

# HOBGOBLINS OF THE MAILED FIST

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A Pathfinder Roleplaying Game Compatible TRIBES Supplement by Creighton Broadhurst





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

*Hobgoblins of the Mailed Fist* presents seven new feats, four new spells and three new magic items all useable by members of the tribe. Additionally, it contains fourteen stat blocks (ranging in CR from 2 – 11) as well as full details of the tribe's ancient allies, the black wings of Asgiroth. The Hobgoblins of the Mailed Fist can appear in almost any setting and are compatible with *The Lonely Coast* (a free 30-page extensively bookmarked PDF available from Raging Swan's website).



## CREDITS

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## BONUS MATERIAL

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## CONTACT US

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Email [tribes@ragingswan.com](mailto:tribes@ragingswan.com) with questions and comments about this adventure.

## ERRATA

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We would like to think *Hobgoblins of the Mailed Fist* is completely error free and that absolutely no mistakes have crept in during design or editing. However, we are realists. So in that spirit, we shall post errata for this adventure three months after first release on [ragingswan.com](http://ragingswan.com). We aren’t going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

## ABOUT THE DESIGNER

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

Over the last 11 years, Creighton has worked with Expeditious Press, Paizo and Wizards of the Coast. He now releases his own products through Raging Swan Press. You can read his thoughts on game design at [ragingswan.livejournal.com](http://ragingswan.livejournal.com).

Creighton lives in Torquay, England where, apparently, the palm trees are plastic and the weather is warm. He shares a ramshackle old mansion with his two children (“Genghis” and “Khan”) and his patient wife. Famed for his unending love affair with booze and pizza he is an enduring GREYHAWK fan.

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## NEW MAGIC ITEMS BY COST

### GP

1,000 gp	Boots of the rider
1,000 gp	Helm valorous
13,350 gp	Axe of battle

## STAT BLOCKS BY CR

### CR

2	Mailed Fist Warrior (hobgoblin warrior 4)
2	Mailed Fist Archer (hobgoblin warrior 4)
3	Elite Mailed Fist Warrior (hobgoblin warrior 6)
3	Elite Mailed Fist Archer (hobgoblin warrior 6)
3	Black Wing Rider (hobgoblin warrior 6)
3	Black Wing of Asgiroth
5	Elite Black Wing Rider (advanced hobgoblin warrior 8)
5	Mailed Fist Battle Cleric (hobgoblin cleric 4/fighter 2)
5	Elder Black Wing of Asgiroth
5	Mailed Fist Beast Master (hobgoblin ranger 6)
6	Mailed Fist War Chanter (hobgoblin fighter 2/bard 5)
7	Black Wing Sorcerer (hobgoblin sorcerer 7/fighter 1)
9	Mailed Fist Battle Marshal (hobgoblin cleric 8/fighter 2)
11	Mailed Fist War Leader (hobgoblin fighter 12)

## NEW SORCERER/WIZARD SPELLS

### 2ND-LEVEL SPELLS

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

### 3RD-LEVEL SPELLS

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

### 4TH-LEVEL SPELLS

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

## NEW FEATS

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

## READING STAT BLOCKS

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*Hobgoblins of the Mailed Fist* 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. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

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

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

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

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

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

### SUPPLEMENTAL

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

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

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

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

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

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### SPECIAL ABILITIES

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

# HOBGOBLINS OF THE MAILED FIST

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## HOBGOBLINS OF THE MAILED FIST

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

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

### ECOLOGY & SOCIETY

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

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

always honouring a contract.

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

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

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

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

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

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

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### IN YOUR CAMPAIGN

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

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

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

### LAIRS

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

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

The Mailed Fist has augmented and expanded the hill forts – themselves the progeny of an unknown elder race – and have constructed their own stone redoubts as a final refugee in the



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

## COMBAT & TACTICS

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

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

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



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## ANATOMY OF A BATTLE

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

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

A full battle comprises:

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

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

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

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

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

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## BLACK WINGS

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

## NEW FEATS

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*Hobgoblins of the Mailed Fist* introduces a number of new feats utilised by the warriors of tribe. Each feat is presented in the following manner:

**Prerequisites:** This entry is absent if the feat has no prerequisites. Otherwise, it lists the minimum base attack bonus, skill ranks or other qualifying features a character must have to select the feat.

