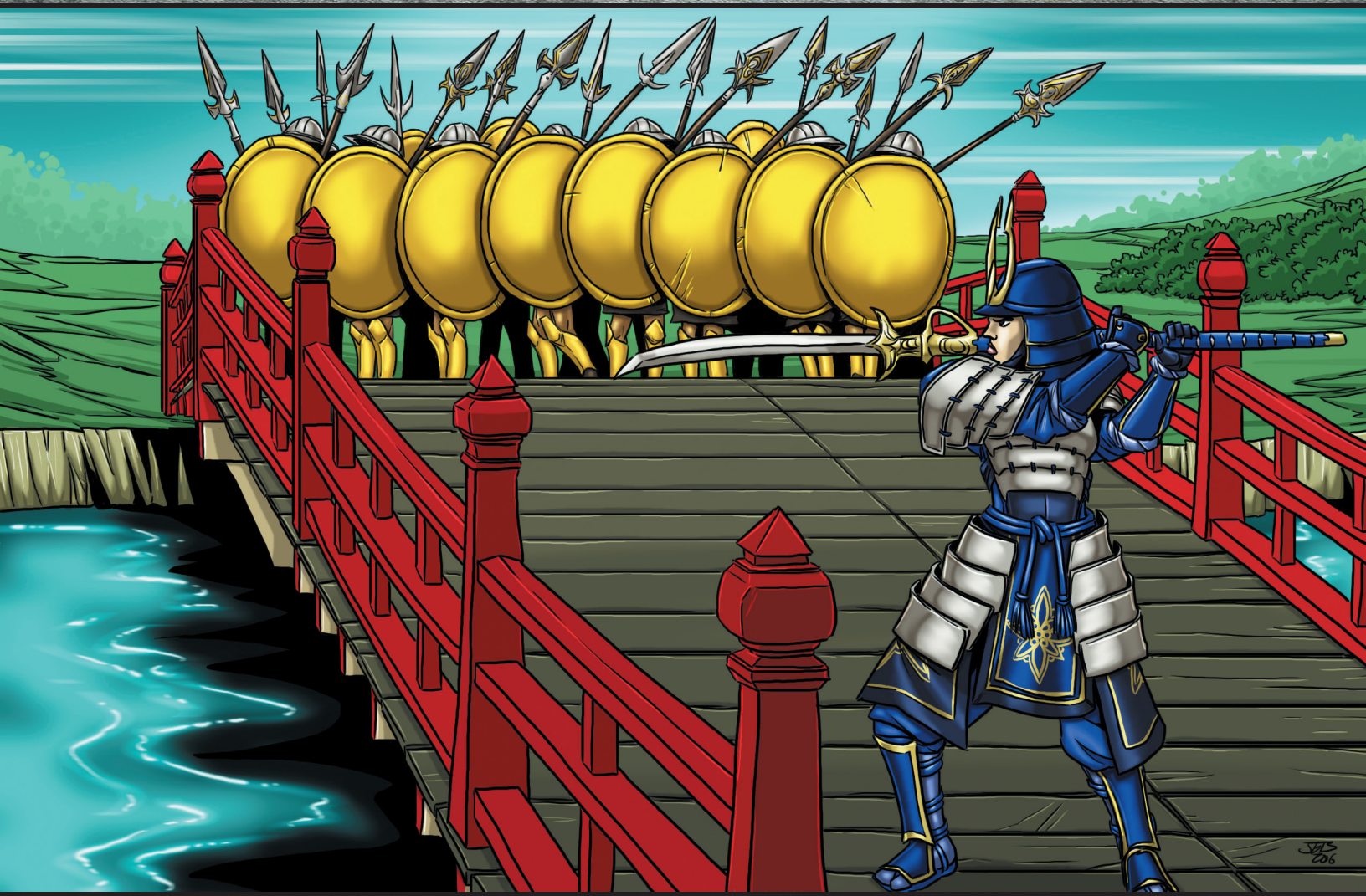


MONSTER MENAGERIE

# TROOPS



JACOB W.  
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**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

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## REFERENCES

*Monster Menagerie: Troops* refers to several other *Pathfinder Roleplaying Game* products. In addition to full citations where necessary, the following abbreviations refer to the specified *Pathfinder Roleplaying Game* products, which can be referenced online for free at [paizo.com/prd](http://paizo.com/prd).

ACG *Pathfinder Roleplaying Game: Advanced Class Guide*

APG *Pathfinder Roleplaying Game: Advanced Player's Guide*

B1 *Pathfinder Roleplaying Game: Bestiary*

B2 *Pathfinder Roleplaying Game: Bestiary 2*

MC *Pathfinder Roleplaying Game: Monster Codex*

UC *Pathfinder Roleplaying Game: Ultimate Combat*

UM *Pathfinder Roleplaying Game: Ultimate Magic*

## INTRODUCTION

### ONWARD! FORWARD! TO BATTLE!

In battle, chaos reigns supreme. The lamentations of siege weapons blare across the plains while the sound of hundreds—perhaps thousands—of clashing blades rings through the air. The sky is darkened by volley after volley of arrows and the field is shrouded in the fog of war.

During such pandemonium, it would be foolish for one to work alone. During wartime, groups of individuals band together into troops, forming a single unit that for all intents and purposes acts as a single monster. Troops are constructed similarly to swarms, made up of many component creatures and providing more punch collectively than any single creature could on their own. A troop is capable of absorbing heavy casualties without diminishing the effectiveness as a collective.

When used as a combat unit, troops allow low-level creatures that would otherwise pose no challenge to an adventuring party to suddenly become dangerous opponents. Despite the occasional critical hit, a collection of 1st-level commoners are largely incapable of defeating a party of 5th-level PCs. The heroes are far more likely to trounce the commoners without much difficulty or risk of death, and afterwards shake their heads at the folly of their opponents. However, if those 1st-level commoners band together into a single unit—a peasant mob—they can pose a significant challenge, and may even send that same group of PCs running for the hills.

Ultimately, the purpose of the troop subtype is to allow GMs to easily run epic, cinematic battles for higher level characters. When creating a scenario featuring war-torn fields or heavily defended outposts guarded by thousands of creatures, there is a risk of making the encounter feel unusually difficult due to the participation of an inordinate number of high-level NPCs. Just as easily, the same scenario may feel too sparse if there are thousands of NPCs surrounding the party, yet only a handful actively engage them. Twenty goblins will flail ineffectively against a high-level party's superior Armor Classes or find themselves unceremoniously wiped out by a single *fireball* spell, but a goblin raiding party (see page \$\$) will provide a memorable encounter.

*Monster Menagerie: Troops* presents 10 troops to deploy against your PCs, ranging from the CR 1 toy soldier brigade all the way up to the CR 19 heavenly host. Whether you employ a gritty human “band of brothers” or fantastic legions sure to inspire—or terrify—your players, *Monster Menagerie: Troops* has everything you need to make your players fear the art of war.

Jacob W. Michaels  
Winter 2016

# MONSTER MENAGERIE

## TROOP SUBTYPE

The troop subtype represents an organized group of trained soldiers who act as a unit, rather than as individuals. A troop is something of an abstraction, in that the component creatures that make up the troop are mostly irrelevant; only the troop as a whole matters for the purposes of combat. A troop is similar to a swarm, but is normally composed of Small or Medium creatures. Large groups of Tiny or smaller creatures should use the normal swarm rules.

**Troop Subtype:** A troop is a collection of creatures that act as a single entity, similar to a swarm, typically representing a military unit. A troop has the characteristics of its type, except as noted here. A troop has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single Armor Class. A troop makes saving throw attempts as a single creature.

