

# A Clan of Wretches



- Wretches:** new, heroic-tier intelligent opponents for the moors and wastes -
- **Bogwretch**, the lowest of the low; scared, they may be, but their numbers make them dangerous
  - **Moorwretch**, the wretch leaders; intelligent and sly
  - **Stonewretch**, slow and lumbering but strong
  - Details of wretch society
  - A complete wretch clan
  - Playing wretch: wretch powers and racial details

# A Clan of Wretches



Contents

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## DnD Greysca4es:

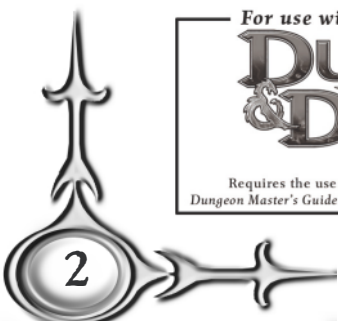
### A Clan of Wretches (PDF/eBook Sourcebook)

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## Introduction

Wretches, by their nature and culture, are limited to the fringes of civilisation, to the wilderness that borders many of the fantasy realms. Though primitive and frequently lacking in resources, these nomads are wily and stick together in close-knit clans for support and assistance. Though a scouting or hunting party of bogwretch is easily dealt with by any small band of adventurers, a raiding party or full clan of wretch on the move is more than a match for many heroes.

All wretch are humanoid, though look warped and hunched to human eyes. Their wiry arms and legs, when visible, appear to be longer than they should, attached to slightly rotund torsos. Their faces are a caricature of the intelligent species, wide and protruding with large eyes and mouths. That they are omnivores is obvious from both their teeth, their weapons and their intense stare. Though fearsome, some wretch are peaceful, however, merely looking for a simple life without grief from the civilisations around which they roam.

This supplement details a range of new creatures for enhancing your DUNGEONS & DRAGONS™ 4TH EDITION adventures.

### About DnD Greysca4es

This is a series of PDF-only source books intended for use with the Dungeons and Dragons™ 4E Role Playing Game. To save production and printing costs, they are produced in greyscale where possible, and can even be reproduced two-up on a single A4 sheet in booklet style (if you're struggling, do get in touch with Sceptune Games). Powers are produced separately, in colour, so they need not be printed out with the main booklet.

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## Knowledge

The following information about wretch can be gained from a range of knowledge checks.

**Nature DC 10:** Wretch or wretcher is a generic term for a group of related races, all of whom speak a dialect of draconic as their native tongue. These warped, intelligent humanoids range in size from the small and scrawny *bogwretch* to the larger and more fearsome *stonewretch*. Wretch are said to be the result of some stray chromatic dragon magic deforming members of the older races and even now many wear hoods to shelter them from the sun and to hide their faces.. For protection and survival wretch gather together in clans and small tribes and have developed skills to support each other.

**Nature/Religion DC 12:** Wretch have problems breeding true, many of their offspring becoming the stunted and warped bogwretch or the oafish and clumsy stonewretch. Those moorwretch who do breed true are much prized amongst the clans and given the best food, weapons and armour that the clan can afford.

**Nature DC 15:** Wretch prefer meat to vegetation, eat anything at a push, but are notoriously poor at growing their own food-crops. From time to time they herd various other creatures for food, but as they have little civilisation or knowledge of engineering, science and technology, the majority of their needs comes from foraging and raiding. The best time to strike would be in the winter, when they are holed up in their cave lairs and other underground dwellings.

**History DC 15:** Wretch art can often be seen scrawled or carved around their more frequent campsites.

**Nature DC 17:** Stonewretch are slow but extremely strong. They are fairly rare offspring of stonewretch or moorwretch.

**Arcana/Religion DC 20:** Wretcher tend towards ancestor worship. Though they have no clerics or wizards, they have tribal shaman and hunt- or war- masters who lead their raiding parties. The power of their leaders can be annoying and frustrating, making individual wretches much more potent in combat.

**Nature/Thievery DC 20:** Wretch are reknowned thieves. With little infrastructure of their own, their weapons are frequently stolen on their raids. Though bogwretch flinch away from melee attacks, moorwretch are known to be much more stable.

**Religion DC 22:** The wretch have a form of shamanistic practice that focuses on ancestor worship. In battle or at



times of trial, they call on the powers of these ancestral spirits to bolster their abilities or slow their enemies.

### GRAFFITI OR ART?

Though many adventurers describe it as graffiti, the more knowledgeable scholars are frequently excited by wretch art. Normally scrawled or carved on stones in or near their favourite campsites, the art frequently depicts the heads of warriors or images of their ancestral spirits.

The style is relatively abstract and two-dimensional, frequently of a face depicted showing its left side. Many of these pieces are assumed to be pictures of individual wretch and are sometimes humorous, perhaps emphasising a particularly strange facial feature. A few of these art pieces appear to be of other races, however, with particular features being emphasised to illustrate the race.

What particularly delights art scholars, however, is that many of these pieces are not fully representational. Sometimes the artist makes elaborate lines or decorations that make no sense unless the image is seen as a whole – at which point the ‘decorations’ merge to give a highly effective, overall impression.

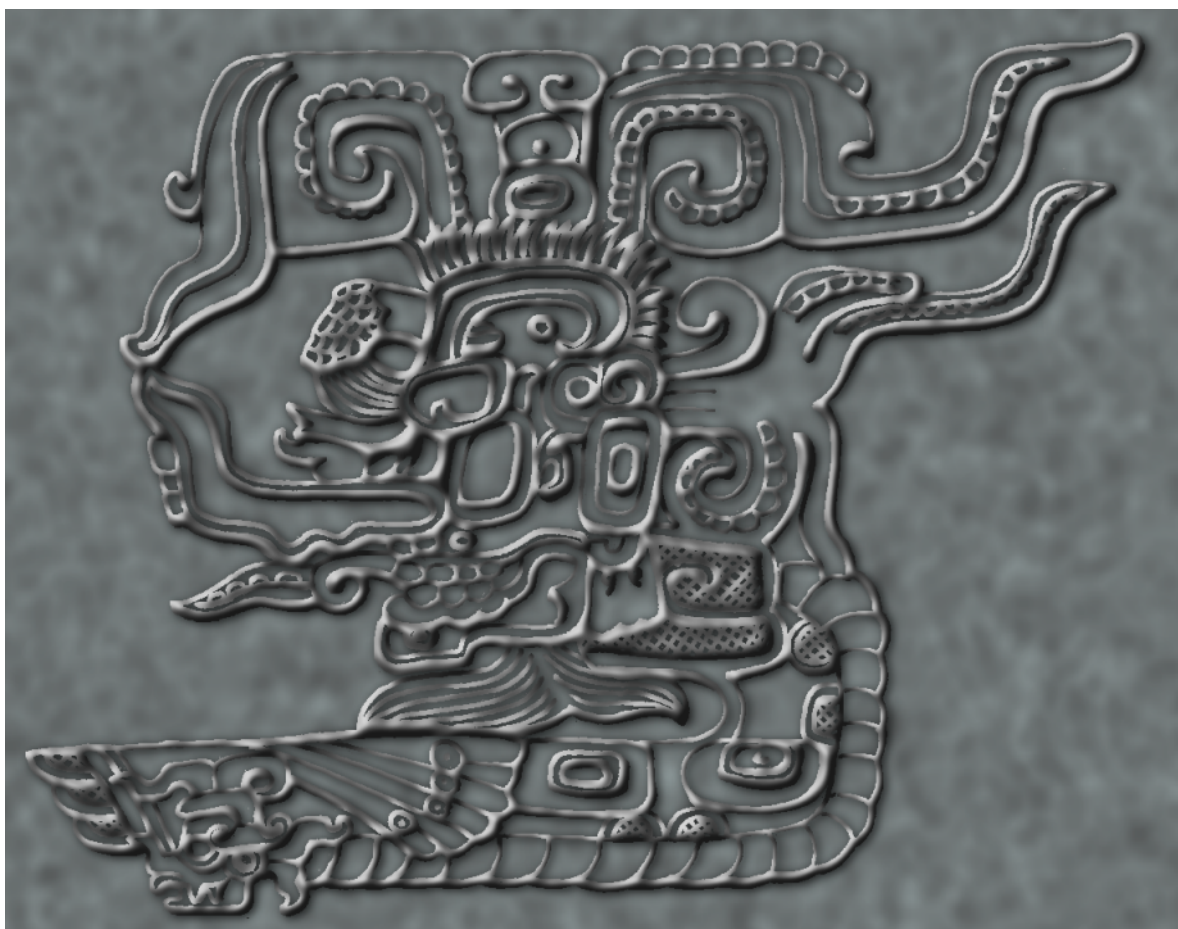
Most prized above art collectors, though, is the molten silver and molten tin drawings of the moorwretch. Using

some molten metal held in a small crucible, the wretch pour out the metal in lines onto a cold, flat, stone surface. The metal quickly cools and adheres to the stone and gives an eerie effect when polished and seen in moonlight or starlight. Such art can fetch several hundred gold pieces with the right collector.

### RANDOM THUMPS OR MUSIC?

All wretches take great delight in the rhythmic – or arrhythmic – sound of drums. To untutored listeners, some of the drumming sounds discordant and off-beat, but the more sophisticated bards and musicians claim to find a surprising number of odd rhythms in their drumming. Unfortunately for many, the only drum beats the civilised races can appreciate are the wretch death-beats, the simple sounds their drums make when launching a vengeful wild hunt from their homes in the wilds.

Their shaman and warmasters regard a drum as an integral part of their rituals. Amongst all wretch, the bogwretch drumbeaters are respected for their skills with the drum. They frequently act as wandering bards between the many clans, carrying information, news, despatches and messages from clan-chief to clan-chief. The death of a drumbeater, whilst apparently insignificant to other races, is almost certain to invoke a revenge strike from the local wretch clan.



*A example of wretch metal-pouring art, illustrating the intricate designs this technique can achieve.*

# A Clan of Wretches

## Bogwretch

The smallest of all the wretch, bogwretch come in a variety of shapes, some small and skinny, perhaps underfed, whilst others look more solid. Skin colouring depends on their origin: pure bogwretch range from a very pale brown to a muddy brown, whilst the swampwretch are a sub-species whose skin ranges through many shades of green. Most bogwretch are hairless, making up for it with fold of skin, whilst others have short or single tufts growing from the crown of their scalp.

### BOGWRETCH KNOWLEDGE

**Nature DC 10:** When not part of a wretcher clan, bogwretch live in or near bogs and swamps, primarily for safety rather than it being a necessary part of their lifestyle. Rarely able to organise themselves into any stable community, they live by raiding or stealing from fringe settlements or outlying farms.

**Nature DC 12:** Wiry and tougher than they look, all bogwretch are nimble, frequently jumping out of the way of further strikes once they realise an attacker can cause them harm.

**Nature DC 12:** Bogwretch are trivially nasty and lazy, natural bullies if they get a chance, but are cowards if outnumbered, when cornered or when the situation is not going their way. They rarely take on any group that might be their equal in skill or numbers. They are fearful of moorwretch are more likely to stand and fight if led by or accompanied by their larger brethren.

