

PATHFINDER
COMPATIBLE

AB
ABYSSAL BREWS



THE **SPRINGFOOT**

Reclusive and devout in their pursuit
of peace and harmony.

SPRINGFOOT

Reclusive and secretive in nature, few know the Springfoot society even exists in the forests outside of the Dwarven capitol. In actuality, that is just how the Springfoot would prefer it to stay. Living a quiet life of harmony and seeking peace through self awareness is what most of the Springfoot strive for. While some do journey away from their communities, it is forbidden to ever reveal the location of their home. Springfoot value their secrecy above all as they desire to never let their lands be spoiled and their communities be invaded.

Springfoot are devoutly dedicated to their worship of the Talaray or "Way of the Tail" in common tongues. While it is not a religion in a standard sense with dedicated deities, it is at the very core of every part of Springfoot life. They see their tails as the most important part of their day to day lives. They use their tails to aid in jumping around their villages or as a third hand, holding things close by should they need. All parts of their lives involve their tail in some way. Considering the impressive length and dexterity of their tail, it's no small wonder that they grew to worship ideas centered around it.

The Talaray teaches 3 tenets that all Springfoot strive to embody. Each tenet stands in equal importance in their teachings. The first is peace. A simple word, but much more complex in practice. This stands for inner and outer peace in

equal measures. All Springfoot train in a defensive martial arts style as a way to keep peace should a day come when others would find their community. They also spend time meditating to find harmony within themselves. The second tenet is secrecy. While some Springfoot are afraid of the outside world, many simply view it as unnecessary. They live a life of simplicity where they want for little and would prefer to keep it that way. To that end, it is understood that the location of Springfoot communities should never be shared unless under dire circumstances. The final tenet is service. Just as the tail serves the Springfoot, so should the Springfoot serve others.

While some Springfoot do eventually make their way into the outside world, few outsiders ever enter into a community of Springfoot. Each Springfoot serves their turn on rotations of patrols and standing watch outside of their community. The intent is to intercept anyone who would make their way toward the village and turn them elsewhere. The hope is to achieve this in a peaceful manner, but should the need arise, they will fight to defend themselves and their village. They rarely seek to kill, but prefer that others would simply leave their homes and not return.

Life within their communities is kept simple and dedicated to raising their young in a community sense. Most of their homes are small to medium sized stone and wood structures with thatched rooves kept warm with fireplaces within. Opulence is something best left to others in their

SPRINGFOOT

CREATURE 7

LG **MEDIUM** **HUMANOID** **SPRINGFOOT**

Perception +18; low-light vision

Languages Common, Dwarvish, Taleru (native language)

Skills Acrobatics +17, Athletics +17, Nature +17, Religion +20

Str +2, **Dex** +7, **Con** +4, **Int** +4, **Wis** +6, **Cha** +4

Tail Spring The Springfoot is especially adept at using its tail to propel itself giving it a +2 circumstance bonus to Athletics skill checks made to long or high jump.

Items 20 darts

AC 25; **Fort** +18, **Ref** +18, **Will** +15 +1 to saves vs. effects that cause the controlled condition

HP 117; **Resistances** mental 10; **Weaknesses** sonic 5

Practiced Defense ➤ The Springfoot deflects a strike causing it to deal half as much damage.

Speed 35 feet

Melee ♦ kick +16 (agile, finesse, sweep), **Damage** 2d10+9 bludgeoning

Ranged ♦ dart +16 (agile, thrown 20 feet), **Damage** 2d6+6 piercing

Flurry of Feet ♦ **Frequency** once per turn; **Effect** The Springfoot makes two melee Strikes. The Springfoot applies their multiple attack penalty to these Strikes normally.

Tail Whip ♦ (agile, concussive, finesse); **Requirements** the Springfoot's previous action was a kick strike; **Effect** The Springfoot makes a quick followup strike with its tail on the same target. On a success the creature is Stunned 1. On a critical success the creature is Stunned 2.

Sweep ♦♦ **Frequency** once per hour; **Effect** The Springfoot sweeps its tail low. Non-flying creatures within 10 feet of the Springfoot must succeed on a DC 22 Reflex saving throw or be knocked prone.

opinion as the Springfoot seek to only have and use what they need while sharing what they can with the rest of their community.

While lineages are known and sometimes documented, it is understood that each Springfoot is the child of the village with everyone playing a part in raising them. This could be in the form of educating them on a particular passion or simply feeding them when they are hungry. This community sense is shared by most Springfoot. Very rarely will one find a locked door in their villages as it is understood that you can come in and drink if you're thirsty or eat if you're hungry. Permission is still sought out of respect for one another, but it would be unlikely to see a Springfoot turn away another who came simply seeking aid.

While outsiders are exceedingly rare, some have earned the trust of the Springfoot and been invited into their communities. This isn't something that comes lightly. Most who have been welcomed have performed a great service for the Springfoot community whether in saving one of their own or aiding them in facing a threat. For such trusted and welcome guests, they may be gifted a robe from an elder imbued with old magics giving the greatest power the Springfoot can offer, a tail just like theirs.

TACTICS

Springfoot are defensive in nature and prefer not to fight unless it is their last option available. That said, each of them is raised learning martial arts leading to most of them being quite capable in combat.

- Don't neglect the power and frequency of their jumps. They will use their springy nature to bound around the battlefield and disengage if needed.
- Each of them carries 20 darts to make use of at a distance. Use their jump to get to an advantageous position and rain down darts as needed.
- Use their practiced defense frequently to keep them out of trouble. Don't worry about saving it for a bigger hit.
- All of their strikes have the agile and finesse traits, make sure to properly apply their MAP and use their superior Dexterity.
- Tail Whip is a great followup to a successful strike, but the strike doesn't have to hit either. In fact, using it as a means to disengage is quite beneficial.
- The sweep is a powerful option to get a quick upper hand. Use it early in initiative to open other up for attacks on prone targets.

SUGGESTED PAIRINGS

Springfoot rarely travel alone so you will more than like want to pair them together. That said, they may also have some other creatures with them.

- For a simple set up for first contact, consider setting up a fight between the Springfoot and outside creatures like ferocious wildlife.
- In direct combat, the Springfoot may call upon creatures they have befriended to aid them, particularly birds of prey like eagles and hawks.



SPRINGFOOT'S SPIRIT ITEM 11

RARE **CONJURATION** **INVESTED** **MAGICAL**

Price 1,350 gp

Usage worn clothing; **Bulk** 1

The reclusive Springfoot keep their community and traditions safely guarded, away from the clawing progress of today's world. They instead prefer to stick to their traditions and practice their arts in what peace they can manage for themselves without outside interference. In rare cases, the Springfoot's may gift a robe to an outsider granting them the greatest boon they could offer, a spiritual tail ready to serve those who have earned it through word and deed.

While you are wearing and invested in this robe, you gain a 5 foot long spiritual tail that sprouts from your lower back. It can be controlled at your will and feels like a natural extension of your body. You can use the tail to aid you when you make a long or high jump granting you a +2 item bonus to your Athletics check.

Activate ♦ Interact; **Requirements** Your previous action was used to make a strike; **Effect** You make a quick follow up strike with your tail. It deals 1d8 bludgeoning damage and has the agile, finesse, nonlethal, and unarmed traits. On a critical success, if you deal damage, the creature is also Stunned 1.

Activate ♦♦ Interact; **Frequency** once per hour; **Effect** You sweep your tail in a circle around you. Creatures within 5 feet of you must succeed on a DC 28 Reflex saving throw or be knocked prone.

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