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

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

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

### BATTLE FEATS

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

#### AERIAL COMBAT [BATTLE]

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

**Prerequisites:** Skill Focus (Ride), base attack bonus +2.

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

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

#### IMPROVED BRACE [BATTLE]

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

**Prerequisites:** base attack bonus +1.

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

#### GREATER SHIELD WALL [BATTLE]

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

**Prerequisites:** Shield Wall, base attack bonus +4.

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

#### IMPROVED SHIELD SMASH [BATTLE]

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

**Prerequisites:** base attack bonus +3.

**Benefit:** If you use a one-handed or two-handed melee weapon (but not a light weapon or rapier) to injure an opponent you push or hook his shield away from his body, removing his shield bonus from his armour class until the start of his next round. The target can attempt a Reflex saving throw (DC = 10 + 1/2 the attacking character's HD + Strength modifier) to negate this effect.

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

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

#### PRECISE RAY

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

**Prerequisites:** Dex 13, base attack bonus +1.

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

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

#### SHIELD WALL [BATTLE]

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

**Prerequisites:** base attack bonus +1.

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

#### STALWART STANCE

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

**Prerequisites:** Str 13, base attack bonus +1.

**Benefit:** You gain the benefits of stability (+4 bonus to Combat Manoeuvre Defence to resist bull rush or trip attempts while standing on the ground). This bonus stacks with the dwarven racial ability stability.

## NEW SPELLS

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The battlecasters of the Mailed Fist have developed a number of new spells with which to defeat their enemies. The spells are listed here, alphabetically.

### FLAMING TRENCH

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

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

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

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

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

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

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

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

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

### SPIKED TRENCH

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

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

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

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

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

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

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

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

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

### TRENCH

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

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

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

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

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

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

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

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

## NEW MAGIC ITEMS

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

### BOOTS OF THE RIDER

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

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

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

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

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

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

**Requirements** Craft Wondrous Item, *feather fall*; **Cost** 500 gp; **Price** 1,000 gp

### HELM VALOROUS

*A transparent, violet gem decorates this battered helmet.*

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

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

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

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

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

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

**Requirements** Craft Wondrous Item, *divine favour*, *remove fear*; **Cost** 500 gp; **Price** 1,000 gp



### AXE OF BATTLE

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

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

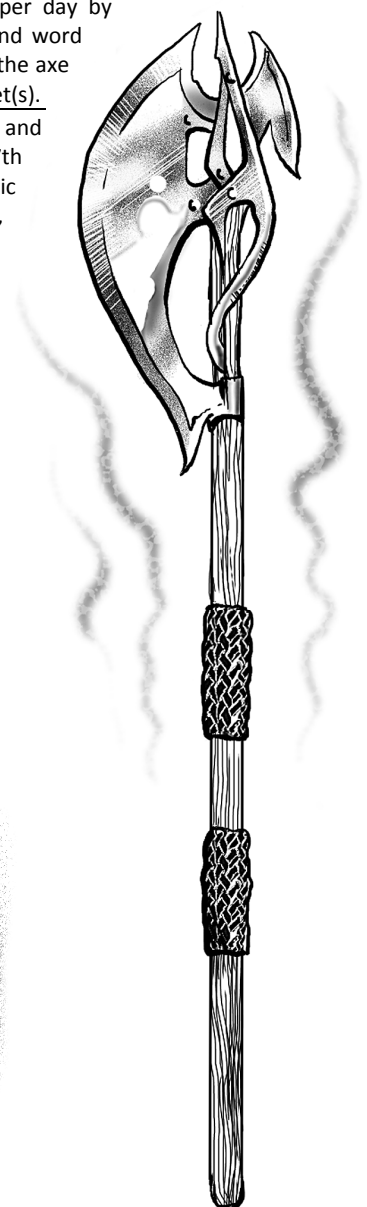
**Lore** (DC 20 Perception) Tiny, heatless flames seem to dance within the axe's blade. They give off no heat but seem to twist and writhe as if in a strong wind.

