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GM'S MISCELLANY:
TRIBES MOST FOUL



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GM'S MISCELLANY: TRIBES MOST FOUL

Bored of pitting your PCs against boring, one-dimensional kobolds, orcs and goblins? Want to provide your monstrous minions with style and flair in appearance, mannerisms and battlefield tactic? Then, Tribes Most Foul is for you.

Each supplement presents three tribes in rich, flavoursome detail and includes notes on the tribe's society, practises, ecology, lair, battle tactics and notable tribal personalities as well as sample stat blocks.

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TRIBES BY TERRAIN

Any Crew of the Fallow Harvest, Masters of the Cauldron, The Cauterised Host, The Tainted Stain
Coastline Orcs of the Shattered Shield
Desert Brightlander Kobolds, The Regnant Void, Union of Seven
Hills Fleshwearers, Goblins of the Gouged Eyes
Ice & Snow Howls From The Desolation

Jungle Orcs of the Silver Backs
Mountains Scions of the Grinning Skull, The Ghostbears
Moorland Gaolers of Bleakmoor
Swamp Blackwing Lizardfolk, The Kukulcan
Urban Kobolds of the Diabolical Trap Guild
Woodland Bigibila Djanjarra, Goblins of the Black Fur, Goblins of the Cloven Skull, Green Mother's Scales, Orcs of the Bear's Hide, Silent Eclipse, The Mottled Lurkers

TRIBES BY RACE

Bugbears The Ghostbears
Goblins Goblins of the Black Fur, Goblins of the Cloven Skull, Goblins of the Gouged Eyes
Hobgoblins The Tainted Strain, Silent Eclipse, Union of the Seven
Kobolds Brightlander Kobolds, Green Mother's Scales, Kobolds of the Diabolical Trap Guild
Lizardfolk Blackwing Lizardfolk, The Kukulcan
Ogres Masters of the Cauldron, The Cauterised Host, The Mottled Lurkers
Orcs Orcs of the Shattered Shield, Orcs of the Silver Backs, Orcs of the Bear's Hide
Trolls Bigibila Djanjarra, Crew of the Fallow Harvest, Fleshwearers
Undead Scions of the Grinning Skull
Worgs Howls From The Desolation, Gaolers of Bleakmoor, The Regnant Void

TRIBES BY DESIGNER

Creighton Broadhurst Blackwing Lizardfolk, Goblins of the Black Fur, Goblins of the Cloven Skull, Goblins of the Gouged Eyes, Scions of the Grinning Skull
Alex Connell The Ghostbears, The Kukulcan
Ben Kent Orcs of the Shattered Shield, Orcs of the Silver Backs, Orcs of the Bear's Hide
David Posener Bigibila Djanjarra, Crew of the Fallow Harvest, Fleshwearers, Gaolers of Bleakmoor, Howls From The Desolation, Masters of the Cauldron, Silent Eclipse, The Cauterised Host, The Mottled Lurkers The Regnant Void, The Tainted Strain, Union of the Seven
Mike Welham Brightlander Kobolds, Green Mother's Scales, Kobolds of the Diabolical Trap Guild



STAT BLOCKS BY CR

CR			PAGE
3	Elite Ghostbear Warrior	CE bugbear warrior 2	49
3	Fars	NE female goblin rogue (poisoner) 3/fighter (archer) 1	23
3	Anu Uruk	CE female ghoul cleric 2	41
3	Meela	LE female kobold rogue (chameleon) 4	31
4	Feril	NE male goblin fighter (weapon master) 5	23
4	Grort	NE male goblin fighter (mobile fighter) 5	21
4	Jeral	NE female fiendish goblin ranger (skirmisher) 5	25
4	Fih	NE female lizardfolk ranger 3	13
4	Maurg	NE male orc barbarian 2/fighter 2/rogue 1	37
5	Groot	N advanced owlbear	35
5	Spawn of Irfelraul	NE advanced half-black dragon crocodile	13
6	Kaxal	LE female kobolds rogue (sniper) 7	27
6	Lareen	LE female half-dragon kobold sorcerer (draconic [green]) 5	27
6	Pluris	NE male awakened dire ape ranger 2/barbarian 1	39
6	Ithyr	CE male bugbear ranger 2/rogue 2	49
6	Sargon	LE advanced wight fighter (weapon master) 2	41
6	Thalgas	CE male orc barbarian 7	35
7	Patrx	NE male fiendish goblin druid (cave druid) 7	25
7	Pelagar	LE male young hobgoblin sorcerer (infernal) 9	57
8	Konasa	NE femal changeling worg cleric 8	55
8	Krathis	LE male kobold rogue (charlatan) 9	31
8	Tal-Wail	LE female advanced hobgoblin monk (qinggong monk) 8	59
8	Illyria	LE medusa sorcerer (serpentine) 2	51
9	Amare Kutha	LE female greater barghest rogue (thug) 2/fighter 1	21
9	Drona Vhual	CE female venerable troll cleric 7	19
9	Ratterburn	CE male variant troll ninja 4	17
10	Hrithis	N half-blue dragon behir	15
10	Silhoutte-Over-Moon	LE female shadow giant owl wizard (illusionist [shadow]) 7	43
11	Galehdra	NE female advanced old winter wolf witch (bonded witch, winter witch) 9	29
11	Nezzit	LE female half-dragon kobold ranger (skirmisher) 11	15
11	Volan	CE male ogre fighter (phalanx soldier) 5/barbarian (drunken brute, invulnerability rager) 3	45
12	Itinadyana	CE female giant troll natural were-dire echidna ranger (wild stalker) 5	11
13	Cannilom	CE male advanced old ogre barbarian (true primitive) 10	53
13	The Great Gourmond	CE male old ogre witch 13	33
19	Cossaylor, Warden of Bleakmoor	CE male advanced worg lich antipaladin 14	47

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TRIBAL NAME GENERATOR

It's a standard part of countless fantasy adventure. A brave band of heroes – our intrepid PCs – venture forth into the wilderness or the dungeon in search of foes to slaughter, treasure to retrieve and rights to wrong. Often they encounter ferocious bands of humanoid – kobolds, goblins, hobgoblins, gnolls and orcs – that stand between them and victory. As they grow in power, they face and crush bugbears, gnolls, trolls and even giants!

Sadly, in many adventures and campaigns these opponents are often little more than a two-dimensional foe that feature in the campaign for only a few moment; their sole purpose to die horrible, unremembered deaths. Of course, a busy GM doesn't have time to put crazy amounts of time into designing the tribe from which the orcs (or whatever) hail. But, even spending a few minutes thinking about the tribe and naming it can add depth and verisimilitude to a campaign. If instead of facing bland orcs of the no-name tribe, the PCs battle the Orcs of the Severed Heads – the orcs immediately have a place in the campaign world. The Orcs of the Severed Head is an evocative name that conjures an image of the orcs in question. Perhaps their shields are daubed with images of severed heads or they decapitate their enemies and take their heads as trophies. Whatever the reason behind their name, it adds depth to the campaign and improves the game experience of all participants.

DESIGNING TRIBAL NAMES

Find herein a system for randomly determining tribal names for use with the Pathfinder Roleplaying Game (or indeed any other fantasy roleplaying game). Using these tables, a GM can easily and quickly generate flavoursome tribal names for almost any group of humanoids. In fact, the tables can also work for orders of knighthood, cults, adventuring bands and so forth. However, the names generated are of an evil, twisted aspect and so probably wouldn't work for good-aligned groups. For example, The Knighthood of the Jagged Club probably doesn't count many paladins among its ranks!

STEP 1: DESCRIPTOR

Determine the descriptor to use in the tribe's name by rolling on the table below.

D%	DESCRIPTOR
1	All-conquering
2	Awesome
3	Bandits
4	Battered
5	Black
6	Bleached
7	Bloodied

8	Bloodthirsty
9	Bloody
10	Blue
11	Broken
12	Burnt
13	Corrupt
14	Crimson
15	Crushed
16	Dark
17	Degenerate
18	Demonic
19	Devilish
20	Diabolical
21	Dismal
22	Dread
23	Ebon
24	Eviscerated
25	Feared
26	Fearless
27	Fearsome
28	Ferocious
29	Fiendish
30	Fighters
31	Foul
32	Frightful
33	Gang
34	Gashed
35	Golden
36	Gruesome
37	Guardians
38	Hateful
39	Horde
40	Horrifying
41	Indomitable
42	Invincible
43	Invulnerable
44	Jagged
45	Legendary
46	Legion
47	Lethal
48	Malodorous
49	Merciless
50	Mighty
51	Mob
52	Mottled
53	Mutilated
54	Nefarious
55	Noisome
56	Ochre
57	Orange
58	Pierced
59	Poisoned
60	Profane
61	Purple

62	Red
63	Righteous
64	Rotting
65	Ruined
66	Scarlet
67	Severed
68	Shadowed
69	Shadowy
70	Slaves
71	Smashed
72	Soldiers
73	Spattered
74	Spiked
75	Spilled
76	Splayed
77	Splintered
78	Stinky
79	Sundered
80	Tireless
81	Tough
82	Ugly
83	Undefeatable
84	Unholy
85	Unspeakable
86	Victorious
87	Vile
88	Villainous
89	Virile
90	Volatile
91	Vulgar
92	Warriors
93	Whipped
94	Wicked
95	Wild
96	Woeful
97	Worthy
98	Wretched
99	Yellow
100	Zealous

STEP 2: CHARACTERISTIC

Determine for which characteristic the tribe is named, by rolling on the table below. Once you've determined which kind of characteristic to use, roll the relevant table.

D20	NAMED FOR	TABLE
01-09	Body part	B
10-13	Geographical	C
14-18	Weapon/Armour	D
19-20	Animal/Monster	E

TABLE B: BODY PART

D%	BODY PART
01-02	Arm
03-04	Blood
05-06	Bloodied tusk
07-08	Bone
09-10	Broken bones
11-12	Claws
13-14	Cloven skull
15-16	Ear
17-18	Eye
19-20	Face
21-22	Fangs
23-24	Fingers
25-26	Fist
27-28	Foot
29-30	Forehead
31-32	Gouged eye
33-34	Groin
35-36	Guts
37-38	Hair
39-40	Hand
41-42	Head
43-44	Heart
45-46	Hoof
47-48	Horns
49-50	Jaw
51-52	Knee
53-54	Leg
55-56	Mouth
57-58	Nails
59-60	Neck
61-62	Nose
63-64	Ribs
65-66	Severed head
67-68	Shattered teeth
69-70	Skull
71-72	Smashed skull
73-74	Snout
75-76	Spine
77-78	Spleen
79-80	Splintered bones
81-82	Stump
83-84	Tail
85-86	Talons
87-88	Tentacle
89-90	Throat
91-92	Thumbs
93-94	Tooth
95-96	Tusk
97-98	Wings
99-100	Wrist

TABLE C: GEOGRAPHICAL

D%	GEOGRAPHICAL
01-02	Atoll
03-04	Badland
05-06	Barrens
07-08	Bay
09-10	Beach
11-12	Canyon
13-14	Caverns
15-16	Caves
17-18	Chasm
19-20	City
21-22	Cliff tops
23-24	Cliffs
25-26	Crag
27-28	Crevasse
29-30	Dell
31-32	Delve
33-34	Depths
35-36	Desert
37-38	Escarpment
39-40	Fell
41-42	Forest
43-44	Glacier
45-46	Glen
47-48	Gorge
49-50	Grotto
51-52	Grove
53-54	Headland
55-56	Hills
57-58	Island
59-60	Lagoon
61-62	Lake
63-64	Loch
65-66	Mire
67-68	Moor
69-70	Mountains
71-72	Oasis
73-74	Pass
75-76	Ridge
77-78	River
79-80	Ruins
81-82	Steppes
83-84	Stream
85-86	Swamp
87-88	Tarn
89-90	Tor
91-92	Tundra
93-94	Uplands
95-96	Valley
97-98	Waterfall
99-100	Woods

TABLE D: WEAPON/ARMOUR

D%	WEAPONS/ARMOUR
01-02	Arrow
03-04	Axe
05-06	Barded spear
07-08	Bardiche
09-10	Blade
11-12	Bow
13-14	Breastplate
15-16	Club
17-18	Crossbow
19-20	Dagger
21-22	Double axe
23-24	Falcata
25-26	Falchion
27-28	Fire
29-30	Flail
31-32	Gauntlets
33-34	Halberd
35-36	Hammer
37-38	Helmets
39-40	Javelin
41-42	Kama
43-44	Khopesh
45-46	Knife
47-48	Lance
49-50	Mace
51-52	Mail
53-54	Morningstar
55-56	Noose
57-58	Pick
59-60	Pike
61-62	Pilum
63-64	Poison
65-66	Quarrel
67-68	Quarterstaff
69-70	Ranseur
71-72	Rapier
73-74	Scourge
75-76	Scythe
77-78	Shield
79-80	Sling
81-82	Spear
83-84	Spiked chain
85-86	Spiked club
87-88	Spiked shields
89-90	Standard
91-92	Sword
93-94	Tabard
95-96	Trident
97-98	Warhammer
99-100	Whip

TABLE E: ANIMALS/MONSTERS

D%	ANIMALS/MONSTERS
01-02	Bandits
03-04	Bats
05-06	Bears
07-08	Boars
09-10	Brigands
11-12	Bulls
13-14	Butchers
15-16	Cougars
17-18	Crows
19-20	Demons
21-22	Devils
23-24	Dogs
25-26	Dragons
27-28	Eagles
29-30	Elephants
31-32	Falcons
33-34	Ferrets
35-36	Fiends
37-38	Followers
39-40	Foxes
41-42	Giants
43-44	Hawks
45-46	Heirs
47-48	Hounds
49-50	Hunters
51-52	Imps
53-54	Jackals
55-56	Knights
57-58	Lions
59-60	Lynxes
61-62	Mercenaries
63-64	Outlaws
65-66	Owls
67-68	Predators
69-70	Ravens
71-72	Rodents
73-74	Rogues
75-76	Savages
77-78	Scions
79-80	Servants
81-82	Shadows
83-84	Sharks
85-86	Snakes
87-88	Stags
89-90	Tigers
91-92	Vipers
93-94	Vultures
95-96	Weasels
97-98	Wolves
99-100	Wyverns

SAMPLE TRIBE NAMES

D%	
01-02	All-Conquering Orcs of the Vile Spears
03-04	Black Gnolls of the Blood Hills
05-06	Bloody Guts Trolls
07-08	Broken Neck Trolls
09-10	Bugbears of the Frozen Fell
11-12	Burnt Ear Hobgoblins
13-14	Champions of Slaughter
15-16	Cloven Skull Trolls
17-18	Dark Flail Kobolds
19-20	Degenerate Trogodytes of the Ebon Caves
21-22	Dread Hammers
23-24	Ettins of the Bloody Blade
25-26	Ettins of the Foul Glen
27-28	Eye Gouger Goblins
29-30	Fearless Warriors of the Scarlet Spear
31-32	Fearsome Bersersk of the Shattered Teeth
33-34	Fiendish Fighters Of Mor Borad
35-36	Frightful Orcs of the Ochre Hand
37-38	Giants of the Jagged Mountains
39-40	Giants of the Spiked Club
41-42	Gnolls of the Devil's Blade
43-44	Goblins of the Scarlet Nails
45-46	Goblins of the Spilled Guts
47-48	Gouged Eye Bugbears
49-50	Hateful Bugbears of the Wild Hounds
51-52	Hateful Orc
53-54	Heirs of the Shadow Mire
55-56	Hobgoblins of the Invincible Axe
57-58	Horde of the Black Fell
59-60	Horde of the Fiendish Bulls
61-62	Invincible Followers of the Purple Knife
63-64	Invincible Warriors of the Notched Blade
65-66	Jagged Fang Gnolls
67-68	Kobolds of the Mottled Scales
69-70	Kobolds of the Rotting Face
71-72	Legion of the Bloodied Standard
73-74	Orcs of the Burnt Hills
75-76	Orcs of the Dismal Forest
77-78	Orcs of the Shadowed Hills
79-80	Outlaws of the Pierced Eyes
81-82	Outlaws of the Rotting Lake
83-84	Severed Ear Gnolls
85-86	Shattered Skull Trolls
87-88	Slaves of the Black City
89-90	Splintered Skull Gnolls
91-92	Sundered Shield Orcs
93-94	The Foul Axe
95-96	The Vile Butchers
97-98	Tireless Fighters of the Bloodied Banner
99-100	Warriors of the Dread Crag

STEP 3: PUTTING IT ALL TOGETHER

Once you've generated a descriptor and characteristic, you need to put it all together. Of course, sometimes these tables generate unworkable or ridiculous results; simply ignore them and reroll until you get a result you like.

Use the name as a starting point to flesh out a little more about the tribe. You don't need to go crazy – likely the PCs will not encounter the tribe again after the adventure

in question. Knowing a little bit more about them, though, builds verisimilitude. Small details such as what heraldic device the warriors bear on their shields and any distinctive decorations (be it tattoos, crude jewellery and so on) brings the tribe to life. Often such details will be linked to the tribe's name.

Also, having a few pieces of trivia ready the PCs can learn with successful Knowledge checks rewards attentive play and builds yet more details of your world. Information such as where the tribe lairs, who leads them, their notable (or infamous) exploits, tribal rituals and so on are all worth a few minutes thought (or some quick improvisation).



TRIBES MOST FOUL

BIGIBILA DJRANJARRA

The people of the hushed sunburnt forest tell of silent, spined monsters that slip between the pale trees and carry off travellers into the night during the hot, wet season of gorray'murrai. The Bigibila Djanjarra are bestial shapechangers that take the forms of fearsome opalescent giants and the zaglossus, the goliath echidnas which feed on the flesh of men and animals alike.

SOCIETY & ORGANISATION

The Bigibila Djanjarra is a loose collection of troll lycanthropes which take the form of the zaglossus, a mammoth dire echidna the size of a bear. Unlike most lycanthropes, the Bigibila Djanjarra change shape based on their six seasons rather than the lunar cycle. During times of stress or during battle, a Bigibila Djanjarra reverts to its hybrid form regardless of the season.

The tribe is without a formal hierarchical structure, with the best hunting grounds determined by a troll's physical strength to repel challengers. While mostly solitary, the Djanjarra may form hunting parties to attack a large human camp during the summer months. The canniest of the trolls is usually selected as the war-leader, and these raids can involve simple feints and diversions to disrupt the defenders.

Rare trolls are blessed with druidic powers, and these are feared by their fellows as their frenzied rituals involve fire-sacrifice of weaker tribe members.

Appearance: The troll-form of the Bigibila Djanjarra is ten feet tall, wiry and lanky, with opalescent-blue, glass-smooth skin. These trolls do not wear clothes of any kind, which would interfere with their shapechanging, but many have collections of skull and bone fetishes tied with grasses about their bodies or pierced through their swiftly-healing flesh.

Their hybrid form is a hunched, solid wall of muscle, covered in long, hooked quills which bristle along its back, arms and legs. Their faces are elongated into a pointed snout from which a mucus-covered black tongue protrudes. The creatures' claws become hooked, sword-like talons which can tear through rock and bones alike.

TRIBAL ROSTER

The tribe comprises the following members:

- 46 troll natural were-dire echidna
- 7 young (young natural troll natural were-dire echidna)
- Andrenjal (CE male troll natural were-dire echidna druid 5)
- Wonggarra (CE male troll natural were-dire echidna rogue 3)
- Itinadyana (CE female troll natural were-echidna ranger [wild stalker] 5)

ECOLOGY & LAIR

During the cold seasons of tugarah tuli and tugarah gunya'marra, the Djanjarra take the full animal shape of the giant echidna to mate and feast on the abundant giant honey-ants living in their mountainous, towering mounds and underground labyrinths. The creatures' eggs hatch in the warming murrai'yunggoray season, and the Djanjarra take their hybrid forms to suckle their young and to travel to their preferred hunting grounds.

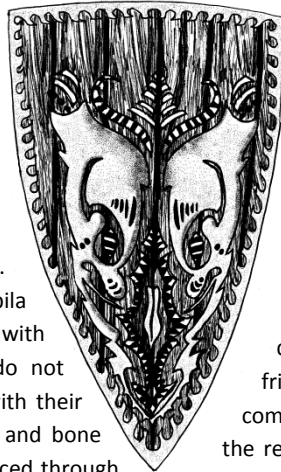
Gorray'murrai and gadalung marool, the hot-wet and hot-dry seasons respectively, are times for hunting meat, and the Bigibila Djanjarra take their troll forms during these seasons to stalk kangaroos, emus, diprotodons and manflesh.

Finally during bana'murra'yung the were-dire echidnas resume their hybrid forms and travel back to their mating grounds, gathering fruit and meat in equal parts.

The Djanjarra have driven out all other troll tribes from the region, including the poisonous were-platypus scraggs of the Gulungralai River. The Djanjarra are all natural lycanthropes.

COMBAT & TACTICS

The trolls of the Bigibila Djanjarra are simple hunters, relying on their size, speed and regeneration to overcome any prey, no matter the size. In their hybrid forms, they use their sticky, powerful tongues to ensnare their victims before drawing them into their clutches. They are also frightening scavengers, waiting for human hunters to complete a kill before driving them off. The human tribes of the region now practise fire-stick hunting – creating lines of fire to drive animals into ambushes and to dissuade the trolls from their thievery.



IN YOUR CAMPAIGN

In your campaign, the Bigibila Djanjarra can be used as nightmare monsters haunting the wild-lands outside civilisation. Reports of a Djanjarra attack panic the local population, and increase tensions until the creature is slain.

The tribe's druids could call for a major raid into a settlement to garner prisoners for their vile fire-sacrifices. Otherwise, the wisdom of the tribe's druids could be required by the PCs to learn about an even more dangerous enemy.

Note that if your campaign is rooted in an European or American mythos, replace the references to echidnas with porcupines or giant anteaters.

NOTABLE PERSONALITIES

The majority of the tribe are normal rank and file trolls. A few members are, however, exceptional:

- **Andrenjal (CE male troll natural were-dire echidna druid 5):** The most powerful of the tribe's druids, Andrenjal is the fastest to call for fire-sacrifice in the face of their ancestor's displeasure. Andrenjal's skin is a striking cobalt-blue and is usually daubed with swirling chalk and ochre patterns.
- **Itinadyana (CE giant female troll natural were-dire echidna ranger [wild stalker] 5):** Itinadyana is the tribe's most powerful warrior and hunter, and commands the wide hunting grounds which overlook the Julliwarra Trail. Her reputation is terrifying,

ITINADYANA (HYBRID FORM) CR 12 (XP 19,200)
Female giant troll natural were-dire echidna ranger (wild stalker) 5
CE Huge augmented humanoid (shapechanger)
Init +2 (+4 in forests); **Senses** darkvision 60 ft., low-light vision, scent; Perception +18, Sense Motive +1
Speed 30 ft.; **ACP** 0; **Stealth** -6 (-4 in forests)

AC 20, touch 10, flat-footed 20; **CMD** 34; uncanny dodge (+2 Dex, +10 natural, -2 size)
Fort +20, **Ref** +8, **Will** +7
hp 175 (11 HD); **regeneration** 5 (acid or fire); **DR** silver/10

Space 15 ft.; **Base Atk** +9; **CMB** +22 (+26 grapple)
Melee bite (Power Attack [-3/+6]) +18 (2d6+11 plus curse of lycanthropy [DC 15]) and 2 claws (Power Attack [-3/+6]) +18 (2d6+11) or
Melee Touch tongue (range 45 ft.) +18 (grab)
Atk Options Rending Claws (+1d6); grab, pull (tongue, 15 feet), rage (16 rds.), rend (1 claw, 2d6+15+1d6)
Atk Options tongue, quills
Tongue (Ex) Itinadyana's tongue is a primary attack with reach equal to three times her normal reach. Her tongue deals no damage, but can be used to grab. Itinadyana does not gain the grappled condition while grappling with her tongue.
Quills (Ex) Itinadyana's razor-sharp quills deal 1d8+11 damage to any creature striking her with its body or a handheld weapon. Creatures wielding melee weapons with reach are not subject to this damage.
Special Actions change shape (troll, hybrid, and dire echidna; *polymorph*)
Ranger Spells Prepared (CL 2nd; concentration +3)
1st—*longstrider*, *magic fang*

Abilities Str 32, Dex 14, Con 33, Int 6, Wis 13, Cha 2
SQ favoured terrain (forest [+2]), lycanthropic empathy (echidnas), rage power (superstition +2), strong senses (+3), track (+2), wild empathy
Feats Endurance^B, Improved Natural Attack (claws), Improved Rending Fury, Iron Will, Power Attack, Rending Claws, Rending Fury
Skills as above plus Diplomacy -4 (+0 vs. echidnas), Knowledge (geography) -2 (+0 in forests), Survival +14 (+16 tracking or in forests; +18 tracking in forests)

Languages Giant

and none dare to travel in groups of less than twenty warriors through her hunting grounds.

- **Wonggarra (CE male troll natural were-dire echidna rogue 3):** Wonggarra is an outcast from the Djanjarra and serves as an interpreter and tracker for the humans of Lodjiri. Wonggarra is sly and cunning, and parties he leads into the wilderness often find their way into his stomach once they are far from help.

TRIBAL LORE

Characters with ranks in Knowledge (local) may know something about the tribe. A successful check reveals all information gained by a lesser result:

DC 15: The Bigibila Djanjarra are monstrous creatures, part-troll and part giant echidna.

DC 20: The trolls are lycanthropes, and take their vicious hybrid forms during the temperate seasons.

DC 25: Itindyan is the greatest and most terrible of the Bigibila Djanjarra, an immense creature who can eat a dozen warriors in a single gulp.

ITINADYANA (TROLL FORM) CR 12 (XP 19,200)
This horrific beast is covered with a display of razor-sharp spines three feet long. The mountainous body of the creature must weigh a ton or more, and its head is shaped into a long cone.
Female giant troll natural were-dire echidna ranger (wild stalker) 5
CE Huge augmented humanoid (shapechanger)
Init +2 (+4 in forests); **Senses** darkvision 60 ft., low-light vision, scent; Perception +18, Sense Motive +1
Speed 30 ft.; **ACP** 0; **Stealth** -6 (-4 in forests)

AC 18, touch 10, flat-footed 18; **CMD** 33; uncanny dodge (+2 Dex, +8 natural, -2 size)
Fort +19, **Ref** +8, **Will** +7
hp 164 (11 HD); **regeneration** 5 (acid or fire); **DR** silver/10

Space 15 ft.; **Base Atk** +9; **CMB** +21
Melee bite (Power Attack [-3/+6]) +17 (2d6+10) and 2 claws (Power Attack [-3/+6]) +17 (2d6+10)
Atk Options Rending Claws (+1d6); rage (16 rds.), rend (1 claw, 2d6+15+1d6)
Special Actions change shape (troll, hybrid, and dire echidna; *polymorph*)
Ranger Spells Prepared (CL 2nd; concentration +3)
1st—*longstrider*, *magic fang*

Abilities Str 30, Dex 14, Con 31, Int 6, Wis 13, Cha 2
SQ favoured terrain (forest [+2]), lycanthropic empathy (echidnas), rage power (superstition [+2]), strong senses (+3), track (+2), wild empathy (+1)
Feats Endurance^B, Improved Natural Attack (claws), Improved Rending Fury, Iron Will, Power Attack, Rending Claws, Rending Fury
Skills as above plus Diplomacy -4 (+0 vs. echidnas), Knowledge (geography) -2 (+0 in forests), Survival +14 (+16 tracking or in forests; +18 tracking in forests)

Languages Giant

BLACKWING LIZARDFOLK

Dwelling deep in the noisome, sunken tunnels of the Bonemere, the Blackwing Lizardfolk live among the mouldering bones of their draconic lord Irfelraul (a male black dragon of great age) and his triumvirate of consorts. Remnants of the tribe survived their lord's fall at the hands of the Warriors of the Shining Path. With nowhere else to go – and surrounded by their lord's other numerous enemies – the tribe retreated to the deepest, most remote part of the lair to rebuild their strength. They were not alone, though. Several of Irfelraul's unnatural spawn also survived his fall.

SOCIETY & ORGANISATION

Corrupted by the fell influence of Irfelraul, the tribe came perilously close to extinction when their once-lord was thrown down. After years of living on the very edge of annihilation, their numbers have again begun to grow greater and they now range further from the Bonemere than they have in living memory.

The tribe is highly organised for lizardfolk – such is the necessity of survival. Led by the aging Aristrax and his youthful consort, Jerix, the tribe have bred more of the dreaded spawn of Irfelraul. These fell abominations act as both guardians and hunters for the tribe. A few lizardfolk have managed to forge a special bond with these creatures and ride them through the swamps in search of food and prey.

There are few healers among them and anyone using magic is looked upon with awe by normal members of the tribe.

Appearance: Named for both their draconic lord and the hue of their scales, the Blackwings' have a sinister appearance. When hunting, many warriors coat themselves in the viscous mud of the fens. Advanced for lizardfolk, tribal warriors and hunters use armour and shields of crude, but effective design.

TRIBAL ROSTER

The tribe comprises the following members:

- 45 warriors (LE lizardfolk ranger 1)
- 123 non-combatants (including 89 young)
- 12 crocodiles
- 7 hunters (NE female lizardfolk ranger 3)
- 5 spawn of Irfelraul (NE advanced half-black dragon crocodile)
- Jerix (LE female lizardfolk cleric 3/sorcerer [draconic] 4)
- Aristrax (LE male lizardfolk fighter 2/ranger 6)

ECOLOGY & LAIR

The Blackwings dwell in the Bonemere, a rambling half-sunken noisome networks of caves and passages. Sunk into the depths of a long, low hill that rears from a muddy, crocodile infested lake here the tribe are safe. The tribe fish and hunt in the nameless lake surrounding their home and throughout the surrounding waterways. They have forged an alliance of sorts with the crocodiles lurking in the surrounding fetid waters and the two groups generally do not attack one another.

Much of the Bonemere is uninhabited; in particular Irfelraul's great lair lies abandoned. Here, slowly sinking into the oozing mud, lie his blasted and shattered bones and those of his consorts. After his fall, the tribe carried away the fallen dragons' skulls and what treasures remained after the battle, hiding them in the deep tunnels instinctively knowing that such leavings would attract other predators as offal attracts predators.

The tribe primarily dwells in the deeper, safer tunnels. Here several passageways connect with the surrounding lake and in the deepest, most secure parts of the complex the tribe raises their young.

COMBAT & TACTICS

Naturally a warlike, aggressive folk, Blackwings have learnt to attack strangers on sight. They strenuously guard their precious hunting grounds and slay any found in the area. They have no allies among the other lizardfolk of the marsh.

The Blackwings prefer to strike from ambush, and only attack when their prey is deep in the marsh and far from civilisation and aid. Attacks against numerous or well-armed groups are led by the spawn of Irfelraul who burst forth from the marsh's fetid waters.



IN YOUR CAMPAIGN

In your campaign, the Blackwings could come into contact with the PCs in several ways. The party may be searching for Irfelraul's lair in response to rumours the Warriors of the Shining Path missed certain magical treasures of great power when they looted his hoard.

Alternatively, druid or ranger PCs could hear rumours of flying crocodiles in the deep marshes and be naturally curious.

Finally, the party may be hired to recover certain choice bones from Irfelraul's remains for use in some magical ritual of great power. Such a ritual could be used to create some item imbued with power over dragons or instead could be the vehicle through which dragon cultists seek to return Irfelraul to unlife.

NOTABLE PERSONALITIES

The majority of the tribe are normal rank and file lizardfolk. A few members are, however, exceptional:

- **Fih (NE female lizardfolk ranger 3):** An experienced hunter, Fih knows the many paths and trails of the marsh well. As black hearted as her fellows, she is pragmatic; knowing the tribe is yet weak she counsels against war with their neighbours. She worries Aristrax's death could be the death knell of the tribe. Consequently, she fears Jerix and her lust for power.
- **Jerix (LE female lizardfolk cleric 3/sorcerer [draconic] 4):** Much younger than her mate, Jerix both fears and longs for the time she becomes the Blackwing's chieftain. Well endowed in intellect, ambition and self-confidence, Jerix secretly plots to annihilate the nearby lizardfolk tribes and to take their young

SPAWN OF IRFELRAUL

CR 5 (XP 1,600)

This heavily armoured animal has a large jaw full of sharp fangs and a powerful tail.

