

BANDITS OF THE RAMPANT HORROR

A Pathfinder Roleplaying Game Compatible GM's RESOURCE by David Posener



BANDITS OF THE RAMPANT HORROR

A Pathfinder Roleplaying Game TRIBES supplement by David Posener

The twisted spriggan Knights of the Rampant Horror, astride their fearsome krenshar steeds, prowl beneath the tangled branches of a forest haunted with creeping mists. These howling marauders travel the wood's claustrophobic roadways, lurking until they can extract tribute from travellers on lonely, creaking bridges or capture passing prey for a crippling ransom.

A dark circle of eight twisted knights swears a fealty-pact of blood and charred bones to the Grand Master of their loathsome Order, the pitiless Baron Tallega Raundrev. The Baron exudes a palpable aura of menace, and his unblinking, looking-glass eyes send the weak-willed into paroxysms of terror. From his stronghold of Granite Crown, the Baron seethes with petty, arrogant ambition and when aroused to anger is all too eager to call his vicious bulette steed, Chasm, into battle.

The rasping whispers of Varisthu, the Wailing Friar, impel Baron Raundrev towards an even darker destiny. The robed vargouille oracle seeks the vile *scabrous grail*, snaking writhing lies into the spriggan's thoughts and evoking the Order's false honour toward its ruinous recovery. Until then, the fiend is content to slake its thirst with the innocent souls of those condemned to the cacophonous depths of the Howling Monastery.



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BONUS MATERIAL

Thank you for purchasing *Bandits of the Rampant Horror*; we hope you enjoy it and that you check out our other fine print and PDF products. We at Raging Swan are committed to providing first class web enhancements for our products. Visit ragingswan.com to download bonus materials including maps, reorganised stat block listings, additional encounters and more!

ERRATA

We like to think *Bandits of the Rampant Horror* is error free. However, we are realists. So in that spirit, we shall post errata three months after first release on ragingswan.com. We won't correct typos, but we will correct any game mechanic or balance issues that come to light.

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ABOUT THE DESIGNER

David started gaming with the book *Grey Star the Wizard*, circa 1985, back when we eschewed that dice business and goddamn STABBED out random numbers. The next year, he received the D&D Basic Set red box as a birthday present and has been gaming ever since. His GMing style has been likened to a horrible Frankenstein combination of historical epic, gritty survival horror and *Flight of the Concords*-style song-filled whimsy.

He is yet to live down naming a NPC “The Crimea Reaver”.

David adores his long-suffering wife and two sons who, frankly, have no idea what he's talking about most of the time. David is based in Sydney, and his work as a Logistics Consultant, much to his disappointment, contains fewer undead-filled warehouses and demon-possessed forklifts than he was led to believe.

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NON-CORE MATERIAL

Bandits of the Rampant Horror uses several options from *Bestiary 2* including spriggans and kreshnars. Although it is useful to own *Bestiary 2*, the GM does not have to own it to make use of *Bandits of the Rampant Horror* – all the relevant information is included in the provided text and stat blocks.

Additionally, several of the NPCs herein use classes, alternate class features and feats from the *Advanced Player's Guide*. Again, while ownership of that book is handy, it is not necessary as *Bandits of the Rampant Horror* includes all the information necessary to run the relevant NPCs.

*Amid the choking gloom of a mist-cloaked wood,
Live a cadre of knights who've forsaken all that's good,
Riding fierce krenshar steeds they quest for hollow glory,
But there's a more sinister destiny to their shameful story,*

*These pitiless bandits live for battle and treasure,
Tainting the forest for their dark lord's pleasure,
Astride an awesome beast he surveys his lands,
False justice dispensed by the hammer in his hands,*

*But what evil pollutes his hilltop stronghold?
What now holds sway over honour and gold?
Who whispers lies in the mad Baron's ears?
Who corrupts with claims and fuels his fears?*

*For change is upon this spriggans' domain,
The future is bleak and it's etched with pain...*

STAT BLOCKS BY CR

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READING STAT BLOCKS

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

BASIC

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

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

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

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

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

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

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

DEFENSIVE

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

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

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

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

OFFENSIVE

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

Melee: This section lists a creature's melee attacks. If the attack has a reach that is not 5 ft. it is listed here. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

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

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

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

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

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

SUPPLEMENTAL

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

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

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

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

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

SPECIAL ABILITIES

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

BANDITS OF THE RAMPANT HORROR

BANDITS OF THE RAMPANT HORROR

When the gnomish peoples fled the Realm of the Fey millennia ago, some saw their new home in the mortal world as a perilous death-trap, to be survived at all costs. These ruthless gnomes, over the generations, developed into the dangerous, joyless spriggans.

But the proto-spriggans did not leave their native plane empty-handed. One exiled gnome lord clutched tightly to the *scabrous grail*, a powerful relic bathed in the congealed life-blood of a beheaded jabberwock. The *grail* remained a symbol of rulership within the spriggan diaspora for centuries until their triumphant enemies cast down the incumbent king and dispersed his treasures and subjects to the four corners of the world.

Existing in isolated pockets while warring against the outside world and each other, the local wood's spriggans sporadically ambushed travellers and raid nearby villages. They long ago allied with the forest's krenshar prides, using these intelligent beasts as hunting companions and reluctant mounts in their intermittent attacks.

In the last five years, however, a new terror, Tallega Raundrev, unified the disparate spriggan groups under a single banner. Tallega, a spriggan of menacing demeanour and reputation, overcame the other dark spriggan lords of the wood, forcing their humbled allegiance or painfully torturing those that rejected his overtures. As his prestige and influence grew, eight terrible spriggan knights joined his service, pledging their eagerness to murder in his name.

Under Tallega's direction, the riders formed the Nightly Order of the Rampant Horror, a monastic group dedicated to the domination of their enemies, the ascension of their lord and the reclamation of the *scabrous grail*.

The questing knights drew the attention of the vargouille oracle Varisthu, who seeks the *scabrous grail* to claim for itself. The fiend disguised itself as a mysterious friar robed in sackcloth and appeared in Tallega's makeshift war camp. Varisthu led the spriggan lord to the site of Granite Crown and convinced him of his destiny to rule, feeding Tallega's growing megalomania.

Inspired by the fiend's twisted words, Tallega immediately proclaimed himself Baron over the wood and ordered a stronghold built at the site. Varisthu and his spawn, whose cavernous lair of the Howling Monastery neighbours Granite Crown, serve as insidious spiritual advisors to the Order, extolling their mantra of hate and suffering.

Since the construction of his stronghold, the Baron received two others into his court. The first is the fey-touched harpy sorceress Sussamarra, who Tallega has taken as his mistress. The second is the ribald ettin troubadour Canerous and Vercherix, who entertain the court with their remarkable vocal prowess. Trouble is brewing within the camp, as Sussamarra and

Vercherix are smitten with one another, and their increasingly regular secret rendezvous are, at the very least, becoming apparent to the suspicious Canerous.

ECOLOGY & SOCIETY

The Order structures itself feudally under Baron Tallega's despotic rule. His orders hold absolute sway within the wood, on pain of death by inventive torture. He punishes particularly hated enemies or traitors by nailing their arms to a tree trunk at the elbows, and leaving them for forest predators to devour or to die of starvation.

The Order's knights rule their own demesnes within the forest, leading a retinue of between twelve and thirty spriggan sergeants, yeomen and servants and a pride of eight to ten krenshar. Varisthu and the other vargouille friars are treated with equal merit (and fear) as the landed knights by their spriggan flock.

The Order loosely follows a debauched code of chivalry, where the weak serve the strong, and whatever scant mercy granted is determined by the price paid. The Order takes prisoners, ransoming those wealthy enough to afford the crippling payments, enslaving the strong and subjecting the weak to protracted torments for their entertainment.

Prisoners captured for ransom are locked in cages suspended over the krenshar dens. The lucky ones are occasionally fed and, less frequently, eventually released. The Baron takes prompt payment as a sign the victim's family can afford a much higher price.

Other prisoners are less fortunate, the Order slowly working

IN YOUR CAMPAIGN

Bandits of the Rampant Horror's design enables a GM to easily insert the featured bandits into a home campaign.

The Order can live in almost any wilderness area bordering civilised lands, and can easily be integrated as a threat to the PC's home town. Of course, any NPCs the PCs cherish are ripe targets for abduction and ransom by the Order, drawing the characters into conflict with the spriggans and their heinous Baron.

A few details, such as the current location of the *scabrous grail*, remain deliberately vague to allow the GM to customise things to better fit his own campaign.

Each of the band's members benefits from an extensive write-up. This enables the GM to either use the Order as written, or to employ individual NPCs as desired. Thus, for example, Tallega Raundrev could be used as the champion of the local king's tourney, while Varisthu could serve as the villain at the core of a tomb filled with lurking undead horrors.

them to death, their worn, stained clothes falling from their starving frames until they spend their last days labouring naked. On Baron Raundrev's whim, the Order hosts cruel trials by ordeal or one-sided tournaments featuring captured prisoners too impoverished to ransom and too weak to work.

COMBAT AND TACTICS

The Order's knights live for glorious single combat against a well-matched, worthy foe. The knights do not rank foes demonstrably more skilled as "worthy" and immediately order their retainers to attack on sight, preferably from ambush.

Spriggan knights often bar bridges, passes and other choke points within the forest as the means to provoke confrontation, demanding tribute, capturing the meek and challenging those that would raise arms against them. Despite their pretensions of chivalry and faux courtly manners, the Knights of the Rampant Horror fight dishonourably, using poison and ambush to crush their enemies.

The knights utilise their krenshar companions in two ways; as war mounts when the spriggans are Small, and hunting animals when enlarged. They fight as mounted infantry rather than true cavalry, dismounting before melee to take advantage

of their size alteration ability. While mounted, the knights utilise skirmishing tactics against slower enemies to take advantage of their speed and manoeuvrability.

In the rare cases where the Order of the Rampant Horror go to war en masse, the Knights fight as an elite block of heavy infantry supported by their vassals. Against a doomed village, Baron Raundrev rides Chasm beneath the earth to bypass enemy fortifications and open barred gates from within.

