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TRIBES MOST FOUL: WORGs



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TRIBES MOST FOUL: WORGs

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: Worgs*; we hope you enjoy it and that you check out our other fine print and PDF products.

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HOWLS FROM THE DESOLATION

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

SOCIETY & ORGANISATION

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

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

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

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

IN YOUR CAMPAIGN

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

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

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

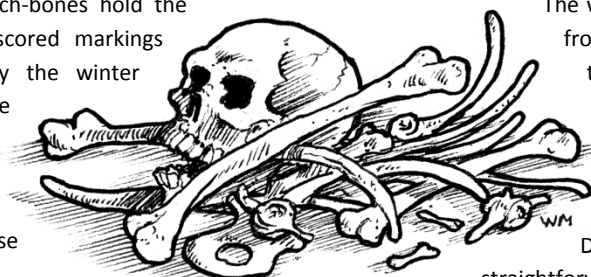
Appearance: All the worgs, including the winter wolves and thylacine pets are of leaner stature than a standard wolf or worg. The hindquarters of the beasts are marked with tawny stripes. Unfortunately the camouflage evolutionally developed for temperate forests does little to assist the creatures in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

ECOLOGY & LAIR

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

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

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



COMBAT & TACTICS

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

TRIBAL ROSTER

The tribe comprises the following members:

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

GALEHDRA

CR 11 (XP 12,800)

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

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

NE Large magical beast (cold)

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

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

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

Immune cold; **Weakness** vulnerability to fire

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

hp 154 (15 HD)

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

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

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

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

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

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

3rd—*fly*, *heroism*, *ice storm* (2)

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

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

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

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

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

SQ cold flesh, ice magic

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

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

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

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

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

NOTABLE PERSONALITIES

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

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

TRIBAL LORE

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

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

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

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

BONDED WITCH (BONE)

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

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

THE GAOLERS OF BLEAKMOOR

The wasteland of Bleakmoor, a series of flat uplands covered in low-growing scrub, is constantly shrouded in heavy rain. A single miserable fortified manor house stands dejectedly amid the downpour. The Bleakmoor Manor serves as a prison for the trapped souls of angels, captured to forever prevent their return to the upper planes. The warden, the malevolent lich-worg Cossaylor, watches over the imprisoned souls, relentlessly torturing each in turn. His undead pack vigilantly scours the grounds for intruders, never resting.

SOCIETY & ORGANISATION

The Gaolers of Bleakmoor are bound undead thralls of Cossaylor, and serve his tyrannical whim. The Gaolers were all once worgs in life, but now take the cursed, diverse forms of the undead. The lesser undead stalk the grounds of the manor and attack any living creature on sight unless commanded otherwise. The sentient undead worgs treacherously fight for Cossaylor's favour, forever rising and falling in the pack's fluid hierarchy at the lich-worg's pleasure.

Cossaylor cares little for his scheming minions, scarcely giving them a moment's thought, other than to amuse himself with their feeble striving. This changes, however, when one of his lackeys captures a new holy spirit or legendary hero for his collection. The victorious undead is showered with living sacrifices from the dungeons of the manor to slake its unnatural thirst.

Appearance: The Gaolers' appearance varies significantly depending on their undead natures, but all were once black-furred worgs which willingly sacrificed their still-beating hearts to become the eternal guardians of the Bleakmoor Manor. The rent chests of these creatures are still apparent in their undead forms, the open cavity revealing only a pale green glowing mist.



ECOLOGY & LAIR

The Gaolers do not eat or rest, only consuming living things foolish enough to enter the moor. Rare mortal specimens are captured with ability drain and held in the pestilent dungeons beneath the manor as treats for Cossaylor's triumphant minions. Cossaylor confines angelic or other outer planar creatures, brought in by fiends and mortal villains for permanent incarceration, within *mirrors of life trapping* hung in the endless extraplanar corridors of the manor's upper floor. These mirrors are interspersed with *mirrors of opposition*, and include the well-used option to torture the helpless creatures inside.