#### BOGWRETCH RACIAL TRAITS

**Average Height** 3'2"-4'

**Average Weight** 30-55lb

**Ability scores:** +2 Dexterity +2 Con  
(Maximum Intelligence 14)

**Size:** Small

**Speed:** 6 squares

**Vision:** Low-Light

**Languages:** Common, draconic

**defence Bonuses:** +1 Reflex

**Skill Bonuses:** +2 Perception, +2 Stealth,  
+2 Thievery

**Shimmy:** You use **shimmy** as an at-will power

**Shimmy** Bogwretch Racial power

*You shy away from your enemy's attack, avoiding further threats and tempting him after you*

#### At-Will

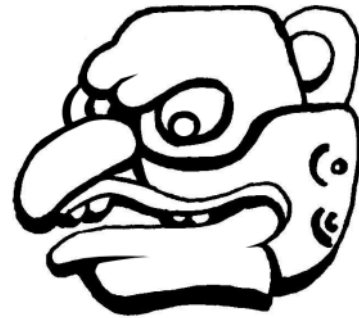
**Immediate Reaction** Personal

**Trigger:** A melee attack against you hits

**Effect:** You **must** shift one square.

**Special:** If all spaces are blocked or you have already used your reaction for the turn, you cannot shift.

*Bogwretch graffiti thought to represent one of their own.*



**Normal Weapons:** Any easily-made weapon such as a spear or sling are common, perhaps with stone axes plus a long knife or short bow. The bogaxe, a wicked, scythe- or moon-like heavy axe with a curved blade, is used by the stronger and more aggressive bogwretch but must be wielded two-handed by such small creatures.

### BOGWRETCH ORDO

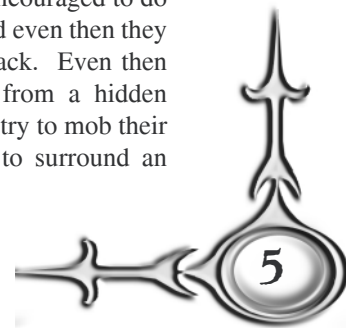
Due to their numbers, the common bogwretch are merely called *ordo*, 'one of the many'. They are the run-of-the-mill bearers, herders, camp-tenders and supporters in a wretcher clan. The statistics below should be used to represent any of the normal members of a bogwretch group.

Note that as any attack hits a minion, their racial power *shimmy* is unusable.

<b>Bogwretch Ordo</b>	<b>Level 1 Minion</b>
Small natural humanoid	XP 25
<b>Initiative</b> +3 <b>Senses</b> Perception +1, low-light vision	
<b>HP</b> 1; a missed attack never damages a minion	
<b>AC</b> 15; <b>Fortitude</b> 11, <b>Reflex</b> 14, <b>Will</b> 10	
<b>Speed</b> 6; see also <b>shimmy</b>	
Ⓢ <b>Spear</b> OR <b>pick</b> (standard; at-will) ⚔ <b>Weapon</b>	
+3 vs. AC; 5 damage	
Ⓢ OR <b>Sling</b> (standard; at-will) ⚔ <b>Weapon</b>	
Ranged 10/20; + 5 vs. AC; 5 damage	
<b>Vicious Surprise</b>	
The bogwretch deals an extra 4 damage against any target against whom it has combat advantage	
<b>Alignment</b> Evil	<b>Languages</b> Common, draconic
<b>Skills</b> Stealth +10, Thievery +5	
<b>Str</b> 12 (+1) <b>Dex</b> 16 (+3) <b>Wis</b> 9 (-1)	
<b>Con</b> 13 (+1) <b>Int</b> 8 (-1) <b>Cha</b> 10 (+0)	
<b>Equipment</b> leather armour; spear, pick or sling plus tools and clan or personal effects	

### Bogwretch Ordo Tactics

Ordo tend to only attack enemies when encouraged to do so by their more aggressive brethren – and even then they are just used to break up an enemies attack. Even then they prefer to surprise their opponent from a hidden ambush. If forced to fight in melee, they try to mob their opponents, using their shimmy powers to surround an opponent and gain combat advantage.



## BOGWRETCH ARCHER

Used as scouts, look-outs and food-gatherers, bogwretch archers and hunters are the mainstay of clan existence. With more status in the clan than ordo, hunters are allowed mates and are typically allocated an ordo or two as a servant. Within the clan encampment their hearths are in the second-most ring, within that of the ordo and herd-beasts but outside that of the pack-beasts.

<b>Bogwretch Archer</b>	<b>Level 2 Artillery</b>
Small natural humanoid	XP 125
<b>Initiative</b> +4 <b>Senses</b> Perception +7; low-light vision	
<b>HP</b> 30; <b>Bloodied</b> 15	
<b>AC</b> 16; <b>Fortitude</b> 12, <b>Reflex</b> 17, <b>Will</b> 11	
<b>Speed</b> 6; see also <b>shimmy</b>	
⊕ <b>Long Knife</b> (standard; at-will) ✦ <b>Weapon</b>	+4 vs. AC; 1d6+1 damage.
⊕ <b>Short bow</b> (standard; at-will) ✦ <b>Weapon</b>	Ranged 15/30; +6 vs. AC; 1d8+3 damage.
⌘ <b>Mean Shot</b> (standard; at-will) ✦ <b>Weapon</b>	Ranged 15; +4 vs. AC; 1d8+7 damage.
<b>Shimmy</b> (immediate reaction when a melee attack hits the archer; at-will)	
The bogwretch must shift one square	
<b>Sneak Attack</b>	
Once a round, the archer deals an additional 2d6 damage against a target against whom it has combat advantage.	
<b>Alignment</b> Evil <b>Languages</b> Common, draconic	
<b>Skills</b> Stealth +11, Thievery +6	
<b>Str</b> 12 (+2) <b>Dex</b> 16 (+4) <b>Wis</b> 9 (+0)	
<b>Con</b> 13 (+2) <b>Int</b> 8 (+0) <b>Cha</b> 10 (+1)	
<b>Equipment</b> leather armour; short bow; long knife	

### Bogwretch Archer Tactics

The key soldiers acting in support of their clanfellows, bogwretch archers delight in staying clear of close combat and shooting from cover or from surprise and ambush. They revel in their sneak attack capabilities, using their *shimmy* ability as much as possible in close combat to flank opponents whilst leaving themselves room to retreat and continue using their primitive bows. If enemies have ranged magic-users such as wizards and warlocks, the bogwretch archers tend to focus their fire on that threat before any other target.

## BOGWRETCH BULLY

Bullies are the biggest and meanest bogwretch, sometimes almost reaching the size of full-grown moorwretch. They are still stunted or warped, however, and are easily identified as not being full moorwretch. Thankfully, there are few bogwretch bullies in a clan....

In encampments bullies are in the innermost ring surrounding the clan chief, clan shaman and bards. They delight in showing off and abusing their status, though like all bullies are careful not to upset those superior to them. To be a servant of a bogwretch bully is a mixed

blessing for an ordo; whilst he might have higher status than other of the clan dregs, his life is likely to be more painful than other ordo.

A bully is never without his bogaxe, a curved, two-handed axes with heavy, scimitar-like blades. The design of the bogaxe makes it easy for bogwretch to forge, but its size makes it impossible for many other bogwretch to wield.

<b>Bogwretch Bully</b>	<b>Level 3 Brute</b>
Small natural humanoid	XP 150
<b>Initiative</b> +3 <b>Senses</b> Perception +2; low-light vision	
<b>HP</b> 53; <b>Bloodied</b> 26	
<b>AC</b> 16; <b>Fortitude</b> 16, <b>Reflex</b> 14, <b>Will</b> 12	
<b>Speed</b> 6; see also <b>shimmy</b>	
⊕ <b>Bogaxe</b> (standard; at-will) ✦ <b>Weapon</b>	+6 vs. AC; 2d6+3 damage
<b>Shimmy</b> (immediate reaction when a melee attack hits the bully; at-will)	
The bully must shift one square.	
<b>Mob Shimmy</b> (move, at-will)	
Using a shift, the bogwretch can exchange places with an adjacent willing ally. The ally shifts as a free action into the raider's vacated square.	
<b>Alignment</b> Evil <b>Languages</b> Common, draconic	
<b>Skills</b> Endurance +7, Stealth +5, Thievery +5	
<b>Str</b> 17 (+4) <b>Dex</b> 15 (+3) <b>Wis</b> 8 (+0)	
<b>Con</b> 13 (+2) <b>Int</b> 9 (+0) <b>Cha</b> 13 (+2)	
<b>Equipment</b> hide armour; bogaxe	

### Bogwretch Bully Tactics

Though larger than their brethren, wretcher bullies allow any ordo or raiders with them to absorb the brunt of any enemy attack, then use their *mob shimmy* to move to the front of combat and surprise their enemy with their vicious bogaxes.

## BOGWRETCH HUNTER

The common hunters are an important step up from the ordo of a clan. It is on their sling and knife skills that the clan relies for much of its food and combat capability.





# A Clan of Wretches

Bogwretch Hunter	Level 1 Skirmishers
Small natural humanoid	XP 100
<b>Initiative</b> +5 <b>Senses</b> Perception +3; low-light vision	
<b>HP</b> 29; <b>Bloodied</b> 14	
<b>AC</b> 16; <b>Fortitude</b> 11, <b>Reflex</b> 17, <b>Will</b> 11	
<b>Speed</b> 6; see also <b>shimmy</b>	
⊕ <b>Long Knife</b> (standard; at-will) ⚔ <b>Weapon</b>	+6 vs. AC; 1d6+1 damage
⊕ <b>Sling</b> (standard; at-will) ⚔ <b>Weapon</b>	Ranged 10/20; +6 vs. AC; 1d6+3 damage
✱ <b>Hail of stones</b> (standard; recharge ☞☞☞☞) ⚔ <b>Area</b>	Blast 2 within 10; +4 vs. AC; 1d6 damage to each enemy within blast. The hunter must be wielding a sling and have ammunition left in order to use this power.
<b>Shimmy</b> (immediate reaction after a melee attack hits the hunter; at-will)	
The hunter must shift one square.	
<b>Vicious Surprise</b>	
The hunter deals an additional 4 damage against any target against whom it has combat advantage.	
<b>Alignment</b> Evil <b>Languages</b> Common, draconic	
<b>Skills</b> Stealth +10, Thievery +5	
<b>Str</b> 12 (+1) <b>Dex</b> 16 (+3) <b>Wis</b> 13 (+1)	
<b>Con</b> 13 (+1) <b>Int</b> 8 (-1) <b>Cha</b> 9 (-1)	
<b>Equipment</b> leather armour; light shield; sling; long knife	

## Bogwretch Hunter Tactics

Hunters tend to be more brave than ordo and can even lead a small group of ordo on an expedition to gather food. In combat they stay back using their *hail of stones* until their surprise is lost, then rush forward when they see easy flanking opportunities. They are quick to retreat to a distance if their *vicious surprise* ability can no longer be used in melee combat. When allied with raiders they tend to stay in the rear as missile support, typically targeting enemy missile-users or ranged magic-users such as warlocks and wizards or protecting the clan archers.

## BOGWRETCH RAIDER

Raiders are the warriors of the clan, those who are less afraid to take on any opponents than other bogwretch. They are not common, but have high status, camping within the ring of pack-beasts. They are given access to the better cuts of meat, several ordo as servants (though pay is little and rare) and may even be assigned a personal pack beast from the animals the clan herds.