LAIRS

The Baron holds court in the Order's fortress of Granite Crown, a hilltop stronghold of native boulders and magically wrought timber punctuated by a ring of impressive granite tors. The Order lives in the squalid open-air bailey, which serves as a barracks, cookhouse and training field. Spriggan sentries keep watch atop the forty-foot high tors and raise the alarm if any creatures approach the castle.

Within, the Baron holds court under an enormous, elaborate silk-and-gold canopy situated on a raised mound. The Baron's fortified manor is the only permanent building inside the walls, the rest of the spriggans manage with tents of varying quality and ramshackle timber lean-tos.

The krenshar pride lairs in a covered den in the south-west of the castle yard but have free-reign over the bailey, roving in packs to dig through waste for rancid scraps of food.

Less than a mile to the north of Granite Crown sits the yawning limestone arch known as the Howling Monastery. The deep cavern leads to a rubble-filled cave system created by eons of water flows and punctuated with eerie stalactite and stalagmite displays. Varisthu and his vargouille spawn flutter grotesquely within the caves, abandoning their plague zombie bodies in the first cavern as a nobleman abandons a soiled cloak.

SCABROUS GRAIL

This shallow, tarnished silver bowl holds thick, marbled crusts of dried blood. The mass occasionally weeps viscous black blood.

Aura moderate (necromancy; DC 21 Knowledge [arcana])
Identify DC 26 Spellcraft

Lore (DC 20 Knowledge [nature]) This is the *scabrous grail*, a relic made with the lifeblood spilled from a decapitated jabberwock. The gnomish ancestors of the spriggan race brought the grail to the Material Plane during their exodus from the Realm of the Fey.

Lore (DC 20 Knowledge [nature]) The grail is a symbol of leadership within the spriggan community. Any spriggan bearing the *scabrous grail* gains primacy over his peers by perceived divine mandate.

Lore (DC 25 Knowledge [nature]) The thick blood collected in the bowl contains the corporeal essence of the slain jabberwock. Were the spirit of the slain jabberwock reunited with its mortal lifeblood, it is possible the two would combine to *reincarnate* the creature.

Abilities The *scabrous grail* emanates an aura of malignant virulence drawn from the antediluvian power of the Fey Realm. All afflictions (curses, diseases and poisons) within 60 feet of the *scabrous grail* gain a +4 enhancement bonus to their saving throw DC. This bonus also applies to the DC of a saving throw to resist any effect that creates a spawn. Any spawn created within the aura of the *scabrous grail* gains the advanced creature template.

Activation Use activated; **CL** 11th

Requirements: Craft Wondrous Item, *bestow curse*, *contagion*, *create undead*, *poison*; **Cost** 23,000 gp; **Price** 56,000 gp

LORE

A character making a Knowledge (local) check may know some information about the Knights of the Rampant Horror. A successful check reveals all information gained by a lesser check.

DC 15: This is a Knight of the Rampant Horror, a spriggan warrior infamous for its banditry and fearsome krenshar steed.

DC 20: The Order of the Rampant Horror is ruled by the self-styled Baron Raundrev, a terrifying despot famous for his debauched atrocities. The Order's stronghold and monastery are visited by mysterious monks known as the Howling Friars.

DC 25: The Order seeks a relic known as the *scabrous grail*, a bowl encased in congealed jabberwock blood, brought from the Realm of the Fey during the spriggan's time of exile.

ENCOUNTERING THE RAMPANT HORROR

The Rampant Horror diligently patrol their woodland home. Use the sample listings below to run encounters featuring the Rampant Horror.

BARON ABROAD (EL 11; XP 12,800)

Opponents Baron Tallega Raundrev, Chasm, Knights of the Rampant Horror (2)

EL 10 (9,600 XP) Remove the Knights of the Rampant Horror; **EL 12 (19,200 XP)** Add three Knights of the Rampant Horror and one Spriggan Trouble-Shooter.

Morale The spriggans fight until Baron Tallega falls or flees; the survivors then flee.

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

With a small retinue, Baron Tallega hunts the woods in search of sport. He mercilessly attacks any daring to trespass in his domain.

HOWLING PILGRIMAGE (EL 9; XP 6,400)

Opponents Decapitated Plague Zombies (3), Krenshar Steeds (3), Spriggan-at-Arms (1), Vargouille Friars (3)

EL 8 (4,800 XP) Remove two Decapitated Plague Zombies and two Vargouille Friars; add two Krenshar Steeds; **EL 10 (9,600 XP)** Add four Spriggan-at-Arms.

Morale If half the group are slain, the remainder flee. If the *scabrous grail* is involved, however, they fight to the death.

Terrain forest; **Encounter Distance** 6d8 x 10 ft.

A Spriggan-at-Arms exercising some of his lord's krenshar accompanies the vargouille friars as they scour the land for clues leading to the *scabrous grail*. The friars carry censers spewing hazy, cloying incense and spend their pilgrimage constantly shrieking.

HUNTERS (EL 9; XP 6,400)

Opponents Knight of the Rampant Horror (1), Krenshar Steeds (4), Spriggan-at-Arms (3)

EL 8 (4,800 XP) Remove two Spriggan-at-Arms; **EL 10 (9,600 XP)** Add one Spriggan Trouble-Shooter and two Spriggan-at-Arms.

Morale If the Knight of the Rampant Horror is slain, his surviving retainers flee.

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

If the PCs provoke the Order of the Rampant Horror, this group responds by hunting them, attempting to ambush the PCs while they are unprepared or in the midst of a battle with another forest monster.

TERRAIN FEATURES

When designing an encounter featuring the Rampant Horror, pay attention to the area in which the battle takes place. Terrain features can make fights exciting and give advantages to clever combatants. Consider adding several of the following terrain features to any such fights you orchestrate.

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

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

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

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

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

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

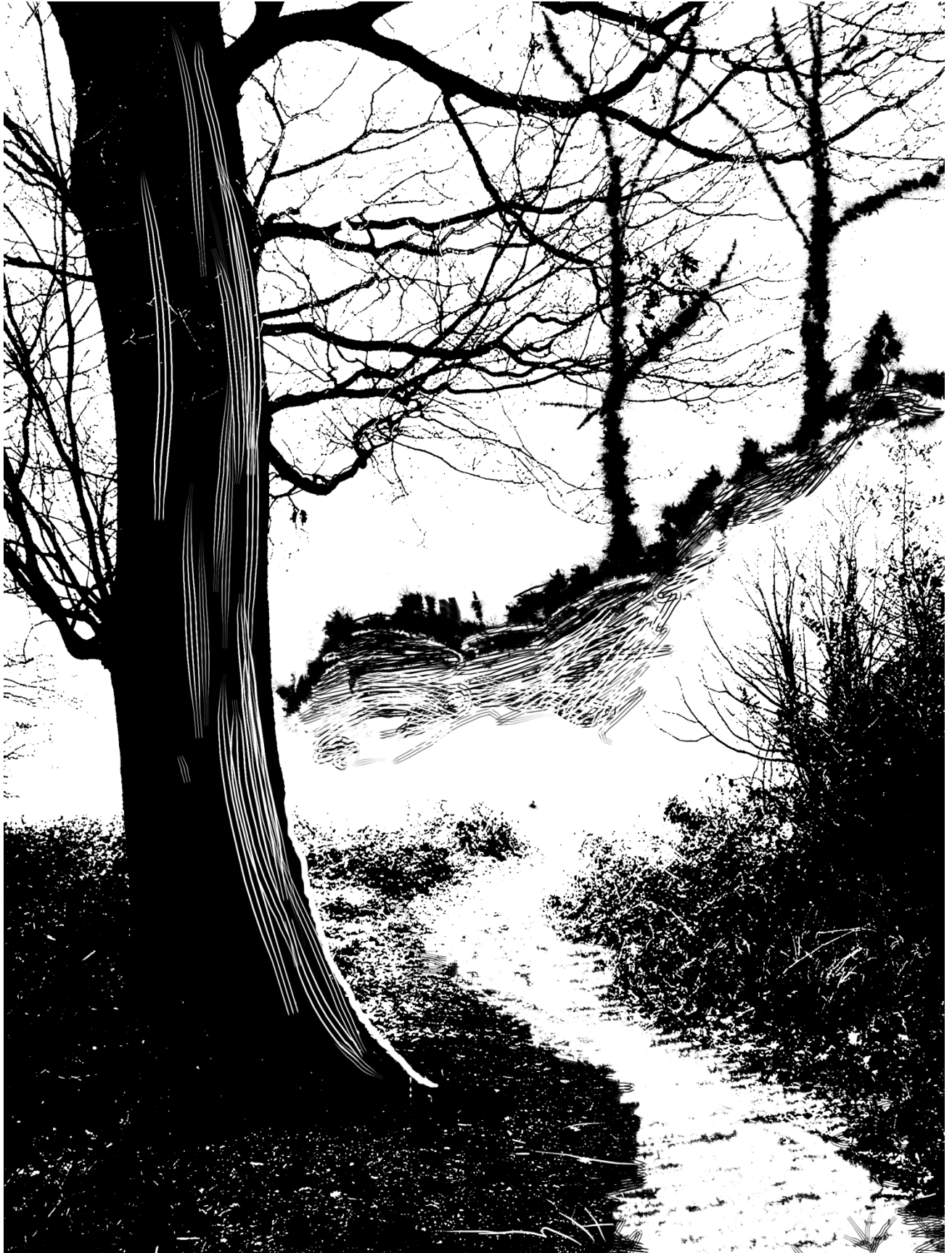
Normal Trees: A creature standing in the same square as a tree (AC 4, hardness 5, hp 150, DC 15 Climb check) gains partial cover (+2 to AC, +1 on Reflex saves).

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

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

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

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



KNIGHT OF THE RAMPANT HORROR

"As trespassers in my domain, your lives and possessions are forfeit. If you throw yourself on my mercy, you may be spared from a doom beyond your darkest nightmares."

