

# MINOTAURS OF THE BLACK HILLS

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A Pathfinder Roleplaying Game Compatible TRIBES supplement by Creighton Broadhurst





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Savage warriors of the Scarlet Axe tribe stalk the flinty uplands of the Black Hills. Guardians of the Yith's ancient, crumbling fortresses, the minotaurs wage unending bloody war against the centaurs claiming the surrounding desolate, windswept moorlands. *Minotaurs of the Black Hills* is designed to complement *Centaurs of the Bleak Moor*, but ownership of that supplement is not necessary to place this tribe in a GM's personal campaign.



## CREDITS

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## BONUS MATERIAL

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## ERRATA

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We would like to think *Minotaurs of the Black Hills* is error free and that no mistakes have crept in during design. However, we are realists. So in that spirit, we'll post errata three months after

release on [ragingswan.com](http://ragingswan.com). We won't correct typos, but we will correct any game mechanic or balance issues that come to light.

## CONTACT US

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## ABOUT THE DESIGNER

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

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

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

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*Amid gargantuan ruins of a race ancient and cruel,  
Stalk a savage people, but little more than a tool,  
Of their evil masters, hidden from sight,  
Dwindling in numbers, away from the light,*

*Prowling the crags, the caves and the hills,  
These proud warriors boast countless kills,  
They hunt down intruders, the foolish or bold,  
Driven by bloodlust, by glory and gold,*

*Their lives are brutal, short and glorious,  
To die is dishonour, to live means victorious,  
Fierce beyond reason, forged by endless wars,  
Avoid at all costs, the Scarlet Axe minotaurs...*

## ALTERNATE CLASS FEATURES

**Ranger:** Hill stalker

**Sorcerer:** Yith bloodline

## STAT BLOCKS BY CR

CR		PAGE
5	Scarlet Axe Warrior (minotaur fighter 1)	16
7	Elite Scarlet Axe Warrior (minotaur fighter 3)	16
7	Scarlet Axe Scout (minotaur ranger 3)	17
7	Scarlet Axe Sorcerer (minotaur sorcerer 4)	17
8	Yith	21
13	Rilln (minotaur fighter 8)	19
13	Vethk (minotaur sorcerer 10)	18

## NEW SORCERER SPELLS

### 1ST-LEVEL SORCERER SPELLS

**Climb:** Gain an enhancement bonus on Climb checks.

### 2ND-LEVEL SORCERER SPELLS

**Blinding Burst:** A ball of light blinds all within when it bursts.

**Glide:** Gain limited flight ability

### 3RD-LEVEL SORCERER SPELLS

**Aspect of the Ancients:** Gain flight, blindsense and natural attacks.

## NEW MAGIC ITEMS BY COST

GP	
5,400	Quiver of Fire
7,300	Boots of the Hills

## NEW FEATS

FEAT	PREREQUISITES	BENEFIT
Immobilizing Short	Tribal membership, Pinning Shot, BAB +9	Immobilize target with successful hit
Pinning Shot	Tribal membership, BAB +7	Reduce target's speed by half
Terrifying Charge	Tribal membership, BAB +7	Make an Intimidate check as a free action with a charge action
Irresistible Charge	Tribal membership, BAB +8, powerful charge	Attempt a free bull rush after resolving a powerful charge normally

## READING STAT BLOCKS

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

### BASIC

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

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

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

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

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

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

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

### DEFENSIVE

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

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

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

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

### OFFENSIVE

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

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

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

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

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

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

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

### SUPPLEMENTAL

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

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

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

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

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

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### SPECIAL ABILITIES

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

# MINOTAURS OF THE BLACK HILLS

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## MINOTAURS OF THE BLACK HILLS

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The servants of a now all but extinct, powerful race, the minotaurs of the Scarlet Axe yet dwell among the rough, craggy peaks of their ancient home. Protecting the places of their winged masters — the Yith — the Scarlet Axe tribe continues its bloody tradition of warring against the centaurs claiming the surrounding moorland.

The Yith were ancient even before the tribe's distant ancestors emerged from the passages twisting through the hill's deep roots. Belligerent warriors and confident in their ability to claim this new place as their own, the Yith's demands of fealty meant nothing to the minotaurs. Bloody war swept the hills as the Yith rose up to crush the upstart invaders. When it was over, the surviving minotaurs knelt in the blood-soaked dust before their new overlords. Now, living only to serve their winged masters, the Scarlet Axe carefully guards all approaches to the Yith's three nigh-impenetrable citadels.

### ECOLOGY & SOCIETY

The Scarlet Axe is a chaotic, warlike society in which perceived weakness is a virtual death sentence. Might is all within the tribe, with each minotaur's personal position in its hierarchy depending upon its ability to crush enemies and bind others to its service. Blood feuds among them are commonplace and usually only end with the death of one of the protagonists.

No chieftains or warlords dwell among the tribe's ranks for the Yith tolerate no rule but their own. Instead, powerful minotaurs become champions and gather about them a retinue of followers. A champion rules his warband through a mixture of bribery and threats and a champion's status is directly related to the number of warriors he commands. Warriors only remain loyal to a leader who provides booty and slaves and quickly abandon an unlucky or stingy leader. Successful raids enhance a champion's status and promises of battle-glory and treasure easily sway the bestial minotaurs' allegiances. Thus, such bands are in a state of constant flux as warriors abandon one champion for another. The greatest champions command warbands of

forty individuals while lesser warriors sometimes only lead a half-dozen followers. A champion's will only extends as far as he can enforce it; infighting between bands is common.

The Scarlet Axe is unusually civilised. The Yith taught them many secrets — metal work, rudimentary architecture and engineering, the science of war, and so on. The Yith even taught the minotaurs to tame the raging lust for violence and slaughter running through their veins. Thus, many tribal warriors have levels of fighter and ranger instead of barbarian.

After so many years living in their thrall, the taint of the Yith runs strongly through the tribe. Sorcerers are relatively common among them and are accorded high status. Powerful minotaur sorcerers take on many aspects of their ancient masters and the most accomplished are even summoned to dwell within the vitrified lairs of the batfolk.

**Nomenclature:** The minotaurs favour short, simple personal names but often add flavoursome epithets based on their battle exploits or physical attributes. Examples of their names include:

**Personal Names:** Culs, Drec, Hefr, Llasnn, Lult, Nilv, Rhannt, Slost, Tawld, Tyfrt, Vethk, Vywunt, Zul.

**Epithets:** Blood Axe, Curved Horn, Strong Arm.

### LAIRS

Dwelling in small groups throughout the Black Hills, the Scarlet Axe tribe normally claim convoluted, multi-level cave systems with many entrances as their homes. The minotaurs know these cavern systems intimately and use them as home and armoury.

Only the most powerful and honoured sorcerers dwell among the Yith; for the rest, the caverns of the Black Hills are their home. A few sorcerers serve champions while others dwell alone — better to explore their unique heritage.

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### IN YOUR CAMPAIGN

*Minotaurs of the Black Hills'* design enables a GM to easily insert the Scarlet Axe tribe into a home campaign. Although as written they are servants of the Yith, it is simple to change the minotaurs' ancient lords to another race more suitable to a GM's campaign. Alternatively, the GM can simply rule the Yith extinct and that the minotaurs linger in the Black Hills simply because it is their home.

In any event, adventurers successfully exploring the Black Hills gain the thanks of the Centaurs of the Cloven Horn (see *Centaurs of the Bleak Moor* for more information).

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### TRIBAL LORE

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

**DC 14:** This is a minotaur of the Scarlet Axe tribe. The Scarlet Axe tribe dwell in the Black Hills and are relatively civilised by minotaur standards.

**DC 19:** The Scarlet Axe tribe are the enemies of the Cloven Horn centaur tribe that dwells on the Bleak Moor. The minotaurs guard three ancient fortresses in the Black Hills and launch regular raids from them into the Bleak Moor.

**DC 24:** The Scarlet Axe tribe were once servants of an elder race that haunted the Black Hills. The Yith were a race of bat-like humanoids that held sway over the hills and surrounding moorland.

## COMBAT & TACTICS

Incredibly disciplined and organised for minotaurs, the warriors of the Scarlet Axe remain bloodthirsty maniacs that revel in the din and gore of battle. Trained by their masters to control the raging bloodlust coursing through their veins, they yet yearn for the clamour and chaos of battle. Revelling in their enemies' suffering and pain they hunger for the honour and prestige of slaughtering their foes.

At the start of battle, the warriors quickly close with their enemies, using their powerful charge to inflict devastating wounds. Once in battle, they harry their foes mercilessly, cleaving them with their massive greataxes.

