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TRIBES MOST FOUL: HOBGOBLINS



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TRIBES MOST FOUL: HOBGOBLINS

A Pathfinder Roleplaying Game GM's RESOURCE supplement by David Posener

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

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



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Thank you for purchasing *Tribes Most Foul: Hobgoblins*; we hope you enjoy it and that you check out our other fine print and PDF products.

CONTACT US

Email us at gatekeeper@ragingswan.com.

ERRATA

We like to think *Tribes Most Foul: Hobgoblins* is completely error free, but we are realists. So in that spirit, we shall post errata three months after 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.

ABOUT THE DESIGNER

David started gaming with the book *Grey Star the Wizard*, circa 1985, back when we eschewed that dice business and goddamn STABBED out random numbers. The next year, he received the D&D Basic Set red box as a birthday present and has been gaming ever since. His GMing style has been likened to a horrible Frankenstein combination of historical epic, gritty survival horror and *Flight of the Concords*-style song-filled whimsy.

He is yet to live down naming a NPC "The Crimea Reaver."

David adores his long-suffering wife and two sons who, frankly, have no idea what he's talking about most of the time. David is based in Sydney, and his work as a Logistics Consultant, much to his disappointment, contains fewer undead-filled warehouses and demon-possessed forklifts than he was led to believe.

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Published by Raging Swan Press
1st printing, September 2013

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FOREWORD



Some of David’s first work for Raging Swan Press was in the TRIBES line of old so it’s rather marvellous to welcome him back to the scene of his initial crime with *Tribes Most Foul: Hobgoblins*. In fact, you are going to notice his name coming up a lot in the future in regards to Tribes Most Foul as he’s graciously agreed to take on the line as his own personal fiefdom (in the same way Brian Liberge is working on Urban Dressing).

I think David has done a tremendous job designing three very atypical hobgoblin tribes that your players will remember encountering for years to come. Who else, after all, would think of a gigantic shadow eagle that’s also an illusionist? I’m pretty sure I wouldn’t!

I’ve always had a soft spot for hobgoblins – I think they are my favourite evil humanoid race; I like how they are so disciplined in comparison to their lesser brethren and the other races like orcs, bugbears and so on. In fact, we’ve already covered them once in the Tribes line in *Hobgoblins of the Mailed Fist*; thus they are the first race to appear twice in this line!

In any event, I hope you find *Tribes Most Foul: Hobgoblins* useful and enjoyable. If you have any suggestions as to how I can improve the line – or you just want to say “hi” – you can contact me on creighton@ragingswan.com. I’ll be sure to pass on all your comments to David.

THE TAINTED STRAIN

Forging a harrowed path across the civilised lands is the entrada of the Tainted Strain, a tribe of exiled hobgoblin whelps blighted with dangerous, forbidden arcane powers at birth. Led by the child-savant Pelagar, they march on the great forested valleys of the elves to fulfil their prophesies of fire and ash.

SOCIETY & ORGANISATION

Hobgoblin whelps born with magical ability are rare, and these pitiful creatures are abandoned, shunned or driven out from their homes as soon as their magical powers manifest. Hobgoblin parents are particularly cruel to their magically-gifted children, often zealously undertaking infanticide to maintain their position in the tribe's hierarchy and to avoid the appearance of weakness.

Where there is time, an old crooked hobgoblin named Favilor the Wretched, shuffles into hobgoblin crèches and takes sorcerous whelps from their disgusted mothers or wraps up freezing infants left in the snow to die from exposure. For twelve years, Favilor has brought these creatures to the Tainted Pits to live and grow powerful.

Three months ago, Pelagar, a nine-year old enchantment savant, through a series of portents and dark miracles, gained a considerable following within the Tainted Pits, and now leads the group on a trek across the civilised lands between their erstwhile home and the green, shadowed dells of the elves.

Favilor travels with the group, serving as an advisor to the pontificating Pelagar. Otherwise, the whelps organise themselves in a convoluted hierarchy based on the power of their magical talents.

Appearance: The hobgoblins of the Tainted Strain come

IN YOUR CAMPAIGN

In your campaign, the Tainted Strain can approach any settlement the PCs are residing in, creating an immediate diplomatic incident and raising moral questions regarding battling child-soldiers (even ones as effective as class-levelled sorcerers!)

Alternatively, the PCs may mount a rescue mission when a friendly NPC is charmed by the group and now serves as a willing soldier in their army.

