

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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STAT BLOCKS BY CR

CR		PAGE
1	Ebon Lake Young	13
1	Troglodyte	20
2	Ebon Lake Female	13
2	Degenerate Troglodyte	19
3	Ebon Lake Warrior (troglodyte barbarian 1)	16
4	Ebon Lake Hunter	16
5	Ebon Lake Champion (troglodyte barbarian 3)	17
5	Lesser Acolyte (troglodyte cleric 3)	18
7	Acolyte Guard (troglodyte cleric 3/barbarian 2)	15
7	Garix, Ebon Lake Chieftain (barbarian 2/fighter 3)	17
9	High Acolyte (troglodyte cleric 7)	18
9	Irfel-Thoth (elder aboleth)	14

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.