The warrior-elite of the Order are armed to the teeth and lack a shred of morality. Currently eight arrogant knights swear allegiance to Baron Raundrev:

- **Durnak Razorfeld:** Beliving he is intellectually superior to his fellows, Durnak likes to read and avidly scours any books or scrolls falling into his possession. A failed wizard, Durnak became a knight after his lord fell in battle. The resultant squabble over his equipment saw several fatalities. Durnak survived to claim his lord's armour and join the ranks of the horror knights. Very aware of his humble origins, Durnak lashes out at anyone denigrating his rise.
- **Enorah, Scourge of Reason:** The most savage of the knights in battle, Enorah's temperament is more suited to that of a barbarian. Enorah marks each kill by tattooing a red dot onto his bald head. He already has 47.
- **Gornith the Displeaser:** Dubbed "the displeaser" by his fellows for losing a half-dozen retainers in a catastrophic ambush,

KNIGHT OF THE RAMPANT HORROR CR 5 (XP 1,600)

This armoured knight is less than four feet tall and sits balefully atop a snarling earless panther-like beast.

Spriggan fighter 2

CE Small humanoid (gnome)

Init +5; **Senses** low-light vision; Perception +10, Sense Motive +0

Speed 15 ft., base speed 20 ft.

ACP -6; Acrobatics -1 (-7 jumping), Climb -3, Ride +8, Stealth +12

AC 20, touch 14, flat-footed 17; **CMD** 20

(+1 size, +3 Dex, +6 armour [breastplate])

Fort +10, **Ref** +6, **Will** +4 (+5 vs. fear)

hp 49 (6 HD)

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

Melee mwk heavy flail +8 (1d8+1/19-20)

Ranged heavy crossbow (range 120 ft.) +11 (1d8/19-20)

Atk Options Mounted Archery, Mounted Combat, Power Attack (-2 attack, +6 damage with heavy flail), Vital Strike, sneak attack +2d6

Special Actions size alteration

Size Alteration (Su) At will as a standard action, a spriggan can change his size between Small and Large.

Spell-like abilities (CL 4th; concentration +4)

At will—*flare* (DC 10), *scare* (DC 12), *shatter* (DC 12)

Combat Gear crossbow bolts (50), Large scorpion venom (2)

Abilities Str 13, Dex 21, Con 16, Int 8, Wis 12, Cha 9

SQ bravery (+1), spriggan magic, spriggan skills

Feats Iron Will, Mounted Archery, Mounted Combat, Power Attack, Vital Strike

Gornith has angered Baron Raundrev. He is desperate to win back his lord's favour. His warriors mutter behind his back that he is doomed and several speak of seeking service with other knights. If Gornith falls in battle, no one comes to his aid.

- **Lady Kirsha Painwright:** A depraved spriggan whose bestial urges unsettle even her debased comrades' sensibilities Lady Kirsha plots to become the Baron's consort. She hates the harpy sorceress, Sussamarra, and has begun to suspect the harpy of loving another.
- **Larratta the Blade Widow:** So named for her penchant of blackening her skin with ashes and soot, Larratta is an amorous, debauched individual. She has enjoyed affairs with many of her fellow knights and even shared Raundrev's bed for a short time. The sneakiest of the knights, Larratta excels at setting ambushes.
- **Loro of the Murk:** Loro dwells in a dreary and boggy low-lying portion of the woods. His equipment and retainers are often mud-stained, something which his fellows delight in commenting on to the perpetually brooding knight. Loro has an explosive temper and such comments often lead to a brawl. He dreams of claiming a better fief and if any of his fellow

Skills as above plus Disable Device +1, Sleight of Hand +1

Languages Common, Gnome

Gear as above plus 15 gp

A Large-sized Knight of the Rampant Horror has the following altered statistics:

KNIGHT OF THE RAMPANT HORROR (LARGE SIZE)

CE Large humanoid (gnome)

Init +4

Speed 20 ft., base speed 30 ft.

ACP -6; Acrobatics -2 (-6 jumping), Climb +3, Ride +7, Stealth +3

AC 18, touch 12, flat-footed 15; **CMD** 27

(-1 size, +3 Dex, +6 armour [breastplate])

Fort +12, **Ref** +5

hp 67

Space 10 ft.; **CMB** +13

Melee mwk heavy flail (reach 10 ft.) +12 (2d8+10/19-20)

Ranged heavy crossbow (range 120 ft.) +8 (2d8/19-20)

Special Actions size alteration

Size Alteration (Su) Weapons, armour and other objects on the spriggan's person grow proportionally when he changes size (objects revert to normal size 1 round after a spriggan releases them). When a spriggan becomes Large, his speed increases to 30 feet, he gains +12 Strength, -2 Dexterity, and +6 Constitution, and he takes a -2 size penalty to his AC. While Large, a spriggan cannot use his sneak attack or racial spell-like abilities.

Abilities Str 25, Dex 19, Con 22

Skills as above plus Disable Device +0, Sleight of Hand +0

knights falls, he acts swiftly – even retreating from battle – to claim the slain knight’s lands and surviving servants.

- **The Loathsome Menfer:** Beyond hideous, Menfer was badly injured by a green dragon’s acid breath. He hides his melted face behind a large helm (which he rarely removes). Driven into deep depression by his horrific injuries, Menfer has fallen deeply under Varishtu’s influence. He believes that the *scabrous grail* has the power to heal him and diligently searches for it. He risks everything to recover it.
- **Valessemon:** Baron Raundrev’s current favourite, this puissant warrior dreams of supplanting his liege, but is terrified of Chasm. Thus he does nothing, but watch and wait. Obsessed with status and fame, Valessemon claims the most ornate heraldic devices of all the knights. In battle, he loudly challenges enemy warriors to single combat, but his retainers know to swiftly intervene at his signal.

KRENSHAR STEED

CR 2 (XP 600)

This earless, panther-like beast snarls as the skin of its face twitches before peeling back to reveal the bones and flesh beneath.

Advanced krenshar (*Pathfinder RPG Bestiary 2*)

N Medium magical beast

Init +4; **Senses** darkvision 60 ft., low-light vision, scent; Perception +7, Sense Motive +3

Speed 40 ft.

ACP -1; **Stealth** +11

AC 23, touch 14, flat-footed 19; **CMD** 18 (+22 vs. trip)
(+4 Dex, +4 armour [mwk chain barding], +5 natural)

Fort +6, **Ref** +7, **Will** +3

hp 17 (2 HD)

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

Melee bite +4 (1d6+3) and
2 claws +4 (1d4+2)

Special Actions skullface (DC 14)

Skullface (Su) As a standard action, a krenshar can pull the skin back from its face, revealing the musculature and bony structures of its skull. This counts as using Intimidate to demoralize an opponent, and is an extraordinary ability. The krenshar can emit a loud screech while peeling back its skin, causing potent fear in a single creature within 100 feet that can see the krenshar. The targeted creature must make a DC 14 Will save or become frightened (if the target has 6 or fewer Hit Dice) or shaken (if the target has more than 6 Hit Dice) for 1d4 rounds. A creature that successfully saves cannot be affected again by the same krenshar’s skullface ability for 24 hours. This is a sonic, mind-affecting fear effect. The save DC is Charisma-based.

Abilities Str 15, Dex 18, Con 17, Int 10, Wis 16, Cha 17

Feats Armour Proficiency (light)

Skills as above plus Intimidate +5 (+9 to demoralise)

Languages Sylvan (can’t speak)

Gear military saddle

Each knight commands a significant retinue of spriggans-at-arms and nominally holds a demesne within the forest which falls under their protection. The form of this “protection” is usually regular pillaging raids, extortion and abduction.

The Knights of the Rampant Horror display colourful, wholly manufactured heraldry, often charged with terrors of the fey realm. Otherwise, the knights wear distinct armour styles and eclectic decorations from horned bascinets to faux bat-like wings attached to their mount’s saddle.

COMBAT & TACTICS

The Knights of the Rampant Horror fight without honour or conscience. To them, might is right; any tactic – no matter how devious or underhand – is considered fair game.

Before Combat: The Knights of the Rampant Horror usually travel as Small creatures astride their krenshar mounts. When expecting a significant challenge, they apply poison to two crossbow bolts.

During Combat: The knights begin combat using Vital Strike and Mounted Archery with their heavy crossbows to shoot and move. If cornered, or the enemy displays superior ranged combat ability, the spriggans change size and engage in melee, making liberal use of Power Attack and Vital Strike. While their riders attack, the krenshar mounts use their skullface ability to demoralise their enemies.

Morale: On the open road, the knights flee if reduced to less than 16 hp. Within Granite Crown, they fight to the death.



SPRIGGAN-AT-ARMS

These lightly-armed, stealthy scouts or yeomen foot-sergeants support their knightly lords in battle. Generally these loathsome creatures wear dark, earthy coloured clothing to better hide themselves among the boughs of their woodland home.

Each spriggan wear small heraldic ailettes about their shoulders to show their loyalty to their liege-lord.

ADVENTURE SEEDS

As well as striking from ambush, some spriggan-at-arms creep into the woods in search of easy prey without their liege's permission. Such individuals only attack small groups of individuals or try to sneak into a badly guarded campsite in search of portable loot. If the spriggan is bold enough to attack, it first assumes Large size before emerging. At first, it masquerades as a giant and demands payment to let the PCs pass. If they refuse, it attacks.

Alternatively, a spriggan-at-arms could have fallen out of favour with his liege. Such unfortunate individuals either die a gruesome death or flee. The PCs could encounter a fleeing spriggan and if they treat it justly (or at the least don't kill it out of hand), it sees in them a chance for revenge. It gleefully spins tales of atrocities beyond counting (which is only a small exaggeration) in the hopes of tempting the PCs into a daring raid

on Granite Crown. While the PCs serve its purpose, the spriggan does not lie to them (much), but also does not help them in combat.

COMBAT & TACTICS

Spriggans-at-arms fight savagely in the hopes of improving their own status. The bravest, most skilled warriors in theory get first choice of a fallen enemy's gear but in practise a spriggan slaying an enemy often stops fighting to loot the still warm corpse in case an opportunistic ally loots the corpse before it can return.

Before Combat: Spriggans-at-arms prefer to travel as Small creatures, increasing the chances of ambushing their enemies.

During Combat: The spriggans-at-arms strike from ambush with a flurry of crossbow bolts. They use size alteration to take Large form before entering melee. Emerging from their hiding places they flank enemies where possible to inflict sneak attack damage.

