

TROGLODYTES OF THE TENTACLED ONE

A Pathfinder Roleplaying Game Compatible TRIBES supplement by Creighton Broadhurst



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In the dark, wild places far below the wave-flecked flanks of a forlorn, wave-lashed island lurk the degenerate troglodytes of the Tentacled One. Dwelling amid the tumbled cyclopean ruins of a forgotten epoch, the troglodytes toil in their labyrinthine, stench-filled caverns at the behest of their bloated, tentacled master. Emerging on fog-shrouded nights when a sullen, gibbous moon hangs low in the sky the troglodytes raise their croaking voices to the ebon heavens in terrible, half-forgotten rites of veneration to unknown, elder beings.



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BONUS MATERIAL

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CONTACT US

Email tribes@ragingswan.com with questions and comments about this adventure.

ERRATA

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

ABOUT THE DESIGNER

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

Over the last 11 years, Creighton has worked with Expeditious Press, Paizo and Wizards of the Coast. He now releases his own products through Raging Swan Press. You can read his thoughts on game design at 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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ALTERNATIVE CLASS FEATURES

Cave Dweller (Barbarian): Gain a bonus to initiative checks and Perception, Stealth and Survival checks made in caverns.

Unarmoured Warrior (Fighter): Gain a dodge bonus to AC when fighting without armour or shield.

NEW CLERIC SPELLS

2ND-LEVEL CLERIC SPELLS

Aura of the Grave: Negative energy damages attackers.

3RD-LEVEL CLERIC SPELLS

Wall of Water: A wall of turbulent water obscures vision and is difficult to move through.

Weight of Ages: Temporarily ages the target two age categories.

4TH-LEVEL CLERIC SPELLS

Greater Weight of the Ages: Temporarily ages the target three age categories.

NEW MAGIC ITEMS BY COST

GP	PAGE
12,400 <i>Black Whip of Amon-Pyr (+1 shock whip)</i>	10
12,915 <i>Abrul's Bane (+1 human bane longsword)</i>	10

Under a wave-lashed isle, barren, and cold,
Lives a race depraved and ages old,
In perpetual darkness, beneath the ground,
This most primitive of tribes can be found,
Tattooed savages one and all,
Answering only to their master's call,
Among stench-filled ruins they hunt and kill,
Bound solely to the alien will,
Of an unspeakable creature, dire and bloated,
In the stagnant slime of ages coated,
Artifacts of renown its tentacles take,
To the brackish waters of the Ebon Lake,
Where this ancient evil plots and schemes,
Of power beyond mere mortals' dreams...

NEW FEATS

FEAT	PREREQUISITES	BENEFIT
Cavern Stride	Dex 13	Move through 10 ft. of difficult cavern terrain as if it were normal terrain.
Dark Knowledge	Caster level 1st, Wis 11	Gain <i>deathwatch</i> and <i>doom</i> as spell-like abilities each usable 1/day.
Greater Cavern Stride	Dex 13, Cavern Stride	Move through 30 ft. of difficult cavern terrain as if it were normal terrain
Greater Dark Knowledge	Dark Knowledge, caster level 3rd, Wis 12	Gain <i>darkness</i> and <i>death knell</i> as spell-like abilities each usable 1/day.
Greater Rending Claws	Rending Claws, tribal membership, BAB +3	Deal an extra 2 damage if both claws hit.
Rending Claws	Tribal membership, BAB +1	Deal an extra 2 damage if both claws hit.

READING STAT BLOCKS

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

BASIC

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

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

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

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

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

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

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

DEFENSIVE

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

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

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

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

OFFENSIVE

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

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

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

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

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

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

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

SUPPLEMENTAL

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

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

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

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

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

SPECIAL ABILITIES

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

TROGLODYTES OF THE TENTACLED ONE

TROGLODYTES OF THE TENTACLED ONE

Slaves of their tentacled master, the Troglodytes of the Ebon Lake creep through the eternal darkness of their home searching for both new ways to reach the surface and for discarded remnants of the ancient civilisation that raised their cyclopean home millennia ago.

ECOLOGY & SOCIETY

Primitive even by troglodyte standards, the Ebon Lake tribe have no recollection of their race's elder glories. Squatting in ignorance among the ruins of their forebears, they marvel at the might of a culture able to raise such vast, cyclopean buildings. Even though they have lived here for millennia they have explored little of the extensive tunnels under the city; such fetid, claustrophobic places terrify the superstitious troglodytes.

Within the tribe might equals right but all authority both spiritual and temporal flows from the tribe's tentacled master, Irfel-Thoth. He cares nothing for the petty disputes of individual troglodytes (which are frequent) and does nothing to directly govern the tribe's daily life. He is content to direct their work in the deep tunnels and to act as the figurehead of their depraved, elder religion.

The troglodytes have forgotten the secret of fire and eat their food – mainly fish, mushrooms and fungus – cold and raw. They prize fresh meat (particularly human flesh) above all other foods and regularly consume the bodies of the fallen – their fellows and fallen enemies alike. Discarded bones litter the tumbled ruins of their forefathers and the Ebon Lake's muddled

bottom.

Females roughly equal males in number. Hatchlings and eggs are numerous, but untended – the young are expected to fend for themselves and many die while still infants. Those that survive their early years are treated as little better than slaves by their elders – only when they can defend themselves are they deemed adults.

Appearance: The troglodytes have been underground for so long that their rough, leathery scales have faded from dark gray, taking on a mottled light gray pattern. Males are distinguishable from females by their fin-like crest running down over their head, neck and upper back.

RELIGION

In ancient times, fell creatures lurked within the caverns below the Orestone, creeping forth when a gibbous moon hung in the sky and strong winds whipped the foaming sea into a frenzy to perform terrible, sanity-shattering, half-forgotten rites. Remnants of those folk – degenerate troglodytes – linger in the tunnels and still emerge to perform the same maddening rituals.

At Irfel-Thoth's command, the troglodytes worship Amon-Pyr – an elder power so steeped in evil and forgotten knowledge that uttering his name is forbidden. The troglodytes believe that Irfel-Thoth is the physical embodiment of Amon-Pyr and are fanatically devoted to the aboleth-god who lurks in a sunken fane of ancient power.

TRIBAL BODY ART

The troglodytes of the Ebon Lake decorate their bodies with simplistic designs to venerate their tentacled master. Using a thick paste made from mixing naturally occurring minerals with the thick mud dredged from the bottom of the Ebon Lake they liberally daub themselves with ancient symbols. Additionally, they employ several stylised devices to denote their rank within the tribe.

Black Circle: This basic mark daubed on the troglodyte's chest denotes that it is part of the Ebon Lake tribe.

Three Eyes: Added into the black circle and normally done in deep-red or blue this mark denotes the wearer to be steeped in their master's ancient mysteries. (Those bearing this mark are clerics of Amon-Pyr).

Sinuus Tentacles: Black tentacles covering the subject's arms and back identifies the wearer as a warrior – the more skilled and successful warriors possess more tentacles.

Jagged Black and Red Stripes: Warriors covered in jagged black and red stripes are the tribe's elite warriors and are their master's fanatical personal bodyguards.

AMON-PYR

Amon-Pyr is an ancient demonic power worshipped by troglodytes since the earliest days of the race's long-fallen empire. A tentacled demon that crawled from the unknown depths of the frigid, slime-coated waters of the Sea of Perpetual Misery, Amon-Pyr is a terrible figure from the world's pre-history. Only a few isolated troglodyte clans yet cling to his worship. Guarding fragments of ancient knowledge, these groups yet perform rituals the meaning and significance of which they have long since forgotten.