Advanced half-black dragon crocodile

NE Large dragon

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +10, Sense Motive +3

Speed 20 ft. (sprint), fly 40 ft. (average), swim 30 ft.; **ACP** 0; Acrobatics +3 (-1 jumping, +7 when sprinting), Fly +7, Stealth +4 (+12 in water), Swim +24

Sprint (Ex) Once per minute, the spawn of Aristrax can increase its land speed to 40 ft. for 1 round.

AC 22, touch 12, flat-footed 19; **CMD** 26 (30 vs. trip) (+3 Dex, +10 natural, -1 size)

Immune acid, sleep, paralysis

Fort +11, **Ref** +6, **Will** +4

hp 37 (3 HD)

Space 10 ft.; **Base Atk** +2; **CMB** +13 (+17 grapple)

Melee bite +11 (2d6+10 plus grab),
2 claws +11 (1d6+10) and
tail slap +8 (1d12+5)

Atk Options death roll (1d8+10 plus trip)

SQ breath weapon

Breath Weapon (Su [standard; 1/day]) 60 ft. line, 3d6 acid, DC 19 Reflex halves.

Death Roll (Ex) When grappling a Large or smaller foe, the spawn of Irfelraul can perform a death roll with a successful grapple check. As it clings to its foe, it tucks its legs and rolls rapidly, twisting and wrenching its victim. It inflicts bite damage, knocks the target prone and maintains its grapple.

Grab (Ex [free]) If it bites a Medium or smaller target, the spawn of Irfelraul can try to start a grapple without provoking attacks of opportunity.

Trip (Ex [free]) The spawn of Irfelraul can make a trip attempt without provoking an attack of opportunity, if it hits with its death roll attack.

Abilities Str 31, Dex 16, Con 27, Int 7, Wis 16, Cha 8

SQ hold breath (108 rds.)

Feats Improved Natural Attack (bite), Skill Focus (Perception)

Skills as above

to bolster her people's numbers. She has no time for weakness or uncertainty.

- **Aristrax (LE male lizardfolk fighter 2/ranger 6):** The Blackwing's chieftain and mightiest warrior, Aristrax dimly remembers Irfelraul's glory. Growing old now, he looks for another to replace him and often falls into deep bouts of melancholy when recalling the tribe's glory days.

TRIBAL LORE

Characters with ranks in Knowledge (local) may know something about the tribe. A successful check reveals all information gained by a lesser result:

DC 15: Once the servants of a black dragon of ancient power, the Blackwing tribes has sunk into decline and obscurity.

DC 20: The tribe dwell amid the splintered bones of their fallen lord under a muddy island surrounded by a crocodile ingested lake.

DC 25: The tribe has powerful allies in the form of crocodiles imbued with elements of draconic power. They are fearsome, tenacious predators.

FIH

CR 4 (XP 1,200)

Dried sores cover this green scaled reptilian humanoid has a short, stubby snout and a thick alligator-like tail.

Female lizardfolk ranger 3

NE Medium humanoid (reptilian)

Init +2 (+4 in swamps); **Senses** Perception +8 (+10 vs. humans or in swamps, +12 vs. humans in swamps), Sense Motive +1 (+3 vs. humans)

Speed 30 ft., swim 15 ft.; **ACP** -2; Acrobatics +6, Ride +8, Stealth +8 (+10 in swamps), Swim +12

AC 20, touch 12, flat-footed 18; **CMD** 19 (+3 armour [mwk studded leather], +2 Dex, +5 natural)

Fort +10, **Ref** +5, **Will** +2

hp 56 (2 HD)

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

Melee 2 claws +8 (1d6+3) and
bite +8 (1d4+3)

Ranged mwk javelin (range 30 ft.) +7 (1d6+3)

Atk Options favoured enemy (humans [+2])

Combat Gear mwk javelin (2), *oil of magic fang* (4)

Abilities Str 17, Dex 14, Con 16, Int 9, Wis 12, Cha 8

SQ combat style (natural), favoured terrain (swamp), hold breath (64 rds.), track (+1), wild empathy (+2)

Feats Endurance^B, Improved Natural Attack (claws)^B, Multiattack, Weapon Focus (bite, claw)

Skills as above plus Bluff -1 (+1 vs. humans), Knowledge (geography) -1 (+1 in swamps), Knowledge (local) -1 (+1 vs. humans), Knowledge (nature) +5 Survival +7 (+8 tracking, +9 tracking humans or in swamps, +10 tracking in swamps, +12 tracking humans in swamps)

Languages Draconic

Gear as above

BRIGHTLANDER KOBOLDS

The result of generations of experimentation and selective breeding by Brillinox (great wyrm blue dragon) the Brightlander Kobolds are just as comfortable in the noonday desert as they are under the desert's sands. Led by the pitiless half-blue dragon kobold, Nezzit (page 5), the Brightlander Kobolds pose a considerable threat to travellers and inhabitants alike, while their blue dragon "benefactor" uses them to divert attention from his plans and schemes. However, if the Brightlanders fail in any way, the dragon has no qualms about destroying the lot of them and starting over.

SOCIETY & ORGANISATION

The Brightlander tribe is uncharacteristically bold and utterly ruthless in its attacks. Nezzit, the only survivor from the dragon's last culling, is painfully aware of the price of failure and brooks no failure from her followers. She makes a cruel and painful example of those who cannot carry their weight. Brightlander kobolds would rather fall in battle than face Nezzit's wrath. The intelligent half-blue dragon behir Hrithiss and Nezzit's two half-blue dragon kobold lieutenants (Ariak and Soro [all page 5]) support Nezzit.

Nezzit has lived for close to 200 years and has no intention of giving up the tribe's leadership. She has quiet designs on challenging the blue dragon that sired her, but knows she is not yet powerful enough. The kobolds of the Brightlander tribe assume another of the half-blue dragon kobolds will take her place when she dies.

Appearance: Nezzit, as well as her lieutenants and sergeants, have wings and a distinctive deep blue coloration that marks them as half-dragons. The otherwise typical Brightlander kobolds have tawny scales, which helps them blend in with their desert homes. When they wear armour, they dye it to match their scale colour. However, these kobolds have deep blue eyes, which mark them as Brightlanders.

IN YOUR CAMPAIGN

In your campaign, the Brightlander kobolds could inhabit any warm desert or plains area. The reflective desert sands are not a necessary feature and a GM could easily remove this reference. If the GM moves the tribe to another type of terrain, he will likely need to change Brillinox's type (and the tribe's scale colour).

ECOLOGY & LAIR

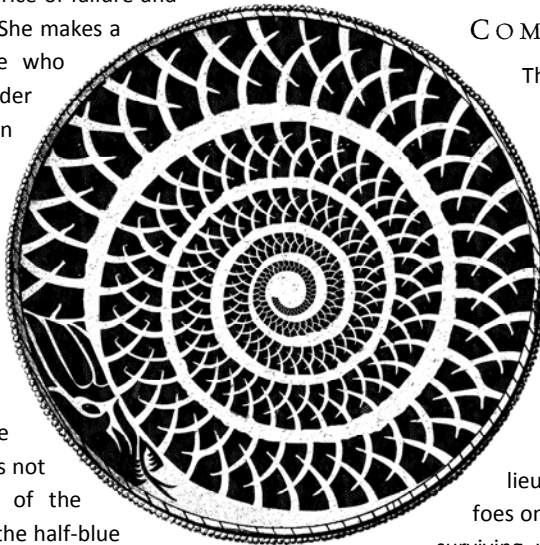
The Brightlander tribe controls a 100-square-mile area of the equatorial Brightlands Desert, so named because of the white sands that not only reflect the sun, but also retain some of the day's light to glow during the night. The sands cover a range of eroded mountains, which Brillinox claims as his territory. The kobolds hold the only oasis in the desert. Here, they charge exorbitant fees to caravans stopping to replenish water supplies and get relief from the hot desert.

Nezzit and her lieutenants spend the majority of their time in a tangle of sand-covered caves near the oasis, which the underground river feeding the oasis winds through. They have set up scrying devices in the oasis to make certain they can react quickly if problems arise.

COMBAT & TACTICS

The Brightlanders take advantage of the desert's shifting sands and the element of surprise regarding their ability to see in the desert's harsh light to overwhelm their foes. If the tribe prepares for battle, the warriors hide under the sand to ambush their prey. Otherwise, they engage foes in a mobile battle in the hope their opponents succumb to the desert heat.

If her warriors and sergeants are not enough to dispatch a threat, Nezzit and her lieutenants get directly involved. Nezzit leads foes on a chase she assumes they have no hope of surviving, while Ariak provides support and Soro picks off foes from range. Nezzit holds Hrithiss in reserve for particularly powerful foes, preferring not to alert outsiders they have the creature at their disposal.



TRIBAL ROSTER

The tribe comprises the following members:

- 211 warriors (LE kobold warrior 1)
- 73 non-combatants (including 59 young)
- 11 sergeants (LE half-dragon kobold ranger [skirmisher] 2)
- Hrithiss (N half-dragon behir)
- Ariak (NE half-dragon kobold druid [desert druid] 6)
- Soro (LE half-dragon kobold rogue [sniper] 8)
- Nezzit (LE half-dragon kobold ranger [skirmisher] 11)

Note: The kobolds lose their light sensitivity weakness and gain an additional +2 racial bonus to Stealth check in the desert).

NEZZIT

CR 11 (XP 12,800)

This winged reptilian humanoid has rows of sharp teeth, deep blue scales and a wicked tail.

Female half-dragon kobold ranger (skirmisher) 11

LE Small dragon (humanoid, reptilian)

Init +4 (+6 in plains, +8 in desert); **Senses** darkvision 60 ft., low-light vision; Perception +18 (+20 vs. halflings, +22 vs. humans, +24 vs. gnomes), Sense Motive +13 (+15 vs. halflings, +17 vs. humans, +19 vs. gnomes)**Speed** 30 ft., fly 60 ft.; hunter's trick, surprise shift, woodland stride; **ACP** 0; Acrobatics +4, Fly +20, Stealth +22 (+24 in plains, +26 in desert)**Hunter's Trick (Ex)** Nezzit moves up to twice her speed as a move action. She does not take any penalty on Stealth checks for movement during this move.**Surprise Shift (Ex [swift])** Nezzit moves 5 feet (which does not count as a 5-foot step or provoke attacks of opportunity).**Woodland Stride (Ex)** Nezzit can move through undergrowth at normal speed without taking damage or suffering any impairment. Undergrowth magically enchanted to impede movement still affects her.**AC** 24, touch 16, flat-footed 19; **CMD** 28; Mobility (+3 armour [mwk studded leather], +4 Dex, +1 dodge [Dodge], +5 natural, +1 size)**Immune** electricity, paralysis, *sleep***Fort** +10 (+4 vs. suffocation), **Ref** +11 (evasion), **Will** +5
hp 103 (11 HD)**Space** 5 ft.; **Base Atk** +11; **CMB** +13**Melee** bite +15 (1d4+3) and
2 claws +15 (1d3+3)**Ranged** +1 *shock light crossbow* (range 80 ft.; Deadly Aim [-3/+6], Far Shot, Improved Precise Shot, Rapid Reload, Shot on the Run, defensive bow stance) +17/+12/+7 (1d6+1/19-20 and 1d6 electricity)**Atk Options** distracting attack, favoured enemies (gnomes [+6], halflings [+2], humans [+4]), hunter's tricks (7/day), hunting companions (2 rds.), quarry**Defensive Bow Stance (Ex [swift])** Until the start of Nezzit's next turn, her ranged attacks do not provoke attacks of opportunity.**Distracting Attack (Ex [free {before attack}])** If Nezzit's attack hits, the target takes a -2 penalty on attack rolls for 1 round.**Combat Gear** bolts (30), *potion of cure moderate wounds***Abilities** Str 16, Dex 19, Con 17, Int 12, Wis 14, Cha 10**SQ** combat style (archery), favoured terrains (desert [+4], plains [+2]), hunter's tricks (chameleon step, defensive bow stance, surprise shift), swift tracker, track (+5), wild empathy (+11)**Feats** Deadly Aim, Dodge, Endurance^B, Far Shot, Improved Precise Shot^B, Mobility, Point Blank Shot^B, Precise Shot, Rapid Reload (light crossbow), Shot on the Run^B**Skills** as above plus Handle Animal +14, Intimidate +14, Knowledge (nature) +15, Survival +16 (+21 tracking, +23 tracking halflings, +25 tracking humans, +27 tracking gnomes; swift tracker; + bonus in plains, +4 bonus in desert)**Languages** Common, Draconic**Gear** as above plus 188 gp

NOTABLE PERSONALITIES

The majority of the tribe are normal kobolds. A few members are, however, exceptional:

- **Nezzit (LE female half-dragon kobold ranger [skirmisher] 11:** The Brightlander tribe's leader receives orders from Brillinox and bides her time to challenge the dragon.
- **Soro (LE male half-dragon kobold rogue [sniper] 8):** The tribe's sharpshooter practices on near impossible targets such as vultures circling hundreds of feet high up in the air.
- **Ariak (NE half-dragon kobold druid [desert druid] 6):** The tribe's healer ensures the kobolds avoid the desert's heat.
- **Hrithiss (N half-dragon behir):** This beast freely roams the desert, and the only kobold it obeys is Nezzit.

TRIBAL LORE

Characters with ranks in Knowledge (local) may know something about the tribe. A successful check reveals all information gained by a lesser result:

DC 14: The Brightlander tribe charges outrageous fees for the use of their oasis, but keep the desert safe otherwise.

DC 19: A group of blue half-dragon kobolds leads the Brightlander tribe, but they rarely make an appearance.

DC 24: The tribe has a massive half- blue dragon behir they can call upon to aid in combat.

HRITHISS

CR 10 (XP 9,600)

This multi-legged blue reptile has a toothy maw, a pair of large, curling horns and a pair of dragon wings.

Half-blue dragon behir

N Huge dragon (magical beast)

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +19, Sense Motive +4**Speed** 40 ft., climb 20 ft., fly 80 ft. (average); **ACP** 0; Acrobatics +14 (+18 jumping), Climb +31, Fly -3, Stealth +6**AC** 25, touch 9, flat-footed 24; **CMD** 33 (can't be tripped) (+1 Dex, +16 natural, -2 size)**Immune** electricity, paralysis, *sleep***Fort** +15, **Ref** +8, **Will** +5**hp** 145 (10 HD)**Space** 15 ft.; **Base Atk** +10; **CMB** +22 (+26 grapple)**Melee** bite (reach 10 ft.; Power Attack [-3/+6]) +19 (2d6+10 plus grab)**Atk Options** Cleave, constrict (2d6+9), grab, rake (6 claws +18, 1d4+10), swallow whole (2d8+9 bludgeoning, AC 16, 10 hp)**Special Actions** breath weapon (20-foot line, 7d6 electricity damage, DC 23 Reflex halves), breath weapon (1/day; 60-foot line, 10d6 electricity damage, DC 23 Reflex halves)**Abilities** Str 31, Dex 12, Con 27, Int 9, Wis 14, Cha 14**Feats** Alertness, Cleave, Power Attack, Toughness, Weapon Focus (bite)**Skills** as above**Languages** Common

CREW OF THE FALLOW HARVEST

Scouring the skies aboard a cloud giant's flying windjammer, the *Fallow Harvest*, the troll crew take delight in plundering sleeping cities during the dead of night. The crew of the *Fallow Harvest* plummet from the ship's rail, from far above the clouds, into the midst of the city, before regenerating from within the cratered rubble of their impacts. The raiders, newly re-grown, carry off plunder and slaves into the night.

SOCIETY & ORGANISATION

The Fallow Harvest is a silvery flying windjammer, surrounded by an enchanted cloud, and is captained by the notorious troll buccaneer, scoundrel and ravager, Admiral Amerg Bledfast Shatterarm Fire-Eater Gouge the Third. The self-proclaimed admiral (of one vessel), bellicosely orders about his shamboic crew as they struggle to operate the beautifully sleek cloud giant-built vessel.

Such a fine craft is normally sailed by the cloud giant nobility as sky-skiffs. Unfortunately for the owner of this particular vessel, his brief terrestrial sojourn to view a magnificent sunset over a waterfall ended with a brutal troll ambush. The leader of the trolls, the then General Amerg Bledfast, claimed the blood-strewn vessel, renamed it the Fallow Harvest and enslaved its mephit crew before taking to the skies.

The tribe now uses the windjammer to conduct raids on unsuspecting settlements whose walls stymie normal raids.

Appearance: The crew of the Fallow Harvest are a motley lot, and are clothed in stinking furs to ward off the chill of high altitude. The Divers of the crew have taken to wearing goggles to minimise the effects of wind-burn on their sensitive eyes as they plummet to earth. The Divers are also more likely to be sporting additional limbs or heads thanks to the tribe's hydra-like regeneration ability. (See Ratterburn's stat block for details of these variant abilities).

TRIBAL ROSTER

The tribe comprises the following members:

- 7 crew (CE troll)
- 5 Divers (CE troll rogue 1)
- 13 air mephits
- Ratterburn (CE male troll ninja 4)
- Welt (CE female troll barbarian 2)
- Gust (N female air mephit bard 3)
- Admiral Amerg Bledfast Shatterarm Fire-Eater Gouge the Third (CE male troll aristocrat 2)

ECOLOGY & LAIR

The Fallow Harvest is a shimmering steel disc, just over 90 feet in diameter fitted with rails and a central compartment for stores and sleeping quarters. The lower part of the vessel is submerged in a thick cloud which obscures it from below. A small periscope allows the crew to peer through the protecting mists, and view the lands passing below. The ship travels at a speed of 40 feet per round and can travel up to 32 miles per day.

While the trolls pull the control levers with some crude authority, the

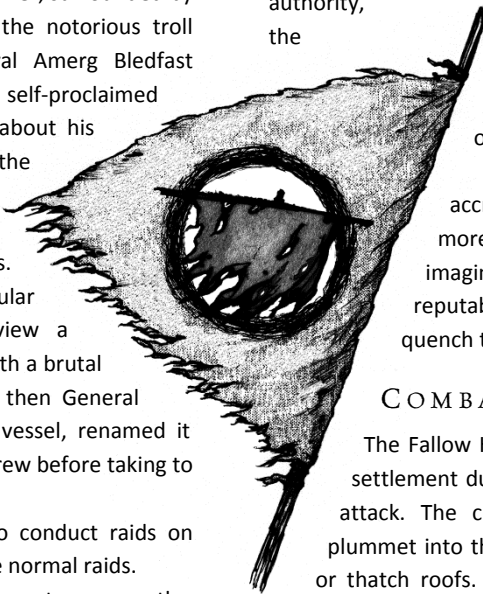
the windjammer is actually piloted by air mephits which survived the ship's brutal hijacking. These outsiders are bound to the ship and serve the trolls out of fear.

The trolls survive on the plunder they accrue from their raids, which have been more successful than they could have imagined. Excess treasure is traded at less reputable settlements for more food or slaves to quench their unending hunger.

COMBAT & TACTICS

The Fallow Harvest flies directly over an unsuspecting settlement during the dead of night in readiness for an attack. The crew's Divers leap from the vessel and plummet into the town, usually crashing through its slate or thatch roofs. Within the craters, the obliterated trolls recover consciousness in one minute and full health in two. Once the diver is ready, he sets about eating as much manflesh and grabbing as much plunder as possible before the alarm is raised.

The raiders operate as individuals during raids, sneaking about and ambushing the populace before they are aware of the danger. The raiders return to the ship via the enchanted captive rain cloud (see page 5). The Admiral does not take part in these raids, but still insists on four shares of the treasure, much to the disgruntlement of the rest of the crew.



IN YOUR CAMPAIGN

In your campaign the crew of the Fallow Harvest can be introduced as the PCs are forced to repulse one of their nocturnal forays when one of the trolls jumps straight through the roof of the inn in which the PCs are resting.

Alternatively, the PCs could be hired by cloud giants to recover the Fallow Harvest and return it to its rightful owners.

NOTABLE PERSONALITIES

The majority of the tribe are normal rank and file trolls. A few members are, however, exceptional:

- **Admiral Amerg Bledfast Shatterarm Fire-Eater Gouge the Third (CE male troll aristocrat 2):** The grandson of the original Merka Fire-Eater Gouge, Amerg has lived a life of relative luxury on the back of his ancestry. A cruel, pompous cretin, Amerg seeks only indulgent comfort for his bulbous frame.

RATTERBURN

CR 9 (XP 6,400)

This wiry troll bears a third arm growing from its left shoulder blade. His charcoal grey mottled skin blends into the gloom.

Male variant troll ninja 4

CE Large humanoid (giant)

Init +8; **Senses** darkvision 60 ft., low-light vision, scent; Perception +11, Sense Motive -2

Speed 35 ft.; **ACP** 0; **Acrobatics** +17, **Climb** +12, **Stealth** +19 (fast stealth)

AC 18, **touch** 13, **flat-footed** 14; **CMD** 27; **uncanny dodge** (+4 Dex, +5 natural, -1 size)

Fort +13, **Ref** +10, **Will** +3

hp 115 (10 HD); **regenerate limb**, severed; **regeneration** 5 (acid or fire)

Regenerate Limb (Ex) When Ratterburn's head or limb is severed, two regrow in 1d4 rounds. Ratterburn can only have one extra head or two extra arms or legs at one time. To prevent new heads or limbs from growing, at least 5 points of acid or fire damage must be dealt to the stump (a touch attack to hit) before they appear. Acid or fire damage from area attacks affect stumps and the body simultaneously.

Severed (Ex) An opponent can attempt to sever the head or limb of a crew member of the Fallow Harvest with a successful sunder attempt with a slashing weapon. A head or limb is considered a separate weapon with hardness 0 and 10 hit points. To sever a head or limb, an opponent must inflict enough damage to reduce the head or limb's hit points to 0 or less. Severing deals 10 points of damage to the troll. A troll can't attack with a severed head or arm, and is blinded if it loses its head. A troll with a severed leg has its speed reduced by half.

Space 10 ft.; **Base Atk** +7; **CMB** +13

Melee bite +11 (1d8+5) and 3 claws +11 (1d6+5)

Atk Options poison use, sneak attack (+2d6)

Special Actions ki pool (additional attack, +20 ft. speed, +4 Stealth 1 rd.), vanishing trick (4 rds.)

Abilities Str 21, Dex 18, Con 25, Int 8, Wis 7, Cha 11

SQ ki pool (4 points), ninja tricks (fast stealth, vanishing trick), no trace (+1)

Feats Extra Ki, Fleet, Improved Initiative, Iron Will, Skill Focus (Stealth)

Skills as above

Languages Giant

Gear eyes of the eagle

- **Gust (N female air mephit bard 3):** The highest-ranked mephit survivor, Gust was the chief musician, but now speaks for the mephit crew. Cowardly and servile, Gust does anything to avoid being hurt.
- **Ratterburn (CE male troll ninja 4):** The leader of the Divers, Ratterburn often finds himself with two argumentative heads after an inadvertent decapitation on landing. He is manically insane, especially when two-headed, and loves the thrill of terminal impact.
- **Welt (CE female troll barbarian 2):** Welt is particularly dim-witted, even for a troll. She is wildly in love with Amerg and follows his commands slavishly, despite her obvious physical superiority. Thanks to her loyalty, the Admiral does not fear mutiny.

TRIBAL LORE

Characters with ranks in Knowledge (local) may know something about the tribe. A successful check reveals all information gained by a lesser result:

DC 15: Nearby towns have been raided by extra-limbed trolls at night. No-one knows how they got past the gate guard.

DC 20: The Fallow Harvest is a flying ship manned by vicious troll sky pirates.

DC 25: The Fallow Harvest is of cloud giant design, and is hidden by a magical cloud. Elemental creatures from the Plane of Air crew the vessel.

FALLOW HARVEST'S CLOUD

This thick raincloud adheres to the base of the shining hull of the Fallow Harvest.

Aura moderate (transmutation; DC 23 Knowledge [arcana])
Identify DC 28 Spellcraft

Lore (DC 25 Knowledge [local]) This is the *Fallow Harvest's cloud*, an enchanted weather effect which obscures view of the ship from view from below. The magic imbued in the cloud is of ancient cloud giant origin.

Abilities The *Fallow Harvest's cloud* emanates a permanent *fog cloud* effect centred on the hull of the Fallow Harvest and extending 120 feet. Once per day the master of the Fallow Harvest can order the cloud to rain. This rain produces puddles in a 120-foot radius directly below the Fallow Harvest over the next 13 rounds. Any creature with the same alignment as the master of the Fallow Harvest can step into one of these puddles and be transformed into rain which falls up and reforms back on the deck of the flying ship unharmed.

Activation Use activated; **CL** 13th

Requirements: Craft Wondrous Item, *Widen Spell*, *feather fall*, *fog cloud*, *reverse gravity*; **Cost** 18,000 gp; **Price** 36,000 gp

FLESHWEARERS

Misshapen giants wearing an oddment of mismatched limbs, the Fleshwearer trolls lumber out of the Twisted Gorge to scour the lands of men. These horrid creatures form flesh-bonds with their clansmen, tearing off and exchanging their limbs and other hunks of sinew to ensure their rebirth if they fall in battle.

SOCIETY & ORGANISATION

The Fleshwearers, like most troll clans, consist of little more than an extended family group serving as apex predators, preying on any unfortunate creatures they catch. The trolls revere their matriarch, Drona Vhual, as a semi-divine being despite her now advancing years and increasing infirmness. Drona is mother, grandmother or great grandmother to almost all of the trolls in the Fleshwearers clan, and binds the group of independent, naturally solitary creatures together.

Thanks to their incredible regenerative properties, the trolls reinforce their familial bonds by rending and sharing their flesh, severing and trading arms, legs and other hunks of muscle. New-born trolls often have the oversized arms of their mothers grafted to one side of their body, their tiny clutching claws now sewn to their mother's shoulder as an insurance policy against predation.

This exchange provides an archive of fleshy material which regrows if a troll is incinerated or eaten. Consequently, hunters in the nearby forests have reported slaying the same troll twelve times in a single day as it futilely tried to wreak revenge on its slayers.

Appearance: The Fleshwearer trolls often have limbs of mismatched size and development. The hideous scars where the limbs are attached roil and bubble as the competing regenerative growths bond and cannibalise each other.

The grafts cause constant irritation, even to the pain-dead body of a troll, and the tribe's members often itch, scratch and pick at their oozing scars when idle.

TRIBAL ROSTER

The tribe comprises the following members:

- 9 trolls
- 2 whelps (young troll)
- Grek (CE male troll barbarian 4)
- Helse (CE old male troll ranger 2)
- Gonusa (CE female witch 1)
- Drona Vhual (CE venerable female troll cleric 7)
- 5 trollhounds

ECOLOGY & LAIR

The Fleshwearers are nomadic, rarely camping in the same location two days in a row. The trolls travel and hunt at night, using darkness as cover to spring ambushes. The group can cover hundreds of miles in a week as the trolls are capable of extraordinary feats of endurance.

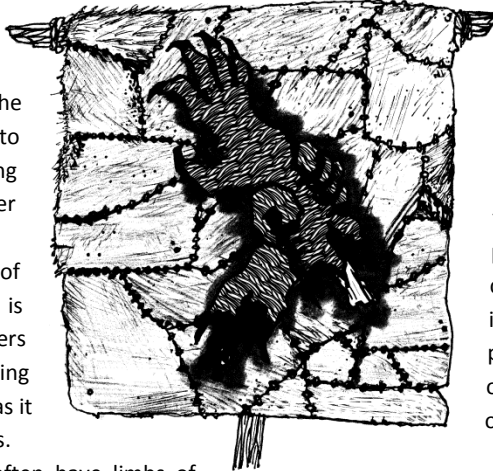
Thanks to their cultural flesh-sharing, the trolls of the tribe live longer lives, and the tribe has a greater number of older trolls than could be expected of monsters renowned for their unthinkingly suicidal assaults on dangerous prey.

COMBAT & TACTICS

The hunters of the tribe roam in pairs to secure a steady supply of meat. The pairs are chosen such that there is always a troll bearing their flesh back at the campsite in case of misadventure.

While hunting, the trolls use stealth as best they can to ambush their prey, but if their victim is alerted to their presence and flees, the trolls practice persistence hunting, running and tracking their quarry until it is exhausted.

When the entire tribe is threatened, the trolls tend to cluster around Drona Vhual to protect her from attackers, each troll concentrating on a different attacker until it is dead. If a Fleshwearer troll defeats a powerful creature in combat, it sews a piece of its dead flesh (such as a finger or tooth) onto its own body as a trophy.



IN YOUR CAMPAIGN

In your campaign, the Fleshwearers can appear as strange trolls which are seemingly immortal, as the PCs must defeat the same troll over and over again until they can eliminate the entire tribe.

The tribe also holds a grudge when a troll is slain, and leaves its normal hunting grounds to pursue murderous PCs, even into towns and villages in which the PC take refuge.

Alternatively, the PCs may have to recover some blood from a member of the tribe as a component for a cure to an epidemic or degenerative illness befalling a friend, or even to re-grow a PC's lost limb, which may have been thoughtlessly misplaced in the last dungeon of the GM's devising.

NOTABLE PERSONALITIES

The majority of the tribe are normal rank and file trolls. A few members are, however, exceptional:

- **Drona Vhual (CE venerable female troll cleric 7):** Drona is an ancient mess of angry scars stitching together the twitching body parts of her descendants. The old trolless is nearly one hundred and twenty years old, and is suffering from rapidly spreading dementia and a crippling contorted palsy in her remaining hand. Her infirmity, memory loss and confusion at her surroundings (which the other trolls of the tribe interpret as prophetic visions) mean she lashes out at any intruders, real or imagined.

DRONA VHUAL

CR 9 (XP 6,400)

This ancient troll's face is withered and emaciated with age. The rest of her body is a patchwork of lean trollflesh and awful boiling scars, except for her crooked right hand. This atrophied claw shakes uncontrollably against her body.

Female venerable troll cleric 7

CE Large humanoid (giant)

Init +0; **Senses** darkvision 60 ft., low-light vision, scent; Perception +20, Sense Motive +4

Speed 30 ft.; **ACP** 0; **Stealth** -4

AC 14, touch 9, flat-footed 14; **CMD** 21 (+5 natural, -1 size)

Fort +13, **Ref** +4, **Will** +13

hp 104 (13 HD); **regeneration** 5 (acid or fire)

Space 10 ft.; **Base Atk** +9; **CMB** +12

Melee bite +10 (1d8+2) and 2 claws +10 (1d6+2) or

Melee Touch touch of evil (7/day) +9 (sickened [3 rds.]) or

Melee Touch vision of madness (7/day) +9 (+3/-3 [3 rds.])