Morale: Spriggans-at-arms flee or surrender if reduced to less than 5 hp. A fleeing spriggan assumes Small size as quickly as possible so that it may better hide from pursuing enemies.

SPRIGGAN-AT-ARMS

CR 3 (XP 800)

This gaunt, large-eared humanoid lurks quietly, breathing slow rasps of fetid breath.

CE Small humanoid (gnome)

Init +4; **Senses** low-light vision; Perception +7

Speed 20 ft.

ACP 0; Climb +1, Stealth +15

AC 17, touch 15, flat-footed 13; **CMD** 15

(+1 size, +4 Dex, +2 armour [leather])

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

hp 22 (4 HD)

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

Melee mwk morningstar +5 (1d6-1)

Ranged light crossbow (range 110 ft.) +8 (1d6/19-20)

Atk Options Combat Reflexes, sneak attack +2d6

Special Actions size alteration

Size Alteration (Su) At will as a standard action, a spriggan can change his size between Small and Large.

Spell-like abilities (CL 4th; concentration +4)

At will—*flare* (DC 10), *scare* (DC 12), *shatter* (DC 12)

Combat Gear bolts (10)

Abilities Str 9, Dex 19, Con 12, Int 10, Wis 10, Cha 9

SQ spriggan magic, spriggan skills

Feats Combat Reflexes, Weapon Focus (morningstar)

Skills as above plus Disable Device +11, Sleight of Hand +11

Languages Common, Gnome

A Large-sized Spriggan-At-Arms has the following altered statistics:

SPRIGGAN-AT-ARMS (LARGE SIZE)

CE Large humanoid (gnome)

Init +3

Speed 30 ft.

Climb +7, Stealth +6

AC 14, touch 12, flat-footed 11; **CMD** 22

(-1 size, +3 Dex, +2 armour [leather])

Fort +8, **Ref** +4

hp 34 (4 HD)

Space 10 ft.; **CMB** +9

Melee mwk morningstar (reach 10 ft.) +9 (2d6+5)

Ranged light crossbow (range 110 ft.) +5 (2d6/19-20)

Size Alteration (Su) Weapons, armour and other objects on the Spriggan-at-Arm's person grow proportionally when he changes size (objects revert to normal size 1 round after a Spriggan-at-Arms releases them). When a Spriggan-at-Arms becomes Large, his speed increases to 30 feet, he gains +12 Strength, -2 Dexterity, and +6 Constitution, and he takes a -2 size penalty to his AC. While Large, it cannot use his sneak attack or racial spell-like abilities.

Abilities Str 21, Dex 17, Con 18

Skills as above plus Disable Device +10, Sleight of Hand +10

SPRIGGAN TROUBLE-SHOOTER

A cadre of four spriggan wizards enjoy the sponsorship of the Baron in exchange for their magical protection and (sometimes) loyal advice. The four are deadly rivals for the baron's favour – constantly trying to outdo one another to be the most servile sycophant. The quartet of deadly rivals comprises:

- **Felisimon:** The brother of Valessemon, Felisimon serves his Horror Knight sibling faithfully. They love each other as only brothers can do and although they constantly argue, they take extraordinary risks to aid the other.
- **Narhasi Whittlespine:** Even more cowardly than his fellows, Narhasi flees as soon as he suffers an injury. Renowned for his cowardice, Narhasi is miserable and desperately wants to find a safer, quieter place to live. If it seems the battle is lost, he promptly surrenders offering faithful service in exchange for safe passage from the woods.
- **Prestigiacommo:** A small, skinny spriggan, Prestigiacommo takes child-like glee in the pain and suffering his magic causes. In

battle, he claps his hands and shrieks with excitement when his spells strike home.

- **The Great Varesmo:** Beset by epic delusions of grandeur, Varesmo believes he is the reincarnated soul of a great spriggan wizard of legend. In truth, he is simply spectacularly lucky, but his delusion is beginning to irritate his fellows.

COMBAT & TACTICS

Spriggan Trouble-Shooters stay out of melee wherever possible.

Before Combat: If a Trouble-Shooter feels combat is imminent, he casts *invisibility*, *mage armour*, *mirror image* and *see invisibility*.

During Combat: The Trouble-Shooter usually begins combat with a sneak attack *acid arrow* from his wand. If a group of enemies are close to the Trouble-Shooter, he attempts to stun them with *colour spray* or blast them with *burning hands*.

Morale: Trouble-shooters turn invisible and flee if reduced to less than 20 hp, returning with reinforcements if possible.

SPRIGGAN TROUBLE-SHOOTER CR 5 (XP 1,600)
This wiry spriggan wears bright green clothing and ritualistic daubs of purple dye on its exposed skin.

Spriggan wizard (diviner) 3
CE Small humanoid (gnome)
Init +11; **Senses** low-light vision; **Perception** +12

Speed 20 ft.

ACP 0; **Climb** +0, **Stealth** +20

AC 21, **touch** 17, **flat-footed** 15; **CMD** 17
(+1 size, +6 Dex, +4 armour [*mage armour*])

Fort +7, **Ref** +8, **Will** +5

hp 48 (7 HD)

Space 5 ft.; **Base Atk** +4; **CMB** +1

Melee mwk quarterstaff +4 (1d4-2)

Atk Options sneak attack +2d6

Spell-Like Abilities (CL 4th; concentration +4 [+8 casting defensively or grappling])

At will—*flare* (DC 10), *scare* (DC 12), *shatter* (DC 12)

Wizard Spells Prepared (CL 3rd; concentration +5 [+9 casting defensively or grappling])

2nd—*invisibility*, *mirror image*, *see invisibility*

1st—*burning hands* (DC 13), *colour spray* (DC 15), *mage armour*, *true strike*

0—*detect magic*, *detect poison*, *light*, *read magic*

Special Actions diviner's fortune (6/day, +1), size alteration

Size Alteration (Su) At will as a standard action, a spriggan can change his size between Small and Large.

Combat Gear *wand of acid arrow* (10 charges)

Abilities Str 7, Dex 22, Con 14, Int 14, Wis 12, Cha 9

SQ arcane bond (quarterstaff), forewarned (+1), size alteration, spriggan magic, spriggan skills

Feats Combat Casting, Greater Spell Focus (illusion), Improved Initiative, Scribe Scroll, Spell Focus (illusion)

Skills as above plus **Disable Device** +8, **Knowledge (arcana)** +11, **Knowledge (history)** +11, **Sleight of Hand** +8, **Spellcraft** +13
Languages Aklo, Common, Gnome, Infernal, Sylvan

Spellbook (necromancy, transmutation) as spells prepared plus 2nd—*acid arrow*; 1st—*comprehend languages*, *shield*; 0—all

A Large-sized Spriggan Trouble-Shooter has the following altered statistics:

SPRIGGAN TROUBLE-SHOOTER (LARGE SIZE)

CE Large humanoid (gnome)

Init +10; **Senses** low-light vision; **Perception** +13

Speed 30 ft.

ACP 0; **Climb** +6, **Stealth** +11

AC 18, **touch** 14, **flat-footed** 13; **CMD** 24

(-1 size, +5 Dex, +4 armour [*mage armour*])

Fort +10, **Ref** +7, **Will** +5

hp 69 (7 HD)

Space 10 ft.; **Base Atk** +4; **CMB** +9

Melee mwk quarterstaff (reach 10 ft.) +8 (1d8+6)

Special Actions size alteration

Size Alteration (Su) Weapons, armour and other objects on the Spriggan Trouble-Shooter's person grow proportionally when he changes size (objects revert to normal size 1 round after a Spriggan Trouble-Shooter releases them). When a Spriggan Trouble-Shooter becomes Large, his speed increases to 30 feet, he gains +12 Strength, -2 Dexterity, and +6 Constitution, and he takes a -2 size penalty to his AC. While Large, a spriggan cannot use his sneak attack or racial spell-like abilities.

Abilities Str 18, Dex 20, Con 21

Skills as above plus **Disable Device** +7, **Sleight of Hand** +7

PERSONA: BARON TALLEGA RAUNDREV

The self-styled Baron Tallega Raundrev reigns over the Order of the Rampant Horror as its undisputed Grand Master. The cantankerous bulette, Chasm, serves as Baron Raundrev's mount, an armoured behemoth large enough to carry the enlarged spriggan lord into battle.

Background: Tallega's father exiled the young spriggan, already a creature of violence and malice, into the expanses of the plains expecting the cursed child to die without food or water. In a stroke of unholy luck, Tallega uncovered a tiny, shining gemstone, a *clear spindle ioun stone*, in the burnt-out remains of a settler's homestead. The *ioun stone* kept him nourished for weeks as he struggled to survive, until the ground rumbled beneath his weary feet.

The bulette Chasm burst from the earth, and roared in triumph over the boy. But Tallega stared down the rapacious beast, and tamed it with his *ioun stone*, sating the monster's ever-present hunger. During his adolescent years, Tallega rode Chasm, inflicted suffering and dreamed of revenge against those who cast him out.

Decades later Tallega, now a fully-grown spriggan, pried the magical hammer *Inexorable Torment* from the dead hands of a crusader providing protection for holy pilgrims. While Chasm devoured the screaming parishioners, Tallega turned the weapon over slowly in his hands, sensing the time was right for his return. When Tallega returned to his home, his father was not the first to die, but he did suffer long under the intemperate ministrations of his son. The rest of his history is that of blood, torture and violence.

Personality: The Baron is a vicious, corrupt ruler and lover of crass blood sports. He is prone to violent rages and unpredictable bursts of mania. Tallega is a prideful and jealous lord, revelling in the power he commands and resentful of that which he does not hold.

His reputation is such that a room immediately quietens on his entry, and Tallega adores cloying, stammered flattery inspired by fear.

Baron Raundrev, however, is dangerously insecure, and constantly seeks legitimacy for his rule. He dreams of marrying a gnomish princess or winning a king's tournament to shore up his spurious claim of nobility. But above all he yearns to recover the *scabrous grail* to secure his claim as the king of all spriggans.

