

# CENTAURS OF THE BLEAK MOOR

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A Pathfinder Roleplaying Game Compatible TRIBES supplement by Creighton Broadhurst





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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.



## CREDITS

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## BONUS MATERIAL

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## ERRATA

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We think *Centaurs of the Bleak Moor* is error free. However, we are realists. So we shall post errata three months after first release. We won't correct typos, but we will correct any game mechanic or balance issues that come to light.

## CONTACT US

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## ABOUT THE DESIGNER

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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.

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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..."*

## ALTERNATE CLASS FEATURES

**Druid:** Bleak Moor druid

**Ranger:** Moorland ranger

## STAT BLOCKS BY CR

CR	PAGE
3 Cloven Horn Warrior (centaur)	16
5 Cloven Horn Berserk (centaur barbarian 2)	16
5 Cloven Horn Druid (centaur druid 2)	17
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7 Cloven Horn Savage Berserk (centaur barbarian 4)	18
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7 Cloven Horn Veteran Warrior (centaur ranger 4)	19
11 Corafel Ferareen (centaur barbarian 4/ranger 3)	20
11 Solavel Vernyn (centaur druid 7)	21

## 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

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

## 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

## READING STAT BLOCKS

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*Centaurs of the Bleak Moor* 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 <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 barred 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.

## 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

*Centaurs 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, Iaaha, 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

Centaurs 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

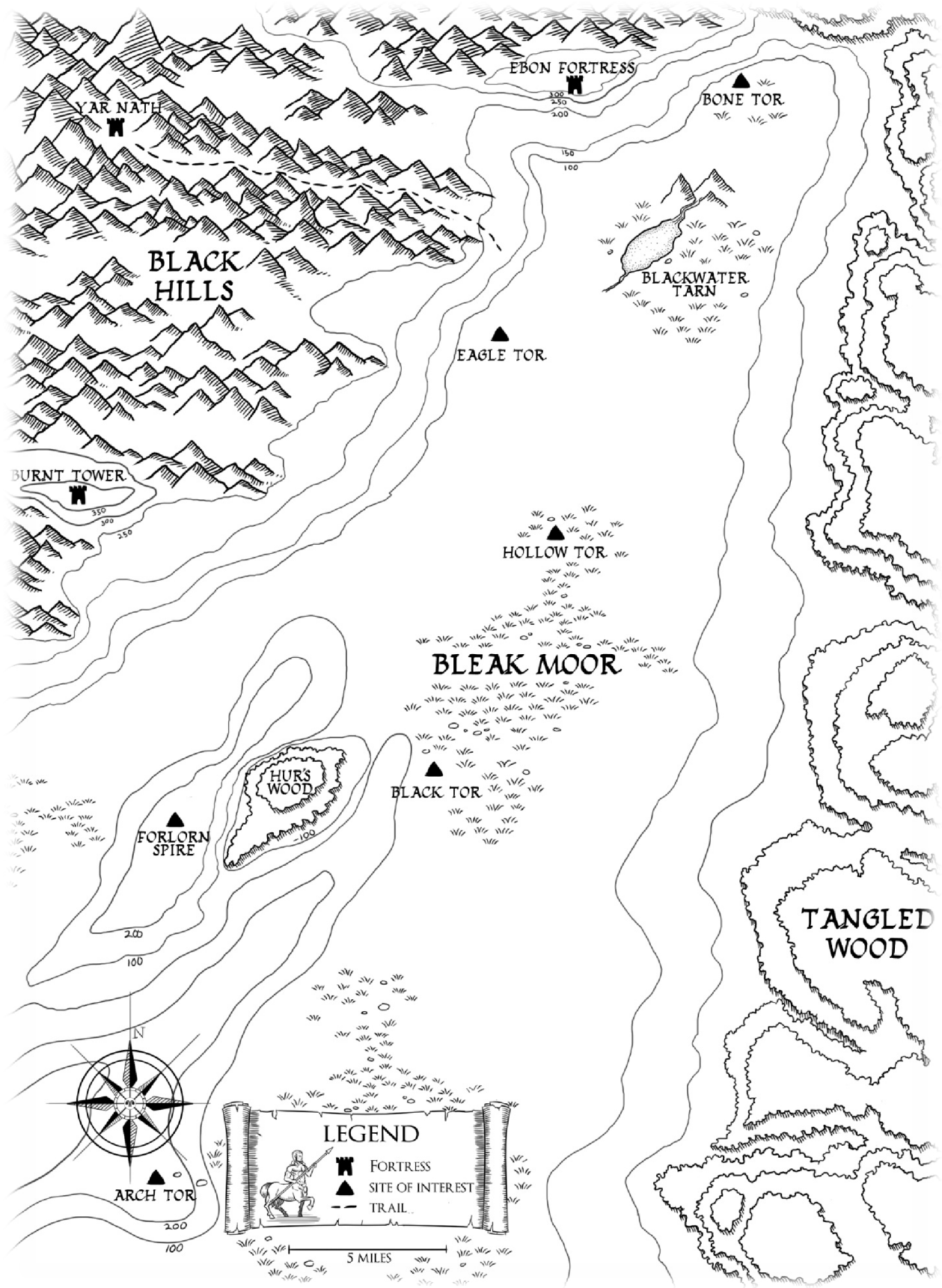
Low-lying stretches of deep, waterlogged peat bogs dot the moors. Here grow bog asphodel, bog pondweed, bog pimpernel, cotton grass, marsh violet and marsh lousewort. All flower in summer making these areas easy to avoid, but during the rest of the year mires are harder to spot. Dragonfly and damselflies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