Cossaylor receives huge payments of gold, gems, slaves and trapped souls from his iniquitous benefactors in exchange for keeping their enemies safely confined, rather than free to be subject to *true resurrection* or other methods of magical rejuvenation. This wealth is held in his personal chambers within Bleakmoor Manor, and is used to feed his extravagant, decadent lifestyle.

COMBAT & TACTICS

Cossaylor sends small groups of mindless minions to roam the moors. Whenever intruders encounter these roving bands, a guard operating a *crystal ball* alerts Cossaylor. The warden assembles a band of shadow or vampire worgs and throws them against the threat, preferably from ambush.

If any trespassers survive and enter the manor, Cossaylor greets them in his decadently-appointed parlour, which doubles as a *deseccrated*, trap-infested killing ground. These traps are predominantly mind-affecting and negative energy effects which leave the warden unscathed. If Cossaylor is defeated here, he rejuvenates deep in the catacombs, and returns later with fiendish allies who owe him blood-soaked favours.

IN YOUR CAMPAIGN

In your campaign, the Bleakmoor Manor could house angelic patrons or good-aligned allies which require rescue from the tortures of the warden. PC's should beware, however, as creatures held in the manor rarely escape unscathed from the experience.

The manor can be broken up into sections, such as the dungeons, where lower status prisoners are defended by lesser undead creatures. This allows low-level PCs to experience the manor without running into some of the major players who would quickly overwhelm them.

TRIBAL ROSTER

The tribe comprises the following members:

- 28 bloody skeleton worgs
- 26 fast zombie worgs
- 6 shadow worgs (CE advanced shadows)
- 3 blood hunters (CE worg vampire ranger 2)
- Salio (CE advanced giant greater shadow bard [dirge bard] 6)
- Hentrawn (CE female variant mohrg sorcerer 6)
- Denjru (CE male worg vampire ninja 9)
- Warden Cossaylor (CE male advanced worg lich antipaladin 14)

NOTABLE PERSONALITIES

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

- **Salio (CE advanced giant greater shadow bard [dirge bard] 6):** Salio appears as a gigantic black two-dimensional silhouette of a worg. Salio's whispering howls echo across the moor, at the same hushed ferocity regardless of the distance to the listener. Salio's commands a small pack of shadow worgs, which silently surround and desiccate any intruders.
- **Hentrawn (CE female variant mohrg sorcerer 6):** Hentrawn sees herself as the alpha female of the pack despite Cossaylor's indifference. She commands a pack of bloody skeleton and fast zombie worgs which lurch around the moor in search of trespassers.
- **Dejru (CE male worg vampire ninja 9):** Unlike Cossaylor's other lieutenants, Dejru and his pack spend most of their time elsewhere, finding and capturing holy souls for imprisonment in the manor. Dejru and his pack spend most of their time in gaseous form, before appearing suddenly and draining the life from their startled prey.

COSSAYLOR, WARDEN OF BLEAKMOOR

CR 19 (XP 204,800)

This horrifically skeletal wolf is dressed in a short, colourful velvet coat and stylish top hat. A gold-rimmed monocle completes the elegant ensemble.

Male advanced worg lich antipaladin 14

CE Medium undead (augmented magical beast)

Init +5; **Senses** darkvision 60 ft. low-light vision, scent; Perception +36, Sense Motive +13

Speed 50 ft., fly 60 ft. (average), **ACP** 0; Acrobatics +12 (+20 jumping), Fly +10, Stealth +36

AC 36, touch 19, flat-footed 31; **CMD** 44 (48 vs. trip) (+8 armour [+4 glamerred mithral chain shirt], +4 deflection [ring of protection +4], +5 Dex, +9 natural)

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

Fort +37, **Ref** +28, **Will** +30 (+34 vs. channelling [+40 in desecrated area])

hp 257 (18 HD); **DR** bludgeoning and magic/15

Space 5 ft. (cowardice 10 ft., despair 10 ft., fear 60 ft., sin 10 ft., vengeance 10 ft.); **Base Atk** +18; **CMB** +25

Fear (Su) 60-ft. radius, DC 28 Will negates.