Atk Options rend (2 claws, 1d6 +4)

Special Actions channel energy (4/day; 4d6; DC 16 Will; Channel Smite, Quick Channel)

Cleric Spells Prepared (CL 7th; concentration +11; Evil and Madness)

4th—*confusion*^D (DC 19), *giant vermin*, *unholy blight* (DC 18)

3rd—*bestow curse* (DC 17), *invisibility purge*, *magic circle against good*^D, *searing light*

2nd—*augury*, *hold person* (DC 17), *owl's wisdom*, *resist energy*, *touch of idiocy*^D (DC 17)

1st—*command* (DC 16), *cure light wounds*, *divine favour*, *lesser confusion*^D (DC 16), *obscuring mist*, *shield of faith*

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

Combat Gear amulet of mighty fists +1

Abilities Str 13, Dex 10, Con 17, Int 11, Wis 18, Cha 13

SQ evil aura (strong)

Feats Channel Smite, Eldritch Claws, Improved Channel, Iron Will, Quick Channel, Selective Channel, Spell Focus (enchantment)

Skills as above plus Intimidate +17, Knowledge (religion) +10

Languages Giant

Gear as above plus *sword of subtlety*, 343 gp and 4,566 sp in a water-damaged saddlebag

- **Gonusa (CE female witch 1):** Gonusa lives in awe of her great-grandmother Drona, and is slavishly loyal to the ancient trolless. This means Gonusa's days are spent fetching and carrying and hunting for the decrepit old hag in a forlorn attempt to gain her fickle favour.
- **Grek (CE male troll barbarian 4):** Grek is the tribe's battle-leader despite his young age. His furious prowess in battle is recognised by his elders and the old warleader Helse handed over the tribe's ceremonial axe of leadership nearly two winters ago. When not in a frothing battle-rage, Grek is surprisingly gentle with the tribe's young.
- **Helse (CE old male troll ranger 2):** Helse, the deposed headman of the tribe, now lives the life of a pariah at the edge of the camp. While not as strong as during his heyday, Helse's cunning mind still dreams up elaborate traps and snares for his unwary victims.

TRIBAL LORE

Characters with ranks in Knowledge (local) may know something about the tribe. A successful check reveals all information gained by a lesser result:

DC 15: The Fleshwearers are a tribe of trolls dwelling in the Twisted Gorge.

DC 20: Terrifyingly, the Fleshbearers regeneration is so powerful it can return them from the dead, even if completely incinerated.

DC 25: The Fleshbearers have a misshapen appearance, as if the creatures are composed of different individuals stitched together. Their matriarch, an ancient troll named Drona Vhual, directs the tribe, but leaves battles to her grandson Grek who is a mighty warrior.



GOBLINS OF THE BLACK FUR

The Goblins of the Black Fur are a vicious band of depraved scavengers and killers. Led by the cunning, ruthless and perpetually hungry greater barghest, Amare Kutha, they are a threat to all who explore their woodland domain.

SOCIETY & ORGANISATION

The Black Fur tribe is warlike and merciless in pursuit of food and treasure. Driven onwards by the depraved lusts of their mistress, Amare Kutha (page 5), the tribe is locked in a vicious war with a nearby clan of gnomes, the Glittergems. They also prey upon the nearest human settlements and few that come within a score of miles of their lair escape their notice.

Amare Kutha holds absolute power in the tribe but is served by three lieutenants (Jerix, Grort and Verixal [page 5]) all of whom hunger for her favour, but are terrified of her power.

Wolf Fur Cloaks: To emulate their fell mistress, goblin warriors lust after the wolf fur cloaks that mark a goblin as an elite warrior of the tribe. These cloaks must be crafted of fur cut from the body of a wolf slain in single combat by the warrior. Wearing them bestows much prestige upon its owner and comes with many privileges including the right to have many wives, the right to a voice in tribal conclaves and so on.

Appearance: Black Fur goblins are scrawny creatures who possess wide, ungainly heads. Many file their teeth to sharp points and decorate their bodies with swirls of black paint. Their skin is dull orange in hue and their eyes reddish to yellow in colour. They wear dirty leather and fur clothes of dark colours.

Much of their weapons and armour are of gnomish craft – looted from the bodies of their fallen enemies.

ECOLOGY & LAIR

The Black Fur tribe dwells in the cliffs of a gigantic sinkhole hidden deep in an all but impenetrable tangle of deep woodland many miles from the nearest human settlement. The sinkhole is over 200 feet deep in places and its walls are of almost sheer rock. Thick vines and creepers grow upon its walls and the goblins have carved deep warrens into the cliffs. Bats and birds dwell in the nooks and crannies of the sinkhole's cliffs; the goblins hunt them sporadically for food or to alleviate boredom.

A shallow lake fills the bottom of the sinkhole, but here and there small islands of rubble wreathed in vegetation – deposited when the sinkhole collapsed – emerge from its chill waters. Several of these islands are used to incarcerate the goblins' prisoners – trapped by chill water and high cliffs, the unfortunates are tormented by the sight of unattainable freedom so close at hand.

COMBAT & TACTICS

Black Fur warriors are ferocious, in battle. They prefer striking from three-sided sudden ambush, leaving one direction free for their prey to flee. This is a ruse as more hidden warriors lurk in that direction to pick off exhausted, isolated enemies.

In battle, the younger, unproven warriors attack first – partly in a bid to prove themselves and partly because they are cajoled into it by the wiser, more experienced warriors.

Goblins love fire, and the Black Fur tribe is no exception. They often use fire in their ambushes to channel and terrify their prey and their lair is riddled with traps featuring precariously balanced flasks of alchemist's fire brewed by Verixal.



TRIBAL ROSTER

The tribe comprises the following members:

- 78 warriors (NE goblin warrior 1)
- 206 non-combatants (including 113 young)
- 33 goblin dogs
- 8 sergeants (NE goblin fighter [mobile fighter] 3)
- Verixal (NE female goblin cave druid 5)
- Grort (NE male goblin fighter [mobile fighter] 5)
- Jerix (NE male half-fiend goblin ranger [shapeshifter] 4)
- Amare Kutha (LE female greater barghest rogue [thug] 2/fighter 1)

IN YOUR CAMPAIGN

In your campaign, the Black Fur Goblins can dwell in any remote, wooded area. Bitter enemies of the gnomish Glittergem clan, they can come to the PCs' attention when the gnomes beg for aid in fending off their repeated attacks. Alternatively, the PCs may have to mount a rescue mission when a friend falls into the tribe's clutches.

Finally the GM could determine the tribe's lair has connections to the Ebon Realm. As such, the PCs may have to win past the goblins to reach the deep tunnels or the goblins themselves may be displaced into the surrounding woodland by nameless terrors emerging from below.

NOTABLE PERSONALITIES

The majority of the tribe are normal goblins. A few members are, however, exceptional:

- **Amare Kutha (LE female greater barghest rogue [thug] 2/fighter 1):** Amare has ruled the Black Fur for decades. When she happened upon the goblins they were the Gory Eye tribe (named for their practise of consuming their fallen foes' eyeballs). Amare slew the previous chieftain and set her new minions to gather the souls she needed to grow.
- **Verixal (NE female goblin cave druid 5):** Often gravid and heavy with child, Verixal rarely leaves the tribe's lair preferring instead to explore the deeper passageways and caverns. Six of her children have survived to maturity and live with her in a

AMARE KUTHA

CR 9 (XP 6,400)

This snarling, bipedal canine beast grasps a long spear and advances rapidly toward you.

Female greater barghest rogue (thug) 2/fighter 1
LE Large outsider (evil, extraplanar, lawful, shapechanger)
Init +9; **Senses** darkvision 60 ft., scent; Perception +18, Sense Motive +15
Speed 40 ft.; **ACP** 0; Acrobatics +20 (+24 jumping), Climb +22, Stealth +21 (fast stealth), Swim +19

AC 29, touch 14, flat-footed 24; **CMD** 34
(+6 armour [+2 mithral shirt], +5 Dex, +9 natural, -1 size)
Fort +13, **Ref** +15 (evasion), **Will** +11
hp 140 (12 HD); **DR** magic/10

Space 5 ft.; **Base Atk** +11; **CMB** +19 (+23 vs. trip)
Melee +2 long spear (reach 10 ft.) +20/+15/+10 (1d8+12/x3) or
Melee bite +17 (1d8+10) and
2 claws +17 (1d6+7)
Atk Options Combat Reflexes, sneak attack (+1d6)
Special Actions change shape (goblin or wolf, *polymorph*)
Spell-Like Abilities (CL 9th; concentration +13 [+17 casting defensively or grappling])
At will—*blink*, *invisibility sphere*, *levitate*, *misdirection*
1/day—*charm monster* (DC 18), *crushing despair* (DC 18),
dimension door, *mass bull's strength*, *mass enlarge person*

Abilities Str 25, Dex 20, Con 23, Int 20, Wis 16, Cha 18
SQ rogue talent (fast stealth)
Feats Combat Casting, Combat Reflexes, Improved Initiative, Iron Will, Great Fortitude, Lightning Reflexes, Weapon Focus (long spear)^B
Skills as above plus Appraise +20, Bluff +19, Diplomacy +16, Intimidate +19 (frightening), Knowledge (dungeoneering) +12, Knowledge (local) +11, Knowledge (planes) +8, Linguistics +10, Survival +14

Frightening (Ex) When Amare uses Intimidate to demoralise a creature, the duration of the shaken condition increases by 1 round. If the target is shaken for 4 or more rounds, she can instead make the target frightened for 1 round.

Languages Common, Infernal, Gnome, Goblin, Worg

Gear as above plus *cloak of elvenkind*, *silver raven figurine of wondrous power*

dank, isolated cave. There she teaches them of the Ebon Realm's beauty and nurtures dreams of slaying Amare and taking her place as chieftain.

- **Grotr (NE male goblin fighter [mobile fighter] 5):** The tribe's most skilled warrior and informal war leader, Grotr leads the tribe's major forays. He is coarse (even for a goblin) and enjoys eating his victim's warm flesh.
- **Jerix (NE male half-fiend goblin ranger [shapeshifter] 4):** Amare's bastard progeny, Jerix has inherited some of his mother's abilities. He views himself as Amare's natural successor, but his arrogance has won him few friends among the tribe and his fiendish abilities make him an object of fear.

TRIBAL LORE

Characters with ranks in Knowledge (local) may know something about the Goblins of the Black Fur. A successful check reveals all information gained by a lesser result:

DC 11: The Goblins of the Black Fur dwell in the cliff walls of a gigantic sinkhole hidden deep in the woods.

DC 16: Skilled warriors of the Black Fur wear black fur cloaks made from the fur of wolves slain in single combat.

DC 21: The tribe is led by a powerful chieftain rumoured to have a wide range of magical powers.

GRORT

CR 4 (XP 1,200)

This three-foot tall, scrawny humanoid moves with dextrous ease. It has a widely, ungainly head.

Male goblin fighter (mobile fighter) 5
NE Small humanoid (goblinoid)
Init +4; **Senses** darkvision 60 ft.; Perception +1, Sense Motive +1
Speed 30 ft.; **ACP** 0; Climb +6, Ride +13, Stealth +14, Swim +6
AC 22, touch 16, flat-footed 17; **CMD** 20; Mobility
(+5 armour [+1 chain shirt], +4 Dex, +1 dodge [Dodge], +1 shield [mwk light wooden], +1 size)
Fort +6, **Ref** +5, **Will** +2; +1 vs. paralysation, slow and entangle effects
hp 47 (5 HD)

Space 5 ft.; **Base Atk** +5; **CMB** +5
Melee mwk short sword +12 (1d4+3/19-20)
Ranged spear (range 20 ft.) +10 (1d6+1/x3)
Atk Options Spring Attack, leaping attack (+1)
Leaping Attack (Ex) When Grotr moves at least 5 ft. before attacking, he gains a +1 bonus to attack and damage rolls.
Combat Gear *elixir of fire breath*, *potion of cure moderate wounds*

Abilities Str 13, Dex 18, Con 14, Int 10, Wis 12, Cha 6
SQ agility (+1), armour training (1)
Feats Dodge, Mobility, Spring Attack, Weapon Finesse^B, Weapon Focus (short sword)^B, Weapon Specialisation (short sword)^B
Skills as above
Languages Goblin
Gear as above plus wolf fur cloak, belt pouch, 5 gp, 12 sp

GOBLINS OF THE CLOVEN SKULL

Savage in the extreme, the Goblins of the Cloven Skull are infamous for eating the brains of their fallen enemies.

SOCIETY & ORGANISATION

Led by Beris – a goblin seemingly able to tap into the magic lurking within the menhirs they live around and under – the Cloven Skull tribe jealously defend their forest home. The tribe is in the main happy to live under Beris' rule. Under her protection, they have caught many fey living in the surrounding woodlands and have dined on their tasty brains. Life is good.

The Goblins of the Cloven Skull are enthusiastic, sadistic torturers. Such sessions normally culminate in an extended session of trepanning – drilling holes in the subject's head – which is almost invariably fatal. Once dead, the victim's succulent brains are removed and consumed in an orgy of unrestrained gluttony.

The Living Death: Sometimes the tribe does not kill their prisoners outright. Instead, they remove parts of their brains, which leaves the unfortunates as little more than drooling vegetables. They use these prisoners as livestock, husbanding them against the time food is scarce. They keep their doomed captives scattered throughout their lair; most family groups have one or more in their cave-homes. Fars, the tribe's preeminent torturer is fascinated by brains and has carried out extensive experiments – removing this or that part to see its effect on the unfortunate.

Appearance: Members of the tribe tend toward a dull orange skin tone and normally have red, bloodshot eyes. In the main, they wear stained and tattered leather clothing and decorate themselves with crude bone necklaces and earrings that clack when they move. Warriors weave broken bones into their hair; the more such decorations the warriors has, the greater his status.



ECOLOGY & LAIR

The tribe makes their home amid, in and under an overgrown network of ancient burial cairns arrayed around a moss-wreathed, ivy-choked ring of ancient standing stones. They have long since looted the tombs within the time-worn cairns and excavated extensive tunnels below to create a dizzying array of tunnels, passageways and chambers designed to baffle and disorientate intruders.

The goblins hunt the surrounding woodlands, occasionally emerging to attack nearby human settlements. They hate the fey and their druid allies living nearby. In particular, the brains of a captured fey are considered a delicacy among them.

COMBAT & TACTICS

Warriors favour morningstars and picks, with leaders and champions often possessing both. Tribal warriors are adept at stealth and camouflage. Sunken dens, often dug under thick tangles of brambles, litter the woodlands surrounding their lair, enabling them to easily keep watch for intruders.

They have also created cunningly hidden, but nonfatal, traps and scattered them throughout the woodlands – camouflaged net traps and hidden deadfalls being particular favourites. The goblins check these often for trapped fey, adventurers and other travellers. Such unfortunates are beaten into unconsciousness and carried back to the tribe's lair to suffer torture and death.

TRIBAL ROSTER

The tribe comprises the following members:

- 57 warriors (NE goblin warrior 1)
- 86 non-combatants (including 94 young)
- 7 sergeants (NE goblin ranger 2 [wild stalker]/rogue [bandit] 1)
- Fars (NE female goblin rogue [poisoner] 3/fighter [archer] 1)
- Feril (NE male goblin fighter [weapon master] 5)
- Beris (NE female goblin druid [menhir savant] 5/ranger [wild stalker] 2)

IN YOUR CAMPAIGN

In your campaign, the Goblins of the Cloven Skull can dwell in any remote or semi-remote woodland. Engaged as they are in an incessant, low-grade war of skirmish with the fey and druids of the place they are not as much a threat to surrounding settlements as a normal tribe of goblins.

Adventurers seeking the aid of the druids and foresters of the place may be asked to deal with the goblins, or the party could be approached by woodland fey desperate for the rescue of a captured companion. Alternatively, the PCs could be following rumours of lost burial mounds hidden deep in the forest and stumble across the goblins' lair.

NOTABLE PERSONALITIES

The majority of the tribe are normal goblins. A few members are, however, exceptional:

- **Fars (NE female goblin rogue [poisoner] 3/fighter [archer] 1):** Fars is the tribe's most skilled torturer. She can keep her subjects alive for hours – even days if she is not rushing – and can drill many holes in their head before allowing them to die. She normally wears blood splattered clothes and loves to drink the blood of her victims. Some of her fellows believe (wrongly) she is a vampire. All fear her – for she is depraved even by the tribe's standards
- **Feril (NE male goblin fighter [weapon master] 5):** The tribe's greatest warrior, Feril wields his pick, *Spiker*, with great skill. Having survived far longer than most goblins, he is cautious and cunning, preferring to entangle his prey before closing to melee. He has a mouth full of broken teeth and drools in battle. Feril has mated several times with Berix and several of their children yet live. Unfortunately, Berix often requires a sacrifice for the menhirs she loves so much and she believes the blood of her issue unleashes the stones' most potent magic.

FERIL

CR 4 (XP 1,200)

This three-foot tall, scrawny humanoid has sown small leaves and twigs into his clothes and armour. He has a wide, ungainly head and a mouth full of broken teeth.

Male goblin fighter (weapon master) 5

NE Small humanoid (goblinoid)

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

Speed 30 ft.; **ACP** -1; Climb +5, Ride +11, Stealth +16, Swim +5

AC 22, touch 16, flat-footed 17; **CMD** 20 (21 vs. disarm and sunder when using light pick); Mobility

(+5 armour [+1 chain shirt], +4 Dex, +1 dodge [Dodge], +1 shield [mwk light wooden], +1 size)

Fort +6, **Ref** +5, **Will** +2

hp 47 (5 HD)

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

Melee mwk light pick +13 (1d3+4/x4)

Ranged net (range 10 ft.) +10 (entangled)

Atk Options reliable strike

Reliable Strike (Ex [immediate; 1/day]) Feril may reroll an attack roll, critical hit confirmation, miss chance or damage roll, but must accept the second result.

Combat Gear *potion of barkskin*, *potion of heroism*

Abilities Str 13, Dex 18, Con 14, Int 10, Wis 12, Cha 6

SQ agility (+1), weapon guard (+1)

Feats Dodge, Exotic Weapon Proficiency (net), Mobility, Weapon Finesse^B, Weapon Focus (light pick)^B, Weapon Specialisation (light pick)^B

Skills as above

Languages Goblin

Gear as above plus belt pouch, flint and steel, 5 gp, 12 sp

- **Berix (NE female goblin druid [menhir savant] 5/ranger [wild stalker] 2):** Leader and chieftain of the Cloven Skulls, Berix has an almost mystical connection with the standing stones surrounding the tribe's lair. She spends much time among the stones, caressing and whispering to them. Some in the tribe think she is mad – and they are more than a little correct – but her powers to detect fey have provided the tribe with many tasty brains over the years.

TRIBAL LORE

Characters with ranks in Knowledge (local) may know something about the Goblins of the Cloven Skull. A successful check reveals all information gained by a lesser result:

DC 11: Warriors of the Cloven Skull weave pieces of the shattered skulls of their enemies into their hair.

DC 16: The goblins consume the brains of their enemies, preferring to pluck them from the still living bodies of their captives.

DC 21: The tribe dwells in and under a series of burial cairns arrayed around an ancient circle of standing stones. The whole area is overgrown with rampant vegetation and very difficult to reach.

FARS

CR 3 (XP 800)

Lean and lithe, this small humanoid wears a fine chain shirt and wields a shortbow. Daggers and pouches festoon her belt.

Female goblin rogue (poisoner) 3/fighter (archer) 1

NE Small humanoid (goblinoid)

Init +9; **Senses** darkvision 60 ft.; Perception +7, Sense Motive +0

Speed 30 ft.; **ACP** -1, Acrobatics +11, Climb +6, Escape Artist +11, Ride +8, Stealth +19, Swim +1

AC 21, touch 16, flat-footed 16; **CMD** 19

(+5 armour [+1 chain shirt], +5 Dex, +1 size)

Fort +5, **Ref** +8 (evasion), **Will** +1

hp 26 (2 HD)

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

Ranged mwk shortbow (range 60 ft.; Point Blank Shot, Precise Shot) +10 (1d4/x3)

Melee morningstar +4 (1d6) or

Melee dagger +4 (1d3/19-20)

Atk Options poison use, sneak attack (+2d6; bleeding arreak [2])

Combat Gear arrows (20), daggers (3), blue whinnis (3), manacles

Abilities Str 11, Dex 20, Con 14, Int 12, Wis 10, Cha 6

SQ master poisoner, rogue talent (bleeding attack)

Feats Improved Initiative, Point Blank Shot, Precise Shot

Skills as above plus Knowledge (local) +6, Profession (torturer) +7, Sleight of Hand +11

Languages Common, Goblin

Gear as above plus masterwork thieves' tools, masterwork torturer's kit, belt pouch (3), 4 gp

GOBLINS OF THE GOUGED EYES

Dwelling in the depths of the Twisted Gorge, the Goblins of the Gouged Eyes are famed for their brutality throughout the Lonely Coast. Stories of them are used to quiet unruly children.

The tribe's warriors delight in gouging out the eyes of any captives unlucky enough to fall into their hands. Once mutilated, the captives are set free to participate in a warped and depraved hunt of sorts which sees the goblins (and their young) pursuing the blind, near-helpless and terrified captives through the Twisted Gorge's tumbled rocks.

SOCIETY & ORGANISATION

As their appearance hints, the tribe is slightly tainted (or augmented depending on your point of view) with the blood of the Abyss. This demonic bloodline surfaces from time to time and often those blessed with its taint rise to powerful positions within the tribe. The tribe's current chieftain is the deluded, but cunning, Patrix (page 9). Ably assisted by his paramour, Jeral (page 9), he dreams of expanding his holdings to encompass the entire gorge and the caverns below.

The tribe is large by goblin standards; many of the goblins are surprisingly fecund. Sadly the mortality rate of infants is shockingly high and thus the tribe vigilantly guard their young. The lives of the tribe's young are sacrosanct, as Patrix needs more followers to realise his dreams of empire.

To the Gouged Eyes, life is brutal and cheap. Disagreements are often settled with duels to the death. Such duels often finish before both participants are fully aware one has started.

Appearance: With dull red skin and sullen, yellow eyes members of the tribe appear slightly demonic in appearance. They dress in well-worn leather gear of drab hues. Most are surprisingly clean for goblins.

ECOLOGY & LAIR

The Goblins of the Gouged Eyes dwell in a rambling series of natural caverns piercing the Twisted Gorge's crumbling cliffs. Protected by fields of rubble, the caves are hard to reach undetected. The tribe has a large pack of goblin dogs that dwell in one of the first caverns – this serves as an effective “alarm system” for the goblins and stops prisoners escaping.

Deep pools of clear, cold water fill many of the lower caves and in these the goblins often “frolic.” (In truth, the goblins love to hunt the blind, albino fish that swarm in the pools by catching them using just their teeth). Strong currents lurk at the bottom of several pools and occasionally swimmers go missing.

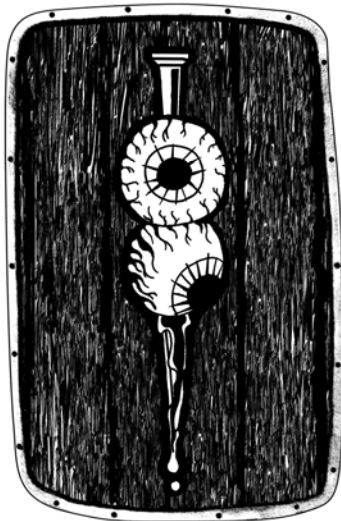
COMBAT & TACTICS

Tribal warriors love to strike from ambush, typically unleashing a barrage of sling bullets at exposed enemies before rushing forth to stab and cut them into submission. They have also grown adept at setting traps involving falling rocks and the like and often start ambushes by unleashing a torrent of rock to sweep away several enemies.

The warriors love to take prisoners and offer terms to outnumbered, badly injured foes. Their love of their brutal hunt is such that after battle they even try to bind the wounds of fallen enemies so that they can participate in the chase.

Warriors favour short swords and spears, while slings predominate as the tribe's missile weapon (no doubt because of the profusion of potential ammunition lying around). Elite

warriors ride the tribe's largest and most ferocious goblin dogs.



TRIBAL ROSTER

The tribe comprises the following members:

- 103 warriors (NE goblin warrior 1)
- 145 non-combatants (including 48 young)
- 48 goblin dogs
- 10 sergeants (NE goblin fighter [roughrider] 3)
- Jeral (NE female fiendish goblin ranger [skirmisher] 5)
- Patrix (NE male fiendish goblin druid [cave druid] 7)

IN YOUR CAMPAIGN

In your campaign, the Goblins of the Gouged Eye could dwell in almost any rocky, hilly area. Although they are listed as dwelling in the Twisted Gorge (a feature of the Lonely Coast) this reference is easily changed for a suitable locale in a GM's personal campaign.

The PCs could come into contact with the tribe when they encounter a blinded survivor of the tribe's macabre hunt. Such a discovery should elicit a lust for revenge in all but the most hard-hearted adventurer and their resultant forays against the tribe could form an interesting subplot in the campaign.

NOTABLE PERSONALITIES

The majority of the tribe are normal goblins. A few members are, however, exceptional:

PATRIX

CR 7 (XP 3,200)

This small, thin and dirty humanoid wears well-worn leather armour and carries a scimitar.

Male fiendish goblin druid (cave druid) 7

NE Small humanoid (goblinoid)

Init +1; **Senses** darkvision 60 ft.; Perception +11, Sense Motive +5

Speed 30 ft.; lightfoot, tunnelrunner; **ACP** -1; Climb +2, Ride +4, Stealth +17

Lightfoot (Ex) Patrix cannot be detected by tremorsense.

Tunnelrunner (Ex) Patrix can move through areas of rubble or narrow passages that require squeezing at his normal movement rate and without penalty.

AC 17, touch 12, flat-footed 16; **CMD** 17

(+3 armour [+1 leather], +1 Dex, +2 shield [mwk heavy wooden], +1 size)

Resist cold 10, fire 10

Fort +7, **Ref** +4, **Will** +9; +2 vs. oozes' and aberrations' exceptional, supernatural and spell-like abilities; **SR** 12

hp 48 (7 HD); **DR** good/5

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

Melee +1 scimitar +8 (1d4+2/18-20) or

Melee Touch touch of darkness (6/day) +7 (foe's targets gain concealment (20% miss chance) against its attacks [3 rds.])

Atk Option Blind-Fight, smite good (1/day; +7 damage)

Special Actions wild shape (1/day [5th]; *beast shape I*; Natural Spell)

Druid Spells Prepared (CL 7th; concentration +10 [+14 casting defensively or grappling]; Darkness; spontaneous casting [summon nature spells])

4th—*flame strike* (DC 17), *shadow conjuration*^D,

3rd—*cure moderate wounds* (2), *deeper darkness*^D, *meld into stone*

2nd—*barkskin*, *bear's endurance*, *blindness/deafness*^D (blindness only; DC 15), *heat metal* (DC 15), *warp wood* (DC 15)

1st—*cure light wounds*, *entangle* (DC 14), *faerie fire* (2), *obscuring mist*^D, *produce flame*

0—*create water*, *detect magic*, *resistance*, *virtue*

Combat Gear scroll of *cure moderate wounds* and owl's wisdom, wand of call lightning (8 chgs.)

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

SQ cavesense, resist subterranean corruption, nature bond (Darkness), wild empathy (+7; +3 oozes)

Feats Alertness, Blind-Fight^B, Combat Casting, Natural Spell, Skill Focus (Stealth)

Skills as above plus Knowledge (dungeoneering) +12, Knowledge (nature) +6, Survival +12

Languages Druidic, Goblin

Gear as above plus cloak of resistance +1, spell component pouch, holy symbol, 17 gp

▪ **Jeral (NE female fiendish goblin ranger [skirmisher] 5):** Jeral often leads raiding parties into the Twisted Gorge to attack the other tribes dwelling therein.

▪ **Patrix (NE male fiendish goblin druid [cave druid] 7):** The tribe's ruler, Patrix knows more of the caves and caverns below the Twisted Gorge than any other goblin. He dreams of subjugating the other tribes dwelling nearby and using them as the foundation of a new subterranean empire.

TRIBAL LORE

Characters with ranks in Knowledge (local) may know something about the Goblins of the Gouged Eyes. A successful check reveals all information gained by a lesser result:

DC 11: A vicious goblin tribe, dwelling in the Twisted Gorge, they gouge out their captives' eyes.

DC 16: Blinded captives are set loose in the Twisted Gorge to be hunted down by the tribe's young.

JERAL

CR 4 (XP 1,200)

This lightly armoured goblin cackles with maniacal glee, expertly wielding a pair of short swords as it closes in.

Female fiendish goblin ranger (skirmisher) 5

NE Small humanoid (goblinoid)

Init +8; **Senses** darkvision 60 ft.; Perception +9 (+11 vs. orcs, +13 vs. humans), Sense Motive +1 (+3 vs. orcs, +5 vs. humans)

Speed 30 ft.; **ACP** 0; Climb +10, Ride +8, Stealth +20

AC 19, touch 15, flat-footed 15; **CMD** 20

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

Resist cold 5, fire 5

Fort +5, **Ref** +8, **Will** +2; **SR** 9

hp 42 (5 HD)

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

Melee mwk short sword +9 (1d4+2/19-20) and

mwk short sword +9 (1d4+2/19-20) or

Melee mwk short sword +11 (1d4+2/19-20)

Ranged sling (range 50 ft.) +10 (1d3+2)

Atk Options favoured enemies (humans [+4], orcs [+2]), smite good (1/day; +5 damage)

Hunter's Bond (Ex) Jeral may use a move action to grant half her favoured enemy bonus against a single target of the appropriate type to all allies within 30 feet for 1 round.

Hobbling Attack (Ex) When Jeral hits with an attack, the target's land speed is reduced by half for 1d4 rounds.

Combat Gear bullets (10, *potion of cure light wounds*)

Abilities Str 14, Dex 18, Con 12, Int 10, Wis 13, Cha 6

SQ combat style (two-weapon combat), favoured terrain (forest [+2]), track (+2), wild empathy (+3)

Feats Double Slice, Endurance^B, Improved Initiative, Two-Weapon Fighting, Weapon Finesse

Skills as above plus Bluff -2 (+0 vs. orcs, +2 vs. humans), Craft (trapmaking) +8, Intimidate +3, Knowledge (local) +0 (+2 vs. orcs, +4 vs. humans), Survival +9 (+11 tracking, +13 tracking orcs, +15 tracking humans)

Languages Goblin

Gear as above plus belt pouch, 3 gp, 15 sp

GREEN MOTHER'S SCALES

Green Mother's Scales are a tribe of belligerent kobolds who presume a mighty lineage to Green Mother, a green dragon wyrm claiming the territory surrounding the tribe's deep forest home. All tribal members have brilliant, emerald scales and light green eyes. The kobolds view themselves as Green Mother's stewards for the surrounding woodlands and demand tolls from those daring to travel through her domain.

SOCIETY & ORGANISATION

The tribe is content to rely on the green dragon's reputation to cow travellers into surrendering their treasure to the kobolds. Owing to the tribe's reverence of Green Mother, and the fact only female kobolds develop arcane power, leadership is matriarchal and passes to the most powerful sorcerer when the previous leader perishes. Green Mother chooses a successor and, through some unknown process, passes a portion of her power to the new leader. Each chieftain, including the incumbent, Lareen (page 7), sets the toll her kobolds demand and personally delivers a large cut as tribute to Green Mother. However, she leaves the treasure collection to her lieutenants (Goorba, Kaxal and Yarkil [page 7]), who control the major thoroughfares through the tribe's woodland territory.

Appearance: The kobolds are doughty creatures with overlong tails and razor-sharp teeth. They uniformly possess green scale and drive out any born without the correct scale coloration along with their obviously inferior parents. They keep their dark-green dyed leather armour in pristine condition. Any kobolds who fail to maintain their armour face punishment for failing to bring glory to the Green Mother.

Most of the rank and file kobolds carry slings and sharp spears with green-dyed heads, but the lucrative toll-collecting has provided the tribe with a number of swords, crossbows and more exotic weapons sized for halflings and gnomes.

ECOLOGY & LAIR

The tribe inhabits a dense pocket of woods situated in the foothills of a range of timbered mountains, where Green Mother resides. The area claimed by the kobolds contains a pair of wide, shaded thoroughfares, one going north-south and the other going northeast by southwest. The kobolds station themselves nearby the paths' crossroads to ensure they intercept all traffic. A nearby stream, stocked with fish rambles through the woods, parallel to the north-south path. This stream provides the kobolds with much of their food when they have not recently taken livestock as part of their toll.

The kobolds avoid the forest's southeast, now overrun by giant spiders. When fighting goes poorly, or when the kobolds play "practical jokes" on pursuers, they lead them into this area before leaving them to the spiders' mercies.