## Bogwretch Raider Tactics

Bogwretch raiders are the grist of any wretcher war party. More aggressive than their counterparts, they are not afraid to get stuck in after an ambush has been launched and combat has been joined. Their ducking and dodging tactics can be infuriating, especially when they use their *mob shimmy* to replace the weaker front-rank ordo or withdraw when forced to do so by their racial *shimmy* power.

Bogwretch Raider	Level 2 Skirmisher
Small natural humanoid	XP 125
<b>Initiative</b> +6 <b>Senses</b> Perception +7; low-light vision	
<b>HP</b> 38; <b>Bloodied</b> 19	
<b>AC</b> 17; <b>Fortitude</b> 13, <b>Reflex</b> 18, <b>Will</b> 13	
<b>Speed</b> 6; see also <b>shimmy</b>	
⊕ <b>Long Knife</b> (standard; at-will) ⚔ <b>Weapon</b>	+7 vs. AC; 1d6+3 damage.
⚔ <b>Dart 'n dive</b> (standard; at-will) ⚔ <b>Weapon</b>	+7 vs. AC; 1d6+3 damage. As a free action the raider can shift one square on a successful hit.
<b>Vicious Surprise</b>	
The raider deals an additional 4 damage against any target against whom it has combat advantage.	
<b>Shimmy</b> (immediate reaction after a melee attack against the raider has been resolved ; at-will)	
The raider must shift one square.	
<b>Mob Shimmy</b> (move, at-will)	
Using a shift, the raider can exchange places with an adjacent willing ally. The ally shifts as a free action into the raider's vacated square.	
<b>Alignment</b> Evil <b>Languages</b> Common, draconic	
<b>Skills</b> Stealth +11, Thievery +5	
<b>Str</b> 12 (+2) <b>Dex</b> 16 (+4) <b>Wis</b> 9 (+0)	
<b>Con</b> 14 (+3) <b>Int</b> 8 (+0) <b>Cha</b> 14 (+3)	
<b>Equipment</b> leather armour; light shield; Long knife	

## Bogwretch Drumbeater

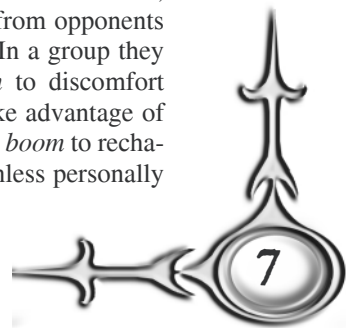
Drumbeaters are the clan bards and inspirational elements of a bogwretch force. They are typically the more intelligent individuals who have still been unable to break out of complete servitude. Though respected by other bogwretch for their advice and knowledge, they are often not fully trusted by the other senior wretcher, often being accused of 'answering back' or 'lacking in loyalty' when a particularly nonsensical or bloody raid is espoused.

It is not only the complex wretcher drumming but also the more intricate wretcher art that is created by drumbeaters. The drums of every beater are intricately painted and coloured with wretcher faces, either in blood, charcoal or chalk with highlights in whatever brilliant colour the drumbeater can find or is given.

In an encampment the status of drumbeaters is such that they are placed with the huntmasters and chiefs in the centre of the many rings of defence. Small parties sometimes use drumbeaters as a morale boost and support in place of a fully-fledged huntmaster.

## Drumbeater Tactics

Drumbeaters do not stand too far away from their opponents but tend to try and avoid hand-to-hand combat, using their *shimmy* ability to back away from opponents and use their *scream of wrath* on them. In a group they are quick to use their *maddening boom* to discomfort enemies, allowing their own troops to take advantage of dazed opponents. Whilst waiting for their *boom* to recharge, they constantly use their *joydrums* unless personally threatened.





**Bogwretch Drumbeater** **Level 3 Controller**  
 Small natural humanoid XP 150

**Initiative** +2 **Senses** Perception +8; low-light vision  
**HP** 38; **Bloodied** 19  
**AC** 17; **Fortitude** 13, **Reflex** 15, **Will** 16  
**Speed** 6; see also **shimmy**

⊕ **Long Knife** (standard; at-will) ⬆ **Weapon**  
 +8 vs. AC; 1d6+3 damage

↘ **Scream of wrath** (standard; at-will) ⬆ **Thunder**  
 Ranged 3; +6 vs Fortitude; 1d10+3 thunder damage;  
**Special** the target must be able to hear.

⬅ **Joydrums** (standard; at-will) ⬆ **Healing, Zone**  
 Close Burst 10; until the start of your next turn, you and any allies in the area who can hear you gain a +2 power bonus to Will defence and a +2 bonus to any saves against effects or ongoing damage with the charm, fear, illusion or psychic keywords.

⬅ **Maddening Boom** (standard; recharge ☹☹☹) ⬆  
**Psychic, Thunder, Zone**  
 Close Burst 5 against all enemies who can hear the drums; +4 vs Will; 5 damage and the target is dazed (save ends).

**Shimmy** (immediate reaction after a melee attack hits the drummer; at-will)  
 The drummer must shift one square.

**Alignment** Evil **Languages** Common, draconic  
**Skills** Diplomacy +9, Stealth +6, Thievery +6  
**Str** 10 (+1) **Dex** 16 (+4) **Wis** 11 (+1)  
**Con** 14 (+3) **Int** 14 (+3) **Cha** 16 (+4)  
**Equipment** hide armour; drums; long knife



## BOGWRETCH HUNTMASTER

Huntmasters are the shaman-leaders of bogwretch clans and raiding parties. Though inferior to their moorwretch counterparts, a huntmaster is feared by those bogwretch who serve him and applauded by the bullies who fearfully follow him – indeed, a huntmaster is invariably accompanied by one or two loyal bullies as personal bodyguard.

Though feared, huntmasters are not stupid. They will not over-commit their clan to a futile attack, though do not hesitate to attack any group smaller than their own. If a huntmaster ever sees the future of his clan at risk, he is likely to switch to diplomacy rather than force.

**Bogwretch Huntmaster** **Level 4 Controller (Leader)**  
 Small natural humanoid XP 175

**Initiative** +3 **Senses** Perception +10; low-light vision  
**HP** 54; **Bloodied** 27  
**AC** 17; **Fortitude** 14, **Reflex** 15, **Will** 17  
**Speed** 6; see also **shimmy**

⊕ **Long Knife** (standard; at-will) ⬆ **Weapon**  
 +9 vs. AC; 1d6+4 damage

↘ **Vengeful Ancestor** (standard; at-will) ⬆ **Force**  
 Ranged 10; +9 vs. AC; 1d10+4 damage

↘ **Screaming Ancestors** (standard; recharge ☹☹☹) ⬆  
**Psychic, Zone**  
 Burst 1 within 10; +6 vs. Will; 1d6+4 psychic damage and the target is dazed until the end of your next turn. The zone lasts until the end of your next turn and any enemies who begin their turn within the zone or who pass through it are attacked again.

✱ **Ancestral Swarm** (standard; sustain minor; encounter) ⬆ **Zone**  
 Burst 3 within 10; automatic hit; all those within or who move into the swarm, and who have not previously been classed as allies by a **ancestral ally** (see below) regard everyone else as having concealment

**Shimmy** (immediate reaction after a melee attack hits huntmaster; at-will)  
 The huntmaster must shift one square.

**Mob Commander** (immediate interrupt; when targeted by any attack; at-will)  
 The mob commander can exchange places with any adjacent ally using a shift. The ally shifts as a free action into the huntmaster's vacated square. The attack is assessed against the ally after it arrives in the huntmaster's original square.

**Ancestral Ally** (Ritual, Arcane component cost 10gp)  
 Close burst 5; all within the area are immune to the huntmaster's **ancestor** or **ancestral** powers for the next 24 hours. This is normally cast on a group of moorwretch before going on a raid or to battle.

**Alignment** Evil **Languages** Common, draconic  
**Skills** Intimidate +10, Stealth +9, Thievery +5  
**Str** 11 (+2) **Dex** 14 (+4) **Wis** 13 (+3)  
**Con** 14 (+4) **Int** 12 (+3) **Cha** 17 (+5)  
**Equipment** hide armour; skull-, stone- and feather-adorned fetish; Long knife; clan treasure





# A Clan of Wretches

## BOGWRETCH ENCOUNTERS

Typically, bogwretch will be encountered as a raiding party, a foraging party, a formal hunting party (where 'hunt' means to track down specific enemies or as a revenge attack) or when hired as caravan raiders or specifically for battle when they are likely to be in a pre-prepared ambush.

### Bogwretch Foraging party

<b>Encounter Level 1</b>	<b>500XP</b>
2 * Bogwretch Ordo	50XP
2 * Bogwretch Hunters	200XP
1 * Bogwretch Raider	125XP
1 * Bogwretch Archer	125XP

A foraging party could be made into a group of herdswretch by removing the archer and raider and adding a family of herdrake (see *A Drake Miscellany*). They are likely to run if suffering more than 50% losses for no appreciable enemy loss.

### Bogwretch Hunting party

<b>Encounter Level 2</b>	<b>625XP+</b>
2 * Bogwretch Ordo	50XP
2 * Bogwretch Hunters	200XP
2 * Guard Drake/Shell Drake	250-300XP
1 * Bogwretch Raider	125XP

Though tougher than the foraging party, the hunting party is not really designed for combat. The ordo and drakes charge in first, followed up by the raider with some opportunistic attacks on isolated enemy. For shell drake refer to *A Drake Miscellany*.

### Bogwretch Raiding party

<b>Encounter Level 3</b>	<b>750XP</b>
4 * Bogwretch Ordo	100XP
2 * Bogwretch Raider	250XP
2 * Bogwretch Archer	250XP
1 * Bogwretch Bully or Drumbeater	150XP

The raiding party is likely to run if they face any stiff resistance or find that more than 50% of their number are down and their opponents have few losses. The archer's tend to stand off, remaining in cover as much as they can and also protecting the any drumbeater with the party. The bully leads the raiders in a charge and uses the ordo to bog down any enemy, dispatching one or two to rifle through an enemies camp.

Two of the ordo and one of the raiders could be replaced by a pair of hunters for a slightly different 'look' to a raiding party at the same encounter level.

If a raiding party is after a specific item, such as a small herd of goats or sheep, or food in a farm, the party withdraws as soon as one or more of the ordo has gained the items. Sometimes such a raiding party is merely after

equipment or materials to make new drums or create new art for the drumbeater that leads them.

### Bogwretch Ambush party

<b>Encounter level 4</b>	<b>875XP</b>
3 * Bogwretch Hunter	300XP
2 * Bogwretch Raider	250XP
1 * Bogwretch Bully	150XP
Bogwretch Huntmaster	175XP

The raiders stay to one side, preferably in hiding, and either disrupt the enemies formation with their *hail of stones* or protect the huntmaster. The raiders, ordo and bully will burst from hiding, hoping to charge and get an attack during the surprise round where they can use their flanking abilities to their best advantage. The bully will have no hesitation in moving the ordo around to protect himself or to get into a flanking position.

### Bogwretch Wild Hunt

Such a group is also called a wretcher avenging hunt. The small encounter here is merely the main group in such a party as most of the active members of a clan will be involved in some way or another.