Mannerisms: The Baron's demeanour is of barely restrained fury, even when laughing uproariously or showing affection to his mistress, Sussamarra. A façade of reason and nobility rests thinly over Tallega's violent inclinations. He falls quietly grim for the interminable moments before exploding into a sweltering rage of epic proportions.

Distinguishing Features: Baron Raundrev's most striking feature is his mirrored, looking-glass eyes which inspire

inescapable dread in those gazing upon them. Tallega wears the finest armour and ermine-trimmed garb as is befits the absolute ruler of a petty fiefdom.

ADVENTURE SEEDS

Tallega seizes any opportunity to legitimise his rulership. Of course, he doesn't see the need to act with honour or decorum on his quest and much prefers violence and kidnap to further his ends. If he hears of noble travellers passing close to or through his domain he seizes the opportunity to gain valuable captives hoping to parley their safe return into formal recognition of his claim. The PCs could be hired either to escort negotiators to the Baron's lair or to mount a rescue.

Alternatively, Tallega could appear at a gnomish hold in which the PCs are resting and demand the chieftain's eldest daughter as his bride. Outrage and violence in equal proportions ensues.

Finally, Tallega could take a fancy to an attractive female PC and launch a raid to capture her. Unsurprisingly, Sussamarra does not take kindly to this and tries to accidentally eliminate the object of his lust.

CHASM

CR 7 (XP 3,200)

This tawny armour-plated creature bears tiger-like brown stripes across its body. It wears a scarlet and azure caparison, covered with the repeating heraldry of the Rampant Horror.

Male bulette

N Huge magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision, scent, tremorsense 60 ft.; Perception +11, Sense Motive +1

Speed 40 ft., burrow 20 ft.

ACP -1; Acrobatics +8 (+16 jumping)

AC 26, touch 10, flat-footed 24; **CMD** 28 (32 vs. trip)

(-2 size, +2 Dex, +4 armour [mwk chain shirt barding], +12 natural)

Fort +11, **Ref** +8, **Will** +5

hp 84 (8 HD)

Space 15 ft.; **Base Atk** +8; **CMB** +16

Melee bite (reach 10 ft.) +13 (2d8+9/19-20) and
2 claws +12 (reach 10 ft.) (2d6+6)

Atk Options leap, savage bite

Leap (Ex) When Chasm charges and makes a DC 20 Acrobatics check to jump in the air and land by his enemies he can make four claw attacks against foes in reach, but he cannot use its bite attack.

Abilities Str 23, Dex 15, Con 20, Int 2, Wis 13, Cha 6

Feats Armour Proficiency (Light), Iron Will, Skill Focus (Perception), Weapon Focus (bite)

Skills as above

Gear *clear spindle ioun stone*

COMBAT & TACTICS

A vicious combatant, Baron Tallega delights in terrifying his opponents.

Before Combat: In melee, Baron Raundrev prefers his Large form and PCs encounter him thusly.

During Combat: Baron Raundrev first uses Dazzling Display (and his frightening ability) to demoralise foes. He then charges, attacking with *Inexorable Torment* (which triggers Enforcer and his frightening ability). This normally causes his foe to become frightened and flee. The Baron, atop Chasm, then gleefully rides

BARON TALLEGA RAUNDREV CR 9 (XP 6,400)
This mighty warrior gazes on the world through mirrored eyes the colour of quicksilver. He exudes a terrifying menace, as though his whispering footfalls are the approaching promise of sorrow.

Male spriggan fighter 2/rogue (thug) 4
CE Small humanoid (gnome)
Init +7; **Senses** low-light vision; Perception +8, Sense Motive +1
Speed 15 ft., base speed 20 ft.
ACP -7; Acrobatics +0 (-4 jumping), Climb +0, Ride +9, Stealth +6
AC 24, touch 13, flat-footed 24; **CMD** 20; uncanny dodge (+1 size, +2 Dex, +9 armour [mwk full plate], +2 shield [mwk heavy steel])
Fort +11, **Ref** +8 (evasion), **Will** +6 (+7 vs. fear)
hp 69(10 HD)

Space 5 ft.; **Base Atk** +8; **CMB** +8
Melee *Inexorable Torment* (+1 merciful warhammer) +12/+7 (1d6+2 plus 1d6 non-lethal plus Enforcer/x3)
Ranged heavy crossbow (range 120 ft.) +12 (1d8/19-20)
Atk Options Dazzling Display (frightening), Enforcer, Shatter Defences, sneak attack +4d6 (brutal beating, offensive defence)
Brutal Beating (Ex) Whenever Tallega deals sneak attack damage, he can forgo 1d6 points of sneak attack damage to make the target sickened for 1 round. This ability does not stack with itself—only the most recent duration applies.

Enforcer (Ex) If Tallega deals nonlethal damage he can make an Intimidate check to demoralize his target as a free action. A successful check renders the target shaken for a number of rounds equal to the damage dealt. If the attack was a critical hit, the target is frightened for a round and then shaken as for a normal hit.

Frightening (Ex) Whenever Tallega demoralizes a foe, the duration of the shaken condition is increased by 1 round. If the target is shaken for 4 or more rounds, Tallega can instead make his foe frightened for 1 round.

Offensive Defence (Ex) When the Baron hits a creature with a melee sneak attack, he gains a +1 dodge bonus to AC per sneak attack die rolled for one round.

Special Actions size alteration

Size Alteration (Su) At will as a standard action, Baron Tallega can change his size between Small and Large.

Spell-like abilities (CL 4th; concentration +7)
At will—*flare* (DC 13), *scare* (DC 15), *shatter* (DC 15)

Combat Gear *potion of cure moderate wounds*

down fleeing cowards, continuously frightening them until they surrender, or die in Chasm's rending jaws.

The Baron flanks enemies to facilitate sneak attacks (and his brutal beating and offensive defence abilities) or uses Shatter Defences when this is not possible.

Morale: Craven blaggard that he is, Baron Raundrev flees if reduced to less than 20 hp. If an enemy is immune to fear, Baron Raundrev becomes unsettled by this display of inexplicable courage and flees if reduced to 50 hp. If the Baron is still atop Chasm when his morale breaks, he orders the bulette underground to escape.

Abilities Str 13, Dex 17, Con 14, Int 10, Wis 12, Cha 14
SQ bravery (+1), frightening, rogue talents (offensive defence, strong impression), spriggan magic, spriggan skills
Feats Dazzling Display, Enforcer, Improved Initiative, Intimidating Prowess, Iron Will, Shatter Defences, Skill Focus (Intimidate), Weapon Focus (warhammer)
Skills as above plus Bluff +14, Diplomacy +12, Disable Device -2, Handle Animal +18, Intimidate +25, Sleight of Hand -2
Languages Common, Gnome
Gear as above plus *circlet of persuasion*, *cloak of resistance* +1, 200 gp

Enlarged, Baron Tallega Raundrev has the following altered statistics:

BARON TALLEGA RAUNDREV (LARGE SIZE)

CE Large humanoid (gnome)
Init +6; **Senses** low-light vision; Perception +8, Sense Motive +1
Speed 20 ft., base speed 30 ft.
ACP -7; Acrobatics -1 (-5 jumping), Climb +6, Ride +8, Stealth -3
AC 21, touch 10, flat-footed 21; **CMD** 27; uncanny dodge (-1 size, +1 Dex, +9 armour [mwk full plate], +2 shield [mwk heavy steel])
Fort +14, **Ref** +8 (evasion)
hp 99(10 HD)

Space 10 ft.; **Reach** 10 ft.; **CMB** +16
Melee *Inexorable Torment* (+1 merciful warhammer) +16/+11 (2d6+10 plus 1d6 [non-lethal plus Enforcer]/x3)
Ranged heavy crossbow (range 120 ft.) +9 (2d8/19-20)
Atk Options Dazzling Display (frightening), Enforcer, Shatter Defences, sneak attack +2d6 (brutal beating, offensive defence)

Special Actions size alteration

Size Alteration (Su) Weapons, armour, and other objects on his person grow proportionally when he changes size (objects revert to normal size 1 round after he releases them). When Baron Tallega becomes Large, his speed increases to 30 feet, he gains +12 Strength, -2 Dexterity, and +6 Constitution, and he takes a -2 size penalty to his AC. While Large, Tallega cannot use his racial sneak attack or spell-like abilities.

Abilities Str 25, Dex 15, Con 20
Skills as above plus Bluff +14, Diplomacy +11, Disable Device -4, Handle Animal +18, Intimidate +25, Sleight of Hand -4

PERSONA: CANEROUS AND VERCHERIX

The ribald ettin troubadour Canerous and Vercherix contrasts colourfully with the drab, humourless spriggans of the Order. The two share one monstrous body and, for the Baron's pleasure, perform flawless duets, misnamed one-man band performances, juggling displays with live prisoners and incredibly inappropriate dance routines.

Background: Canerous and Vercherix's parents abandoned them once they could walk. Neither have any memories of their parents and, to this day Vercherix stridently (and somewhat maddeningly) insists that Canerous must have been adopted.

The ettin filled its childhood days singing snippets of fey and human songs overheard while hunting. Over time, Canerous and Vercherix became renowned within the forest, and often filled their belly with payment received from entertained patrons, and sparing those that could teach them a new trick, tale or titbit of lore.

Tiring of aimless wandering, the ettin soon sought a permanent patron, finding one in Baron Raundrev who appreciated the ettin's bloody performances and sick humour.

Personality: Canerous and Vercherix are coarse, bawdy and light-hearted, seeing life as nothing more than a game to be played and enjoyed. They are fond of jokes, which unfortunately tend towards merciless cruelty, crude songs and low-brow physical humour. The ettin is gregarious and extroverted, making friends easily and enjoying being the centre of attention.

The two heads are the closest of rivals, bitterly jealous of any advantage or praise the other receives. They spend their days coming up with petty competitions to prove superiority over the other. Their latest battle is a life-and-death moustache-growing competition, which is achieving little, save to make them both look ridiculous.

The ettin loves as easily as he laughs, and Canerous is smitten with Sussamara, despite (or perhaps because of) the Baron's claim to her. Vercherix on the other hand, finds the harpy sorceress a "flighty, insufferable cow," and tells her as much at every opportunity. This strained relationship leads the two love birds into a series of improbable escapades, remarkable disguises and absurd lies to keep Vercherix ignorant of their relationship. Predominantly Sussamarra uses *deep slumber* to take advantage of the ettin's dual minded quality to send Vercherix to sleep during their trysts, and *reduce person* to deal with their physical incompatibilities.

