycanthropic empathy (rats and dire rats), rogue talents (finesse rogue, shifter's surprise, thieving animal, quick disguise)

**Feats** Childlike, Pass For Human, Sewer Guerrilla, Sewer Scum, Weapon Finesse<sup>B</sup>

**Skills** as above plus Bluff +14, Diplomacy +3 (+7 vs. rats), Disable Device +16, Disguise +14, Sleight of Hand +16 (thieving animal)

**Languages** Common, Elven, Halfling (cannot speak)

## PERSONA: LADONNA TARMAINE

*A priestess, soothsayer and Filth devotee, Tarmaine is a decadent opportunist who relishes the duplicity of living a double life.*

The Widow Tarmaine is known, particularly in high society, as a dark mystic with the uncanny knack of knowing her clients' needs. She is also the owner of possibly the largest cockroach in a hundred (if not a thousand) miles, and she occasionally allows paying gawkers of the macabre to view her prized pet.

**Background:** Lady Tarmaine is the widow of a former city planner who met an untimely and inexplicable death several years ago. She now runs a business specialising in crafting magic items for socialites and the well-to-do, and leads a wererat family specializing in investigation and blackmail. Ladonna works first and foremost for the protection of her beloved gargantuan cockroach, whom she practically worships, and views as a divine reward for her faith in the Filth.

**Personality:** Lady Tarmaine is decadent and egocentric, yet shrewd and pragmatic when necessary. She revels in the intrigue and mystique she generates among the bored upper classes with her hints of dark magic and secret ways.

**Mannerisms:** Ladonna tends to flutter her hands about as she chats, or waves them menacingly as she conducts her arts.

**Distinguishing Features:** A large mole, carefully accented with makeup, sits above the left corner of her mouth. Her hair is ebon black, and perpetually twisted in intricate coiffures.

**Hooks:** The Widow Tarmaine is known to be a useful source of information, though her means of acquiring the secrets of others may in turn warrant investigation and retaliation.

### THE TARMAINE COCKROACH CR 9 (XP 6,400)

*This cockroach is enormous almost beyond imagination, and its fearsome, horse-sized mandibles click hungrily.*

N Gargantuan vermin

**Init** -2; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4, Sense Motive +0

**Speed** 30 ft., climb 20 ft., fly 40 ft. (poor)

**ACP** 0; Climb +18, Fly -12, Stealth -10

**AC** 20, touch 4, flat-footed 20; **CMD** 32 (40 vs. trip) (-2 Dex, +16 natural, -4 size)

**Immune** mind-affecting effects (charms, compulsions, morale effects, patterns and phantasms); **Weakness** light sensitivity

**Fort** +15, **Ref** +2, **Will** +4

**Light Sensitivity (Ex)** A riding cockroach is dazzled in areas of bright sunlight or within the radius of *daylight*.

**hp** 147 (14 HD)

**Space** 20 ft.; **Base Atk** +10; **CMB** +24

**Melee** bite (reach 15 ft.) +16 (2d8+15)

**Abilities** Str 31, Dex 6, Con 22, Int -, Wis 11, Cha 2

**SQ** hold breath, vermin traits

**Feats** Diehard<sup>B</sup>, Endurance<sup>B</sup>

**Skills** as above

### LADONNA (HUMAN FORM) CR 9 (XP 6,400)

*This decadently dressed woman has an almost animalistic aura of mystique and intrigue.*

Female human natural wererat rogue 4/cleric 5

LE Medium humanoid (augmented humanoid, human, shapechanger)

**Init** +1; **Senses** low-light vision, scent; Perception +11 (+13 vs. traps), Sense Motive +16

**Speed** 30 ft.

**ACP** 0; Acrobatics +8 (+12 vs. sewer terrain hazards), Climb +6, Escape Artist +8 (+12 squeezing in sewers), Swim +6

**AC** 16, touch 11, flat-footed 16; **CMD** 16; +1 vs. traps, uncanny dodge

(+1 Dex, +5 armour [+1 *glamered mithral chain shirt*])

**Fort** +8 (+10 vs. nausea and sickening sewer hazards), **Ref** +7 (evasion; +8 vs. traps), **Will** +10

**hp** 62 (9 HD)

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

**Melee** *filth fever flail* +6 (1d8-1 plus filth fever [save DC 14 Fortitude; onset 1d3 days; frequency 1/day; effect 1d3 Con damage and 1d3 Dex damage; cure 2 consecutive saves])

**Ranged** mwk light crossbow (range 80 ft.) +8 (1d8/19-20)

**Atk Options** sneak attack +2d6

**Special Actions** accelerate disease (7/day), change shape ([move action] human, hybrid, and dire rat; *polymorph*; shifter's surprise), copycat (7/day), channel energy (5/day; 3d6 negative energy, DC 14, Selective Channelling)

**Copycat (Sp)** Lady Tarmaine can create an illusory double of herself as a move action which functions as a single *mirror image* (duration 5 rounds, or until the illusory duplicate is dispelled or destroyed).