Formidable opponents on their own, warriors fight in pairs cooperating to defeat a single opponent before moving onto the next.

Sorcerers hang back from melee (at least until their bloodlust overcomes them) using their spells to target enemy leaders.

## NOTABLE INDIVIDUALS

**Heloc:** Heavily scarred, this powerful champion leads a dozen warriors. Savage even by a minotaur's standards, Heloc's (male minotaur barbarian 3/fighter 2) implacable hatred is legendary among the tribe.

**Lult:** The most skilled smith of the tribe, Lult (male minotaur fighter 2/sorcerer 7) dwells in a rambling series of tunnels and caves deep in the hills. Attended by three apprentice-smiths, he is much sought after for the magical weapons he crafts.

**Modnal:** A powerful sorcerer, Modnal (female minotaur sorcerer 5) is devoted to the Yith and dreams of one day living among them. She is

ferociously loyal to her overlords and often accompanies raids into the Bleak Moor for centaur heads to adorn her hidden lair.

**Stawld:** Preferring solitude to the riotous caverns of her brethren, Stawld (female minotaur ranger 3/fighter 2) stalks the hills alone searching for intruders. She prefers to capture her foe alive. Brutal and depraved she inflicts horrific suffering on those falling into her clutches – often flaying them alive.

**Thryt:** Seen by many champions as a young upstart, a nameless feeling of great destiny drives Thryt (male minotaur fighter 4) to take ever greater risks in search of fame, glory and wealth.



## THE BLACK HILLS

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The Black Hills bounding the Bleak Moor provide an all but impenetrable natural barrier that the centaurs of the Bleak Moor cannot cross. Few dare to explore the jagged, sinuous passes that pierce the hills. Of flint and granite, the hills are a hard, wild place. Claimed by the Scarlet Axe tribe of minotaurs, the hills are the ancient home of the Yith's last remnants. To the east, where the hills become smoother and more worn the Tangled Wood fills the valleys and gorges. Here, not even the minotaurs tread for in these realms of perpetual gloom lurk terrible things born of a dark god's blasphemous nightmares.

### FAUNA AND FLORA

The Black Hills are a harsh, wild place. Though watered by many streams, the hills are nevertheless a barren range of black and grey rock and treacherous, shifting piles of rubble and scree. Frigid winds howl between the range's jagged peaks and little grows here; plants managing to gain purchase in the thin soil are uniformly gaunt and bent. Foul beasts – chief among them hill giants, bulettes and gorgons – stalk the hills.

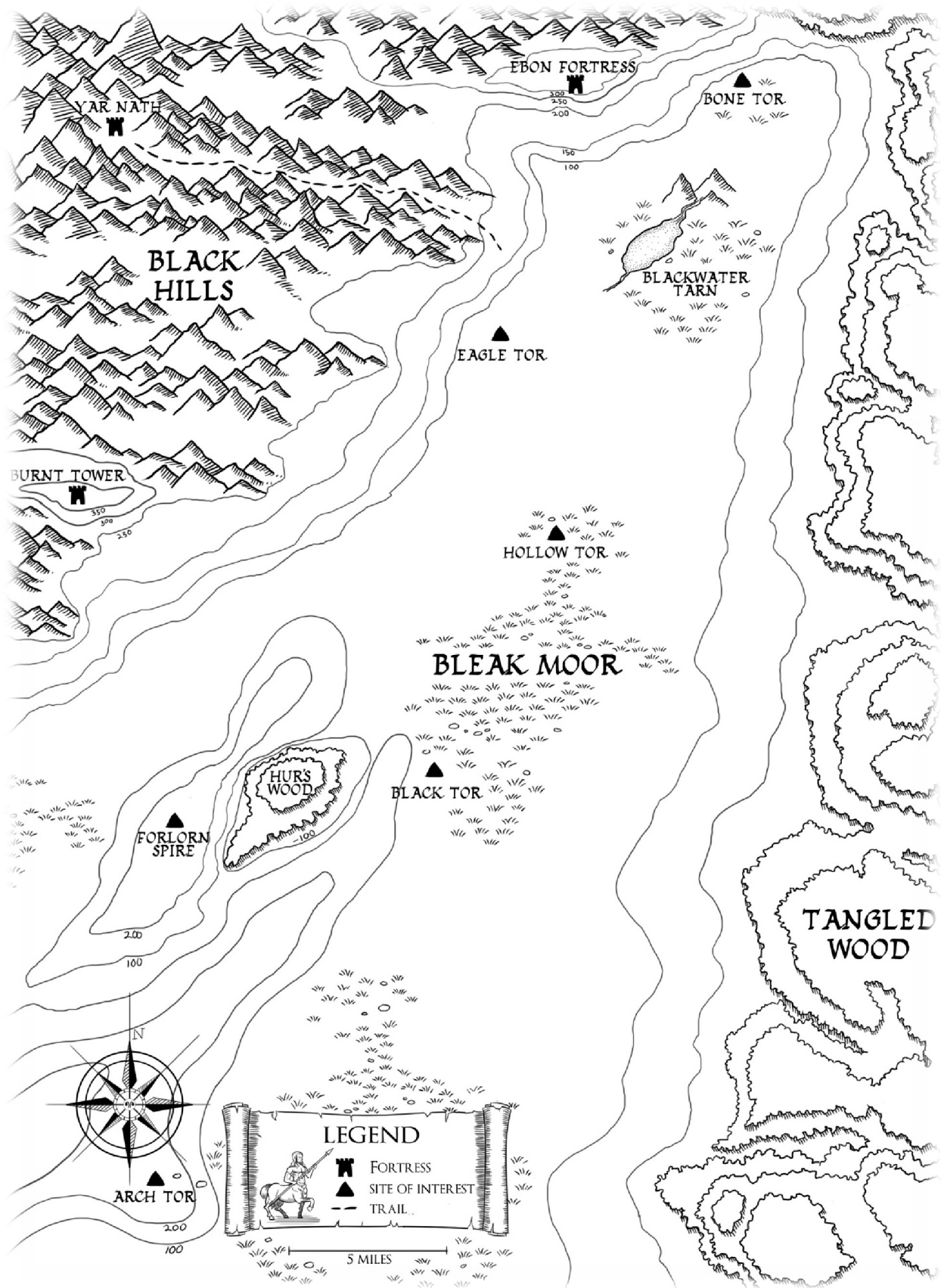
### CAVES

Innumerable, interconnected cave networks riddle the Black Hills. While the champions of the Scarlet Axe claim many of

these networks still others lie abandoned or undiscovered.

- **The Crawl:** Ignored by the minotaurs because of its tight confines, the Crawl is a narrow series of convoluted tunnels filled with mud and prone to sudden flooding. Explorers lucky and diligent enough to find a way through almost two miles of passages little taller than a small halfling discover the fallen ruins of a lost city. Who built the city remains unknown, but certain glyphs and sigils found within suggest nightmare-inducing links to the aboleths' ancient civilisation.
- **The Deep Lake:** Named by the few travellers to have survived a journey into its depths, this massive sinkhole burrows downwards over 200 ft. ending in a large submerged cavern. A network of flooded passages surrounds the cavern. Exploration here is dangerous as waters level can rise quickly and without warning.
- **The Steps:** A long and oft-inhabited cave slopes gently downwards to a large cavern of glittering rock and perilous climbs. A single exit, descending over a natural series of steep drops, tunnels yet deeper into the roots of the Black Hills. Claimed by a degenerate tribe of twisted gargoyles, these deep caves are rarely successfully explored.







## BLACK HILLS LOCALES

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Beyond the many peaks and ridges of the Black Hills a few specific places are of interest to explorers. (Locales set on the Bleak Moor appear in *Centaur's of the Bleak Moor*).

The three citadels of the Black Hills are the last redoubts of the Yith. Raised millennia ago, these three great bastions are a vitrified, glossy stone – in some fashion the Yith used intense heat to fuse and melt the rock together. The towers are practically impenetrable. Scaling such a surface is all but impossible and no windows or other openings pierce the fortress' lower levels. Access to the citadels is gained exclusively from their highest levels where the Yith have created great vaulted balconies from which to take flight. Below, vast caverns serve as roosts and lairs and mausoleums holding the decaying dusty bones of the Yith's fallen.