A single troop occupies an area equivalent to a Gargantuan creature, taking up 16 of the typical 5' battle grid squares. The area occupied by a troop can take any shape, though the troop must occupy contiguous squares to accurately reflect the teamwork of trained military units. For most other purposes, the troop's size category counts as that of the component creature. A troop has a reach equal to that of the component creatures based on size or armament. A troop can move through squares occupied by enemies and vice versa without impediment, although the troop provokes an attack of opportunity if it does so. A troop can move through any area large enough for its component creatures.

The exact number of a troop's component creatures will vary, but in general a troop consists of approximately 12 to 30 creatures. When larger creatures form troops, the area occupied by the troop increases proportionally: A troop of Large creatures occupies a 40-foot-by-40-foot square, a troop of Huge creatures occupies a 60-foot-by-60-foot square, a troop of Gargantuan creatures occupies an 80-foot-by-80-foot square, and a troop of Colossal creatures occupies a 120-foot-by-120-foot square.

**Troop Traits:** A troop cannot be flanked, but it is subject to critical hits and sneak attacks if its component creatures are subject to such attacks. Reducing a troop to 0 hit points or fewer causes it to break up, effectively destroying the troop, though the damage taken until that point does not degrade its ability to attack or resist attack. A troop is never staggered or reduced to a dying state by damage. Also, a troop cannot be the target of a bull rush, dirty trick<sup>APG</sup>, disarm, drag<sup>APG</sup>, grapple, reposition<sup>APG</sup>, or trip combat maneuver, except by area effects that include such effects. A troop can grapple an opponent.

A troop is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate* and multiple target spells such as *haste*), though it is affected by spells or effects that target an area or a nonspecific number of creatures (such as *fireball* or *masshold monster*). A troop takes half again as much damage (+50%) from spells or effects that affect an area. If a troop is rendered unconscious by means of nonlethal damage, it disperses and does not reform until its hit points exceed its nonlethal damage.

**Troop Attack:** Creatures with the troop subtype don't make standard melee attacks. Instead, they deal automatic damage to any creature within reach or whose space they occupy at the end of their move, with no attack roll needed. A troop's stat block has "troop" in its Melee entry with no attack bonus given. The amount of damage a troop deals is based on its Hit Dice, as shown below, plus its Strength modifier.

Troop HD	Troop Base Damage
1-5	1d6
6-10	2d6
11-15	3d6
16-20	4d6
21 or more	5d6

Although troops are composed of many creatures, the chaos and destruction of battle means that not all of their equipment will survive the rigors of combat. When claiming useable gear from a troop, treat it as a single creature for the purpose of determining the amount of salvageable goods and supplies that can be looted from a broken up troop.

## CENTAUR WARBAND

Quivers of bristling arrows hang from the armored flanks of these equine humanoids, which possess the upper torsos of armored men and the lower bodies of horses. Charging in rigid cavalry formation, these savage humanoids fight with surprising tactics and coordination.

### CENTAUR WARBAND CR 9

6,400 XP

N Large monstrous humanoid (troop)

Init +8; Senses darkvision 60 ft.; Perception +15

#### DEFENSE

AC 23, touch 12, flat-footed 20 (+2 Dex, +6 armor, +1 dodge, +3 natural, +2 shield, -1 size)

hp 126 (12d10+48)

Fort +11, Ref +12, Will +7

Defensive Abilities troop traits

#### OFFENSE

Speed 50 ft. (35 ft. in armor)

Melee troop (3d6+8)

Ranged rain of arrows (3d8+8)

Space 40 ft.; Reach 5 feet

Special Attacks thundering hooves (DC 20)

#### STATISTICS

Str 26, Dex 19, Con 18, Int 12, Wis 15, Cha 11

Base Atk +16; CMB +22; CMD 38

Feats Dodge, Improved Initiative, Improved Natural Armor, Iron Will, Run

Skills Diplomacy +13, Intimidate +14, Knowledge (nature) +12, Perception +15, Survival +17

SQ battlefield medicine

Languages Common, Elven, Sylvan

Treasure NPC gear (20 arrows, breastplate, composite longbow, *potion of cure serious wounds*)



# MONSTER MENAGERIE

## SPECIAL ABILITIES

**Battlefield Medicine (Sp)** Three times per day as a standard action, a centaur warband may heal 4d8+9 points of damage by consuming potions, treating deadly wounds, and using other means to restore its vigor and vitality. Using this ability provokes attacks of opportunity.

**Rain of Arrows (Ex)** A centaur warband can target two 10-foot squares within 100 feet and unleash a volley of arrows upon that area instead of making a troop attack that round, dealing 3d8 points of damage plus the warband's Strength modifier. Both squares targeted by this ability must be adjacent to each other.

**Thundering Hooves (Ex)** The noise and earthy tremors created by centaur warband is deafening in close proximity. Whenever a centaur warband moves through the space of a creature that is one or more size categories smaller than it, that creature is deafened and knocked prone. An affected creature can negate the deafened condition by succeeding on a DC 20 Fortitude save and can avoid being knocked prone by succeeding on a DC 20 Reflex save. Affected creatures apply any bonuses to their CMD against trip attempts to this Reflex save, and creatures that can't be tripped cannot be knocked prone by this ability. Flying creatures and creatures that are not touching the ground (such as those under the effects of a *levitate* spell) cannot be knocked prone by this ability.

When their homelands face great challenges or mighty foes, the normally tumultuous centaur clans come together in formidable warbands. This fearsome cavalry guards their frontiers and are tasked with destroying their common enemies. Centaur warbands are aggressive, but often far from unreasonable. Already skilled combatants, the tactics of a centaur warband are second to none, and they are capable of unleashing devastating attacks through drilled coordination and maneuvers.

Centaur warbands avoid melee combat whenever possible, instead relying on their arrows to rain destruction from afar. When enemies get too close, they resort to guerilla tactics, hitting hard and fast before retreating to strike from range once more. However, the most frightening aspect of a centaur warband is the thunderous roar that these massive creatures make when they stampede across the battlefield, stomping flat whatever stands in their way.

## GOBLIN RAIDING PARTY

*A tide of green skin, red eyes, and pointy teeth washes over the landscape, singing and chortling songs of death and murder. What this brigade of grotesque, child-sized humanoids doesn't loot and pillage, it gnaws and burns.*

### GOBLIN RAIDING PARTY CR 5

1,600 XP

CE Small humanoid (goblin, troop)

**Init** +7; **Senses** darkvision 60 ft.; Perception -1

#### DEFENSE

**AC** 16, touch 14, flat-footed 12 (+3 Dex, +2 armor, +1 Dex)

**hp** 53 (7d6+28)

**Fort** +5, **Ref** +9, **Will** +1

**Defensive Abilities** troop traits

#### OFFENSE

**Speed** 30 ft.

**Melee** troop (2d6+6 plus 1d4 fire)

**Ranged** burning bombardment (DC 16)

**Space** 20 ft.; **Reach** 5 ft.

**Special Attacks** goblin war chant (DC 14)

#### STATISTICS

**Str** 18, **Dex** 18, **Con** 16, **Int** 10, **Wis** 8, **Cha** 7

**Base Atk** +5; **CMB** +8; **CMD** 23

**Feats** Ability Focus (goblin war chant), Burn! Burn! Burn!<sup>ARG</sup>, Dodge, Improved Initiative

**Skills** Disable Device +4, Survival +8, Stealth +17;

**Racial Modifiers** Stealth +4

**SQ** Undisciplined

**Languages** Goblin

**Treasure** NPC (dogslicer, leather armor, flint and steel, 5 torches)

#### SPECIAL ABILITIES

**Fiery Bombardment (Ex)** Goblin raiding parties delight in gathering plenty of flammable possessions from the homes they've sacked, igniting them, and hurling them back at their terrified former owners. Once every 1d4 rounds, a goblin raiding party can target one 10-foot square within 30 feet and bombard it with fiery pitch as a standard action.

dealing 2d6 points of bludgeoning damage and 1d6 points of fire damage to any creature within that area. Creatures and flammable objects within the targeted area catch on fire (Reflex DC 16 negates). The save DC is Dexterity-based.