<b>Encounter Level 5</b>	<b>1000XP+</b>
3 * Bogwretch Raider	300XP
2 * Bogwretch Archer	250XP
2 * Bogwretch Bully	300XP
Bogwretch Huntmaster or Drumbeater	150/175XP

This 'Hunt Party' is a formal, revenge party defending the honour of the clan or intent on bringing a particularly noisome enemy to heel. Tactics are similar to the ambush party but the striking arm (3 raiders and 2 bullies) is particularly potent.

For a difficult and challenging level 6 encounter, another raider plus 5 or 6 Bogwretch ordo could be added to this level 5 encounter.



Wretcher art depicting either the head of a ghouel or that of a skeleton or zombie.

# Moorwretch

Closer and larger relatives of the bogwretch, the moorwretch tend to stick together and scorn their 'lesser' cousins, whether their lessers are larger or smaller than they. Occasionally, however, they take over a larger clan of bogwretch, add a few stonewretch as guards, and set themselves up as the despotic rulers of a powerful clan that dominates a large area.

Moorwretch are less pathetically nasty than bogwretch but still see the rule of might and domination as their primary measure of success. They are easily swayed to serve a particularly powerful and fearsome overlord, such as a dragon, not out of any sense of loyalty but because they are scared of what the overlord could do to them if they refuse. Some of their number hire out as skilled mercenaries to the allies and agents of such overlords, again more for the delight in inflicting pain and the promise of continual income rather than any higher sense of nobility. They tend to dislike humans, seeing them as the base stock from which the moorwretch descended.

## MOORWRETCH KNOWLEDGE

Like bogwretch, the moorwretch prefer to not spend time farming, but enjoy herding and rearing all forms of vicious and exotic creatures, which they use for both food and as weapons of war. All their villages and farmsteads are patrolled by moorwretch accompanied by their war-trained creatures as well as the occasional lumbering stonewretch. They are known to even breed hostile and aggressive versions of domestic cattle and sheep, purely for the fun of watching bloody dominance battles in their pastures.

**Nature DC 10:** Moorwretch are the major species of wretch. They delight in dominating others, whether wretch or other species. Though they have the physical capability, they are fundamentally lazy when it comes to doing their own work and prefer to use slaves and lesser wretch. They breed and train animals for war and guard duty, mostly dire rats or drakes.

**Arcana DC 15:** Moorwretch strip their opponents of armour and weapons for their own use. They also prize magic weapons and armour above other items. This means that amongst moorwretch, magic weapons and armour are more likely to be found than other magic items.

**History DC 15:** A moorwretch family is often called a lance or squad; a clan, a company, regiment or battle/battalion, or some similar military term. This structure makes it easy for them to hire themselves out to any intelligent being who can dominate them. They frequently hire themselves out as mercenaries and are known to be solid in defence provided they are paid in food, armour

and weapons. However, they have a strong sense of self-preservation and are the first to desert or flee when their employer fails to pay them on time, or if they are forced to face obviously superior numbers.

**Arcana/Religion DC 17:** Moorwretch have priests or shaman they call warmages. Unlike bogwretch, these warmages are not always clan chiefs but are always in positions of authority. With their impressive support, moorwretch warriors can even break the stoutest break battle line.

**Nature DC 20:** Though preferring dire rats and drakes, moorwretch have been known to train almost any creature they find as guard animals, with varying degrees of success.

## Description

Like bogwretch, moorwretch have a variety of skin colouring that some say reflects how much their ancestors were tainted by the magics that first created them or warped them from whatever stock they originated. In general, their colouring tends towards browns and blacks, with hair limited to their heads. Body shape tends to be more solid than bogwretches and none ever have the chance to become fat: they would be slain by challengers before they became so slow.

**Normal Weapons:** Moorwretch prefer maces and hammers, or similar weapons that can benefit from their exceptional physical prowess, but they also use axes and any weapon they find, steal or otherwise purloin. Some

### MOORWRETCH RACIAL TRAITS

<b>Average Height</b>	5'4"-5'10"
<b>Average Weight</b>	140-200lb
<b>Ability scores:</b>	+2 Strength +2 Wisdom
<b>Size:</b>	Medium
<b>Speed:</b>	6 squares
<b>Vision:</b>	Low-Light
<b>Languages:</b>	Common, draconic
<b>Skill Bonuses:</b>	+2 Endurance, +2 Nature
<b>For the Clan!:</b>	Provided you have allies within 10 squares, you can use the <b>For the Clan!</b> power whenever you become bloodied.

### For the Clan! Moorwretch Racial power

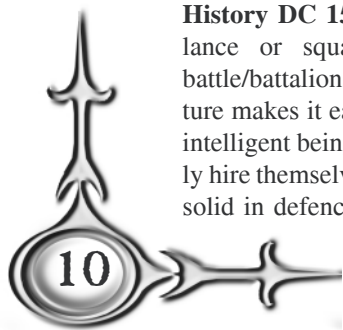
*Though badly hurt, you brace yourself against the pain and redouble your efforts to save the clan.*

### At-Will

#### Immediate Reaction Personal

**Trigger:** Whenever you become bloodied

**Effect:** You regain 6+Con modifier hit points. You also gain +2 to your Fortitude defence until the end of your next turn. This is in addition to any bonuses gained from **second wind** (if available).



# A Clan of Wretches

are not above taking bogaxe off bogwretch bullies. Likewise, the moorwretch strip enemies of armour for their own use. Though there are moorwretch ironsmiths with portable forges, they are few and far between. As a result, no two moorwretch are ever armed, equipped or dressed identically.

## MOORWRETCH CLANJOCK

The clanjocks represent the run-of-the-mill moorwretch, whether one on a raid or one caught around a campfire (whether male, female or juvenile). Though shown armed with a mace, the weapon should reflect almost anything the clanjock can pick up.

**Moorwretch Clanjock** **Level 3 Brutal Minion**  
Medium natural humanoid **XP 38**

**Initiative** +2 **Senses** Perception +3

**HP** 1; A missed attack never harms a minion

**AC** 15; **Fortitude** 14, **Reflex** 12, **Will** 13

**Speed** 6

⊕ **Mace Bash** (standard; at-will) ⊕ **Weapon**  
+6 vs. AC; 2d8+3 damage

⊕ **Frantic Strike** (standard; daily) ⊕ **Martial**  
+6 vs. AC; 3d8+3 damage and the target is dazed (save ends). **Effect:** You take a -2 penalty to AC and Reflex defence until the end of your next turn.

**Clan defence** (minor; at-will)  
You can mark an enemy you have just hit. If the target shifts whilst marked, you or an ally adjacent to the target can take an opportunity action to attack him.

**Alignment** evil **Languages** common, draconic  
**Skills** Endurance +8, Nature +5  
**Str** 17 (+4) **Dex** 12 (+2) **Wis** 14 (+3)  
**Con** 13 (+2) **Int** 10 (+1) **Cha** 10 (+1)  
**Equipment** Mace, leather or tough hide armour

## Clanjock Tactics

Clanjocks mob their foes and co-operate with other clanmembers and mercenaries to defend their clan, making as much use as possible of *clan defence*. In general, the clanjocks tend to attack and delay enemy defenders, leaving the mercenaries to attack strikers and leaders. If it looks as if their foe is stronger than they thought, or if an adjacent ally has been seriously hurt, clanmembers are not slow to use their desperate *frantic strike*.

## MOORWRETCH MERCENARIES

Warriors are the backbone of a moorwretch clan, who also act as mercenaries and hire themselves out to whoever pays the most. They are solid warriors, supporting each other very effectively, particularly when defending a clan campsite or hearth. There are two types: the run-of-the-mill soldiers and their sergeants, warriors who focus on combat skills rather than mage skills.

**Wretcher artwork, possibly representing a troll.**



One major weakness from an employer's viewpoint is that, despite being happy to raid another clan when under the command of their own warmaster and chief, they will not fight against other wretch clans or moorwretch when acting as hired mercenaries. At times they can be fickle or even stubborn, insisting they are paid before carrying out an attack. They are always distrustful of non-wretch.

## Mercenary

**Moorwretch Mercenary** **Level 3 Soldier**  
Medium natural humanoid **XP 150**

**Initiative** +4 **Senses** Perception +2

**HP** 47; **Bloodied** 23

**AC** 19; **Fortitude** 16, **Reflex** 15, **Will** 14

**Speed** 6

⊕ **Warhammer** (standard; at-will) ⊕ **Martial**  
+10 vs. AC; 1d10+3 damage

⊗ **Wretchbow** (standard; at-will) ⊕ **Martial**  
Ranged 15/30; +8 vs. AC; 1d10+1 damage

⊕ **Make way!** (standard; at-will) ⊕ **Martial**  
+8 vs. Reflex; 1d8+3 damage and small, medium or large targets are pushed one square. The mercenary or an ally adjacent to the target can shift into the vacated space as a free action.

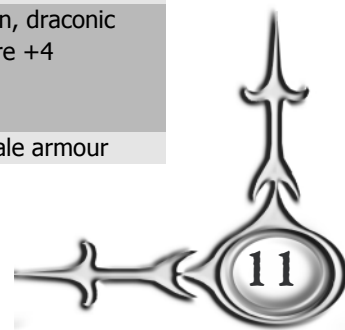
⊕ **Revenge Strike** (immediate reaction, when an adjacent ally is slain or knocked unconscious; encounter) ⊕ **Martial**  
+6 vs AC; 2d10+3 damage

⊕ **Frantic Strike** (standard; daily) ⊕ **Martial**  
+9 vs. AC; 3d10+3 damage and the target is dazed. **Effect:** You take a -2 penalty to AC and Reflex defence until the end of your next turn.

**Clan defence** (minor; at-will)  
You mark an enemy you have just hit. If the target shifts whilst marked, you or an ally adjacent to the target can take an opportunity attack against it.

**For the Clan!** (immediate reaction, when becoming bloodied and an ally is within 10 squares; at-will)  
Gain 8 temporary hit points, and +2 Fortitude until the end of your next turn.

**Alignment** evil **Languages** Common, draconic  
**Skills** Athletics +9, Endurance +10, Nature +4  
**Str** 17 (+4) **Dex** 13 (+2) **Wis** 13 (+2)  
**Con** 15 (+3) **Int** 10 (+1) **Cha** 8 (+0)  
**Equipment** Warhammer, large shield, scale armour





## Mercenary Sergeant

**Moorwretch Mercenary** Level 4 Soldier  
Medium natural humanoid XP 175

**Initiative** +6 **Senses** Perception +4

**HP** 56; **Bloodied** 28

**AC** 21; **Fortitude** 18, **Reflex** 16, **Will** 16

**Speed** 6

⊕ **Warhammer** (standard; at-will) ♦ **Martial**  
+11 vs. AC; 1d10+4 damage

⊗ **Wretchbow** (standard; at-will) ♦ **Martial**  
Ranged 15/30; +9 vs. AC; 1d10+1 damage

‡ **Make way!** (standard; at-will) ♦ **Martial**  
+9 vs. Reflex; 1d8+4 damage and small, medium or large targets are pushed one square. The sergeant or an ally adjacent to the target can shift into the vacated space as a free action.

‡ **Revenge Strike** (immediate reaction, when an adjacent ally has been slain or knocked unconscious; encounter) ♦ **Martial**  
+7 vs AC; 3d8+4 damage

**Lock Shields** (move, encounter) ♦ **Martial, Stance**  
Close burst 1; You and each adjacent ally in the area armed with a shield gains a +1 power bonus to AC for each adjacent shield-armed ally (maximum +2) until the stance ends or they move beyond its effect. You and every ally taking advantage of this bonus is slowed.