The kobolds use snares and other traps to further secure their home.



COMBAT & TACTICS

Green Mother's Scales kobolds are bullies who use the woods to their advantage when they shake down travellers. Goorba or Yarkil state their demands while a pair of sergeants move in to take their due, 5-10 warriors stand ready to intervene if trouble arises and Kaxal sits quietly in a nearby tree to pick off obviously powerful enemies. If a winnable battle breaks out, the kobolds gleefully attack their victims and reap the spoils. Otherwise, the warriors step in as a delaying tactic while the more powerful kobolds escape. Once they get clear, the warriors lead their attackers on a merry chase through the woods, so they can either fall prey to kobold traps or their arachnid neighbours.

IN YOUR CAMPAIGN

In your campaign, the Green Mother's Scales can terrorize any wooded area adjacent to a mountainous region. PCs might take notice of the kobolds when they hear reports of a group of kobolds demanding tolls along the moderately travelled roads leading through the woods. Alternately, the PCs could encounter the kobolds on their way through the woods.

Ultimately, the GM could have Green Mother take revenge on the party for killing "her" kobolds.

TRIBAL ROSTER

The tribe comprises the following members:

- 83 warriors (LE kobold warrior 1)
- 211 non-combatants (including 157 young)
- 11 sergeants (LE kobold fighter [cad] 3)
- Goorba (LE male kobold rogue [scout] 5)
- Yarkil (LE male kobold fighter [crossbowman] 5)
- Kaxal (LE female kobold rogue [sniper] 7)
- Lareen (LE female half-dragon kobold sorcerer 5)

NOTABLE PERSONALITIES

The majority of the tribe are normal kobolds. A few members are, however, exceptional:

- **Lareen (LE female half-dragon kobold sorcerer [draconic {green}] 5):** Now age 45, Lareen has led the Green Mother's Scales tribe for 15 years and plans to do so for another 15, thanks to her extended half-dragon lifespan. She distinguished herself as the previous leader's lieutenant through her ruthlessness, and Green Mother rewarded her accordingly.
- **Kaxal (LE female kobold rogue [sniper] 7):** Lareen's favoured lieutenant, Kaxal eschewed her sorcerous heritage for the feel of a crossbow in her hands. She has no aspirations to leadership, only wishing to continue putting bolts in troublemakers' foreheads.

LAREEN

CR 6 (XP 2,400)

This winged reptilian humanoid has sparkling green scales. Its eyes flash red with apparent magical power.

Female half-dragon kobold sorcerer (draconic [green]) 5
LE Small dragon (humanoid, reptilian)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +10, Sense Motive +1

Speed 20 ft., fly 60 ft. (average); **ACP** 0; Acrobatics +3, Climb +1, Escape Artist +3, Fly +9, Stealth +12, Swim +1

AC 20, touch 14, flat-footed 17; **CMD** 15
(+3 Dex, +6 natural +1 size)

Immune acid, paralysis, sleep; **Weakness** light sensitivity
Light Sensitivity (Ex) When in an area of bright sunlight or within the radius of a *daylight* spell Lareen is dazzled.

Fort +4, **Ref** +4, **Will** +5

hp 37 (5 HD)

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

Melee bite -1 (1d4) and
2 claws -1 (1d3)

Ranged light crossbow (range 80 ft.; Point Blank Shot, Precise Shot) +6 (1d6/19-20)

Atk Options claws treated as magic weapons

Special Actions breath weapon (1/day; 30-ft. cone; 1d6 acid damage; DC 13 Reflex halves)

Sorcerer Spells Known (CL 5th; concentration +9)

2nd (5/day)—*acid arrow*, *resist energy*, *scorching ray*

1st (7/day)—*burning hands* (DC 15), *cause fear* (DC 15), *colour spray* (DC 15), *mage armour*, *ray of enfeeblement* (DC 15)

0 (at will)—*acid splash*, *detect magic*, *jolt*, *message*, *ray of frost*, *touch of fatigue* (DC 14)

Combat Gear *potion of cure moderate wounds* (2), *potion of invisibility*, *wand of magic missile* (35 chgs.), acid flask (2), alchemist's fire (2), tanglefoot bag

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

Feats Eschew Materials^B, Improved Initiative, Point Blank Shot, Precise Shot

Skills as above plus Appraise +9, Intimidate +10, Spellcraft +9

Languages Common, Draconic

Gear as above plus 225 gp

- **Yarkil (LE male kobold fighter [crossbowman] 5):** Female kobolds in the tribe choose their mates, and Yarkil's skill with the crossbow attracted Kaxal to him. They have a serious, yet friendly rivalry, but Yarkil has never bested his mate.

- **Goorba (LE male kobold rogue [scout] 5):** A troublesome child, Lareen's son gets underfoot and plays pranks on the adult kobolds, who begrudgingly put up with the irritating child.

TRIBAL LORE

Characters with ranks in Knowledge (local) may know something about the Green Mother's Scales tribe. A successful check reveals all information gained by a lesser result:

DC 12: The Green Mother's Scales kobolds inhabit the woods near a modestly travelled set of paths through the woods.

DC 17: All Green Mother's Scales kobolds have bright green scales; they collect tribute for a green dragon living nearby.

DC 22: The tribe's leader is a half-dragon and commands modest arcane power.

KAXAL

CR 6 (XP 2,400)

This slender, green-scaled reptilian holds its well-maintained crossbow with near-religious reverence.

Female kobold rogue (sniper) 7

LE Small humanoid (reptilian)

Init +8; **Senses** darkvision 60 ft.; Perception +11, Sense Motive +9

Speed 30 ft.; **ACP** 0; Acrobatics +14, Climb +9, Escape Artist +4, Stealth +18 (camouflage), Swim -1

Camouflage (Ex [1/day]) Kaxal can craft camouflage from foliage to gain a +4 Stealth until it is ruined by acid, fire or cold attack.

AC 19, touch 15, flat-footed 15; **CMD** 17; uncanny dodge
(+3 armour [+1 leather], +4 Dex, +1 natural, +1 size)

Weakness light sensitivity

Light Sensitivity (Ex) When in an area of bright sunlight or within the radius of a *daylight* spell Kaxal is dazzled.

Fort +3, **Ref** +9 (evasion), **Will** +1

hp 52 (7 HD)

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

Ranged mwk light crossbow (range 80 ft.; Point Blank Shot, Precise Shot, accuracy [half range increment penalties], deadly range [50 ft., sniper's eye] +11 (1d6/19-20)

Melee spear +5 (1d6-1/x3)

Atk Options sneak attack (+4d6; bleeding attack)

Combat Gear bolts (30), *oil of magic weapon*, *potion of invisibility*, alchemist's fire (2)

Abilities Str 8, Dex 18, Con 12, Int 13, Wis 8, Cha 10

SQ rogue talents (bleeding attack, camouflage, sniper's eye)

Feats Improved Initiative, Point Blank Shot, Precise Shot, Rapid Reload (light crossbow)

Skills as above plus Bluff +10, Craft (traps) +11, Disable Device +12, Intimidate +10

Languages Common, Draconic

Gear as above plus 100 gp

HOWLS FROM THE DESOLATION

The keening, circling winds of the southern oceans surround a newly-separated, isolated island drifting inexorably towards the pole. The lush temperate forests, which once housed a myriad of life, are transforming into ice wastes as the temperature plummets. In this desolation come the howls of the last sentient creatures dwelling in the frozen ruins of abandoned civilisations – cruel packs of thylacine worgs ruled by a caste of powerful bone-witches.

SOCIETY & ORGANISATION

The Howls From The Desolation are a loose collection of thylacine worg packs which cover the icy, dying island. Each tribe consists of ten to twelve adult worgs, six to eight worg pups, plus a pack of domesticated thylacines which serve as beasts of burden and hunting companions. Each pack follows a gigantic worg blessed with eldritch powers drawn from the bones of primeval hunts.

The winter wolf bone-witches of the pack are jealous of their arcane knowledge which is hoarded as piles of gnawed bones buried in the frozen earth. The witch-bones hold the magical secrets as elaborate fang-scored markings which are ritualistically gnawed by the winter wolves to prepare their spells. The bone-witches are prized by their pack for their ability to craft and manipulate objects with their magic, including strange tools suitable for use by worgs.

Below the alpha-caste of the winter wolves are the warriors of the tribe who wear ceremonial bronze breastplates created in antiquity by a once-thriving humanoid civilisation now fled. These breastplates are revered artefacts, conveying potent status among other worgs, and are often powerfully enchanted.

The remaining worgs concentrate on hunting the ever-dwindling prey animals on the slowly freezing land, and protecting their pups within their protective pouches.

IN YOUR CAMPAIGN

The ruins of the freezing island call out for exploration (and a little plundering) by your PCs, who will find the Howls From The Desolation within, in addition to the traps and guardians left by the former occupants.

The desperate fight for survival by the worg packs makes alliances between the PCs and one of the bone-witch leaders a possibility in exchange for the defeat of one of their rivals.

Alternately, the creeping cold could be expanding into the PC's homeland, and the only solution is hidden within the vaults underneath the lost island's ruins.

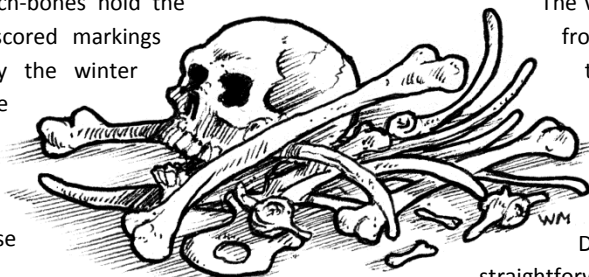
Appearance: All the worgs, including the winter wolves and thylacine pets are of leaner stature than a standard wolf or worg. The hindquarters of the beasts are marked with tawny stripes. Unfortunately the camouflage evolutionally developed for temperate forests does little to assist the creatures in the icy wasteland in which they now dwell.

ECOLOGY & LAIR

The ecosystem in which the Howls From The Desolation exist is slowly crumbling due to the brutal stranglehold of the southern oceans' cold currents. Getting enough fresh meat to eat in the flash-frozen forests, now little more than ghostly stands of icicles which were once trees, is almost impossible. Starvation is rife. An internecine war of cannibalism between the packs is imminent and unavoidable as the freezing winds blow stronger.

Each tribe dwells in the ruins of abandoned towns, monuments to a civilisation which fled the cataclysmic climate changes. The ruins are filled with artefacts, magical, valuable or otherwise from these times, which the worgs use to this day.

The worgs of the tribes protect themselves from the cold by fashioning clothing from the remnants, taking the styling of the local ruins' defunct civilisation.



COMBAT & TACTICS

The worgs of the Howls From The Desolation tribe fight in a straightforward manner, not having the energy to pursue and harry prey across long distances. The armoured warrior-caste fight in the vanguard of any such engagements, ferociously bringing down the largest of their enemies. The bone-witches are more circumspect, riding aboard thylacine-pulled sleighs and casting spells from afar.

TRIBAL ROSTER

The tribe comprises the following members:

- 67 pups (young worg)
- 86 worgs
- 23 warrior-caste worgs (NE advanced worg fighter [savage warrior] 2)
- 9 bone-witches (NE advanced winter wolf witch [bonded witch, winter witch] 6)
- 47 thylacines
- Helvican (NE male worg cleric 6)
- Kalasomyr (NE male advanced worg fighter [tactician] 7)
- Galehdra (NE female advanced winter wolf witch [bonded witch, winter witch] 9)

GALEHDRA

CR 11 (XP 12,800)

This majestic ice queen of worgs stands regally aboard a magnificently carved sleigh. Mottled black fur covers her gaunt frame. A scarlet and blue stone orbits her great, shaggy head.

Female advanced old winter wolf witch (bonded witch, winter witch) 9

NE Large magical beast (cold)

Init +7; **Senses** darkvision 60 ft., low-light vision, scent; Perception +24, Sense Motive +19

Speed 50 ft., **ACP** 0; Acrobatics +21 (+29 jumping), Stealth +19 (+25 in snow)

AC 25, touch 12, flat-footed 22; **CMD** 28 (32 vs. trip) (+4 armour [*mage armour*], +3 Dex, +9 natural, -1 size)

Immune cold; **Weakness** vulnerability to fire

Fort +14, **Ref** +11, **Will** +12

hp 154 (15 HD)

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

Melee bite +13 (1d8+6 plus 1d6 cold and trip)

Special Actions breath weapon (every 1d4 rounds, 15-ft. cone, 6d6 cold damage, DC 21 Reflex halves), hex (DC 20; charm, evil eye, feral speech, frostfoot)

Witch Spells Prepared (CL 9th; concentration +15 [+19 defensively; +1 cold spells]; bonded item [bone])

5th—*magic jar* (DC 22), *mass pain strike* (DC 22)

4th—*crushing despair* (DC 20), *minor creation*, *wall of ice* (DC 22)

3rd—*fly*, *heroism*, *ice storm* (2)

2nd—*death knell* (DC 19), *feast of ashes* (DC 18), *frost fall* (DC 20), *haunting mists* (DC 18), *see invisibility*, *skinsend*

1st—*comprehend languages*, *ear-piercing scream* (DC 18), *ill omen*, *mage armour*, *ray of enfeeblement* (DC 18), *unshakeable chill* (DC 19)

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

Combat Gear *scarlet and blue ioun stone* (Acrobatics), *voidfrost robe*

Abilities Str 19, Dex 16, Con 23, Int 23, Wis 19, Cha 18

SQ cold flesh, ice magic

Feats Ability Focus (breath weapon), Arcane Strike, Combat Casting, Eschew Materials, Extra Hex (charm), Improved Initiative, Spell Focus (evocation), Spell Focus (necromancy)

Skills as above plus Diplomacy +10, Handle Animal +10, Intimidate +13, Knowledge (arcana) +18, Knowledge (history) +18, Knowledge (nature) +18, Knowledge (planes) +18, Survival +13

Languages Aklo, Common, Draconic, Dwarven, Elven, Giant, Goblin, Orc

Gear as above plus thylacine-drawn sleigh and innumerable treasures stored in her lair.

Bonded Item (Bone) as above plus 5th—*break enchantment*, *fabricate*, *prying eyes*; 4th—*enervation*, *greater false life*, *stone shape*; 3rd—*suggestion*, *tiny hut*, *vampiric touch*; 2nd—*make whole*, *masterwork transformation*, *spectral hand*; 1st—*obscuring mist*, *sleep*, *unseen servant*

NOTABLE PERSONALITIES

The majority of the tribe are normal rank and file worgs. A few members are, however, exceptional:

- **Helvican (LE male worg cleric 6):** Helvican serves as a lorekeeper for the tribes in the snowbound ruins of the cyclopean library at Thanus. The sage toils to keep the worgs' culture alive in the face of extinction, curating the history and knowledge of the ancients in a vain hope it may prove useful to future generations.
- **Kalasomyr (NE male advanced worg fighter [tactican] 7):** Kalasomyr, a great black-furred beast, holds the worgs' ancestral homelands of Rerglor as his pack's hunting grounds. The lush forest of a century ago is now bleak tundra dotted with petrified tree trunks. The worgs still live in the low-ceilinged towering ziggurats built in ages past.
- **Galehdra (NE female advanced old winter wolf witch [bonded witch, winter witch] 9):** Galehdra is an ancient winter wolf who remembers the terrifying sundering of islands from her youth. She has lived through the ever-descending winter, watching the ecosystem laid waste, the humanoid exodus and food growing scarce. She is selfish and cruel to any outside her pack.

TRIBAL LORE

Characters with ranks in Knowledge (local) may know something about the tribe. A successful check reveals all information gained by a lesser result:

DC 12: The Howls From The Desolation are a series of disparate thylacine worg packs living in the harsh tundra of a frozen land.

DC 17: The worgs are intelligent enough to wear armour and scavenge amongst the ruins of the failed nations which fled the cataclysm that cast the land into a perpetual winter. The hunting grounds of the worgs are all but exhausted by the encroaching cold, and starvation is rife.

DC 22: The great winter wolf bone-witches lead the worg packs, standing astride giant sleighs drawn by domesticated thylacines.

BONDED WITCH (BONE)

Worgs and winter wolves may take the bonded witch archetype, which is normally restricted to half-elves, but only if they choose a bone as their bonded item. The bonded item spells associated with the bone are as follows:

Bone: 2nd—*unseen servant*; 4th—*make whole*; 6th—*tiny hut*; 8th—*stone shape*; 10th—*fabricate*; 12th—*move earth*; 14th—*limited wish*; 16th—*polymorph any object*; 18th—*time stop*.

KOBOLDS OF THE DIABOLICAL TRAP GUILD

The Kobolds of the Diabolical Trap claimed a warren in hilly land near a small village and furtively preyed on travellers. The village grew into a great metropolis and spread over the top of the guild's warren, and many of the city's leaders assumed the kobolds moved on to a better location. Instead, the kobold's leader smelled a fantastic opportunity and forged a pact with the city's burgeoning thieves' guild to provide traps and a safe refuge for the guild's members. The city's rogues regard the kobold guild as the foremost authority on trapmaking.

SOCIETY & ORGANISATION

Krathis (page 9), a charismatic and cunning kobold, leads the Diabolical Trap Guild and meets with only the richest clients. His lieutenants (Meela and Vlix [page 9]) work with the guild's other clients, while Brammin (page 9), the guild's master trapsmith, with a handful of assistants, fashions the requested devices. The leadership role usually lasts the duration of the leader's life, and a trap building competition determines the new leader.

Typically, this competition involves the surviving lieutenants, as well as the master trapsmith, who usually declines the honour because of his or her devotion to the work. The competition results in the death or severe maiming of the loser(s) and may even gift the winner distinctive scars.

All guild members despise gnomes, owing to a vicious battle fought when a clan of gnomes attempted to oust the kobolds from their home. If a potential client mentions gnomes as the traps' intended victims, Krathis or one of his lieutenants gives the client a large discount and may even help install the traps.

Appearance: The workaday kobolds wear simple shifts or worn leather garb. Some of the guild's unwitting trap testers have missing limbs or eyes. Krathis and his lieutenants dress well to make a good impression with clients, but they are careful not to dress ostentatiously, unless they plan to lure a potential victim into a deathtrap.

IN YOUR CAMPAIGN

In your campaign, the Kobolds of the Diabolical Trap can reside in a warren under any major city. They keep a low profile and do not welcome the PCs' notice. However, if the PCs deal with the city's thieves' guild and encounter nasty traps beyond the thieves' capabilities, they may discover the tribe's existence. Likewise, as the kobolds sneak into the city to set traps or steal items, rumours about "dragon people" might pique the PCs' interest.

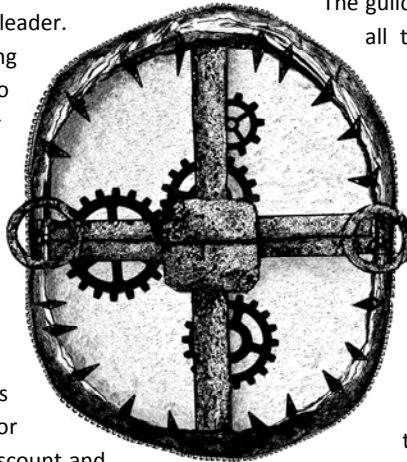
ECOLOGY & LAIR

The guild's dug out warren still sits below the city and consists of twisting passageways intended to confuse intruders. An ornately furnished room lies just beyond a concealed entrance; Krathis and his lieutenants entertain clients in this room. Other secret doors lead to rooms where the city's thieves' guild members hide to evade the law. Behind a well-hidden and fiendishly trapped door the rest of the guild's warren sprawls underneath the hills just outside the city gates. This area holds the kobolds' living quarters and Brammin's impressive workshop. A back entrance leads from the warrens to a cave, overgrown with vines. The kobolds have told no one about this entrance's existence, preferring to keep it secret in case they need to escape from the city's guards...or thieves.

COMBAT & TACTICS

The guild's tactics are straightforward—let the traps do all the hindering, maiming and killing while the kobolds escape. Once a week they perform drills to ensure everyone knows how to escape safely. These drills sometimes claim a kobold or two, but the guild's leaders consider these acceptable losses and a reduction in tribal incompetence. The majority of the kobolds have no martial training, but their small size allows them to overwhelm enemies in the cramped warrens. Krathis, his lieutenants, and the guild's sergeants are capable fighters and fight to buy time for the guild's withdrawal, with Brammin's escape their number one priority.

Alliance with the thieves' guild gives the kobolds a final ace. After years of good relations, Krathis knows he can rely on the thieves' guild to deal with meddling do-gooders.



TRIBAL ROSTER

The tribe comprises the following members:

- 47 experts (LE kobold expert 1)
- 103 non-combatants (including 83 young)
- 17 supervisors (LE kobold expert 2)
- 5 sergeants (LE kobold rogue [thug] 3)
- Meela (LE kobold rogue [chameleon] 4)
- Vlix (LE kobold rogue [thug] 5)
- Brammin (LE kobold rogue [trapsmith] 8)
- Krathis (LE kobold [charlatan] 9)

NOTABLE PERSONALITIES

The majority of the guild are normal kobolds. A few members are, however, exceptional:

- **Krathis (LE male kobold rogue [charlatan] 9):** The Diabolical Trap Guild's leader has maintained his position through guile and treaties with the thieves' guild. He talks quickly and always with an eye towards closing a deal. Thus far, in his ten years of leadership, he has juggled all the promises and deals he has made with his powerful patrons. One weakness of his is his uncontrollable urge to don his *cap of human guise* to pretend to be a gnome, as which he spreads rumours and causes trouble in an attempt to sour the city's view of gnomes.
- **Brammin (LE male kobold rogue [trapsmith] 8):** Brammin has been master trapsmith for five years. He is a perfectionist when it comes to trapmaking, and no other kobold comes close to matching his skill—or nefariousness. Brammin works quietly in his workshop, and Krathis is savvy enough to dodge any requests to meet the trapsmith. Usually, a demonstration

KRATHIS

CR 8 (XP 4,800)

This well-dressed reptilian humanoid flashes an easy smile.

Male kobold rogue (charlatan) 9

LE Small humanoid (reptilian)

Init +0; **Senses** darkvision 60 ft.; Perception +18, Sense Motive +16

Speed 30 ft.; **ACP** 0; Acrobatics +12, Escape Artist +12, Stealth +19

AC 15, touch 11, flat-footed 15; **CMD** 13; improved uncanny dodge

(+3 armour [+1 leather], +1 natural, +1 size)

Weakness light sensitivity

Light Sensitivity (Ex) When in an area of bright sunlight or within the radius of a *daylight* spell Krathis is dazzled.

Fort +4, **Ref** +6 (evasion), **Will** +4 (+2 vs. sleep and charm)

hp 57 (9 HD)

Space 5 ft.; **Base Atk** +6; **CMB** +3

Melee dagger +5/+0 (1d3-2/x2) or
spear +5/+0 (1d6-2/x3)

Ranged mwk light crossbow (range 80 ft.) +8/+3 (1d6/19-20)

Atk Options sneak attack (+5d6)

Combat Gear *potion of eagle's splendour*, *potion of undetectable alignment*

Abilities Str 6, Dex 10, Con 12, Int 14, Wis 12, Cha 16

SQ rogue talents (coax information, convincing lie, honeyed words, obfuscate story, rumourmonger)

Feats Alertness, Deceitful, Skill Focus (Bluff), Skill Focus (Stealth), Uncanny Alertness

Skills as above plus Appraise +14, Bluff +20 (convincing lie [7 days], honeyed words [2/day], natural born liar, rumourmonger [3/week]), Diplomacy +15, Disguise +17, Knowledge (local) +14, Sleight of Hand +12

Languages Common, Draconic, Undercommon

Gear as above plus *cap of human guise*, crossbow bolts (30), 451 gp

of his work suffices to impress a prospective client.

- **Vlix (LE male kobold rogue [thug] 5):** When Krathis needs someone to make a hard sale or collect payment, he sends Vlix. Vlix is less than subtle, but his aggressiveness usually pays off. Vlix also works with clients who respect his straightforward demeanour.
- **Meela (LE female kobold rogue [chameleon] 4):** Meela is quiet and reserved, but in a way that makes clients uncomfortable with the idea of trifling with her. Krathis has great expectations for the young kobold and sees her as a much more viable future leader than Vlix. To that end, Krathis has convinced Brammin to train her in the art of trapmaking.

TRIBAL LORE

Characters with ranks in Knowledge (local) may know something about the guild. A successful check reveals all information gained by a lesser result:

DC 16: The thieves' guild buys their traps from the kobolds of the Diabolical Trap Guild.

DC 21: A kobold warren sits underneath the city and sprawls outward toward nearby hills.

DC 26: The Diabolical Trap Guild is led by a smooth-talking kobold named Krathis, but the guild's true power rests with the trapsmith Brammin.

MEELA

CR 3 (XP 800)

This shy reptilian humanoid carries an air of menace.

Female kobold rogue (chameleon) 4

LE Small humanoid (reptilian)

Init +8; **Senses** darkvision 60 ft.; Perception +10, Sense Motive +8

Speed 30 ft.; **ACP** 0; Acrobatics +11, Escape Artist +13, Stealth +17 (effortless sneak [urban], fast stealth, misdirection [4/day])

AC 16, touch 15, flat-footed 12; **CMD** 14; uncanny dodge (+4 Dex, +1 natural, +1 size)

Weakness light sensitivity

Light Sensitivity (Ex) When in an area of bright sunlight or within the radius of a *daylight* spell Meela is dazzled.

Fort -1, **Ref** +8 (evasion), **Will** +2

hp 15 (4 HD)

Space 5 ft.; **Base Atk** +3; **CMB** +0

Melee dagger +2 (1d3-2/19-20)

Ranged mwk light crossbow (range 80 ft.) +9 (1d6/19-20)

Atk Options sneak attack (+2d6; fast getaway)

Combat Gear bolts (20), *potion of cure light wounds* (2), *potion of invisibility*

Abilities Str 6, Dex 18, Con 6, Int 13, Wis 12, Cha 14

SQ rogue talent (fast getaway, fast stealth)

Feats Improved Initiative, Stealthy

Skills as above plus Bluff +9, Craft (traps) +5, Disable Device +9, Disguise +9, Intimidate +9, Sleight of Hand +10

Languages Common, Draconic

Gear as above plus 53 gp

MASTERS OF THE CAULDRON

Wastrel bards sing of the greatest feasts held in the royal courts, magnificent decadent orgies of succulent meats, delectable pastries and mountainous cakes. The pinnacle of the chef's art is a trio of mysterious itinerant cooks, the Masters of the Cauldron, whose secret recipes make even these legendary debauched banquets taste like ashes.

SOCIETY & ORGANISATION

The Masters of the Cauldron are three travelling ogre cooks of immeasurable reputation, desired by kings and emperors for the magnificent, unsurpassed feasts they create. The three chefs, the Great Gourmand, the Ladle King and Our Mother of Belches, command a small army of ogre assistants, scullions and kidnappers tasked with acquiring the more exotic meats used in the Masters' recipes.

The Masters and their servants toil in secret, clearing a castle's kitchens before entering, and receiving ingredients only from behind closed doors. The Masters have no scruples about the ingredients that go into their cooking, and dishes which sport humanoid flesh, psychotropic drugs or links to the evil planes are commonly included in the repast. Such is the skill of the ogres that the consumers of their fare never question the plethora of unexplained and unique flavours.

Appearance: The Masters, all massively corpulent and heavy-jowled, dress in the finest silks and jewels within their massive windowless carriages when they roll into a city. The cooks each smell of exotic spices and stale sweat. The Masters are eloquent and verbose about their creations, belittling any who question their methods.

The scullions and assistants, while less staggeringly obese, are no less heavyset. They wear plain, dirty, dark clothes marred with sweat stains, patches of dried beer and grime. Their brown aprons are often smeared with blood from freshly butchered carcasses. The ogres always wear weighty, wickedly sharp cleavers on their belts, especially when out procuring supplies.

TRIBAL ROSTER

The tribe comprises the following members:

- 7 ogre scullions
- 3 ogre kidnappers (CE ogre rogue 3)
- 2 winter wolves
- Our Mother of Belches (CE female ogre witch [gravewalker] 9)
- The Ladle King (CE male ogre witch 11)
- The Great Gourmand (CE male ogre witch 13)

ECOLOGY & LAIR

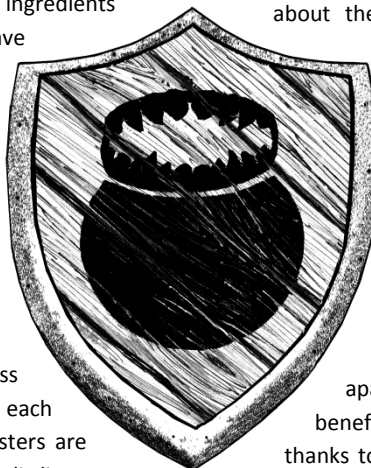
The Masters of the Cauldron have a list of invitations long enough to keep them in employment for the next fifteen years. The road between engagements is long, however, and the ogres prey on any lone wanderers they meet, practicing new and debauched cooking methods on the newly butchered carcass.

When they arrive at their next engagement, the ogres wait until the regular staff vacates the kitchens before taking up residence. The Masters demand fresh ingredients for their extraordinary banquets, and their assistants, mostly in-bred children, nieces and nephews of the Masters, immediately begin scouring the town and countryside for abandoned drunks, sleeping children or lonely hermits to cram into the pot. The ogres particularly enjoy raiding nearby holy groves for fey-meat or unicorn flesh.

The chefs keep two staggeringly well-fed winter wolves about the kitchens to provide refrigeration if a recipe demands it, and many robber barons or petty tyrants have won over their noble guests with the lure of ice-cold dragon scale sorbet.

COMBAT & TACTICS

The Masters themselves are powerful witches, and use their spells and hexes exclusively in combat, being barely able to stand under their own weight, let alone fight. The scullions are brutal in combat, preferring to hack enemies apart with their heavy cleavers. The assistants benefit continuously from the witches' cook people hex thanks to the delicious, grisly culinary experimentation of their Masters.



IN YOUR CAMPAIGN

In your campaign, the Masters of the Cauldron can be used as part of a murder mystery, when people of the town disappear during the Count's grand feast. The Masters could also appear as a diplomatic option for the PCs themselves if they are landholders and need to impress their liege lord or nearby allies. Whether the PCs know of the Masters' dire reputation before they hire the cooks, or discover it to their horror mid-feast, they will be forced to confront their own complicity in inflicting rapacious ogres onto their own people.

NOTABLE PERSONALITIES

The majority of the tribe are normal rank and file ogre. A few members are, however, exceptional:

- **Our Mother of Belches (CE middle-aged female ogre witch [gravewalker] 9):** A waddling, towering ogress, Our Mother of Belches stands almost eleven feet tall. She specialises in great

THE GREAT GOURMAND CR 13 (XP 25,600)
This squat, balding ogre is dressed in the finest silks, sweating profusely through the expensive fabric. Cracked yellow teeth protrude from his salivating mouth. His thatched chest hair peeks out from the top of his strained tunic, which bulges precariously as it attempts to contain his bulk.

Male old ogre witch 13

CE Large humanoid (giant)

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +23, Sense Motive +3

Speed 40 ft.; **ACP** 0; **Acrobatics** +0 (+4 jumping)

AC 18, touch 9, flat-footed 18; **CMD** 24; **Arcane Shield** (+4 armour [image armour], +5 natural, -1 size)

Arcane Shield (Su [immediate]) The Great Gourmand can sacrifice a prepared spell to gain a deflection bonus to AC equal to the spell's level for 1 round.