Alignment: Chaotic evil

Portfolios: Troglodyte god of darkness, evil, madness and water

Domains: Chaos, Darkness, Evil and Water

Favoured Weapon: Whip

Holy Text: None survive intact, but the acolytes of the Ebon Lake have managed to collect several fragments of the *Amoninomicon* – a foul text so depraved that possession and knowledge of more than a few pages can drive the possessor mad with terror.

LAIR

Atop a forlorn, windswept and wave-lashed island of bare rock separated from the mainland by turbulent, treacherous waters stands a pile of jumbled, rounded boulders. Worn smooth by the wind and rain, the tumbled stones are the remnants of an ancient outpost of a forgotten, fallen folk.

Deep within the rubble (and only accessible by a narrow crawl-way) a small sinkhole drops deep into the living rock of the island. Eventually, the slippery, perilous shaft intersects a large, partially flooded tidal cavern. Here, faded alien carvings of sinister and deranged provenance cover much of the walls. The handiwork of innumerable generations of the Ebon Lake, the carvings venerate strange, alien beings and depict aberrant ceremonies of primal bestiality.

Several passages tunnel deeper into the rock; most are little more than dead-ends, inundated by the sea at high tide. One plummets ever deeper over a series of treacherous escarpments. Far below the seabed, the passageway forks; one branch – by far the younger of the two and created by the tireless efforts of the tribe – follows a circuitous route northeast. Eventually, it breaks into a partially flooded ancient mine several miles south east of Wolverton.

The other passageway – far more ancient than the first – plummets ever deeper, heading away from the mainland. The shuffling tread of countless troglodytes has worn the passageway's floor almost smooth. Eventually, the passageway gives out into a huge cavern. Water drips from the far above

ceiling, filling the cavern with the thunderous sound of dripping water. A huge lake fills the cavern and at its centre, set upon a low, rocky island, rears the squat, cyclopean ruins of the ancient troglodyte city of Kar-Loth. Immeasurably old, the ruins seem somehow wrong as if built by a crazed madman.

COMBAT & TACTICS

Ferocious in battle, the Troglodytes of the Ebon Lake eschew complicated battle tactics in favour of savage attacks with overwhelming numbers of warriors. Strong and sturdy of constitution the troglodytes protect their home with fanatical resolve.

Rank and file warriors use their powerful claws and bite to maul opponents; only their chieftain and high priest use weapons in battle. Their adepts – guardians of the Ancient Ways – do not enter battle unless forced to do so or if they hunger for the fresh meat of the fallen. Scouts, skirting the battle wherever possible, attempt to get behind their foes, striking at the more vulnerable enemies and denying them the ability to retreat.

The slain – friend and foe alike – are normally dragged away to be ritualistically consumed or hurled into the Ebon Lake as an offering to Irfel-Thoth.

Interlopers reaching the tribe's cyclopean home find themselves assailed by warriors that hurl themselves at intruders in a frenzy born of bloodlust and desperation. If the intruders penetrate the city, even the females and young join in the slaughter.

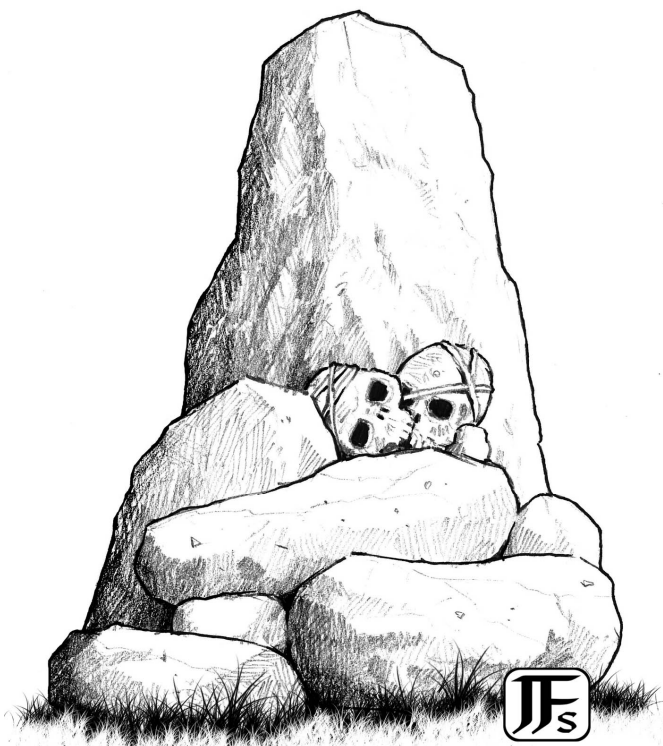
IN YOUR CAMPAIGN

Troglodytes of the Tentacled One's design enables a GM to easily insert the Ebon Lake into a home campaign. By default, the troglodytes and their tentacled master dwell in the tunnels below the Orestone – a small island standing 500 hundred feet offshore in the Lonely Coast campaign setting. However, with a little work on the GM's part, the tribe could easily inhabit any small, isolated and relatively self-contained cavern system.

Irfel-Thoth (the tribe's master), an elder aboleth, can serve as a self-contained villain, or as a link to a greater aboleth conspiracy. If the GM decides to not include Amon-Pyr in his campaign, it is a simple matter to switch the tribe's allegiance to another fell power.

THE LONELY COAST

The Lonely Coast is a free mini-campaign setting by Raging Swan Press. Available free as an extensively bookmarked PDF, *The Lonely Coast* is a rugged place on the very edge of civilisation. Tangled forests and treacherous seas separate the Lonely Coast from its parent kingdom and those with a stout heart and strong sword arm are always in demand.



NEW FEATS

Troglodytes of the Tentacled One introduces a number of new feats utilised by the warriors and adepts of the Ebon Lake. 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.

CAVERN STRIDE

You are adept at moving through caverns.

Prerequisites: Dex 13.

Benefit: When in a cavern, you can move through 10 feet of difficult terrain each round as if it were normal terrain. Cavern Stride enables you to take a 5-foot step into difficult terrain while in a cavern.

DARK KNOWLEDGE

Lacking formal training, you have participated in dark rituals to expand your knowledge of forbidden rites and practices.

Prerequisite: Caster level 1st, Wis 11.

Benefit: You gain the spell-like ability to cast *deathwatch* and *doom* each once per day.

ALTERNATIVE CLASS FEATURES

The troglodytes of the Ebon Lake have developed two alternative class features.

BARBARIAN

As well as being savage warriors, the troglodytes of the Ebon Lake are closely attuned to their environment.

Cave Dweller: When in natural caverns, the barbarian gains a +2 bonus on initiative checks and Perception, Stealth and Survival checks. This bonus increases by +1 at 8th-level and every five levels thereafter.

This class feature replaces fast movement.

GREATER CAVERN STRIDE

You are adept at moving through caverns.

Prerequisites: Dex 13, Cavern Stride.

Benefit: When you are in a cavern or other underground locale, you can move through 30 feet of difficult terrain each round as if it were normal terrain.

GREATER DARK KNOWLEDGE

Lacking formal training, you have delved deeper into the forbidden rites and practices of a fallen people.

Prerequisite: Dark Knowledge, caster level 3rd, Wis 12

Benefit: You gain the spell-like ability to cast *darkness* and *death knell* each once per day.

GREATER RENDING CLAWS [BATTLE]

Striking your enemy with both claws, you rip and tear its flesh.

Prerequisites: Rending Claws, tribal membership (Ebon Lake), base attack bonus +3.