Mannerisms: Canerous and Vercherix control the opposite side of their body to which their head is located. This, combined with their propensity to emphasise their speech with expansive hand gestures, can be disconcerting (and dangerous for inattentive, low-flying birds).

While both heads understand the Common tongue, Canerous knows Elven, Giant, Gnome and Infernal, which he

enjoys showing off to anyone who will listen, feigning an exaggerated accent appropriate to the language. Vercherix, although too lazy to learn the languages himself, becomes irritated if Canerous does not translate for him. Vercherix, of course, intentionally mistranslates the discussion for his "brother", mostly to make Canerous look foolish.

Canerous and Vercherix start a performance with their favourite song, which soulfully expresses the singer's fondness for bestiality and lists, in classic rhyming couplets, animals and sexual deviancies to be combined. When celebrating, Canerous and Vercherix instigate their own drinking competition, in which the ettin decapitates two prisoners and races to exsanguinate the bodies by sucking feverishly on the creatures' necks.

Vercherix is marginally the better singer of the two, and possesses a mighty falsetto. Canerous enjoys playing his thigh-bone flute, but misses his set of bagpipes that Vercherix smashed and threw into a swamp at the end of a particularly protracted practice session.

Distinguishing Features: The ettin stands over ten feet tall, each fanged head topped with a shaggy mane of inky-black hair. Of the heads, Canerous is on the left and Vercherix the right. The ettin walks with a light-stepping gait that quickly turns into a jig when the creature is pleased.

The giant wears a bright scarlet tunic decorated with gold thread over his armour. Vercherix always wears a spectacular hat of the latest fashion. The longsword Canerous wields has seen better days, and is covered in rust. Vercherix controls the creature's makeshift shield, which is actually a small rowboat the ettin liberated from an unfortunate dwarven ferryman.

COMBAT & TACTICS

Before Combat Canerous and Vercherix cast *expeditious retreat* and *heroism* if they feel combat is imminent.

During Combat Vercherix begins combat by using inspire courage while Canerous casts *glitterdust*. In subsequent rounds, Canerous attacks with his sword, using Arcane Strike and Power Attack (and Cleave when targets are adjacent.)

Morale Canerous and Vercherix flee if reduced to less than half their hit points, using their *potion of invisibility* to facilitate their escape. If fighting with allies, the ettin continues to inspire courage with its duet ability while the invisibility lasts or until it is attacked again.

DESIGNER'S NOTE: DUET

Most ettins have the superior two-weapon fighting special ability, but Canerous and Vercherix are less warlike than their kin. Instead, they possess the unique duet ability which enables them to make good use of their bardic abilities.

SONGS, RYHMES AND DITTIES

Canerous and Vercherix know many different songs, rhymes and ditties. Here is one such — an ancient gnomish dirge which dates back to the flight from the Fey Realm.

CANEROUS AND VERCHERIX

CR 8 (XP 4,800)

This two-headed giant wears the clothing of a travelling troubadour. The creature is singing a jaunty, pleasant duet.

Male variant ettin bard 4

CE Large humanoid (giant)

Init +5; **Senses** low-light vision; Perception +17, Sense Motive +7

Speed 40 ft.

AC 24, touch 10, flat-footed 23; **CMD** 29

(-1 size, +1 Dex, +4 armour [+1 studded leather], +2 shield [large wooden], +8 natural)

Fort +9, **Ref** +8, **Will** +9 (+13 vs. sonic and language-dependent; dual minded)

Dual Minded (Ex) Mind-affecting effects targeting Canerous and Vercherix only influence one head at a time. However, each head is considered to have 7 HD when determining the effects of the attack

hp 77 (14 HD)

Space 10 ft.; **Base Atk** +10; **CMB** +18 (+20 overrun)

Melee longsword (reach 10 ft.) +16/+11 (2d6+7/17-20)

Ranged sling (range 50 ft.) +10 (1d6+7)

Atk Options Arcane Strike (+1), Cleave, Improved Overrun, Power Attack (-3 attack; +6 damage)

Special Actions bardic performance (14 rounds/day; duet; countersong, distraction, fascinate [DC 15], inspire courage [+1], inspire competence [+2])

Duet (Su) Due to their additional head, Canerous and Vercherix can begin and maintain a bardic performance as a free action, even if the other head is casting a spell. If both heads concentrate on activating or maintaining a bardic performance, saving throw DCs against the performance and the benefits from inspire courage and inspire competence increase by 1.

Bard Spells Known (CL 4th; concentration +8)

2nd (2/day)—*glitterdust* (DC 15), *heroism*

1st (4/day)—*alarm*, *cure light wounds*, *expeditious retreat*, *ventriloquism*

0—*dancing lights*, *detect magic*, *ghost sound* (DC 13), *light*, *lullaby* (DC 13), *prestidigitation*

Combat Gear *potion of invisibility*, sling bullets (10)

Abilities Str 25, Dex 12, Con 13, Int 8, Wis 10, Cha 16

SQ bardic knowledge, versatile performance, well-versed

Feats Arcane Strike, Cleave, Improved Critical (longsword), Improved Initiative, Improved Overrun, Iron Will, Power Attack

Skills as above plus Knowledge (local) +8, Linguistics +6, Perform (sing) +11, Perform (wind) +11

Languages Common, Elven, Giant, Gnome, Goblin, Infernal

Gear masterwork flute, spell component pouch

JACARANDA KNIGHTS

*It seems so long ago now since we rode into the town.
Young men heard the call and flocked to knights with great
renown.*

*The girls and the children proudly cheered us all along.
We knew that day it was going to be a feast of speech and song.*

*When we landed at the gate, we'd spent eight weeks at sea
and stepped through to the New World were our camp turned
out to be.*

*They treated us well there so I really can't complain
but the sky was grey, the weather bleak and it always seemed to
rain.*

(chorus)

*And the Jacaranda Knights just couldn't ride today.
There's far too many of them dead or broken in the fray.
The cold Prime Material is watered with their blood.
There's a strange new crop of cairn stones growing in this foreign
mud.*

*When we advanced to battle the weather had turned fine.
It wasn't long before a call to reinforce the line.
Then a spell screamed around us we were rained with fire and
mud.*

I turned to see my squire sitting in a pool of his own blood.

*He stared as the blood poured from his legless thigh.
I carried him to the warpriest futilely praying nearby.
His blood had soaked my armour but he never breathed a sigh
and I had no idea then, that he was going to die.*

Chorus

*I hear the king is grateful for all the knights who've died
and sending jacaranda blooms to the graves in which they lie.
I fear the cause is right but it's not clear any more
why so many of my bond brothers should die in this lost war.*

Chorus

*We hope with all our hearts that time will ease the pain.
I've never once to see his face or to hear his voice again.
But I've seen so much death now since the day on which he died
that I'll never be that Jacaranda Knight that once I was inside.*

Chorus

PERSONA: SUSSAMARRA

Sussamarra, the petite fey-touched harpy, holds Baron Raundrev's attention, and acts as his current decadent mistress. She enjoys the gifts the Baron showers on her, wallowing in the indulgence provided to her at the expense of her lover's subjects and victims.

Background: Like most harpies, Sussamarra's mother used her powerful captivating song to draw in unwitting victims to devour. Unfortunately, her enchantment drew the amorous attention of a quickling wanderer prowling the forest. After an unsatisfyingly brisk union, Sussamarra's mother fell pregnant and soon gave birth to the tiny harpy child.

Sussamarra grew up quickly, like everything she did, thanks to her father's influence. After one too many adolescent arguments against her mother, Sussamarra acrimoniously left the nest and flew into the wide world. Her fey-spawned powers soon developed under the stress of her exile, turning the hunted harpy girl into a powerful predator in her own right.

Sussamarra, even as a powerful sorceress, found life in the forest hard, mainly due to her monstrously-sized sense of entitlement. When she heard that a strong and powerful spriggan had carved out a realm within the forest, she

immediately wormed her way into his heart.

Personality: Sussamarra has the swift wings of a hummingbird, and the capricious attention span to match. The harpy is a flighty, spoiled prima-donna. Her first inclination is to lie at every opportunity, and cover up those lies with further untruths. She takes even the lightest jest or criticism as a deadly insult, turning into a baleful, shrieking harridan.

She is honestly attracted to Baron Raundrev; the sinister aphrodisiac of political power, ill-restrained violence and the harpy's hypergamous leanings all make for heady cocktail. She enjoys the intermittent pampering the Baron bestows, but after several ugly altercations has learnt to absent herself during his frequent rages.

When Canerous and Vercherix entered Granite Crown, however, she was soon lost in Canerous' dreamy, piggy eyes and the elegant curve of his saliva-drenched tusks. Her lack of self-control caused her to immediately seduce Canerous, a willing victim, despite the terrible danger if they were discovered.

Mannerisms: The harpy sorceress enjoys singing, especially her captivating song, and sings softly to herself when she thinks she is alone. This love of song is shared by Canerous and

SUSSAMARRA

CR 9 (XP 6,400)

This fragile creature appears to be a four-foot tall humanoid possessing the blindingly fast wings of a hummingbird.

Female young harpy (fey) sorcerer 8

CE Small monstrous humanoid

Init +8; **Senses** darkvision 60 ft.; Perception +2, Sense Motive +2

Speed 40 ft., fly 110 ft. (average); woodland stride

Woodland Stride (Ex) Sussamarra can move through undergrowth at normal speed without taking damage or suffering any impairment. Undergrowth magically enchanted to impede movement still affects her.

