

HORNS OF VALHALLA

A Pathfinder Roleplaying Game Compatible PLAYER'S RESOURCE by Creighton Broadhurst



HORNS OF VALHALLA

A Pathfinder Roleplaying Game PLAYER'S RESOURCE supplement by Creighton Broadhurst

Ever found (or thought about buying) a *horn of Valhalla* but didn't want to prep the required stat block, carry yet another heavy book to the game or muddle through hoping for the best? *Horns of Valhalla* banishes these problems!

This PLAYER'S RESOURCE contains a detailed write-up of the standard version of this iconic magic item and offers five variants including full stat blocks of all the warriors and creatures called forth. Designed to easily fit into your character's folder, each horn's entry contains all the information you need to quickly and easily get the most out of this iconic magic item.



CREDITS

Design: Creighton Broadhurst

Editing: Steve "Taz" Cansdale

Layout: Creighton Broadhurst

Interior Artists: Kimagu, Dave Peterson, V Shane and Maciej Zagorski (The Forge Studios). Some images copyright Erisian Entertainment, used with permission.

ABOUT THE DESIGNER

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 raging-swan.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.

BONUS MATERIAL

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

CONTACT US

Email gatekeeper@ragingswan.com with questions and comments about this supplement.

ERRATA

We would like to think *Horns of Valhalla* 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. 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.

Product Identity: All trademarks, registered trademarks, proper names (characters, deities, artefacts, places and so on), dialogue, plots, storylines, language, incidents, locations, characters, artwork and trade dress are product identity as defined in the Open Game License version 1.0a, Section 1(e) and are not Open Content.

Open Content: Except material designated as Product Identity, the contents of *Horns of Valhalla* are Open Game Content as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission. The moral right of Creighton Broadhurst to be identified as the author of this work has been asserted in accordance with the Copyright Designs and Patents Act 1988. ©Raging Swan Press 2011.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

To learn more about Raging Swan Press, visit ragingswan.com. To learn more about the Open Game License, visit wizards.com/d20.

Published by Raging Swan Press
1st printing, March 2011

CONTENTS

Credits.....	2
About the Designer	2
Bonus Material	2
Contact Us	2
Errata	2
Contents	3
Reading Stat Blocks.....	19

HORNS OF VALHALLA

Arachne's Horn	4
Horn of the Bow.....	8
Horn of the Dead	10
Horn of Elemental Fire.....	12
Horn of the Hunt.....	14
Horn of Valhalla	16
Additional Powers.....	4

OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are

This **PLAYER'S RESOURCE** presents enhanced information regarding the *horn of Valhalla*, a classic wondrous item that it is difficult (or at the least, time-consuming) to use without extensive preparation.

Horns of Valhalla also presents five variant horns. Each horn benefits from its own comprehensive listing containing all the information needed (including handy stat blocks for all the summoned warriors and creatures) to use the item in-game.

copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE: Open Game License v 1.0 ©2000, Wizards of the Coast, Inc.

Open Game License v1.0a. Copyright 2000, Wizards of the Coast Inc.

System Reference Document: ©2000, Wizards of the Coast, Inc. Authors: Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game. ©2008, 2009, Paizo Publishing, LLC; Author: Jason Bulmahn.

Pathfinder RPG Bestiary. ©2009 Paizo Publishing LLC; Author Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook and Sip Williams.

The Book of Experimental Might. ©2008, Malhavoc Press; Author: Monte Cook.

Tomb of Horrors. ©2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content by TSR.

Advanced Player's Guide. © Paizo Publishing LLC; Author: Jason Bulmahn
Horns of Valhalla. ©Raging Swan Press 2011; Author: Creighton Broadhurst.

HORNS OF VALHALLA

Horns of Valhalla are legendary items, able to summon the glorious dead to aid their possessor. Their appearance varies depending on the culture creating the horn, but scenes of battle and other martial scenes decorate most such items. As befits powerful items containing the bound spirits of the dead, *horns of Valhalla* are often tied to the legend of a particular warrior or band.

ACTIVATION & USE

The possessor must speak the command word and then blow the horn to summon its minions. Each horn has a distinctive sound – well known to the allies of its possessor and feared by his enemies. For example, a dwarven *horn of Valhalla* may emit

a very deep, booming note when blown while *Arachne's Horn* could emit a high, screeching sound.

Variant Rule: Some horns are not as stable and predictable as their brethren. Instead of always bringing forth the same type of warriors, some horns summon a different group every time they are blown. When using such a horn, its possessor should determine which group of warriors appears by rolling percentage dice: 01-40 silver warriors, 41-75 brass warriors, 76-90 bronze warriors, 91-100 iron warriors.

DESTRUCTION

Horns are quite tough (AC 7 hardness 8, hp 15, DC 18 Break) because the magic infusing them provides them with additional protection. If a horn is destroyed it loses all magical properties.

VARIANT HORNS

This supplement presents six varieties of the *horn of Valhalla*. However, a GM in his personal campaign can easily design different *horns of Valhalla* to better represent the cultures, nations and power blocs of his world. Although the horns herein focus predominantly on humankind, other races including aasimar, drow, elves, duergar, dwarves, kobolds, gnomes, gnolls, goblins, halflings, hobgoblins, lizardfolk, orcs, svirfneblin, tieflings and troglodytes could all craft such items. Example horns include:

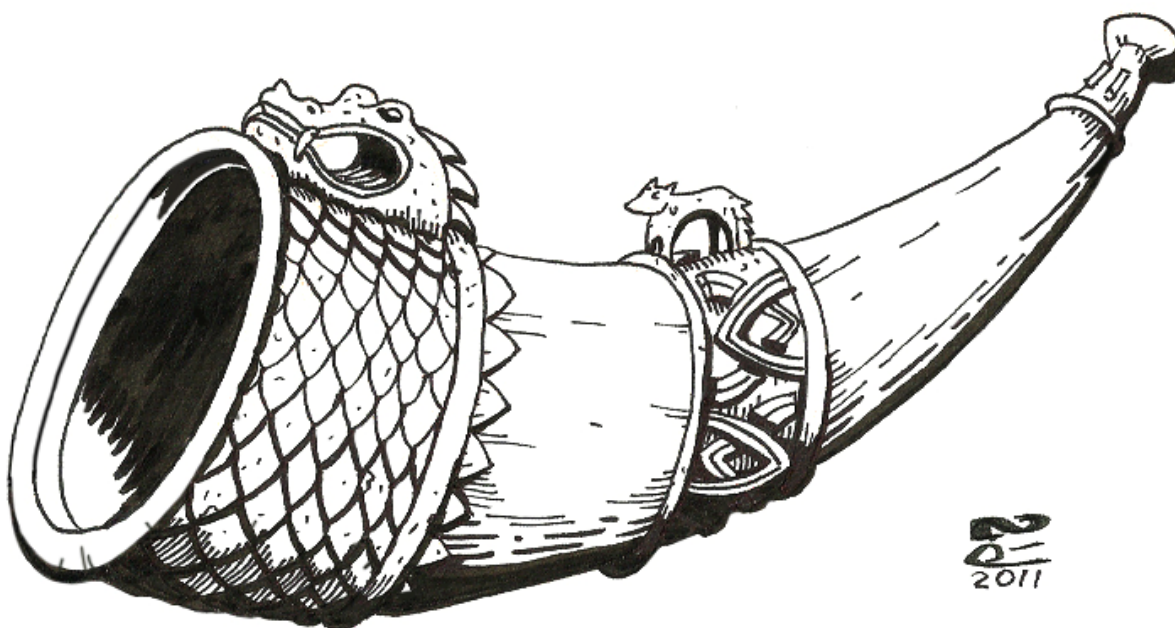
Horn of the Desert Wind: This horn calls forth lightly-armoured warrior dervishes who rely on their speed and dexterity to move about the battlefield. The warriors dance

through the enemy ranks, using their excellent mobility to strike and then move away.

Horn of the Dwarvish Lords: This horn summons heavily armed dwarven fighters wearing platemail and carrying tower shields. In battle, they form a near-impenetrable shield wall.

Horn of the Shining Host: Crafted on the outer planes, this shining ivory horn summons aasimar paladins to smite the enemies of light. This horn would probably only function in the hands of a lawful good character.

Horn of the Woodlands: Crafted by elvish lords in their forest kingdoms, this horn calls forth lightly armoured elvish archers armed with deadly elven bows.



ADDITIONAL POWERS

As well as summoning allies to crush enemies, some of the more powerful *horns of Valhalla* (and its variants) have additional powers. The powers listed below are use activated – the owner must blow the horn to activate the power. Refer to the table below to determine the cost and caster level of each power.