Benefit: If you hit one target with both claw attacks, you deal an extra 2 points of damage. This extra damage is applied to only one attack. This damage stacks with the bonus damage granted by Rending Claw.

RENDING CLAWS [BATTLE]

Striking your enemy with both claws, you rip and tear its flesh.

Prerequisites: Tribal membership (Ebon Lake), base attack bonus +1.

Benefit: If you hit one target with both claw attacks, you deal an extra 2 points of damage. This extra damage is applied to only one attack.

FIGHTER

Elite warriors of the Ebon Lake have developed a fighting style that embraces their lack of equipment. Never armoured, the tribe's elite warriors are surprisingly graceful in combat.

Unarmoured Warrior: Starting at 3rd-level when fighting with armour or shield, the fighter gains a +1 dodge bonus to his AC and CMD. This bonus increases by +1 every four fighter levels thereafter.

This class feature replaces armour training.

NEW CLERIC SPELLS

Amon-Pyr has gifted the clerics of the Ebon Lake with ancient spells developed by his clergy millennia ago. Without exception, these spells draw from a dark well of forbidden power; all using necromantic energies to affect their effects. The spells are listed here, alphabetically.

AURA OF THE GRAVE

Level cleric 2 (necromancy)

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

Range personal; **Target** you; **Duration** 1 round/level (D)

Saving Throw Will halves; **Spell Resistance** yes

This spell wreathes you in an aura of negative energy. You are immune to negative energy, but any living creature in an adjacent square takes 1d6 +1 point per caster level (maximum +15) negative energy damage when it attacks you. This spell cures any undead in an adjacent square that touches you by a like amount.

GREATER WEIGHT OF AGES

Level cleric 4 (necromancy)

Casting Time 1 standard action; **Components** V, S, F (bone of a creature that died of old age)

Range close (25 ft. + 5 ft./2 levels); **Target** one creature; **Duration** 10 minutes/level

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

This spell prematurely ages one creature by withering its muscles and slowing its reactions.

Creatures failing the saving throw advance three age steps (to a maximum of venerable). For example, a young creature failing its saving throw becomes venerable for the duration of the spell.

A creature affected by this spell takes on the appearance of a much older version of themselves. This transformation bestows none of the benefits of old age, but all of the penalties. The penalties associated with each age category are:

- **Middle Age:** -1 to Str, Dex and Con.
- **Old:** -2 to Str, Dex and Con.
- **Venerable:** -3 to Str, Dex and Con.

The effects of each aging step are cumulative. Thus the Strength, Dexterity and Constitution for a young character becoming venerable are each reduced by 6.

Characters succeeding on the saving throw partially resist the effect of the spell and advance only one age step.

WALL OF WATER

Level cleric 3 (necromancy [darkness])

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

Range medium (100 ft. + 10 ft./level); **Effect** creates a wall of water whose area is up to one 5-ft. square/level; **Duration** 1 min./level

Saving Throw Reflex negates; see text; **Spell Resistance** yes

This spell conjures a wall of turbulent black water. A *wall of water* cannot form in an area occupied by physical objects or creatures (but it can be created underwater). Its surface must be unbroken when created. A creature adjacent to the wall when it is formed may attempt a Reflex save to disrupt the wall as it forms. A successful save stops the wall from forming.

Once formed, a *wall of water* has several affects:

- **Dark Water:** The wall blocks normal vision as well as low-light vision and darkvision.
- **Turbulent Water:** A character entering a *wall of water* square must make a DC 20 Swim check to successfully do so. Failure indicates the character fails to penetrate the wall.

WEIGHT OF AGES

Level cleric 3 (necromancy)

Casting Time 1 standard action; **Components** V, S, F (bone of a creature that died of old age)

Range close (25 ft. + 5 ft./2 levels); **Target** one creature; **Duration** 10 minutes/level

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

This spell prematurely ages one creature by withering its muscles and slowing its reactions.

Affected creatures advance two age steps (to a maximum of venerable). For example, a young creature failing its saving throw becomes old for the duration of the spell.

A creature affected by this spell takes on the appearance of a much older version of themselves. This transformation bestows none of the benefits of old age, but all of the penalties. The penalties associated with each age category are:

- **Middle Age:** -1 to Str, Dex and Con.
- **Old:** -2 to Str, Dex and Con.
- **Venerable:** -3 to Str, Dex and Con.

The effects of each aging step are cumulative. Thus the Strength, Dexterity and Constitution for a young character becoming old are each reduced by 3.

NEW MAGIC ITEMS

The Troglodytes of the Ebon Lake cannot craft magical items, but they have scavenged several items from their ancient ruined home. The most powerful members of the tribe Garix (the chieftain) and the High Acolyte use these items as both badges of rank and tools to smite their enemies.

ABRUL'S BANE

This sinuous black whip crackles with energy.

Aura moderate (evocation, necromancy, transmutation; DC 17 Knowledge [arcana]) **Identify** DC 23 Spellcraft

Lore (DC 20 Heal) The cord wrapped around the sword's pommel comprises strips of flayed human flesh.

Lore (DC 15 Linguistics; Draconic speaker automatically identifies) The runes of the sword's blade are an ancient form of Draconic. They threaten death and suffering to all humans.

Abilities *Abrul's Bane* is a +1 human bane longsword. Additionally, the sentience within the blade, Abrul, has several powers it uses on the wielder's behalf.

Senses 30 ft.; Perception +0; **Communication** empathy

CE; Personality & Background Abrul was an ancient troglodyte warlord. He lived in a time when the troglodyte's empire was failing, beset by a rising tide of humanity. Skilled in battle, he was a savage who loved consuming the bodies of those he had slain. When he died (atop a mound of slain humans) the base parts of his personality passed into the blade. Abrul exists to slay humans. Able only to communicate empathically, he radiates hate and anger when humans are within 30 ft.

Bleed (Sp) Abrul can cast *bleed* (DC 12) at will.

Bull's Strength (Sp) Abrul can cast *bull's strength* once per day.

Enlarge Person (Sp) Abrul can cast *enlarge person* 3/day.

Abilities Int 10, Wis 10, Cha 10; **Ego** 5

Activation use activated (Abrul uses a standard action to employ his powers); **CL** 8th

Requirements Craft Magic Arms and Armour, *bleed*, *bull's strength*, *enlarge person*, *summon monster I*; **Cost** 6,457, 5 sp gp; **Price** 12,915 gp

BLACK WHIP OF AMON-PYR

Motes of energy dance about the tip of this long and sinuous segmented black whip. The whip's handle is very worn.

Aura moderate (enchantment, evocation, necromancy; DC 18 Knowledge [arcana]) **Identify** DC 23 Spellcraft

Lore (DC 10 Perception) The whip's handle and tip are very worn, suggesting that this is a very old item.

Lore (DC 15 Knowledge [arcana]) The air around the whip's tip crackles with electrical energy. Small symbols in Abyssal hint at other powers lurking within the weapon.

Abilities The *Ebon Whip* is a +1 shock whip. Additionally, Aral-Kar, the sentience within the whip, has several powers it uses on the wielder's behalf.

Senses 30 ft.; Perception +1; **Communication** empathy

CE; Personality & Background The essence of Aral-Kar has lingered within the *Ebon Whip* for untold centuries. Once a powerful and depraved priest, little remains of his knowledge and experiences. However, his hatred of the light and his devotion to Amon-Pyr yet infuse the whip and he still willingly serves Amon-Pyr's servants.