### BURNT TOWER

The fires that scorched the Burnt Tower were particularly intense, leaving the granite walls fused and blackened. The burnt tower now stands empty, abandoned by the Yith centuries ago, although traps, weakened by the passage of centuries, yet lurk to catch the unwary. Few now walk these halls. Occasionally a few of the more inquisitive Yith come here to search for lost knowledge and treasures or simply to gaze upon the great

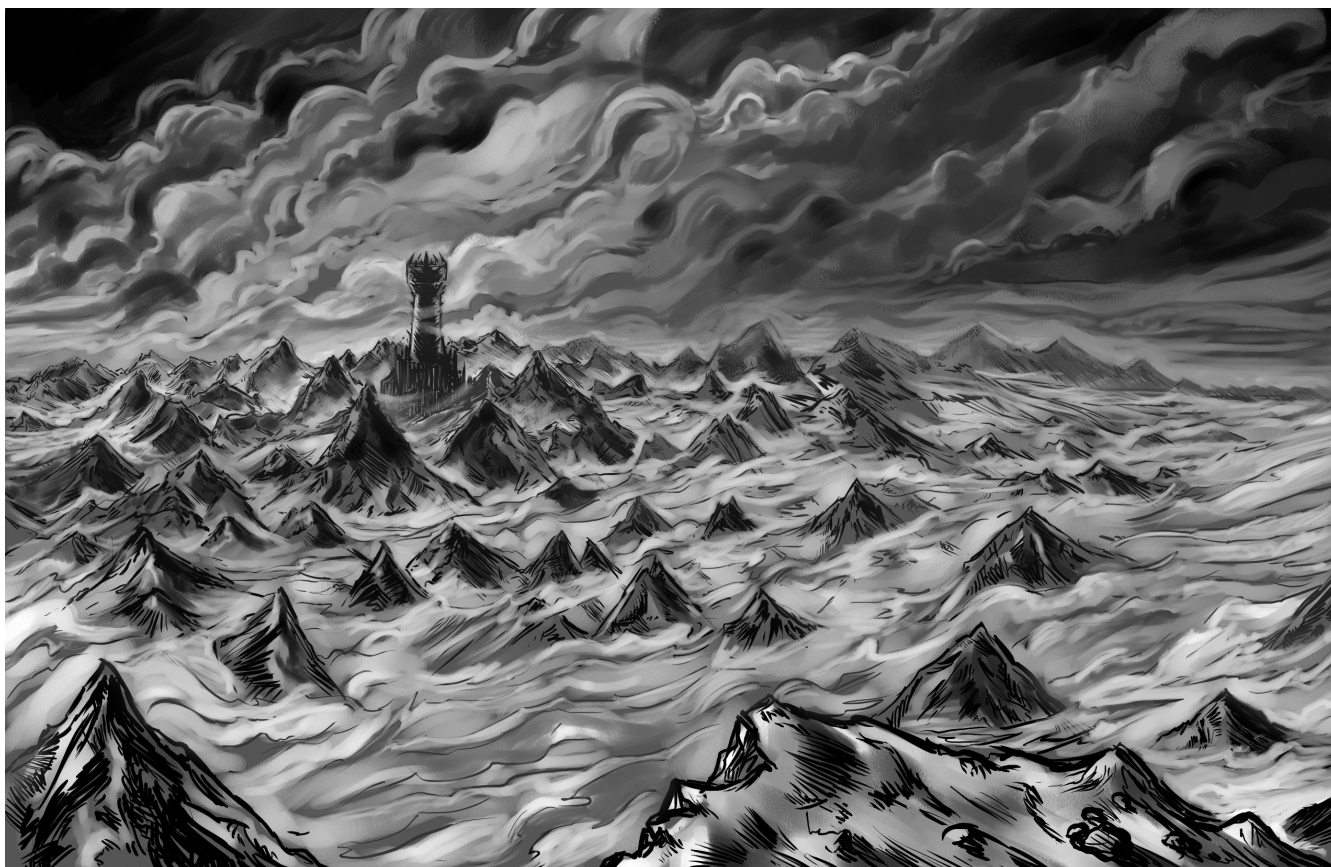
murals of the lower levels that tell the Yith's own long story.

### EBON FORTRESS

An imposing fortress of black rock flecked with red and silver crystals, the Ebon Fortress resembles a column of darkness emerging from the underworld. Haunted by Yith that linger between the lands of the living and the dead, the Ebon Fortress is shunned by all inhabitants of the hills.

### YAR'NATH

The greatest of the three fortresses, Yar'Nath is immense. Towering almost 300 feet into the air, it was the centre of the Yith's culture. Standing upon a high bluff, the citadel commands views over much of the Black Hills. Yar'Nath has a fearsome reputation among the minotaurs for it is here that the last few survivors of the Yith linger among the faded splendour of a civilisation that ruled the hills when humanity still crouched in caves marvelling at the glittering stars far above. It is here in the shadow of Yar'Nath that the tribe's champions gather to plan their attacks on the hated centaurs of the Bleak Moor.





## BLACK HILLS RANDOM ENCOUNTERS

For every day or night the PCs spend in the Black Hills, they have a 15% chance of encountering some of the moor's denizens. (This chance rises to 25% at night, if the PCs build a campfire in an exposed locale). If an encounter is indicated, use the table below to determine what creatures the PCs meet. Alternatively, use the Hill/Mountain encounter tables presented in the *Pathfinder Roleplaying Game Bestiary*.

d20	EL	ENCOUNTER	PAGE
1-4	9	Mated bulettes (2 bulettes)	<i>Bestiary</i>
5-9	8	1 gorgon	<i>Bestiary</i>
10-14	9	Minotaur scouts	Page 17
15-18	13	Minotaur raiders	Page 16
19- 20	7	Wandering hill giant	<i>Bestiary</i>

### TERRAIN FEATURES

Consider adding some of these terrain features to encounters in the Black Hills.

**Stealth and Detection:** The normal distance at which a Perception check can be made to detect the presence of nearby creatures is 4d10 x 10 feet. Certain peaks and ridgelines, of course, offer better vantage points. It's also harder to hear faraway sounds in the hills. The DC of hearing-based Perception checks increases by 1 for every 20 feet between listener and source.

**Getting Lost:** The hills' towering, steep-sided flanks and wandering canyons makes navigation difficult. Unless they possess a good map, travellers must make a DC 14 Survival check every hour or become lost.

**Balanced Boulder:** A boulder rests precariously upon another. A character giving it a good shove can dislodge it with a successful Strength check and send it rolling toward his enemies. The Strength check required to dislodge the boulder depends on the stone's size (DC 15 Small, DC 18 Medium, DC 25 Large, DC 28 Huge).

A dislodged boulder travels 2d4 squares in a straight line in a direction chosen by the character dislodging it (as long it does not travel uphill). The boulder makes an attack roll (using the character's BAB + Strength modifier) against every character in its path (but with a -1 penalty for every previous successful hit). The damage dealt by the stone varies with its size (Small 2d6, Medium 3d6, Large 4d6, Huge 6d6).

**Cave (Small):** Many small caves pockmark the Black Hills. The entrance to such caves is 1d2 x 5 ft. wide and 2d4 x 5 ft. deep. The minotaurs often use such locations as temporary camps or locations from which to launch devastating ambushes.

**Chasm:** A typical chasm is 2d4 x 10 feet deep, at least 20 feet long and between 5 and 20 feet wide. A DC 15 Climb check is required to scale a chasm's walls.

**Cliff:** A character requires a DC 15 Climb check to scale a cliff.

**Cliff (Unstable):** This section of cliff is unstable. A character climbing across the area dislodges some rocks and falls (taking

the requisite falling damage) to the ground unless he makes a DC 35 Climb check. A DC 15 Knowledge (geography) identified the unsafe portions of the cliff.

**Loose Rocks:** The rocks underfoot are slippery and unsafe. A character running or charging across the rocks must make a DC 12 Acrobatics check. Success indicates the character crosses the area without incident. A character failing the check stops in the first square he enters. A character failing the check by 5 or more falls prone.

**Rock Wall:** This vertical plane of rock requires a DC 25 Climb check to scale. A typical rock wall is 2d8 x 10 feet high.

**Rubble (Light):** Small rocks are strewn across the ground, increasing the DC of Acrobatic checks by 2.

**Rubble (Dense):** Rocks of all sizes cover the ground. It costs 2 squares of movement, to enter a square containing dense rubble. The DC of Acrobatics checks increases by 5 in such areas and the DC of Stealth checks increases by 2.

**Scree:** A field of shifting gravel, scree doesn't affect speed, but on a slope it can be treacherous. The DC of Acrobatics checks increases by 2 if scree lies on a gradual slope and by 5 if it covers a steep slope. The DC of Stealth checks increases by 2 if the scree is on a slope of any kind.

**Shifting Scree:** This section of scree is unstable. When a character steps into such an area, the rocks shift beneath his feet. A character failing a DC 20 Reflex save slides 1d3 x 5 feet in a random direction (but not uphill) and falls prone. A character making the saving throw slides 1d3-1 x 5 feet, but does not fall prone.