**Clan defence** (minor; at-will)  
You can mark an enemy you have just hit. If the target shifts whilst marked, you or an ally adjacent to the target can take an opportunity attack against it.

**For the Clan!** (immediate reaction, when becoming bloodied and an ally is within 10 squares; at-will)  
Gain 9 temporary hit points, and +2 Fortitude until the end of your next turn.

**Alignment** evil **Languages** common, draconic

**Skills** Athletics +11, Endurance +12, Nature +6

**Str** 19 (+6) **Dex** 15 (+4) **Wis** 15 (+4)

**Con** 16 (+5) **Int** 11 (+2) **Cha** 10 (+2)

**Equipment** Warhammer, large shield, scale armour

## Mercenary Tactics

Scornful of other races and hating the human stock from which they were derived, moorwretch mercenaries are disciplined in combat, working with others to isolate opponents one by one using their *make way!* attack. Having split an enemy force, they use their *clan defence* power to pin opponents and control the field of engagement. If with a sergeant, the mercenaries regularly *lock shields* with him to provide a defensive wall, slowly thrusting into the heart of enemy lines.

Only rarely do they use their crude longbows - the wretchbow - relying more on the bogwretch for missile support. Moorwretch mercenaries are frequently supported by a warmage who considerably enhances their capabilities.

## MOORWRETCH WARMAGE

The warmages are the lesser leaders, shaman and lords-in-waiting of the clan. They are most often encountered with one or more mercenaries, their personal bodyguards, and are frequently given charge of a large number of clan bogwretch,

**Moorwretch Warmage** Level 4 Controller (Leader)  
Medium natural humanoid XP 175

**Initiative** +4 **Senses** Perception +1

**HP** 52; **Bloodied** 26

**AC** 18; **Fortitude** 17, **Reflex** 15, **Will** 18

**Speed** 6

⊕ **Warhammer** (standard; at-will) ♦ **Weapon**  
+9 vs. AC; 1d10+1 damage

‡ **Make way!** (standard; at-will) ♦ **Martial**  
+8 vs. Reflex; 1d8+1 damage and small, medium or large targets are pushed one square. The warmage or an ally adjacent to the target can shift into the vacated space as a free action.

⤵ **Ancestral Entanglement** (standard; at-will) ♦ **Divine, Force**  
Ranged 5; +8 vs. Reflex; 1d10+3 damage and the target is pushed 1 square.

⚡ **Battle Scream** (standard; encounter) ♦ **Psychic**  
Close blast 3; +6 vs. Will; 2d6+3 damage on all creatures within the area, who are also dazed (save ends). **Miss** half damage and the target is not dazed

**Command Wretch** (standard, at-will) ♦ **(Drum)**  
Close burst 5. Each wretch in the area who can hear your drum can immediately slide one square as a free action.

**For the Clan!** (immediate reaction, when becoming bloodied; at-will)  
Gain 7 temporary hit points, and +2 Fortitude until the end of your next turn.

**Alignment** evil **Languages** Common, draconic

**Skills** Arcana +8, Endurance +4, Nature +12

**Str** 15 (+4) **Dex** 14 (+4) **Wis** 19 (+6)

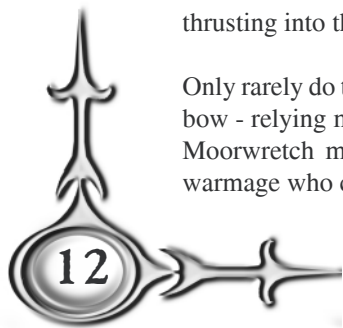
**Con** 12 (+3) **Int** 12 (+3) **Cha** 12 (+3)

**Equipment** morningstar, chainmail, order-giving drum, personal treasure.

## Warmage Tactics

Though supposedly leaders, warmages are not afraid to run into the front line alongside their mercenaries to use their *battle scream*. If they have bogwretch with them, the warmage will make full use of their missiles to pelt enemy leaders, warlocks and wizards. If the front line look solid, they stand just behind the mercenaries, using their *knock back* to disrupt enemy lines.

Warmages only use their *entanglement* and *battle scream* powers against creatures likely to be affected by them, normally avoiding those who can resist the push.



# A Clan of Wretches

## MOORWRETCH SHAMAN

**Moorwretch Shaman** Level 6 Controller (Leader)  
Medium natural humanoid **XP 250**

**Initiative** +4 **Senses** Perception +7, Insight+12  
low-light vision

**HP 72; Bloodied 36; Healing Surge 18;** one surge  
**AC 20; Fortitude 19, Reflex 17, Will 19**

**Speed 6**

⊕ **Staff** (standard; at-will) ⊕ **Weapon**

+11 vs. AC; 1d8+3 damage

↗ **Ancestral Entanglement** (standard; at-will) ⊕

**Divine, Force**

Ranged 5; +10 vs. Reflex; 1d10+3 damage and the target is pushed 1 square.

✱ **Screaming Ancestors** (standard; recharge ☹☹☹) ⊕

**Divine, Psychic, Zone**

Burst 1 within 10; +9 vs. Will; 1d6+4 psychic damage on all enemies within the area, and the target is also dazed until the end of your next turn. **Miss** half damage and the target is not dazed. The zone lasts until the end of your next turn and all enemies who start within it or who pass through it are attacked again.

**Protective Spirits** (move, recharge ☹☹☹☹) ⊕

**Divine, Zone**

Burst 1 within 1; the area is wreathed in mist and shadow in which glimpses of ethereal spirits can be seen. The area grants all within it total concealment (-5 to attacks) to those within it and attackers must choose a square to target before striking. **Effect:** you may shift one square immediately after invoking the effect (normally into another square in the zone). The zone lasts until the end of your next turn.

**Second Wind** (standard, encounter)

Immediately recover 18 hp (uses one surge)

**For the Clan!** (immediate reaction, when becoming bloodied; at-will)

Gain 8 temporary hit points, and +2 Fortitude until the end of your next turn.

**Alignment** evil **Languages** Common, draconic

**Skills** Religion +12, Endurance +8, Nature +9

**Str 14 (+5) Dex 12 (+4) Wis 18 (+7)**

**Con 16 (+6) Int 16 (+6) Cha 12 (+4)**

**Equipment** shamanistic staff, shield, hide armour, ritual drum, spell equipment.

### Shaman Tactics

The moorwretch shaman are wily, choosing to remain hidden or keep themselves from view with their *protective spirits* whilst they spur on their allies with their *screaming ancestors* and *entanglement* attacks. They tend to wait to use their *screaming ancestors* until their own soldiers are in a position to charge their enemy and could do with a dazed opponent.

## MOORWRETCH WARMASTER

Senior warmages, or warmasters, are the chiefs of moorwretch tribes, ruling by force of will as much as by martial prowess. The most powerful are accompanied by a shaman as powerful as themselves but who focuses on non-combat magic and leadership. In general, however, moorwretch clans are more likely to have one warmaster and several warmages instead.

**Moorwretch Warmaster** Level 6 Elite Soldier (Leader)  
Medium natural humanoid **XP 500**

**Initiative** +6 **Senses** Perception +8,  
low-light vision

**HP 144; Bloodied 72; Healing Surge 36;** one surge  
**AC 24; Fortitude 22, Reflex 18, Will 20**

**Saving Throws** +2

**Speed 6**

**Action points 1**

⊕ **Warhammer** (standard; at-will) ⊕ **Weapon**

+9 vs. AC; 1d10+4 damage

⊕ **Smash Through** (standard; at-will) ⊕ **Martial**

+7 vs. AC vs an adjacent small, medium or large creature; 1d10+4 damage and the target is pushed one square. The warmaster or an ally adjacent to the target can shift into the vacated space.

**Secondary Attack:** The warmaster makes another attack against a separate, adjacent target who may be freshly adjacent to him.

↖ **That's just a scratch!** (standard, at-will)

Close burst 2; all allies within the area recover 5 hp

↖ **Break the wall** (standard; recharge ☹☹) ⊕ **Force**

Burst 1 within 5, all enemies in area; +8 vs Reflex; 1d6+4 damage and the target is pushed 2 squares.

The caster determines who is affected first, so a deep mass of opponents could be moved); **Miss** Half damage and the target is not pushed.

↖ **Battle Scream** (standard; daily) ⊕ **Psychic**

Close blast 3; +8 vs. Will; 3d6+4 damage on **all** creatures within the area, who are dazed (save ends).

**Miss** half damage and the target is not dazed.

**Command Wretch** (standard, at-will) ⊕ **(Drum)**

Close burst 5. Each wretch in the area who can hear your drum can immediately slide one square as a free action.

**Second Wind** (standard, encounter)

Immediately recover 36 hp (uses one surge)

**For the Clan!** (immediate reaction, when becoming bloodied; at-will)

Gain 9 temporary hit points, and +2 Fortitude until the end of your next turn.

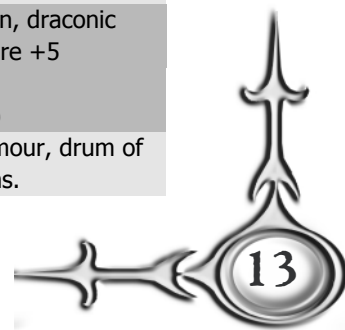
**Alignment** evil **Languages** Common, draconic

**Skills** Endurance +7, Intimidate +9, Nature +5

**Str 19 (+7) Dex 16 (+6) Wis 10 (+3)**

**Con 16 (+6) Int 13 (+4) Cha 16 (+6)**

**Equipment** heavy mace, shield, scale armour, drum of Command, clan treasure/precious items.



The warmaster may be the most powerful person in his clan, but he rules wisely and by consent rather than by brute force. Though tough, he is aware that his sometimes fickle subjects could easily gang up against him and his brutal bodyguard.

### Warmaster Tactics

Warmasters are the Moorwretch clan (or company) leaders, and they use their powers in conjunction with the warmages. *Break the wall* is used early on in a fight to break up an enemy line whilst the warmaster's *battle scream* is used only in an emergency; the warmaster is not above including some of his own wretch in its effect.

### MOORWRETCH ENCOUNTERS

A group purely filled with moorwretch is rarely encountered as they regularly use their bogwretch and stonewretch servants.

#### Exploring party

<b>Encounter Level 2</b>	<b>625XP+</b>
2 * Bogwretch Hunters	200XP
1 * Guard Drake/Shell Drake	125-150XP
2 * Moorwretch Mercenary	300XP

This tough exploring party is one sent out by the clan to discover new areas into which they might move. They may have one or more Bogwretch Foraging or Hunting Parties attached to them and in relatively close proximity. For 6 characters, a Bogwretch Hunter would be a useful addition. For shell drake refer to *A Drake Miscellany*.

#### Reconnaissance Squads

<b>Encounter Level 3</b>	<b>750XP+</b>
1 * Bogwretch Ordo/Moorwretch Clanjock	25-38XP
2 * Bogwretch Archer	250XP
2 * Moorwretch Mercenaries	300XP
1 * Moorwretch Mercenary Sergeant	175XP

<b>Encounter Level 4</b>	<b>900XP</b>
2 * Bogwretch Archer	250XP
2 * Moorwretch Mercenaries	300XP
1 * Moorwretch Mercenary Sergeant	175XP
1 * Moorwretch Warmage	175XP

Once a possible new direction for the clan has been discovered, the clan chiefs typically send out a number of small squads to uncover any potential hostiles in the area. These frequently have archers attached so they can withdraw quickly if strong opposition is found.