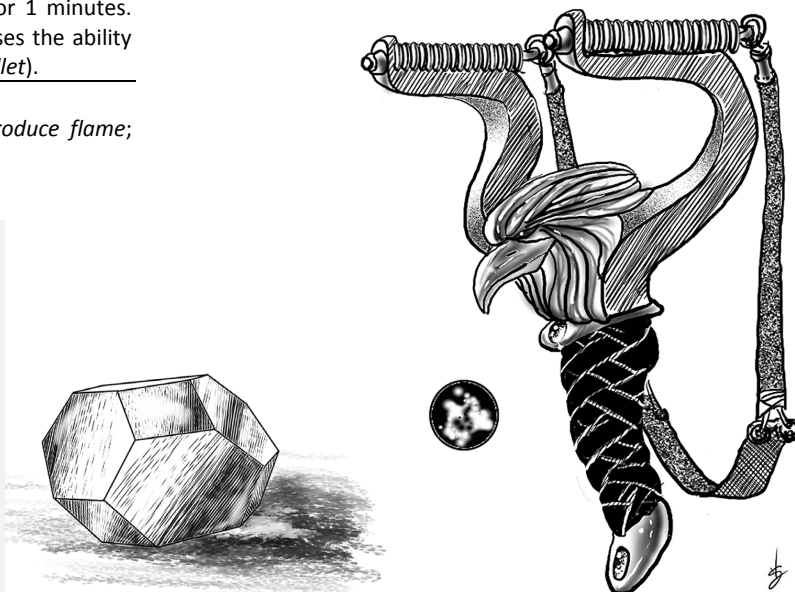
**Lore** (DC 15 Heal) A natural poison of some kind covers this sling bullet.

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

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)

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)

**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)

**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

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

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

**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.

**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)

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)

**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)

**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*

**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

**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)

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**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)

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**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*

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**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

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**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

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**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)

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**Space** 10 ft.; **Base Atk** +3; **CMB** +9  
**Melee** 2 claws +7 (1d3+5) and bite +7 (1d6+5)

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**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)

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**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)

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**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

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**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.

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

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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*, *stabilise*

**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

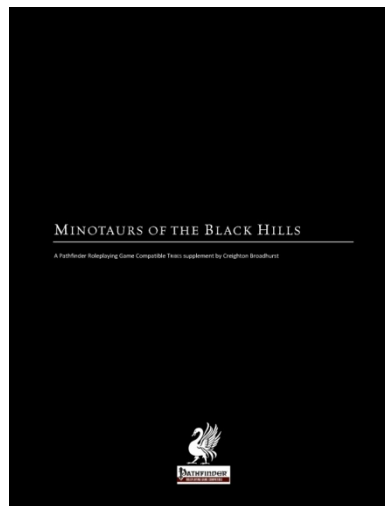


## MINOTAURS OF THE BLACK HILLS

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* contains new feats, class features, spells and magic items used by the tribe as well as stat blocks depicting many members of the Scarlet Axe and recommended encounter groups. *Minotaurs of the Black Hills* also presents details of the Yith – an all but extinct ancient race of bat-like humanoids that still skulk in the Black Hills.

Coming May 2011



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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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