**Slope (Gradual):** This slope does not impede movement, but it grants the benefit of higher ground (+1 on melee attacks) to characters fighting opponents below them.

**Slope (Steep):** Characters moving up a steep slope must spend 2 squares of movement to enter a steep slope square. Characters running or charging downhill must make a DC 10 Acrobatics check. A character failing this check stumbles and ends its movement 1d2 squares later. A character failing this check by 5 or more falls prone in the square in which it finishes its movement. A steep slope increases the DC of Acrobatics checks by 2.

## ALTERNATE SORCERER CLASS FEATURES

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The sorcerers of the Scarlet Axe have developed unique class features which replace specific class features from their parent class.

### YITH BLOODLINE

*The blood of the yith – ancient rulers of your kin – courses through your veins.*

**Class Skill:** Fly.

**Bonus Spells:** *mage armour* (3rd), *protection from arrows* (5th), *fly* (7th), *fear* (9th), *overland flight* (11th), *repulsion* (13th), *project image* (15th), *power word stun* (17th), *meteor swarm* (19th).

**Bonus Feats:** Alertness, Arcane Armour Mastery, Arcane Armour Training, Arcane Strike, Improved Initiative, Skill Focus (Fly), Spell Focus, Toughness.

**Bloodline Arcana:** The vitality and power of the yith is yours. You gain 2 hit points for every level of sorcerer that you attain.

**Bloodline Power:** The power of the yith and the bestial nature of your forebears flows through you and manifests itself in a number of ways.

*Lunge (Su):* At 1st-level, as a free action, you can increase the reach of your melee attacks by 5 feet until the end of your turn. You must decide to use this ability before you make any attacks and you suffer a -2 penalty to your AC until your next round. You

can use this ability a number of times per day equal to 3 + your Charisma modifier.

*Fire Resistance (Ex):* At 3rd-level, you gain resist fire 5 and a +2 bonus on saving throws made to resist poison. At 9th-level you gain resist fire 10 and your bonus on poison saving throws increases to +4.

*Aura of Terror (Sp):* At 9th-level you can radiate a 30-ft. radius aura of terror as a standard action. Opponents within the aura are shaken unless they succeed on a Will save (DC 10 + 1/2 your sorcerer level + your Charisma modifier). Opponents failing the saving throw are shaken for a number of rounds equal to your sorcerer level. An opponent that succeeds on this saving throw cannot be affected by your aura of terror for 24 hours.

At 9th-level, you can use this ability once per day. At 17th-level, you can use this ability twice per day. At 20th-level, you can use this ability three times per day.

*Aspect of the Yith (Sp):* At 15th-level, bat-like wings grow from your back as a standard action, giving you a fly speed of 60 feet with average manoeuvrability. You can dismiss the wings as a free action.

*Heritage of the Yith (Ex):* At 20th-level, you gain immunity to poison and resist fire 20. You also gain blindsense with a 40 ft. range.

## ALTERNATE RANGER CLASS FEATURES

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Rangers among the Scarlet Axe tribe are exclusively hill stalkers. Well versed in moving through the broken terrain of their homeland, they ever watch for intruders and mercilessly hunt down those stupid enough to encroach on the Yith's ancient realm. Prized as hunters and trackers they often sell their services to the champion best able to afford them.

### HILL STALKERS

Hill stalkers have the following alternate class features.

**Favoured Enemy (Ex):** Hill stalkers select monstrous humanoids as their favoured enemy at 1st-level.

**Surefooted Climber (Ex):** At 1st-level, a hill stalker gains a +4 bonus to Climb checks. This ability replaces wild empathy.

**Combat Style Feat (Ex):** In addition to the normal ranger combat styles (archery or two-weapon combat), hill stalkers can also choose the axe combat style when they reach 2nd-level.

If the ranger selects the axe combat style, he can choose from the following list of feats whenever he gains a combat style feat: 2nd-Level: Cleave, Improved Sunder, Power Attack and Step Up. At 6th-level, he adds Great Cleave and Vital Strike to

the list. At 10th-level he adds Greater Sunder and Improved Vital Strike to the list.

**Favoured Terrain (Ex):** At 3rd-level, a hill stalker gains favoured terrain (hills).

**Scion of the Hills (Ex):** At 4th-level a hill stalker becomes perfectly attuned to operating in hilly terrain. When in hilly terrain he grants all allies in line of sight and that can hear or see him a +2 bonus on initiative checks and Perception, Stealth and Survival skill checks. Additionally, if they travel with him, the hill stalker's companions cannot be tracked. The hill stalker can instead choose for the group to leave a trail or even specific members of the group to leave a trail. This ability replaces hunter's bond.

**Hill Stride (Ex):** At 7th-level, a hill stalker can move across areas of light and dense rubble at his normal speed without having to make Acrobatic checks (or suffering penalties on Acrobatics checks). Additionally, a hill stalker can take 10 on Climb checks even when distracted or threatened. This ability replaces woodland stride.

## NEW FEATS

*Minotaurs of the Black Hills* introduces a number of new feats utilised by the warriors of the Scarlet Axe. Each feat is presented in the following manner:

**Prerequisites:** This entry is absent if the feat has no prerequisites. Otherwise, it lists the qualifying features a character must have to select the feat.

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

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

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

### BATTLE FEATS

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

#### IMMOBILIZING SHOT [BATTLE]

*Your shot pins your target's leg to the ground, immobilizing it.*

**Prerequisites:** Tribal membership (Scarlet Axe), Pinning Shot, base attack bonus +9.

**Benefit:** With a successful ranged attack you immobilise your target (subject cannot move, but otherwise acts normally). The target can attempt a saving throw (DC = 10 + 1/2 the attacking character's HD + Strength modifier) to negate this effect. The subject remains immobilised until it makes a Strength check (DC = 10 + 1/2 the attacking character's HD + Strength modifier) as a full-round action that provokes attacks of opportunity. You can use Immobilising Shot once per day for every four hit dice you have attained.



#### PINNING SHOT [BATTLE]

*Your shot catches the target in the leg, impeding its movement.*

**Prerequisites:** Tribal membership (Scarlet Axe), base attack bonus +7.

**Benefit:** With a successful ranged attack you impede your target's movement, reducing it to half speed. This movement penalty remains for 24 hours or until the character receives a DC 15 Heal check or at least 1 point of magical healing. The target can attempt a saving throw (DC = 10 + 1/2 the attacking character's HD + Strength modifier) to negate this effect. You can use Pinning Shot once per day for every four hit dice you have attained.

#### TERRIFYING CHARGE [BATTLE]

*With a terrifying roar, you charge your target.*

**Prerequisites:** Tribal membership (Scarlet Axe), base attack bonus +7.

**Benefit:** When you charge, you can make an Intimidate check (with a +2 bonus) to demoralise your opponent as a free action. If you are successful, the target is shaken for 1 round.

**Normal:** Demoralising an opponent is a standard action.

#### IRRESISTIBLE CHARGE [BATTLE]

*Charging at your opponent, you use your horns to hurl him backwards.*

**Prerequisites:** Tribal membership (Scarlet Axe), base attack bonus +8, powerful charge.

**Benefit:** If you use powerful charge to injure your opponent, you can attempt a free bull rush as a free action without provoking attacks of opportunity. The bull rush is resolved in the normal manner.

**Normal:** When you charge an opponent you can either attempt a bull rush or try to inflict damage, but not both.

## NEW SORCERER SPELLS

The sorcerers of Scarlet Axe have learned several spells from the Yith. They use these spells to strike at their hated centaur enemies and anyone else invading their ancient home. The spells are listed here, alphabetically.

### ASPECT OF THE ANCIENTS

**Level** Sorcerer 3 (transmutation [polymorph])

**Casting Time** 1 standard action; **Components** V, S, M (a bat's wing)

**Range** personal; **Target** you; **Duration** 1 min./level

**Saving Throw** Will negates (harmless); **Spell Resistance** yes

The subject of this spell changes form to resemble a Yith. Additionally, you gain the following abilities:

- **Flight:** You gain a fly speed equal to your base land speed with average manoeuvrability.
- **Blindsense:** You gain blindsense out to a range of 30 ft.
- **Natural Attacks:** You gain two claw attacks and one bite attack. (The damage of these attacks is reliant on your size). You are considered proficient with these natural weapons while under the affect of this spell.

Your equipment does not meld into your new form and functions as normal.