#### Raiding Party

<b>Encounter Level 5</b>	<b>989XP</b>
3 * Moorwretch Clanjocks	114XP
3 * Moorwretch Mercenaries	450XP
1 * Moorwretch Mercenary Sergeant	175XP
1 * Moorwretch Shaman	250XP

A moorwretch raiding party is relatively rare but is a potent and potentially very dangerous force. The shaman stands back and uses his ranged powers to allow his sergeants and mercenaries the close combat room they need.

#### War Party

<b>Encounter Level 6</b>	<b>1,251XP</b>
2 * Moorwretch Clanjocks	76XP
2 * Moorwretch Mercenaries	300XP
1 * Moorwretch Mercenary Sergeant	175 XP
1 * Stonewretch Guard	200XP
1 * Moorwretch Warmaster	500XP

This group would form the core of a number of separate war parties all making their own way for a large attack on a caravan, a frontier settlement or even a revenge strike on a large enemy. A slightly larger group could have another mercenary plus some more clanjocks or bogwretch ordo.



**Moorwretch Mercenary with customary assortment of equipment from spoil, wretcher-made shield and bogaxe.**





*Wretch graffiti thought to represent a pact spirit or ancestral spirit.*

## Clansite Defenders

The situation around a clan's campsite may produce some different defenders than that experienced above. A shaman could cast a *summon ancestral spirit guard* ritual (see the *Magic and Powers* section) to have some ancestral spirits patrolling the clan. These guards quickly sound the alarm and may well cause a number of guards and nearby wretch to come running to their aid.

<b>Encounter Level 4</b>	<b>875XP</b>
2 * Bogwretch Hunters	200XP
1 * Bogwretch Raider	125XP
1 * Moorwretch Mercenary	150XP
1 * Ancestral Spirit Guard	400XP
<b>Encounter Level 5</b>	<b>1,000XP</b>
1 * Bogwretch Raider	125XP
2 * Bogwretch Bullies	300XP
1 * Moorwretch Warmage	175XP
1 * Ancestral Spirit Guard	400XP
<b>Encounter Level 6</b>	<b>1,250XP</b>
1 * Bogwretch Raider	125XP
2 * Moorwretch Mercenaries	300XP
1 * Moorwretch Sergeant	175XP
1 * Moorwretch Shaman	250XP
1 * Ancestral Spirit Guard	400XP

To make a more intimidating group, up to five ordo or three clanjocks could be substituted for a raider. Replacing the Shaman with a Warmaster makes an interesting and challenging level 7 encounter at 1,500XP.

# Stonewretch

The largest of the wretch, stonewretch are used as personal bodyguards by moorwretch clanleaders and as strike troops in larger confederations or warbands. They are slow and stupid, and when living alone or with bogwretch tend to have little for weaponry other than clubs and stones and little more than crude strips or swatches of animal skin for armour. When part of a clan, they are frequently given well-made morning stars, flails or two-handed maces and are also given better quality armour, though there is often little that can suit their huge frames. Wherever they are, if they are not led by the moorwretch they have a tendency to wander off to find a nice quiet cave somewhere.

Though not recommended as Player Characters, racial statistics are provided for reference.

Wanderers and Cavelurkers are likely to be encountered in small family groups of 4-6 stonewretch. Guards are only encountered in large wretcher clans.

## STONEWRETCH WANDERER

These are the weaker stonewretch, whether children or merely those lost and struggling to make a crude living in the wilds. Their homes are often temporary affairs, perhaps some sticks propped up against a collapsed tree or even a crude hole in the ground covered with brush.

### STONEWRETCH RACIAL TRAITS

<b>Average Height</b>	6'0"-6'10"
<b>Average Weight</b>	220-320lb
<b>Ability scores:</b>	+2 Strength +2 Constitution (Maximum Intelligence should be 14)
<b>Size:</b>	Medium
<b>Speed:</b>	6 squares
<b>Vision:</b>	Low-Light
<b>Languages:</b>	Common, draconic
<b>Skill Bonuses:</b>	+2 Endurance, +2 Intimidate
<b>Thick Skin:</b>	+1 racial bonus to AC and Fortitude defense
<b>Get outa da way!:</b>	You can use this attack power once per encounter.

### Get outa da way! Stonewretch Racial power

*In frustration you flail around you with your club, knocking your enemies flying.*

#### Encounter ♦ Martial

**Standard Action** Close burst 1

**Target:** All creatures in burst

**Attack:** Strength vs. Reflex

**Hit:** 1[W] damage and the target is knocked prone.

**Miss:** Half damage and the target is not knocked prone.



Wanderers are curious and tend to roam around in the open more than other stonewretch, hence the name. They could well be on foraging missions or just exploring the area in which they find themselves.

<b>Stonewretch Wanderer</b>	Level 4 Brute
Medium natural humanoid	<b>XP 175</b>
<b>Initiative +3</b>	<b>Senses</b> Perception +7, low-light v'n
<b>HP 68; Bloodied 34</b>	
<b>AC 17; Fortitude 20, Reflex 15, Will 14</b>	
<b>Speed 6</b>	
⊕ <b>Greatclub</b> (standard; at-will) ♦ <b>Weapon</b>	+7 vs. AC; 2d8+4 damage.
↓ <b>Wind it up...</b> (standard; recharge ☼☼☼) ♦ <b>Martial</b>	+5 vs. Reflex; 3d10+4 damage.
↵ <b>Get outa da way!</b> (standard; encounter) ♦ <b>Martial</b>	Close burst 1; +5 vs. AC; 1d6+4 damage to all in burst and the target is knocked prone; <b>Miss:</b> half damage and the target is not knocked prone.
<b>Alignment</b> unaligned	<b>Languages</b> common, draconic
<b>Skills</b> Endurance +13 Intimidate +2 Nature +7	
<b>Str 20 (+7) Dex 12 (+3) Wis 10 (+2)</b>	
<b>Con 18 (+6) Int 8 (+1) Cha 6 (+0)</b>	
<b>Equipment</b> Club, ragged leather armour	

### Stonewretch Wanderer Tactics

Though not particularly bright, wanderers are loyal to their family and to other stonewretch and do not hesitate to defend them. Though they try to avoid combat as much as possible, a wanderer is likely to use its *get outa da way!* Power early on in a fight in an attempt to get the combat finished with early and to frighten off opponents.

When allied with a wretch clan, wanderers need to be persuaded to go on the offensive, but will readily support the moorwretch soldiers in defence of the clan home.

### STONEWRETCH CAVELURKER

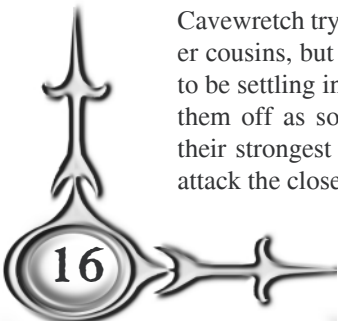
These are the wretch who make their homes in more permanent caves or in ruined buildings and homesteads. They tend to remain undiscovered for longer than their wanderer cousins, having learnt long ago that non-wretch fear them so attack them rather than negotiate. Cavelurkers are sometimes even referred to as cavewretch,

More than any other stonewretch, the cavewretch tend to prefer ambushes, staying in hiding until they have no option but to fight off any intruders. They are rarely found with other wretch in a clan.

### Cavelurker Tactics

Cavewretch try to avoid conflict as much as their wanderer cousins, but if someone invades their pair and appears to be settling in for a while they quickly rush out to drive them off as soon as possible. They are unsubtle, using their strongest powers as soon as they are available and attack the closest perceived enemy at any one time.

<b>Stonewretch Cavelurker</b>	Level 5 Lurker
Medium natural humanoid	<b>XP 200</b>
<b>Initiative +8</b>	<b>Senses</b> Perception +3, low-light v'n
<b>HP 54; Bloodied 27</b>	
<b>AC 20; Fortitude 20, Reflex 17, Will 16</b>	
<b>Speed 6</b>	
⊕ <b>Greatclub</b> (standard; at-will) ♦ <b>Weapon</b>	+10 vs. AC; 1d10+4 damage
↓ <b>Wind it up...</b> (standard; recharge ☼☼☼) ♦ <b>Martial</b>	+8 vs. Reflex; 3d6+4 damage.
↓ <b>Frantic Strike</b> (standard; daily) ♦ <b>Martial</b>	+10 vs. AC; 3d8+4 damage and the target is dazed. <b>Effect:</b> You take a -2 penalty to AC and Reflex defence until the end of your next turn.
↵ <b>Get outa da way!</b> (standard; encounter) ♦ <b>Martial</b>	Close burst 1; +8 vs. AC; 1d8+4 damage to all in burst and the target is knocked prone; <b>Miss:</b> half damage and the target is not knocked prone.
<b>Alignment</b> evil	<b>Languages</b> common
<b>Skills</b> Endurance +13, Intimidate +5, Nature +3, Stealth +9	
<b>Str 18 (+6) Dex 14 (+4) Wis 12 (+3)</b>	
<b>Con 18 (+6) Int 9 (+1) Cha 8 (+1)</b>	
<b>Equipment</b> Greatclub, tough hides	



# A Clan of Wretches

## STONEWRETCH GUARD

Frequently called guardwretch, these wretch are normal stonewretch who have been trained and fitted out by moorwretch to act as personal bodyguards for their warmasters. They tend to rely on the clan for much of their food and foraging needs and can be quite slow.

<b>Stonewretch Guard</b>	Level 5 Soldier
Medium natural humanoid	<b>XP 200</b>
<b>Initiative</b> +6	<b>Senses</b> Perception +4
<b>HP</b> 66; <b>Bloodied</b> 33	
<b>AC</b> 22; <b>Fortitude</b> 21, <b>Reflex</b> 17, <b>Will</b> 17	
<b>Speed</b> 5	
⊕ <b>Stone Maul</b> (standard; at-will) ⊕ <b>Weapon</b>	
+12 vs. AC; 1d10+4 damage	
⊖ <b>Leave my mate alone!</b> (standard; at-will) ⊕ <b>Martial</b>	
+10 vs. AC; 2d8+2 damage and an adjacent ally gains +2 to his AC until the start of your next turn	
⊖ <b>Get outa da way!</b> (standard; encounter) ⊕ <b>Martial</b>	
Close burst 1; +8 vs. Reflex; 1d8+4 damage to all in burst and the target is knocked prone; <b>Miss:</b> half damage and the target is not knocked prone.	
<b>Alignment</b> evil	<b>Languages</b> common, draconic
<b>Skills</b> Endurance +13, Intimidate +7	
<b>Str</b> 20 (+7) <b>Dex</b> 14 (+3) <b>Wis</b> 14 (+4)	
<b>Con</b> 18 (+6) <b>Int</b> 9 (+1) <b>Cha</b> 10 (+2)	
<b>Equipment</b> Morningstar, conglomeration of armour armour resembling hide or scale, personal knick-knacks of a curious nature but limited value.	

## Guard Tactics

Stonewretch guard are controlled by the wretch warmasters and shaman they accompany, being used either as personal bodyguard to a warmaster or shaman or as potent, front-line shock troops.