Fort +11, **Ref** +5, **Will** +12

hp 127 (17 HD)

Space 10 ft.; **Base Atk** +9; **CMB** +14

Melee +1 keen handaxe (reach 10 ft.) +13/+8 (1d8+4/19-20 x3)

Special Actions hex (cauldron, coven, disguise, flight, poison steep; DC 20), major hex (cook people, waxen image; DC 20)

Witch Spells Prepared (CL 13th; concentration +17; deception patron)

7th—*mass hold person* (DC 23)

6th—*animate objects, unwilling shield* (DC 22)

5th—*mass pain strike* (DC 21), *magic jar* (DC 21), *major creation*

4th—*arcane eye, confusion* (DC 20), *cure serious wounds, poison* (DC 20), *spite* (DC 20)

3rd—*bestow curse* (DC 19), *blink, cup of dust* (DC 19), *ray of exhaustion, vampiric touch*

2nd—*blindness/deafness* (DC 18), *feast of ashes* (DC 18), *gentle repose, invisibility, vomit swarm*

1st—*beguiling gift* (DC 17), *charm person* (DC 17), *ill omen* (DC 17), *mage armour, ventriloquism*

0—*bleed, detect magic, guidance, putrefy food and drink*

Combat Gear *potion of cure light wounds* (8), *potion of fly* (2), *potion of heroism* (2), *potion of magic circle against good*,

Abilities Str 19, Dex 10, Con 17, Int 19, Wis 16, Cha 9

Feats Arcane Shield, Brew Potion^B, Greater Spell Focus (enchantment), Greater Spell Focus (necromancy), Improved Initiative, Spell Focus (enchantment), Spell Focus (necromancy), Split Hex

Skills as above plus Craft (alchemy) +24, Craft (food art) +24, Knowledge (arcana) +24, Profession (chef) +23, Spellcraft +24

Languages Common, Draconic, Dwarven, Elven, Giant

Gear as above plus *headband of vast intellect* +4, 343 gp and 4,566 gp

roasts of every kind of meat, including humanoid flesh. Her sauces, bastes and infusions are mouth-watering beyond reason. Courts and feast halls gasp in amazement as the cooked beasts or people rise up, ensorcelled by *animate dead*, and begin carving themselves, sword-fighting with other roasts, or inviting the champions of the court to an edible gladiatorial contest.

- **The Ladle King (CE middle-aged male ogre witch 11):** The Ladle King is wider than he is tall, and has gigantic undulating arms. He makes soups, stews, broths and sauces of delicate and robust taste. He prefers to kill his victims in the pot by immersing them in boiling water to maintain the freshness. The Ladle King infuses the rich food with conjuration magic, and many a reveller has found his satisfied belches re-materialising into a nubile succubus intent on depravity.
- **The Great Gourmand (CE old male ogre witch 13):** The great Gourmand is small for an ogre, balding and covered in coarse body hair. His confections are unimaginable - sugar dragon eggs which hatch illusory dragons, inhalable clouds which reconstitute into food in the diner's mouth and animated, edible tables constructed from chocolate teleported from distant lands feature highly. The Great Gourmand specialises in infusing his food with captured souls to tantalise the aura as well as the taste-buds.

TRIBAL LORE

Characters with ranks in Knowledge (local) may know something about the Masters of the Cauldron. A successful check reveals all information gained by a lesser result:

DC 13: The Masters of the Cauldron are a group of remarkably talented chefs desired the world over for their fabulous creations.

DC 18: Feasts held by the Masters commonly devolve into debauched revels, but the Masters themselves are never seen.

DC 23: The Masters of the Cauldron are ogres of massive size who imbue their dishes with magic both fair and foul. The ogres source different types of humanoid flesh for their dishes, which are served up to unsuspecting guests.



ORCS OF THE BEAR'S HIDE

A decade ago, a shaman of the orcs of the Bear's Hide domesticated an owlbear. The orcs provided the owlbear with food, while the creature allowed the orcs to dwell in its hidden cave. A decade later, the orcs now share living-space with three adult owlbears and a dozen grizzly bears. The bears offer the orcs shelter and protection for their non-combatants, allowing the orcs to support more young and women than usual. Their new leader, Thalgas, wants to use the bears to help expand the orcs' territory, but he is encountering resistance within the tribe.

SOCIETY & ORGANISATION

The orcs of the Bear's Hide are patient, and have learned sudden movements and aggressive outbursts are ill-advised. While still prone to aggression and violence, they don't leap into battle, instead beginning with loud displays of roars, snarls and clanging of weapons, designed to strike fear into their opponents' hearts.

A newcomer to the tribe, Thalgas has claimed its leadership. Under his influence, the orcs have begun raiding outside their forest territory. The orcs extensive cave system, and bear allies, have made it difficult for Thalgas to convince the tribe to expand their territory, and the tribe's (relatively) calm hearts and contemplative attitudes frustrate him. Thalgas' attempts to convince his tribe of the benefits of a more violent lifestyle are working, but he must tread carefully, for he has a very limited affinity with the bears. This leaves him beholden to Horug, the tribe's oldest and wisest ranger. Horug's harmonious demeanour and easy way with his tribe-mates infuriates Thalgas, and Horug is the loudest voice against expansion. If Thalgas ever obtains another way to lead the bears, Horug's days will end.

Bear's Hide: Rangers among the Bear's Hide orcs wear cloaks

IN YOUR CAMPAIGN

The Bears's Hide orcs make a good threat for low- to mid-level PCs who know a thing or two about the woods. The Bear's Hide may have seized something of value, requiring the adventurers seek out their lair. Sneaky or clever PCs with a penchant for questioning fallen foes might learn of the tribe's internal schism and try to leverage it to their advantage. A less conventional adventure might have Horung approach known druids, rangers or woodland types for help reclaiming his tribe from Thalgas' grasp – preferably without harming his beloved bears!

of bear hide. The orcs spend considerable effort recovering champions that fall in battle (those cloaks aren't easy to come by, after all). In theory, stronger warriors might wear owlbear cloaks, but only Horug has managed to gain such a prize.

Appearance: Broader and squatter than typical orcs, the Bear's Hide tribe dresses in fur even in the summer heat. They tend to add weight in the fall, and are rarely seen out of their caves when the winter cold sets in, although Thalgas doesn't mean for that tradition to last.

ECOLOGY & LAIR

About half the adult orcs, and all but two of the adult bears, have spent their lives alongside each other, and both sides share food, sleeping space and hunting and guard duty. While the bears aren't tame, they have acclimatized to the orcs' presence, and the orc rangers soothe their aggressive tempers.

Few of the orcs' caverns serve a specific purpose, instead being kitchen, dining hall, sleeping chamber, training room or bathroom as convenient. In a deep chamber, an underground waterfall prevents the bears from climbing down further, and wards Thalgas' own quarters.

COMBAT & TACTICS

The Bear's Hide orcs prefer melee combat, but often spend a round or two trying to intimidate their opponents into fleeing. If they meet significant resistance, they flee (to return in greater numbers).



TRIBAL ROSTER

The tribe comprises the following members:

- 90 warriors (orc warrior 1)
- 35 honeyed warriors (orc warrior 1/expert 1)
- 14 champion woodsmen (orc ranger 1/barbarian 1)
- 7 Thalgas' champions (orc barbarian 4)
- 8 Horug's Woodsmen (orc ranger 3/barbarian 1)
- 127 non-combatants (including 77 young)
- 12 mature grizzly bears
- 7 young grizzly bears
- 3 mature owlbears
- 2 young owlbears
- Horug (CN male orc ranger 5/barbarian 2)
- Thalgas (CE male orc barbarian 7)

NOTABLE PERSONALITIES

The majority of the tribe are normal rank and file orcs. A few members are, however, exceptional:

- **Groot (N male advanced owlbear):** Groot (pronounced "Grr-Hoot") is the dominant male owlbear in the sleuth. Irritable and cantankerous, he maintains his position with aggressive, dominance displays and occasional violence. Horug has worked for years to teach him orcs are a source of food, rather than food, a lesson Groot has not entirely taken to heart.

THALGAS

CR 6 (XP 2,400)

This grizzled and brutish orc wears heavy plate armour and wields a falchion. He points, indicating who he intends to kill next.

Male orc barbarian 7

CE Medium humanoid (orc)

Init +1; **Senses** darkvision 60 ft.; Perception +9, Sense Motive -1
Speed 20 ft., base speed 30 ft.; **ACP** -5; Climb +12, Stealth +5, Swim +12

AC 22, touch 12, flat-footed 22; **CMD** 26; uncanny dodge (+10 armour [+1 full plate], +1 deflection [ring of protection +1], +1 Dex)

Weakness light sensitivity

Light Sensitivity (Ex) Thalgas is dazzled in areas of bright sunlight, or within the area of a *daylight* spell.

Fort +10, **Ref** +3, **Will** +1

hp 72 (7 HD)

Ferocity (Ex) Thalgas remains conscious and can continue fighting even if his hp total is below 0. He is still staggered, loses 1 hp a round and dies when he reaches -14 hp

Space 5 ft.; **Base Atk** +7; **CMB** +14

Melee +1 *falchion* (Furious Focus, Power Attack [-2/+6]) +14/+9 (2d4+8/18-20)

Ranged longbow (range 110 ft.) +9/+4 (1d8+5/x3)

Special Actions rage (18 rds.)

Abilities Str 20, Dex 13, Con 14, Int 10, Wis 8, Cha 6

SQ fast movement

Feats Endurance, Furious Focus, Power Attack, Weapon Focus (falchion)

Skills as above plus Intimidate +8, Linguistics +1, Survival +9

Languages Common, Orc

Gear as above plus, cloak of owlbear hide (worth 350 gp), 5 bloodstones (50 gp each)

Raging, Thalgas has the following altered statistics:

Climb +14, Swim +14

AC 20, touch 10, flat-footed 20; **CMD** 28 (+10 armour [+1 full plate], -2 class, +1 deflection, +1 Dex); uncanny dodge

Fort +12, **Ref** +3, **Will** +3

hp 86 (7 HD); **ferocity** (-18 hp)

Space 5 ft.; **Base Atk** +7; **CMB** +14

Melee +1 *falchion* +16/+11 (2d4+11/18-20)

Abilities Str 24, Con 18

- **Horug (CN male orc ranger 5/barbarian 2):** At almost 30 years of age, Horung is old for an orc. Age has begun to mellow him, and he would prefer his tribe not "travel the red trail to war." He does not consider himself a leader, though, and avoids conflict with Thalgas – at least for the time being.
- **Thalgas (CE male orc barbarian 7):** Brutal and direct, the barbarous Thalgas wears plate mail recovered from a cavalier he slew. This strong armour makes him difficult for most other orcs to injure, meaning he wins most internal "squabbles." Like many orcs, Thalgas believes anything he can take deserves to be his, which causes him to try to stir the Bear's Hide tribe into action. He dislikes Horug, but needs the old orc, as nobody else has the same familiarity with the tribe's bears.

TRIBAL LORE

Characters with ranks in Knowledge (local) may know something about the Bear's Hide tribe. A successful check reveals all information gained by a lesser result:

DC 10: These squat, wide and slightly chunky orcs have a look much more like townsfolk than savage warriors, and have obviously been living a comparatively peaceful life.

DC 15: The orcs' collection of bear claws and hide armour suggest they're part of a local tribe known as the Bear's Hide, a quiet group of orcs nestled deep in the local woodlands known for associating with bears.

DC 20: Recently, the Bear's Hide have been stepping up their raids, sending out small, aggressive raiding parties. A heavily armoured orc always leads these raids.

GROOT

CR 5 (XP 1,600)

A bizarre fusion of bear and owl, this ferocious creature has madness-tinged red, rimmed eyes, a coat of fur and feathers and long, curved claws.

Advanced owlbear

N Large magical beast

Init +7; **Senses** darkvision 60 ft., low-light vision, scent; Perception +14, Sense Motive +3

Speed 30 ft.; **ACP** 0; Stealth -1

AC 17, touch 10, flat-footed 16; **CMD** 25 (29 vs. trip) (-1 size, +1 Dex, +7 natural)

Fort +12, **Ref** +7, **Will** +4

hp 57 (5 HD)

Space 10 ft.; **Base Atk** +5; **CMB** +12 (+16 grapple)

Melee 2 claws +10 (1d6+6 plus grab) and bite +8 (1d6+6)

Grab (Ex [free]) If he hits a Medium or smaller target with its bite, Groot can try to start a grapple without provoking attacks of opportunity.

Abilities Str 23, Dex 16, Con 22, Int 6, Wis 16, Cha 14

Feats Improved Initiative, Great Fortitude, Skill Focus (Perception)

Skills as above

ORCS OF THE SHATTERED SHIELD

The Orcs of the Shattered Shield are the remnants of those tribes that were under the rulership of Roask Bonebreaker. Through the efforts of a travelling band of knights-errant, the Order of the Aegis, Bonebreaker's fledgling horde was broken, and its champions slain, before it became too much of a threat. The few survivors of the final slaughter have learnt from their past mistakes, however, and now lurk beyond the gaze of civilised eyes as they re-gather their strength

SOCIETY & ORGANISATION

The orcs of the Shattered Shield are held together by Roask's cunning son, Maurg. Maurg cannot match his father's strength, but possesses a sharper intellect, and under his leadership, the Shattered Shield has gathered strong warriors to its banner. While no Shattered Shield orc was a champion in their previous tribes, most possess more guile than normal orcs.

Maurg keeps his sister Taugrev as a lieutenant, an arrangement tolerated because she is a powerful witch. Gorusk, a half-feral orog, serves as an enforcer and is always close at hand.

Shattered Shields The Shattered Shields weigh prestige in the broken shields of their enemies. Further, in conflicts within the tribe, rather than killing each other, they crack their rival's shield. Consequently, many warriors carry several broken shields.

Appearance Assembled from varied tribes, the orcs have skin tones ranging from light pink to a vibrant red or ruddy brown. They have a preference for dark animal fur cloaks and wear more clothing than many tribes. They also tie jawbones and skulls of predatory animals to their shields. Their weapons and gear – scrounged from fallen members of the Order of the Aegis – are of surprising quality; as the tribe expands, overall equipment quality will suffer, as high-quality gear will become rarer.

IN YOUR CAMPAIGN

GMs can easily place the Shattered Shield tribe in their own campaign. Unlike other orc bands, they can lurk close to the PCs' homes and yet have avoided notice by hiding in their inaccessible caves. PCs may discover the tribe through a raid gone wrong, tracks in the woods or strange sightings reported by returning sailors. Alternately, they might seek the tribe, perhaps to curry favour with the Order of the Aegis, to avenge a fallen compatriot or at the behest of a patron.

ECOLOGY & LAIR

The Shattered Shield lurks in seaside caves along a desolate stretch of isolated coastline. The caves appear cold and uninviting, but the twisted limestone tunnels enable the orcs to keep secret fires burning deep within, and most of the caves are above the high tide mark. The chambers in which prisoners languish are not quite so high above the waterline, while the tide flushes clean the orcs' waste areas.

The Shattered Shield's hunters prowl the nearby woods, taking rabbits, deer and moose as food. They also gather shellfish and occasionally spearfish, though this is tiresome and not very rewarding.

Very infrequently, the tribe conducts raids on nearby farming communities, stealing a pig, cow or horse. The tribe remains careful not to draw attention to themselves.

COMBAT & TACTICS

Fighting with axe and shield, the warriors of the Shattered Shield are better equipped than most orcs. Their warriors learn Improved Sunder, while their skirmishers focus on ranged attacks and ambush tactics.

In an optimal situation, warriors engage a party's front line in melee, as a skirmisher or two moves around to attack those behind. In a more serious conflict, the tribe's leaders won't hesitate to act (violently); Gorusk prefers to tackle enemies head-on while Maurg and Laureg flank enemies. Taugrev hangs back from combat and uses her spells to support her more physically able brethren.



TRIBAL ROSTER

The tribe comprises the following members:

- 22 warriors (orc warrior 1)
- 15 skirmishers (orc warrior 1/expert 1)
- 12 non-combatants (including 3 young)
- 6 hunters (orc ranger 3)
- 7 wild dogs
- Maurg (NE male orc fighter 2/rogue 1/barbarian 2)
- Taugrev (CE female orc witch 5)
- Laureg (CN male orc ranger 3/fighter 2)
- Gorusk (CE male oorg barbarian 5)

MAURG

CR 4 (XP 1,200)

This orc has an almost weasel-like look about him. Lean and lithe, he moves with agility and speed.

Male orc barbarian 2/fighter 2/rogue 1

NE Medium humanoid (orc)

Init +2; **Senses** darkvision 60 ft.; Perception +6 (+7 vs. traps; trapfinding), Sense Motive +0

Speed 40 ft., base speed 30 ft., **ACP** -1; Acrobatics +5 (+9 jumping), Escape Artist +9, Stealth +9

AC 19, touch 13, flat-footed 19; **CMD** 18; Mobility, uncanny dodge

(+5 armour [+1 chain shirt], +2 Dex, +1 dodge [Dodge], +1 shield [mwk buckler])

Weakness light sensitivity

Light Sensitivity (Ex) Maurg is dazzled in areas of bright sunlight, or within the area of a *daylight* spell.

Fort +6, **Ref** +4, **Will** +0 (+1 vs. fear)

hp 33 (5 HD); ferocity

Ferocity (Ex) Maurg remains conscious and can continue fighting even if his hp total is below 0. He is still staggered, loses 1 hp a round and dies when he reaches -10 hp.

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

Melee mwk scimitar +6 (1d6+1/18-20)

Ranged mwk composite longbow (range 110 ft; Deadly Aim [-2/+4], Point Blank Shot) +7 (1d8+1/x3)

Atk Options rage (6 rounds)

Special Actions sneak attack (+1d6)

Abilities Str 13, Dex 14, Con 10, Int 13, Wis 10, Cha 11

SQ fast movement, rage power (lesser spirit totem), trapfinding (+1)

Feats Deadly Aim, Dodge^B, Mobility^B, Point Blank Shot, Skill Focus (Use Magic Device)

Skills as above plus Diplomacy +8, Survival +5, Use Magic Device +11

Languages Common, Goblin, Orc

Gear as above plus large steel shield, large wooden shield, a leather cord with this father's severed hand still wearing a golden band with a cat's eye gem on it (worth 60 gp), 34 gp, 118 sp, 211 cp

Raging, Maurg has the following modified statistics:

AC 17, touch 11, flat-footed 17; **CMD** 18; uncanny dodge (+5 armour [+1 chain shirt], -2 class, +2 Dex, +1 dodge [Dodge], +1 shield [mwk buckler])

Fort +8, **Ref** +4, **Will** +2 (+3 vs. fear)

hp 43 (5 HD); ferocity (-14 hp)

CMB +6

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

Special Actions lesser spirit totem

Lesser Spirit Totem (Su) Each round, Maurg's spirit totem attacks a single adjacent living creature (+4 attack, 1d4 negative energy damage). Maurg believes this totem spirit to be his father.

Abilities Str 16, Con 14

NOTABLE PERSONALITIES

The majority of the tribe are normal rank and file orcs. A few members are, however, exceptional:

- **Gorusk (CE male orog barbarian 5):** Gorusk has no interest in petty details like who leads the orcs, or what objective the tribe seeks to achieve. Gorusk lives for battle, and the moments between slaughter are like the moments between the beat of Gorusk's heart; if they go on too long, Gorusk will die. He is the most aggressive member of the tribe and always in the forefront of any attack.
- **Laureg (CN male orc ranger 3/fighter 2):** Irascible with a fierce independent streak, Maurg tolerates Laureg because of his survival and scouting skills. Laureg's solitary nature prevents him from raising any kind of rebellion, but he often wanders off for days at a time to avoid Maurg.
- **Maurg (NE male orc fighter 2/rogue 1/barbarian 2):** Maurg is a charismatic and intelligent (as orcs go) leader who inspires loyalty in his followers. He's gathered the Shattered Shield orcs under his banner by displaying uncharacteristic guile and cunning, and won't relinquish the privilege of command without a fight. Unlike a typical orc chieftain he spends the lives of his followers wisely; he is not compassionate – rather he sees his followers as a resource of which he does not have enough.
- **Taugrev (CE female orc witch 5):** Female orcs don't generally achieve positions of leadership, but Taugrev benefits from being both Maurg's sister and a capable witch. She advises her brother on arcane and mystical matters, and works hard to build on her brother's trust so that she might remain in her privileged position. For this reason, she is fiercely loyal to Maurg. Many of the tribe are wary of her strange, otherworldly powers.

TRIBAL LORE

Characters with ranks in Knowledge (local) may know something about the Orcs of the Shattered Shield. A successful check reveals all information gained by a lesser result:

DC 10: By their weapons and gear, these orcs resemble members of Bonebreaker's Horde, a horde of several tribes recently destroyed before they could sack several nearby towns and strongholds.

DC 15: The Bonebreaker Horde were crushed by the Knights-Errant of the Order of the Aegis.

DC 20: Rumours of these orcs have swirled through the area for years. In a very un-orcish fashion they seem to avoid conflict whenever possible.

ORCS OF THE SILVER BACKS

Savage even by orc standards, the Orcs of the Silver Back dwell amid the jungle canopy, using spears, nets and harpoons to attack their enemies blundering about on the ground. They are ruled by the intelligent dire ape Pluris, who himself is in service to the orc druid Karolis.

SOCIETY & ORGANISATION

Karolis awakened the dire ape Pluris and installed the ape as leader of the orcs in the area. The orcs eschew steel and now prefer primitive weapons and armours. Karolis derives boundless satisfaction from seeing his former tribe-mates living as little more than a roving tribe of beasts.

While Karolis and Pluris lead the tribe, the two are aided by a cadre of druids, a troupe of dire apes and a band of elite warriors outfitted with steel weapons. The semi-nomadic orcs spend their days searching for their next meal, source of clean water or place to spend a night. Disease and malnutrition have decimated the infirm and young, which may yet be Karolis and Pluris' undoing. Already forced to leave the old to die, the orcs may soon be forced to leave the young behind in their quest for survival. Even orcs are willing to tolerate only so many indignities to their young.

Silver Backs: Elite warriors are marked by Pluris' ashen handprint on their back. Warriors earn the right to bear this mark by slaying a significant opponent or bringing down large prey. Particularly capable warriors have it burned into their skin in a ritual of scarification.

Appearance: The Silver Backs are feral throwbacks, and wear no clothing over their dark green skin. Their greasy, long hair is matted, and they wear simple armours, but often carry rope woven from jungle vines. They swing and climb from tree to tree, while their crude speech lacks conjunctives, adjectives and complex thoughts; they howl like monkeys, calling out to each other during combat.

IN YOUR CAMPAIGN

You can place the Silver Back tribe anywhere you have an ape-occupied jungle, though the Silver Backs work best when they're at least somewhat geographically isolated. Similarly, they're better if the players (and their characters) have fought orcs before, so they know the Silver Backs are atypical.

It can be useful to give Karolis, or Pluris, something the PCs need to recover (an item, information of some kind and so on), forcing them to deal with the tribe instead of avoiding (or killing) them.

ECOLOGY & LAIR

The Silver Backs are arboreal nomads; Puris and Karolis choose a direction for the tribe to move every day and they eat what they find and sleep where they may. While travelling, the tribe breaks into mixed groups of 7-12 orcs. These small groups send a portion of what they find back to the non-combatants, Pluris and Karolis, the attending elite warriors and druids. The associated dire apes wander the area to find their own food.

At night, the groups are twice as large and sleep in shifts. These groups slumber between 10 and 100 yards apart, normally around a fresh water supply. The dire apes rejoin the non-combatants, staying alert and providing protection for Pluris and Karolis as they sleep.

Disputes are resolved through unarmed combat. Since orcs who win these fights have more possessions, mates and food, these fights often end in death. The only orcs exempt from this brutal practise are those Karolis instructs in druid magic, who hold positions of esteem in the tribe, but Karolis encourages combat between his acolytes, both to keep them strong, and to keep them from allying against him.

COMBAT & TACTICS

Tribal Warrior favour melee, and eschew ranged attacks. Veteran fighters remain in the trees, using harpoons to pull adversaries into the air, while the druids use *entangle* and *produce flame*. The druids also boost themselves with *bull's strength*, then close to melee.

Pluris begins with a volley of arrows, and then chops melee opponents to pieces. Karolis changes to dire ape form, then begins combat with a *flame strike*, before closing to melee, after cloaking himself with protective magic.



TRIBAL ROSTER

The tribe comprises the following members:

- 112 warriors (orc warrior 1)
- 63 treetop warriors (orc warrior 1/expert 1)
- 18 elite warriors (orc barbarian 1/ranger 1)
- 12 Karolis' druids (orc druid 4)
- 8 Silver Back orcs (orc druid 3/barbarian 2)
- 93 non-combatants (including only 57 young)
- 27 dire apes
- Pluris (NE male dire ape ranger 2/barbarian 1)
- Karolis (NE male orc druid 7)

NOTABLE PERSONALITIES

The majority of the tribe are normal rank and file orcs. A few members are, however, exceptional:

PLURIS

CR 6 (XP 2,400)

This hulking simian is both armoured in animal hide and armed with a greataxe and longbow.

Male awakened dire ape ranger 2/barbarian 1

NE Large magical beast (augmented animal)

Init +5; **Senses** low-light vision, scent; Perception +5 (+7 vs. orcs), Sense Motive +5 (+7 vs. orcs)

Speed 40 ft., base speed 30 ft., climb 30 ft.; **ACP** -1; Acrobatics +10, Climb +20, Stealth +10

AC 23, touch 14, flat-footed 18; **CMD** 29

(+5 armour [+1 chain shirt], +5 Dex, +4 natural, -1 size)

Fort +14, **Ref** +13, **Will** +6

hp 84 (9 HD)

Space 10 ft.; **Base Atk** +7; **CMB** +14

Melee +1 greataxe (reach 10 ft.; Power Attack [-2/+6]) +14/+9 (3d6+10/x3) and

bite (reach 10 ft.; Power Attack [-2/+4]) +7 (1d6+6) or

Melee bite (reach 10 ft.; Power Attack [-2/+4]) +12 (1d6+6) and 2 claws (reach 10 ft.; Power Attack [-2/+4]) +12 (1d4+6)

Ranged mwk longbow (range 110 ft.; Rapid Shot) +13/+8 (2d6+6/x3)

Atk Options Furious Focus, Pushing Assault, favoured enemy (orcs [+2])

Special Actions rage (8 rds.)

Combat Gear arrows (20), *potion of barkskin* (3), *potion of shield of faith* (3), *potion of cure moderate wounds*, *potion of cure serious wounds*

Abilities Str 22, Dex 20, Con 19, Int 8, Wis 12, Cha 10

SQ track (+1), wild empathy (+2)

Feats Furious Focus, Power Attack, Pushing Assault, Rapid Shot^B, Weapon Focus (greataxe), Weapon Focus (longbow)

Skills as above plus Bluff +0 (+2 vs. orcs), Knowledge (local) +0 (+2 vs. orcs), Knowledge (nature) +3, Survival +10 (+11 tracking, +13 tracking orcs)

Languages Common, Orc

Gear as above plus belt pouch, quiver, belt pouch

Raging, Pluris has the following altered statistics:

Climb +22

AC 21, touch 12, flat-footed 16; **CMD** 29

(+5 armour [+1 chain shirt], -2 class, +5 Dex, +4 natural, -1 size)

Fort +16, **Ref** +13, **Will** +8

hp 102 (9 HD)

CMB +14

Melee +1 greataxe (reach 10 ft.; Power Attack [-2/+6]) +16/+11 (3d6+13/x3) and

bite (reach 10 ft.; Power Attack [-2/+4]) +9 (1d6+8) or

Melee bite (reach 10 ft.; Power Attack [-2/+4]) +14 (1d6+8) and 2 claws (reach 10 ft.; Power Attack [-2/+4]) +14 (1d4+8)

Abilities Str 26, Con 23

- **Karolis (NE male orc druid 7):** Karolis was trained to be a shaman in the Jaguar's Pounce tribe before his mentor became concerned Karolis meant to wrest leadership away from him. The old fool announced the jaguars' cries in the night told him young Karolis was unsuited to live among the tribe, and commanded the tribe's brutal warriors to kill his young protégé. Karolis fled, and survived in the jungle with only his jaguar, Branchwalker, for companionship. He encountered Pluris when the dire ape was both young and seriously injured by his father who had driven out because of jealous. The druid used his magic and created an ally, and together the two lashed out, slaying orcs and apes alike. The idea of bending a tribe to their will didn't occur to the pair until later.
- **Pluris (NE male dire ape ranger 2/barbarian 1):** An awakened dire ape, Pluris serves Karolis willingly. Originally, the two waged a savage clandestine war against the orc tribes in the area, as revenge for Karolis' exile. Pluris remains at his best, most savage when fighting orcs but is happy to slaughter any enemy crossing his path. Now, he is the tribe's figurehead leader, and is widely respected and even regarded as something of a messianic figure come to lead the orcs to a new life deep in the jungle. He defers most decisions of note to Karolis as he hates the minutia of leadership. However, the great ape has begun to enjoy having others under his command and soon may come to blows with Pluris if his atavistic urges should overcome him during a public, high-stress situation.

TRIBAL LORE

Characters with ranks in Knowledge (local) may know something about the Silver Backs tribe. A successful check reveals all information gained by a lesser result:

DC 10: This band of orcs are near-naked and wear only crude armour and use primitive weapons. They are not well-fed. The orcs seem to have regressed to a more savage, primal state, even compared to other orcs. Their language and mannerisms are crude.

DC 15: You have heard of a tribe of orcs in the area with similar mannerisms, supposedly attempting to emulate dire apes in behaviour. They sometimes have access to druid magic and prefer to fight from the trees.

DC 20: Known as the Orcs of the Silver Backs, this tribe wanders the jungle, fighting whomever and whatever they find. They are led by a sentient dire ape, and his druid master. Their plans are unknown, but many other jungle dwellers have fallen to the Orcs of the Silver Backs.

SCIONS OF THE GRINNING SKULL

Lairing among the crumbling ruins of Awan Ral, the Scions of the Grinning Skull periodically boil forth from their lair to fall upon those venturing too close to their inaccessible home. Indiscriminate in their depredations, they savagely defend their home slaying marauding orcs and human explorers alike.

SOCIETY & ORGANISATION

The Scions of the Grinning Skull number among their ranks ghouls, ghaunts and wights. Many of the tribe have existed in this state for decades and have class levels; this makes them much more dangerous and unpredictable in battle.

Loyal to their now destroyed master, the dread lichlord Negal Lutha (LE male human lich wizard [necromancer] 14), they guard his shattered phylactery and wait for the prophesied one who can re-forge its twisted, rent frame.

Led by the sorceresses Shubure and her once lover Sargon, the Scions are yet vigilant in their long watch. Dissension, however, has begun to spread like a cancer through their ranks. Many of the lesser Scions are driven by an unceasing, relentless hunger and chaff at merely lurking in their lair. Set against Shubure and Sargon, the cleric Anu Uruk speaks of bloody slaughter and unending feasting upon fallen prey. His vivid, blasphemous rants resonate with his peers and they now dream of fresh flesh and warm blood to sate their unholy needs. Soon, a schism will split the Scion's ranks.

Appearance: Better armed and equipped than most undead, the Scions bear the symbol of their dread master into battle. All are thin and emaciated; food is scarce in the land surrounding their home. Consequently, most of their raids are have no greater object than to assuage their endless hunger.

Many of the Scions were once innocent inhabitants of Awan Ral and shreds of humanity are yet visible in their gaunt, haggard frames.

TRIBAL ROSTER

The tribe comprises the following members:

- 32 scions of the Skull (CE ghoul fighter 1)
- 7 champions of the skull (CE ghaunt fighter 3)
- 9 Watchers (CE ghaunt rogue 3)
- 6 deathless warriors (LE wight fighter 1)
- Anu Uruk (CE female ghoul cleric 2)
- Sargon (LE advanced male wight fighter [weapon master] 2)
- Shubure (LE advanced female wight sorcerer [undead] 6)

ECOLOGY & LAIR

The Scions of the Grinning Skull lair in the crumbling cliff village of Awan Ral. The ancient village itself has existed for centuries. Cut from the rock of towering granitic cliffs by a small tribe of peaceful hillmen fleeing their implacable enemies the village's natural defences proved impregnable to normal foe. Negal Lutha, however, was no ordinary foeman; his assault damned Awan Ral inhabitants to an eternity of hunger in an orgy of slaughter.