POWER	CL	PRICE ¹
<i>Antilife shell</i>	11th	26,400 gp
<i>Bane</i>	5th	2,000 gp
<i>Black Tentacles</i>	7th	11,200 gp
<i>Bless</i>	5th	2,000 gp
<i>Break enchantment</i>	9th	18,000 gp
<i>Circle of death</i>	11th	26,400 gp
<i>Control water</i>	11th	26,400 gp
<i>Control weather</i>	13th	36,400 gp
<i>Control winds</i>	9th	18,000 gp
<i>Dismissal</i>	9th	18,000 gp
<i>Earthquake</i>	15th	48,000 gp
<i>entangle</i>	5th	2,000 gp
<i>Fire storm</i>	15th	48,000 gp
<i>Fear</i>	7th	11,200 gp
<i>Greater shout</i>	15th	48,000 gp
<i>Haste</i>	5th	6,000 gp
<i>Holy word</i> ²	13th	36,400 gp
<i>Invisibility purge</i>	5th	6,000 gp
<i>Magic circle against (alignment)</i> ³	5th	6,000 gp
<i>Mass bear's endurance</i> ⁴	11th	26,400 gp
<i>Mass charm monster</i>	15th	48,000 gp
<i>Mass cure critical wounds</i> ⁵	15th	48,000 gp
<i>Mass cure light wounds</i> ⁵	9th	18,000 gp
<i>Mass cure moderate wounds</i> ⁵	11th	26,400 gp
<i>Mass cure serious wounds</i> ⁵	13th	36,400 gp
<i>Mass Enlarge person</i> ⁶	7th	11,200 gp
<i>Mass hold monster</i>	17th	61,200 gp
<i>Mass hold person</i>	13th	36,400 gp
<i>Mass suggestion</i>	11th	26,400 gp
<i>Move earth</i>	11th	26,400 gp
<i>Order's wrath</i> ⁷	7th	11,200 gp
<i>Prayer</i>	5th	6,000 gp
<i>Shout</i>	7th	11,200 gp
<i>Storm of vengeance</i>	17th	61,200 gp
<i>Transmute rock to mud</i> ⁸	9th	18,000 gp
<i>Summon monster I</i> ⁹	5th	2,000 gp
<i>Summon monster II</i> ⁹	5th	4,000 gp
<i>Summon monster III</i> ⁹	5th	6,000 gp
<i>Summon monster IV</i> ⁹	7th	11,200 gp
<i>Summon monster V</i> ⁹	9th	18,000 gp
<i>Summon monster VI</i> ⁹	11th	26,400 gp
<i>Summon monster VII</i> ⁹	13th	36,400 gp
<i>Summon monster VIII</i> ⁹	15th	48,000 gp
<i>Summon monster IX</i> ⁹	17th	61,200 gp
<i>Wail of the banshee</i>	17th	61,200 gp

1. This is the price to use the associated power once per day. To determine the price of using a power more frequently multiply the listed price by 5 and then divide by (5 divided by charges per day).
2. Or *unholy word*.
3. *Chaos, evil, good or law*.
4. Or *mass bull strength, mass cat's grace, mass eagle's splendour, mass fox's cunning or mass owl's wisdom*.
5. Or the *inflict* version of the spell.
6. Or *mass reduce person*.
7. Or *chaos hammer, holy smite or unholy blight*.
8. Or *transmute mud to rock*.
9. Or *summon nature's ally*.

ALIGNED HORNS

Some *horns of Valhalla* (or its variants) are strongly aligned and only function in the hands of a character of the appropriate alignment and so on only cost 35,000 gp. Such horns may summon paladins, evil clerics and so on. Many intelligent horns (see below) may fall into this category.

CURSED HORNS

Around 5% of *horns of Valhalla* are cursed in some way. Mistakes made when crafting the item account for the vast majority of cursed horns, but a few have been deliberately tainted. Cursed horns almost always summon warriors intent on slaying their summoner. A rare few horns may summon disobedient warriors who demand their descendants receive payment for their battle-service.

INTELLIGENT HORNS

Intelligent *horns of Valhalla* possess the consciousness of a great warrior of the appropriate type. Thus, a *horn of the bow* contains the spirit of a peerless Bowman while a *horn of Valhalla* holds the consciousness of a famed berserker, war leader or chieftain.

Alignment & Outlook: The item has the same alignment of the culture from which it came and also shares the basic proclivities of the culture. Thus, it hates certain enemies and advocates fighting in a certain style.

Item Powers: If the item possesses spell-like abilities these are almost certainly of a martial bent.

Item Purpose: An intelligent *horn of Valhalla's* purpose is usually to defeat the greatest threat to its home culture. For example, a horn hailing from a dwarven nation would desire the defeat of the neighbouring giants while such an item crafted by a human could desire the defeat of an encroaching rival kingdom.

ARACHNE'S HORN

Carved from a gigantic blackened fang, exquisite carvings of spiders pursuing and eating fleeing humans decorate this horn.

Used by the drow in their dark hunts through unknowably remote caves and caverns, the spiders summoned by Arachne's Horn are implacable enemies. Carved from the fang of a gigantic spider, the horn is a sacred object among the drow and their servants. If such an object falls from drow control, Arachne's priesthood stops at nothing to retrieve it.

POWERS

When an owner with the relevant prerequisite speaks the command word and blows the horn, a small hunting pack of spiders appear anywhere within 55 ft. to fight for their summoner. If a character does not have the relevant prerequisites, but uses *Arachne's Horn* anyway, the summoned spiders attack him instead.

The horn can summon aid but once every seven days. Summoned spiders attack anyone the possessor of the horn indicates remaining until either one hour elapses or they or their opponents lie dead, whichever comes first.

There are four types of *Arachne's Horn*. Determine the type found by rolling percentage dice: 01-40 silver horn, 41-75 brass horn, 76-90 bronze horn, 91-100 iron horn.

SILVER HORN

Summons 2d4+2 giant spiders; **Prerequisites** none.

BRASS HORN

Summons 2d4+1 advanced giant spiders; **Prerequisites** proficient with all martial weapons.

BRONZE HORN

Summons 2d4 giant black widows; **Prerequisites** darkvision or bardic performance ability.

IRON HORN

Summons 1d4+1 advanced giant black widows; **Prerequisites** darkvision or bardic performance ability.

ADDITIONAL POWERS

Some enhanced versions of the horn are imbued with additional powers. Such powers include *black tentacles*, *chaos hammer*, *magic circle against good* and *unholy word*. For more information on additional powers, refer to page 5.

LORE

Characters examining *Arachne's Horn* may uncover some useful information.

Aura strong conjuration (DC 21 Knowledge [arcana]; DC 28 Spellcraft identifies); **CL** 13th; **Price** 50,000 gp; **Weight** 2 lbs.

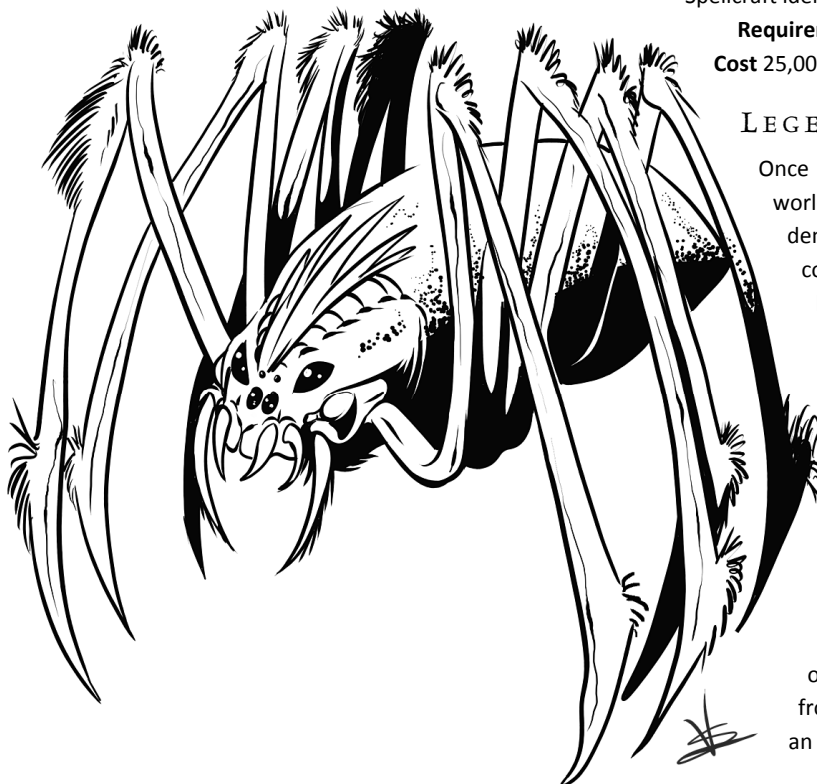
Requirements Craft Wondrous Item, *summon monster VI*; **Cost** 25,000 gp.