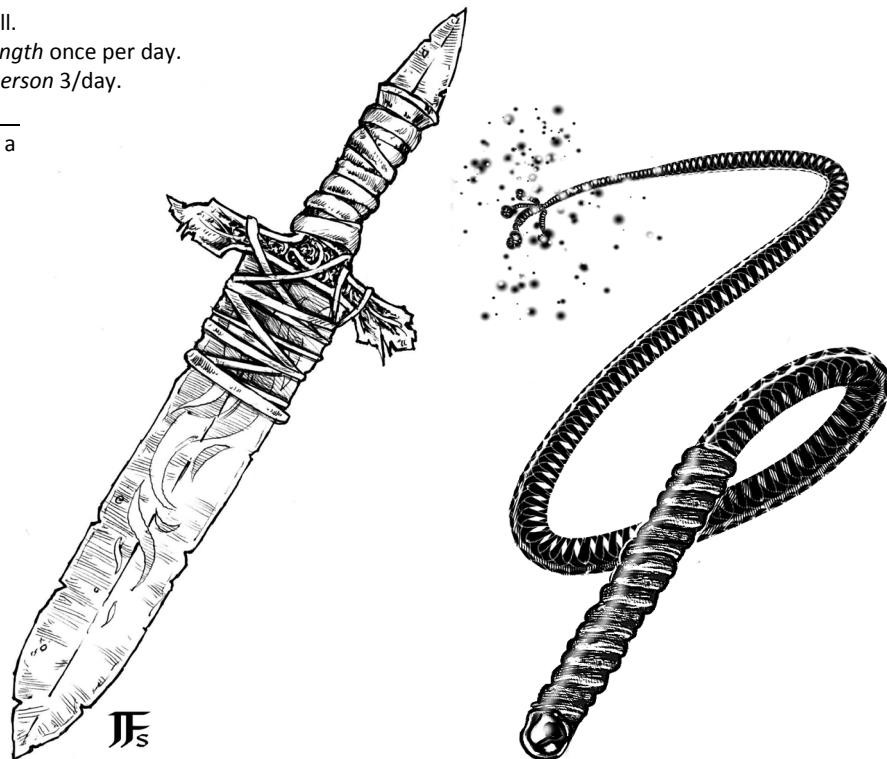
Aid (Sp) Aral-Kar can cast *aid* 1/day.

Doom (Sp) Aral-Kar can cast *doom* (DC 11) 3/day.

Abilities Int 10, Wis 12, Cha 10; **Ego** 5

Activation use activated (Aral-Kar uses a standard action to employ his powers); **CL** 8th

Requirements Craft Magic Arms and Armour, *aid*, *call lightning*, *doom*; **Cost** 6,200 gp, 5 sp; **Price** 12,400 gp



STAT BLOCKS, ALLIES & ENCOUNTERS

ENCOUNTERS WITH THE EBON LAKE TRIBE

The warriors of the Ebon Lake lurk in their sunken, subterranean lair and they roam freely through the tunnels and mines surrounding their home. Searching for connections to forgotten, disused mines or watching for interlopers, they can be encountered quite some distance from their lair.

However, on occasion, they creep forth onto the surface in search of food and sacrifices. On the surface, encounters with the troglodytes take place exclusively at night when small bands of warriors fall upon isolated settlements and farmhouses in search of sacrifices for their tentacled master.

Determine the type of group encountered using the following chart:

D10	EL	ENCOUNTER
1-4	4	Lone scout
5-7	6	Scavengers*
8-9	8	Scouting group
10	10	Raiding party

*reroll this encounter if aboveground



LONE SCOUT (EL 4, XP 1,200)

The PCs encounter a lone scout either searching for new tunnels or keeping watch for intruders. The scout flees if spotted, but otherwise observes the PCs. If a lone PC becomes separated from his brethren, the scout attacks.

1 Ebon Lake Hunter: page 16.

To modify this encounter, apply the following changes:

EL 3 (800 XP): Apply the young creature template to the hunter (+2 on all Dex-based rolls, -2 on all other rolls, hp 30).

EL 5 (1,600 XP): Apply the advanced creature template to the hunter (+2 on all rolls [including damage rolls], Stench DC 18 [20 raging], AC 22 [20 raging], touch 14 [12 raging], flat-footed 20 [18 raging], hp 46 [54 raging]).

SCAVENGERS (EL 6, XP 2,400)

A few females and young are scavenging for fungus and moulds in the tunnels. They flee from intruders, only fighting if cornered. The females have no compunction about leaving the young to be slaughtered.

2 Ebon Lake Females: page 13.

3 Ebon Lake Young: page 13.

To modify this encounter, apply the following changes:

EL 5 (1,600 XP): Remove two Ebon Lake young.

EL 7 (3,200 XP): Add two Ebon Lake young.

SCOUTING GROUP (EL 8, XP 4,800)

Tasked with exploring a newly discovered mine, the troglodytes are cautious. They attack small bands of intruders, but retreat from large, obviously well-organised groups. If battle goes against them, one flees while his companions fight on.

4 Ebon Lake Hunters: page 16.

To modify this encounter, apply the following changes:

EL 7 (3,200 XP): Apply the young creature template to the hunters (+2 on all Dex-based rolls, -2 on all other rolls, hp 30).

EL 9 (6,400 XP): Apply the advanced creature template to the hunters (+2 on all rolls [including damage rolls], Stench DC 18 [20 raging], AC 22 [20 raging], touch 14 [12 raging], flat-footed 20 [18 raging], hp 46 [54 raging]).

RAIDING PARTY (EL 10, XP 9,600)

These troglodytes are planning to raid a nearby village. They have been ordered to carry off at least four villagers for sacrifice. To this end, they target an isolated farmhouse.

The raiding party comprises the following creatures:

1 Ebon Lake Champion: page 17.

2 Ebon Lake Hunter: page 16.

7 Ebon Lake Warriors: page 16.

To modify this encounter, apply the following changes:

EL 9 (XP 6,400): Remove four Ebon Lake warriors.

EL 11 (XP 12,800): Add one Ebon Lake champion and two Ebon Lake warriors.

EBON LAKE YOUNG

CR 1 (XP 400)

Mottled light gray scales cover this small, emaciated humanoid. It has a short tail and sharp claws.

Degenerate troglodyte

CE Small humanoid (reptilian)

Init +5; **Senses** darkvision 90 ft.; Perception +2, Sense Motive +2
Speed 30 ft.

ACP 0; Stealth +10 (+14 in rocky areas)

AC 18, touch 12, flat-footed 17; **CMD** 11

(+1 Dex, +6 natural, +1 size)

Fort +6, **Ref** +1, **Will** +0

hp 11 (2 HD)

Space 5 ft. (stench aura 30 ft.); **Base Atk** +1; **CMB** +0

Stench (Ex) All creatures not immune to poison must make a DC 14 Fortitude save or be sickened for 10 rounds. Creatures succeeding on the saving throw cannot be affected by the same troglodyte's stench for 24 hours.

Melee 2 claws +2 each (1d4) and
bite +2 (1d3)

Abilities Str 10, Dex 13, Con 12, Int 8, Wis 11, Cha 9

Feats Alertness^B, Great Fortitude, Improved Initiative^B

Skills as above plus Survival +8

Languages Draconic

EBON LAKE FEMALE

CR 2 (XP 600)

Mottled light gray scales cover this emaciated, but muscular humanoid. It has a long tail and large, powerful claws.

Degenerate troglodyte

CE Medium humanoid (reptilian)

Init +3; **Senses** darkvision 90 ft.; Perception +2, Sense Motive +2
Speed 30 ft.