**Goblin War Chant (Ex)** When goblins band together into a raiding party, they often begin chanting and singing gleeful tunes, inspiring the troop into a murderous rampage while striking fear into the hearts of those nearby. A goblin raiding band gains a +2 morale bonus on damage rolls with its troop attack and on saving throws against fear effects. In addition, whenever a goblin raiding party attacks with its troop attack or its fiery bombardment ability, creatures within 30 feet who witness the attack become shaken for 5d6 rounds unless they succeed on a DC 14 Will save.

**Undisciplined (Ex)** Unlike most troops, a goblin raiding party can split apart and reform with relative ease. At the start of each round, there is a 25% chance that a goblin raiding party will fracture. If the raiding party fractures, roll 1d6 to determine what happens: 01–03 One goblin warrior<sup>B1</sup> wanders away from the troop and enters the battlefield as an enemy combatant, dealing 1d6 points of damage to the raiding party. 04–05 1d4 goblin warriors<sup>B1</sup> wander away from the troop and enter the battlefield as enemy combatants, dealing 2d6 points of damage to the raiding party. 06 The raiding party splits in half, creating a second goblin raiding party. Each raiding party has half the number of hit points of the original (rounded down) and cannot split further. Each round, if a goblin raiding party begins adjacent to a non-unique creature with the goblin subtype of equal or lower CR, it can attempt a DC 15 combat maneuver check to absorb the creature into the raiding party. If successful, the goblin raiding party heals 1d8+3 hit points (or 4d8+7 hit points if a goblin with the troop subtype is pulled into the raiding party).

Chaotic engines of destruction, goblin raiding parties are the bane of civilized folk everywhere. They regularly leave their tribes in search of easy prey, returning home with food and riches from travelers and villages whose paths they cross.

A goblin raiding party has little discipline, and loses focus easily. It mercilessly targets what it perceives to be the easiest prey, though it may be distracted from its target by an attacking enemy. Such raiding parties prefer to focus on gnomes, dogs, and horses, magnifying the loathing that individual goblins feel into a hateful tempest. It uses its fiery bombard ability as often as possible, with little regard to whether the target is an enemy combatant or helpless bystander.

## HEAVENLY HOST

*A squad of muscular but lean angels with large wings and flaming greatswords descends from above, their righteous fury palpable in the air.*

### HEAVENLY HOST

CR 18

153,600 XP

NG Medium outsider (angel, extraplanar, troop)  
**Init** +11; **Aura** frightful presence (30 ft., DC 27), protective aura; **Senses** 60 ft., *detect evil*, low-light vision; Perception +39

### DEFENSE

**AC** 31, touch 17, flat-footed 24 (+7 Dex, +14 natural armor; +4 deflection vs. evil)

**hp** 312 (25d10+175)

**Fort** +20, **Ref** +15, **Will** +20; +4 vs. poison, +4 vs. evil  
**Defensive Abilities** nature's pacifism, protected life force, troop traits; **DR** 10/evil; **Immune** acid, cold, fear, electricity, fire, death effects, energy drain, petrification; **SR** 31

### OFFENSE

**Speed** 40 ft., fly 60 ft. (good)

**Melee** troop attack (5d6+10 plus 1d6 fire)

**Space** 20 ft.; **Reach** 5 ft.

**Spell-Like Abilities** (CL 25<sup>th</sup>; concentration +32)

Constant—*detect evil*

At will—*aid*, *discern lies* (DC 21), *dispel evil* (DC 22), *dispel magic*, *holy smite* (DC 21), *mass invisibility* (self only), *plane shift* (DC 19)

7/day—*mass cure moderate wounds*

1/day—*antimagic field*, *awaken*, *holy aura* (DC 25)

**Special Attacks** bulwark of the heavens, channel positive energy 10/day (DC 29; 20d6), channel righteous fury

# MONSTER MENAGERIE

## STATISTICS

**Str** 29, **Dex** 24, **Con** 22, **Int** 17, **Wis** 18, **Cha** 24

**Base Atk** +25; **CMB** +35; **CMD** 52

**Feats** Alignment Channel (evil), Channeled Revival<sup>UC</sup>, Channel Smite, Combat Casting, Improved Initiative, Improved Natural Armor (3), Iron Will, Greater Spell Penetration, Selective Channel, Spell Penetration, Toughness

**Skills** Diplomacy +32, Fly +35, Intimidate +32, Knowledge (planes) +31, Knowledge (religion) +31, Perception +39, Sense Motive +34, Stealth +30, Survival +30; **Racial Modifiers** +4 Perception  
**SQ** protective aura

**Languages** Celestial, Draconic, Infernal; truespeech

**Treasure** double (+1 flaming greatsword, other treasure)

## SPECIAL ABILITIES

**Bulwark of the Heavens (Ex)** As a free action, a heavenly host can form a protective barrier around any willing creatures and unattended objects which occupy one or more squares in the troop's space. The host defends these creatures or objects from harm. Doing so grants the heavenly host a -2 penalty to its AC until the start of its next turn, but the protected creatures or objects count as part of the heavenly host for the purpose of determining whether they can be targeted by attacks or spells for as long as they remain in a square that the heavenly host occupies. Protected creatures and objects are never subject to a heavenly host's troop attack, and attacks made against protected creatures or objects resolve against the heavenly host instead. If a protected creature leaves the heavenly host's space, it immediately loses the benefits of this ability.



**Channel Righteous Fury (Su)** As a swift action, a heavenly host can choose one opponent that it damaged with its troop attack and spend one use of its channel energy ability to smite that opponent using its Channel Smite feat. When using its Alignment Channel feat to harm evil outsiders with its channeled energy, the heavenly host harms any evil creature (not just outsiders, and not just those with the evil subtype), but only deals half damage to these targets.

**Nature's Pacifism (Ex)** Animals and plant type creatures do not willingly attack a heavenly host, though they can be forced to do so by magic. If the heavenly host attacks a plant or animal, its protection against that creature ends.

**Protected Life Force (Ex)** A heavenly host is never harmed by positive-dominant or negative-dominant planar traits.

Heavenly hosts serve at the forefront of the armies of the celestial realms. They are often comprised of movanic devas<sup>B2</sup>, serving as infantry forces to the angelic armies. Deployed against the armies of Hell, the Abyss, and more, heavenly hosts are far more powerful than the individual devas that comprise them—righteous fire rains down from the heavens upon battlefields visited by these angelic armies, and evil of all ilk is left dead or trembling in their wake. Despite the fury that they deal to their enemies, the angelic hosts are peaceful and benign to the innocent and will often detain mortals that they deem worthy of redemption, hoping that the mercy of Heaven will inspire them to abandon their wicked ways and follow the path of righteousness.

As angels, the members of a heavenly host often appear as proud, idealized humanoids with metallic flesh and an otherworldly presence. However, more than one legend claims that such hosts only wear a comforting appearance for the sake of non-evil sentient creatures. To the wicked, they are the personification of righteous fury and swift judgment, doled out in the name of all that is holy.