It is up to the GM to determine the threat the group poses to the elves and the detrimental effects of such a group passing nearby settlements. The PCs may even be able to negotiate with the whelps and turn them away from their violent scheme.

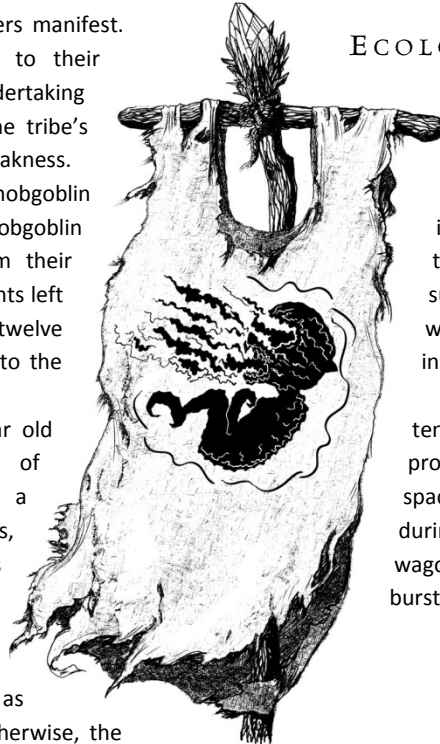
from a diverse array of tribes, and have a hodgepodge of skin tones, facial features and clothing styles. Their only commonality is the incidence of burn marks, mutilations and other physical disfigurements handed out to arcane-blooded hobgoblin whelps by their kin before their exile.

The group also suffers from paranormal effects which follow the whelps, such as shadows resembling red-hot coals, radiant auras and flickering, black ghostly apparitions which continuously stand vigil over them.

ECOLOGY & LAIR

The Tainted Strain is an itinerant group, marching in a direct path towards their goal. They have little time for foraging, and supplies are usually drawn from *charmed* or intimidated villagers. Pelagar approaches small towns with offers of safety in exchange for supplies, but attempts to bargain with large, well-defended cities, offering gold and treasures in exchange for food, ships and magical healing.

The group sleeps during the day in makeshift tents of old faded silks, but a significant proportion of the tribe rest in extra-dimensional spaces supplied by *rope trick*. Trailing the band during the night-time march are a convoy of barred wagons full of screaming children exhibiting wild bursts of arcane energy.



TRIBAL ROSTER

The tribe comprises the following members:

- 76 magic-touched (young hobgoblin adept 1)
- 43 non-combatants (either too young or their arcane powers are not combat applicable)
- 14 prodigies (young hobgoblin sorcerer 2)
- 4 savants (young hobgoblin sorcerer 4)
- Dronis (LE female hobgoblin magus 4)
- Favilor (LE old male hobgoblin witch 5)
- Pelagar (LE young male hobgoblin sorcerer [infernal] 9)
- 97 *charmed* soldiers (human fighter 1)
- 9 *charmed* animals and magical beasts (3 leopards, 4 giant frilled lizards, 2 gorgons)
- 3 *charmed* ogres

COMBAT & TACTICS

The Tainted Strain attempts to overwhelm enemies quickly with a concentrated assault of magical firepower. The sorcerers of the group have an eclectic mix of spells which the supernatural has dealt them. An enemy force can be assaulted with summoned monsters, charmed minions, explosive evocations and mind-affecting illusions simultaneously, as was the case when the whelps commandeered three merchant vessels to cross the Lake of Black Mirrors.

PELAGAR

CR 7 (XP 3,200)

This hairless hobgoblin whelp wears a crown of twisted black iron. His orange, glowing eyes shimmer like the burning fires of the sun.

Male young hobgoblin sorcerer (infernal) 9

LE Small humanoid (goblinoid)

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

Speed 30 ft.; Fly +10, Stealth +17

AC 17, touch 12, flat-footed 16; **CMD** 13

(+4 armour [*mage armour*], +1 Dex, +1 natural [*amulet of natural armour +1*], +1 size)

Resist fire 10

Fort +4 (+8 vs. poison), **Ref** +4, **Will** +7

hp 46 (9 HD)

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

Melee mwk cold iron dagger +5 (1d4-1/19-20) or

Melee Touch corrupting touch (6/day) +3 (sickened [4 rds.])

Special Actions hellfire

Hellfire (Sp [standard; 1/day]) Pelagar calls down a column of hellfire within 60 ft. in a 10-foot-burst. It deals 9d6 fire damage (DC 17 Reflex halves). Good creatures failing their save are shaken for 9 rounds.