ACP 0; Stealth +4 (+8 in rocky areas)

AC 17, touch 9, flat-footed 17; **CMD** 12

(-1 Dex, +8 natural)

Fort +8, **Ref** -1, **Will** +0

hp 15 (2 HD)

Space 5 ft. (stench aura 30 ft.); **Base Atk** +1; **CMB** +3

Stench (Ex) All creatures not immune to poison must make a DC 14 Fortitude save or be sickened for 10 rounds. Creatures succeeding on the saving throw cannot be affected by the same troglodyte's stench for 24 hours.

Melee 2 claws +3 each (1d6+2) and
bite +3 (1d4+2)

Abilities Str 14, Dex 9, Con 16, Int 8, Wis 11, Cha 9

Feats Alertness^B, Great Fortitude, Improved Initiative^B

Skills as above plus Survival +8

Languages Draconic

MASTER OF THE EBON LAKE

The malevolent master of the Ebon Lake has lurked in the deep, chill waters surrounding the troglodytes' home for aeons. Unknowably ancient and steeped in lost lore, Irfel-Thoth searches the fallen ruins for objects of ancient power while his minions creep forth at night to capture humans for food and sacrifice.

IRFEL-THOTH, ELDER ABOLETH CR 9 (XP 6,400)

Thick, glistening clear slime coats this massive fish-like creature's body. Its three eyes gleam with a terrible, alien intelligence and its four tentacles writhe and curl.

LE Gargantuan aberration (aquatic)

Init +6; **Senses** darkvision 60 ft.; Perception +16, Sense Motive +5

Speed 10 ft., swim 60 ft.

ACP 0; Acrobatics +2 (-6 jumping), Swim +28

AC 24, touch 8, flat-footed 24; **CMD** 31 (can't be tripped) (-4 size, +2 Dex, +16 natural)

Fort +12, **Ref** +6, **Will** +13

hp 116 (8 HD)

Space 20 ft. (mucus cloud 5 ft. while underwater); **Base Atk** +6; **CMB** +19

Mucus Cloud (Ex) While underwater Irfel-Thoth exudes a cloud of transparent slime. All creatures adjacent to him must succeed on a DC 20 Fortitude save each round or lose the

ability to breathe air (but gain the ability to breathe water) for 3 hours.

Melee 4 tentacles (reach 20 ft.) +12 each (1d8+9 plus slime [DC 24 Fortitude save negates])

Slime (Ex) The skin and flesh of a creature failing to resist Irfel-Thoth's slime attack transforms into a soft and tender clear, slimy membrane over the course of 1d4 rounds. This reduces the creature's Constitution score by 4 points as long as it persists. If the creature's flesh is not kept moist, it dries and the victim takes 3d6 damage every 10 minutes. Remove disease and similar effects restore the affected creature to normal, but immunity to disease offers no protection against this attack.

Spell-Like Abilities (CL 16th; concentration +21)

At Will—hypnotic pattern (DC 17), illusionary wall (DC 19), mirage arcana (DC 20), persistent image (DC 20), programmed image (DC 21), project image (DC 22), veil (DC 21)

3/day—dominate monster (DC 22)

Abilities Str 28, Dex 14, Con 30, Int 19, Wis 21, Cha 21

Feats Improved Initiative, Iron Will, Lightning Reflexes, Weapon Focus (tentacle)

Skills as above plus Bluff +13, Intimidate +16, Knowledge (arcana) +15, Knowledge (history) +15, Knowledge (religion) +15, Spellcraft +15

Languages Aboleth, Aklo, Aquan, Undercommon



Background: Irfel-Thoth came to Kar'Loth millennia ago hunting for more slaves to take back to his fellows in the darkest reaches of the undersea. At first, he hunted the troglodytes, but when he uncovered the true nature of Kar-Loth he enslaved the tribe and took up residence in a sunken fane deep below the cyclopean ruins.

The city beneath which he now dwells was once strong in the worship of Amon-Pyr and its priests held an artefact of the faith - the *Amoninomicon*. The book bestowed its possessor with great power over various sorts of demons. As the city fell, Amon-Pyr's priests fought over the book, each ripping from it handfuls of pages. Imbued with powerful magics, the pages themselves are almost indestructible and Irfel-Thoth has slowly been amassing the scattered passages.

Personality: Utterly without remorse, guilt or regret, Irfel-Thoth is implacable and unswerving in his search for ancient knowledge. The desire to possess the *Amoninomicon* and to unlock its powers has consumed his soul utterly.

Disdainful of all other forms of life, Irfel-Thoth has no compunction about slaughtering intruders or his own slaves. He dwells alone in his fane, endlessly plotting and planning what he will do when he reunites all the pages of the *Amoninomicon*.

ACOLYTE GUARD

CR 7 (XP 3,200)

Mottled light gray scales cover this emaciated humanoid. It has a long tail and large, powerful claws. Three deep-red eye emblems surrounded by black and red stripes daubed in encrusted mud decorate its chest.

Degenerate troglodyte cleric (Amon-Pyr) 3/barbarian 2
CE Medium humanoid (reptilian)

Init +2 (+4 in caves); **Senses** darkvision 90 ft., Blind-Fight; Perception +12 (+14 in caves), Sense Motive +5

Speed 30 ft.

ACP 0; **Stealth** +7 (+11 in rocky areas, +13 in caves), **Swim** +13

AC 16, touch 8, flat-footed 16; **CMD** 16; uncanny dodge (-2 Dex, +8 natural)

Fort +14, **Ref** -1, **Will** +6

hp 60 (7 HD)

Space 5 ft. (stench aura 30 ft.); **Base Atk** +5; **CMB** +8

Stench (Ex) All creatures not immune to poison must make a DC 16 Fortitude save or be sickened for 10 rounds. Creatures succeeding on the saving throw cannot be affected by the same troglodyte's stench for 24 hours.

Melee 2 claws +9 each (1d6+3) and bite +8 (1d4+3) or

Melee mwk whip (reach 15 ft.) +9 each (1d3+3 nonlethal)

Ranged Touch icicle (range 30 ft.) +3 (1d6+1 cold)

Atk Options icicle 6/day, rage (7 rounds, powerful blow +1), touch of darkness 6/day

Touch of Darkness (Sp) If the acolyte guard succeeds on a melee touch attack the target treats all creatures as if they had concealment (20% miss chance) for 1 round.

Special Actions channel negative energy 4/day (2d6, DC 12 halves)

COMBAT & TACTICS

Irfel-Thoth disdains physical combat and avoids it wherever possible. He uses *project image* and *dominate monster* to crush resistance from safety, while relying on his troglodyte slaves to despatch any opponents resisting his malign will.

If forced into melee he uses his tentacles to ward off attackers and *persistent image* to mimic a *black tentacles* spell.

If reduced to fewer than half hit points, he flees to fight another day.

IRFEL-THOTH ABROAD (EL 12, XP 19,200)

Outside his lair, Irfel-Thoth is never encountered without a number of fanatical guard-slaves.

Irfel Thoth: page 14.

4 Acolyte Guards: page 14.

To modify this encounter, apply the following changes:

EL 11 (12,800 XP): Remove two acolyte guards.

EL 13 (25,600 XP): Add two acolyte guards.

