

# HOBGOBLINS OF THE MAILED FIST

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A Pathfinder Roleplaying Game Compatible TRIBES Supplement by Creighton Broadhurst



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Equally renowned for their battle skills and mercenary hearts, the warriors of the Mailed Fist fight for anyone with the coin to pay them. Heavily-armoured, disciplined and well-trained, those that stand below the Mailed Fist's banner are formidable fighters capable of great slaughter. High above, their winged cavalry – elite warriors and battlecasters astride gigantic black bats – hurl missiles and spells down upon their hapless foes.

*Hobgoblins of the Mailed Fist* presents seven new feats, four new spells and three new magic items all useable by members of the tribe. Additionally, it contains fourteen stat blocks (ranging in CR from 2 – 11) as well as full details of the tribe's ancient allies, the black wings of Asgiroth. The Hobgoblins of the Mailed Fist can appear in almost any setting and are compatible with *The Lonely Coast* (a free 30-page extensively bookmarked PDF available from Raging Swan's website).



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## NEW MAGIC ITEMS BY COST

### GP

1,000 gp	Boots of the rider
1,000 gp	Helm valorous
13,350 gp	Axe of battle

## STAT BLOCKS BY CR

### CR

2	Mailed Fist Warrior (hobgoblin warrior 4)
2	Mailed Fist Archer (hobgoblin warrior 4)
3	Elite Mailed Fist Warrior (hobgoblin warrior 6)
3	Elite Mailed Fist Archer (hobgoblin warrior 6)
3	Black Wing Rider (hobgoblin warrior 6)
3	Black Wing of Asgiroth
5	Elite Black Wing Rider (advanced hobgoblin warrior 8)
5	Mailed Fist Battle Cleric (hobgoblin cleric 4/fighter 2)
5	Elder Black Wing of Asgiroth
5	Mailed Fist Beast Master (hobgoblin ranger 6)
6	Mailed Fist War Chanter (hobgoblin fighter 2/bard 5)
7	Black Wing Sorcerer (hobgoblin sorcerer 7/fighter 1)
9	Mailed Fist Battle Marshal (hobgoblin cleric 8/fighter 2)
11	Mailed Fist War Leader (hobgoblin fighter 12)

## NEW SORCERER/WIZARD SPELLS

### 2ND-LEVEL SPELLS

**Trench:** Creates a 5 ft. wide, 10 ft. deep trench in the ground.

### 3RD-LEVEL SPELLS

**Spiked Trench:** Creates a 5 ft. wide, 10 ft. deep spiked-filled trench in the ground.

### 4TH-LEVEL SPELLS

**Flaming Trench:** Creates a 5 ft. wide, 10 ft. deep flame-filled trench in the ground.

## NEW FEATS

FEAT	PREREQUISITES	BENEFIT
Aerial Combat	Skill Focus (Ride), BAB +2	+1 to weapon and damage rolls and handle mount as a free action
Improved Brace	BAB +1	Brace weapon to double threat range and gain +2 on attack roll
Greater Shield Wall	Shield Wall, BAB +4	+1 shield bonus when adjacent to ally with Shield Wall feat
Improved Shield Smash	BAB +3	Remove opponent's shield bonus from AC until next action
Precise Ray	Dex 13, BAB +1	Ignore soft cover when firing ray and gain a +4 bonus to confirm threats
Shield Wall	BAB +1	+1 shield bonus when adjacent to ally with Shield Wall feat
Stalwart Stance	Str 13, BAB +1	+4 bonus to CMD vs. bull rush and trip