**Cleric Spells Prepared** (CL 5th; concentration +9 [+13 casting defensively or grappling]; Filth, Trickery)

3rd—*bestow curse* (DC 17), *contagion*<sup>D</sup> (DC 17), *remove disease*

2nd—*cure moderate wounds*, *forced transformation* (DC 16), *hold person* (DC 16), *summon swarm*<sup>D</sup>

1st—*command* (DC 15), *cure light wounds*, *hide from vermin*, *protection from good*, *disguise self*<sup>D</sup>

0—*bleed*, *detect magic*, *detect poison*, *light*

**Combat Gear** bolts (10)

**Abilities** Str 8, Dex 12, Con 14, Int 10, Wis 18, Cha 14

**SQ** lycanthropic empathy (rats and dire rats), rogue talents (shifter's surprise, thieving animal), trapfinding, trapsense (+1)

**Feats** Combat Casting, Craft Magic Arms and Armour, Craft Wondrous Item, Roach Trainer, Selective Channelling, Sewer Scum

**Skills** as above plus Appraise +7, Bluff +14, Diplomacy +2 (+6 vs. rats), Disable Device +3, Handle Animal +11

**Languages** Common

**Gear** as above plus *scroll of lunar memory*, *cloak of resistance* +1, spell component pouch, holy symbol



**LADONNA (HYBRID FORM)**

CR 9 (XP 6,400)

*This unusual creature has a fierce, bestial countenance, but a haughty and aristocratic demeanour.*

Female human natural wererat rogue 4/cleric 5

LE Medium humanoid (augmented humanoid, human, shapechanger)

**Init** +3; **Senses** low-light vision, scent; Perception +11 (+13 vs. traps), Sense Motive +16**Speed** 30 ft.**ACP** 0; Acrobatics +10 (+14 vs. sewer terrain hazards), Climb +8, Escape Artist +10 (+14 squeezing in sewers), Swim +8**AC** 20, touch 13, flat-footed 20; **CMD** 20; +1 vs. traps, uncanny dodge(+3 Dex, +5 armour [+1 *glamered mithral chain shirt*], +2 natural)**Fort** +9 (+11 vs. nausea and sickening sewer hazards), **Ref** +9 (evasion; +10 vs. traps), **Will** +10**hp** 71 (9 HD); **DR** 10/silver**Space** 5 ft.; **Base Atk** +6; **CMB** +7**Melee** *filth fever flail* +8 (1d8+1 plus filth fever [DC 14 Fortitude {2 saves}; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Con damage and 1d3 Dex damage]) andbite +2 (1d4+1 plus filth fever [save DC 14 Fortitude {2 saves}; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Con damage and 1d3 Dex damage] and curse of lycanthropy [DC 15])**Ranged** mwk light crossbow (range 80 ft.) +10 (1d8/19-20)**Atk Options** sneak attack +2d6**Special Actions** accelerate disease (7/day), change shape ([move action] human, hybrid, and dire rat; *polymorph*; shifter's surprise), copycat (7/day), channel energy (5/day; 3d6 negative energy, DC 14, Selective Channelling)**Copycat (Sp)** Lady Tarmaine can create an illusory double of herself as a move action which functions as a single *mirror image* (duration 5 rounds, or until the illusory duplicate is dispelled or destroyed).**Cleric Spells Prepared** (CL 5th; concentration +9 [+13 casting defensively or grappling]; Filth, Trickery)3rd—*bestow curse* (DC 17), *contagion*<sup>D</sup> (DC 17), *remove disease*2nd—*cure moderate wounds*, *forced transformation* (DC 16), *hold person* (DC 16), *summon swarm*<sup>D</sup>1st—*command* (DC 15), *cure light wounds*, *hide from vermin*, *protection from good*, *disguise self*<sup>D</sup>0—*bleed*, *detect magic*, *detect poison*, *light***Combat Gear** bolts (10)**Abilities** Str 12, Dex 17, Con 16, Int 10, Wis 18, Cha 14**SQ** lycanthropic empathy (rats and dire rats), rogue talents (shifter's surprise, thieving animal), trapfinding, trapsense (+1)**Feats** Combat Casting, Craft Magic Arms and Armour, Craft Wondrous Item, Roach Trainer, Selective Channelling, Sewer Scum**Skills** as above plus Appraise +7, Bluff +14, Diplomacy +2 (+6 vs. rats), Disable Device +3, Handle Animal +11**Languages** Common**Gear** as above plus *scroll of lunar memory*, *cloak of resistance* +1, spell component pouch, holy symbol