LEGENDS

Once a servant of good in the dim pre-history of the world, Arachne was transformed into a monstrous demonic spider after besting her divine patron in a contest. Driven by her boundless thirst for revenge, her minions now work to destroy the works of her former master. Arachne spins many plots across the world. Due to their affinity with spiders, drow often worship her.

Arachne bestows these horns upon powerful worshippers or those engaged in sinister plots against her enemies. They use it to summon Arachne's spawn – spiders dedicated to her enemies' defeat – and to serve as a mark of their favoured status.

Legends have it that Arachne enchanted the original horn – a virtual artefact in its own right – from her first consort's fangs after he was slain by an elven hero-god.



SILVER GIANT SPIDER CR 1 (XP 0)

N Medium construct

Init +3; **Senses** darkvision 60 ft., low-light vision, tremorsense; Perception +4, Sense Motive +0

Speed 30 ft., climb 30 ft.

ACP 0; Acrobatics +11, Climb +16, Stealth +7 (+11 in webs)

AC 14, touch 13, flat-footed 11; **CMD** 15 (27 vs. trip)
(+3 Dex, +1 natural)

Immune constrict immunities

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

hp 33 (3 HD)

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

Melee bite +2 (1d6 plus poison [*frequency* 1/round for 4 rounds; *effect* 1d2 Str damage; *cure* 1 DC 13 Fortitude save])

Abilities Str 11, Dex 17, Con –, Int –, Wis 10, Cha 2

Skills as above

Languages understands Elven

BRASS ADVANCED GIANT SPIDER CR 2 (XP 0)

N Medium construct

Init +5; **Senses** darkvision 60 ft., low-light vision, tremorsense; Perception +6, Sense Motive +2

Speed 30 ft., climb 30 ft.

ACP 0; Acrobatics +13, Climb +18, Stealth +9 (+13 in webs)

AC 18, touch 15, flat-footed 13; **CMD** 19 (31 vs. trip)
(+5 Dex, +3 natural)

Immune constrict immunities

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

hp 33 (3 HD)

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

Melee bite +4 (1d6+2 plus poison [*frequency* 1/round for 4 rounds; *effect* 1d2 Str damage; *cure* 1 DC 13 Fortitude save])

Abilities Str 15, Dex 21, Con –, Int –, Wis 14, Cha 6

Skills as above

Languages understands Elven

BRONZE GIANT BLACK WIDOW CR 3 (XP 0)

N Large construct

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

Speed 30 ft., climb 30 ft.

ACP 0; Acrobatics +12, Climb +16, Stealth +4 (+8 in webs)

AC 14, touch 13, flat-footed 10; **CMD** 18 (30 vs. trip)
(–1 size, +4 Dex, +1 natural)

Immune constrict immunities

Fort +4, **Ref** +5, **Will** +1

hp 52 (5 HD)

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

Melee bite +2 (1d8 plus poison [*frequency* 1/round for 4 rounds; *effect* 1d2 Str damage; *cure* 1 DC 14 Fortitude save])

Abilities Str 11, Dex 18, Con –, Int –, Wis 10, Cha 2

Skills as above

Languages understands Elven

IRON ADVANCED BLACK WIDOW CR 4 (XP 0)

N Large construct

Init +6; **Senses** darkvision 60 ft., low-light vision, tremorsense; Perception +6, Sense Motive +2

Speed 30 ft., climb 30 ft.

ACP 0; Acrobatics +14, Climb +18, Stealth +6 (+10 in webs)

AC 18, touch 15, flat-footed 12; **CMD** 22 (34 vs. trip)
(–1 size, +6 Dex, +3 natural)

Immune constrict immunities

Fort +4, **Ref** +7, **Will** +3

hp 52 (5 HD)

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

Melee bite +4 (1d8+2 plus poison [*frequency* 1/round for 4 rounds; *effect* 1d2 Str damage; *cure* 1 DC 14 Fortitude save])

Abilities Str 15, Dex 22, Con –, Int –, Wis 14, Cha 6

Skills as above

Languages understands Elven

CONSTRUCT IMMUNITIES

The spiders have the following immunities:

Immune mind-affecting effects (charms, compulsions, morale effects, patterns and phantasms), bleed, disease, death effects, necromancy effects, paralysis, poison, sleep effects, stunning, ability damage, ability drain, fatigue, exhaustion, energy drain, nonlethal damage, any effect requiring a Fortitude save (unless the effect works on objects or is harmless) and death from massive damage.

TACTICS

The spiders use their superior mobility in conjunction with their climb speed and Acrobatics to flank and surround their targets before using their bite attacks to poison their foe.

WEB-SPINNING VARIANT

The spiders presented here are hunting spiders. If the horn instead summons web-spinning spiders make the following adjustments to the spiders' stat blocks:

- Remove the spiders' +8 racial modifier to Acrobatics checks.
- Add the web special attack (8/day; ranged touch attack; range 50 ft. [range increment 10 ft.]; successful hit entangles target [Escape Artist or Strength check DC 10 + half spider's HD]).

HORN OF THE BOW

This long, slender well-worn horn is clipped to a similarly worn leather strap.

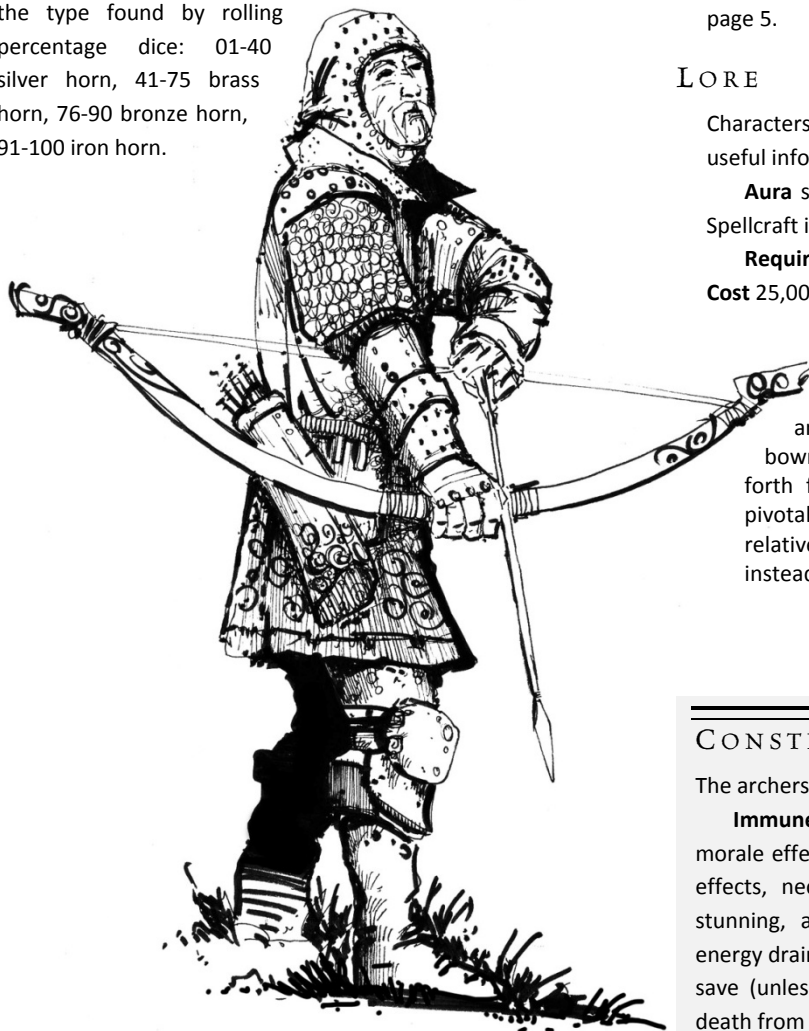
Trusted officers in elite units carry these horns to swamp an enemy with arrows, cover a retreat or effect a diversion.

POWERS

When an owner with the relevant prerequisite speaks the command word and blows the horn, a small group of archers appear anywhere within 55 ft. to fight for their summoner. If a character does not have the relevant prerequisites, but uses a *horn of the bow* anyway, the summoned archers attack him instead.