Cleric Spells Prepared (CL 3rd, concentration +6, Domains: Darkness, Water)

2nd—*aura of the grave* (DC 15), *blindness*^D (DC 15) *bull's strength*, *cure moderate wounds*

1st—*bless*, *entropic shield*, *obscuring mist*^D, *cure light wounds*, *shield of faith*

0—*guidance*, *resistance*, *stabilize*, *virtue*

Abilities Str 16, Dex 7, Con 16, Int 10, Wis 16, Cha 13

SQ evil aura (moderate)

Feats Alertness^B, Blind-Fight^B, Exotic Weapon Proficiency (whip), Great Fortitude, Improved Initiative^B, Weapon Focus (claw)

Skills as above plus Knowledge (history) +4, Knowledge (planes) +4, Knowledge (religion) +6, Linguistics +4, Survival +11 (+13 in caves)

Languages Aboleth, Draconic

When raging, the acolyte guard has the following altered statistics:

ACP 0; **Swim** +15

AC 14, touch 6, flat-footed 14; **CMD** 18; uncanny dodge (-2 Dex, -2 class, +8 natural)

Fort +16, **Will** +8

hp 74 (7 HD)

CMB +10

Stench (Ex) as above but DC 18 Fortitude save

Melee 2 claws +11 each (1d6+5) and bite +10 (1d4+5) or

Melee mwk whip (reach 15 ft.) +11 each (1d3+5 nonlethal)

Abilities Str 20, Con 20

WARRIORS OF THE EBON LAKE

EBON LAKE WARRIOR

CR 3 (XP 800)

Mottled light gray scales cover this emaciated, but muscular humanoid. It has a long tail and large, powerful claws. A black circle surrounded by tentacles daubed in mud decorates its chest.

Degenerate troglodyte barbarian 1

CE Medium humanoid (reptilian)

Init +5 (+7 in caverns); **Senses** darkvision 90 ft.; Perception +7 (+9 in caverns), Sense Motive +3

Speed 30 ft.

ACP 0; Climb +8, Stealth +7 (+11 in rocky areas, +13 in caverns)

AC 19, touch 11, flat-footed 18; **CMD** 17

(+1 Dex, +8 natural)

Fort +11, **Ref** +1, **Will** +1

hp 28 (3 HD)

Space 5 ft. (stench aura 30 ft.); **Base Atk** +2; **CMB** +6

Stench (Ex) All creatures not immune to poison must make a DC 15 Fortitude save or be sickened for 10 rounds. Creatures succeeding on the saving throw cannot be affected by the same troglodyte's stench for 24 hours.

Melee 2 claws +6 each (1d6+4) and bite +6 (1d4+4)

Atk Options Rending Claws, rage 8/rounds

Abilities Str 18, Dex 13, Con 18, Int 8, Wis 13, Cha 7

SQ cave dweller

Feats Alertness^B, Great Fortitude, Improved Initiative^B, Rending Claws

Skills as above plus Survival +9 (+11 in caverns)

Languages Draconic

When raging, the ebon lake warrior has the following, altered statistics:

ACP 0; Climb +10, Stealth +7 (+11 in rocky areas, +13 in caverns)

AC 17, touch 9, flat-footed 16; **CMD** 19

(+1 Dex, -2 class, +8 natural)

Fort +13, **Ref** +1, **Will** +3

hp 34 (3 HD)

CMB +8

Stench (Ex) as above, but DC 17 Fortitude save

Melee 2 claws +8 each (1d6+6) and bite +8 (1d4+6)

Abilities Str 22, Con 22

EBON LAKE HUNTER

CR 4 (XP 1,200)

Mottled light gray scales cover this emaciated, but muscular humanoid. It has a long tail and large, powerful claws. A black circle surrounded by tentacles daubed in mud decorates its chest.

Degenerate troglodyte barbarian 1/ranger 1

CE Medium humanoid (reptilian)

Init +6 (+8 in caverns); **Senses** darkvision 90 ft.; Perception +8 (+10 vs. humans or in caverns, +12 vs. humans in caverns), Sense Motive +3 (+5 vs. humans)

Speed 30 ft.; Cavern Stride

ACP 0; Climb +8, Stealth +12 (+16 in rocky areas, +18 in caverns), Swim +9

AC 20, touch 12, flat-footed 18; **CMD** 19

(+2 Dex, +8 natural)

Fort +13, **Ref** +4, **Will** +1

hp 38 (4 HD)

Space 5 ft. (stench aura 30 ft.); **Base Atk** +3; **CMB** +7

Stench (Ex) All creatures not immune to poison must make a DC 16 Fortitude save or be sickened for 10 rounds. Creatures succeeding on the saving throw cannot be affected by the same troglodyte's stench for 24 hours.

Melee 2 claws +7 each (1d6+4) and bite +7 (1d4+4)

Atk Options favoured enemy (humans +2), rage 8/rounds

Abilities Str 18, Dex 14, Con 18, Int 8, Wis 13, Cha 7

SQ cave dweller, track (+1), wild empathy -1 (-5 vs. magical beasts)

Feats Alertness^B, Cavern Stride, Great Fortitude, Improved Initiative^B

Skills as above plus Bluff -2 (+0 vs. humans), Knowledge -1 (+1 vs. humans), Survival +10 (+11 tracking, +12 in caverns, +13 tracking humans, +15 tracking humans in caverns)

Languages Draconic

When raging, the ebon lake hunter has the following, altered statistics:

ACP 0; Climb +10, Stealth +12 (+16 in rocky areas, +18 in caverns), Swim +11

AC 18, touch 10, flat-footed 16; **CMD** 21

(+2 Dex, -2 class, +8 natural)

Fort +15, **Ref** +4, **Will** +3

hp 46 (4 HD)

CMB +9

Stench (Ex) as above, but DC 18 Fortitude save

Melee 2 claws +9 each (1d6+6) and bite +9 (1d4+6)

Abilities Str 22, Con 22

WARRIOR TACTICS

Warriors of the tribe lack subtlety in their battle tactics and trust instead to their formidable natural weaponry and savagery to see them through. They simply mob the nearest opponent. Warriors normally fight to the death, particularly when fresh human meat is the prize for victory.

NOTABLES OF THE EBON LAKE

EBON LAKE CHAMPION

CR 5 (XP 1,600)

Mottled light gray scales cover this emaciated, but muscular humanoid. It has a long tail and large, powerful claws. A black circle surrounded by elaborately designed tentacles daubed in mud decorates its chest and arms.

Degenerate troglodyte barbarian 3

CE Medium humanoid (reptilian)

Init +6 (+8 in caverns); **Senses** darkvision 90 ft.; Perception +8 (+10 in caverns), Sense Motive +3

Speed 30 ft.

ACP 0; Climb +10, Stealth +9 (+13 in rocky areas, +15 in caverns), Swim +8

AC 20, touch 12, flat-footed 20; +1 vs. traps, uncanny dodge; **CMD** 20

(+2 Dex, +8 natural)

Fort +12, **Ref** +3 (+4 vs. traps), **Will** +2

hp 47 (4 HD)

Space 5 ft. (stench aura 30 ft.); **Base Atk** +4; **CMB** +8

Stench (Ex) All creatures not immune to poison must make a DC 16 Fortitude save or be sickened for 10 rounds. Creatures succeeding on the saving throw cannot be affected by the same troglodyte's stench for 24 hours.