### BLINDING BURST

**Level** Sorcerer 2 (necromancy)

**Casting Time** 1 standard action; **Components** V, S

**Range** medium (100 ft. + 10 ft./level); **Area** 20-ft. radius spread;

**Duration** 1 round/level

**Saving Throw** Fortitude partial; **Spell Resistance** yes

You point your finger and determine the distance and height at which the *blinding burst* is to explode. A small ball of bright light bursts forth from your finger and explodes at the designated location, unless it first impacts a material object (at which point it explodes).

All creatures in the area must make a Fortitude saving throw or be blinded for the duration of the spell. Creatures succeeding on the saving throw are instead dazzled. Blind creatures, and those without vision, are immune to *blinding burst*.

### CLIMB

**Level** Sorcerer 1 (transmutation)

**Casting Time** 1 standard action; **Components** V, S, M (spider's leg)

**Range** touch; **Target** creature touched; **Duration** 1 min./level (D)

**Saving Throw** Will negates (harmless); **Spell Resistance** yes

The subject gets a +10 enhancement bonus on Climb checks. At caster level 5, the subject can take 10 on Climb checks even if rushed or threatened. At caster level 10, the subject gains a climb speed of 20 ft.

### GLIDE

**Level** Sorcerer 2 (transmutation)

**Casting Time** 1 standard action; **Components** V, S, F (feather)

**Range** personal or close (25 ft. + 5 ft./2 levels); **Target** you or one willing creature; **Duration** 1 min./level (D)

**Saving Throw** none; **Spell Resistance** no

*Glide* enables you or another willing creature to glide through the air. The subject can glide (with a speed of 40 ft. [or 20 ft. if it wears medium or heavy armour] with average manoeuvrability). The subject cannot gain height but it can descend. The subject gains a bonus on Fly skill checks equal to half the spell's caster level.

Should the spell duration expire while the subject is aloft, the magic fades slowly. The subject floats downward at 20 feet per round for 1d6 rounds. If it reaches the ground in that time, it lands safely. If not, it falls the rest of the distance taking appropriate falling damage.

## NEW MAGIC ITEMS

The Scarlet Axe tribe employ several unique types of magic items. Some have been created by the tribe's sorcerers while others have been handed down from the Yith.

### BOOTS OF THE HILLS

*These dark brown, travel-worn boots reach to the thigh. Of exceptional quality, the boot's soft leather seems to mould themselves to the wearer's feet.*

**Aura** faint (transmutation; DC 16 Knowledge [arcana]) **Identify** DC 20 Spellcraft

**Lore** (DC 10 Perception) The boots have exceptionally deep treads.

**Lore** (DC 15 Perception) Although the boots are travel-worn, their treads are free of all dirt, blemishes and damage.

**Abilities** These sturdy boots bestow several powers upon their owner. They bestow a +5 bonus on Acrobatics and Climb checks. Additionally, the boots increase the base land speed of the wearer by 10 ft. Both boots must be worn to gain these powers.

**Variant** A variant of these boots, protect the wearer as if under the effect of *pass without trace*, but do not grant the increase to base land speed. The minotaurs name these items, *boots of stalking*.

**Activation** use activated; **CL** 5th

**Requirements:** Craft Wondrous Item, *longstrider*, creator must have 5 ranks in Acrobatics and Climb; **Cost** 3,650 gp; **Price** 7,300 gp



### QUIVER OF FIRE

*Decorated with an intricately stitched flame pattern, this black and sturdy quiver holds 20 arrows.*

**Aura** faint (transmutation [fire]; DC 18 Knowledge [arcana]) **Identify** DC 20 Spellcraft

**Lore** (DC 10 Perception) The base of the quiver feels warm to the touch.

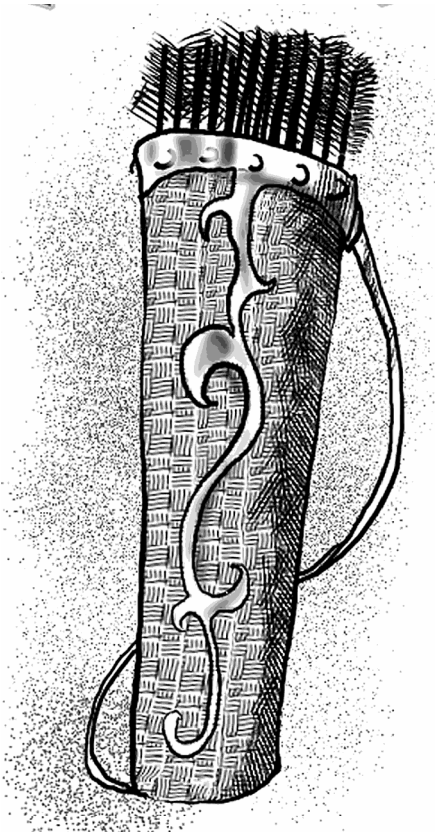
**Lore** (DC 15 Knowledge [arcana]) Hidden in the intricate flame pattern adorning the quiver are several small arcane symbols pertaining to fire and transformation.

**Abilities** Once per day, the *quiver of fire* enables the possessor to cast *flame arrow* on the arrows within. The enchantment lasts for 50 minutes and any arrow drawn forth from the quiver during that time deals an extra 1d6 fire damage on a hit. The quiver only affects arrows already within it when its power is called forth.

**Variant** Other similar quivers augments arrows within to deal extra acid, cold or lightning damage. Their appearance differs appropriately as do the results of the listed lore checks. In all other regards, they function as a *quiver of fire*.

**Activation** command word; **CL** 5th

**Requirements:** Craft Wondrous Item, *flame arrow*; **Cost** 2,700 gp; **Price** 5,400 gp



## ENCOUNTERS

The ferocious minotaurs of the Scarlet Axe tribe travel through their forbidding realm in small raiding bands. Individually powerful warriors a band of Scarlet Axe raiders is a deadly threat to all but the most skilled, numerous or lucky groups.

### ELITE SCARLET AXE WARRIOR CR 7 (XP 3,200)

Male minotaur fighter 3

CE Large monstrous humanoid

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

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

**ACP** -4; **Acrobatics** +1 (-3 jumping), **Climb** +8, **Stealth** -2

**AC** 25, touch 11, flat-footed 25 (natural cunning); **CMD** 29

(-1 size, +1 Dex, +9 armour [+2 *banded mail*], +5 natural, +1 deflection [+1 *ring of protection*])

**Immune** *maze*

**Fort** +12, **Ref** +8, **Will** +10 (+11 vs. Fear)

**hp** 88 (9 HD)

**Space** 10 ft.; **Base Atk** +9; **CMB** +17 (+19 bull rush)

**Melee** +1 *greataxe* (reach 10 ft.) +17/+12 (3d6+11/x3) and gore (reach 10 ft.) +10 (1d6+3)

**Ranged** heavy crossbow (range 120 ft.) +9 (2d8/19-20)

**Atk Options** Improved Bull Rush, Irresistible Charge, Power Attack (-3 attack, +6 damage [+9 with greataxe or powerful charge]), Terrifying Charge, powerful charge (gore +17, 2d6+10 damage)

**Powerful Charge (Ex)** When the minotaur makes a charge it deals extra damage with its gore attack.

**Combat Gear** 10 bolts, *potion of cure moderate wounds*, *screaming bolts* (2)

**Abilities** Str 24, Dex 12, Con 19, Int 7, Wis 12, Cha 6

**SQ** armour training (1), bravery (+1), natural cunning

**Natural Cunning (Ex)** Minotaurs possess innate cunning and logical ability that gives them immunity to *maze* spells and prevents them from becoming lost or flat-footed.

**Feats** Great Fortitude, Improved Bull Rush, Iron Will, Irresistible Charge, Power Attack, Terrifying Charge, Weapon Focus (greataxe)

**Skills** as above plus Intimidate +6, Survival +11

**Languages** Giant

**Gear** as above plus *cloak of resistance* +1, *boots of elvenkind*, 5 gp

### WANDERERS (EL 11; XP 12,800)

**Opponents** Scarlet Axe warriors (4), elite Scarlet Axe warrior (1), Scarlet Axe scout (1)

**EL 10 (9,600 XP)** Remove the Scarlet Axe scout; **EL 12 (19,200 XP)** Add one elite Scarlet Axe warrior and Scarlet Axe scout.

**Morale** The minotaurs fight to the death.

**Terrain** hills; **Encounter Distance** 4d10 x 10 ft.

A small band of minotaurs skulk in the hills awaiting prey. They attack without warning.