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

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

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

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



## STAT BLOCKS, ALLIES & ENCOUNTERS

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## ENCOUNTERS WITH THE HOBGOBLINS OF THE MAILED FIST

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

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

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

### BLACK WING (EL 5, XP 1,600)

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

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

### COMPANY

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

#### BLACK WING ENCOUNTER GROUPS

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

- EL 5:** 1 black wing rider and 1 black wing.
- EL 7:** 2 black wing riders and 2 black wing.
- EL 7:** 1 elite black wing rider and 1 greater black wing.
- EL 8:** 1 black wing sorcerer and 1 greater black wing.
- EL 9:** 2 elite black wing riders and 2 greater black wing s.

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

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

### ENVOY (EL 9; XP 6,400)

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

**1 black wing sorcerer:** page 15.

**4 elite Mailed Fist warriors:** page 14.

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

To modify this encounter, apply the following changes:

**EL 8 (XP 4,800):** Remove two elite Mailed Fist warriors.

**EL 10: (XP 9,600):** Add four elite Mailed Fist warriors.

### SQUAD (EL 9, XP 6,200)

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

The PCs encounter a standard squad of warriors:

**9 Mailed Fist warriors:** page 14.

**1 elite Mailed Fist warrior:** page 14.

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

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

To modify this encounter, apply the following changes:

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

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

## TRIBAL PERSONALITIES

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

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

left-hand side of his face. He tries to fleece anyone who doesn't know any better.

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



## WARRIORS OF THE MAILED FIST

### MAILED FIST WARRIOR

CR 2 (XP 600)

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

### ELITE MAILED FIST WARRIOR

CR 3 (XP 800)

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

### MAILED FIST ARCHER

CR 2 (XP 600)

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

### ELITE MAILED FIST ARCHER

CR 3 (XP 800)

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

## WARRIORS

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

## ARCHERS

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



## BLACK WING RIDERS

### BLACK WING RIDER

CR 3 (XP 800)

Hobgoblin warrior 6

LE Medium humanoid (goblinoid)

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

**Speed** 20 ft., base speed 30 ft.

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

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

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

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

**hp** 51 (6 HD)

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

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

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

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

**Atk Options** Aerial Combat

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

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

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

**Skills** as above plus Profession (soldier) +5

**Languages** Common, Goblin

**Gear** as above plus 14 gp, 12 sp

### ELITE BLACK WING RIDER

CR 5 (XP 1,600)

Advanced hobgoblin warrior 8

LE Medium humanoid (goblinoid)

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

**Speed** 20 ft., base speed 30 ft.

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

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

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

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

**hp** 84 (8 HD)

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

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

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

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

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

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

**Atk Options** Aerial Combat, Power Attack

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

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

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

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

**Languages** Common, Giant, Goblin

**Gear** as above plus 23 gp, 14 sp

### BLACK WING SORCERER

CR 7 (XP 3,200)

Hobgoblin sorcerer (elemental air) 7/fighter 1

LE Medium humanoid (goblinoid)

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

**Speed** 30 ft.

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

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

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

**Resist** electricity 10

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

**hp** 55 (8 HD)

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

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

**Melee** mwk flail +7 (1d8+2)

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

**Special Actions** bloodline arcana (electricity)

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

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

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

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

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

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

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

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

**Feats** Arcane Armour Proficiency, Combat Casting, Eschew Materials<sup>B</sup>, Improved Initiative, Lightning Reflexes, Skill Focus (Ride), Weapon Focus (longspear)

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

**Languages** Common, Goblin

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

## BLACK WING RIDERS

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

## SPECIALISTS OF THE MAILED FIST

### MAILED FIST WAR CHANTER

CR 6 (XP 2,400)

Hobgoblin fighter 2/bard 5

LE Medium humanoid (goblinoid)

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

**Speed** 20 ft., base speed 30 ft.

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

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

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

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

**hp** 54 (7 HD)

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

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

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

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

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

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

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

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

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

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

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

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

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

**Languages** Common, Goblin

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

### WAR CHANTER

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

### MAILED FIST BATTLE CLERIC

CR 5 (XP 1,600)

Hobgoblin cleric 4/fighter 2

LE Medium humanoid (goblinoid)