## LEGION OF THE DAMNED

*A shambling mound of groaning corpses lurches its ways free of an eerie fog, moving steadily closer as long-dead corpses tear themselves free from the earth, groping about for living flesh.*

### LEGION OF THE DAMNED CR 17

**XP 102,400**

NE Medium undead (troop)

**Init** +9; **Senses** darkvision 60 ft.; Perception +32

**Aura** frightful presence (60 ft.; DC 28), miasma of the living dead (DC 28)

#### DEFENSE

**AC** 30, touch 16, flat-footed 24 (+5 Dex, +15 natural armor); +4 vs. attacks of opportunity

**hp** 273 (26d8+156); fast healing 10

**Fort** +15, **Ref** +15, **Will** +20

**Defensive Abilities** troop traits; **DR** 10/bludgeoning; **Immune** undead traits; **Resist** cold 30

#### OFFENSE

**Speed** 30 ft.

**Melee** troop (5d6+8 plus grip of the damned)

**Space** 20 ft.; **Reach** 5 ft.

#### STATISTICS

**Str** 25, **Dex** 20, **Con** —, **Int** 6, **Wis** 17, **Cha** 21

**Base Atk** +19; **CMB** +26; **CMD** 41

**Feats** Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Improved Lightning Reflexes, Improved Natural Armor (4), Iron Will, Lightning Reflexes, Mobility, Toughness

**Skills** Climb +29, Intimidate +27, Perception +32

**Languages** Common (can't speak)

**SQ** miasma of the living dead

**Treasure** NPC gear (broken scale mail, broken tower shield, broken longsword)

#### SPECIAL ABILITIES

**Beckon from Beyond (Su)** Whenever an undead legion uses its troop attack, its *grasp of the grave* or *grip of the damned* abilities (see below) to slay an opponent, the deceased creature rises from the dead and joins the legion, healing the legion by amount of hit points based upon the slain foe's Hit Dice.

Target's HD	hp Healed
1–5	1d8+the target's HD
6–10	2d8+the target's HD
11–15	3d8+the target's HD
16 or more	4d8+the target's HD

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**Grasp of the Grave (Su)** As a standard action, a legion of the damned can beckon restless corpses buried beneath the ground to the surface, commanding them to grab at and impair its foes. This ability functions as *black tentacles*, caster level 12. A legion of the damned can only have one instance of this ability active at a time—using it a second time immediately ends all previous effects.

**Grip of the Damned (Su)** Surviving a legion of the damned often requires avoiding it outright, as even the slightest injury can be tainted with the corrupting power of necromancy. Whenever a legion of the damned deals damage to a creature using its troop attack, that creature becomes gripped by the legion unless it succeeds on a DC 28 Fortitude save. On a failed save, the victim's body is slowly corrupted by the necromantic powers animating the legion of the damned. The victim suffers 1d6 points of Constitution drain each minute for 30 minutes. An

affected creature can attempt a DC 28 Fortitude save to reduce the drain by half. If a creature's constitution is reduced to 0 by grip of the damned, it dies and becomes a zombie under the legion of the damned's control. If the target has 10 or more Hit Dice, it becomes a zombie lord instead. This effect can be removed by *break enchantment*, *heal*, or similar magic accompanied by a DC 35 caster level check. Both *miracle* and *wish* can remove this effect without needing a caster level check.

**Inexorable March (Ex)** A legion of the damned cannot be restrained by conventional means. It gains a constant *freedom of movement* effect.

**Miasma of the Living Dead (Sp)** A supernatural aura of necromantic energy accompanies a legion of the damned, replenishing its fallen ranks with newly-risen soldiers. The miasma functions as *obscuring mist*, with a 60-foot range that is centered on the legion of the damned and which moves with the troop.

Creatures within the mist reduce all magical healing they receive by half, and non-mindless creatures lose any immunity to fear effects that they possess. As long as the mist persists, a legion of the damned gains fast healing 10 as new corpses rise from the earth beneath, replenishing the troop's ranks. This effect cannot be dispersed by any amount of wind, and if suppressed or dispelled the legion of the damned can reactivate the miasma as a standard action.

A legion of the damned is only slightly more intelligent than a swarm—both operate purely on instinct and self-gratifying urges. Despite its intelligence, members of a legion of the damned rarely speak more than a few words at a time and do little except march silently towards their intended targets, mouths watering at the promise of succulent flesh and warm blood. They are a hive, a pursuit predator pressed ever onward by insatiable hunger.

Most legions of the damned consist entirely of zombies, as the necromantic energies that animate the legions permeate every bit of corpse flesh within its affected area. Once the first few zombies rise, this energy coalesces in the air as a tangible



miasma that continues to beckon the dead from their graves, feeding the legion new corpses as it presses onward. Legions of the damned are seldom created intentionally—the magic required is far too chaotic and far too dangerous for even the maddest of mortals to wish to replicate. The simple truth is that the emergence of even a single legion of the damned is enough to herald the ruin of kingdoms, if not the end of days.

## MITE RUMPUS

*No less than a score of small, chattering humanoids rush towards you, their puffy blue faces twisted in anger and outrage.*

### MITE RUMPUS

CR 6

2,400 XP

CE Small fey (troop)

**Init** +5; **Senses** darkvision 120 ft., low-light vision, scent; **Perception** +20

#### DEFENSE

**AC** 17, touch 17, flat-footed 11 (+5 Dex, +1 dodge, +1 size)

**Fort** +8, **Ref** +12, **Will** +8

**hp** 75 (10d6+40)

**Defensive Abilities** troop traits; **DR** 5/cold iron

**Weakness** light sensitivity

#### OFFENSE

**Speed** 20 ft., climb 20 ft.

**Melee** troop (2d6)

**Space** 20 ft., **Reach** 5 ft.

**Spell-Like Abilities** (CL 10<sup>th</sup>; concentration +9)

At Will—*doom* (DC 16), *prestidigitation*

**Special Attacks** dart volley, hatred

#### STATISTICS

**Str** 12, **Dex** 20, **Con** 16, **Int** 8, **Wis** 13, **Cha** 8

**Base Atk** +5; **CMB** +6; **CMD** 21

**Feats** Dodge, Great Fortitude, Iron Will, Skill Focus (Perception), Toughness

**Skills** Climb +16, Handle Animal +9, Perception +20, Ride +11, Sleight of Hand +18, Stealth +21;

**Racial Modifiers** +4 Sleight of Hand, +4 Stealth

**Languages** Undercommon

**SQ** armored by multitudes, vermin empathy +4

**Treasure** standard (dagger, 6 darts, other treasure)

#### STATISTICS

**Armored by Multitudes (Su)** The members of a mite rumpus can cast their spell-like abilities in concordance, amplifying the effect and making it difficult to disrupt. The save DC against a rumpus' spell-like abilities is equal to 10 + 1/2 the rumpus' Hit Dice + the rumpus' Charisma modifier. This is factored into the rumpus' statistics above. In addition, a mite rumpus automatically succeeds on any concentration level it makes to avoid losing its spell-like abilities when it is injured while casting or from taking continuous damage while casting. Finally, a mite rumpus can target a number of creatures equal to its caster level with its *doom* spell-like ability. All targets must be within 30 feet of each other.

**Dart Volley (Ex)** As a standard action, a mite rumpus can hurl a volley of darts at a single creature within 50 feet or at all creatures within 10 feet. Creatures within this area take 2d6 points of damage (Reflex DC 15 for half). A mite rumpus can only use this ability once every 1d4 rounds.