ACP 0; Fly +16

AC 16, touch 16, flat-footed 11; **CMD** 23; Dodge; **Miss Chance** 20% if moved, 50% if double move or withdraw; Lightning Stance, Wind Stance

(+1 size, +4 Dex, +1 dodge)

Fort +6, **Ref** +13, **Will** +10

hp 66 (15 HD)

Space 5 ft.; **Base Atk** +11; **CMB** +8

Melee 2 talons +10 (1d4-2)

Atk Options laughing touch (9/day)

Special Actions captivating song (DC 23)

Captivating Song (Su) Sussamarra's song has the power to infect the minds of those that hear it, calling them to her side. When she sings, all creatures aside from other harpies within a 300-foot spread must succeed on a DC 23 Will saving throw or become captivated. A creature that successfully saves is not subject to Sussamarra's song for 24 hours. A victim under the effects of the captivating song moves toward Sussamarra using the most direct means

available. If the path leads them into a dangerous area such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of Sussamarra simply stands and offers no resistance to her attacks. This effect continues for as long as she sings and for 1 round thereafter. This is a sonic mind-affecting charm effect. The save DC is Charisma-based.

Sorcerer Spells Known (CL 8th; concentration +15; bloodline arcana)

4th (4/day)—*confusion* (DC 24)

3rd (7/day)—*deep slumber* (DC 23), *haste*, *slow* (DC 20)

2nd (8/day)—*eagle's splendour*, *hideous laughter* (DC 22), *mirror image*, *touch of idiocy* (DC 22)

1st (8/day)—*disguise self* (DC 17), *entangle* (DC 18), *expeditious retreat*, *protection from good*, *reduce person* (DC 18), *shield*

0—*dancing lights*, *detect magic*, *detect poison*, *ghost sound*, *light*, *mending*, *message*, *prestidigitation*

Combat Gear *potion of remove blindness*, *wand of scorching ray* (14 charges)

Abilities Str 6, Dex 19, Con 10, Int 9, Wis 14, Cha 23

SQ woodland stride

Feats Dodge, Great Fortitude, Greater Spell Focus (enchantment), Improved Initiative, Lightning Reflexes^B, Lightning Stance, Spell Focus (enchantment), Spell Focus (transmutation), Wind Stance

Skills as above plus Bluff +17, Perform (sing) +17

Languages Common

Gear as above plus an elaborate open-air coach worth 4,000 gp

Vercherix, and they form a talented trio who spontaneously burst into song; perceptive observers may note a single knowing look passing between her and Canerous.

Sussamarra takes indolent rides through the woods in a luxurious coach drawn by krenshar when the Baron is lost in his tedious rages. The coach once belonged to a wealthy countess captured by the Order and thrice ransomed before being released, and passed to Sussamarra as an expensive gift from her paramour. Those encountering the coach are drawn in by the delightful song emanating from within, never to return.

Sussamarra is constantly preening, fussing with her hair and feathers. This fastidiousness does not extend to her room within the manor, which is a morass of human remains, soft debris piled into a makeshift nest and a heap of worthless, colourful baubles that have captured her attention.

Distinguishing Features:

Sussamarra is barely four feet tall and appears as a mixture of waifish fey and swift hummingbird. She is incredibly fast, a boon from her quickling father, moving in a blur across the skies. She has long brown hair, speckled brown-and white feathers and grey eyes like honed steel.

ADVENTURE SEEDS

Finally Sussamarra's duplicity is revealed and Baron Raundrev seeks his bloody revenge. Sussamarra flees pursued by Baron Raundrev riding Chasm and Canerous and Vercherix who argue incessantly between themselves as to whether they should kill her or aid her escape. All these folk arrive in the PCs' camp shortly after one another. Sussamarra begs the PCs for aid, while Baron Raundrev seeks to kill her. When the ettin arrives things get truly confusing as he tries to interpose himself between the warring lovers while still arguing with himself about what he should do.

COMBAT & TACTICS

Before Combat Sussamarra casts *eagle's splendour*, *haste*, *mirror image*, *protection from good* and *shield*.

During Combat Sussamarra casts *confusion* on her enemies in the first round of combat, followed by *deep slumber* or *slow* on any creatures that remain unaffected. She targets lumbering melee types with *hideous laughter* and spellcasters with *touch of idiocy*. She constantly moves during combat taking advantage of Wind Stance to avoid missile attacks.

Morale Sussamarra has little stomach for fighting and flees if reduced to less than 30 hp, using her Lightning Stance and her speed to evade pursuit.

WOODLAND JAUNT (EL 10; XP 9,600)

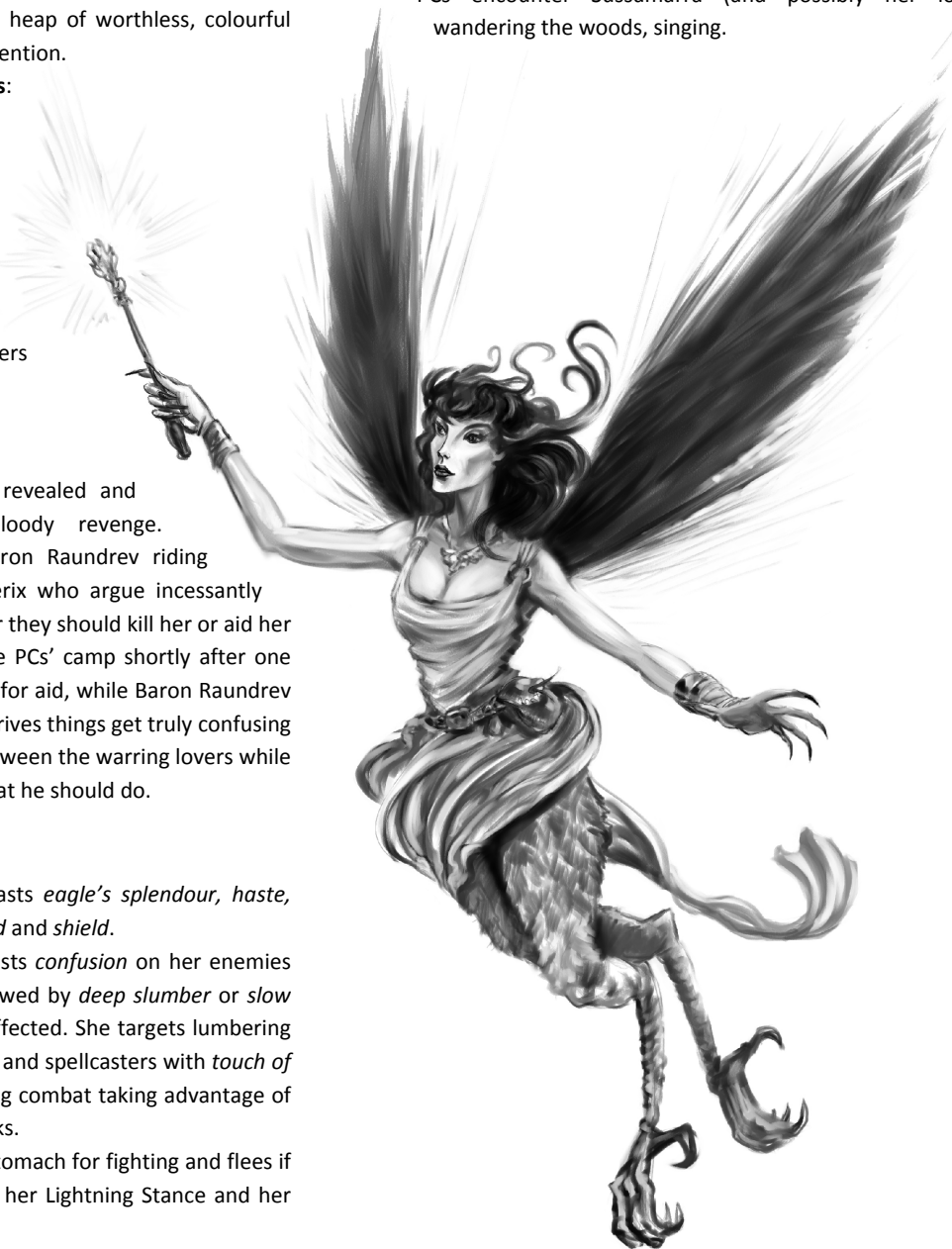
Opponents Sussamarra, Krenshar Steeds (4)

EL 9 (6,400 XP) Remove krenshar Steeds; **EL 11 (12,800 XP)** Add Canerous and Vercherix; remove the Krenshar Steeds

Morale Sussamarra flees if reduced to half her hit points. If Canerous and Vercherix are present, the harpy and the ettin fight to the death to protect the other.

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

Sussamarra enjoys her tranquil trips into the woods in her open-topped carriage drawn by four krenshar. Occasionally Canerous joins her for a secret rendezvous. If no krenshar are present, the PCs encounter Sussamarra (and possibly her lover) wandering the woods, singing.



PERSONA: VARISTHU

Steeped in knowledge of the *scabrous grail* and of noble lineages Varisthu serves as an enigmatic spiritual advisor to Baron Raundrev while concealing its true, sinister nature

Background: Varisthu arose in the chaotic, climatic moments following the struggle between an ancient gnomish hero and the jabberwock whose clotted blood adorns the *scabrous grail*. The gasping, severed head of the vanquished beast lived for nearly an hour after separation from its serpentine body and when its soul finally departed to the Abyss, it reformed, after roiling in the ocean of damned souls for ten thousand years, as the vagouille Varisthu.

Varisthu does not remember its origins, and only received vague visions linking its destiny to the *scabrous grail* once a foolish mortal called it to the Material Plane. It now toils unceasingly for clues to the *grail's* whereabouts. When Varisthu discovered the Knights of the Rampant Horror and their quest for the relic, it set out to ally itself with the spriggans and claim the item for itself. If Varisthu and the *scabrous grail* are ever reunited, Varisthu's blighted soul and the still-living blood containing the jabberwock's corporeal essence merge, reincarnating the legendary beast and unleashing an epoch of terror and ruin across the world.

Personality: Varisthu is a contemplative fiend, troubled by

the visions it received since returning the Material Plane. The images are disturbingly close to mortal dreams – nightmares the vargouille had not experienced since its “birth”. Varisthu broods on this weakness, unsure of the cause and frightened by the implications. Stressed by its waking dreams, Varisthu occasionally falls into uncontrollable paroxysms of shrieking. Varisthu returns to the Howling Monastery whenever the compulsion to shriek threatens to overwhelm his control. Its spawn have inherited this curse, and the dark, echoing caverns project their wails for miles around.