Melee bite (Power Attack [-5/+12]) +27 (1d6+12 plus trip) and Touch (Power Attack [-5/+8]) +27 (1d8+11 plus paralysing touch [DC 28 Fortitude [permanent]]) or

Melee Touch touch of corruption +27 (16/day; 7d6 plus two cruelties [DC 26])

- **Warden Cossaylor (CE male advanced worg lich antipaladin 14):** The warden sees himself as a cultured gentleman forced to work with dreadful boorish servants. His fiendish servant, the understated green-feathered vrock Hyledabelith, serves as his valet, confidant and butler. When encountering mortals, Cossaylor is charming, friendly and polite.

TRIBAL LORE

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

DC 18: The barren highlands of Bleakmoor are filled with roving undead. All of these creatures were once worgs, and they continue to hunt living prey long after their deaths

DC 23: At the centre of Bleakmoor is a large, ominous manor house from whence the worgs come. They serve as the gaolers to souls, angels and mortals.

DC 28: The warden of Bleakmoor, Cossaylor, is an undead worg of the blackest heart. He is immortal, they say, returning to life when defeated and hunting down those who escaped his gaol.

Atk Options Blind Fight, Cleave, Furious Focus, Stunning Assault (-5 attack, stun 1 rnd.; DC 28 Fort negates); smite good (5/day; +9 attack; +14 damage; +9 AC)

Special Actions channel negative energy (Will DC 28; 7d6 damage; Channel Smite, Command Undead, Quick Channel), fiendish boon (advanced vrock)

Antipaladin Spells Prepared (CL 11th; concentration +20)

4th—*greater invisibility*, *slay living* (DC 23), *summon monster IV* (evil creatures only)

3rd—*animate dead*, *dispel magic*, *vampiric touch*

2nd—*bull's strength*, *corruption resistance*, *desecrate*, *silence*

1st—*disguise self* (DC 20), *inflict light wounds* (2; DC 20), *murderous command* (DC 20), *protection from good*, *read magic*

Antipaladin Spell-like Abilities (CL 14th; concentration +23)

At Will—*detect good*

Combat Gear *wings of flying*

Abilities Str 25, Dex 21, Con —, Int 14, Wis 20, Cha 29

SQ evil aura (overwhelming), cruelty (cursed, sickened, staggered, stunned), plague bringer, rejuvenation (1d10 days), unholy resistance

Feats Blind-Fight, Channel Smite, Cleave, Command Undead, Extra Cruelty, Furious Focus, Improved Channel, Quick Channel, Stunning Assault

Skills as above plus Bluff +19, Intimidate +19, Knowledge (arcana) +6, Knowledge (planes) +7, Knowledge (religion) +10, Survival +14

Languages Abyssal, Celestial, Common

Gear as above plus *cloak of resistance* +4, *crystal ball*, *headband of alluring charisma* +6, 98,564 gp

THE REGNANT VOID

Deep in the parched ochre canyons of the Weranavas Badlands, a cloister of hagspawn worg mystics capture and dissect the troubled nightmares of mortals. Calling themselves the Regnant Void, the worgs hunt the dreams of mortals via the mystical, undulant canyons which channel and focus distant nightmares. After consuming a transcendent brew of poisonous and hallucinogenic herbs, the worgs stalk into the creature's dreams to taste their terror.

SOCIETY & ORGANISATION

The tribe is ruled by Likitini, a cruel night hag whose ancestors have long bred with the line of worgs native to the desert to create unusually wicked spawn. The pack has no hierarchy, except for terrified devotion to their unholy matron.

Individual worgs travel freely around the desert, often not returning to the den for weeks or months until their yearning for a taste of the nightmares of men draws them back. The worgs out in the wastes treat each other as deadly enemies or rivals for sparse food and hunting grounds. Once returned, however, they hunt the dreams of their victims in close-knit packs.