A *horn of the bow* can summon aid but once every seven days. Summoned archers attack anyone the possessor of the horn indicates remaining until either one hour elapses or they or their opponents lie dead, whichever comes first.

There are four varieties of the *horn of the bow*. Determine the type found by rolling percentage dice: 01-40 silver horn, 41-75 brass horn, 76-90 bronze horn, 91-100 iron horn.



SILVER HORN

Summons 2d4+2 2nd-level fighters; **Prerequisites** none.

BRASS HORN

Summons 2d4+1 3rd-level fighters; **Prerequisites** proficient with all martial weapons.

BRONZE HORN

Summons 2d4 4th-level fighters; **Prerequisites** proficient with all martial weapons or bardic performance ability.

IRON HORN

Summons 1d4+1 5th-level fighters; **Prerequisites** proficient with all martial weapons or bardic performance ability.

ADDITIONAL POWERS

Some enhanced versions of the horn are imbued with additional powers. Such powers include *bane*, *bless*, *fear*, *haste* and *mass cat's grace*. For more information on additional powers, refer to page 5.

LORE

Characters examining the *horn of the bow* may uncover some useful information.

Aura strong conjuration (DC 21 Knowledge [arcana]; DC 28 Spellcraft identifies); **CL** 13th; **Price** 50,000 gp; **Weight** 2 lbs.

Requirements Craft Wondrous Item, *summon monster VI*; **Cost** 25,000 gp.

LEGENDS

A master artificer infuses the heartwood of an ancient yew tree with the blood of slain master bowmen to create a *horn of the bow*. Bowmen summoned forth from the horn have been present at some of the pivotal battles in history. Elven versions of this item are relatively common as are those summoning crossbowmen instead of bowmen.

CONSTRUCT IMMUNITIES

The archers have the following immunities:

Immune mind-affecting effects (charms, compulsions, morale effects, patterns and phantasms), bleed, disease, death effects, necromancy effects, paralysis, poison, sleep effects, stunning, ability damage, ability drain, fatigue, exhaustion, energy drain, nonlethal damage, any effect requiring a Fortitude save (unless the effect works on objects or is harmless) and death from massive damage.

SILVER ARCHER	CR 1 (XP 0)
Male human fighter 2 N Medium construct Init +3; Senses darkvision 60 ft., low-light vision; Perception +2, Sense Motive +1 Speed 20 ft., base speed 30 ft. ACP -4; Acrobatics -1 (-5 jumping), Climb +3, Swim +3	
AC 18, touch 13, flat-footed 15; CMD 17 (+3 Dex, +5 armour [scale mail]) Immune construct immunities Fort +3, Ref +3, Will +1 hp 37 (2 HD)	
Space 5 ft.; Base Atk +2; CMB +4 Melee longsword +4 (1d8+3/19-20) Ranged mwk composite longbow (range 115 ft.) +7 (1d8+2/x3) Atk Options Point Blank Shot, Precise Shot Combat Gear 20 arrows, 5 cold iron arrows, 5 silver arrows	
Abilities Str 14, Dex 17, Con –, Int 10, Wis 12, Cha 8 SQ hawkeye +1 Feats Point Blank Shot, Precise Shot, Weapon Focus (longbow) Skills as above Languages Common	
Gear as above	

BRASS ARCHER	CR 2 (XP 0)
Male human fighter 3 N Medium construct Init +3; Senses darkvision 60 ft., low-light vision; Perception +2, Sense Motive +1 Speed 20 ft., base speed 30 ft. ACP -3; Acrobatics +0 (-4 jumping), Climb +5, Swim +5	
AC 18, touch 13, flat-footed 15; CMD 18 (+3 Dex, +5 armour [scale mail]) Immune construct immunities Fort +3, Ref +4, Will +2 hp 44 (3 HD)	
Space 5 ft.; Base Atk +3; CMB +5 Melee longsword +5 (1d8+3/19-20) Ranged mwk composite longbow (range 115 ft.) +8 (1d8+2/x3) Atk Options Point Blank Shot, Precise Shot, Rapid Shot Combat Gear 20 arrows, 5 cold iron arrows, 5 silver arrows	
Abilities Str 14, Dex 17, Con –, Int 10, Wis 12, Cha 8 SQ armour training 1, hawkeye +1 Feats Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow) Skills as above Languages Common Gear as above	

HAWKEYE

The archer gains a +1 bonus on Perception checks and increases the range increment of his bow by 5 ft. This variant fighter class feature first appeared in Paizo's *Advanced Player's Guide* and replaces the bravery class feature.

BRONZE ARCHER	CR 3 (XP 0)
Male human fighter 4 N Medium construct Init +4; Senses darkvision 60 ft., low-light vision; Perception +2, Sense Motive +1 Speed 20 ft., base speed 30 ft. ACP -3; Acrobatics +1 (-3 jumping), Climb +6, Swim +6	
AC 19, touch 14, flat-footed 15; CMD 20 (+4 Dex, +5 armour [scale mail]) Immune construct immunities Fort +4, Ref +5, Will +2 hp 50 (4 HD)	
Space 5 ft.; Base Atk +4; CMB +6 Melee longsword +6 (1d8+3/19-20) Ranged mwk composite longbow (range 115 ft.) +10 (1d8+4/x3) Atk Options Point Blank Shot, Precise Shot, Rapid Shot Combat Gear 20 arrows, 5 cold iron arrows, 5 silver arrows	
Abilities Str 14, Dex 18, Con –, Int 10, Wis 12, Cha 8 SQ armour training 1, hawkeye +1 Feats Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow), Weapon Specialisation (longbow) Skills as above Languages Common Gear as above	

IRON ARCHER	CR 4 (XP 0)
Male human fighter 5 N Medium construct Init +4; Senses darkvision 60 ft., low-light vision; Perception +2, Sense Motive +1 Speed 20 ft., base speed 30 ft. ACP -3; Acrobatics +1 (-3 jumping), Climb +7, Swim +7	
AC 19, touch 14, flat-footed 15; CMD 21 (+4 Dex, +5 armour [scale mail]) Immune construct immunities Fort +4, Ref +5, Will +2 hp 57 (5 HD)	
Space 5 ft.; Base Atk +5; CMB +7 Melee longsword +7 (1d8+3/19-20) Ranged mwk composite longbow (range 115 ft., Far Shot) +12 (1d8+5/x3) Atk Options Point Blank Shot, Precise Shot, Rapid Shot Combat Gear 20 arrows, 5 cold iron arrows, 5 silver arrows	
Abilities Str 14, Dex 18, Con –, Int 10, Wis 12, Cha 8 SQ armour training 1, hawkeye +1, weapon training (bows 1) Feats Far Shot, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow), Weapon Specialisation (longbow) Skills as above Languages Common Gear as above	

HORN OF THE DEAD

Crafted from a long, thick bone and etched with eldritch symbols of dark provenance, this horn feels strangely cool to the touch.

Enchanted by foul necromancers and the depraved followers of death gods, the *horn of the dead* holds the power to compel the dead to serve its master.

POWERS

When an owner with the relevant prerequisite speaks the command word and blows the horn, a small group of skeletons appear anywhere within 55 ft. to fight for their summoner. If a character does not have the relevant prerequisites, but uses a *horn of the dead* anyway, the summoned skeletons attack him instead.

A *horn of the dead* can summon aid but once every seven days. Summoned skeletons attack anyone the possessor of the horn indicates remaining until either one hour elapses or they or their opponents lie



dead, whichever comes first.

There are four varieties of the *horn of the dead*. Determine the type found by rolling percentage dice: 01-40 silver horn, 41-75 brass horn, 76-90 bronze horn, 91-100 iron horn.

SILVER HORN

Summons 2d4+2 advanced skeletons; **Prerequisites** none.

BRASS HORN

Summons 2d4+1 skeletal champions (warrior 1); **Prerequisites** divine spellcaster level 1.

BRONZE HORN

Summons 2d4 skeletal champions (warrior 3); **Prerequisites** channel energy or bardic performance ability.

IRON HORN

Summons 1d4+1 skeletal champions (warrior 5); **Prerequisites** channel energy or bardic performance ability.

ADDITIONAL POWERS

Some enhanced versions of the horn are imbued with additional powers. Such powers include *antilife shell*, *bane*, *circle of death*, *fear*, *magic circle against good* and *unholy word*. For more information on additional powers, refer to page 5.

LORE

Characters examining the *horn of the dead* may uncover some useful information.

Aura strong conjuration and necromancy (DC 21 Knowledge [arcana]; DC 28 Spellcraft identifies); **CL** 13th; **Price** 50,000 gp; **Weight** 2 lbs.