When dealing with the Order, Varisthu assumes the persona of a confident, wise holy man. It dispenses spiritual advice, reinforcing the spriggan's determination to recover the object of its obsession – the *scabrous grail*.

Varisthu is a sociopathic, and has no qualms using lies and murder to achieve its dark ends. Varisthu is cunning rather than brilliant, and its lies are impulsive, rather than extensively considered – a flaw the PCs can use to unravel his web of deceit.

Mannerisms: Varisthu speaks in a rasping, sibilant whisper, which slowly builds in volume as a conversation progresses. If the parley continues too long, it cannot hold back his screaming and unleashes a devastating shriek.

Varisthu's plague zombie body remains immobile while it

VARISTHU

CR 9 (XP 6,400)

Burning scarlet eyes shine from under this robed friar's voluminous hood. A susurrus of rasping whispers leak from the hood, slowly and imperceptibly rising in volume.

Male advanced vargouille oracle (bones) 6

NE Small outsider (evil, extraplanar)

Init +4; **Senses** darkvision 60 ft.; Perception +15, Sense Motive +3

Speed fly 30 ft. (good)

ACP 0; Fly +22, Stealth +14

AC 24, touch 15, flat-footed 20; **CMD** 21

(+1 size, +4 Dex, +4 armour [*armour of bones*], +5 natural)

Immune sicken

Fort +9 (+13 vs. disease), **Ref** +9, **Will** +9

hp 85 (96 with *false life*) (9 HD)

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

Melee bite +11 (1d4+1 plus poison [DC 15 Fortitude {1 save}; frequency once; damage caused by bite can only be healed with magic [DC 20 caster level check succeeds]])

Atk Options kiss

Kiss (Su) With a melee touch attack (that provokes attacks of opportunity), Varisthu kisses a helpless target (DC 19 Fortitude save or begin transforming into a vargouille). Over 1d6 hours all the victim's hair falls out. 1d6 hours later, its ears grow leathery wings, tentacles sprout on its chin and scalp and its teeth become long fangs. During the next 1d6 hours, the victim suffers 1 Intelligence and 1 Charisma drain

per hour (minimum of 3). The victim's head breaks free from its body 1d6 hours later, completing the transformation. Sunlight or a 3rd-level or higher light spell pauses the transformation but stopping it requires *remove disease*. This is a disease effect.

Special Actions Command Undead (7/day; DC 17), shriek

Shriek (Su) Those within 60 ft. (except other vargouilles) who hear Varisthu's shriek and who can see him are paralysed for 2d4 rounds (17 Fortitude save negates), or until he attacks them, goes out of range or leaves their sight. A creature resisting the shriek cannot be affected by Varisthu's shriek for 24 hours.

Oracle Spells Known (CL 6th; concentration +10)

3rd (4/day)—*animate dead*^M, *contagion* (DC 18)

2nd (6/day)—*augury*, *false life*^M, *hold person* (DC 16)

1st (7/day)—*cause fear*^M (DC 16), *comprehend languages*, *inflict light wounds* (DC 16), *protection from good*

0 (at will)—*bleed* (DC 15), *detect magic*, *guidance*, *read magic*, *resistance*, *spark*, *virtue*

Abilities Str 12, Dex 19, Con 19, Int 13, Wis 16, Cha 18

SQ oracle's curse (wasting), revelations (*armour of bones* [6 hours], undead servitude)

Feats Ability Focus (shriek), Command Undead^B, Deceitful, Eschew Materials, Spell Focus (necromancy), Weapon Finesse

Skills as above plus Bluff +14, Disguise +14, Intimidate +17, Knowledge (nobility) +10

Languages Common, Infernal

talks, and often the friar's head appears at an unnatural angle to the rest of the body. Despite Varisthu's careful control over the body, the plague zombie lurches slowly, and occasionally instinctively reaches out violently if living creatures press too close, seeking to kill. Varisthu quickly stifles these outbursts, but not before the animated body twitches alarmingly.

Distinguishing Features: Varisthu conceals its true nature beneath a plain hooded friar's smock. Its true form is that of a winged reptilian head covered in writhing tentacles. Varisthu's cracked skin weeps sickeningly and its flesh is sloughed away in places, revealing the bleached skull underneath. Its eyes are fiery red, and nearby creatures feel a palpable heat emanating from them. The vargouille's shriek is a multi-toned wail, mirroring the burble of its jabberwock predecessor.

VARGOUILLE FRIAR

CR 3 (XP 800)

The low rasping mutterings of this large humanoid figure, robed as a monastic friar, escalates to a cacophonous shriek.

Advanced vargouille

NE Small outsider (evil, extraplanar)

Init +3; **Senses** darkvision 60 ft.; Perception +9

Speed fly 30 ft. (good)

ACP 0; Fly +15, Stealth +16

AC 19, touch 14, flat-footed 16; **CMD** 17

(+1 size, +3 Dex, +5 natural)

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

hp 25 (3 HD)

Space 5 ft.; **Base Atk** +3; **CMB** +4

Melee bite +7 (1d4+3 plus poison [DC 14 Fortitude {1 save}; frequency once; damage caused by bite can only be healed with magic [DC 20 caster level check succeeds]])

Atk Options kiss

Kiss (Su) With a melee touch attack (that provokes attacks of opportunity), the vargouille kisses a helpless target (DC 18 Fortitude save or begin transforming into a vargouille). Over 1d6 hours all the victim's hair falls out. 1d6 hours later, its ears grow leathery wings, tentacles sprout on its chin and scalp and its teeth become long fangs. During the next 1d6 hours, the victim suffers 1 Intelligence and 1 Charisma drain per hour (minimum of 3). The victim's head breaks free from its body 1d6 hours later, completing the transformation. Sunlight or a 3rd-level or higher light spell pauses the transformation but stopping it requires *remove disease*. This is a disease effect.

Special Actions shriek

Shriek (Su) Those within 60 ft. (except other vargouilles) who hear the shriek and can see the vargouille must make a DC 14 Fortitude save or be paralysed for 2d4 rounds, or until the vargouille attacks them, goes out of range or leaves their sight. A creature that makes the saving throw cannot be affected by the same vargouille's shriek for 24 hours.

Abilities Str 14, Dex 17, Con 17, Int 9, Wis 16, Cha 12

Feats Skill Focus (Stealth), Weapon Finesse

Skills as above plus Disguise +7, Intimidate +6, Linguistics +0

Languages Gnome, Infernal

COMBAT & TACTICS

Before Combat: Varisthu casts *false life*, *protection from good* and activates *armour of bones* if it expects combat.

During Combat: Varisthu uses shriek to paralyse groups of enemies while its plague zombie lurches forward. It casts *hold person* on mobile enemies, before using its kiss. If enemies are unaffected, Varisthu casts *contagion* to inflict blinding sickness. It casts *animate dead* on a slain enemy, ordering the newly created zombie to attack its former comrades.

Morale: Varisthu flees if reduced to less than 25 hp. However, if the opportunity to secure the *scabrous grail* presents itself, Varisthu fights to the death to recover the relic.

VARGOUILLE FRIAR

Three victims of Varisthu's kiss lurk in the adjacent cave system of the Howling Monastery, serving as the spriggans' unholy spiritual advisers and preying on the Order's victims.

The fiends perch atop decapitated, animated corpses, wearing voluminous, sackcloth robes. Varisthu, using Command Undead, cedes control of the plague zombies to their vargouille riders. The friars rasping, pained voices disturb the spriggans who leave them alone except in times of great need.

DECAPITATED PLAGUE ZOMBIE

CR 2 (XP 600)

Spriggan plague zombie

NE Large undead

Init +2; **Senses** blind, deaf; Perception +0

Speed 30 ft.

AC 14, touch 11, flat-footed 12; **CMD** 22

(+2 Dex, -1 size, +3 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +1, **Ref** +3, **Will** +4

hp 27 (5 HD); death burst

Death Burst (Ex) When a plague zombie is destroyed, it explodes in a burst of decay exposing adjacent creatures to zombie rot (DC 12 Fortitude {2 consecutive saves}; onset 1d4 days; frequency 1/day; effect 1d2 Con [damage cannot be healed while infected]; slain target rises as a plague zombie in 2d6 hours).

Space 5 ft.; **Base Atk** +3; **CMB** +10

Melee slam +8 (1d8+9 plus zombie rot [DC 12 Fortitude {2 consecutive saves}; onset 1d4 days; frequency 1/day; effect 1d2 Con [damage cannot be healed while infected]; if target dies it rises as a plague zombie in 2d6 hours])

Abilities Str 23, Dex 15, Con -, Int -, Wis 10, Cha 10

SQ headless, staggered

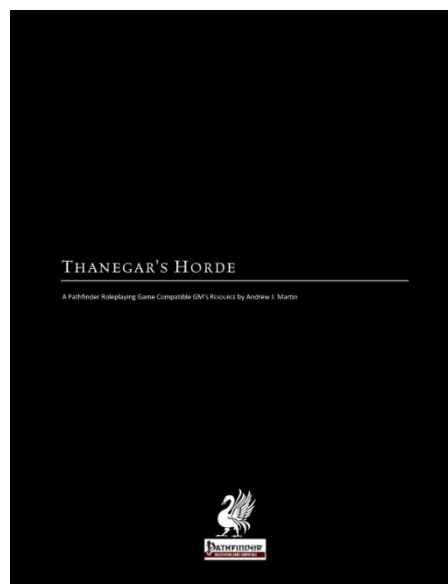
Feats Toughness^B

Headless The zombie is blind and deaf. An attached vargouille commands it with its tentacles.

Rather incongruously named, Thanegar's Horde by their embittered and crippled half-orc warlord these goblin marauders plague country villages and wandering travellers alike. Held together by the will of their broken lord, the horde comprises the disparate remnants of several goblin tribes along with bugbear and human renegades. Claiming the ruined fortress of Shatterspear Hold, Thanegar unleashes his minions into the surrounding countryside to vent his hatred and anger upon the world while he broods upon his shattered dreams of blood, conquest and glory. Although he has all but abandoned his ambitions of empire, the threat his sizable force of organized goblins represents to the surrounding folk cannot long be ignored.

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