*Wretch graffiti, possibly representing an orc.*

# A Wretch Clan

A large clan of around one hundred wretch is likely to consist of the following:

No.	Type
1	moorwretch warmaster (chief)
1	moorwretch shaman
2	moorwretch warmages
2-4	stonewretch guard
2-3	moorwretch mercenary sergeants
9-10	moorwretch mercenaries
20	moorwretch clanjocks (non-combatants)
1	bogwretch huntmaster
2	bogwretch drumbeaters
4-5	bogwretch bullies
6-10	bogwretch archers
5-8	bogwretch raiders
8-12	bogwretch hunters
25-35	bogwretch ordo (servants/non-combat)
10-15	Pack drake
8-15	Guard drake and Shell drake
20-50	Herd drake or herd beast appropriate to the area and to the range about which the clan travels
0-2	Ancestral spirit guards

Few clans are anything near this size, but the proportions are likely to remain the same. In the smaller clans, stonewretch guard may not be present, their role being taken up by loyal bogwretch bullies or mercenaries.

## Campsite Layout

A wretcher clan campsite is likely to consist of the following, roughly concentric, circles around the central campfire (innermost to outermost).

- Inner circle:** The clan chief/warmaster and shaman plus their families, closely guarded by the stonewretch guard; visiting drumbeaters.
- Second ring:** Warmages and huntmaster, together with their families and moorwretch or bogwretch bully guards, intermingled with mercenaries and sergeants and local drumbeaters.
- Third ring:** Pack drakes and guard or shell drake.
- Fourth ring:** The tougher bogwretch, such as bullies, archers and raiders plus families.
- Fifth ring:** Tethered herd drake with guard drake and the remainder of the pack drake.
- Sixth ring:** The remaining bogwretch ordo, raiders and hunters, beyond which are the untethered herd drake left to roam near the camp who act as a nervous early warning of approaching intruders. It is here that the ancestral spirit guard can be found.





# Magic and Powers

Powers and magic from the monster statistic blocks in this book have been adapted for Player Character use.

## POWERS

Wretcher have one or more powers they can use in place of other powers they might receive at the appropriate level. They can be used to build other wretch or, with the permission of their Dungeon Master, Player Character wretch could substitute these for an equivalent class power.

Powers are classed as being Bogwretch, Moorwretch or Wretcher. Bogwretch can use Bogwretch and Wretcher powers whilst Moorwretch can only use Moorwretch and Wretcher powers. Some differ slightly from the definitions in the text in order to better fit class powers.

### Level 1 At-will Powers

**Ancestral Entanglement** **Moorwretch Attack 1**  
**Possible Classes:** Shaman (Cleric or Warlock)  
*You summon an ancestral spirit to mob an opponent and trip him up.*

**At-will + Divine, Force, Implement**  
**Standard Action** **Ranged 5**  
**Target:** One creature  
**Attack:** Wisdom vs. Reflex  
**Hit:** 1d10 + Wisdom modifier damage and you push the target one square.

**Ancestral Swarm** **Wretcher Attack 1**  
**Possible Classes:** Shaman (Cleric or Wizard)  
*You summon the spirits of your ancestors to hide your friends.*

**At-will + Arcane/Divine, Illusion, Implement**  
**Standard Action** **Burst 2 within 10**  
**Target:** All within burst who have not been classed as allies by a prior **Ancestral Ally** ritual plus any who try to move through or attack through the zone.  
**Attack:** Wisdom+2 (Cleric) vs. Will or Intelligence+2 (Wizard) vs. Will  
**Hit:** Targets regard all outside the zone as having concealment until they leave the swarm or it no longer blocks line of sight. The swarm lasts until the end of your next turn.



**Dart 'n Dive** **Bogwretch Attack 1**  
**Possible Classes:** Rogue  
*You dive in to the attack, then quickly withdraw when your foe is distracted by your hit.*

**At-will + Martial, Weapon**  
**Standard Action** **Melee** weapon  
**Requirement:** You must be wielding a light blade  
**Target:** One creature  
**Attack:** Dex vs. AC.  
**Hit:** 1[W] + Dexterity modifier damage and you can shift one square as a free action.

**Joydrums** **Bogwretch Attack 1**  
**Possible Classes:** Drumbeater (Warlord, Cleric)  
*The tapping of your fingers on your drum brings reassurance to your allies and strengthens their resolve.*

**At-will + Divine, Healing, Implement (Drum)**  
**(Warlord: Martial, Implement (Drum))**  
**Standard Action** **Close** burst 10  
**Requirement:** You must be playing a drum  
**Target:** You and all allies in burst who can hear you  
**Effect:** Until the end of your next turn, you and all the targets gain a +2 power bonus to Will defence and a +1 bonus to any saves against effects or ongoing damage with the charm, fear, illusion or psychic keywords.

**Special:** Use of this power grants **Combat Advantage** to any attacks against you until the start of your next turn.

**Make way!** **Moorwretch Attack 1**  
**Possible Classes:** Soldier, Warlord  
*You wait for your opponent to be off-balance, then smash him with your shield to knock him out of the way.*

**At-will + Martial, Weapon**  
**Standard Action** **Melee** weapon  
**Requirement:** You must be using a shield.  
**Target:** One creature  
**Attack:** Strength+2 vs. Reflex  
**Hit:** 1[W]\* + Strength modifier damage and you push small, medium or large targets one square. You or an ally adjacent to the target can shift into the vacated space as a free action.

\* Damage is 1d8 for large and 1d6 for a small shields.

### Level 1 Encounter Powers

**Maddening Boom** **Wretcher Attack 1**  
**Possible classes:** Drumbeater (Cleric, Warlord)  
*You hammer out a furious pattern on your drum that disorients those around you.*

**Encounter + Martial/Divine, Thunder**  
**Standard Action** **Close** Burst 3  
**Requirement:** You must be using a drum.  
**Target:** All enemies in burst who can hear you.  
**Attack:** Charisma vs. Will  
**Hit:** Charisma modifier damage and the target is dazed (save ends).

# A Clan of Wretches



## Revenge Strike Moorwretch Attack 1

**Possible classes:** Paladin, Soldier

*As your fellow falls you are filled with anger and launch a pain-filled strike at his slayer.*

**Encounter** ♦ **Martial, Weapon**

**Immediate Reaction** **Melee** weapon

**Trigger:** An adjacent ally is killed or knocked unconscious.

**Target:** One creature

**Attack:** Strength vs. AC

**Hit:** 2[W] + Strength modifier damage.

## Screaming Ancestors Wretcher Attack 1

**Possible classes:** Shaman (Cleric, Wizard, Warlock)

*The spirit warriors you summon swirl and pull at the the mind of your attackers.*

**Encounter** ♦ **Arcane/Divine, Psychic, Implement**

**Standard Action** **Burst** 1 within 10

**Target:** All within burst who have not been classed as allies through a previous **Ancestral Ally** ritual

**Attack:** Wisdom (Cleric), Intelligence (Wizard) or Charisma (Warlock) vs. Will

**Hit:** 1d6 + ability modifier\* psychic damage and the target is dazed until the end of your next turn. Any targets beginning their turn in or passing through the area are attacked (or attacked again).

\* The ability modifier is that used for the attack.

## Level 1 Daily Powers

### Frantic Strike Moorwretch Attack 1

**Possible classes:** Soldier

*In desperation you summon all your strength for a single, powerful attack and ignore the fact it leaves you open.*

**Daily** ♦ **Martial, Weapon**

**Immediate Reaction** **Melee** weapon

**Target:** One creature

**Attack:** Strength vs. AC

**Hit:** 3[W] + Strength modifier damage and the target is dazed.

**Effect:** You take a -2 penalty to AC and reflex until the end of your next turn.

## Level 2 Utility Powers

### Clan defence Moorwretch Utility 2

**Possible classes:** Soldier, Warlord

*After striking you opponent, you keep a careful eye out for any weaknesses exposed by your strike.*

**At-will** ♦ **Martial**

**Minor Action** **Melee** weapon

**Target:** One enemy you have just hit

**Effect:** You mark the enemy. If the target shifts whilst marked, you or an ally adjacent to the target can make an opportunity attack against the target.

### Lock Shields Moorwretch Utility 2

**Possible classes:** Soldier, Warlord

*As the battle progresses and your enemies press closer, you call for a shield wall to be formed around you.*

**Encounter** ♦ **Martial, Stance**

**Move Action** **Close** burst 1

**Requirement:** You must be armed with a large shield

**Target:** each ally in burst armed with a large shield who chooses to lock shields with you.

**Effect:** You and each ally affected gains a +1 tactical bonus to AC for each adjacent affected ally (maximum bonus +2, or 1+Wisdom bonus if Warlord) until the stance ends or they are beyond its at the end of your turn. You and every ally affected by this power is slowed.

## Level 3 Encounter Powers

### Battle Scream Moorwretch Attack 3

**Possible classes:** Warlord, Wizard

*To break your enemies lines you unleash a primal scream, a battle cry that freezes them in place.*

**Daily** ♦ **Arcane, Force, Implement** (Drum/Totem)  
(Warlord: **Martial, Weapon**)

**Standard Action** **Burst** 1 within 10 (Wizard)  
(Warlord: **Close** blast 3)

**Target:** All enemies in blast/burst

**Attack:** Charisma (Warlord) or Intelligence (Wizard) vs. Will

**Hit:** 1[W] damage (Warlord) or 1d6 + Intelligence modifier (Wizard) damage and the target is immobilised until the end of your next turn.

**Miss:** Half damage and the target is not immobilised.

## Level 5 Daily Powers

### Break the Wall Moorwretch Attack 5

**Possible classes:** Fighter, Wizard, Warlock, Warlord

*You summon your strength and launch yourself at your opponents, knocking them back one by one.*

**Encounter** ♦ **Arcane, Implement** (Drum/Totem)  
(Fighter/Warlord: **Martial, Weapon**)

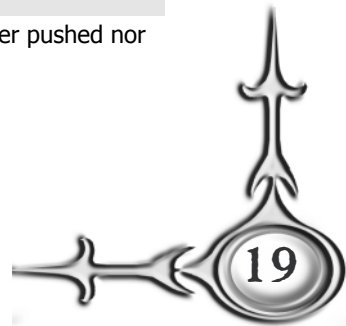
**Standard Action** **Burst** 1 within 10  
(Fighter/Warlord: **Close** blast 3)

**Target:** All enemies in blast/burst

**Attack:** Intelligence (Wizard) or Charisma (Warlock, Warlord) vs. Will or Strength (Fighter) vs. AC

**Hit:** 1d10 + Intelligence modifier damage (Wizard) OR 1d10 + Charisma modifier damage (Warlock) OR 1[W] + Strength modifier damage (Fighter, Warlord) and the target is pushed 2 squares and is dazed until the end of your next turn.

**Miss:** Half damage and the target is neither pushed nor dazed.



# Rituals

Wretch shamans use a number of rituals to protect their tribe and clans. These are sometimes taught to outsiders for a substantial fee (double that of the market price). The major issue though, is that all require the casters to accept the religious background of the wretch in order to summon the relevant ancestral spirits involved in the ritual.

In some of these rituals a totem and a cost is mentioned. This is a reusable component but must be worth at least the value specified. Normally it is the shaman or bard's normal totem, whether a rattle decorated with sacred feathers and bones, or a drum decorated in a similar fashion.