Requirements Craft Wondrous Item, *summon monster VI*; **Cost** 25,000 gp.

LEGENDS

Items of foul necromancy, *horns of the dead* are normally found in the possession of necromancers and other depraved villains. Some horns call forth warriors slain specifically to serve the horn's master. Such warriors serve unwilling, but the dark magic lurking in the horn compels them to do so. Other warriors, perhaps adherents of the death god or those that revel in battle and slaughter, serve willingly asking only for the chance to fight and slay once more.

Superstitious soldiers whisper that those slain by the horn's warriors lose their very souls and consequently they are less than keen to fight the skeletons in battle.

SILVER SKELETAL WARRIOR CR 1 (XP 0)

Human advanced skeleton
N Medium construct
Init +8; **Senses** darkvision 60 ft., low-light vision; Perception +2, Sense Motive +2
Speed 20 ft., base speed 30 ft.
ACP -7; **Acrobatics** -3 (-7 jumping)
AC 24, touch 12, flat-footed 22; **CMD** 18
(+2 Dex, +6 armour [chainmail], +2 shield [large steel], +4 natural)
Immune cold, construct immunities
Fort +0, **Ref** +4, **Will** +4
hp 24 (1 HD); **DR** bludgeoning/5
Space 5 ft.; **Base Atk** +0; **CMB** +4
Melee longsword +4 (1d8+4/19-20) or
Melee claw +4 (1d4+4)
Abilities Str 19, Dex 18, Con –, Int –, Wis 14, Cha 14
Feats Improved Initiative^B
Languages Common
Gear as above

BRASS SKELETAL WARRIOR CR 2 (XP 0)

Human skeletal champion warrior 1
N Medium construct
Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +6, Sense Motive +0
Speed 20 ft., base speed 30 ft.
ACP -7; **Acrobatics** -6 (-11 jumping), **Stealth** -2
AC 21, touch 11, flat-footed 20; **CMD** 16
(+1 Dex, +6 armour [chainmail], +2 shield [heavy steel], +2 natural)
Immune cold, construct immunities
Fort +2, **Ref** +3, **Will** +3
hp 35 (3 HD); **DR** bludgeoning/5
Space 5 ft.; **Base Atk** +2; **CMB** +5
Melee halberd +5 (1d10+4/x3) or
Melee longsword +6 (1d8+3/19-20)
Abilities Str 17, Dex 13, Con –, Int 9, Wis 10, Cha 12
Feats Improved Initiative^B, Intimidating Prowess, Lightning Reflexes, Weapon Focus (longsword)
Skills as above plus Intimidate +10
Gear as above

CONSTRUCT IMMUNITIES

The skeletal warriors have the following immunities (as well as being immune to channel energy):

Immune mind-affecting effects (charms, compulsions, morale effects, patterns and phantasms), bleed, disease, death effects, necromancy effects, paralysis, poison, sleep effects, stunning, ability damage, ability drain, fatigue, exhaustion, energy drain, nonlethal damage, any effect requiring a Fortitude save (unless the effect works on objects or is harmless) and death from massive damage.

BRONZE SKELETAL WARRIOR CR 3 (XP 0)

Human skeletal champion warrior 3
N Medium construct
Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +6, Sense Motive +0
Speed 20 ft., base speed 30 ft.
ACP -7; **Acrobatics** -6 (-11 jumping), **Stealth** -2
AC 21, touch 11, flat-footed 20; **CMD** 19
(+1 Dex, +6 armour [chainmail], +2 shield [heavy steel], +2 natural)
Immune cold, construct immunities
Fort +3, **Ref** +4, **Will** +4
hp 48 (5 HD); **DR** bludgeoning/5
Space 5 ft.; **Base Atk** +4; **CMB** +8
Melee halberd +8 (1d10+6/x3) or
Melee longsword +9 (1d8+4/19-20)
Atk Options Power Attack (-2 attack, +4 damage, +6 with halberd)
Abilities Str 18, Dex 13, Con –, Int 9, Wis 10, Cha 12
Feats Improved Initiative^B, Intimidating Prowess, Lightning Reflexes, Power Attack, Weapon Focus (longsword)
Skills as above plus Intimidate +13
Gear as above

IRON SKELETAL WARRIOR CR 4 (XP 0)

Human skeletal champion warrior 5
N Medium construct
Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +6, Sense Motive +0
Speed 20 ft., base speed 30 ft.; **Step Up**
ACP -7; **Acrobatics** -6 (-11 jumping), **Stealth** -2
AC 21, touch 11, flat-footed 20; **CMD** 21
(+1 Dex, +6 armour [chainmail], +2 shield [heavy steel], +2 natural)
Immune cold, construct immunities
Fort +4, **Ref** +4, **Will** +4
hp 60 (7 HD); **DR** bludgeoning/5
Space 5 ft.; **Base Atk** +6; **CMB** +10
Melee halberd +10/+5 (1d10+6/x3) or
Melee longsword +11/+6 (1d8+4/19-20)
Atk Options Power Attack (-2 attack, +4 damage, +6 with halberd)
Abilities Str 18, Dex 13, Con –, Int 9, Wis 10, Cha 12
Feats Improved Initiative^B, Intimidating Prowess, Lightning Reflexes, Power Attack, Step Up, Weapon Focus (longsword)
Skills as above plus Intimidate +15
Gear as above

TACTICS

The skeletal champions form a shield wall, protecting the horn's owner. They fight defensively unless ordered otherwise, hacking at enemies with their longswords. If ordered to attack, they sling their shields over their shoulders and use their halberds in conjunction with Power Attack.

HORN OF ELEMENTAL FIRE

Wisps of steam rise languidly from this plain, soot-blackened horn.

Crafted by powerful summoners and the lords of elemental fire as gifts for their most faithful servants, *horns of elemental fire* summon fire elementals to aid the horn's possessor.

POWERS

When an owner with the relevant prerequisite speaks the command word and blows the horn, a small group of elemental warriors appear anywhere within 55 ft. to fight for their summoner. If a character does not have the relevant prerequisites, but uses a *horn of elemental fire* anyway, the summoned elementals attack him instead.

A *horn of elemental fire* can summon aid but once every seven days. Summoned elements attack anyone the possessor of the horn indicates remaining until either one hour elapses or they or their opponents lie dead, whichever comes first.

There are four varieties of the *horn of elemental fire*. Determine the type found by rolling percentage dice: 01-40 silver horn, 41-75 brass horn, 76-90 bronze horn, 91-100 iron horn.

ALTERNATIVE ELEMENTAL HORNS

Unsurprisingly, three variant elemental horns exist. Each summons elementals of the appropriate type. With the exception of the notes below, such items are identical to the *horn of elemental fire*.

HORN OF ELEMENTAL AIR

Silver Horn: 2d4+2 small air elementals

Brass Horn: 2d4+1 advanced small air elementals

Bronze Horn: 2d4 medium air elementals

Iron Horn: 1d4+1 advanced medium air elementals

HORN OF ELEMENTAL STONE

Silver Horn: 2d4+2 small earth elementals

Brass Horn: 2d4+1 advanced small earth elementals

Bronze Horn: 2d4 medium earth elementals

Iron Horn: 1d4+1 advanced medium earth elementals

HORN OF ELEMENTAL WATER

Silver Horn: 2d4+2 small water elementals

Brass Horn: 2d4+1 advanced small water elementals

Bronze Horn: 2d4 medium water elementals

Iron Horn: 1d4+1 advanced medium water elementals

SILVER HORN

Summons 2d4+2 small fire elementals; **Prerequisites** none.

BRASS HORN

Summons 2d4+1 advanced small fire elementals; **Prerequisites** elemental subtype or spellcaster level 1.

BRONZE HORN

Summons 2d4 medium fire elementals; **Prerequisites** elemental subtype, proficient with all martial weapons or bardic performance ability.

IRON HORN

Summons 1d4+1 advanced medium fire elemental; **Prerequisites** elemental subtype, proficient with all martial weapons or bardic performance ability.

ADDITIONAL POWERS

Some enhanced versions of the elemental horns are imbued with additional powers. Such powers include *control water*, *control winds*, *fire storm*, *haste*, *mass bull's strength*, *mass cat's grace*, *storm of vengeance* or *summon monster* (any). For more information on additional powers, refer to page 5.

LORE

Characters examining the *horn of elemental fire* may uncover some useful information.

Aura strong conjuration and necromancy (DC 21 Knowledge [arcana]; DC 28 Spellcraft identifies); **CL** 13th; **Price** 50,000 gp; **Weight** 2 lbs.