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

**Speed** 20 ft., base speed 30 ft.

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

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

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

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

**hp** 49 (6 HD)

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

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

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

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

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

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

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

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

2nd—*aid*, *cure moderate wounds*, *sound burst* (DC 15), *spiritual weapon*<sup>D</sup>

1st—*bless*, *cure light wounds* (2), *sanctuary*<sup>D</sup>, *shield of faith*

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

**Combat Gear** *helm valorous*

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

**SQ** evil arua (moderate)

**Feats** Combat Casting, Shield Wall, Stalwart Stance

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

**Languages** Common, Goblin

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

### BATTLE CLERIC

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

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

**MAILED FIST BATTLE MARSHAL** CR 9 (XP 6,400)

Hobgoblin cleric 8/fighter 2

LE Medium humanoid (goblinoid)

**Init** +0; **Senses** darkvision 60 ft.; Perception +3, Sense Motive +3**Speed** 20 ft., base speed 30 ft.**ACP** -13; Acrobatics -13 (-17 jumping), Stealth -9**AC** 25, touch 11, flat-footed 25; Greater Shield Wall, Shield Wall;**CMD** 21 (25 vs. bull rush and trip)(+10 armour [+1 *full plate*], +4 shield [darkwood tower], +1 deflection [*ring of protection* +1])**Fort** +13, **Ref** +4, **Will** +11; +1 vs. fear**hp** 78 (10 HD)**Space** 5 ft.; **Base Atk** +8/+3; **CMB** +10**Melee** +1 *battleaxe* +12/+7 (1d8+3/x3)**Ranged** javelin (range 30 ft.) +8 (1d6+1)**Atk Options** Improved Brace, Vital Strike, weapon master (8 rounds)**Special Actions** aura of protection (8 rounds), battle rage 6/day (+4 damage), channel negative energy 5/day (4d6 damage, DC 16), resistant touch 6/day, spontaneous casting (*inflict* spells)**Aura of Protection (Su)** The battle marshal can emit a 30 ft. aura of protection for 8 rounds per day (these rounds do not have to be consecutive). Allies in the area gain a +1 deflection bonus to AC and resistance 5 against all elements.**Battle Rage (Sp)** The battle marshal can touch a creature to give it a +4 bonus on melee damage rolls for 1 round.**Resistant Touch (Sp)** The battle marshal can touch an ally to grant a +2 resistance bonus for 1 minute. While using this ability, the battle master's saving throw modifiers drop by 2.**Weapon Master (Su)** The battle marshal gains the use of one combat feat (for which he meets the prerequisites) for up to 8 rounds a day (which do not have to be consecutive). He can change the feat each time he uses this ability.**Cleric Spells Known** (CL 8th; Domains: Protection, War; concentration +11)4th—*cure critical wounds*, *divine power*<sup>D</sup>, *freedom of movement*3rd—*cure serious wounds* (2), *dispel magic*, *magic vestment*<sup>D</sup>, *prayer*2nd—*cure moderate wounds*, *eagle's splendour*, *lesser restoration*, *silence*, *spiritual hammer*<sup>D</sup>1st—*bless*, *cure light wounds* (2), *obscuring mist*, *sanctuary*<sup>D</sup>, *shield of faith*0—*create water*, *detect magic*, *purify food and water*, *stabilize***Combat Gear** *javelin of lightning*, *potion of displacement***Abilities** Str 14, Dex 10, Con 14, Int 10, Wis 16, Cha 14**SQ** evil aura (strong)**Feats** Greater Shield Wall, Improved Brace, Shield Wall, Stalwart Stance, Vital Strike, Weapon Focus (battleaxe)**Skills** as above plus Heal +10, Knowledge (history) +5, Knowledge (nobility) +5, Knowledge (religion) +7, Profession (soldier) +10, Spellcraft +7**Languages** Common, Goblin**Gear** as above plus 2 javelins, silver holy symbol, spell component pouch, 50 gp, 20 sp**MAILED FIST WAR LEADER** CR 11 (XP 12,800)

Hobgoblin fighter 12

LE Medium humanoid (goblinoid)

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

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

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

**WAR LEADER**

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

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

## BLACK WING OF ASGIROTH

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The servants of a now extinct race, the black wings of Asgiroth were on the very verge of extinction when Mailed Fist scouts discovered the timeworn hill forts protecting the entrances to their deep lairs. Claiming the hill forts as their own, the Mailed Fist quickly discovered the bats lairing below. Instead of exterminating the infestation, the Mailed Fist befriended them providing food and protection. In time, the tribe's beast masters trained the greatest of the bats to serve as mounts.