### SCARLET AXE WARRIOR

CR 5 (XP 1,600)

Male minotaur fighter 1

CE Large monstrous humanoid

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

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

**ACP** -5; **Acrobatics** -4 (-8 jumping), **Climb** +6, **Stealth** -3

**AC** 24, touch 11, flat-footed 24 (natural cunning); **CMD** 25

(-1 size, +1 Dex, +8 armour [+1 *banded mail*], +5 natural, +1 deflection [+1 *ring of protection*])

**Immune** *maze*

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

**hp** 67 (7 HD)

**Space** 10 ft.; **Base Atk** +7; **CMB** +14 (+16 bull rush)

**Melee** +1 *greataxe* (reach 10 ft.) +14/+9 (3d6+10/x3) and gore (reach 10 ft.) +7 (1d6+3)

**Ranged** heavy crossbow (range 120 ft.) +7 (2d8/19-20)

**Atk Options** Improved Bull Rush, Power Attack (-2 attack, +4 damage [+6 with greataxe or powerful charge]), Terrifying Charge, powerful charge (gore +14, 2d6+9 damage)

**Powerful Charge (Ex)** When the minotaur makes a charge it deals extra damage with its gore attack.

**Combat Gear** 10 bolts, *potion of cure moderate wounds*

**Abilities** Str 23, Dex 12, Con 19, Int 7, Wis 12, Cha 6

**SQ** natural cunning

**Natural Cunning (Ex)** Minotaurs possess innate cunning and logical ability that gives them immunity to *maze* spells and prevents them from becoming lost or flat-footed.

**Feats** Great Fortitude, Improved Bull Rush, Power Attack, Terrifying Charge, Weapon Focus (greataxe)

**Skills** as above plus Intimidate +4, Survival +11

**Languages** Giant

**Gear** as above

### RAIDERS (EL 13; XP 25,600)

**Opponents** Scarlet Axe warriors (6), elite Scarlet Axe warrior (2), Scarlet Axe scout (2), Scarlet Axe sorcerer (1)

**EL 12 (19,200 XP)** Remove one Scarlet Axe scout and two Scarlet Axe warriors; **EL 14 (38,400 XP)** Add one Scarlet Axe sorcerer and three elite Scarlet Axe warriors.

**Morale** The warriors and scouts fight to the death. If half their companions fall, the sorcerers retreat to warn their masters of the presence of powerful interlopers in the hills.

**Terrain** hills; **Encounter Distance** 4d10 x 10 ft.

This heavily armoured band is either sallying forth to raid the centaurs of the Bleak Moor or hurrying to deal with intruders wandering the hills (see the "Scouts" encounter overleaf). Their battle tactics are unobtrusive; the warriors charge into the fray while the scouts and sorcerers try to bypass the enemy warriors to get at obvious spellcasters.

## SCARLET AXE SCOUT

CR 7 (XP 3,200)

Male minotaur ranger (hill stalker) 3

CE Large monstrous humanoid

**Init** +2 (+4 in hills); **Senses** darkvision 60 ft.; Perception +15 (+17 vs. monstrous humanoids or in hills, +19 vs. monstrous humanoids in hills), Sense Motive +2 (+4 vs. monstrous humanoids)

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

**ACP** -6; Acrobatics -4 (-8 jumping), Climb +13 (surefooted climber), Stealth -3 (-1 in hills)

**AC** 25, touch 11, flat-footed 25 (natural cunning); **CMD** 25

(-1 size, +2 Dex, +8 armour [+1 *banded mail*], +5 natural, +1 shield [mwk buckler])

**Immune** *maze*

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

**hp** 79 (9 HD)

**Space** 10 ft.; **Base Atk** +9; **CMB** +15

**Melee** mwk greataxe (reach 10 ft.) +14/+9 (3d6+7/x3) and gore (reach 10 ft.) +8 (1d6+2)

**Ranged** +1 *composite longbow* (range 110 ft.; Pinning Shot [DC 19], Point Blank Shot, Precise Shot) +12/+7 (2d6+6/x3)

**Atk Options** Power Attack (-3 attack, +6 damage [+9 with greataxe or powerful charge]), favoured enemy (monstrous humanoids +2), powerful charge (gore +15, 2d6+7 damage)

**Powerful Charge (Ex)** When the minotaur makes a charge it deals extra damage with its gore attack.

**Combat Gear** 20 arrows, *quiver of fire*

**Abilities** Str 21, Dex 15, Con 17, Int 7, Wis 14, Cha 6

**SQ** combat style (archery), favoured enemy (monstrous humanoid +2), favoured terrain (hills), natural cunning, track (+1)

**Natural Cunning (Ex)** Minotaurs possess innate cunning and logical ability that gives them immunity to *maze* spells and prevents them from becoming lost or flat-footed.

**Feats** Endurance<sup>B</sup>, Great Fortitude, Pinning Shot, Point Blank Shot<sup>B</sup>, Power Attack, Precise Shot, Weapon Focus (longbow)

**Skills** as above plus Bluff -2 (+0 vs. monstrous humanoids), Intimidate +4, Knowledge (geography) -2 (+0 in hills), Knowledge (nature) -2 (+0 vs. monstrous humanoids),

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

**Opponents** Scarlet Axe scouts (2)

**EL 7 (3,200 XP)** Remove one Scarlet Axe scout; **EL 10 (9,600 XP)** Add one Scarlet Axe scout.

**Morale** Tasked with keeping watch for intruders, a scout withdraws once its fellow has been slain.

**Terrain** hills; **Encounter Distance** 4d10 x 10 ft.

Two scouts patrol the rocky gorges of their home. Keeping watch for marauding centaurs they gleefully ambush intruding adventurers. They fight savagely, trusting in their combat prowess and the shock of their charges to carry the day.

If the intruders instead surprise the scouts, one delays the intruders while the other goes for aid. It takes 1d4 hours for a party of minotaurs to return to their companion's aid.

The scouts cannot be reasoned with.

Survival +15 (+16 tracking, +17 in hills, +18 tracking in hills or monstrous humanoids, +20 tracking monstrous humanoids in hills)

**Languages** Giant

**Gear** as above plus 5 gp

## SCARLET AXE SORCERER

CR 7 (XP 3,200)

Male advanced minotaur sorcerer (yith) 4

CE Large monstrous humanoid

**Init** +3; **Senses** darkvision 60 ft.; Perception +17, Sense Motive +4

**Speed** 30 ft.

**ACP** 0; Climb +9, Fly +10, Stealth -1

**AC** 21, touch 13, flat-footed 21 (natural cunning); **CMD** 28

(-1 size, +3 Dex, +1 deflection [*ring of protection* +1], +8 natural [*amulet of natural armour* +1])

**Immune** *maze*; **Resist** fire 5

**Fort** +10 (+12 vs. poison), **Ref** +9, **Will** +13

**hp** 109 (10 HD)

**Space** 10 ft.; **Base Atk** +8; **CMB** +14 (+16 bull rush)

**Melee** +1 *greataxe* (reach 10 ft.) +13/+8 (3d6+8/x3) and gore (reach 10 ft.) +7 (1d6+2)

**Ranged** mwk heavy crossbow (range 120 ft.) +11 (2d8/19-20)

**Atk Options** Arcane Strike, Improved Bull Rush, Power Attack (-2 attack, +4 damage [+6 with greataxe or powerful charge]), lunge (6/day), powerful charge (gore +14, 2d6+7 damage)

**Lunge (Su)** As a free action, the minotaur sorcerer can increase the reach of his melee attacks by 5 feet until the end of his turn. He must decide to use this ability before he makes any attacks and suffers a -2 penalty to AC until his next round.

**Powerful Charge (Ex)** When the minotaur makes a charge it deals extra damage with its gore attack.

**Sorcerer Spells Known** (CL 4th; concentration +7 [+11 casting defensively or grappling])

2nd (4/day)—*searing burst* (DC 15)

1st (7/day)—*climb*, *mage armour*, *shield*, *true strike*

0—*dancing lights*, *detect magic*, *ghost sound* (DC 13), *mage hand*, *message*, *resistance*

**Combat Gear** 20 bolts, *elemental gem* (air), *elixir of fire breath*, *potion of cure moderate wounds*, *scroll of fireball* (2)

**Abilities** Str 21, Dex 16, Con 21, Int 11, Wis 18, Cha 17

**SQ** natural cunning

**Natural Cunning (Ex)** Minotaurs possess innate cunning and logical ability that gives them immunity to *maze* spells and prevents them from becoming lost or flat-footed.

**Feats** Arcane Strike, Combat Casting, Eschew Materials<sup>B</sup>, Great Fortitude, Improved Bull Rush, Power Attack

**Skills** as above plus Intimidate +10, Knowledge (arcana) +6, Spellcraft +6, Survival +14

**Languages** Giant

**Gear** as above plus

## PERSONA: VETHK

*This powerful sorcerer dreams of exploring the Burnt Tower.*

Vethk dreams of casting down the Yith and ruling in their place.