Requirements Craft Wondrous Item, *summon monster VI*; **Cost** 25,000 gp.

LEGENDS

Forged on the elemental planes and steeped in the very stuff of elemental fire, the *horn of elemental fire* always feels warm to the touch. In ancient days, powerful elemental princes forged the original elemental horns as gifts for their most favoured servants. Powerful tools, the horns have since been carried to the prime material plane where they have inevitably fallen into the hands of powerful adventurers and their ilk.

Legend has it that if one of each of the four different elemental horns are brought to together they merge to form an even more powerful item – the *horn of elemental might*. Such a mighty item is whispered to have power over the very fabric of the elemental planes and to be able to greatly affect local conditions. It is also able to summon much more powerful elementals and has a number of additional spell-like abilities (the identity of which changes with each telling of the legend).

SILVER FIRE ELEMENTAL CR 1 (XP 0)

N Small construct (elemental, extraplanar, fire)

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +4, Sense Motive +0**Speed** 50 ft.**ACP** 0; Acrobatics +5 (+13 jumping), Climb +4, Escape Artist +5, Stealth +5**AC** 16, touch 13, flat-footed 14; **CMD** 13; Dodge (+1 size, +1 Dex, +1 dodge, +3 natural)**Immune** construct immunities, fire; **Weaknesses** cold**Fort** +3, **Ref** +4, **Will** +0**hp** 21 (2 HD)**Space** 5 ft.; **Base Atk** +2; **CMB** +1**Melee** slam +4 (1d4 plus burn [1d4 fire, DC 11 Reflex])**Burn (Ex)** A character struck by a fire elemental must make a DC 11 Reflex save or catch on fire for 1d4 rounds.**Abilities** Str 10, Dex 13, Con –, Int 4, Wis 11, Cha 11**Feats** Dodge, Improved Initiative^B, Weapon Finesse^B**Skills** as above plus Intimidate +4, Knowledge (planes) +1**Languages** Ignan**BRASS ADVANCED FIRE ELEMENTAL** CR 2 (XP 0)

N Small construct (elemental, extraplanar, fire)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +7, Sense Motive +2**Speed** 50 ft.**ACP** 0; Acrobatics +8 (+16 jumping), Climb +6, Escape Artist +7, Stealth +7**AC** 20, touch 15, flat-footed 16; **CMD** 17; Dodge (+1 size, +3 Dex, +1 dodge, +5 natural)**Immune** construct immunities, fire; **Weaknesses** cold**Fort** +3, **Ref** +6, **Will** +2**hp** 21 (2 HD)**Space** 5 ft.; **Base Atk** +2; **CMB** +3**Melee** slam +6 (1d4+2 plus burn [1d4 fire, DC 11 Reflex])**Burn (Ex)** A character struck by a fire elemental must make a DC 11 Reflex save or catch on fire for 1d4 rounds.**Abilities** Str 14, Dex 17, Con –, Int 8, Wis 15, Cha 15**Feats** Dodge, Improved Initiative^B, Weapon Finesse^B**Skills** as above plus Intimidate +7, Knowledge (planes) +4**Languages** Ignan**BRONZE FIRE ELEMENTAL** CR 3 (XP 0)

N Medium construct (elemental, extraplanar, fire)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +7, Sense Motive +0**Speed** 50 ft.**ACP** 0; Acrobatics +8 (+16 jumping), Climb +5, Escape Artist +8**AC** 17, touch 14, flat-footed 13; **CMD** 18 (+3 Dex, +1 dodge, +3 natural)**Immune** construct immunities, fire; **Weaknesses** cold**Fort** +4, **Ref** +7, **Will** +1**hp** 42 (4 HD)**Space** 5 ft.; **Base Atk** +4; **CMB** +5**Melee** slam +7 (1d6+1 plus burn [1d6 fire, DC 12])**Burn (Ex)** A character struck by a fire elemental must make a DC 12 Reflex save or catch on fire for 1d4 rounds.**Abilities** Str 12, Dex 17, Con –, Int 4, Wis 11, Cha 11**Feats** Dodge, Improved Initiative^B, Mobility, Weapon Finesse^B**Skills** as above plus Intimidate +5, Knowledge (planes) +1**Languages** Ignan**IRON ADVANCED FIRE ELEMENTAL** CR 4 (XP 0)

N Medium construct (elemental, extraplanar, fire)

Init +9; **Senses** darkvision 60 ft., low-light vision; Perception +9, Sense Motive +2**Speed** 50 ft.**ACP** 0; Acrobatics +12 (+20 jumping), Climb +9, Escape Artist +10**AC** 21, touch 16, flat-footed 15; **CMD** 22 (+5 Dex, +1 dodge, +5 natural)**Immune** construct immunities, fire; **Weaknesses** cold**Fort** +4, **Ref** +9, **Will** +3**hp** 42 (4 HD)**Space** 5 ft.; **Base Atk** +4; **CMB** +5**Melee** slam +9 (1d6+3 plus burn [1d6 fire, DC 12])**Burn (Ex)** A character struck by a fire elemental must make a DC 12 Reflex save or catch on fire for 1d4 rounds.**Abilities** Str 16, Dex 21, Con –, Int 8, Wis 15, Cha 15**Feats** Dodge, Improved Initiative^B, Mobility, Weapon Finesse^B**Skills** as above plus Intimidate +9, Knowledge (planes) +5**Languages** Ignan**CONSTRUCT IMMUNITIES**

The elemental warriors have the following immunities (as well as immunity to fire):

Immune mind-affecting effects (charms, compulsions, morale effects, patterns and phantasms), bleed, disease, death effects, necromancy effects, paralysis, poison, sleep effects, stunning, ability damage, ability drain, fatigue, exhaustion, energy drain, nonlethal damage, any effect requiring a Fortitude save (unless the effect works on objects or is harmless) and death from massive damage.

APPEARANCE AND TACTICS

The elementals summoned by this horn appear as flaming humanoids wielding weapons of fire.

Catching on Fire: Enemies failing the Reflex save to avoid catching on fire take another 1d6 fire damage immediately. In subsequent rounds, the character must make a DC 15 Reflex save or take another 1d6 fire damage. Success means that the fire has gone out. A character on fire automatically extinguishes the flames by jumping into water, but if no water is available, smothering the fire, rolling on the ground or similar tactics grant the character another saving throw with a +4 bonus.

HORN OF THE HUNT

Crafted from the horn of some large animal, hunting scenes decorate this large horn.

Rangers and other servants of nature carry the *horn of the hunt* while patrolling deep into a nation's borderland and beyond. Far from aid, they use the summoned wolves to aid them in battle and to track down marauding monsters.

POWERS

When an owner with the relevant prerequisite speaks the command word and blows the horn, a small group of wolves appear anywhere within 55 ft. to fight for their summoner. If a character does not have the relevant prerequisites, but uses a *horn of the hunt* anyway, the summoned wolves attack him instead.

A *horn of the hunt* can summon aid but once every seven days. Summoned wolves attack anyone the possessor of the horn indicates remaining until either one hour elapses or they or their opponents lie dead, whichever comes first.

There are four varieties of the *horn of the hunt*. Determine the type found by rolling percentage dice: 01-40 silver horn, 41-75 brass horn, 76-90 bronze horn, 91-100 iron horn.

SILVER HORN

Summons 2d4+2 wolves; **Prerequisites** none.

BRASS HORN

Summons 2d4+1 worgs; **Prerequisites** speaks Goblin or possession of an animal companion.

BRONZE HORN

Summons 2d4 advanced worgs; **Prerequisites** possession of an animal companion or bardic performance ability.

IRON HORN

Summons 1d4+1 advanced giant worgs; **Prerequisites** possession of an animal companion or bardic performance ability.

ADDITIONAL POWERS

Some enhanced versions of the horn are imbued with additional powers. Such powers include *entangle*, *haste*, *mass bull's strength* or *mass cat's grace*. For more information on additional powers, refer to page 5.

LORE

Characters examining the *horn of the hunt* may uncover some useful information.

Aura strong conjuration (DC 21 Knowledge [arcana]; DC 28 Spellcraft identifies); **CL** 13th; **Price** 50,000 gp; **Weight** 2 lbs.

Requirements Craft Wondrous Item, *summon monster VI*; **Cost** 25,000 gp.

LEGENDS

The wolves summoned by the *horn of the hunt* are particularly intelligent and ferocious.

Powerful goblin shaman first created the *horn of the hunt* centuries ago to provide powerful mounts for their chieftains and battle champions to ride into battle. Rangers first recovered this variant horn after a great battle in a frozen northern forest. Since then its use has spread throughout many borderland and wilderness areas.