### ECOLOGY & SOCIETY

Black wings dwell in a series of deep caves in which their antecedents have laired for ages. Once home to vast swarms of black wings, only a remnant now lurk within. These caves, accessed via wide cave mouths leading to sloping passages tunnelling deep into the bedrock of the hills, are massive. Great reeking piles of guano burying heaps of innumerable skeletons deeply fill the caverns. Flocks of bats – no more than forty strong – inhabit each cave, dwelling high up on the roof or in small sub-caves running off the larger caverns. Vicious carnivores, they prey on the swarms of lesser bats dwelling in the caves and feast on the fresh flesh provided by their beast master friends.

No hobgoblins, except the wild and rugged beast masters, live within the caves. There they eat and sleep among the bats, training them to serve as the Mailed Fist's mounts.

### COMBAT & TACTICS

Black wings prefer to stay aloft using their good mobility to confound their foe while letting their rider hurl javelins or spells down upon their foes. (Greater black wings use Flyby Attack combined with Dodge and Mobility to attack their foes).

If attacked without their rider, they use their vicious bite to bring down their foes only if cornered. Otherwise, they take to the air to escape, using their superior movement to evade or exhaust their foes.

Occasionally, the Mailed Fist use black wings as pack mounts to resupply far-flung battles. These large, strong creatures can carry huge loads (light load 459 lbs., medium load 460 – 918 lbs and heavy load 919 – 1,380 lbs).

### BLACK WING LORE

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

**DC 9:** The creature is a black wing; a throwback to an earlier age. They live deep within caves hidden in isolated or inaccessible hills and mountains. They can be trained as mounts.

**DC 14:** Flown by elite members of the Mailed Fist, they are combat trained and have a normal bat's acute senses.

**DC 19:** The greatest of the bats have been trained to swoop into and out of melee, giving their foes little time to strike back.



## MAILED FIST BEAST MASTER CR 5 (XP 1,600)

Hobgoblin ranger 6

LE Medium humanoid (goblinoid)

**Init** +3 (+5 in hills and mountains); **Senses** darkvision 60 ft.; Perception +10 (+12 in hills and mountains or vs. goblins, +14 vs. goblins in hills and mountains, +16 vs. orcs in hills and mountains), Sense Motive +1 (+3 vs. goblins, +5 vs. orcs)

**Speed** 30 ft.

**ACP** 0; Ride +15, Stealth +16

**AC** 19, touch 13, flat-footed 16; **CMD** 21

(+3 Dex, +5 armour [+1 mithral shirt], +1 shield [darkwood])

**Fort** +8, **Ref** +8, **Will** +3

**hp** 55 (6 HD)

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

**Ranged** mwk composite longbow (range 110 ft.) +11/+6 (1d8+2/x3)

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

**Atk Options** Improved Precise Shot, Precise Shot, favoured enemy (goblin +2, orc +4)

**Special Actions** hunter's bond (companions, 1 round)

**Ranger Spells Prepared** (CL 3, concentration +4)

1st—*entangle* (DC 12), *longstrider*

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

**Abilities** Str 14, Dex 17, Con 16, Int 8, Wis 12, Cha 10

**SQ** combat style (archery), favoured terrain (mountains [including hills]), track, wild empathy +6 (+2 vs. magical beast)

**Feats** Endurance, Improved Precise Shot, Precise Shot, Skill Focus (Handle Animal), Skill Focus (Ride), Weapon Focus (longbow)