**Background:** Scrawny for a minotaur, Vethk's early years were hard. Since he came into his power he has mercilessly hunted down and slain his tormenters.

**Personality:** The pursuit of knowledge consumes Vethk; nothing else is of interest to this obsessed minotaur.

**Mannerisms:** Given to mumbling and obsessively polishing his horns, Vethk is somewhat eccentric for a minotaur.

**Distinguishing Features:** Vethk has decorated his horns with elaborate, mystical patterns.

**Hooks:** Vethk approaches the PCs and offers them a generous fee to aid in his exploration of the Burnt Tower. He plans to subsequently betray them to his fellows.

### VETHK

CR 13 (XP 25,600)

Male advanced minotaur sorcerer (yith) 10

CE Large monstrous humanoid

**Init** +3; **Senses** darkvision 60 ft.; Perception +17, Sense Motive +4

**Speed** 30 ft.

**ACP** 0; Climb +9, Fly +10, Stealth -1



**AC** 22, touch 14, flat-footed 22 (natural cunning); **CMD** 32 (-1 size, +3 Dex, +2 deflection [*ring of protection* +2], +8 natural [*amulet of natural armour* +1])

**Immune** *maze*; **Resist** fire 10

**Fort** +14 (+18 vs. poison), **Ref** +13, **Will** +18

**hp** 194 (16 HD)

**Space** 10 ft. (aura of terror [30 ft.]); **Base Atk** +11; **CMB** +17 (+19 bull rush)

**Aura of Terror (Sp)** Vethk can radiate an aura of terror as a standard action once per day. Opponents within the aura are shaken (DC 19 Will save negates) for 10 rounds. An opponent that succeeds on this saving throw cannot be affected by his aura of terror for 24 hours.

**Melee** +2 *greataxe* (reach 10 ft.) +17/+12/+7 (3d6+9/x3) and gore (reach 10 ft.) +10 (1d6+2)

**Ranged** mwk heavy crossbow (range 120 ft.) +14 (2d8/19-20)

**Atk Options** Arcane Strike, Improved Bull Rush, Power Attack (-3 attack, +6 damage [+9 with greataxe or powerful charge]), lunge (7/day), powerful charge (gore +14, 2d6+7 damage)

**Lunge (Su)** As a free action, Vethk can increase the reach of his melee attacks by 5 feet until the end of his turn. He must decide to use this ability before he makes any attacks and suffers a -2 penalty to AC until his next round.

**Powerful Charge (Ex)** When Vethk makes a charge he deals extra damage with its gore attack.

**Sorcerer Spells Known** (CL 10th; concentration +14 [+18 casting defensively or grappling]; Empower Spell, Extend Spell)

5th (3/day)—*cone of cold* (DC 19)

4th (6/day)—*dimension door*, *fear* (DC 18), *stoneskin*

3rd (7/day)—*aspect of the ancients*, *fireball* (DC 17), *fly*, *haste*

2nd (7/day)—*blinding burst* (DC 16), *protection from arrows*, *scorching ray*, *see invisibility*, *web* (DC 16)

1st (7/day)—*climb*, *expeditious retreat*, *mage armour*, *magic missile*, *ray of enfeeblement*, *shield*

0—*arcane mark*, *bleed* (DC 14), *dancing lights*, *detect magic*, *ghost sound* (DC 14), *mage hand*, *message*, *prestidigitation*, *resistance*

**Combat Gear** 20 bolts, *potion of cure serious wounds*, *scroll of fire shield*, *wand of lightning bolts* (20 charges), diamond dust 250 gp [2])

**Abilities** Str 21, Dex 16, Con 21, Int 11, Wis 18, Cha 18

**SQ** natural cunning

**Natural Cunning (Ex)** Vethk possesses innate cunning and logical ability that gives him immunity to *maze* spells and prevents him from becoming lost or flat-footed.

**Feats** Arcane Strike, Combat Casting, Empower Spell, Eschew Materials<sup>B</sup>, Extend Spell, Great Fortitude, Improved Bull Rush, Power Attack, Toughness

**Skills** as above plus Intimidate +17, Knowledge (arcana) +9, Spellcraft +9, Survival +14

**Languages** Giant

**Gear** as above plus *cloak of resistance* +2, 15 gp



## PERSONA: RILLN

*Wielding a weapon of ancient Yith artifice, lust for glory courses through Rilln's veins.*

Born amid the slaughter of a raid by centaurs revenging themselves upon the Scarlet Axe, Rilln's first drink was the blood of the fallen.

**Background:** Rilln's rise to the command of his own retinue has been long and hard. A series of blood feuds with powerful champions forced him to dwell alone for many years in the deep hills. Now, with his old enemies dead, Rilln suffers no opponent to live if they could one day return to challenge his rule.

**Personality:** A particularly aggressive minotaur, Rilln is wholly without morals or any kind of empathy with other beings. Consumed by his lust for power, and deluded that the falchion he wields is a sign he is destined for greatness, Rilln is utterly convinced that it is his destiny to be the greatest champion of the Scarlet Axe's blood-splattered history. Proud to a fault, Rilln's temper and inflexibility have spawned much bloodshed.

**Mannerisms:** Atypically for a Scarlet Axe warrior, Rilln wields a falchion rather than an axe. An object of Yith craft, the blade bears many esoteric symbols and Rilln is never without it.

**Distinguishing Features:** Rilln has but one horn; the tip of the other was snapped off in battle against a rival (and now deceased) champion.

**Hooks:** Ever coveting greater glory and influence among his fellows, Rilln incessantly plots further raids into the Bleak Moor. News of intruders in the Black Hills propels him to action, mobilising his followers to hunt down those foolish enough to enter "his" realm.

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**RILLN** CR 13 (XP 25,600)

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Male advanced minotaur fighter 8  
CE Large monstrous humanoid  
**Init** +7; **Senses** darkvision 60 ft.; Perception +20, Sense Motive +3  
**Speed** 30 ft., base speed 40 ft.  
**ACP** -3; Acrobatics +5, Climb +26, Stealth +2

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**AC** 30, touch 13, flat-footed 30 (natural cunning); **CMD** 38  
(-1 size, +3 Dex, +9 armour [+2 banded mail], +1 deflection [ring of protection +1], +8 natural [amulet of natural armour +1])  
**Immune** maze  
**Fort** +18, **Ref** +11, **Will** +11 (+13 vs. fear)  
**hp** 183 (14 HD)

---

**Space** 10 ft.; **Base Atk** +14; **CMB** +24 (+26 bull rush)  
**Melee** +1 monstrous humanoid bane falchion (reach 10 ft.)  
+24/+19/+14 (2d6+17/15-20) and  
gore (reach 10 ft.) +17 (1d6+4)

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**Ranged** heavy crossbow (range 120 ft.) +16 (2d8/19-20)

**Atk Options** Improved Bull Rush, Improved Vital Strike, Irresistible Charge, Power Attack (-4 attack, +8 damage [+12 with falchion or powerful charge]), Terrifying Charge, powerful charge (gore +24, 2d6+13 damage)

**Powerful Charge (Ex)** When Rilln makes a charge he deals extra damage with its gore attack.

**Combat Gear** *potion of cure serious wounds* (2)

**Abilities** Str 28, Dex 16, Con 24, Int 11, Wis 16, Cha 10

**SQ** armour training (2), bravery (+2), natural cunning, weapon training (heavy blades +1)

**Natural Cunning (Ex)** Rilln possess innate cunning and logical ability that gives him immunity to *maze* spells and prevents him from becoming lost or flat-footed.

**Feats** Great Fortitude, Improved Bull Rush, Improved Critical (falchion), Improved Initiative, Improved Vital Strike, Intimidating Prowess, Irresistible Charge, Power Attack, Terrifying Charge, Vital Strike, Weapon Focus (falchion), Weapon Specialisation (falchion)

**Skills** as above plus Intimidate +21, Survival +13

**Languages** Giant

**Gear** as above plus *boots of the hills*, *cloak of resistance* +1, jewellery (worth 1,000 gp)



## THE YITH

The Yith are an ancient race of monstrous bat-like humanoids that ruled over the Black Hills and surrounding lands centuries before human civilisations arose from barbarism. Steeped in the blackest lore of elder times, they were once a far-flung race with kingdoms in many of the inaccessible places of the world. Now a dying people, their numbers are few and where once they understood many of the world's secrets they have forgotten much of their lore.

### ECOLOGY & SOCIETY

Ruled by the most powerful and knowledgeable of their sorcerers, the few surviving Yith dwell in seclusion in their ebon fortresses. A dying race now given to introspection and isolation, they rarely take flight to soar above their ancient realm. Thus

have men

forgotten the ancient Yith and their black fortresses, knowing only that minotaur's claim the Black Hills as their own. Although they are few in number they yet hold the Scarlet Axe tribe in check, binding the minotaurs to their service with ancient oaths of fealty.