Rumours circulate of alternative versions of this horn that calls forth giant eagles.



SILVER WOLF CR 1 (XP 0)

N Medium construct

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +8, Sense Motive +1

Speed 50 ft.

ACP 0; Acrobatics +2 (+10 jumping), Stealth +6

AC 14, touch 12, flat-footed 12; **CMD** 14 (18 vs. trip) (+2 Dex, +2 natural)

Immune constrict immunities

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

hp 29 (2 HD)

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

Melee bite +2 (1d6+1 plus trip)

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

Abilities Str 13, Dex 15, Con –, Int 2, Wis 12, Cha 6

Feats Skill Focus (Perception)

Skills as above plus Survival +1 (+5 tracking by scent)

Languages understands Common

BRASS WORG CR 2 (XP 0)

N Medium construct

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

Speed 30 ft.; Run

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

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

Immune constrict immunities

Fort +4, **Ref** +6, **Will** +3

hp 42 (4 HD)

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

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

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

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

Feats Run, Skill Focus (Perception)

Skills as above plus Survival +5

Languages Common, Goblin

BRONZE ADVANCED WORG CR 3 (XP 0)

N Medium construct

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +14, Sense Motive +4

Speed 30 ft.; Run

ACP 0; Acrobatics +4 (+8 running jump), Stealth +15

AC 18, touch 14, flat-footed 14; **CMD** 23 (+27 vs. trip) (+4 Dex, +4 natural)

Immune constrict immunities

Fort +4, **Ref** +8, **Will** +5

hp 42 (4 HD)

Space 5 ft.; **Base Atk** +4; **CMB** +9

Melee bite +9 (1d6+7 plus trip)

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

Abilities Str 21, Dex 19, Con –, Int 10, Wis 18, Cha 14

Feats Run, Skill Focus (Perception)

Skills as above plus Survival +6

Languages Common, Goblin

IRON ADVANCED GIANT WORG CR 4 (XP 0)

N Large construct

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +14, Sense Motive +4

Speed 30 ft.; Run

ACP 0; Acrobatics +3 (+7 running jump), Stealth +10

AC 19, touch 12, flat-footed 16; **CMD** 25 (+29 vs. trip) (-1 size, +3 Dex, +7 natural)

Immune constrict immunities

Fort +4, **Ref** +7, **Will** +5

hp 52 (4 HD)

Space 10 ft.; **Base Atk** +4; **CMB** +12

Melee bite +10 (1d8+10 plus trip)

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

Abilities Str 25, Dex 17, Con –, Int 10, Wis 18, Cha 14

Feats Run, Skill Focus (Perception)

Skills as above plus Survival +6

Languages Common, Goblin

CONSTRUCT IMMUNITIES

The wolves have the following immunities:

Immune mind-affecting effects (charms, compulsions, morale effects, patterns and phantasms), bleed, disease, death effects, necromancy effects, paralysis, poison, sleep effects stunning, ability damage, ability drain, fatigue, exhaustion, energy drain, nonlethal damage, any effect requiring a Fortitude save (unless the effect works on objects or is harmless) and death from massive damage.

TACTICS

The wolves use their superior speed to surround foes, before biting and pulling them to the ground. They understand, but not speak, Common.

The worgs speak Common and Goblin making them versatile servants. Although slower than wolves, they have a powerful bite that they use after surrounding their foe.

HORN OF VALHALLA

This squat horn is chipped and splintered as if struck repeatedly. Thick metal bands run along its length, holding it together.

Imbued with the power to call back the heroic dead from their resting places to fight again, *horns of Valhalla* are powerful items carried by great chieftains and champions.

POWERS

When an owner with the relevant prerequisite speaks the command word and blows the horn, a small group of human barbarians appear anywhere within 55 ft. to fight for their summoner. If a character does not have the relevant prerequisites, but uses a *horn of Valhalla* anyway, the summoned barbarians attack him instead.

A *horn of Valhalla* can summon aid but once every seven days. Summoned barbarians attack anyone the possessor of the horn indicates remaining until either one hour elapses or they or their opponents lie dead, whichever comes first.



There are four varieties of the *horn of Valhalla*. Determine the type found by rolling percentage dice: 01-40 silver horn, 41-75 brass horn, 76-90 bronze horn, 91-100 iron horn.

SILVER HORN

Summons 2d4+2 2nd-level barbarians; **Prerequisites** none.

BRASS HORN

Summons 2d4+1 3rd-level barbarians; **Prerequisites** spellcaster level 1.

BRONZE HORN

Summons 2d4 4th-level barbarians; **Prerequisites** proficient with all martial weapons or bardic performance ability.

IRON HORN

Summons 1d4+1 5th-level barbarians; **Prerequisites** proficient with all martial weapons or bardic performance ability.

ADDITIONAL POWERS

Some enhanced versions of the horn are imbued with additional powers. Such powers include *bless*, *fear*, *greater shout*, *haste*, *mass bull's strength*, *mass cat's grace* and *shout*. For more information on additional powers, refer to page 5.

LORE

Characters examining the *horn of Valhalla* may uncover some useful information.

Aura strong conjuration (DC 21 Knowledge [arcana]; DC 28 Spellcraft identifies); **CL** 13th; **Price** 50,000 gp; **Weight** 2 lbs.

Requirements Craft Wondrous Item, *summon monster VI*; **Cost** 25,000 gp.

LEGENDS

Famed warriors, wreath in legend and battle-glory answer the *horn of Valhalla's* call. Fearless in battle, their sheer ferocity has carried many battles. First crafted centuries ago when great peril beset the kingdom, *horns of Valhalla* ride upon the hip of great champions, marshals and powerful adventurers. Often gifted to a favoured warrior as a reward for great valour or as a badge of favour, each *horn of Valhalla* has its own unique history.

SILVER HORN BARBARIAN CR 1 (XP 0)

Human barbarian 2
N Medium construct
Init +1; **Senses** low-light vision, darkvision 60 ft., Perception +6, Sense Motive +1
Speed 40 ft.
ACP -1; Acrobatics +5 (+9 jumping), Climb +7, Swim +7
AC 16, touch 12, flat-footed 16; **CMD** 17; uncanny dodge (+1 Dex, +3 armour [mwk studded leather], +1 dodge, +1 shield [buckler])
Immune construct immunities
Fort +3, **Ref** +1, **Will** +1
hp 40 (2 HD)
Space 5 ft.; **Base Atk** +2; **CMB** +5
Melee mwk greataxe +6 (1d12+4/x3)
Ranged javelin (range 30 ft.) +3 (1d6+3)
Atk Options rage (6 rounds, powerful blow +1)
Abilities Str 17, Dex 13, Con –, Int 10, Wis 12, Cha 8
SQ fast movement, rage power (powerful blow)
Feats Dodge, Weapon Focus (greataxe)
Skills as above plus Intimidate +4
Languages Common
Gear as above

When raging, the barbarian has the following altered statistics:

Climb +9, Swim +9
AC 14, touch 10, flat-footed 14; **CMD** 19; uncanny dodge (+1 Dex, +3 armour [mwk studded leather], -2 class, +1 dodge, +1 shield [buckler])
Will +3
CMB +7
Melee mwk greataxe +8 (1d12+7/x3)
Ranged javelin (range 30 ft.) +3 (1d6+5)
Abilities Str 21

BRASS HORN BARBARIAN CR 2 (XP 0)

Human barbarian 3
N Medium construct
Init +1; **Senses** low-light vision, darkvision 60 ft., Perception +7, Sense Motive +1
Speed 40 ft.
ACP -1; Acrobatics +6 (+10 jumping), Climb +8, Swim +8
AC 16, touch 12, flat-footed 16; **CMD** 18; uncanny dodge, +1 vs. traps (+1 Dex, +3 armour [mwk studded leather], +1 dodge, +1 shield [buckler])
Immune construct immunities
Fort +3, **Ref** +2 (+3 vs. traps), **Will** +2
hp 47 (3 HD)
Space 5 ft.; **Base Atk** +3; **CMB** +6
Melee mwk greataxe +7 (1d12+4/x3)
Ranged javelin (range 30 ft.) +4 (1d6+3)
Atk Options rage (14 rounds, powerful blow +1)
Abilities Str 17, Dex 13, Con –, Int 10, Wis 12, Cha 8
SQ fast movement, rage power (powerful blow), trapsense (+1)
Feats Dodge, Extra Rage, Weapon Focus (greataxe)
Skills as above plus Intimidate +5
Languages Common
Gear as above

When raging, the barbarian has the following altered statistics:

Climb +10, Swim +10
AC 14, touch 10, flat-footed 14; **CMD** 20; uncanny dodge (+1 Dex, +3 armour [mwk studded leather], -2 class, +1 dodge, +1 shield [buckler])
Will +4
CMB +8
Melee mwk greataxe +9 (1d12+7/x3)
Ranged javelin (range 30 ft.) +4 (1d6+5)
Abilities Str 21

CONSTRUCT IMMUNITIES

The barbarians have the following immunities:

Immune mind-affecting effects (charms, compulsions, morale effects, patterns and phantasms), bleed, disease, death effects, necromancy effects, paralysis, poison, sleep effects, stunning, ability damage, ability drain, fatigue, exhaustion, energy drain, nonlethal damage, any effect requiring a Fortitude save (unless the effect works on objects or is harmless) and death from massive damage.