A single well-guarded steep stair cut into the cliff's living rock provides access to the network of shallow cavern-homes carved into the cliffs. Eroded by wind and rain over the centuries, these stairs are now perilous in the extreme. Beyond the ancient dwellings, buried deep in the cliff, lies Negal's inner sanctum. It was here he was destroyed and it is here the remains of his phylactery await their renewed destiny.

COMBAT & TACTICS

The Grinning Skull are clever – if not straightforward – fighters. Wholly without fear, they prefer to overwhelm enemies through sheer weight of numbers. Warrior types swarm their foes while spellcasters offer support from the rear; clerics use their channel negative energy to heal their injured comrades.

Paralysed enemies are dragged from their comrades to be feasted upon later, while those drained by wights are left well alone; their meat is tainted and none of the lesser undead desire to gain the ire of their more powerful counterparts.



IN YOUR CAMPAIGN

In your campaign, the Scions of the Grinning Skull can lair in any inaccessible, rocky hill or mountain range. With a few minor modifications, their lair could conceivably also be placed high up among sandstone cliffs surrounded by the shifting sands of an immense desert or the frigid wastes of the frozen north.

Similarly, the identity of the Scion's master is easily interchangeable with one more suitable for a GM's campaign world.

The PCs could also have a tenuous link with the Scions. The agent of Negal Lutha's demise could be related to one of the PCs in some way. In this instance, the blood of the descendent of one such individual is a vital ingredient in the re-forging of the lichlord's phylactery.

NOTABLE PERSONALITIES

The majority of the tribe are ghaists, ghouls and wights. A few members are, however, exceptional:

- **Anu Uruk (CE female ghoul cleric 2):** Impetuous and consumed with lust for fresh meat, Anu frequently comes into conflict with Sargon and Shubere.
- **Sargon (LE male advanced wight fighter [weapon master] 2):** A skilled warrior, Sargon prefers his blade over his fell touch.

ANU URUK

CR 3 (XP 800)

This humanoid's hairless skin is pallid and drawn tightly over its almost skeletal frame. It has long, sharp teeth, an unnaturally long tongue and madness-filled red-hued eyes.

Female ghoul cleric 2

CE Medium undead

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

Speed 30 ft.; **ACP** 0; Acrobatics +5, Climb +9, Stealth +10, Swim +6

AC 19, touch 14, flat-footed 15; **CMD** 20

(+3 armour [mwk studded leather], +3 Dex, +1 dodge [Dodge], +2 natural)

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

Fort +5, **Ref** +3, **Will** +9 (+11 vs. channelling)

hp 36 (4 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +6

Melee bite +6 (1d6+4 plus ghoul fever [DC 13 Fort] and paralysis [DC 13; duration 1d4+1 rds.; elves immune]) and 2 claws +6 (1d6+4 plus paralysis [DC 13 {elves immune}; 1d4+1 rounds]) or

Melee Touch bleeding touch (6/day) +6 (1d6 bleed [1 round])

Atk Options Combat Reflexes, ghoul fever

Ghoul Fever (Su) Fort DC 13 [2 cures]; *onset* 1 day; *freq.* 1 day; *effect* 1d3 Con and 1d3 Dex damage. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A slain humanoid of 4 or more Hit Dice rises as a ghast.

Special Actions channel negative energy (7/day; 1d6; DC 15), copycat

Copycat (Sp [move; 6/day]) Anu creates one illusory double of himself (as *mirror image*); duration 1 round.

Cleric Spells Prepared (CL 2nd; concentration +5; spontaneous casting [*inflict* spells]; death, trickery 1st—*cause fear*^P (2; DC 14), *inflict light wounds*, *shield of faith* 0—*bleed* (DC 13), *detect magic*, *guidance*, *read magic*

Combat Gear *wand of sound burst* (10 chgs.)

Abilities Str 18, Dex 17, Con —, Int 13, Wis 16, Cha 18

SQ evil aura (moderate)

Feats Combat Reflexes, Dodge

Skills as above plus Knowledge (religion) +6

Languages Common, Infernal

Gear as above plus unholy symbol, spell component pouch

- **Shubure (LE female advanced wight sorcerer [undead] 6):**

Fanatically loyal to Negal, she works tirelessly for his return.

TRIBAL LORE

Characters with ranks in Knowledge (local) may know something about the tribe. A successful check reveals all information gained by a lesser result:

DC 15: The Scions of the Grinning Skull comprise a mixture of intelligent undead. They dwell in the cliff village of Awan Ral.

DC 20: The progeny of the dread lichlord Negal Lutha, the scions raid to increase their ranks and assuage their terrible hunger.

DC 25: They yet guard the shattered phylactery of their dread lord and wait for his return.

SARGON

CR 6 (XP 2,400)

This walking corpse's flesh is rotting and putrid. In places, its body is skeletal. Its eyes glow with a red, baleful light.

Advanced wight fighter (weapon master) 2

LE Medium undead

Init +5; **Senses** darkvision 60 ft.; Perception +14, Sense Motive +4

Speed 30 ft.; **ACP** -1; Stealth +19

AC 26, touch 16, flat-footed 20; **CMD** 26 (+27 vs. disarm and sunder against elven curve blade)

(+4 armour [mwk chain shirt], +5 Dex, +1 dodge [Dodge], +6 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); **Weakness** resurrection vulnerability

Resurrection Vulnerability (Su) *Raise dead* or similar spells cast on Sargon destroy him (Will negates). Using the spell in this way does not require a material component.

Fort +9, **Ref** +6, **Will** +8; +1 vs. effects targeting chosen weapon

hp 62 (6 HD)

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

Melee mwk elven curve blade +12 (1d10+7/18-20)

Melee slam +10 (1d4+5 plus energy drain [1 level; DC 17] and create spawn)

Create Spawn (Su) Humanoids slain by Sargon become wights themselves in 1d4 rounds. Spawn have a -2 penalty on all d20 rolls and -2 hp per HD. Spawn remain enslaved until Sargon's death, at which point they lose these penalties and become free-willed wights.

Atk Options Blind-Fight

Abilities Str 20, Dex 20, Con —, Int 15, Wis 19, Cha 21

Feats Blind-Fight, Dodge, Exotic Weapon Proficiency (elven curve blade)^B, Skill Focus (Perception), Weapon Focus (elven curve blade)^B

Skills as above plus Intimidate +11, Knowledge (religion) +9

Languages Common, Elven, Infernal

Gear as above

SILENT ECLIPSE

Lurking within the dark chasms of the Gloaming Forest, the Hobgoblins of the Silent Eclipse infiltrate the lands of men at night in search of prey. The hobgoblins venerate Silhouette-Over-Moon, a great owl born of the Shadow Plane, who directs the tribe from the wood's lightless heart.

SOCIETY & ORGANISATION

The tribe of the Silent Eclipse comprises over a dozen small warbands, each with their own hierarchical leadership and territory within the wood. The chieftains hold a conclave in the darkness of each new moon under the watchful eye of Silhouette-Over-Moon, a giant shadow owl. Silhouette-Over-Moon dispenses his malevolent wisdom to the tribe's leaders at this time, whispering corrupt secrets and listing targets identified by his legion of shadow owl spies who scour the lands at night in search of humanoid prey.

The hobgoblins' culture is dominated by war, and the tribe's leaders are always the most powerful warriors. Unlike most hobgoblin tribes, death in battle is not venerated – instead, a warrior is exalted if he survives to fifty years of age and he is allowed to walk into the shadows of the Umbral Tangle to join with his undead ancestors.

Occasionally these ancestor shadows cavort with the tribe during the blood-dance ceremonies at the times of full lunar eclipses. Then the shadows hiss old secrets and portents to their living kin and feeding on their life-force while even the moon is swallowed by darkness. The shadows are careful not to slay their hobgoblin kin but, drained of strength, the tribe can remain in a comatose state for up to three days afterwards.

Appearance: The Hobgoblins of the Silent Eclipse wear

predominantly greys and blacks, often covering their faces in ash and charcoal before embarking on their nocturnal raids. Their clothing, armour and shields are interwoven with the wing feathers of their shadow owl allies.

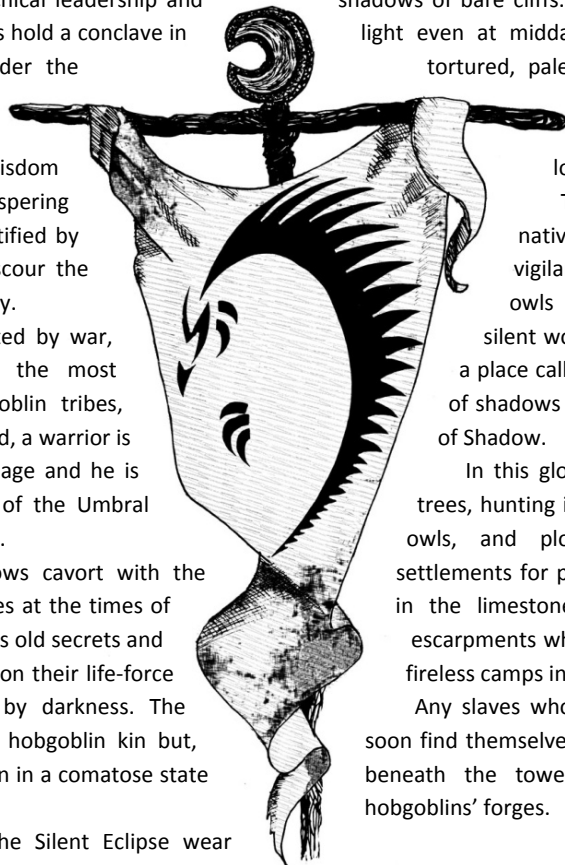
ECOLOGY & LAIR

The Hobgoblins of the Silent Eclipse live within the confines of the Gloaming Forest, a barren wood located beneath the shadows of bare cliffs. The forest is blanketed in a dim half-light even at midday, and is crowded with a tangle of tortured, pale-trunked trees, each with a twisting shadow which projects in a fixed direction irrespective of the sun's location.

The forest is a haven for creatures native to the Shadow Plane, including vigilant colonies of shadowy great horned owls which prey on the creatures of the silent wood. At the black heart of the forest, in a place called the Umbral Tangle, a writhing mass of shadows intertwine around a node to the Plane of Shadow.

In this gloom, the hobgoblins stalk through the trees, hunting in the forest with their trained shadow owls, and plotting night-time raids on nearby settlements for plunder and slaves. The hobgoblins live in the limestone caves at the base of the barren escarpments which surround the forest, making silent, fireless camps in the plunging dark caverns.

Any slaves whom the hobgoblins take on their raids soon find themselves labouring tirelessly in the coal mines beneath the towering cliffs to provide fuel for the hobgoblins' forges.



IN YOUR CAMPAIGN

In your campaign, the Silent Eclipse can be used as persistent raiders of any settlement in which the PCs reside. The threat level of the tribe can be increased by unleashing the shadows of the Umbral Tangle during a lunar eclipse.

The Silent Eclipse also takes prisoners during the night to serve as slaves in their camps. Unfortunate prisoners may find themselves a meal for the tribe's shadow owl companions or hunted for sport.

Silhouette-Over-Moon can be used as a source of lore about the Shadow Plane or other esoteric topics the PCs may require, and a dangerous interview could be arranged – for a price.

TRIBAL ROSTER

The tribe comprises the following members:

- 345 warriors (hobgoblin ranger 1 or rogue 1)
- 183 non-combatants
- 17 minor chieftains (hobgoblin ranger 3)
- Urgelar (NE male hobgoblin druid [eagle shaman, pack lord] 5)
- Strabola (LE female hobgoblin rogue [scout, survivalist] 5)
- Roncenva (LE male hobgoblin fighter [unbreakable] 6)
- 12 shadow great horned owls
- 3 shadows
- Silhouette-Over-Moon (LE shadow giant owl wizard [illusionist] 7)

SILHOUETTE-OVER-MOON

CR 10 (XP 9,600)

This enormous owl is wrapped in tendrils of swirling shadows. Its feathers are velvet black and merge with the gloom.

Female shadow giant owl wizard (illusionist [shadow]) 7

LE Huge magical beast

Init +6; **Senses** darkvision 60 ft., insightful sense, low-light vision, piercing stare; Perception +15, Sense Motive +11

Insightful Senses (Su) Silhouette-Over-Moon's senses are particularly well honed to sensing danger or locating prey. It adds its Wisdom modifier as an insight bonus on its initiative checks.

Piercing Stare (Su [swift; 3/day]) Silhouette-Over-Moon can gain the effects of *true seeing* (as the spell) for 1 round.

Speed 10 ft., fly 60 ft. (average); Fly +13, Stealth +20

AC 24, touch 12, flat-footed 20; **CMD** 30; shadow blend (+4 armour [mage armour], +4 Dex, +8 natural, -2 size)

Shadow Blend (Su [free]) In any condition of illumination other than bright light, Silhouette-Over-Moon blends into the shadows, gaining concealment (20% miss chance).

Resist cold 15, electricity 15

Fort +12, **Ref** +11, **Will** +9; **SR** 14

hp 122 (13 HD); **DR** magic/10

Space 15 ft.; **Base Atk** +9; **CMB** +16

Melee 2 claws (reach 10 ft.) +12 (2d6+5)

Ranged Touch binding darkness (range 30 ft.; 8/day) +11 (shadows entangle foes for 2 rds. [1 rd. in bright light]; a creature entangled by the shadows has concealment from those without darkvision or the ability to see in darkness, and other creatures have concealment relative to it)

Atk Options Arcane Strike (+2 damage), Blind-Fight, Combat Expertise

Wizard Spells Prepared (CL 7th; concentration +12; arcane bond, extended illusions [+3 rds.])

4th—*phantasmal killer* (DC 21), *shadow conjuration* (2; DC 21)

3rd—*displacement*, *magic circle against good*, *tongues*, *vampiric touch*

2nd—*command undead*, *darkness*, *detect thoughts*, *invisibility*, *touch of idiocy* (DC 17)

1st—*chill touch* (DC 16), *colour spray* (2; DC 18), *comprehend languages*, *mage armour*, *silent image* (DC 18), *ventriloquism* (DC 18)

0—*detect magic*, *mage hand*, *message*, *read magic*

Combat Gear *amulet of mighty fists (conductive)*, *scarlet and blue ioun stone* (Bluff)

Abilities Str 20, Dex 19, Con 20, Int 21, Wis 15, Cha 11

Feats Arcane Strike, Blind-Fight, Combat Expertise, Greater Spell Focus (Illusion), Moonlight Stalker, Moonlight Stalker Feint, Moonlight Stalker Master, Scribe Scroll^B, Spell Focus (Illusion)

Skills as above plus Bluff +13, Knowledge (arcana) +25, Knowledge (nature) +25, Knowledge (planes) +25, Spellcraft +16

Languages Sylvan (cannot speak); animal telepathy (30 ft.)

Animal Telepathy (Su) Silhouette-Over-Moon telepathically communicates with animals as if using *speak with animals*.

Gear as above plus 112 gp, 348 sp

Spellbook (opposing school transmutation) spells prepared plus 4th—*improved invisibility*

COMBAT & TACTICS

The Silent Eclipse prefer stealth and ambush, concentrating their numbers where an enemy least expects before slinking off into the night. A typical engagement lasts no more than three rounds before the hobgoblins snatch what they can and retreat. If the tribe is engaging in a full-scale attack, these incursions are repeated every hour to fatigue the enemy, keep them at a heightened state of paranoia and to allow the enemy's defensive spells to expire.

The group uses trained owls to distract spellcasters and archers, aid the hobgoblins in melee and scout the battlefield prior to engagement, reporting back to rangers using *speak with animals* scrolls.

NOTABLE PERSONALITIES

The majority of the tribe are normal rank and file hobgoblins. A few members are, however, exceptional:

- **Roncenva (LE male hobgoblin fighter [unbreakable] 6):** Chieftain of the largest and most active warband, Roncenva is the exception to the hobgoblins' stealthy attacks, roaring into battle and taking on all comers until he is the only survivor. There is unrest in his warband, as this tactic has cost the lives of many brave warriors before they can receive the honour of joining their ancestors in the Umbral Tangle.
- **Silhouette-Over-Moon (LE shadow giant owl wizard [illusionist] 7):** The giant owl reigns imperiously over the hobgoblins, using the tribe to carry out her plans to slowly extend the influence of the shadow node out of the valley. She finds the hobgoblins' fawning subservience appealing, and enjoys basking in their spineless veneration.
- **Strabola (LE female hobgoblin rogue [scout, survivalist] 5):** The tribe's premier scout, Strabola can enter a town, spirit away three grown men and escape without waking a soul.
- **Urgellar (NE male hobgoblin druid [eagle shaman, pack lord] 5):** Urgellar spends more time with the shadow owls of the Gloaming Forest than with his hobgoblin kin, and has an unnerving habit of eating raw mice and rabbits in a manner akin to his avian companions.

TRIBAL LORE

Characters with ranks in Knowledge (local) may know something about the Silent Eclipse. A successful check reveals all information gained by a lesser result:

DC 11: The Silent Eclipse is a tribe of hobgoblins who live within the dark shadows of the Gloaming Forest.

DC 16: The Silent Eclipse train strange owls to assist in their stealthy attacks.

DC 21: Terrible shadow-creatures lurk within the tribe and a great winged shade named Silhouette-Over-Moon rules over the vile creatures.

THE CAUTERISED HOST

Hulking, scarred monstrosities that bestride the battlefield behind a wall of flaming, smoking steel, the Cauterised Host cannot be stopped, or reasoned with, but they can be bought for the right inducement. The warriors of the band spend their blood gold on feeding their addiction to the insidious drug Zerk, before repeating the cycle of death, gold and dissipation.

SOCIETY & ORGANISATION

The Cauterised Host, despite in many ways emulating a mercenary company, does not have a leadership structure. Each ogre has an equal voice in deliberations and is due an equal share of the spoils. Within the host, however, are knots of rival gangs led by self-appointed warlords.

The host style themselves as soldiers of fortune, but in between campaigns they content themselves with banditry, murder and urban thuggery. When no obvious victims are present, the ogres bicker and fight amongst themselves, and it is rare a night passes without one serious injury or death. The never-ending violence is exacerbated by the ogres' heavy dependence on Zerk.

The ogres use the drug in their bloody initiation ceremony, lacing the ragged wounds of new recruits with the drug. The veterans of the Host bite off fingers, break arms or otherwise maim unfortunate newcomers in a display of dominance.

The anarchy of the band's camp is juxtaposed against their precision in battle, where internal feuds are put aside and every warrior works in tandem.

Appearance: The warriors of the Cauterised Host favour heavy half-plate armour and carry giant fire-blackened tower shields the size of a barn door. Underneath their armour, the ogres wear unwashed furs riddled with lice.

Each of the ogres bears horrific burns and scars across the right hand side of their bodies from their use of Zerk on the battlefield. Under the effects of Zerk, the ogres' eyes become bloodshot and their mouths drool yellow bile.

TRIBAL ROSTER

The tribe comprises the following members:

- 23 warriors (CE male ogre fighter [phalanx soldier] 3)
- 5 veterans (CE male ogre fighter [phalanx soldier] 5)
- Bronder (CE male old ogre ranger [battle scout] 6)
- Lyncor (CE male ogre cavalier [standard bearer] 5)
- Volan (CE male ogre fighter [phalanx soldier] 5)/barbarian [drunken brute, invulnerable rager] 3)

ECOLOGY & LAIR

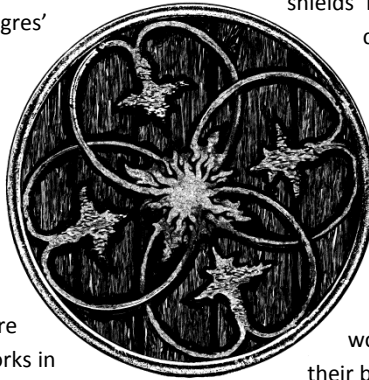
The Cauterised Host sleep at the edge of their allies' encampment to minimise "accidents." When not campaigning, the Host squats in abandoned buildings (often emptying the building and filling their bellies first), ruins or under the boughs of a forest. Any camp is inevitably spoiled, filled with rubbish, burned and damaged within a few days. The Host do not mind the squalor, spending most of their time in a deep Zerk haze.

Whenever the ogres are hungry they hunt game or humanoids if they are not supplied with food as part of their contract. They are slovenly, odious and treacherous, and an opposing army can secure their loyalty, such as it is, with generous supplies of Zerk.

COMBAT & TACTICS

The Cauterised Host operates in phalanx formation, fighting with tower shields and lucerne hammers. The ogres lather their shields in animal fat rendered down over their nightly campfires, igniting the fat as the opposing army appears. The flaming oil throws off thick black smoke, which hides the formation from sight as they advance. The ogres maintain hold of their red-hot shields with heavy leather gauntlets which cover their arms and shoulders.

As the clash of armies becomes imminent, the Host slash themselves and rub Zerk into the wounds, cauterising the jagged cuts closed with their burning hot shields. In close combat, the Host work together as a well-oiled machine, utilising Shield Wall, Paired Opportunists and Blind-Fight within the smoke cloud to form an unbreakable bulwark. When an enemy formation threatens to break through, the Host leaves small gaps in their line and repositions individual enemies into the rear of the formation to be picked off.



IN YOUR CAMPAIGN

In your campaign, the Cauterised Host can be used as standard brigands or raiders, in between their campaigns, turning up in a settlement at the end of a long-running conflict.

Alternately, the tribe could be a key formation in an upcoming battle, with the PCs tasked with keeping these repulsive mercenaries loyal and in line. If the tribe have been hired by the enemy of the PC's employer they could instead be asked to cross enemy lines and by off the Cauterised Host. Such a mission could prove "interesting" for paladins and other lawful good types.

NOTABLE PERSONALITIES

The majority of the tribe are normal rank and file ogres. A few members are, however, exceptional:

- **Bronder (CE male ogre ranger [battle scout] 6):** Bronder is a wizened one-eared ogre, decorated with brutish scars. Despite his size, he is a remarkable infiltrator, and can reconnoitre an enemy's camp, eat the watch post guards and skulk back to

VOLAN

CR 11 (XP 12,800)

This giant ogre's face is covered with a swirl of old burn scars beneath an ill-kept beard. His hulking body is encased in dark armour stained with blood, ash and waste. The creature stinks of vomit and death.

Male ogre fighter (phalanx soldier) 5/ barbarian (drunken brute, invulnerable rager) 3

CE Large humanoid (giant)

Init +1; **Senses** darkvision 60 ft., low-light vision; **Perception** +5, **Sense Motive** -1

Speed 30 ft., base speed 40 ft.

AC 31, touch 9, flat-footed 31; **CMD** 31; **Shield Wall** (+10 armour [+2 half-plate], +5 natural, +7 shield [+2 tower shield; Shield Focus], -1 size)

Shield Wall (Ex) When adjacent to an ally wielding a shield, Volan's AC increases (by 1 if the ally has a buckler or light shield or 2 if the ally has a heavy or tower shield).

Fort +16, **Ref** +3, **Will** +4

hp 125 (12 HD)

Space 10 ft.; **Base Atk** +11; **CMB** +21

Melee +1 *lucerne hammer* (reach 20 ft.; Power Attack [-3/+9]) +18/+13/+8 (3d6+10)

Atk Options Blind-Fight, Combat Reflexes, Dazing Assault (-5 attack; Fort DC 21 or dazed), Saving Shield (immediate; ally +2 AC); rage 13 rds.)

Combat Gear *potion of cure serious wounds* (2), Zerk (12)

Abilities Str 28, Dex 10, Con 20, Int 6, Wis 8, Cha 9

SQ extreme endurance, invulnerability, phalanx fighting, rage power (strength surge [+3]), raging drunk (using zerk), ready pike (+1), stand firm (+1)

Feats Blind-Fight, Combat Reflexes, Dazing Assault, Iron Will, Paired Opportunists, Power Attack, Saving Shield, Shield Focus, Shield Wall

Skills as above plus Intimidate +14

Languages Giant

Gear as above plus 56 gp and 366 sp

While raging, Volan has the following statistics:

AC 29, touch 7, flat-footed 29; **CMD** 31

(+10 armour [+2 half-plate], +5 natural, -2 rage, +7 shield [+2 tower shield], -1 size)

Fort +18, **Will** +6

hp 149 (12 HD); *endure elements*; **DR** —/1

CMB +23

Melee +1 *lucerne hammer* (reach 20 ft.) +20/+15/+10 (3d6+12)

Abilities Str 32, Con 24

camp without being detected. Bronder considers his job done well before the battle starts, and usually sleeps through the main engagement.

- **Lyncor (CE male ogre cavalier [standard bearer] 5):** Lyncor commands the loyalty of the greatest number of ogres within the Cauterised Host, and he uses this influence to install himself as the bearer of the company's great human skin banner which is daubed with images of fire and smoke.
- **Volan (CE male ogre fighter [phalanx soldier] 5/barbarian [drunken brute, invulnerable rager] 3):** Volan is the tribe's most powerful warrior and stands more than eleven feet tall. Volan uses handfuls of Zerk at a time, long having developed an incredible tolerance to the drug. Of the ogres in the tribe, Volan is the most violent, short-tempered and cruel, any shred of self-restraint a long-distant memory. Outside of combat, or internal squabbles, Volan drools in a drug-induced catatonia, oblivious to reality. Even when roused, he is incoherent and confused, squinting confusedly against the bright light of day.

TRIBAL LORE

Characters with ranks in Knowledge (local) may know something about the Cauterised Host. A successful check reveals all information gained by a lesser result:

DC 13: The Cauterised Host are a tribe of ogres who sell their services to the highest bidder. They carry massive flaming shields into combat and are savage, but disciplined foes who fight in tight formation.

DC 18: The Host are dependent on the drug Zerk, especially in battle, and all the tribes' members are addicted to it to varying degrees. Their most powerful warrior, Volan, is in a constant drug induced psychosis, barely able to differentiate friend from foe.

DC 23: In between campaigns, the Cauterised Host lurk in ruined buildings or dark forests, preying on regular folk to sustain their zerk habits. They become increasingly violent if deprived of their supply of zerk.

ZERK

Type injury; **Addiction** minor, DC 18 Fortitude

Price 50 gp

Effects 1 hour; +1 alchemical bonus to initiative. If addicted, the user also gains a +1d4 alchemical bonus to Strength for as long as he is addicted.

Damage 1d2 Con damage

THE GAOLERS OF BLEAKMOOR

The wasteland of Bleakmoor, a series of flat uplands covered in low-growing scrub, is constantly shrouded in heavy rain. A single miserable fortified manor house stands dejectedly amid the downpour. The Bleakmoor Manor serves as a prison for the trapped souls of angels, captured to forever prevent their return to the upper planes. The warden, the malevolent lich-worg Cossaylor, watches over the imprisoned souls, relentlessly torturing each in turn. His undead pack vigilantly scours the grounds for intruders, never resting.

SOCIETY & ORGANISATION

The Gaolers of Bleakmoor are bound undead thralls of Cossaylor, and serve his tyrannical whim. The Gaolers were all once worgs in life, but now take the cursed, diverse forms of the undead. The lesser undead stalk the grounds of the manor and attack any living creature on sight unless commanded otherwise. The sentient undead worgs treacherously fight for Cossaylor's favour, forever rising and falling in the pack's fluid hierarchy at the lich-worg's pleasure.

Cossaylor cares little for his scheming minions, scarcely giving them a moment's thought, other than to amuse himself with their feeble striving. This changes, however, when one of his lackeys captures a new holy spirit or legendary hero for his collection. The victorious undead is showered with living sacrifices from the dungeons of the manor to slake its unnatural thirst.

Appearance: The Gaolers' appearance varies significantly depending on their undead natures, but all were once black-furred worgs which willingly sacrificed their still-beating hearts to become the eternal guardians of the Bleakmoor Manor. The rent chests of these creatures are still apparent in their undead forms, the open cavity revealing only a pale green glowing mist.



ECOLOGY & LAIR

The Gaolers do not eat or rest, only consuming living things foolish enough to enter the moor. Rare mortal specimens are captured with ability drain and held in the pestilent dungeons beneath the manor as treats for Cossaylor's triumphant minions. Cossaylor confines angelic or other outer planar creatures, brought in by fiends and mortal villains for permanent incarceration, within *mirrors of life trapping* hung in the endless extraplanar corridors of the manor's upper floor. These mirrors are interspersed with *mirrors of opposition*, and include the well-used option to torture the helpless creatures inside.

Cossaylor receives huge payments of gold, gems, slaves and trapped souls from his iniquitous benefactors in exchange for keeping their enemies safely confined, rather than free to be subject to *true resurrection* or other methods of magical rejuvenation. This wealth is held in his personal chambers within Bleakmoor Manor, and is used to feed his extravagant, decadent lifestyle.

COMBAT & TACTICS

Cossaylor sends small groups of mindless minions to roam the moors. Whenever intruders encounter these roving bands, a guard operating a *crystal ball* alerts Cossaylor. The warden assembles a band of shadow or vampire worgs and throws them against the threat, preferably from ambush.

If any trespassers survive and enter the manor, Cossaylor greets them in his decadently-appointed parlour, which doubles as a *deseccrated*, trap-infested killing ground. These traps are predominantly mind-affecting and negative energy effects which leave the warden unscathed. If Cossaylor is defeated here, he rejuvenates deep in the catacombs, and returns later with fiendish allies who owe him blood-soaked favours.

IN YOUR CAMPAIGN

In your campaign, the Bleakmoor Manor could house angelic patrons or good-aligned allies which require rescue from the tortures of the warden. PC's should beware, however, as creatures held in the manor rarely escape unscathed from the experience.

The manor can be broken up into sections, such as the dungeons, where lower status prisoners are defended by lesser undead creatures. This allows low-level PCs to experience the manor without running into some of the major players who would quickly overwhelm them.

TRIBAL ROSTER

The tribe comprises the following members:

- 28 bloody skeleton worgs
- 26 fast zombie worgs
- 6 shadow worgs (CE advanced shadows)
- 3 blood hunters (CE worg vampire ranger 2)
- Salio (CE advanced giant greater shadow bard [dirge bard] 6)
- Hentrawn (CE female variant mohrg sorcerer 6)
- Denjru (CE male worg vampire ninja 9)
- Warden Cossaylor (CE male advanced worg lich antipaladin 14)

NOTABLE PERSONALITIES

The majority of the Gaolers are normal rank and file undead worgs. A few members are, however, exceptional:

- **Salio (CE advanced giant greater shadow bard [dirge bard] 6):** Salio appears as a gigantic black two-dimensional silhouette of a worg. Salio's whispering howls echo across the moor, at the same hushed ferocity regardless of the distance to the listener. Salio's commands a small pack of shadow worgs, which silently surround and desiccate any intruders.
- **Hentrawn (CE female variant mohrg sorcerer 6):** Hentrawn sees herself as the alpha female of the pack despite Cossaylor's indifference. She commands a pack of bloody skeleton and fast zombie worgs which lurch around the moor in search of trespassers.
- **Dejru (CE male worg vampire ninja 9):** Unlike Cossaylor's other lieutenants, Dejru and his pack spend most of their time elsewhere, finding and capturing holy souls for imprisonment in the manor. Dejru and his pack spend most of their time in gaseous form, before appearing suddenly and draining the life from their startled prey.

COSSAYLOR, WARDEN OF BLEAKMOOR

CR 19 (XP 204,800)

This horrifically skeletal wolf is dressed in a short, colourful velvet coat and stylish top hat. A gold-rimmed monocle completes the elegant ensemble.