**Skills** as above plus Bluff +0 (+2 vs. goblins, +4 vs. orcs), Handle Animal +12, Knowledge (geography) +5 (+7 in hills and mountains), Knowledge (local) -1 (+1 vs. goblins, +3 vs. goblins), Knowledge (nature) +5, Survival +10 (+12 in hills and mountains, +13 tracking, +15 tracking in hills and mountains or tracking goblins, +17 tracking goblins in hills and mountains, +19 tracking orcs in hills and mountains)

**Languages** Common, Goblin

**Gear** as above plus 20 arrows, spell component pouch, 10 gp, 3 sp

## BEAST MASTERS

Beast masters train the black wings to carry the black wing riders into battle. Additionally, they serve as land-based scouts able to seek out roving band of marauding goblins and orcs. The most rugged and individual of the tribe's members they rarely participate in pitched battles – their value as trainers and infiltrators being too great.

In battle, they stand off from melee using Improved Precise Shot to pepper their foe with arrows. If infiltrating an enemy position, they use *longstrider* and their *potion of invisibility* to quickly reach their objective.

## BLACK WING OF ASGIROTH CR 3 (XP 800)

*This huge, powerful black bat has a wingspan of over 20 ft. and long, sharp fangs. Its eyes glimmer with malice and a hint of inhuman intelligence.*

N Large animal

**Init** +4; **Senses** blindsense 40 ft.; Perception +14, Sense Motive +6

**Speed** 20 ft., fly 40 ft. (good)

**ACP** 0; Fly +11, Stealth +4

**AC** 22, touch 13, flat-footed 17; **CMD** 24; Dodge

(-1 size, +4 Dex, +1 dodge, +3 armour [mwk studded leather barding], +5 natural)

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

**hp** 30 (4 HD)

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

**Melee** bite (reach 5 ft.) +7 (1d8+7)

**Atk Options** combat trained

**Combat Trained (Ex)** The black wing knows the attack (2), come, defend, down, guard and heel tricks.

**Abilities** Str 21, Dex 19, Con 17, Int 6, Wis 18, Cha 10

**Feats** Alertness, Dodge

**Skills** as above

**Gear** as above plus military saddle

## GREATER BLACK WING OF ASGIROTH CR 5 (XP 1,600)

*This huge, powerful black bat has a wingspan of over 20 ft. and long, sharp fangs. Its eyes glimmer with malice and a hint of inhuman intelligence.*

N Large advanced animal

**Init** +4; **Senses** blindsense 40 ft.; Perception +15, Sense Motive +6

**Speed** 20 ft., fly 40 ft. (good); Flyby Attack

**ACP** 0; Fly +13, Stealth +4

**AC** 22, touch 13, flat-footed 17; **CMD** 26; Dodge, Mobility

(-1 size, +4 Dex, +3 armour [mwk studded leather barding], +5 natural)

**Fort** +8, **Ref** +9, **Will** +6

**hp** 52 (7 HD)

**Space** 10 ft.; **Base Atk** +5; **CMB** +11

**Melee** bite (reach 5 ft.) +9 (1d8+7)

**Atk Options** Flyby Attack, combat trained

**Combat Trained (Ex)** The greater black wing knows the attack (2), come, defend, down, guard and heel tricks.

**Abilities** Str 21, Dex 19, Con 17, Int 6, Wis 18, Cha 10

**Feats** Alertness, Dodge, Flyby Attack, Mobility

**Skills** as above

**Gear** as above plus military saddle

Greater black wings also serve as the mounts of the Mailed Fist's war leaders. Such bats wear rare full plate barding. They have the following altered statistics:

**ACP** -5; Fly +8, Stealth -1

**AC** 24, touch 10, flat-footed 23; **CMD** 26; Dodge, Mobility

(-1 size, +1 Dex, +9 armour [mwk full plate barding], +5 natural)

## DESIGNING ADDITIONAL TRIBAL MEMBERS

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

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

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

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

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

*Hobgoblins of the Mailed Fist* presents seven new feats, four new spells and three new magic items all useable by members of the tribe. Additionally, it contains fourteen stat blocks (ranging in CR from 2 – 11) as well as the full details of the tribe's ancient allies, the black wings of Asgiroth. The Hobgoblins of the Mailed Fist can appear in almost any setting and are compatible with *The Lonely Coast* (a free 30-page extensively bookmarked PDF available from Raging Swan's website).

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