TACTICS

Although the barbarians are constructs they appear to be real barbarian warriors and the lusts and impulses of such formidable fighters drive them. As soon as they appear, they rage and hurl themselves into combat using their greataxes two-handed to devastating effect. The barbarians apply powerful blow to their first strike.

Iron horn barbarian use Power Attack until they miss their target twice in a row; they then switch to normal attacks.

The barbarians speak Common and follow the summoner's orders to the best of their ability.

BRONZE HORN BARBARIAN CR 3 (XP 0)

Human barbarian 4
N Medium construct
Init +1; **Senses** low-light vision, darkvision 60 ft., Perception +8, Sense Motive +1
Speed 40 ft.
ACP -1; Acrobatics +7 (+11 jumping), Climb +10, Swim +10
AC 16, touch 12, flat-footed 16; **CMD** 20; uncanny dodge, +1 vs. traps
(+1 Dex, +3 armour [mwk studded leather], +1 dodge, +1 shield [buckler])
Immune construct immunities
Fort +4, **Ref** +2 (+3 vs. traps), **Will** +2
hp 55 (4 HD)
Space 5 ft.; **Base Atk** +4; **CMB** +8
Melee mwk greataxe +9 (1d12+6/x3)
Ranged javelin (range 30 ft.) +5 (1d6+4)
Atk Options rage (16 rounds, powerful blow +2)
Abilities Str 18, Dex 13, Con –, Int 10, Wis 12, Cha 8
SQ fast movement, rage power (powerful blow, swift foot), trapsense (+1)
Feats Dodge, Extra Rage, Weapon Focus (greataxe)
Skills as above plus Intimidate +6
Languages Common
Gear as above

When raging, the barbarian has the following altered statistics:

Speed 45 ft.
Climb +12, Swim +12
AC 14, touch 10, flat-footed 14; **CMD** 22; uncanny dodge
(+1 Dex, +3 armour [mwk studded leather], -2 class, +1 dodge, +1 shield [buckler])
Will +4
CMB +10
Melee mwk greataxe +11 (1d12+9/x3)
Ranged javelin (range 30 ft.) +5 (1d6+6)
Abilities Str 22

IRON HORN BARBARIAN CR 4 (XP 0)

Human barbarian 5
N Medium construct
Init +1; **Senses** low-light vision, darkvision 60 ft., Perception +9, Sense Motive +1
Speed 40 ft.
ACP -1; Acrobatics +8 (+12 jumping), Climb +11, Swim +11
AC 16, touch 12, flat-footed 16; **CMD** 21; improved uncanny dodge, uncanny dodge, +1 vs. traps
(+1 Dex, +3 armour [mwk studded leather], +1 dodge, +1 shield [buckler])
Immune construct immunities
Fort +4, **Ref** +2 (+3 vs. traps), **Will** +2
hp 63 (5 HD)
Space 5 ft.; **Base Atk** +5; **CMB** +9
Melee mwk greataxe +10 (1d12+6/x3)
Ranged javelin (range 30 ft.) +6 (1d6+4)
Atk Options Power Attack (-2 attack, +4 damage [+6 with greataxe]), rage (18 rounds, powerful blow +2)
Abilities Str 18, Dex 13, Con –, Int 10, Wis 12, Cha 8
SQ fast movement, rage power (powerful blow), trapsense (+1)
Feats Dodge, Extra Rage, Power Attack, Weapon Focus (greataxe)
Skills as above plus Intimidate +7
Languages Common
Gear as above

When raging, the barbarian has the following altered statistics:

Speed 40 ft.
Climb +13, Swim +13
AC 14, touch 10, flat-footed 14; **CMD** 23; improved uncanny dodge, uncanny dodge
(+1 Dex, +3 armour [mwk studded leather], -2 class, +1 dodge, +1 shield [buckler])
Will +4
CMB +11
Melee mwk greataxe +12 (1d12+9/x3)
Ranged javelin (range 30 ft.) +6 (1d6+6)
Abilities Str 22

ALTERNATIVE CULTURES

The barbarians represented here depict the traditional view of savage barbarians – huge warriors hailing from a mountainous land of hard living and hard fighting. Adjusting their statistics to depict warriors of another culture – say those of desert nomads – is simple. Simply change the weapons and armour carried, adjust the barbarians' speed, Acrobatics, Climb and Swim skills accordingly and change Weapon Focus to the warrior's primary melee weapon.

READING STAT BLOCKS

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

BASIC

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

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

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

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

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

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

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

DEFENSIVE

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

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

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

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

OFFENSIVE

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

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

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

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

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

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

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

SUPPLEMENTAL

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

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

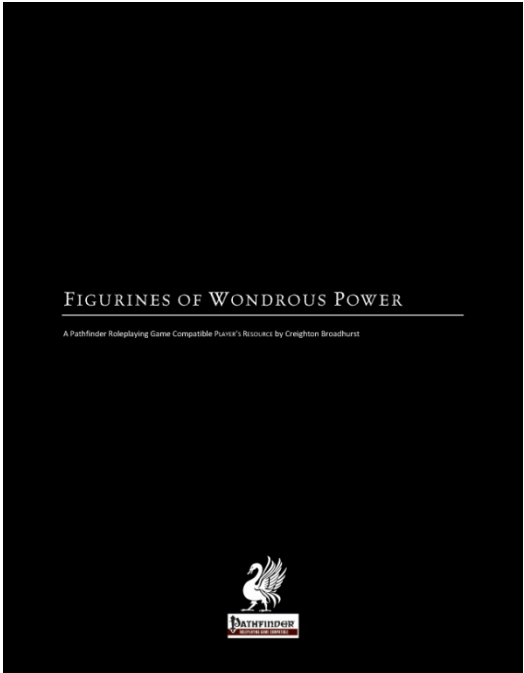
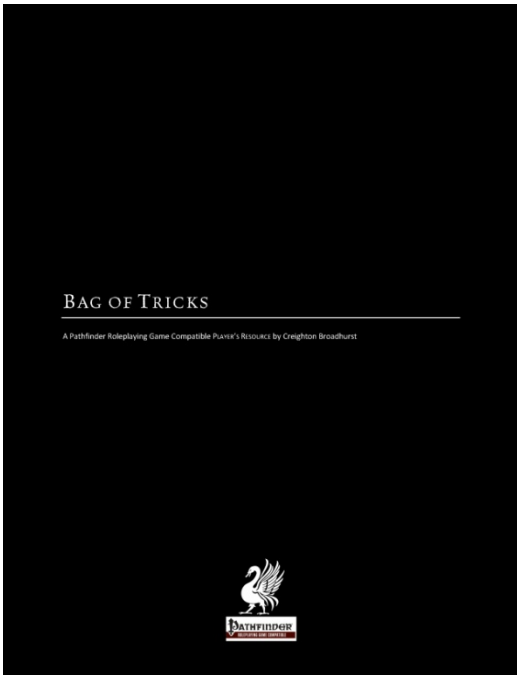
Skills and Languages: These sections list any skills the creature possesses that have not already appeared in the stat block and all languages spoken or understood. Any language-based special abilities also appear here.

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

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

SPECIAL ABILITIES

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



Ever found (or thought about buying) a *horn of Valhalla* but didn't want to prep the required stat block, carry yet another heavy book to the game or muddle through hoping for the best? *Horns of Valhalla* banishes these problems!

This PLAYER'S RESOURCE contains a detailed write-up of the standard version of this iconic magic item and offers five variants including full stat blocks of all the warriors and creatures called forth. Designed to easily fit into your character's folder, each horn's entry contains all the information you need to quickly and easily get the most out of this iconic magic item.

Visit us at ragingswan.com to learn more.