The tribe consists of a small number of dreamweaver witches and clerics with the nightmare subdomain in addition to the regular hunters. These spellcasters assist with the rituals and alchemical preparations required for the projection of their spirits into the Dreamlands.

Appearance: The Regnant Void worgs are black-furred and unnaturally gaunt. Their teeth are like fine needles, and their eyes are of two different colours, usually glowing yellow, orange, red or iridescent blue.

The worgs wear bone fetishes, made with twisted fur, pierced through their noses, ears and lips. Likitini gifts the charms to her slavish servants as rewards for success on the

hunt. A worg comes of age in the tribe at twelve years old, and is expected to have earned a fetish within a season. Worgs failing to gain this totemic reward are shunned until they are successful.

ECOLOGY & LAIR

The Regnant Void tribe wander the wastes of the Weranavas Badlands, hunting snakes, wild pigs and aurochs for their earthly sustenance. Their spiritual repast is made from the nightmares of mortals, drawn into the tribe's sinuous, mystical canyon and invaded with the assistance of heady hallucinogenic brews.

As the dreams of mortals wander indolently from their subconscious minds, they are drawn in by the mystical winds passing through the worg's canyon home.

COMBAT & TACTICS

The worgs draw their dream-hunts out night after night to siphon the maximum terror from the victim before leaving only a catatonic madman or trapped soul in their wake.

The victim can fight back in these dreams, but Regnant Void worgs are masters of the Dreamlands, and control the terrain and available protection their quarry has access to. In nightmares, the worgs have the advanced simple template if a dreamer chooses to fight.

As a dreamer, or group of dreamers, enters the nightmare controlled by the worgs, they must make a DC 20 Will saving throw to retain their equipment within the dream. An additional DC 20 Will saving throw is required or the dreamer becomes shaken for the duration of the dream. These effects are mind-affecting and fear-based.

A dreamer or worg slain in the dream immediately wakes from the dream, but the shock inflicts 1d6 Wisdom and 1d6 Constitution damage.



IN YOUR CAMPAIGN

In your campaign, the Regnant Void may haunt the nightmares of a PC or NPC ally, necessitating a ritual to drive off the worgs, and to hunt them down in their lair.

Alternatively, the worgs could enter the dreams of the PCs and steal their secrets – uncovering hidden treasures or revealing weaknesses to other enemies. The worgs may also disguise themselves as totem spirit guardians to lead the PCs astray.

TRIBAL ROSTER

The tribe comprises the following members:

- 18 worgs (NE changeling worgs)
- 6 pups (NE young changeling worgs)
- 5 shamans (NE changeling worg witch [dreamweaver] 4 or NE changeling worg cleric 4)
- Likitini (NE female night hag)
- Celimik (NE male changeling worg ranger 2)
- Konasa (NE female changeling worg cleric 8)

NOTABLE PERSONALITIES

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

- **Likitini (NE female night hag):** Likitini, the tribe's almost skeletal night hag matriarch, treats the worgs as her personal pets. The night hag, like her ancestors before her, takes the alpha male of the tribe as a mate on the night of the winter solstice. The ghastly ritual involves devouring unfortunate souls captured by the tribe as well as the warm gristly heart of her mate to strengthen her gestating changeling worg litter.
- **Celimik (NE male giant changeling worg ranger 2):** Celimik, a massive horse-sized worg, is the pack's current alpha male, a dubious honour thanks to Likitini's predation. Despite being dim-witted, even for a worg, Celimik can see the fate that awaits him if he remains with the pack. All of his ill-conceived plans have so far come to nought.
- **Konasa (NE female changeling worg cleric 8):** Konasa leads the hallucinogenic rituals which draw the pack into the dreams of sleeping mortals. The worg priestess is blind in her right eye, and she replaced the ruined orb with the silver moon unholy symbol of her nightmare god.

KONASA

CR 8 (XP 4,800)

This almost skeletal worg wears a coat of bones over its wiry flanks. A silver orb glitters from its ruined eye socket.