**Tactics:** If attacked, Ladonna does her best to retreat to her cockroach's underground hall where she makes her stand. She allows the cockroach to melee intruders while she supports it with spellcasting. If her beloved pet is slain, she flees into the sewers in dire rat form unless her opponents are nearing death. Before she flees, however, she notes those responsible for her fall from power – returning to wreak terrible revenge when the PCs least expect it.

**LADONNA (DIRE RAT FORM)**

CR 9 (XP 6,400)

*This large rat carries itself quite unlike any other rodent, treading confidently and haughtily where others of its kind scurry and hide.*

Female human natural wererat rogue 4/cleric 5

LE Medium humanoid (augmented humanoid, human, shapechanger)

**Init** +3; **Senses** low-light vision, scent; Perception +11 (+13 vs. traps), Sense Motive +16**Speed** 40 ft., climb 20 ft., swim 20. ft.**ACP** 0; Acrobatics +10 (+14 vs. sewer terrain hazards), Climb +16, Escape Artist +10 (+14 squeezing in sewers), Swim +16**AC** 21, touch 14, flat-footed 21; **CMD** 19; +1 vs. traps, uncanny dodge(+1 size, +3 Dex, +5 armour [+1 *glamered mithral chain shirt*], +2 natural)**Fort** +9 (+11 vs. nausea and sickening sewer hazards), **Ref** +9 (evasion; +10 vs. traps), **Will** +10**hp** 71 (9 HD); **DR** 10/silver**Space** 5 ft.; **Base Atk** +6; **CMB** +6**Melee** bite +7 (1d4+1 plus filth fever [save DC 14 Fortitude {2 saves}; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Con damage and 1d3 Dex damage] and curse of lycanthropy [DC 15])**Atk Options** sneak attack +2d6**Special Actions** accelerate disease (7/day), change shape ([move action] human, hybrid, and dire rat; *polymorph*; shifter's surprise), copycat (7/day), channel energy (3d6 negative energy, DC 14, Selective Channelling)**Copycat (Sp)** Lady Tarmaine can create an illusory double of herself as a move action which functions as a single *mirror image* (duration 5 rounds, or until the illusory duplicate is dispelled or destroyed).**Abilities** Str 12, Dex 17, Con 16, Int 10, Wis 18, Cha 14**SQ** lycanthropic empathy (rats and dire rats), rogue talents (shifter's surprise, thieving animal), trapfinding, trap sense (+1)**Feats** Combat Casting, Craft Magic Arms and Armour, Craft Wondrous Item, Roach Trainer, Selective Channelling, Sewer Scum**Skills** as above plus Appraise +7, Bluff +14, Diplomacy +2 (+6 vs. rats), Disable Device +3, Handle Animal +11**Languages** Common (cannot speak)**Gear** as above plus *cloak of resistance* +1

## COMPILED LISTS

The Wererats of the Roach-Run Sewers have developed many unique spells, magic items, feats and class abilities. This page summarises their creations.

### ALTERNATIVE CLASS FEATURES

- Cockroach Familiar:** A new familiar.
- Sewer Druids:** New rules for sewer-dwelling druids.
- The Filth:** A new domain and witch patron.
- Wererat Rage Powers:** Two new rage powers for wererats.
- Wererat Rogue Talents:** Two new rogue talents for wererats.

### NEW SPELLS

#### 1ST-LEVEL SPELLS

- Detect Lycanthropes** (druid 1, inquisitor 1, ranger 1, witch 1)  
Detects nearby lycanthropes.
- Detect Vermin** (druid 1, ranger 1, witch 1) Detects nearby vermin.
- Hide from Vermin** (cleric 1, druid 1, sorcerer/wizard 1, witch 1)  
Vermin cannot see the warded creature.

#### 2ND-LEVEL SPELLS

- Forced Transformation** (bard 2, cleric 2, inquisitor 2, sorcerer/wizard 2, witch 2) Forces a lycanthrope to change its form.
- Lunar Memory** (bard 2, cleric 2, druid 2, sorcerer/wizard 2, witch 2) Forces an afflicted lycanthrope to recall its experiences while in animal form.