Even among their own kind, the Yith are solitary creatures. Utterly without the need to socialise or to rebuild what once was, they only come together to defend their fortresses, venerate their patron or to crush rebellion and dissent among their servitors.

The Yith worship Pazuzu in his aspect as both a defender (of sorts) and lord of winged creatures. They yet remember that Pazuzu delivered them from some great and terrible ancient enemy in their distant past and still venerate him. As devoted followers of Pazuzu they reserve special ire for followers of the demoness Lamashtu.

Most Yith gaining class levels become sorcerers, but a few particularly devout individuals instead advance as clerics.

Driven by their dark lord's commands and omens these rare individuals uniformly possess the drive and determination possessed by the Yith when the race was yet young.

The majority of the Yith, however, are content to dwell among the bones of the forebears and to try to recover what lost knowledge they can.

### LAIRS

In times gone by, the Yith of the Black Hills dwelled in three huge towers of blackened, melted stone rising like pillars of darkness emerging from the underworld.

With the slow inexorable decline of their race, the few living survivors have retreated to their greatest fortress - Yar'Nath, there to dwell amid the dust of ages past. Three hundred feet high and standing upon a great bluff deep in the Black Hills, Yar'Nath is an impressive sight. An all but impenetrable fortress, Yar'Nath represents the last redoubt of the Yith.

### COMBAT & TACTICS

In battle, the Yith prefer to remain aloft using their spells to confound and slay their prey while protecting themselves from the puny attacks of their ground-based enemies. When forced into melee, they use Flyby Attack to



strike their enemies, constantly staying on the move so that their enemies cannot gang up on them.

They rarely enter battle on a whim, instead retreating from obviously capable groups.

In the Black Hills, the Yith rule the Minotaurs of the Scarlet Axe and despatch large groups of these ferocious humanoids to crush any incursions into their realm. One or more Yith accompany these warbands, aiding their minions with spells from a safe distance.

## YITH LORE

A character making a Knowledge (nature) check may know some information about the Yith. A successful check reveals all

<b>YITH</b>	CR 8 (XP 4,800)
<i>This monstrous creature has large bat-like wings and is covered in short, black hair. Two large ears frame its elongated head.</i>	
NE Large monstrous humanoid	
<b>Init</b> +4; <b>Senses</b> blindsense 40 ft., darkvision 60 ft.; Perception +14 (+18 using blindsense), Sense Motive +5	
<b>Speed</b> 20 ft., fly 60 ft. (good); Flyby Attack	
<b>ACP</b> 0; <b>Acrobatics</b> +4 (+0 jumping), <b>Fly</b> +17, <b>Stealth</b> +6	
<b>AC</b> 23, touch 13, flat-footed 19; <b>CMD</b> 32 (-1 size, +4 Dex, +10 natural)	
<b>Immune</b> poison; <b>Resist</b> fire 10	
<b>Fort</b> +9, <b>Ref</b> +11, <b>Will</b> +12	
<b>hp</b> 105 (10 HD)	
<b>Space</b> 10 ft.; <b>Base Atk</b> +10; <b>CMB</b> +18	
<b>Melee</b> bite (reach 10 ft.) +16 (2d6+7) and 2 claws (reach 10 ft.) +16 (1d6+7)	
<b>Special Actions</b> beguiling gaze	
<b>Beguiling Gaze (Su)</b> As <i>charm monster</i> , 30 feet; DC 20 Will negates. The save DC is Charisma-based	
<b>Sorcerer Spells Known</b> (CL 8th; concentration +11 [+15 casting defensively or grappling])	
4th (3/day)— <i>black tentacles</i>	
3rd (6/day)— <i>fireball</i> (DC 16), <i>haste</i>	
2nd (7/day)— <i>blinding burst</i> (DC 15), <i>invisibility</i> , <i>protection from arrows</i>	
1st (7/day)— <i>endure elements</i> , <i>mage armour</i> , <i>magic missile</i> , <i>shocking grasp</i> , <i>ventriloquism</i> (DC 14)	
0 (at will)— <i>acid splash</i> , <i>bleed</i> (DC 13), <i>dancing lights</i> , <i>detect magic</i> , <i>mage hand</i> , <i>message</i> , <i>prestidigitation</i> , <i>read magic</i>	
<b>Abilities</b> Str 24, Dex 18, Con 22, Int 12, Wis 16, Cha 17	
<b>SQ</b> spells	
<b>Feats</b> Ability Focus (beguiling gaze), Combat Casting, Eschew Materials <sup>B</sup> , Flyby Attack, Improved Natural Attack (bite), Iron Will	
<b>Skills</b> as above plus Intimidate +12, Knowledge (arcana) +7, Knowledge (history) +7, Knowledge (religion) +7, Spellcraft +7; <b>Racial Modifiers</b> +4 Perception using blindsense	
<b>Languages</b> Auran, Giant	
<b>Spells</b> Most yith cast spells as an 8th-level sorcerer. A few rare yith instead cast spells as an 8th-level cleric.	

information gained by a lesser check.

**DC 23:** This is a Yith. Yith are an ancient race of all but extinct vile, bat-like creatures.

**DC 28:** The Yith are a race of powerful sorcerers and mystics that share many characteristics with the common bat, including flight and preternaturally fine senses. They dwell in their great towers amid the dust and ruin of their faded civilisation.

**DC 33:** As well as being powerful sorcerers, Yith are immune to poison and resist fire. They have the power to beguile those encountering them with but a look.

## OTHER REALMS

Although the Black Hill Yith number barely two score, remnants of the race yet linger in other out-of-the-way locations. Fragments of their ancient kingdoms, these small outposts do not communicate with each, instead living in the belief that they are the last of their kind. Often protected by tribes of servile humanoids and formidable natural barriers, such groups dwell amid the faded splendour of a bygone age. Although they no longer seek glory and conquest, the Yith mercilessly defend their remaining places of strength.

## VARIANT SPELL LISTS

The Yith are a diverse race; not all know the same spells. Use these spell lists to portray different Yith:

4th—*wall of fire*

3rd—*displacement*, *fireball* (DC 16)

2nd—*bull's strength*, *resist energy*, *see invisibility*

1st—*alarm*, *mage armour*, *magic missile*, *true strike*, *unseen servant*

0—as main stat block

4th—*stoneskin*

3rd—*lightning bolt* (DC 16), *slow*

2nd—*acid arrow*, *blinding burst* (DC 15), *blur*

1st—*burning hands* (DC 14), *obscuring mist*, *ray of enfeeblement* (DC 14), *shield*, *summon monster I*

0—as main stat block

4th—*cure critical wounds*

3rd—*prayer*, *protection from energy*

2nd—*aid*, *cure moderate wounds*, *hold person* (DC 15)

1st—*bless*, *cure light wounds*, *divine favour*, *entropic shield*, *shield of faith*

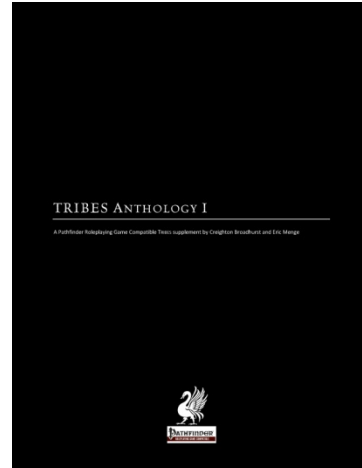
0—*bleed* (DC 13), *detect magic*, *guidance*, *light*, *mending*, *read magic*, *resistance*, *stabilise*

# TRIBES ANTHOLOGY I

*TRIBES: Anthology I* presents the following tribes:

- **Bleached Skull Gnolls:** These feral denizens of the deep woods worship bloodspawn treants.
- **Hobgoblins of the Mailed Fist:** Skilled and disciplined these warriors can call upon cavalry riding gigantic elder bats.
- **Kobolds of the Fallen Halls:** Two tribes of kobolds, led by their draconic masters, fight for mastery over a fallen dwarven hold.
- **Pazuzu's Fury:** Born of anger and corruption these harpies lure the unsuspecting and weak to gory ends.
- **Troglodytes of the Tentacled One:** Dwelling amid cyclopean ruins buried deep below the Orestone, these degenerate creatures worship an elder horror.

Each tribe uses unique feats, spells and magic items to wage war upon their enemies. Each tribal writeup benefits from many stat blocks so that a busy GM can hurl these ferocious foes at his PCs with little preparation.



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