**Hatred (Ex)** Even in a rumpus, mites are acutely aware of nearby dwarves and gnomes, and focus their efforts on slaying these hated foes. A mite rumpus using its troop attack or dart volley special ability against any humanoid with the dwarf or gnome deals an additional +1 point per damage die.

Despite their pudgy bodies and ugly, bulbous heads, dungeoneering veterans have a healthy respect for mites. Though ferocious when alone, in large numbers they are capable of committing atrocities on an impressive scale. Perhaps the most infamous is called a mite rumpus. Though relatively untrained by civilized standards, mite rumpuses are made deadly by the sheer loathing that its members have for all manner of civilized life. Fueled by rage, a rumpus can quickly take down small bands of guards and adventurers, sneering and gloating over their conquests.

A mite rumpus consists of 24 to 26 members, though some have managed to subsume entire mite villages, thanks in part to the creatures' gullibility and highly aggressive tendencies. Once a mite rumpus forms, the only way to quell it is to defeat each and every mite, preferably killing them all outright. Far from cruel, slaying a mite rumpus is often a necessity. Even a single survivor holds the potential to start the rumpus anew, rousing its kin by spreading rumors of the brutal defeat to whomever—or whatever—it happens across next.

# MONSTER MENAGERIE

## PEASANT MOB

Consisting of over two dozen motley men and women, these outraged humanoids are garbed in commoner's clothing and brandish pitchforks and blazing torches. They march across the countryside, shouting and singing angry songs as they vent their frustration on everything around them.

### PEASANT MOB

CR 7

3,200 XP

CN Medium humanoid (human, troop)

Init +2; Senses Perception +8

### DEFENSE

AC 18, touch 14, flat-footed 14 (+2 Dex, +4 armor, shield +2)

hp 95 (10d8+50)

Fort +14, Ref +8, Will +9

Defensive Abilities strength in numbers, troop traits

Weakness driven by emotion

### OFFENSE

Speed 30 ft.

Melee troop (2d6+5 plus burn)

Space 20 ft.; Reach 5 ft.

Special Attacks burn (1d4, DC 14), contagious frenzy, hurl torches, terrifying blow

### STATISTICS

Str 20, Dex 14, Con 19, Int 10, Wis 13, Cha 9

Base Atk +7; CMB +12; CMD 24

Feats Ability Focus (burn), Intimidating Prowess, Skill Focus (Intimidate), Toughness, Iron Will

Skills Intimidate +20, Perception +8, Survival +7

Languages Common

Treasure NPC gear (pitchfork, torch, other treasure)

### STATISTICS

Contagious Frenzy (Ex) Peasant mobs are relentless in pursuing their marks, and any sign of physical or psychological weakness inspires them.



Any round that a peasant mob attacks a creature and reduces it to less than half of its hit point total, it gains 1d6 temporary hit points, a +4 morale bonus to Strength, and a +2 morale bonus on Will saves for 1 minute. These temporary hit points don't stack. A peasant mob also receives this benefit whenever it deals damage with its troop attack to a creature that is suffering from a fear effect.

**Hurl Torches (Ex)** As a standard action, a peasant mob can hurl torches at one target within 50 feet, causing that target to take 2d6+5 points of fire damage. In addition, the target is subjected to the peasant mob's burn special attack as if it hit the target in melee with its troop attack. A peasant mob can only use this ability once every 1d4 rounds.

**Strength in Numbers (Ex)** The close proximity and tight coordination of a peasant mob's armaments affords it better defense than any single member could muster alone. This coordination grants the peasant mob a +2 shield bonus to its armor class.

**Terrifying Blow (Ex)** The taunts, jeers, and atmosphere that a peasant mob emanates is unsettling, and the presence of a peasant mob can unseat even the most collected individuals. As a swift action, a peasant mob can attempt to demoralize one creature that it deals damage to using either its troop attack or its hurl torches special attack. If it beats the target's Intimidate DC by 10 or more, it may also apply one of the following effects to its target: The target is panicked for 1 round, then shaken for 1 round plus 1 additional round for every 5 by which the peasant mob beat the target's Intimidate DC; the target is frightened for 1d4 rounds, then shaken for 1 round plus 1 additional round for every 5 by which the peasant mob beat the target's Intimidate DC; the target loses any immunity to fear effects that it possessed against the demoralize attempt.

Despite their confidence and thousands of years of civilization, humanoid creatures are almost effortlessly incited into fear-driven mobs against perceived threats. Although appearing poorly armed, a mob is capable of great violence. Its members are motivated by primal instincts to protect themselves and their families from a perceived threat, and such convictions often carry them beyond the reach of reason. Although peasant mobs sometimes arise out of popular discontent or

paranoia, they are just as often banded together via the machinations of skilled manipulators, talented bards, religious fanatics, or political demagogues.

When broken up, a peasant mob's individual members may be either proud or embarrassed by what they've done. Some will continue to nurse their grievances and look for other opportunities to rise up, while others prefer to slink back to their mundane existence.

## SAHUAGIN FRENZY

*A vortex of humanoids with squamous features jets around you, cackling madly in raspy, garbled voices while licking their lips. Their huge jaws hang open to reveal keen teeth with cruel edges.*

### SAHUAGIN FRENZY CR 11

12,800 XP

LE Medium monstrous humanoid (aquatic, troop)  
**Init** +5; **Senses** blindsense 30 ft., darkvision 60 ft., keen scent; Perception +21

#### DEFENSE

**AC** 25, touch 16, flat-footed 19 (+5 Dex, +1 dodge, +9 natural); +4 vs. attacks of opportunity

**hp** 147 (14d10+70)

**Fort** +10, **Ref** +16, **Will** +16

**Defensive Abilities** troop traits

**Weaknesses** light blindness

#### OFFENSE

Speed 30 ft., swim 60 ft.

**Melee** troop (3d6+6)

**Space** 20 ft.; **Reach** 5 ft.

**Spell-Like Abilities** (CL 14<sup>th</sup>; concentration +15)

3/day—*airbreathing*<sup>MC</sup>

1/day—*blood in the water*<sup>MC</sup>, summon (level 7, 1 dire shark<sup>B1</sup> or 1d4+1 shark<sup>B1</sup> 40%)

**Special Attacks** blood frenzy, pillage and plunder, ranged volley

#### STATISTICS

**Str** 22, **Dex** 21, **Con** 18, **Int** 15, **Wis** 20, **Cha** 13

**BaseAtk** +14; **CMB** +20; **CMD** 35

**Feats** Combat Patrol, Combat Reflexes, Dodge, Great Fortitude, Lightning Reflexes, Mobility, Toughness

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**Skills** Handle Animal +15, Intimidate +18, Perception +21, Stealth +22, Survival +21, Swim +31

**Languages** Aquan, Common; speak with sharks

**Treasure** NPC gear (trident, heavy crossbow with 10 bolts, net other treasure)

## SPECIAL ABILITIES

**Blood Frenzy (Ex)** Once per day, a sahuagin frenzy that takes damage in combat can fly into a collective frenzy in the following round. It gains +2 Constitution and +2 Strength, but takes a -2 penalty to its AC. This frenzy lasts as long as the battle or 1 minute, whichever is shorter.

**Pillage and Plunder (Ex)** A sahuagin frenzy is able to effortlessly loot its beleaguered enemies. Whenever a frenzy deals damage with its troop attack, as a swift action it may attempt a steal combat maneuver

against a single opponent that took damage. This combat maneuver provokes attacks of opportunity as normal, but the target of the maneuver takes a penalty on its attack equal to the amount of damage received from the sahuagin frenzy's troop attack. If the target is within the sahuagin frenzy's space, the frenzy can steal items fastened to the target without giving the opponent a bonus to its CMD, or it can attempt to steal a closely worn item or an item in the opponent's hand. Closely worn items and items in the opponent's hands are difficult to take even if the opponent is within the frenzy's space, and give the opponent a +5 bonus (or greater) to its CMD.