## ANCESTRAL ALLY

**Level:** 3 **Component Cost:** 10gp+50gp totem  
**Category:** Warding **Market Price:** 150gp  
**Time:** 30 minutes **Key Skill:** Religion  
**Duration:** one day **Area:** All in Close burst 5

The recipients of the spell, all in the burst, become immune to that spellcaster's subsequent summoning of **ancestor** spells or rituals. In effect, the ancestral spirits summoned regards the recipient as a friend or ally of the clan.

This does not prevent individual spirits targeting a specific wretch, such as for punishment or betrayal. For example, it makes an ally immune to a huntmaster's *ancestral swarm* (an area effect) but not to his *vengeful ancestor* (targeting an individual).

## SPIRITPACT

*The bogwretch shaman chants and dances and faint visions of ancient bogwretch appear around you. He speaks the words of the oath to which you have agreed and the spirits fade around you. Nonetheless, you are aware of their presence when you even consider breaking the oath you made.*

**Level:** 6 **Component Cost:** 100gp+100gp totem  
**Category:** Warding **Market Price:** 360gp  
**Time:** 30 minutes **Key Skill:** Religion  
**Duration:** Up to one year

When you perform this ritual, you can designate up to eight participants (including yourself if you wish) who are affected by the clan spirits you summon forth. The clan spirits do nothing but monitor the participants from their own plane and can only be sensed by the participants when they actively think about the oath or think about breaking it.

If the participants break the oath, they are attacked by the spirits bound to the pact, one per oathbreaker. The spirits do not attack immediately the oath is broken but at a time it most inconveniences the oathbreaker, whether at night when the oathbreaker is unarmoured, or during a dangerous climb, or at the time it would be most advantageous to the allies of the other party to the oath. No one is attacked by more than one pact spirit and each pact spirit attacks a single oathbreaker. If the oathbreaker falls unconscious or dies, or the time a pact spirit can attack expires, the pact spirit disappears and returns to its ancestral, spirit home.

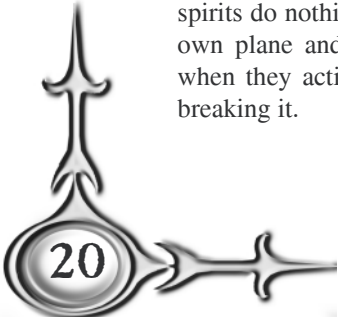
The caster's check result determines the duration for which the pact is enforced, the length of time the vengeful spirits can act against the oathbreaker, and the type of pact spirits that are summoned.

Ritual Check Result	Duration	Length of Attack	Pact Spirit
14 or lower	1 week	Once/3 rounds	Lesser
15–24	1 month	Once/5 rounds	Wretched
25–34	1 season	One encounter	Greater
35 or higher	1 year	Two encounters	Greater

## Lesser Pact Spirit

<b>Lesser Pact Spirit</b>	<b>Level 3 Lurker</b>
Medium shadow humanoid (undead)	<b>XP 150</b>
<b>Initiative</b> +8	<b>Senses</b> Perception +8; darkvision
<b>HP</b> 36; <b>Bloodied</b> 18	
<b>AC</b> 17; <b>Fortitude</b> 14, <b>Reflex</b> 16, <b>Will</b> 16	
<b>Immune</b> disease, poison; <b>Resist</b> 5 necrotic, insubstantial; <b>Vulnerable</b> 5 radiant	
<b>Speed</b> fly 6 (hover); phasing	
⊕ <b>Freezing Claw</b> (standard; at-will) ⊕ <b>Cold</b>	
+8 vs. AC; 2d6+3 cold damage	
⊕ <b>Soul Chill</b> (standard; recharge [⊖]) ⊕ <b>Cold, Psychic</b>	
+6 vs. Will; 2d10+3 cold and psychic damage and the target is dazed	
<b>Revenge Grip</b> (minor; at-will)	
You can mark an enemy you have just hit. If the target shifts whilst marked, you can make an opportunity attack.	
<b>Alignment</b> evil <b>Languages</b> Common, draconic	
<b>Skills</b> Religion +8, Stealth +11	
<b>Str</b> 10 (+1) <b>Dex</b> 16 (+4) <b>Wis</b> 14 (+3)	
<b>Con</b> 12 (+2) <b>Int</b> 10 (+1) <b>Cha</b> 17 (+4)	

<b>Wretcher Magic Item</b>	<b>Level 5</b>
<b>Spirit Totem</b>	
<i>This colourful drum or stick is decorated is feathers, bones, blood, chalk and charcoal and is one of the very few wretcher magic items known to exist.</i>	
<b>Cost:</b> 1000gp	
<b>Item bonus:</b> Gain a +1 bonus to all ancestral spirit attack rolls and damage rolls	
<b>Property:</b> Add a +5 item bonus to any skill checks involving wretcher spirit rituals	





# A Clan of Wretches

## Wretched Pact Spirit

<b>Wretched Pact Spirit</b>	<b>Level 4 Lurker</b>
Medium shadow humanoid (undead)	<b>XP 175</b>
<b>Initiative</b> +10	<b>Senses</b> Perception +9; darkvision
<b>HP</b> 42; <b>Bloodied</b> 21	
<b>AC</b> 18; <b>Fortitude</b> 15, <b>Reflex</b> 17, <b>Will</b> 17	
<b>Immune</b> disease, poison; <b>Resist</b> 5 necrotic, insubstantial; <b>Vulnerable</b> 5 radiant	
<b>Speed</b> fly 6 (hover); phasing	
⊕ <b>Freezing Claw</b> (standard; at-will) ⊕ <b>Cold</b>	
+9 vs. AC; 2d8+4 cold damage	
⊖ <b>Soul Chill</b> (standard; recharge [⊖]) ⊕ <b>Cold, Psychic</b>	
+7 vs. Will; 3d8+4 cold and psychic damage and the target is stunned	
<b>Revenge Grip</b> (minor; at-will)	
You can mark an enemy you have just hit. If the target shifts whilst marked, you can make an opportunity attack.	
<b>Alignment</b> evil	<b>Languages</b> common, draconic
<b>Skills</b> Religion +7, Stealth +12	
<b>Str</b> 10 (+2) <b>Dex</b> 17 (+5) <b>Wis</b> 14 (+4)	
<b>Con</b> 12 (+3) <b>Int</b> 10 (+2) <b>Cha</b> 17 (+5)	

## Greater Pact Spirit

<b>Greater Pact Spirit</b>	<b>Level 6 Lurker</b>
Medium shadow humanoid (undead)	<b>XP 250</b>
<b>Initiative</b> +10	<b>Senses</b> Perception +10; darkvision
<b>HP</b> 54; <b>Bloodied</b> 27	
<b>AC</b> 20; <b>Fortitude</b> 16, <b>Reflex</b> 18, <b>Will</b> 19	
<b>Immune</b> disease, poison; <b>Resist</b> 5 necrotic, insubstantial; <b>Vulnerable</b> 5 radiant	
<b>Speed</b> fly 6 (hover); phasing	
⊕ <b>Freezing Claw</b> (standard; at-will) ⊕ <b>Cold</b>	
+11 vs. AC; 2d8+4 cold damage	
⊖ <b>Soul Chill</b> (standard; recharge [⊖]) ⊕ <b>Cold, Psychic</b>	
+9 vs. Will; 3d10+4 cold and psychic damage and the target is stunned	
<b>Revenge Grip</b> (minor; at-will)	
You can mark an enemy you have just hit. If the target shifts whilst marked, you can make an opportunity attack.	
<b>Alignment</b> evil	<b>Languages</b> common, draconic
<b>Skills</b> Religion +10, Stealth +13	
<b>Str</b> 11 (+3) <b>Dex</b> 17 (+6) <b>Wis</b> 14 (+5)	
<b>Con</b> 12 (+4) <b>Int</b> 10 (+3) <b>Cha</b> 18 (+6)	

## Pact Spirit Tactics

A pact spirit appears within 5 squares of the oathbreaker it intends to attack, arriving when he is both unprepared for it or least expects it. It may even appear next to the oathbreaker if there is space to do so. If possible, it acts immediately in its surprise round, either using its *soul chill* or charging the oathbreaker and using its *freezing claw* basic attack, but if it has time it is not averse to lurking in hiding until its target comes within easy reach. Its deadly *soul chill* power is used as soon as it recharges.

## SUMMON ANCESTRAL GUARD SPIRIT

*As the clan camps for the night, the shaman chants and dances around the campsite, placing totems on the perimeter as he does so. At the centre of the campsite he gives a final rattle on his drum, throws some objects onto the fire and a ghostly spirit appears before him. He commands it to stand watch; it bows and fades until it can barely be seen.*

<b>Level:</b> 6	<b>Component Cost:</b> 50gp+ward totems
<b>Category:</b> Warding	<b>Market Price:</b> 360gp
<b>Time:</b> 10 minutes	<b>Key Skill:</b> Religion
<b>Duration:</b> 12 hours	<b>Area:</b> 25x25 squares (close burst 12)

When you perform this ritual, you can designate an area 25 squares a side that is patrolled by an ancestral spirit you summon to protect your campsite. Whenever a hostile broaches or touches the perimeter of the campsite (as determined by the ward totems) the spirit guard immediately appears at the centre of the camp, screams a warning and rushes to the perimeter to attack the intruders.

The ward totems cost a total of 200gp and are six intricately carved and painted staves the caster places into the ground around the perimeter of the campsite. The totems can be reused. Few wretch clans can afford to spend the 50gp on the incense and precious items used to power the ritual each time it is cast, so the ritual is often only used when the wretch are expecting trouble or are in dangerous territory.

## Ancestral Guard Spirit

<b>Ancestral Guard Spirit</b>	<b>Level 5 Elite Lurker</b>
Medium shadow humanoid (undead)	<b>XP 400</b>
<b>Initiative</b> +10	<b>Senses</b> Perception +9; darkvision
<b>HP</b> 96; <b>Bloodied</b> 48; <b>Regenerate</b> 5	
<b>AC</b> 21; <b>Fortitude</b> 16, <b>Reflex</b> 21, <b>Will</b> 21	
<b>Immune</b> disease, poison; <b>Resist</b> 5 necrotic, insubstantial; <b>Vulnerable</b> 5 radiant	
<b>Saving Throws</b> +2	
<b>Speed</b> fly 6 (hover); phasing	
<b>Action Points</b> 1	
⊕ <b>Freezing Claw</b> (standard; at-will) ⊕ <b>Cold</b>	
+10 vs. AC; 2d8+4 cold damage	
⊖ <b>Chilling Embrace</b> (minor; at-will) ⊕ <b>Cold</b>	
If the guard spirit hits with a <b>freezing claw</b> it can make a second <b>freezing claw</b> attack against the same target.	
⊖ <b>Soul Chill</b> (standard; recharge [⊖]) ⊕ <b>Cold, Psychic</b>	
+8 vs. Will; 3d8+4 cold and psychic damage and the target is stunned	
<b>Alignment</b> evil	<b>Languages</b> draconic
<b>Skills</b> Religion +7, Stealth +13	
<b>Str</b> 11 (+2) <b>Dex</b> 18 (+6) <b>Wis</b> 14 (+4)	
<b>Con</b> 12 (+3) <b>Int</b> 10 (+2) <b>Cha</b> 18 (+6)	

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# A Clan of Wretches

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