Male advanced worg lich antipaladin 14

CE Medium undead (augmented magical beast)

Init +5; **Senses** darkvision 60 ft. low-light vision, scent; Perception +36, Sense Motive +13

Speed 50 ft., fly 60 ft. (average), **ACP** 0; Acrobatics +12 (+20 jumping), Fly +10, Stealth +36

AC 36, touch 19, flat-footed 31; **CMD** 44 (48 vs. trip) (+8 armour [+4 glamered mithral chain shirt], +4 deflection [ring of protection +4], +5 Dex, +9 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), cold, electricity

Fort +37, **Ref** +28, **Will** +30 (+34 vs. channelling [+40 in desecrated area])

hp 257 (18 HD); **DR** bludgeoning and magic/15

Space 5 ft. (cowardice 10 ft., despair 10 ft., fear 60 ft., sin 10 ft., vengeance 10 ft.); **Base Atk** +18; **CMB** +25

Fear (Su) 60-ft. radius, DC 28 Will negates.

Melee bite (Power Attack [-5/+12]) +27 (1d6+12 plus trip) and Touch (Power Attack [-5/+8]) +27 (1d8+11 plus paralysing touch [DC 28 Fortitude [permanent]]) or

Melee Touch touch of corruption +27 (16/day; 7d6 plus two cruelties [DC 26])

- **Warden Cossaylor (CE male advanced worg lich antipaladin 14):** The warden sees himself as a cultured gentleman forced to work with dreadful boorish servants. His fiendish servant, the understated green-feathered vrock Hyledabelith, serves as his valet, confidant and butler. When encountering mortals, Cossaylor is charming, friendly and polite.

TRIBAL LORE

Characters with ranks in Knowledge (local) may know something about the tribe. A successful check reveals all information gained by a lesser result:

DC 18: The barren highlands of Bleakmoor are filled with roving undead. All of these creatures were once worgs, and they continue to hunt living prey long after their deaths

DC 23: At the centre of Bleakmoor is a large, ominous manor house from whence the worgs come. They serve as the gaolers to souls, angels and mortals.

DC 28: The warden of Bleakmoor, Cossaylor, is an undead worg of the blackest heart. He is immortal, they say, returning to life when defeated and hunting down those who escaped his gaol.

Atk Options Blind Fight, Cleave, Furious Focus, Stunning Assault (-5 attack, stun 1 rnd.; DC 28 Fort negates); smite good (5/day; +9 attack; +14 damage; +9 AC)

Special Actions channel negative energy (Will DC 28; 7d6 damage; Channel Smite, Command Undead, Quick Channel), fiendish boon (advanced vrock)

Antipaladin Spells Prepared (CL 11th; concentration +20)

4th—*greater invisibility*, *slay living* (DC 23), *summon monster IV* (evil creatures only)

3rd—*animate dead*, *dispel magic*, *vampiric touch*

2nd—*bull's strength*, *corruption resistance*, *desecrate*, *silence*

1st—*disguise self* (DC 20), *inflict light wounds* (2; DC 20), *murderous command* (DC 20), *protection from good*, *read magic*

Antipaladin Spell-like Abilities (CL 14th; concentration +23)

At Will—*detect good*

Combat Gear *wings of flying*

Abilities Str 25, Dex 21, Con —, Int 14, Wis 20, Cha 29

SQ evil aura (overwhelming), cruelty (cursed, sickened, staggered, stunned), plague bringer, rejuvenation (1d10 days), unholy resistance

Feats Blind-Fight, Channel Smite, Cleave, Command Undead, Extra Cruelty, Furious Focus, Improved Channel, Quick Channel, Stunning Assault

Skills as above plus Bluff +19, Intimidate +19, Knowledge (arcana) +6, Knowledge (planes) +7, Knowledge (religion) +10, Survival +14

Languages Abyssal, Celestial, Common

Gear as above plus *cloak of resistance* +4, *crystal ball*, *headband of alluring charisma* +6, 98,564 gp

THE GHOSTBEARS

A jumbled cave system in the Olial Mountains host a small tribe of wyrm-hunting bugbears. Currently without a chief, the two strongest warriors of the Ghostbears are vying to lead the tribe. What the tribe lacks in numbers, it more than makes up for with vicious, almost animalistic, cunning.

SOCIETY & ORGANISATION

Bugbears are usually solitary creatures and this tribe is correspondingly small. No outsiders have joined the tribe for many years and they are now getting dangerously close to inbred. In another generation or two, deformities will become commonplace and the tribe will likely die out. The Ghostbears have a system of eradicating such weaknesses (and pity) from their ranks. On reaching maturity, each warrior, male or female, is expected to prove him or herself in a rite of passage. This simple test of a warrior's mettle has the youth travel down the mountain and bring back a token from a human. The token can be anything; for some, it's a body part, while for others it represents something more skilfully attained, such as a ring or religious item.

The tribe is usually led by a chief, but the previous incumbent (the vicious, but simple, warrior Bral) was killed during a disastrous raid. His two lieutenants (Gralhm and Ithyr) are now vying for the position, and both are trying to outperform the other in order to gain the support of the tribe. Each has been preparing to hunt a wyrm living in the mountains. The winner of the hunt will become the new chief.

Appearance: The Ghostbears are named for their bleached white fur and their stealth. Warriors carry a shield with the tribe's symbol on it but also uses black and red war paints during raids, hunts and battles. Each warrior paints her arms while face paint is reserved for higher-ranked warriors.



ECOLOGY & LAIR

The Olial Mountains are home to many creatures, including bears, mountain lions and birds of prey. There are even rumours of a small group of hill giants living somewhere in the lower peaks. None of these creatures, however, can match the ferocity of the Ghostbears, who live in a series of dank caves. The most notable inhabitants of the range are the white dragons dwelling high on the snow-capped peaks.

Their lair of natural caves is very wet, featuring plentiful streams and springs fed by the melt water of the upper peaks. At their centre stands a large cavern, which originally served as the home of the white dragon, Ghositril. It is now reserved for the chief of the tribe. Grizzly trophies of the tribe's previous victims – four small, decayed dragon heads set in natural niches decorate this cavern. Currently, Gralhm and Ithyr have both taken up residence in different parts of the cavern. Both are prone to invite female members of the tribe into the cavern for the night.

COMBAT & TACTICS

Bugbears are notoriously cruel and unnecessarily gruesome. This tribe is no different. They prefer to attack at night when their white fur is easily masked in the snowy mountains.

The bugbears raid the villages at the bottom of the mountains; they set out in the early evening and strike the village around midnight. These raids are rare, as the tribe tries to keep their presence as hidden as possible. They have a knack for knowing when they are outnumbered and do not press the attack when the defenders are numerous, well-organised or seem likely to inflict significant casualties on the tribe. They live by the mantra, "those who run, raid tomorrow."

They defend their home tenaciously and know the network of passages well. In such a situation, they use hit and run tactics to confuse and demoralize intruders.

TRIBAL ROSTER

The tribe comprises the following members:

- 15 warriors (CE bugbear)
- 3 young bugbears (CE young bugbear)
- 3 warrior elites (CE bugbear warrior 2)
- 2 owl bears
- Gralhm (CE bugbear fighter 3)
- Ithyr (CE bugbear ranger 4)

IN YOUR CAMPAIGN

In your campaign, this small tribe could be placed in any mountainous area. The presence of human settlements near the mountains provides ample opportunities for the tribe to come to the PCs' attention.

Alternatively, the tribe could be hunting the same dragon as the PCs. The two groups could either form an alliance or slaughter one another for the right to hunt their prey.

NOTABLE PERSONALITIES

The majority of the tribe are normal rank and file bugbears. A few members are, however, exceptional:

- **Allog (LE male young bugbear):** When the previous chief was killed during a raid, he left behind a son. Allog hasn't completed the rite of passage yet and probably won't get the opportunity. Both Grahlm and Ithyr see the young bugbear as a threat. Neither has openly tried to slay the youngster, but both secretly plot to kill him when they become chief. Allog knows his life is in a very precarious situation and has been acting accordingly, attempting to garner support from other members of the tribe.
- **Enthil (NE female bugbear warrior 2):** The Ghostbears are not discriminatory to females, as long as they are competent warriors. Enthil has proven herself such a capable warrior. The males of the tribe see her as a great prize to be conquered; the prevailing logic being her offspring would be particularly powerful. She has forcefully and violently resisted each attempt to mate with her, leaving at least three "suitors" with bruised egos and bruised bodies to match.

ITHYR

CR 6 (XP 2,400)

This pale white bugbear holds two deadly-looking blades and smiles as he creeps through the shadows.

Male bugbear ranger 2/rogue 2

CE Medium humanoid (goblinoid)

Init +4; **Senses** darkvision 60 ft., scent; Perception +13 (+14 vs. traps, +15 vs. humans; trapfinding), Sense Motive +1 (+3 vs. humans)

Speed 30 ft.; **ACP** 0; Acrobatics +11, Climb +12, Escape Artist +1, Stealth +17

AC 21, touch 15, flat-footed 16; **CMD** 25

(+3 armour [mwk studded leather], +4 Dex, +1 dodge [Dodge], +3 natural)

Fort +6, **Ref** +13 (evasion), **Will** +2

hp 51 (6 HD)

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

Melee +1 sawtooth sabre +8 (1d8+6/19-20) and +1 sawtooth sabre +8 (1d8+3/19-20) or

Melee +1 sawtooth sabre +10 (1d8+6/19-20)

Ranged javelin (range 30 ft.) +9 (1d6+5)

Atk Options favoured enemy (human [+2]), sneak attack (+1d6)

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

Abilities Str 20, Dex 18, Con 15, Int 10, Wis 12, Cha 7

SQ stalker, track (+1), trapfinding (+1), wild empathy (+1)

Feats Dodge, Exotic Weapon Focus (sawtooth sabre), Intimidating Prowess, Skill Focus (Perception), Two-Weapon Fighting, Weapon Focus (sawtooth sabre)

Skills as above plus Bluff -2 (+0 vs. humans) Intimidate +10, Knowledge (local) +0 (+2 vs. humans), Survival +8 (+9 tracking, +11 tracking humans)

Languages Common, Goblin

Gear as above plus 87 gp

- **Grahlm (CE male bugbear fighter 3):** Grahlm is the physically stronger of the two would-be-chiefs. He favours the traditional weapon of his tribe, the morningstar. His enchanted weapon is *Bloodtaker*, a Large-sized +1 morningstar. Instead of using the hammer-like weapon with one hand, like his kin, Grahlm uses two hands, preferring to intimidate and brutalize his prey. He generally inflicts as much pain as he can before battering his victim to death.
- **Ithyr (CE male bugbear ranger 2/rogue 2):** Ithyr is particularly crafty and cunning for a bugbear. He is skilled at stealth and ambush, especially in the mountains where the tribe makes their home. He prefers to use a pair of sawtooth sabres in battle taken from an assassin who wandered into the wrong cave.

TRIBAL LORE

Characters with ranks in Knowledge (local) may know something about the tribe. A successful check reveals all information gained by a lesser result:

DC 7: The Ghostbears are known for their white fur and their preference for night-time hunting. They strike quickly and without mercy.

DC 12: The tribe carries a dragon device on their shields. The sigil commemorates their greatest victory – the destruction of the white dragon Ghositril.

DC 17: The tribe is currently without a chief. At least two different bugbears are attempting to gain enough support to seize the position.

ELITE GHOSTBEAR WARRIOR

CR 3 (XP 800)

This muscular, dark-furred creature has milk-white eyes. It wields a morningstar and wears leather armour.

Bugbear warrior 2

CE Medium humanoid (goblinoid)

Init +2; **Senses** darkvision 60 ft., scent; Perception +8, Sense Motive +0

Speed 30 ft.; **ACP** 0; Climb +8, Stealth +12

AC 20, touch 13, flat-footed 17; **CMD** 20

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

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

hp 29 (5 HD)

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

Melee morningstar +7 (1d8+3)

Ranged javelin (range 30 ft.) +6 (1d6+3)

Combat Gear javelins (3)

Abilities Str 16, Dex 14, Con 13, Int 10, Wis 10, Cha 9

SQ stalker

Feats Dodge, Intimidating Prowess, Skill Focus (Perception)

Skills as above plus Intimidate +9

Languages Common, Goblin

Gear as above plus 2d6 sp

THE KUKULKAN

This Kukulkan dwell around a gigantic partially sunken stone pyramid hidden deep in a fetid swamp. A simple and superstitious folk they worship a snake goddess and believe the medusa, Illyria, lairing within the pyramid is a conduit to their goddess. They call themselves "The Snake Charmed." The name "Kukulkan" is derived from the draconic term meaning "snake charmer."

SOCIETY & ORGANISATION

Warlord Grauk rules the Kukulkan. The tribe chooses a new chief every five years, a policy Grauk hopes to overturn because he is in his fourth year as chief. The lizards are broken into three hereditary castes.

Hands provide for the needs of the people. They gather food, both through growing crops and hunting, and are the tribe's builders and tradesmen. It is all but impossible for an artisan to "move up" into the warrior caste.

The Feet are the tribe's warriors and soldiers.

This is the largest of the castes, but not the most revered. The warriors choose the leader, known as the warlord, every five years. The warlord, by design, also serves as chief; because of this, the warlord is rarely the best warrior. Instead, he is often chosen by seniority or for his battle cunning. The warlord is always male. Those born into the Feet who aren't able to serve as warriors almost always become Hands (or die at the hands of the swamp's denizens).

The smallest of the castes is the Heart. This religious caste serves as prophets, priests, witchdoctors and sometimes scholars. It is a great honour and privilege to be born into this caste. Those who are born as members of the Heart almost always eat better and live more lavishly than those in the other two castes. The only member of the tribe who is allowed to meet with "The Interceder," is Saraza, the tribe's chief priestess.

TRIBAL ROSTER

The tribe comprises the following members:

- 73 Hands (N lizardfolk expert 1)
- 40 young (N young lizardfolk)
- 125 Feet (N lizardfolk warrior 2)
- 37 Hearts (NE lizardfolk adept 1)
- Warlord Grauk (LE male lizardfolk rogue 4)
- High Priestess Saraza (NE female lizardfolk oracle [nature] 3)
- Illyria (NE medusa sorcerer [serpentine] 2)

The tribe's religion is primitive and brutal and requires lots of sacrifices to their god. Most travellers who pass too near the Kukulkan's territory finds themselves being offered up as a sacrifice to Illyria. The priests bind the sacrifice and bring it to Saraza, who takes the prize to Illyria. Sometimes the sacrifice is killed and eaten, other times the sacrifice is turned to stone by the serpentine prophetess.

Appearance: The lizardfolk wear mostly skins of local animals. Their scales are dark green. The warriors dress in traditional garb: only a belt and shoulder strap. Each warrior carries a shield bearing Illyria's face.

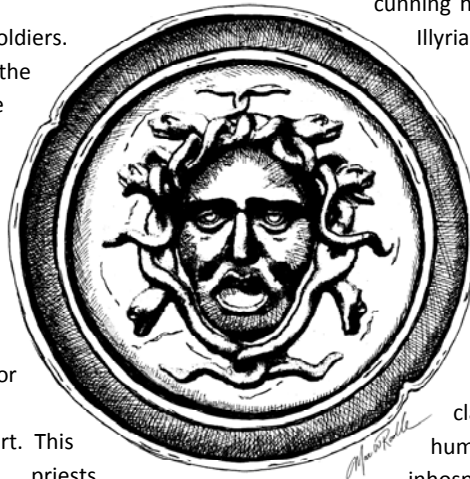
ECOLOGY & LAIR

Life in the swamp is difficult and lizardfolk eat almost anything falling into their clutches. The tribe also grows the few plants that can survive in the swamp's wet conditions in a series of cunning hidden, partially sunken fields arrayed about Illyria's lair.

The Kukulkan established their tribal home around an ancient steppe pyramid. The mud and straw huts stand in stark contrast to the stone behemoth standing in their midst.

COMBAT & TACTICS

Warlord Grauk is an expansionist and won't be satisfied until the tribe controls the entirety of the swamp. Most land he claims is not owned by anyone because most humanoid species find the swampland inhospitable. On the rare occasions, someone else claims the land he covets he simply attacks. They either kill their enemy – preferring to flank surround them to cut off any chance of escape – or capture them as a sacrifice to their goddess.



IN YOUR CAMPAIGN

In your campaign, any swamp could be the home of these lizardfolk. They could have recently abducted a nearby villager, prompting an assault on the swampy tribal home or another band of adventurers could have gone missing after declaring they planned to investigate a certain partially sunken pyramid. Alternatively a druid could contact the party and beg for their assistance in foiling the tribe's continuing depredations against the swamp's natural denizens.

The pyramid itself could be the work of any number of ancient peoples – perhaps even an isolated, advanced tribe of lizardfolk.

NOTABLE PERSONALITIES

The majority of the tribe are normal rank and file lizardfolk. A few members are, however, exceptional:

- **Illyria (NE medusa sorcerer [serpentine] 2):** Illyria lived in the stepped pyramid long before the lizardfolk arrived. An outcast, even among her own people, Illyria fled her ancestral home and found the pyramid deep in the swamp. Alone for centuries, she made her lonely home in the abandoned temple. Thus she lived for many years before the lizardfolk arrived. She used charm spells to work her way into the tribal landscape, convincing the tribe's prophets she was a conduit

ILLYRIA

CR 8 (XP 4,800)

This slender woman's body is covered in fine snake-like scales and her hair is a mass of writhing vipers.

Medusa sorcerer (serpentine) 2

LE Medium monstrous humanoid

Init +8; **Senses** all-around vision, darkvision 60 ft.; Perception +15, Sense Motive +0

All-Around Vision (Ex) Illyria's snake-hair allows her to see in all directions.

Speed 30 ft.; **ACP** 0; **Stealth** +15

AC 16, touch 13, flat-footed 13; **CMD** 20; cannot be flanked (+2 Dex, +1 dodge [Dodge], +3 natural)

Fort +7, **Ref** +10, **Will** +9

hp 107 (10 HD)

Space 5 ft.; **Base Atk** +8; **CMB** +9

Melee dagger +10/+5 (1d4+1/19-20) and snake bite +5 (1d4+1 plus poison [DC 18 Fort {2 saves}; *freq.* 1 rd./6 rds.; *effect* 1d3 Str]) or

Melee serpent's fang (7 rds./day) +10 (1d4 plus poison [DC 16 Fortitude {1 save}; *freq.* 1 rd./6 rds.; *effect* 1 Con])

Ranged mwk longbow (range 110 ft.; Point Blank Shot, Precise Shot) +11/+6 (1d8/x3)

Special Actions petrifying gaze

Petrifying Gaze (Su [standard; at-will]) Illyria's gaze turns a target to stone (30 ft., DC 18 Fortitude negates).

Sorcerer Spells Known (CL 1st; concentration +6; bloodline arcana)

1st (5/day)—*charm person* (DC 15), *mage armour*

0—*daze* (DC 14), *detect magic*, *message*, *prestidigitation*, *resistance*

Bloodline Arcana Illyria's mind-affecting or language-dependant spells affects animals, magical beasts and augmented humanoids as humanoids who understand her speech.

Combat Gear arrows (20), *potion of blur*, *scroll of resist energy*, *wand of disguise self* (34 chgs.)

Abilities Str 12, Dex 19, Con 20, Int 12, Wis 11, Cha 19

Feats Dodge, Eschew Materials^B, Improved Initiative, Point Blank Shot, Precise Shot, Weapon Finesse

Skills as above plus Bluff +12, Disguise +12, Intimidate +15, Knowledge (arcana) +6, Knowledge (religion) +3, Spellcraft +6

Languages Common, Draconic

Gear as above plus moonstone worth 65 gp, 140 sp, 5 gp

to their goddess. Now known as "The Interceder" she uses their devotion to their goddess to fuel her own desires, mostly for food and companionship. She is an artist of sorts and is using her petrifying gaze to create a tableaux of sorts depicting her life's story.

- **Saraza (NE female lizardfolk oracle [nature] 3):** Saraza is the Kukulkan's high priestess. She is the only member of the tribe allowed into Illyria's home, and guards her right jealously. She is a fervent supporter of Grauk's policy of expansion, but not necessarily of Grauk. She believes it is the will of their goddess to spread the tribe's influence over the entire swamp.
- **Warlord Grauk (LE male lizardfolk rogue 4):** Grauk has set his mind to expanding the tribe's territory and periodically sends warbands to crush his neighbours. He is brutish and vicious and terrified of falling into Illyria's disfavour.

TRIBAL LORE

Characters with ranks in Knowledge (local) may know something about the tribe. A successful check reveals all information gained by a lesser result:

DC 10: A tribe of lizardfolk live around a semi-sunken pyramid and worship their degenerate snake goddess.

DC 15: Travellers getting too close to the tribe's (slowly expanding) territory often disappear.

DC 20: A fearsome medusa dwells in the pyramid.



THE MOTTLED LURKERS

Hidden in the foliage of the towering forests, the green-skinned Mottled Lurker tribe clammers from branch to branch, waiting for unsuspecting prey to pass beneath. The Mottled Lurkers drop from above to crush their victims in their vice-like grips.

The shamans of the tribe hear the whispers of the murderous tree spirits, urging them to kill again and again. If the spirits are ignored, or victims are scarce, the minds of the ogres are filled with an ever-increasing vibration until a sudden, utter silence strikes them dead.

SOCIETY & ORGANISATION

High in the dense forest canopy, the ogres of the Mottled Lurkers slink across the moss-slick branches of the mighty ironwoods, strangler figs, blackbutts and blue gums. The tribe consists of sixteen families, each comprising a mated pair of ogres and their offspring. The elders of the clan sit in ogremoot, high in the treetops, once a month at the new moon to discuss, often violently, matters of leadership, raiding, hunting grounds and trading of adult age children to take as mates.

Disputes during the ogremoot are resolved through wrestling bouts, with the match declared for the victor once he has snapped one of the thick bones of his opponent's limbs with his bare hands. Each proposition is raised and defended by individual ogres, and no tribal chief rules over the disparate families. Within families, once an ogre child is strong enough to challenge their parents, a wrestling bout is instigated at the next ogremoot. Victory means the child can start its own family.

Appearance: The Mottled Lurkers have a thick dappled grey-green hide covered in dark, matted hair. They grow long curved yellow nails to better cling to the trunks of trees while hunting. The ogres clothe themselves in strips of animal skins, and pierce their bodies with bones and teeth.

ECOLOGY & LAIR

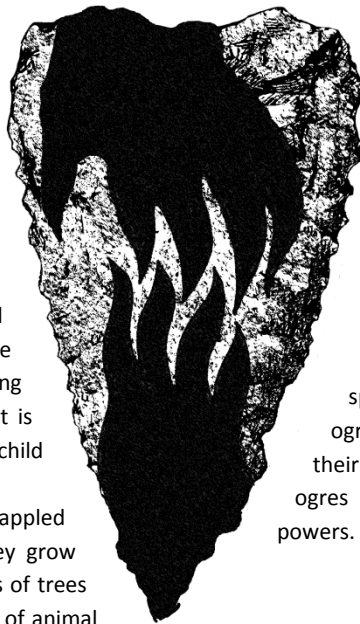
The Mottled Lurkers are bound to the whispering tree spirits of the strangler figs, who communicate with the half-mad shamans of the tribe. The spirits threaten and cajole the ogres to hunt and murder humanoid travellers, their blood to be spilled at the tree's roots. Such is the power of the tree spirits, that if an ogre hunter does not murder and sacrifice a creature every month, the spirits fill the mind of the ogre with a painful, increasing vibration over the course of a few weeks until it stops in a sudden, utter silence which strikes the ogre dead.

In order to placate the vengeful spirits, the ogres capture travellers and tie them to trees. Once helpless, the ogres devour the entrails of these poor unfortunates, leaving the cadaver to bleed out down the trunk of the tree to feed the bloodthirsty roots.

The tribe live in the cage-like trunks of mature strangler figs, after the host tree has long rotted away. The ogres supplement their shelters with woven branches and leaves to provide protection against the elements.

COMBAT & TACTICS

The Mottled Lurkers stealthily clamber across the upper tree branches of the rainforest, using surprise to ambush travellers or animals, springing down from above. Once in close, the ogres grapple and tear apart their enemies with their bare hands. The strangler fig spirits protect the ogres in combat, manifesting as spirit totem rage powers.



TRIBAL ROSTER

The tribe comprises the following members:

- 23 ogre young (CE young ogre)
- 9 Mottled Lurkers (CE advanced ogres)
- 3 ogre hunters (CE advanced ogre barbarian [true primitive] 2)
- 2 ogre shamans (CE advanced ogre adept 3)
- Guilunp (CE male advanced ogre oracle 7)
- Wellenguyran (CE female advanced ogre barbarian [brutal pugilist] 5)
- Cannilom (CE male advanced ogre barbarian [true primitive] 10)

IN YOUR CAMPAIGN

In your campaign, the Mottled Lurkers can be used as a random encounter as the PCs pass through a dark forest. One of the PC's favourite allies could be dragged away by the creatures as a sacrifice, necessitating a quick rescue.

Alternatively, the PCs could discover the influence of the strangler fig spirits on the ogres, and work to exorcise their evil influence on the tribe's behaviour. Perhaps instead of the PCs initially investigating the tribe, a friendly druid could go missing in the area. The PCs could end up searching for their friend and come into contact with the tribe as a result.

CANNILOM

CR 13 (XP 25,600)

This cragged old ogre is covered with dark green tufts of matted fur, horrible scars and cracking animal skins. Long yellow claws protrude from its squat fingers. Grey, ghostly wisps of ethereal matter bind themselves around the ogre's limbs.

Male advanced old ogre barbarian (true primitive) 10

CE Large humanoid (giant)

Init +1 (+7 in forests); **Senses** darkvision 60 ft., low-light vision; Perception +20 (+26 in forests), Sense Motive +3**Speed** 30 ft., base speed 40 ft. **ACP** -3; Acrobatics +11, Climb +17, Stealth +11 (+17 in forests)**AC** 21, touch 10, flat-footed 21; **CMD** 32; Body Shield, improved uncanny dodge

(+4 armour [mwk hide armour], +1 Dex, +7 natural, -1 size)

Body Shield (Ex [immediate]) Cannilom can use a grapple combat manoeuvre check to use a grappled adjacent creature to gain cover from a single attack. If successful, the attack targets the grappled creature instead of Cannilom.**Fort** +17, **Ref** +7, **Will** +11**hp** 139 (14 HD); **DR** —/2**Space** 10 ft.; **Base Atk** +13; **CMB** +21(+25 grapple)**Melee** unarmed strike (reach 10 ft.; Power Attack [-4/+8]) +21/+16/+11 (1d4+9)**Atk Options** Death From Above (+5 attack when charging from higher ground), rage (13 rds.), Greater Grapple, Improved Grapple**Abilities** Str 24, Dex 13, Con 18, Int 10, Wis 16, Cha 19**SQ** favoured terrain (forest [+6]), illiteracy, rage power (body bludgeon, greater spirit totem, lesser spirit totem, spirit totem, strength surge [+10], surprise accuracy [+3]), trophy fetish, uncanny dodge**Feats** Body Shield, Death From Above, Extra Rage Power, Greater Grapple, Improved Grapple, Improved Unarmed Strike, Iron Will, Power Attack**Skills** as above plus Knowledge (geography) +0 (+6 in forests), Survival +3 (+9 in forests)**Languages** Giant**Gear** amulet of mighty fists +2

While raging, Cannilom has the following statistics:

Climb +19

AC 19, touch 8, flat-footed 18; **CMD** 32; **Miss Chance** 20% (beyond 5 ft.)

(+4 armour [mwk hide armour], +1 Dex, +7 natural, -1 size, -2 rage)

Fort +19, **Will** +13**hp** 167 (14 HD); **DR** —/2**CMB** +23 (+27 grapple)**Melee** unarmed strike (reach 10 ft.) +23/+18/+13 (1d4+11)**Atk Options** body bludgeon (use grappled enemy as a weapon), greater spirit totem (spirits; slam +17 [1d8+4 negative energy]; adjacent creatures 1d8 negative energy), strength surge (+10), surprise accuracy (+3)**Abilities** Str 28, Con 22

NOTABLE PERSONALITIES

The majority of the tribe are normal rank and file ogres. A few members are, however, exceptional:

- **Guilunp (CE male advanced ogre oracle 7):** Of all the ogres in the tribe, Guilunp hears the constant whispers of the strangler fig spirits loudest, and can discern almost lucid words from the innumerable mutterings. Guilunp constantly repeats the nonsensical gibberish of the tree's whispers, his eyes permanently closed in concentration. He often communes with the trees for days on end, striving to understand their desires. Among the tribe, he destined for greatness,
- **Wellenguyran (CE female advanced ogre barbarian [brutal pugilist] 5):** Wellenguyran is the most successful ogress hunter in the tribe. Her hands are like vicious vices. She takes particular delight in devouring the lungs, heart, stomach and intestines of her victims while they still live. Wellenguyran revels in the screams of her dying victim's and cackles as they beg for a merciful death. Few dare cross her and she has never lost a wrestling bout.
- **Cannilom (CE male advanced old ogre barbarian [true primitive] 10):** Cannilom is an ancient ogre, his cragged head filled with the innumerable whispers of the tree spirits. The spirits manifest as ghostly grey branches which writhe around Cannilom during battle, entangling and striking his enemies. Seen as an embodiment of the tree's spirits, his words are given much weight at ogremoot. He is preeminent among the tribe's elders. Although he is old, he remains surprisingly strong and he has defeated countless challenges in wrestling bouts.

TRIBAL LORE

Characters with ranks in Knowledge (local) may know something about the Mottled Lurkers. A successful check reveals all information gained by a lesser result:

DC 15: These woods are home to the Mottled Lurker tribe, a group of wild ogres that drop onto unsuspecting travellers and maul them to death with their bare hands.

DC 20: The Mottled Lurkers revere the spirits of the strangler figs, often leaving grisly dismembered sacrifices bound to such trees.

DC 25: The tree spirits have a powerful spiritual hold over the Mottled Lurkers, and demand these blood sacrifices under pain of death.

THE REGNANT VOID

Deep in the parched ochre canyons of the Weranavas Badlands, a cloister of hagspawn worg mystics capture and dissect the troubled nightmares of mortals. Calling themselves the Regnant Void, the worgs hunt the dreams of mortals via the mystical, undulant canyons which channel and focus distant nightmares. After consuming a transcendent brew of poisonous and hallucinogenic herbs, the worgs stalk into the creature's dreams to taste their terror.

SOCIETY & ORGANISATION

The tribe is ruled by Likitini, a cruel night hag whose ancestors have long bred with the line of worgs native to the desert to create unusually wicked spawn. The pack has no hierarchy, except for terrified devotion to their unholy matron.

Individual worgs travel freely around the desert, often not returning to the den for weeks or months until their yearning for a taste of the nightmares of men draws them back. The worgs out in the wastes treat each other as deadly enemies or rivals for sparse food and hunting grounds. Once returned, however, they hunt the dreams of their victims in close-knit packs.

The tribe consists of a small number of dreamweaver witches and clerics with the nightmare subdomain in addition to the regular hunters. These spellcasters assist with the rituals and alchemical preparations required for the projection of their spirits into the Dreamlands.

Appearance: The Regnant Void worgs are black-furred and unnaturally gaunt. Their teeth are like fine needles, and their eyes are of two different colours, usually glowing yellow, orange, red or iridescent blue.

The worgs wear bone fetishes, made with twisted fur, pierced through their noses, ears and lips. Likitini gifts the charms to her slavish servants as rewards for success on the

hunt. A worg comes of age in the tribe at twelve years old, and is expected to have earned a fetish within a season. Worgs failing to gain this totemic reward are shunned until they are successful.

ECOLOGY & LAIR

The Regnant Void tribe wander the wastes of the Weranavas Badlands, hunting snakes, wild pigs and aurochs for their earthly sustenance. Their spiritual repast is made from the nightmares of mortals, drawn into the tribe's sinuous, mystical canyon and invaded with the assistance of heady hallucinogenic brews.