**Ranged Volley (Ex)** As a standard action, a sahuagin frenzy can assault one foe within 80 feet with a barrage of crossbow bolts, dealing 3d6 points of piercing damage. If the target is within 10 feet, a volley of tridents and nets accompanies this attack, and the sahuagin frenzy adds its Strength modifier (if any) to the damage roll and the target becomes entangled.

**Speak with Sharks (Ex)** A sahuagin frenzy can communicate telepathically with sharks to a distance of 150 feet. This communication is limited to simple concepts, such as "come here," "defend me," or "attack this target." Each frenzy includes numerous sharks in addition to its sahuagin members, granting the troop the keen scent ability. The sahuagin frenzy loses the keen scent ability in environments where the sharks are unable to follow or survive, or if subjected to a *calm animals* spell.

**F**eared by sailors and coastal villages the world over, the predatory sahuagin frenzy leaves little standing in its wake. Sahuagin typically form frenzies during times of war or a part of their endless appetite for pillage and reaving. Old and young sahuagin swim side by side, and the frenzy gives no quarter as it lays waste to the surrounding territory, slaying and sometimes devouring whatever prey it happens across. In the aftermath, the sahuagin claim any salvage they fancy as their own.



Sahuagin favor close combat with their foes, ravaging their foes with a dervish of deadly claws and razor-sharp bites alongside their spears and tridents. Against those beyond their reach, they do not hesitate to hurl their weapons and prefer to leave no survivors. Sahuagin are notorious for their hit-and-run tactics, relishing the fear and despair that their ongoing presence inspires as they slowly wear down the courage and resolve of their prey. True to their sadistic nature, sahuagin prefer to strike at towns and villages that are easily isolated from the rest of the mainland. They burn bridges and sink trading vessels foolish enough to try to assist targeted settlements, as they steadily pick their prey down to the bones.

## SECRET POLICE SQUAD

*Clad in black leather with cloaks drawn, this crowd of once ordinary-appearing civilians moves and fights with the grace and experience of an elite military force.*

### SECRET POLICE SQUAD CR 7

**3,200 XP**

LE Medium humanoid (human, troop)

**Init** +9; **Senses** Perception +13

#### DEFENSE

**AC** 20, touch 16, flat-footed 14 (+4 armor, +5 Dex, +1 dodge)

**hp** 76 (9d8+36)

**Fort** +8, **Ref** +7, **Will** +8

**Defensive Abilities** evasion, hardened demeanor, troop traits

#### OFFENSE

**Speed** 30 ft.

**Melee** troop (2d6+4)

**Space** 20 ft.; **Reach** 5 ft.

**Special Attacks** sneak attack +4d6, take'em alive, take'em away, troop flank

**Spell-Like Abilities** (CL 9th; concentration +9)

At will—*interrogation*<sup>UM</sup> (DC 11)

1/day—*forced quiet*<sup>UM</sup> (DC 11), *leashed shackles*<sup>UM</sup> (DC 14)

#### STATISTICS

**Str** 18, **Dex** 20, **Con** 16, **Int** 19, **Wis** 15, **Cha** 11

**Base Atk** +6; **CMB** +10 (+12 grapple); **CMD** 24 (26 vs. grapple)

**Feats** Alertness, Combat Reflexes, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Stealthy

**Skills** Bluff +2, Disguise +10 (+20 to appear as members of an ordinary crowd), Intimidate +9, Knowledge (local) +13, Linguistics +5 (+10 to create or detect forgeries), Perception +13, Sense Motive +13 (+17 when opposing a Bluff check), Stealth +14; **Racial Modifiers** +5 Linguistics when creating or detecting forgeries, +10 Disguise to appear as members of an ordinary crowd.

**Languages** Common, Dwarven, Elven, Gnome, Halfling

**SQ** urban policing

**Treasure** NPC gear (+1 glamerred studded leather armor, short swords, other treasure)

#### SPECIAL ABILITIES

**Hardened Demeanor (Ex)** Secret police squads undergo special training that detaches them from worldly emotions, making them difficult to deceive. A secret police squad gains a +4 competence bonus on Sense Motive checks made to oppose a Bluff, and the DC to intimidate or feint a secret police squad increases by +4.

**Take'em Alive (Ex)** A secret police squad can choose to deal lethal or nonlethal damage with its troop attack.

**Take'em Away (Ex)** A secret police squad can seize hold of and transport a grappled or helpless creature within their space or reach. Using this ability is a standard action if the target is helpless or requires no action if the target is currently grappled by the secret police squad. Against grappled opponents, this ability is used as part of a successful check made to maintain the grapple instead of dealing damage. A creature that has been incorporated into a secret police squad in this manner ceases to act like an independent creature: it instead becomes part of the secret police squad, and cannot take actions except purely mental actions and attempts to escape the grappled or helpless condition, if applicable. (For instance, a helpless creature that has been paralyzed by *hold person* can attempt the full-round action to end the effect while incorporated into a secret police squad). While incorporated, the creature gains troop traits and moves wherever the troop moves,

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and is subjected to all effects that on the squad. A secret police squad cannot incorporate creatures into the troop that are larger than the size of its component creatures.

**Troop Flank (Ex)** Whenever a secret police squad attacks an opponent that is occupying one or more squares that are within the secret police squad's space with its troop attack, it adds its sneak attack damage dice to the damage roll as if it were flanking that opponent. For the purpose of determining if a secret police squad can sneak attack a foe with improved uncanny dodge, treat the squad's Hit Dice as its effective rogue level.

**Urban Policing (Ex)** A secret police squad uses knowledge of its surroundings to find its quarry. It may use Knowledge (local) in place of Survival to follow tracks.

Employed by tyrannical overlords and paranoid despots, secret police squads are specially trained in a unique art of subterfuge—the art of spying on common folk. Taking the guise of unassuming citizens, these elite warriors lie in wait and observe targeted suspects, waiting for even the smallest chance of delinquent behavior. Once a member of the secret police squad has been tipped off to a crime—be it heresy or treason—the entire squad quickly assembles and ambushes its target.

Although secret police squads are sometimes tasked with eliminating a foe, most have far more ruthless instructions. Ordered to bring their targets back alive so that they might face “justice,” detainees are seldom given a fair trial. Instead, they are usually branded as heretics or traitors and subjected to the most inhumane of punishments. Spellcasters have their hands broken and tongues cut out, great warriors are made to toil at hard labor until their bones break and their bodies give out, aristocrats are stripped of rank and forced to languish in menial camps alongside peasants, and free spirits are systematically broken until their very souls crave the sweet release of death. If they have any moral qualms about the punishments that they mete out, few secret police ever voice them. Not only are squad members often given power and authority beyond even the wealthiest of nobles in their master's court, but all have seen firsthand the cost of disobedience.