Sorcerer Spells Known (CL 9th; concentration +12; spell penetration +11; bloodline arcana; Still Spell)

4th (4/day)—*charm monster* (DC 21), *crushing despair* (DC 19), *stoneskin*

3rd (7/day)—*fly*, *heroism*, *hold person* (DC 18), *suggestion* (DC 18)

2nd (7/day)—*eagle's splendour*, *false life*, *hideous laughter* (DC 17), *rope trick*, *scorching ray*, *see invisibility*

1st (7/day)—*cause fear* (DC 14), *charm person* (DC 18), *feather fall*, *mage armour*, *mount*, *protection from good*

0—*acid splash*, *bleed*, *detect magic*, *detect poison*, *mage hand*, *message*, *read magic*, *touch of fatigue*

Combat Gear *circlet of persuasion*

Abilities Str 8, Dex 12, Con 12, Int 10, Wis 13, Cha 17

Feats Eschew Materials^B, Greater Spell Focus (enchantment), Heighten Spell, Leadership, Spell Focus (enchantment), Spell Penetration^B, Still Spell

Skills as above plus Diplomacy +18

Languages Common, Goblin

Gear as above plus 2,000 gp of diamond dust

NOTABLE PERSONALITIES

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

- **Dronis (LE female hobgoblin magus 4):** Dronis was the first child rescued by Favilor and is the eldest of the Tainted Strain. She is now beginning to realise her magical talents exceed those of Favilor, and plans to drive her enchanted trident into the old cripple's skull at the earliest opportunity and usurp control over the distracted Pelagar. Then she will turn the Tainted Strain to her own agenda – securing a safe home for her brethren where they can grow into their powers.
- **Favilor (LE male old hobgoblin witch 5):** Favilor, the haggard shaman who spared their lives, is leading the Tainted Strain to their dooms out of spiteful jealousy for their natural talents. In truth, the children he rescued are nothing but his puppets which he will use to augment his own powers. Favilor struggles to grasp even the simplest of spells, and hopes to abscond with powerful elven magic during the chaos caused by the Tainted Strain invasion of the enchanted forests. He doesn't care if his followers succeed in destroying the elves – or even if they survive. Similarly, he abandons the tribe if it appears in danger of destruction.
- **Pelagar (LE male young hobgoblin sorcerer [infernal] 9):** Pelagar is a damaged child, whose anguished, violent separation from his tribe led to psychotic "visions" which drive him unreasoningly towards the peaceful lands of the elves. His natural showmanship and gravitas has created a cult of personality within the outcasts of the Tainted Strain, who hang on their idol's every word.

TRIBAL LORE

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

DC 11: The Tainted Strain is a tribe of hobgoblin outcasts who travel across the civilised lands.

DC 16: The Tainted Strain tribe are hobgoblin whelps with dangerous magical powers. Their numbers are swollen by *charmed* and *summoned* creatures.

DC 21: The tribe is led by the sorcerous savant and demagogue, Pelagar, who inflames the group with prophesies of burning elven forests.

SILENT ECLIPSE

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

SOCIETY & ORGANISATION

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

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

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

Appearance: The Hobgoblins of the Silent Eclipse wear

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

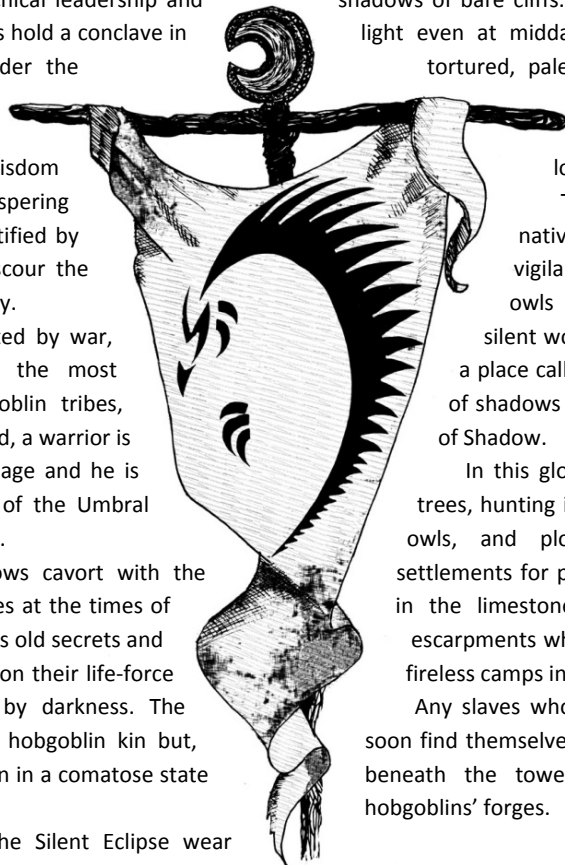
ECOLOGY & LAIR

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

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

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

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



IN YOUR CAMPAIGN

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

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

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

TRIBAL ROSTER

The tribe comprises the following members:

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

SILHOUETTE-OVER-MOON

CR 10 (XP 9,600)

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

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

LE Huge magical beast

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

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

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

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

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

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

Resist cold 15, electricity 15

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Gear as above plus 112 gp, 348 sp

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

COMBAT & TACTICS

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

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

NOTABLE PERSONALITIES

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

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

TRIBAL LORE

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

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

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

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

UNION OF SEVEN

Veiled in green and gold, the howling sisters of the Union of Seven raze towns to ash and sift through the remains for survivors to enslave and treasure to plunder. The lesser men of the tribe and the mongrelfolk bastards of the Union's interbred culture serve as little more than slaves to their matriarchal overseers.

SOCIETY & ORGANISATION

The hobgoblins of the Union of Seven are sexually dimorphic, the females of the tribe are larger, keener and more ferocious than their subservient male counterparts (who use the statistics of goblins). Males in the tribe are treated as little more than slaves, and grow stunted and sickly as a result.

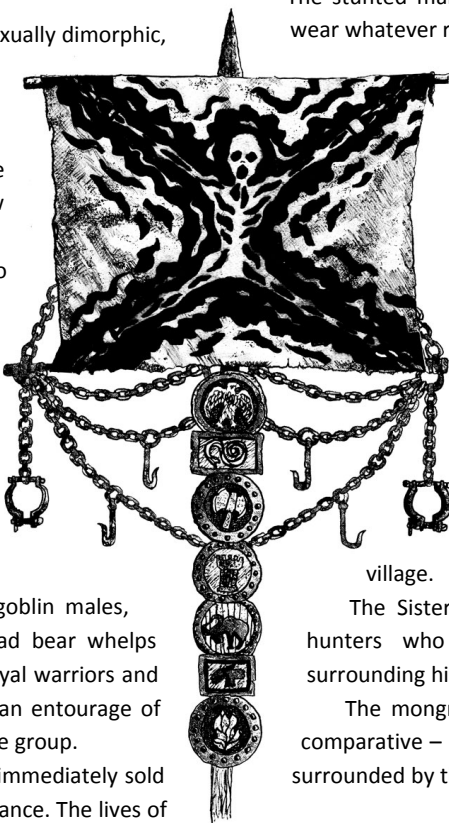
The Union of Seven tribe contains no more than forty-nine hobgoblin females at any time by decree, and these are led by seven Champions each with a maximum of six attendant female followers. Only the Champions of the tribe may take a male hobgoblin and breed true, and only if her band numbers less than six. The daughter is added to the band at birth and is trained in the arts of war.

While not allowed to breed with hobgoblin males, the other Sisters of the Union may instead bear whelps from other races to serve as child-slaves, loyal warriors and yoked labourers. Each band of Sisters has an entourage of mongrelfolk slaves which fights alongside the group.

Hobgoblin males born into a group are immediately sold or bartered to another band for a paltry pittance. The lives of the breeding males are usually short and harsh where sparse food and shelter are only provided when needed to keep these pathetic chattels alive.

The mongrelfolk of the tribe are responsible for most of the hunting and gathering while the Sisters make war. The males of the tribe are a starving, indolent lot, and are content to lie idle until beaten into a flurry of servile activity.

Appearance: The Sisters of the Union of Seven dress in long flowing green and gold robes and shimmering veils over their armour, and typically carry spears, halberds or other pole arms. The stunted males of the tribe and the enslaved mongrelfolk wear whatever rags they can find to cover themselves.



ECOLOGY & LAIR

The Union of Seven lives in a small, dusty village of sturdy mud brick, timber-roofed huts at the heart of the Starken Hills. Surrounded by steep earthen ramparts and a deep ditch, the village is well defended and perches on the flank of a high hill from which sweeping views of the surrounding territory can be had. The village has a deep well, which taps a deep drowned cavern deep below the hills. The surrounding territory is steep and difficult to farm; much of it is barren which provides almost no cover for intruders approaching the

village.