As the dreams of mortals wander indolently from their subconscious minds, they are drawn in by the mystical winds passing through the worg's canyon home.

COMBAT & TACTICS

The worgs draw their dream-hunts out night after night to siphon the maximum terror from the victim before leaving only a catatonic madman or trapped soul in their wake.

The victim can fight back in these dreams, but Regnant Void worgs are masters of the Dreamlands, and control the terrain and available protection their quarry has access to. In nightmares, the worgs have the advanced simple template if a dreamer chooses to fight.

As a dreamer, or group of dreamers, enters the nightmare controlled by the worgs, they must make a DC 20 Will saving throw to retain their equipment within the dream. An additional DC 20 Will saving throw is required or the dreamer becomes shaken for the duration of the dream. These effects are mind-affecting and fear-based.

A dreamer or worg slain in the dream immediately wakes from the dream, but the shock inflicts 1d6 Wisdom and 1d6 Constitution damage.



IN YOUR CAMPAIGN

In your campaign, the Regnant Void may haunt the nightmares of a PC or NPC ally, necessitating a ritual to drive off the worgs, and to hunt them down in their lair.

Alternatively, the worgs could enter the dreams of the PCs and steal their secrets – uncovering hidden treasures or revealing weaknesses to other enemies. The worgs may also disguise themselves as totem spirit guardians to lead the PCs astray.

TRIBAL ROSTER

The tribe comprises the following members:

- 18 worgs (NE changeling worgs)
- 6 pups (NE young changeling worgs)
- 5 shamans (NE changeling worg witch [dreamweaver] 4 or NE changeling worg cleric 4)
- Likitini (NE female night hag)
- Celimik (NE male changeling worg ranger 2)
- Konasa (NE female changeling worg cleric 8)

NOTABLE PERSONALITIES

The majority of the tribe are normal rank and file worgs. A few members are, however, exceptional:

- **Likitini (NE female night hag):** Likitini, the tribe's almost skeletal night hag matriarch, treats the worgs as her personal pets. The night hag, like her ancestors before her, takes the alpha male of the tribe as a mate on the night of the winter solstice. The ghastly ritual involves devouring unfortunate souls captured by the tribe as well as the warm gristly heart of her mate to strengthen her gestating changeling worg litter.
- **Celimik (NE male giant changeling worg ranger 2):** Celimik, a massive horse-sized worg, is the pack's current alpha male, a dubious honour thanks to Likitini's predation. Despite being dim-witted, even for a worg, Celimik can see the fate that awaits him if he remains with the pack. All of his ill-conceived plans have so far come to nought.
- **Konasa (NE female changeling worg cleric 8):** Konasa leads the hallucinogenic rituals which draw the pack into the dreams of sleeping mortals. The worg priestess is blind in her right eye, and she replaced the ruined orb with the silver moon unholy symbol of her nightmare god.

KONASA

CR 8 (XP 4,800)

This almost skeletal worg wears a coat of bones over its wiry flanks. A silver orb glitters from its ruined eye socket.

Female changeling worg cleric 8

NE Medium magical beast (changeling)

Init +7; **Senses** darkvision 120 ft., eyes of darkness, low-light vision, scent; Perception +13

Eyes of darkness (Su [4 rds./day]) Konasa's vision is not impaired by lighting conditions, even in absolute darkness and magic darkness. The rounds do not need to be consecutive.

Speed 35 ft.; base speed 50 ft.; **ACP** 0; Stealth +10 (night hunter)

Night hunter (Su [standard; 10/day]; 4 rounds) Konasa can blend into the shadows of the night, becoming nearly invisible. In an area of dim light or darkness, she is invisible (as per *invisibility*) to creatures without darkvision.

AC 20, touch 13, flat-footed 17; **CMD** 25 (29 vs. trip) (+5 armour [+1 bone scale mail], +3 Dex, +2 natural)

Fort +12, **Ref** +9, **Will** +14; **SR** 18

hp 78 (12 HD)

Space 5 ft. (aura of madness [30ft.]); **Base Atk** +10; **CMB** +12

Aura of madness (Su [standard; 8 rds./day]) Konasa can emit a 30-foot aura of madness. Enemies within this aura are affected by *confusion* (DC 21 Will negates). The *confusion* effect ends immediately when the creature leaves the area or the aura expires. Creatures that succeed on their saving throw are immune to this aura for 24 hours. These rounds do not need to be consecutive.

Melee bite +12 (1d6+3 plus trip) and 2 claws +12 (1d4+2)

TRIBAL LORE

Characters with ranks in Knowledge (local) may know something about the tribe. A successful check reveals all information gained by a lesser result:

DC 12: The Regnant Void are a tribe of nomadic worgs which wander the Weranavas Badlands, devouring whatever prey they can catch in the wastes, human or otherwise. They appear endlessly starved and gaunt as they stalk the desert.

DC 17: The worgs' den lies in a sinuous canyon at the heart of the desert. Local tribesfolk speak of dark wolves which haunt their dreams and hunt them in their sleep, and even of finding dead men in their beds frozen in horrified paroxysms.

DC 22: These worgs have the tainted blood of night hags in their veins, and can enter the dreams of the sleeping. The Regnant Void hunt in these dreams, feeding on the nightmares and souls of mortals to slake their unnatural hunger.

Atk Options fearful touch, trip

Fearful touch (Su [standard; 10/day]) Konasa can make a melee touch attack against a creature, causing it to experience terrible hallucinations for 1 round. During this time, the creature loses any immunity to fear effects it might possess and takes a -2 penalty on attack rolls made against Konasa. In addition, the creature takes a -4 penalty on Will saves made against fear effects. This power is a mind-affecting effect.

Special Actions channel negative energy (5/day; 4d6; DC 16),

Cleric Spells Prepared (CL 8th; concentration +19 [+23 casting defensively or grappling]; night, nightmare domains)

4th—*air walk*, *divination*, *divine power*, *phantasmal killer*^D (DC 21)

3rd—*bestow curse* (DC 20), *blindness/deafness* (DC 20), *deeper darkness*^D, *inflict serious wounds* (DC 20), *invisibility purge*, *magic circle vs. good*

2nd—*augury*, *death knell*, *enthrall* (DC 19), *hold person* (2; DC 19), *touch of idiocy*^D

1st—*cause fear* (DC 18), *command* (DC 18), *cure light wounds* (2), *doom* (DC 18), *obscuring mist*, *sleep*^D (DC 18),

0—*bleed*, *detect magic*, *guidance*, *mending*

Abilities Str 15, Dex 17, Con 15, Int 6, Wis 24, Cha 14

SQ evil aura (strong), mist child

Feats Combat Casting, Deepsight, Eschew Materials, Improved Initiative, Mother's Gift (uncanny resistance), Selective Channelling,

Skills as above plus Knowledge (planes) +2, Knowledge (religion) +5, Survival +13

Languages Common, Goblin

Gear as above plus *incandescent blue ioun stone* (silver eye)

THE TAINTED STRAIN

Forging a harrowed path across the civilised lands is the entrada of the Tainted Strain, a tribe of exiled hobgoblin whelps blighted with dangerous, forbidden arcane powers at birth. Led by the child-savant Pelagar, they march on the great forested valleys of the elves to fulfil their prophesies of fire and ash.

SOCIETY & ORGANISATION

Hobgoblin whelps born with magical ability are rare, and these pitiful creatures are abandoned, shunned or driven out from their homes as soon as their magical powers manifest. Hobgoblin parents are particularly cruel to their magically-gifted children, often zealously undertaking infanticide to maintain their position in the tribe's hierarchy and to avoid the appearance of weakness.

Where there is time, an old crooked hobgoblin named Favilor the Wretched, shuffles into hobgoblin crèches and takes sorcerous whelps from their disgusted mothers or wraps up freezing infants left in the snow to die from exposure. For twelve years, Favilor has brought these creatures to the Tainted Pits to live and grow powerful.

Three months ago, Pelagar, a nine-year old enchantment savant, through a series of portents and dark miracles, gained a considerable following within the Tainted Pits, and now leads the group on a trek across the civilised lands between their erstwhile home and the green, shadowed dells of the elves.

Favilor travels with the group, serving as an advisor to the pontificating Pelagar. Otherwise, the whelps organise themselves in a convoluted hierarchy based on the power of their magical talents.

Appearance: The hobgoblins of the Tainted Strain come

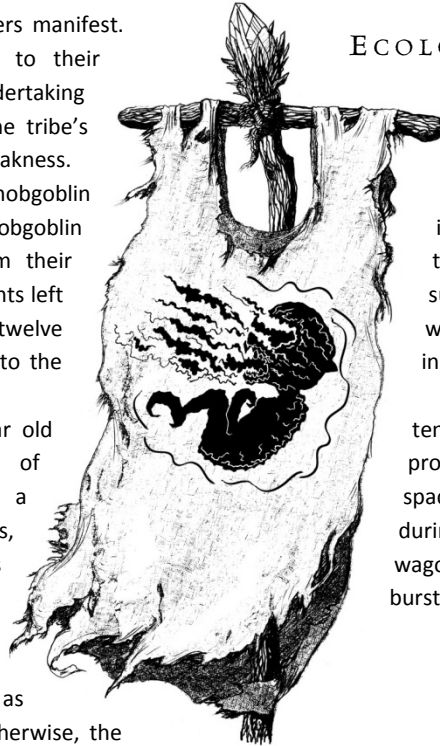
from a diverse array of tribes, and have a hodgepodge of skin tones, facial features and clothing styles. Their only commonality is the incidence of burn marks, mutilations and other physical disfigurements handed out to arcane-blooded hobgoblin whelps by their kin before their exile.

The group also suffers from paranormal effects which follow the whelps, such as shadows resembling red-hot coals, radiant auras and flickering, black ghostly apparitions which continuously stand vigil over them.

ECOLOGY & LAIR

The Tainted Strain is an itinerant group, marching in a direct path towards their goal. They have little time for foraging, and supplies are usually drawn from *charmed* or intimidated villagers. Pelagar approaches small towns with offers of safety in exchange for supplies, but attempts to bargain with large, well-defended cities, offering gold and treasures in exchange for food, ships and magical healing.

The group sleeps during the day in makeshift tents of old faded silks, but a significant proportion of the tribe rest in extra-dimensional spaces supplied by *rope trick*. Trailing the band during the night-time march are a convoy of barred wagons full of screaming children exhibiting wild bursts of arcane energy.



IN YOUR CAMPAIGN

In your campaign, the Tainted Strain can approach any settlement the PCs are residing in, creating an immediate diplomatic incident and raising moral questions regarding battling child-soldiers (even ones as effective as class-levelled sorcerers!)

Alternatively, the PCs may mount a rescue mission when a friendly NPC is charmed by the group and now serves as a willing soldier in their army.

It is up to the GM to determine the threat the group poses to the elves and the detrimental effects of such a group passing nearby settlements. The PCs may even be able to negotiate with the whelps and turn them away from their violent scheme.

TRIBAL ROSTER

The tribe comprises the following members:

- 76 magic-touched (young hobgoblin adept 1)
- 43 non-combatants (either too young or their arcane powers are not combat applicable)
- 14 prodigies (young hobgoblin sorcerer 2)
- 4 savants (young hobgoblin sorcerer 4)
- Dronis (LE female hobgoblin magus 4)
- Favilor (LE old male hobgoblin witch 5)
- Pelagar (LE young male hobgoblin sorcerer [infernal] 9)
- 97 *charmed* soldiers (human fighter 1)
- 9 *charmed* animals and magical beasts (3 leopards, 4 giant frilled lizards, 2 gorgons)
- 3 *charmed* ogres

COMBAT & TACTICS

The Tainted Strain attempts to overwhelm enemies quickly with a concentrated assault of magical firepower. The sorcerers of the group have an eclectic mix of spells which the supernatural has dealt them. An enemy force can be assaulted with summoned monsters, charmed minions, explosive evocations and mind-affecting illusions simultaneously, as was the case when the whelps commandeered three merchant vessels to cross the Lake of Black Mirrors.

PELAGAR

CR 7 (XP 3,200)

This hairless hobgoblin whelp wears a crown of twisted black iron. His orange, glowing eyes shimmer like the burning fires of the sun.

Male young hobgoblin sorcerer (infernal) 9

LE Small humanoid (goblinoid)

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

Speed 30 ft.; Fly +10, Stealth +17

AC 17, touch 12, flat-footed 16; **CMD** 13

(+4 armour [*mage armour*], +1 Dex, +1 natural [*amulet of natural armour +1*], +1 size)

Resist fire 10

Fort +4 (+8 vs. poison), **Ref** +4, **Will** +7

hp 46 (9 HD)

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

Melee mwk cold iron dagger +5 (1d4-1/19-20) or

Melee Touch corrupting touch (6/day) +3 (sickened [4 rds.])

Special Actions hellfire

Hellfire (Sp [standard; 1/day]) Pelagar calls down a column of hellfire within 60 ft. in a 10-foot-burst. It deals 9d6 fire damage (DC 17 Reflex halves). Good creatures failing their save are shaken for 9 rounds.

Sorcerer Spells Known (CL 9th; concentration +12; spell penetration +11; bloodline arcana; Still Spell)

4th (4/day)—*charm monster* (DC 21), *crushing despair* (DC 19), *stoneskin*

3rd (7/day)—*fly*, *heroism*, *hold person* (DC 18), *suggestion* (DC 18)

2nd (7/day)—*eagle's splendour*, *false life*, *hideous laughter* (DC 17), *rope trick*, *scorching ray*, *see invisibility*

1st (7/day)—*cause fear* (DC 14), *charm person* (DC 18), *feather fall*, *mage armour*, *mount*, *protection from good*

0—*acid splash*, *bleed*, *detect magic*, *detect poison*, *mage hand*, *message*, *read magic*, *touch of fatigue*

Combat Gear *circlet of persuasion*

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

Feats Eschew Materials^B, Greater Spell Focus (enchantment), Heighten Spell, Leadership, Spell Focus (enchantment), Spell Penetration^B, Still Spell

Skills as above plus Diplomacy +18

Languages Common, Goblin

Gear as above plus 2,000 gp of diamond dust

NOTABLE PERSONALITIES

The majority of the tribe are normal rank and file hobgoblins. A few members are, however, exceptional:

- **Dronis (LE female hobgoblin magus 4):** Dronis was the first child rescued by Favilor and is the eldest of the Tainted Strain. She is now beginning to realise her magical talents exceed those of Favilor, and plans to drive her enchanted trident into the old cripple's skull at the earliest opportunity and usurp control over the distracted Pelagar. Then she will turn the Tainted Strain to her own agenda – securing a safe home for her brethren where they can grow into their powers.
- **Favilor (LE male old hobgoblin witch 5):** Favilor, the haggard shaman who spared their lives, is leading the Tainted Strain to their dooms out of spiteful jealousy for their natural talents. In truth, the children he rescued are nothing but his puppets which he will use to augment his own powers. Favilor struggles to grasp even the simplest of spells, and hopes to abscond with powerful elven magic during the chaos caused by the Tainted Strain invasion of the enchanted forests. He doesn't care if his followers succeed in destroying the elves – or even if they survive. Similarly, he abandons the tribe if it appears in danger of destruction.
- **Pelagar (LE male young hobgoblin sorcerer [infernal] 9):** Pelagar is a damaged child, whose anguished, violent separation from his tribe led to psychotic "visions" which drive him unreasoningly towards the peaceful lands of the elves. His natural showmanship and gravitas has created a cult of personality within the outcasts of the Tainted Strain, who hang on their idol's every word.

TRIBAL LORE

Characters with ranks in Knowledge (local) may know something about the Tainted Strain. A successful check reveals all information gained by a lesser result:

DC 11: The Tainted Strain is a tribe of hobgoblin outcasts who travel across the civilised lands.

DC 16: The Tainted Strain tribe are hobgoblin whelps with dangerous magical powers. Their numbers are swollen by *charmed* and *summoned* creatures.

DC 21: The tribe is led by the sorcerous savant and demagogue, Pelagar, who inflames the group with prophecies of burning elven forests.

UNION OF SEVEN

Veiled in green and gold, the howling sisters of the Union of Seven raze towns to ash and sift through the remains for survivors to enslave and treasure to plunder. The lesser men of the tribe and the mongrelfolk bastards of the Union's interbred culture serve as little more than slaves to their matriarchal overseers.

SOCIETY & ORGANISATION

The hobgoblins of the Union of Seven are sexually dimorphic, the females of the tribe are larger, keener and more ferocious than their subservient male counterparts (who use the statistics of goblins). Males in the tribe are treated as little more than slaves, and grow stunted and sickly as a result.

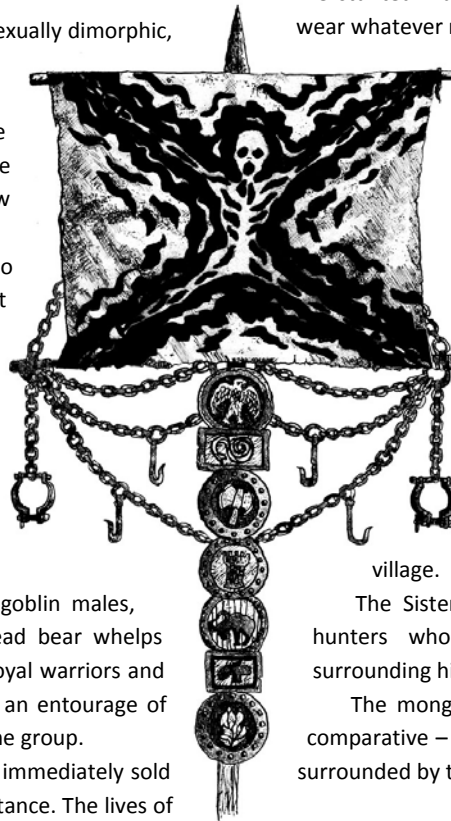
The Union of Seven tribe contains no more than forty-nine hobgoblin females at any time by decree, and these are led by seven Champions each with a maximum of six attendant female followers. Only the Champions of the tribe may take a male hobgoblin and breed true, and only if her band numbers less than six. The daughter is added to the band at birth and is trained in the arts of war.

While not allowed to breed with hobgoblin males, the other Sisters of the Union may instead bear whelps from other races to serve as child-slaves, loyal warriors and yoked labourers. Each band of Sisters has an entourage of mongrelfolk slaves which fights alongside the group.

Hobgoblin males born into a group are immediately sold or bartered to another band for a paltry pittance. The lives of the breeding males are usually short and harsh where sparse food and shelter are only provided when needed to keep these pathetic chattels alive.

The mongrelfolk of the tribe are responsible for most of the hunting and gathering while the Sisters make war. The males of the tribe are a starving, indolent lot, and are content to lie idle until beaten into a flurry of servile activity.

Appearance: The Sisters of the Union of Seven dress in long flowing green and gold robes and shimmering veils over their armour, and typically carry spears, halberds or other pole arms. The stunted males of the tribe and the enslaved mongrelfolk wear whatever rags they can find to cover themselves.



ECOLOGY & LAIR

The Union of Seven lives in a small, dusty village of sturdy mud brick, timber-roofed huts at the heart of the Starken Hills. Surrounded by steep earthen ramparts and a deep ditch, the village is well defended and perches on the flank of a high hill from which sweeping views of the surrounding territory can be had. The village has a deep well, which taps a deep drowned cavern deep below the hills. The surrounding territory is steep and difficult to farm; much of it is barren which provides almost no cover for intruders approaching the

village.

The Sisters have developed a taste for lion-flesh, and hunters who can retrieve such a delicacy from the surrounding hills are richly rewarded by their matriarchs.

The mongrelfolk live in squalor while the Sisters live in comparative – if spartan – comfort in larger, better sited huts surrounded by their minions.

IN YOUR CAMPAIGN

In your campaign the Union of Seven can be used as an ongoing small-scale military threat to the region. At higher levels the tribe could be in league with the campaign's villain, or serve as guardians for a dangerous, ancient relic.

The Sisters may be employed as mercenaries by any number of ruthless groups (including the PCs) against their enemies. The region's lord may hire bands of the Union of Seven to harshly put down revolts as the hobgoblins do not have the same qualms about inflicting suffering on the rebels as the local militia.

TRIBAL ROSTER

The tribe comprises the following members:

- 39 warriors (female advanced hobgoblin fighter 1)
- 34 males (male goblin commoner 1)
- 40 non-combatants (non-combatant slaves and young)
- 34 mongrelfolk slaves
- 4 Champions (female advanced hobgoblin fighter [polearm master] 3)
- Shalessa (CE female advanced hobgoblin antipaladin 4)
- Gresseola (LN female advanced hobgoblin fighter 5)
- Tal-Wail (LE female advanced hobgoblin monk [qinggong monk] 8)

COMBAT & TACTICS

Each band of Sisters and its mongrelfolk entourage fights as a group, with the warrior-slaves bearing the brunt of the enemy's attacks, often fighting defensively, as the Sisters break the line. Typically the hobgoblins fight as a wedge, concentrating their attacks on the weakest point of the enemy's line before rolling up along a flank.

The Union of Seven rarely fights from ambush, preferring to give their opponents a chance to surrender and submit themselves to slavery. Those defying the Union of Seven find the Sisters implacable and remorseless in battle.

TAL-WAIL

CR 8 (XP 4,800)

This tall, ferocious hobgoblin warrior is clothed in green and gold robes. Hundreds of small runic tattoos adorn her flesh.

Female advanced hobgoblin monk (qinggong monk) 8

LE Medium humanoid (goblinoid)

Init +5; **Senses** darkvision 60 ft.; Perception +17, Sense Motive +17

Speed 50 ft., Dragon Style; Acrobatics +15 (+23 jumping), Climb +15, Stealth +19

Dragon Style (Ex) Tal-Wail ignores difficult terrain when running, charging or withdrawing, using Dragon Style

AC 24, touch 22, flat-footed 20; **CMD** 34

(+4 Dex, +2 monk, +2 natural, +6 Wis)

Immune disease

Fort +10, **Ref** +10 (evasion), **Will** +12; +2 vs. enchantment, paralysis, sleep, stun

hp 76 (8 HD)

Space 5 ft.; **Base Atk** +6; **CMB** +12

Melee unarmed strike (Power Attack [-2/+4]) +11 (1d10+6) or

Melee flurry of blows (Power Attack [-2/+4]) +11/+11/+6/+6 (1d10+6)

Atk Options Crushing Blow (-6 AC), Stunning Fist (9/day; DC 20; fatigued, sickened 1 min. or stunned 1 rd.), ki pool (10 points; magic, cold iron and silver)

Special Actions Dragon Style, Dragon Roar (15-ft. cone; 1d10+6 plus shaken; DC 20 Will halves), ki pool (additional attack, +20 ft. speed, +4 dodge AC 1 rd., qinggong abilities [barkskin, gaseous form, scorching ray])

Combat Gear *potion of mage armour* (4), *potion of bull's strength* (4), *potion of cat's grace* (4), *potion of protection from good* (4), *potion of heroism* (2)

Abilities Str 18, Dex 19, Con 18, Int 12, Wis 23, Cha 14

SQ fast movement, manoeuvre training, purity of body, still mind

Feats Crushing Blow, Dragon Ferocity, Dragon Roar, Dragon Style, Improved Unarmed Strike^B, Power Attack, Stunning Fist^B, Weapon Focus (unarmed strike)

Skills as above

Languages Common, Giant, Goblin

Gear as above plus *headband of inspired wisdom* +2, 428 gp and 14 pp

NOTABLE PERSONALITIES

The majority of the tribe are normal rank and file hobgoblins. A few members are, however, exceptional:

- **Gresseola (LN female advanced hobgoblin fighter 5):** Champion Gresseola has fought for as long as she can remember, watching those in her group fall until she was pronounced Champion. She has been struck with an epiphany after the birth of her first true-blood hobgoblin child, and thinks introspectively over her and her infant son's fate. She may soon abandon the tribe and strike out on her own; if she does so, however, the Union of Seven are certain to try to hunt her down. This is a problem she yet wrestles with.
- **Shalessa (CE female advanced hobgoblin antipaladin 4):** Shalessa, a devoted demon-worshiper, finds the stifling rigidity of the Union's hierarchy a barrier to her inexorable rise to being absolute despot. Her surreptitious assassination of her mother soon led to her rise to Champion over her cowed cousins and sisters. Her push to outright command over the tribe has been stymied by her lack of slaves. Those that do fall to her clutches instead become blood sacrifices before her horned demonic master.
- **Tal-Wail (LE female advanced hobgoblin monk [qinggong monk] 8):** The spiritual leader of the Union of Seven, Champion Tal-Wail practices an atheistic adherence to a complicated mantra of enlightened self-perfection. She speaks in a cold toneless manner, with only the severe punishments dealt to those who defy her magnificent flawlessness showing the boiling rage within. She is a dangerous, implacable opponent who stops at nothing to maintain the Union of Seven's rigid hierarchy and traditions.

TRIBAL LORE

Characters with ranks in Knowledge (local) may know something about the Union of Seven. A successful check reveals all information gained by a lesser result:

DC 11: The Union of Seven is a small tribe of hobgoblins who live within the oppressive heat of the Starken Hills. They have many strange, misshapen servants.

DC 16: The Union of Seven are matriarchal, with the females of the tribe forming a powerful warrior-elite.

DC 21: Most mothers of the Union of Seven bear twisted mongrelmen children as only the Champions of the tribe are permitted to breed true.

ABOUT THE DESIGNERS

Ben has memories of seeing “bigger kids” playing RPGs in the hallways of his Elementary school. After overhearing the destruction of skeletons beyond number at the hands of a skilled cleric, he immediately settled upon such games as the sort of thing he’d enjoy.

Living with his wondrous and encouraging life-partner Tiffinie and their two beautiful young daughters in Ontario, Canada, Ben continues to find role-playing games the sort of thing he enjoys. He is eagerly looking forward to the day his daughters are both grown up enough to roll the dice instead of eat them, so they can join their parents at the table (and thus ease the difficulty in finding babysitters on gaming days).

Ben’s eventual objective is complete dominion over the earth, but there’s a lot of competition in that field. He’s presently working as a customer service agent by day and superhero/game designer/bug squasher/father figure by night. Now that he’s been published, he’s honestly not sure his life could get much cooler.

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.

An *Ennie Award* winning designer (*Madness At Gardmore Abbey*) Creighton has worked with *Expeditious Retreat Press*, *Paizo* and *Wizards of the Coast*. He 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 now releases through *Raging Swan Press*. You can read his thoughts on game design at raging-swan.livejournal.com.

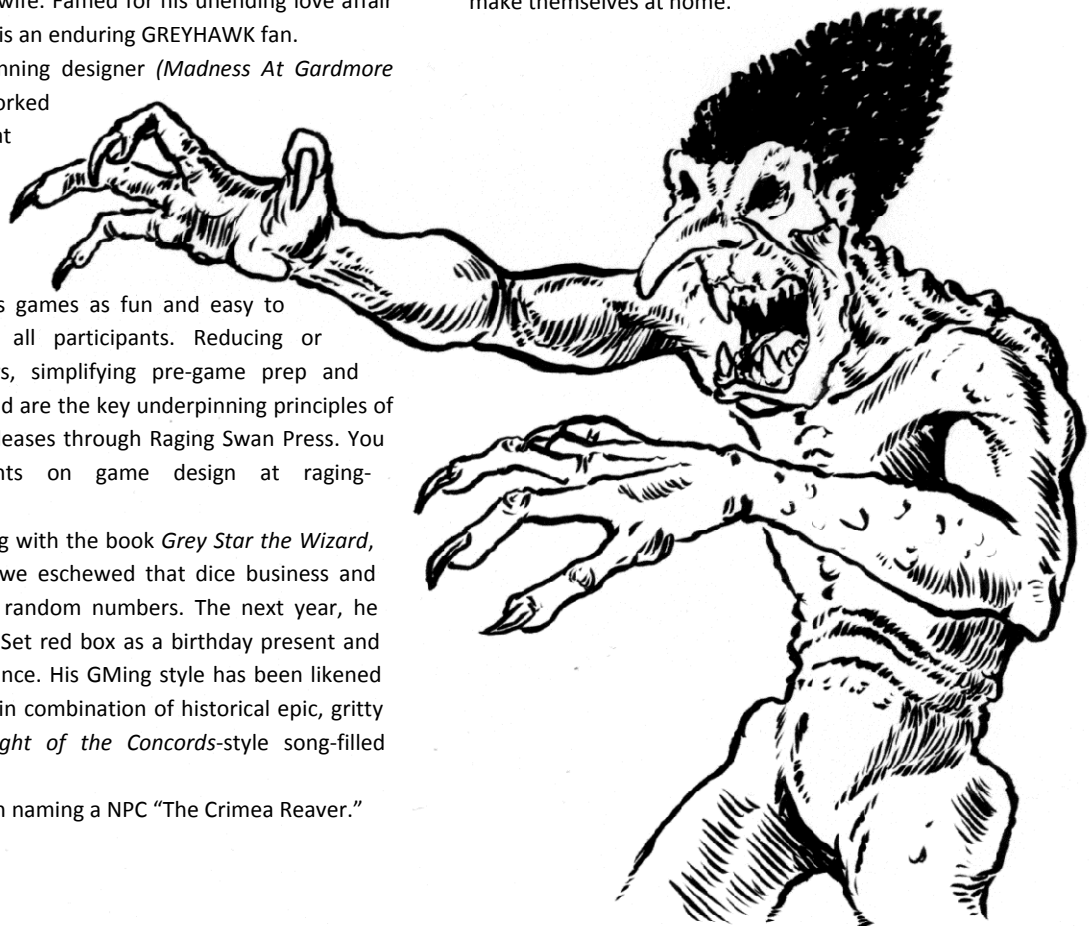
David started gaming with the book *Grey Star the Wizard*, circa 1985, back when we eschewed that dice business and goddamn STABBED out random numbers. The next year, he received the D&D Basic Set red box as a birthday present and has been gaming ever since. His GMing style has been likened to a horrible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

Mike has been gaming off-and-on for over 30 years. While he has played using numerous game systems, he has always had a fondness for *Dungeons & Dragons* and its offshoots. The third edition of *Dungeons & Dragons* renewed a flagging interest in roleplaying games, but the introduction of *Pathfinder* sparked a long-dormant desire to write for roleplaying games. Mike has written for *Clockwork Gnome Publishing*, *Open Design*, *Paizo*, and *Rite Publishing*, and (much to his surprise) he won *Paizo’s RPG Superstar* contest in 2012. He is quite happy with his continuing publishing relationship with *Raging Swan Press*.

Mike lives in *Kernersville*, North Carolina, with his ever-patient wife, two roleplaying game-savvy children (one has started his university career, however), a pugle, three cats, and a turtle. He believes the solution to the impending empty nest syndrome will be to allow more creatures of his imagination to make themselves at home.



READING STAT BLOCKS

GM's Miscellany: Tribes Most Foul 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 block appear in four sections: basic, defensive, offensive and supplemental.

BASIC

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

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

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

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

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

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

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

DEFENSIVE

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

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

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

HP: The creature's full, normal hit points along with the number

of hit dice it possesses. A bracketed hit point total indicates that the creature is injured. If the creature has damage reduction or hardness it appears here.

OFFENSIVE

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

Melee: This section lists a creature's melee attacks. If the attack has a reach that is not 5 ft. it is listed here. This line also lists any specific feats a creature can use with the attack (for example Power Attack), but the effects of these feats are not included in the attack's statistics. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Ranged: This section lists the creature's ranged attacks. It always includes the attack's range. Each attack includes attack bonus and damage information. This line also lists any specific feats a creature can use with the attack (for example Point Blank Shot), but the effects of these feats are not included in the attack's statistics. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Atk Options: This section lists any abilities or feats that can affect more than one of the creature's attacks, unless it has already been presented with the creature's specific attacks. Subsequent listings describe all but the most basic abilities in depth.

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

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

Raging Swan Press releases twice weekly advice articles on all aspects of game play.

Check them out at <http://www.ragingswan.com/articles.html>

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