## TREANT GROVE

*The forest quakes as dozens of vaguely humanoid trees uproot themselves, baying in rage and rigid determination while stone and earth is strewn in all directions.*

### TREANT GROVE

CR 15

51,200 XP

NG Huge plant (troop)

**Init** –1; **Senses** low-light vision; Perception +31

#### DEFENSE

**AC** 27, touch 13, flat-footed 27 (–1 Dex, +6 insight, +14 natural, –2 size)

**hp** 231 (22d8+132)

**Fort** +20, **Ref** +9, **Will** +13

**Defensive Abilities** troop traits; **DR** 10/slashing;

**Immune** plant traits

**Weaknesses** vulnerable to fire

#### OFFENSE

**Speed** 30 ft.

**Melee** troop (5d6+17 plus bonebreaking blow)

**Space** 40 ft.; **Reach** 15 ft.

**Special Attacks** entangle mastery

**Spell-Like Abilities** (CL 22nd; concentration +28)

At will—entangle (DC 19)

1/day—command plants (DC 22), siege of trees<sup>UC</sup>

3/day—warp wood (DC 20)

#### STATISTICS

**Str** 45, **Dex** 8, **Con** 21, **Int** 16, **Wis** 22, **Cha** 17

**Base Atk** +16; **CMB** +35; **CMD** 43

**Feats** Blind-Fight, Bolstered Resilience<sup>UC</sup>, Combat Reflexes, Great Fortitude, Greater Spell Focus (transmutation), Improved Lightning Reflexes, Lightning Reflexes, Lunge, Spell Focus (transmutation), Tenacious Transmutation<sup>APG</sup>, Toughness

**Skills** Intimidate +25, Knowledge (geography) +14, Knowledge (nature) +25, Perception +31, Sense Motive +17, Stealth –9 (+7 in forests), Survival +28; **Racial Modifiers** +16 Stealth in forests

**Languages** Common, Druidic, Sylvan, Treant

**SQ** forest walker, treespeech

**Treasure** incidental

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**SPECIAL ABILITIES**


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**Bonebreaking Blow (Ex)** A treant grove hits with enough force to shatter bone. Whenever a creature takes damage from a treant grove's troop attack, it takes 1d2 points of Strength and Dexterity damage unless it succeeds on a DC 26 Fortitude save. The save DC is Constitution-based.

**Forest Walker (Ex)** A treant grove may move through any sort of undergrowth at its normal speed and without taking damage or suffering any other impairment, as a druid's woodland stride ability. This also works in magically manipulated undergrowth. In forests, it leaves no footprints or scent trail, as if it were under a *pass without trace* spell.

**Entangle Mastery (Sp)** A treant grove can cause vegetation under the effect of an *entangle* spell to constrict and twist most painfully. Any creature or object within the spell's area of effect and subject to the entangled condition takes 4d6 bludgeoning damage and must succeed at a DC 19 Fortitude save or suffer 1d2 Strength and Dexterity damage as it is constricted by the plants. In addition, the treant grove can modify the area affected by *entangle* as if it were shapeable, including causing it to form a 10-ft.-radius, 80-ft.-high column that can entangle flying creatures in its path. It may only modify a single *entangle* spell at a time. The save DC is Wisdom-based.

**Treespeech (Ex)** A treant grove has the ability to converse with plants as if subject to a continual *speak with plants* spell, and most plants greet them with an attitude of friendly or helpful.

An implacable force of nature, a treant grove is the ultimate defender of the woodlands and all that abide there. These collectives arise at rare treant moots, convened and resolved to deal with profound threats to the land or to oppose dire enemies to the forces of nature.

Filled with a simmering anger, a treant grove takes no joy in its actions, considering any harm it must do to be for the greater good. Treant tactics are straightforward, using spells, special abilities, and raw strength to inflict maximum damage on foes as the grove moves toward its primary enemy. Treants possess implacable resolve, and all members of the grove are prepared to sacrifice life and limb to protect their territory.



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## TOY SOLDIER BRIGADE

Rows of wooden soldiers march in formation, each the size of a human child. Their painted uniforms and cheery smiles do nothing to detract from the deadly look of their steel swords.

### TOY SOLDIER BRIGADE CR 1

XP 400

LN Small construct (troop)

**Init** +2; **Senses** darkvision 60 ft., low-light vision; Perception +0

### DEFENSE

**AC** 12, touch 12, flat-footed 12 (+1 Dex, +1 size)  
**hp** 11 (2d10)

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

**Defensive Abilities** hardness 2, troop traits;

**Immune** construct traits

**Weaknesses** vulnerable to fire

### OFFENSE

**Speed** 20 ft.

**Melee** troop (1d6+2)

**Space** 20 ft.; **Reach** 5 ft.

**Special Attacks** call to arms

### STATISTICS

**Str** 14, **Dex** 13, **Con** —, **Int** —, **Wis** 11, **Cha** 1

**Base Atk** +2; **CMB** +4; **CMD** 14

**Languages** Common

**SQ** disarming appearance, freeze, precision marching

**Treasure** NPC gear (Small longsword)

### SPECIAL ABILITIES

**Call to Arms (Su)** At will, a toy soldier brigade can briefly animate other nearby objects as a standard action. This ability functions as the *entangle* spell, except the spell animates unattended objects within the spell's area instead of plants, and the toy soldier brigade can choose whether creatures within the spell's area become entangled or are knocked prone. The toy soldier brigade makes this decision at the start of each round that it has an *entangle* spell active. Use the toy soldier brigade's Hit Dice as the spell's caster level.

A toy soldier brigade can only have one instance of this ability active at a time—using it again causes any previous effect to immediately end.

**Disarming Appearance (Su)**

The childish appearance of a toy soldier brigade momentarily throws enemies. A toy soldier brigade gains a +4 bonus on initiative checks in any combat that includes one or more opponents with an Intelligence score of 3 or higher.

**Precision Marching (Ex)** A

toy soldier brigade acts with a military precision befitting their appearance. The brigade gains a bonus on Profession (soldier) skill checks equal to its Hit Dice, and it may attempt Profession (soldier) checks untrained. In addition, it may substitute its bonus in Profession (soldier) for its bonus in Acrobatics when making Acrobatics skill checks.



Created by precocious youngsters out for fun or by spellcasting parents as guardians for their children, these lethal soldiers are anything but playful. Though childish in appearance, these soldiers are capable of employing adult military tactics with deadly efficiency, and are often destroyed or discarded after they inevitably cause tragedy in a young spellcaster's life or are outgrown in favor of more lethal creations. If left forgotten, these abandoned toys may latch on to the company of a new youngster, who will mistake them for "magic toys" and invite them into their home, completely unaware of their true nature.

While a single toy soldier is no threat, in groups these constructs are dangerous even to seasoned veterans. Capable of avoiding notice by holding themselves perfectly still and pretending to be mundane toys, toy soldier brigades prefer to lead their targets into ambushes so they can dispatch them as quickly as possible. Some rumors claim that if discarded, toy soldier brigades will seek to build makeshift strongholds before seeking out a surrogate master, such as a soulbound doll<sup>B2</sup> or an attic whisper<sup>B2</sup>. Particularly corrupt toy soldier brigades sometimes seek to transform living children into such creatures, as the prospect of a master who cannot outgrow them is incredibly tantalizing to these single-minded constructs.

### CONSTRUCTION

A toy soldier brigade is fashioned from a set of 36 masterwork wooden figures worth 360 gp.

CL 7th; Price 2,200 gp

**Requirements** Craft Construct, *animate object*, *suggestion*, *youthful appearance*<sup>UM</sup>; Skill Craft (carpentry) DC 12; Cost 1,100 gp

## WARPARTY OF THE FELL HUNT

*The skin of these hulking, highly trained hunters radiates in pale, otherworldly hues, giving each one a wild and sinister appearance. Overcome by savage joy, they ride oversized ebon stags while dark hounds bay at their heels.*

### WARBAND OF THE FELL HUNT

CR 15

25,600 XP

CE Medium fey (cold)

**Init** +8; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +30

#### DEFENSE

**AC** 30, touch 16, flat-footed 26 (+3 Dex, +8 armor, +1 dodge, +8 natural armor)

**hp** 237 (25d6+150)

**Fort** +13, **Ref** +19, **Will** +19; +3 on Will saves vs. mind-affecting effects

**Defensive Abilities** troop traits, Immune fatigue and exhaustion; **SR** 38

#### OFFENSE

**Speed** 30 ft.; icewalking

**Melee** troop (5d6+8 plus 1d6+2 cold)

**Spell-Like Abilities** (CL 25<sup>th</sup>; concentration +28)

Constant—*pass without trace*

At Will—*chill metal*, *deep slumber*, *ghost sound*, *obscuring mist*, *phantom steed*, *ray of frost*.