Melee 2 claws +8 each (1d6+4) and bite +8 (1d4+4)

Atk Options Rending Claws, rage 12/rounds

Abilities Str 18, Dex 14, Con 18, Int 8, Wis 13, Cha 7

SQ cave dweller, rage power (powerful blow)

Feats Alertness^B, Great Fortitude, Improved Initiative^B, Rending Claws

Skills as above plus Survival +10 (+12 in caverns)

Languages Draconic

When raging, the warrior has the following, altered statistics:

ACP 0; Climb +12, Stealth +9 (+13 in rocky areas, +15 in caverns), Swim +10

AC 18, touch 10, flat-footed 18; **CMD** 22
(+2 Dex, -2 class, +8 natural)

Fort +14, **Ref** +3 (+4 vs. traps), **Will** +4

hp 55 (4 HD)

CMB +10

Stench (Ex) as above, but DC 18 Fortitude save

Melee 2 claws +10 each (1d6+6) and bite +10 (1d4+6)

Atk Options powerful blow (+1)

Abilities Str 22, Con 22

TRIBAL CHAMPIONS

The tribe's champions are at the forefront of any battle. They rage when facing strong opponents and do not retreat. Unless one is clearly stronger than the others, they fight among themselves to determine who rules when the current chief dies.

GARIX, EBON LAKE CHIEFTAIN

CR 7 (XP 3,200)

Mottled light gray scales cover this emaciated, but muscular humanoid. It has a long tail and large, powerful claws. A black circle surrounded by elaborately designed tentacles daubed in mud decorates its chest, arms and back. Scars cover its face and shoulders.

Degenerate troglodyte barbarian 2/fighter 3

CE Medium humanoid (reptilian)

Init +6 (+8 in caverns); **Senses** darkvision 90 ft.; Perception +8 (+10 in caverns), Sense Motive +3

Speed 30 ft.; Cavern Stride

ACP 0; Climb +10, Stealth +8 (+12 in rocky areas, +14 in caverns), Swim +9

AC 21, touch 13, flat-footed 21; uncanny dodge; **CMD** 23

(+2 Dex, +1 dodge, +8 natural)

Fort +15, **Ref** +3, **Will** +2; +1 vs. fear

hp 68 (7 HD)

Space 5 ft. (stench aura 30 ft.); **Base Atk** +6; **CMB** +10

Stench (Ex) All creatures not immune to poison must make a DC 17 Fortitude save or be sickened for 10 rounds. Creatures succeeding on the saving throw cannot be affected by the same troglodyte's stench for 24 hours.

Melee 2 claws +11 each (1d6+4) and bite +10 (1d4+4) or

Melee *Abrul's Bane* (+1 human bane longsword) +11/+6 (1d8+6)

Atk Options Greater Rending Claws, Rending Claws, rage 10/rounds

Abilities Str 18, Dex 14, Con 18, Int 8, Wis 13, Cha 7

SQ cave dweller, rage power (intimidating glare), unarmoured warrior

Feats Alertness^B, Cavern Stride, Great Fortitude, Greater Rending Claws, Improved Initiative^B, Rending Claws, Weapon Focus (claws)

Skills as above plus Survival +9 (+11 in caverns)

Languages Draconic

When raging, Garix has the following, altered statistics:

ACP 0; Climb +12, Stealth +8 (+12 in rocky areas, +14 in caverns), Swim +11

AC 19, touch 11, flat-footed 19; **CMD** 23
(+2 Dex, -2 class, +1 dodge, +8 natural)

Fort +17, **Ref** +3, **Will** +4

hp 82 (7 HD)

CMB +12

Stench (Ex) as above, but DC 19 Fortitude save

Melee 2 claws +13 each (1d6+6) and bite +12 (1d4+6) or

Melee *Abrul's Bane* (+1 human bane longsword) +13/+8 (1d8+9)

Abilities Str 22, Con 22

ACOLYTES OF AMON-PYR

LESSER ACOLYTE

CR 5 (XP 1,600)

Mottled light gray scales cover this emaciated humanoid. It has a long tail and large, powerful claws. Three deep-red eye emblems daubed in encrusted mud decorate its chest.

Degenerate troglodyte cleric (Amon-Pyr) 3

CE Medium humanoid (reptilian)

Init +2; **Senses** darkvision 90 ft., Blind-Fight; Perception +5, Sense Motive +5

Speed 30 ft.

ACP 0; **Stealth** +4 (+8 in rocky areas), **Swim** +7

AC 16, touch 8, flat-footed 16; **CMD** 14

(-2 Dex, +8 natural)

Fort +9, **Ref** -1, **Will** +6

hp 41 (5 HD)

Space 5 ft. (stench aura 30 ft.); **Base Atk** +3; **CMB** +6

Stench (Ex) All creatures not immune to poison must make a DC 15 Fortitude save or be sickened for 10 rounds. Creatures succeeding on the saving throw cannot be affected by the same troglodyte's stench for 24 hours.

Melee 2 claws +6 each (1d6+3) and bite +6 (1d4+3) or

Melee mwk whip (reach 15 ft.) +7 (1d3+3 nonlethal)

Ranged Touch icicle (range 30 ft.) +1 (1d6+1 cold)

Atk Options icicle 6/day, touch of darkness 6/day

Touch of Darkness (Sp) If the lesser acolyte succeeds on a melee touch attack the target treats all creatures as if they had concealment (20% miss chance) for 1 round.

Special Actions channel negative energy 4/day (2d6, DC 12 halves)

Cleric Spells Prepared (CL 3rd, concentration +6, Domains: Darkness, Water)

2nd—*aura of the grave* (DC 15), *blindness*^D (DC 15), *cure moderate wounds, silence*

1st—*bless* (2), *obscuring mist*^D, *cure light wounds, shield of faith*

0—*guidance, resistance, stabilize, virtue*

Spell-Like Abilities (CL 5, concentration +6)

1/day—*deathwatch, doom* (DC 12)

Abilities Str 16, Dex 7, Con 16, Int 10, Wis 16, Cha 13

SQ evil aura (moderate)

Feats Alertness^B, Blind-Fight^B, Dark Knowledge, Exotic Weapon Proficiency (whip), Improved Initiative^B

Skills as above plus Knowledge (history) +4, Knowledge (planes) +4, Knowledge (religion) +6, Linguistics +4, Survival +11

Languages Aboleth, Draconic

HIGH ACOLYTE

CR 9 (XP 6,400)

Mottled light gray scales cover this emaciated humanoid. It has a long tail and large, powerful claws. Three large deep-red eye emblems daubed in encrusted mud decorate its chest.

Degenerate troglodyte cleric (Amon-Pyr) 7

CE Medium humanoid (reptilian)

Init +2; **Senses** darkvision 90 ft., Blind-Fight; Perception +5, Sense Motive +5

Speed 30 ft.

ACP 0; **Stealth** +4 (+8 in rocky areas), **Swim** +7

AC 16, touch 8, flat-footed 16; **CMD** 17

(-2 Dex, +8 natural)

Resist cold 10

Fort +11, **Ref** +0, **Will** +8

hp 74 (9 HD)

Space 5 ft. (stench aura 30 ft.); **Base Atk** +6; **CMB** +9

Stench (Ex) All creatures not immune to poison must make a DC 17 Fortitude save or be sickened for 10 rounds. Creatures succeeding on the saving throw cannot be affected by the same troglodyte's stench for 24 hours.

Melee 2 claws +9 each (1d6+3) and bite +9 (1d4+3) or

Melee *Black Whip of Amon-Pyr* (+1 *shock whip*; reach 15 ft.) +10/+5 (1d3+3 nonlethal plus 1d6 electricity)

Ranged Touch icicle (range 30 ft.) +4 (1d6+3 cold)

Atk Options icicle 6/day, touch of darkness 6/day

Touch of Darkness (Sp) If the high priest succeeds on a melee touch attack the target treats all creatures as if they had concealment (20% miss chance) for 3 round.