Female changeling worg cleric 8

NE Medium magical beast (changeling)

Init +7; **Senses** darkvision 120 ft., eyes of darkness, low-light vision, scent; **Perception** +13

Eyes of darkness (Su [4 rds./day]) Konasa's vision is not impaired by lighting conditions, even in absolute darkness and magic darkness. The rounds do not need to be consecutive.

Speed 35 ft.; base speed 50 ft.; **ACP** 0; **Stealth** +10 (night hunter)

Night hunter (Su [standard; 10/day]; 4 rounds) Konasa can blend into the shadows of the night, becoming nearly invisible. In an area of dim light or darkness, she is invisible (as per *invisibility*) to creatures without darkvision.

AC 20, touch 13, flat-footed 17; **CMD** 25 (29 vs. trip) (+5 armour [+1 bone scale mail], +3 Dex, +2 natural)

Fort +12, **Ref** +9, **Will** +14; **SR** 18

hp 78 (12 HD)

Space 5 ft. (aura of madness [30ft.]); **Base Atk** +10; **CMB** +12

Aura of madness (Su [standard; 8 rds./day]) Konasa can emit a 30-foot aura of madness. Enemies within this aura are affected by *confusion* (DC 21 Will negates). The *confusion* effect ends immediately when the creature leaves the area or the aura expires. Creatures that succeed on their saving throw are immune to this aura for 24 hours. These rounds do not need to be consecutive.

Melee bite +12 (1d6+3 plus trip) and 2 claws +12 (1d4+2)

TRIBAL LORE

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

DC 12: The Regnant Void are a tribe of nomadic worgs which wander the Weranavas Badlands, devouring whatever prey they can catch in the wastes, human or otherwise. They appear endlessly starved and gaunt as they stalk the desert.

DC 17: The worgs' den lies in a sinuous canyon at the heart of the desert. Local tribesfolk speak of dark wolves which haunt their dreams and hunt them in their sleep, and even of finding dead men in their beds frozen in horrified paroxysms.

DC 22: These worgs have the tainted blood of night hags in their veins, and can enter the dreams of the sleeping. The Regnant Void hunt in these dreams, feeding on the nightmares and souls of mortals to slake their unnatural hunger.

Atk Options fearful touch, trip

Fearful touch (Su [standard; 10/day]) Konasa can make a melee touch attack against a creature, causing it to experience terrible hallucinations for 1 round. During this time, the creature loses any immunity to fear effects it might possess and takes a –2 penalty on attack rolls made against Konasa. In addition, the creature takes a –4 penalty on Will saves made against fear effects. This power is a mind-affecting effect.

Special Actions channel negative energy (5/day; 4d6; DC 16),

Cleric Spells Prepared (CL 8th; concentration +19 [+23 casting defensively or grappling]; night, nightmare domains)

4th—*air walk*, *divination*, *divine power*, *phantasmal killer*^D (DC 21)

3rd—*bestow curse* (DC 20), *blindness/deafness* (DC 20), *deeper darkness*^D, *inflict serious wounds* (DC 20), *invisibility purge*, *magic circle vs. good*

2nd—*augury*, *death knell*, *enthrall* (DC 19), *hold person* (2; DC 19), *touch of idiocy*^D

1st—*cause fear* (DC 18), *command* (DC 18), *cure light wounds* (2), *doom* (DC 18), *obscuring mist*, *sleep*^D (DC 18),

0—*bleed*, *detect magic*, *guidance*, *mending*

Abilities Str 15, Dex 17, Con 15, Int 6, Wis 24, Cha 14

SQ evil aura (strong), mist child

Feats Combat Casting, Deepsight, Eschew Materials, Improved Initiative, Mother's Gift (uncanny resistance), Selective Channelling,

Skills as above plus Knowledge (planes) +2, Knowledge (religion) +5, Survival +13

Languages Common, Goblin

Gear as above plus *incandescent blue ioun stone* (silver eye)

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