1/day—*freedom of movement*, *ice storm*

**Special Attacks** call of the wild, sound the hunt, trip

#### STATISTICS

**Str** 26, **Dex** 18, **Con** 20, **Int** 14, **Wis** 15, **Cha** 17

**Base Atk** +12; **CMB** +20; **CMD** 35

**Feats** Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Skill Focus (Ride), Steadfast Personality, Toughness

**Skills** Acrobatics +31, Handle Animal +28, Intimidate +28, Knowledge (nature) +30, Perception +30, Ride +34, Sense Motive +30, Stealth +31

**Languages** Common, Elven, Sylvan

**Treasure** standard

#### SPECIAL ABILITIES

**Icwalking (Ex)** A warparty of the fell hunt can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice. The warparty may climb icy surfaces as if under the effects of a *spider climb* spell.

**Implements of Ice (Su)** Each member of a warparty of the fell hunt wears full plate armor and wields a +2 *icy burst glaive* made of magical ice as hard as

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steel. Their armor has no armor check penalty and their troop attack deals an additional 1d6+2 points of cold damage. When the warparty disbands, its armor and weapons melt into water in 1d6 rounds.

**Susceptible to Shatter (Ex)** A *shatter* spell deals 6d6 points of damage to a warparty of the fell hunt (no save) and reduces its armor bonus by -2 for 1 minute. *Shatter* spells automatically overcome the warparty's spell resistance.

**Steeds of the Fell Hunt** When a warparty of the fell hunt casts its *phantom steed* spell-like ability, each member of the troop casts the spell simultaneously, creating mounts ample enough for each member of the troop. While the spell is active, the warparty's land speed increases to 100 feet and it gains all of the

powers described by the *phantom steed* spell, using the troop's caster level as normal.

**F**eared across all civilizations and cultures, the Fell hunt is a gathering of powerful fey who encroach upon the Material Plane to spread catastrophe and devastation. Sometimes the Fell hunt represents the fury and retributive ire of the fey realm, and its riders are sent to sow ruin for some long forgotten slight or offense. However, the Fell hunt doesn't restrict itself to crusades of vengeance—just as often, the riders that comprise the hunt are haughty nobles or cruel warriors who relish the thrill of hunting sentient beings like beasts.

Virtually any sufficiently-powerful fey creatures can band together into a warparty of the Fell hunt, but cold riders<sup>B3</sup> are by far the Hunt's most common participants. Mounted astride ghostly steeds born of nightmares and clad in icy armaments, cold riders of the Fell hunt also bring specially-trained hounds on the hunt. Raised on their fey estates, they employ these otherworldly beasts' keen noses and vicious temperaments to track and trap their quarries. Notorious for their cruelty, cold riders savor the fear that their gatherings inspire in mortals and have been known to chase their quarries long into the night. They draw out the event as long as possible, waiting until just before dawn before making their

kill, and cruelly depriving their prey of a final glimpse of sunlight before the end.



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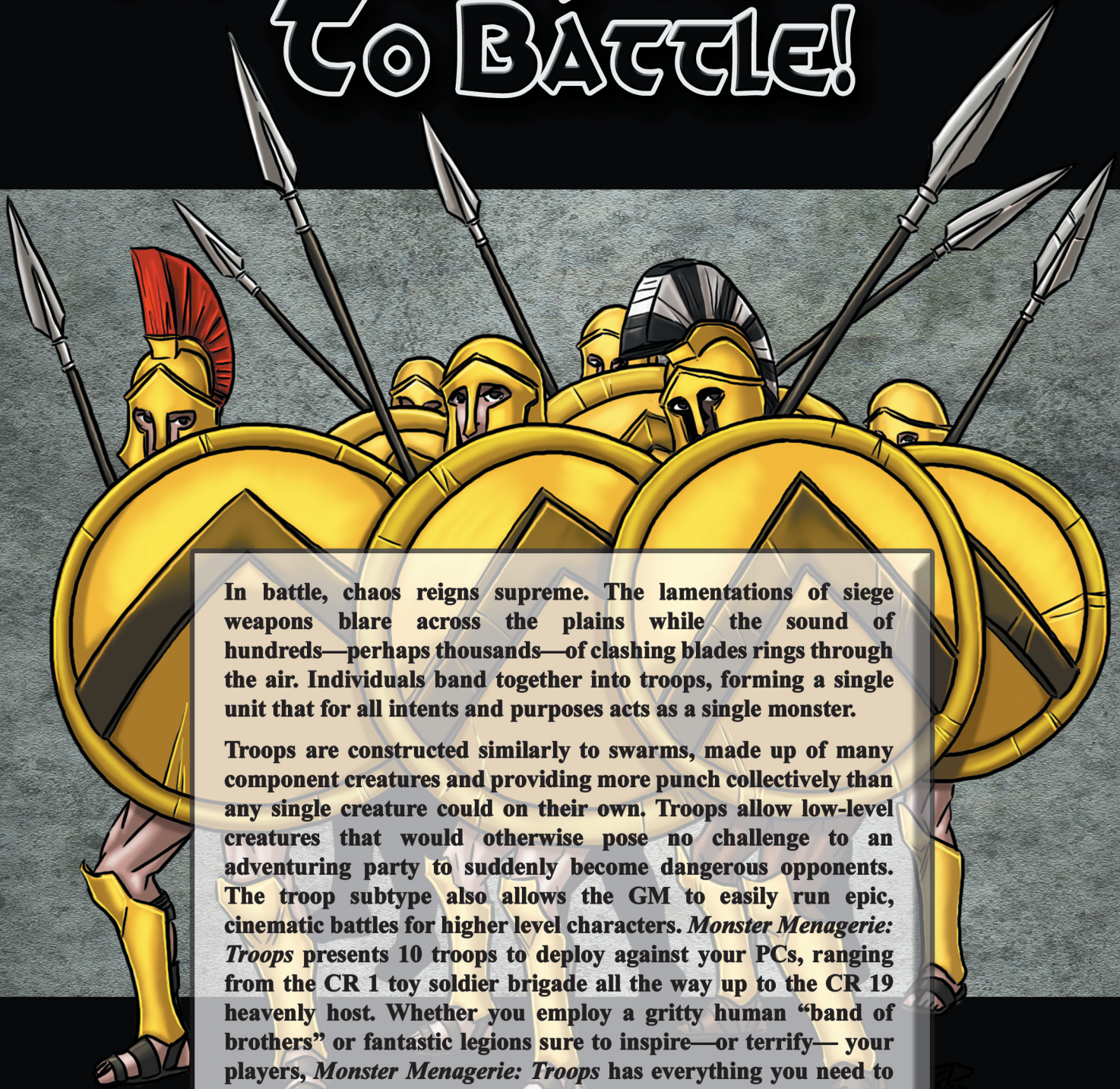
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In battle, chaos reigns supreme. The lamentations of siege weapons blare across the plains while the sound of hundreds—perhaps thousands—of clashing blades rings through the air. Individuals band together into troops, forming a single unit that for all intents and purposes acts as a single monster.

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