Special Actions channel negative energy 4/day (4d6, DC 14 halves)

Cleric Spells Prepared (CL 7th, concentration +10 (+14 casting defensively or when grappled), Domains: Darkness, Water)

4th—*control water*^D, *greater weight of ages* (DC 17)

3rd—*deeper darkness*^D, *prayer, wall of water*

2nd—*aura of the grave* (DC 15), *blindness*^D (DC 15), *cure moderate wounds, silence* (DC 15), *sound burst* (DC 15)

1st—*bless* (2), *command* (DC 14), *obscuring mist*^D, *cure light wounds, shield of faith*

0—*guidance, resistance, stabilize, virtue*

Spell-Like Abilities (CL 9, concentration +10)

1/day—*darkness, death knell* (DC 13), *deathwatch, doom* (DC 12)

Abilities Str 16, Dex 7, Con 16, Int 10, Wis 17, Cha 13

SQ evil aura (strong)

Feats Alertness^B, Blind-Fight^B, Combat Casting, Dark Knowledge, Exotic Weapon Proficiency (whip), Greater Dark Knowledge, Improved Initiative^B

Skills as above plus Knowledge (history) +4, Knowledge (planes) +6, Knowledge (religion) +8, Linguistics +4, Spellcraft +7, Survival +11

Languages Aboleth, Draconic

ACOLYTES OF AMON-PYR

The tribe's acolytes have delved deeply into the shadowy worship of Amon-Pyr. Taught to speak Aboleth by Irfel-Thoth, they dwell apart from their fellows in the outer portions of the partially sunken fane serving as their aboleth-god's lair.

The most bloodthirsty and devoted acolytes serve as Irfel-Thoth's personal guards (page 15) while the others continue their search for missing fragments of the *Amoninomicon*.

NEW TEMPLATE: DEGENERATE CREATURE

Living in a feral state, degenerate creatures dwell in the wild places of the world, scavenging for what they need to survive. Often the survivors of fallen civilisations or those that dwell in isolated places removed from the light of civilisation, they live a simple, primitive existence.

ECOLOGY & SOCIETY

Degenerate creatures live in a state of regressed barbarism. While they may dwell amid the ruins of their fallen civilisation, they have forgotten almost all the higher knowledge possessed by their forebears. Incapable of industry they live as hunter gatherers and scavengers, taking what they need from the surrounding area.

Normally dwelling in small tribal groups, degenerate creatures often believe in elder, primitive powers shunned by more civilised folk. Normally led by the most physically powerful member of the group, degenerate creatures care nothing for the trappings of civilisation.

Tribal groups of degenerate creatures live where generations of their forebears dwelled. Their lairs are filthy, communal affairs often decorated with crude wall paintings depicting their day-to-day lives.

COMBAT & TACTICS

Degenerate creatures are vicious combatants. Most degenerate creatures use only their natural attacks in combat or crude weapons (such as clubs). A rare few use better weapons scavenged from the bodies of their fallen enemies.

Degenerate creatures with class levels often have levels in barbarian or ranger. Occasionally, they have levels in sorcerer or druid, but clerics, monks and wizards are unknown among them.

CREATING A DEGENERATE CREATURE

“Degenerate” is an inherited template that can be added to any living, corporeal creature (referred to hereafter as the base creature). A degenerate creature retains all the base creature’s statistics and abilities except as noted here.

CR: Same as the base creature +1 (minimum 1).

Type: The creature’s type remains unchanged. Do not recalculate HD, BAB or saves.

Armour Class: The creature’s natural armour bonus improves by +2.

Melee: Degenerate creatures gain an enhanced natural attack. In regards to the damage they deal, they treat their primary attack as if they were one size larger than they actually are. If a creature has more than one primary attack, enhance the first such attack listed in its stat block.

Abilities: Str +2, Con +2, Cha -2.

Skills: A degenerate creature gains a +4 racial bonus to Survival checks and always treats Survival as a class skill.

Feats: A degenerate creature gains Alertness and Improved Initiative as bonus feats.

DEGENERATE CREATURE LORE

A character making a Knowledge check (of the type required to identify the base creature) may know some information about a degenerate creature. A successful check reveals all information gained by a lesser check.

DC 10 + creature’s CR: This is a degenerate creature. Degenerate creatures have regressed into a more primitive state than their predecessors. More primitive than other creatures of the same ilk, they have forgotten much they once knew, living in a state of barbarism.

DC 15 + creature’s CR: Degenerate creatures are stronger than their more civilised brethren and skilled in surviving in harsh conditions. They use only the crudest weapons in battle, but their natural attacks often deal more damage than normal for their size.

DEGENERATE TROGLODYTE

CR 2 (XP 600)

Dark gray scales cover this emaciated, but muscular humanoid. It has a long tail and large, powerful claws.

CE Medium humanoid (reptilian)

Init +3; **Senses** darkvision 90 ft.; Perception +2, Sense Motive +2
Speed 30 ft.

ACP 0; Stealth +4 (+8 in rocky areas)

AC 17, touch 9, flat-footed 17; **CMD** 12
(-1 Dex, +8 natural)

Fort +8, **Ref** -1, **Will** +0

hp 15 (2 HD)

Space 5 ft. (stench aura 30 ft.); **Base Atk** +1; **CMB** +3

Stench (Ex) All creatures not immune to poison must make a DC 14 Fortitude save or be sickened for 10 rounds. Creatures succeeding on the saving throw cannot be affected by the same troglodyte’s stench for 24 hours.

Melee club +3 (1d6+2),
claw -2 (1d6+1) and
bite -2 (1d4+1) or

Melee 2 claws +3 each (1d6+2) and
bite +3 (1d4+2)

Ranged javelin (range 30 ft.) +0 (1d6+2)

Abilities Str 14, Dex 9, Con 16, Int 8, Wis 11, Cha 9

Feats Alertness^B, Great Fortitude, Improved Initiative^B

Skills as above plus Survival +8

Languages Draconic

Gear as above

DESIGNING ADDITIONAL TRIBAL MEMBERS

Designing additional members of the Ebon Lake is a simple task. Simply add the requisite class levels or templates to the basic troglodyte below. (To add class levels to a degenerate troglodyte use the basic statistics presented on page 19).

Remember if adding class levels to apply the following adjustments to the troglodyte's ability scores (assigning them in a way that enhances its class abilities): +4, +4, +2, +2, +0, -2. Troglodytes with NPC class levels do not gain these adjustments.

TROGLODYTE CR 1 (XP 400)

CE Medium humanoid (reptilian)

Init -1; **Senses** darkvision 90 ft.; Perception +0, Sense Motive +0
Speed 30 ft.

ACP 0; Stealth +5 (+9 in rocky areas)

AC 15, touch 9, flat-footed 15; **CMD** 11
(-1 Dex, +6 natural)

Fort +7, **Ref** -1, **Will** +0

hp 13 (2 HD)

Space 5 ft. (stench aura 30 ft.); **Base Atk** +1; **CMB** +2

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Stench (Ex) All creatures not immune to poison must make a DC 13 Fortitude save or be sickened for 10 rounds. Creatures succeeding on the saving throw cannot be affected by the same troglodyte's stench for 24 hours.

Melee club +2 (1d6+1),

claw -3 (1d4) and

bite -3 (1d4) or

Melee 2 claws +2 each (1d4+1) and

bite +2 (1d4+1)

Ranged javelin (range 30 ft.) +0 (1d6+1)

Abilities Str 12, Dex 9, Con 14, Int 8, Wis 11, Cha 11

Feats Great Fortitude

Skills as above

Languages Draconic

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