The Sisters have developed a taste for lion-flesh, and hunters who can retrieve such a delicacy from the surrounding hills are richly rewarded by their matriarchs.

The mongrelfolk live in squalor while the Sisters live in comparative – if spartan – comfort in larger, better sited huts surrounded by their minions.

IN YOUR CAMPAIGN

In your campaign the Union of Seven can be used as an ongoing small-scale military threat to the region. At higher levels the tribe could be in league with the campaign's villain, or serve as guardians for a dangerous, ancient relic.

The Sisters may be employed as mercenaries by any number of ruthless groups (including the PCs) against their enemies. The region's lord may hire bands of the Union of Seven to harshly put down revolts as the hobgoblins do not have the same qualms about inflicting suffering on the rebels as the local militia.

TRIBAL ROSTER

The tribe comprises the following members:

- 39 warriors (female advanced hobgoblin fighter 1)
- 34 males (male goblin commoner 1)
- 40 non-combatants (non-combatant slaves and young)
- 34 mongrelfolk slaves
- 4 Champions (female advanced hobgoblin fighter [polearm master] 3)
- Shalessa (CE female advanced hobgoblin antipaladin 4)
- Gresseola (LN female advanced hobgoblin fighter 5)
- Tal-Wail (LE female advanced hobgoblin monk [qinggong monk] 8)

COMBAT & TACTICS

Each band of Sisters and its mongrelfolk entourage fights as a group, with the warrior-slaves bearing the brunt of the enemy's attacks, often fighting defensively, as the Sisters break the line. Typically the hobgoblins fight as a wedge, concentrating their attacks on the weakest point of the enemy's line before rolling up along a flank.

The Union of Seven rarely fights from ambush, preferring to give their opponents a chance to surrender and submit themselves to slavery. Those defying the Union of Seven find the Sisters implacable and remorseless in battle.

TAL-WAIL

CR 8 (XP 4,800)

This tall, ferocious hobgoblin warrior is clothed in green and gold robes. Hundreds of small runic tattoos adorn her flesh.

Female advanced hobgoblin monk (qinggong monk) 8

LE Medium humanoid (goblinoid)

Init +5; **Senses** darkvision 60 ft.; Perception +17, Sense Motive +17

Speed 50 ft., Dragon Style; Acrobatics +15 (+23 jumping), Climb +15, Stealth +19

Dragon Style (Ex) Tal-Wail ignores difficult terrain when running, charging or withdrawing, using Dragon Style

AC 24, touch 22, flat-footed 20; **CMD** 34

(+4 Dex, +2 monk, +2 natural, +6 Wis)

Immune disease

Fort +10, **Ref** +10 (evasion), **Will** +12; +2 vs. enchantment, paralysis, sleep, stun

hp 76 (8 HD)

Space 5 ft.; **Base Atk** +6; **CMB** +12

Melee unarmed strike (Power Attack [-2/+4]) +11 (1d10+6) or

Melee flurry of blows (Power Attack [-2/+4]) +11/+11/+6/+6 (1d10+6)

Atk Options Crushing Blow (-6 AC), Stunning Fist (9/day; DC 20; fatigued, sickened 1 min. or stunned 1 rd.), ki pool (10 points; magic, cold iron and silver)

Special Actions Dragon Style, Dragon Roar (15-ft. cone; 1d10+6 plus shaken; DC 20 Will halves), ki pool (additional attack, +20 ft. speed, +4 dodge AC 1 rd., qinggong abilities [barkskin, gaseous form, scorching ray])

Combat Gear *potion of mage armour* (4), *potion of bull's strength* (4), *potion of cat's grace* (4), *potion of protection from good* (4), *potion of heroism* (2)

Abilities Str 18, Dex 19, Con 18, Int 12, Wis 23, Cha 14

SQ fast movement, manoeuvre training, purity of body, still mind

Feats Crushing Blow, Dragon Ferocity, Dragon Roar, Dragon Style, Improved Unarmed Strike^B, Power Attack, Stunning Fist^B, Weapon Focus (unarmed strike)