### MAGIC ITEMS BY COST

GP	
1,000	<i>Hand of inglorious</i>
1,200	<i>Amulet of control</i>
8,400	<i>Filth fever flail</i>

### STAT BLOCKS BY CR

CR		PAGE
1/2	Giant Cockroach Small vermin	96
1	Riding Cockroach Large vermin	96
3	Sewer Thief NE male human afflicted wererat rogue 3	94
3	Sewer Trainer NE female human afflicted wererat ranger 3	96
4	Sewer Savage NE male human natural wererat barbarian 4	90
4	Sewer Shaman NE female human natural wererat sewer druid 4	92
7	Drinala LE female wererat monk 2/witch 5	98
8	Mkadi NE male wererat rogue 8	100
9	Ladonna LE female wererat rogue 4/cleric 5	102
9	The Tarmaine Cockroach Gargantuan vermin	102

### NEW FEATS

FEAT	PREREQUISITES	BENEFIT
Gutter Thug	Tribal membership, BAB +1	Treat up to 10 ft. of difficult terrain in a sewer as unimpeded.
Roach Trainer	Tribal membership, Handle Animal 1 rank	Temporarily train vermin to perform tricks as Handle Animal.
Sewer Guerrilla	Tribal membership, BAB +1	Ignore soft cover, partial cover and any concealment less than total when attacking a flat-footed target in the sewers.
Sewer Scum	Tribal membership	Gain circumstance bonus to Acrobatics, Escape Artist and Swim checks in the sewers.

## READING STAT BLOCKS

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*TRIBES: Anthology II* 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. This line also lists any specific feats a creature can use with the attack (for example Power Attack), but the effects of these feats are not included in the attack's statistics. 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. This line also lists any specific feats a creature can use with the attack (for example Point Blank Shot), but the effects of these feats are not included in the attack's statistics. 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 more than one of the creature's attacks, unless it has already been presented with the creature's specific attacks. Subsequent listings describe all but the most basic abilities in 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 <sup>D</sup> 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 opposition schools.

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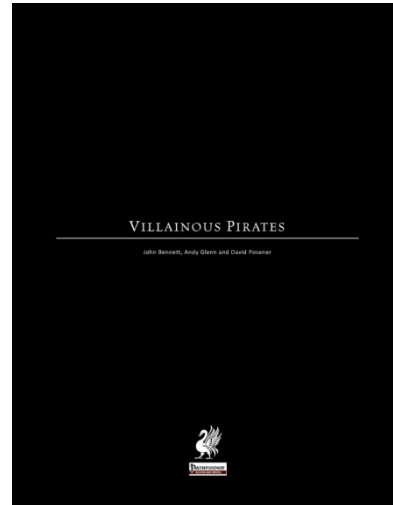
### SPECIAL ABILITIES

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.

# VILLAINOUS PIRATES

Cruising the sea lanes in search of loot, captives and reputation corsairs' predations strike fear into the hearts of merchantmen and sailors alike. So often, though, the sea wolves themselves are little more than one-dimensional enemies that exist only to fall before the PCs' blades.

*Villainous Pirates* banishes this problem by presenting 30 Pirates of Note and nine Pirates of Renown ready for the time-crunched GM to quickly and easily insert into almost any campaign. Each pirate benefits from an extensive write-up including notes on their background, personality, mannerisms and distinguishing marks as well as a fully detailed stat block. Pirates of Renown also come with plot hooks making it easy to insert them into almost any campaign.



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**The Book of Experimental Might.** ©2008, Malhavoc Press; Author: Monte Cook.

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*TRIBES: Anthology II* presents the following tribes:

- Centaurs of the Bleak Moor: Noble warriors who war with the Minotaurs of the Black Hills and their ancient, fell masters.
- Half-Goblins of the Tangled Wood: Debased and depraved descendants of a once proud warrior race enslaved by goblins centuries ago.
- Lizardfolk of the Dragon Fang: Deep in the heart of a forbidding swamp, the lizardfolk of the Dragon Fang beat the drums of war.
- Minotaurs of the Black Hills: Lurking in their rocky fastness, the Minotaurs of the Black Hills often raid their enemies – the Centaurs of the Bleak Moor.
- Wererats of the Roach-Run Sewers: In the murk and stink beneath a bustling city's streets, scheming families of wererats scurry through the fetid sewers, often riding their vicious and bad-tempered cockroach steeds.

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

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