

Skraggi Gurlison belongs to the Water Dog tribe which resides on the edge of the Eleam Fen to the north. The tribe mines the peat from the fen and farms beans, wheat and other vegetables around the edge of the fen. The tribe has also had a longtime association with a nearby pack of blink dogs and take their tribal name from it.

The tribe and the pack work together to keep the trolls of the fen in check and have recently had run-ins with a tribe of lizardfolk who have taken up residence in the fen. The blink dogs have lived near the fen for thousands of years but a few hundred years ago humans helped defend the pack from the trolls and the blink dogs have never forgotten.

Skraggi and his blink dog friend Ruby Lou have gained notoriety for killing a fen troll together. Since then they have been inseparable. Skraggi is rough and crude but very handy in a fight. He tends to look down on the weak and values strength and courage. Anyone lacking those things are easily dismissed. Skraggi will however risk his life to defend the weak and fearful, he just won't respect them in the morning.

Skraggi Gurlison

Human CR 4

XP 1200

Chaotic Good Medium Humanoid

Barbarian level 5

Init +2; Senses ; Perception +7

DEFENSE

AC 15, Touch 13, flat footed 12 (No Armour, Shield, none)

(+2 Dex, +2 armour, +1 feats)

hp 57 (0d8+5d12+20+5);

Fort +8, Ref +3, Will +0

OFFENSE

Speed 40

Melee

Single Attack (+1/+1) Greatsword +12 (2d6+6/19-20)

Full Attack (+1/+1) Greatsword +12 (2d6+6/19-20)

Dagger +4 (1d4+2/19-20)

Space 5ft.; Reach 5

Special Attacks

Rage +4 Con +4 Str +2 Will save -2 AC. Per day = 10

Rage Power Number = 2

STATISTICS

Str 18 + 2 = 20, Dex 14, Con 16 + 2 = 18, Int 10, Wis 8,

Chr 9

Base Attack 5 CMB 10; CMD 22

Feats

Animal Fury: Gain an extra bite attack at -5. 1-4 damage + 1/2 str bonus in rage,

Strength Surge: adds level to STR check or combat maneuver or CMD 1/rage,

Armour Prof Light, Armour Prof Medium,

Cleave: Get extra attack if hit monster to

adjacent foe, -2 AC until your next turn , Dodge:

Add 1 to AC , Martial Weap Prof, Power Attack:

You can choose to take a -1 penalty on all melee attacks and combat maneuver checks to gain a +2

bonus on all melee damage rolls. Every +4 base attack penalty increases by -1 and damage by +2,

Shield Proficiency: Can use shields, Simple

Weapon Proficiency, Weapon Focus: +1 to attack rolls

Skills Acrobatics 7, Climb 10, Handle Animal 3,

Intimidate 7, Know Nature 6, Perception 7, Ride



7, Survival 7, Swim 5

Languages Common

SPECIAL ABILITIES

Fast Movement Land Movement raised by 10

Improved Uncanny Dodge Can no longer be flanked 1

Trap Sense Reflex save and AC when dealing with traps bonus 1

Uncanny Dodge Retains Dex bonus if flat footed 1

MAGIC ITEMS (max value 2400)

Belt of physical might-1 (+2) +2 STR +2 CON (10000gp)

Boots of winterlands As endure elements (2500gp)

Bracers of armour (+2) +2AC (4000gp)

+1 (+1 special ability) Greatsword (8000gp)

Mighty Cleaving When using Cleave feat make one additional attack if the first attack hits (+1 bonus)

Skraggi's tribe and the pack Ruby Lou belongs to work closely together to fight local evil humonoids and monsters that wander Eleam Fen. They are especially adept at hunting the trolls that infest the fen. Though lately the number of troll raids have increased and Skraggi's tribe are having a hard time keeping them in check. Ruby is fiercely loyal to Skraggi and will fight to the death to defend him and his people.

Ruby Lou

XP 600

LG Medium magical beast

Init +2; Senses darkvision 60 ft., low-light vision, scent; Perception +7

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 22 (3d10+6)

Fort +5, Ref +5, Will +4

OFFENSE

Speed 40 ft.

Melee bite +4 (1d6+1)

Spell-Like Abilities (CL 7th; concentration +7)

Constant—blink

At will—quicken dimension door (self only)

STATISTICS

Str 12, Dex 15, Con 14, Int 10, Wis 13, Cha 11

Base Atk +3; CMB +4; CMD 16 (20 vs. trip)

Feats Combat Reflexes, Iron Will

Skills Perception +7, Stealth +7, Survival +2 (+6

scent tracking)

Languages Sylvan

ECOLOGY

Environment temperate plains or forests

Organization solitary, pair, or pack (3–14)

Treasure incidental

Though they resemble sleek, long-eared canines, blink dogs are as smart as humans. As social creatures, blink dogs travel in large packs, roaming forests and plains, running off evil creatures, and hunting for phase spiders—one of their natural enemies. Despite their intelligence and friendly natures, blink dogs tend to avoid humanoids, keeping their packs either hidden or frequently on the move. This shyness doesn't keep the blink dogs from helping out when needed, however, and they have been known to come to the rescue of a prairie village in their territory. Packs are typically led by an older, experienced male or female, called an alpha.

Blink dogs are fiercely loyal, defending their own pack or creatures they befriend to the death, and maintaining oaths handed down from litter to litter. Honor is paramount to blink dogs, and different packs often have unique traditions (such as whether a pack's alpha is male or female, or an oath to always protect and aid a particular humanoid race like elves or halflings) in addition to those shared by most blink dogs. Blink dogs have a great interest in the stars and movements of celestial bodies. Through their myths and folklore, blink dogs have names for constellations, and through this zodiac they note the seasons, births under auspicious stars, and omens from unusual stellar conjunctions. Blink dog names often contain a reference to a specific constellation under which the dog was born.

Blink dogs stand nearly 3 feet at the shoulder and weigh upward of 180 pounds. They can live up to 75 years. They use their abilities to quickly surround prey, and make use of flanking to deal with especially dangerous opponents—particularly creatures like phase spiders.