Skills as above

Languages Common, Giant, Goblin

Gear as above plus *headband of inspired wisdom* +2, 428 gp and 14 pp

NOTABLE PERSONALITIES

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

- **Gresseola (LN female advanced hobgoblin fighter 5):** Champion Gresseola has fought for as long as she can remember, watching those in her group fall until she was pronounced Champion. She has been struck with an epiphany after the birth of her first true-blood hobgoblin child, and thinks introspectively over her and her infant son's fate. She may soon abandon the tribe and strike out on her own; if she does so, however, the Union of Seven are certain to try to hunt her down. This is a problem she yet wrestles with.
- **Shalessa (CE female advanced hobgoblin antipaladin 4):** Shalessa, a devoted demon-worshiper, finds the stifling rigidity of the Union's hierarchy a barrier to her inexorable rise to being absolute despot. Her surreptitious assassination of her mother soon led to her rise to Champion over her cowed cousins and sisters. Her push to outright command over the tribe has been stymied by her lack of slaves. Those that do fall to her clutches instead become blood sacrifices before her horned demonic master.
- **Tal-Wail (LE female advanced hobgoblin monk [qinggong monk] 8):** The spiritual leader of the Union of Seven, Champion Tal-Wail practices an atheistic adherence to a complicated mantra of enlightened self-perfection. She speaks in a cold toneless manner, with only the severe punishments dealt to those who defy her magnificent flawlessness showing the boiling rage within. She is a dangerous, implacable opponent who stops at nothing to maintain the Union of Seven's rigid hierarchy and traditions.

TRIBAL LORE

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

DC 11: The Union of Seven is a small tribe of hobgoblins who live within the oppressive heat of the Starken Hills. They have many strange, misshapen servants.

DC 16: The Union of Seven are matriarchal, with the females of the tribe forming a powerful warrior-elite.

DC 21: Most mothers of the Union of Seven bear twisted mongrelmen children as only the Champions of the tribe are permitted to breed true.

READING STAT BLOCKS

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

BASIC

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

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

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

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

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

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

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

DEFENSIVE

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

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

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

HP: The creature's full, normal hit points along with the number

of hit dice it possesses. A bracketed hit point total indicates that the creature is injured. If the creature has damage reduction or hardness it appears here.

OFFENSIVE

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

Melee: This section lists a creature's melee attacks. If the attack has a reach that is not 5 ft. it is listed here. This line also lists any specific feats a creature can use with the attack (for example Power Attack), but the effects of these feats are not included in the attack's statistics. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Ranged: This section lists the creature's ranged attacks. It always includes the attack's range. Each attack includes attack bonus and damage information. This line also lists any specific feats a creature can use with the attack (for example Point Blank Shot), but the effects of these feats are not included in the attack's statistics. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Atk Options: This section lists any abilities or feats that can affect more than one of the creature's attacks, unless it has already been presented with the creature's specific attacks. Subsequent listings describe all but the most basic abilities in depth.

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

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

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

SUPPLEMENTAL

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

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

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

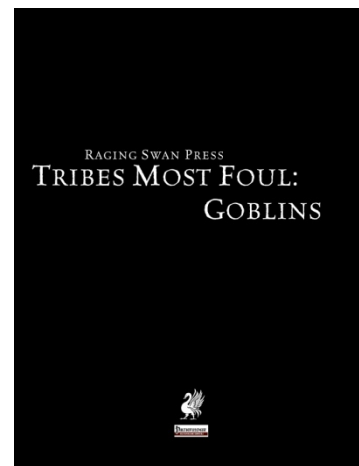
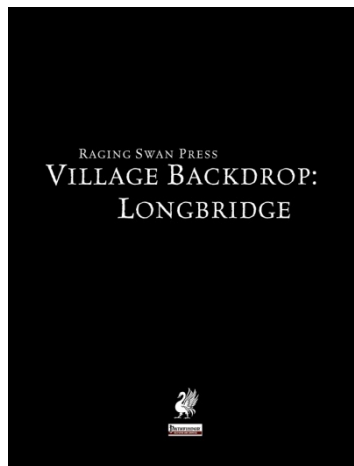
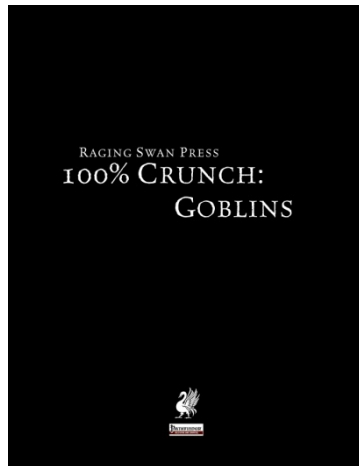
Gear: This section lists any gear not already listed in the creature's stat block. This section hardly ever contains weapons or armour as they usually appear in the relevant sections above.

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

SPECIAL ABILITIES

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

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