

# BARBEGAZI

Barbegazi are a race of small gnome-like creatures that live near mountain peaks and work to preserve the natural state of the environment. Generally friendly toward other humanoids, they are shy, and fiercely protective of nature and natural environments.

Barbegazi appear as child-sized wizened humans, although they have the feet of a fully grown adult. They typically wear furs that help them hide easily in the winter, and are not affected by natural cold.

Barbegazi Peakwalker		Level 3 Lurker
Small fey humanoid		XP 150
<b>Initiative</b> +8	<b>Senses</b> Perception +7	
<b>HP</b> 38; <b>Bloodied</b> 19		
<b>AC</b> 17; <b>Fortitude</b> 15, <b>Reflex</b> 16, <b>Will</b> 15		
<b>Resist</b> 5 cold <b>Vulnerable</b> 5 fire		
<b>Speed</b> 5; burrow 5 (snow, ice)		
Ⓣ <b>Kick</b> (standard; at-will)		
+8 vs. AC; 1d6 + 3 damage		
Ⓡ <b>Sweep</b> (standard; at-will)		
+6 vs. Reflex; 1d6+3 and the target grants combat advantage until the end of its next turn.		
<b>Dig Deep</b> (immediate reaction when damaged; encounter)		
The Barbegazi immediately burrows one square down, filling in the snow above them. This power can only be used on snow or ice. They can return to the surface at the beginning of their next round as a free action.		
<b>Ice Walker</b>		
Barbegazi ignore difficult terrain when moving or shifting over or burrowing through snow or ice. Barbegazi can charge when burrowing.		
<b>Toppling Blow</b>		
When a barbegazi hits a target granting combat advantage, they make a secondary attack. <i>Secondary Attack:</i> +6 vs. Reflex; the target is knocked prone.		
<b>Alignment</b> Unaligned	<b>Languages</b> Common, Elven	
<b>Skills</b> Nature +7, Stealth +9		
<b>Str</b> 10 (+1)	<b>Dex</b> 16 (+4)	<b>Wis</b> 12 (+2)
<b>Con</b> 14 (+3)	<b>Int</b> 11 (+1)	<b>Cha</b> 13 (+2)
<b>Equipment</b> furs		



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## BARBEGAZI PEAKWALKER TACTICS

A barbegazi peakwalker will usually attempt to flee, while groups will work together to keep dangerous foes prone and subject to additional attacks.

Barbegazi Snowcaller		Level 5 Elite Lurker
Small fey humanoid		XP 400
<b>Initiative</b> +4	<b>Senses</b> Perception +8	
<b>HP</b> 102; <b>Bloodied</b> 51		
<b>AC</b> 21; <b>Fortitude</b> 19, <b>Reflex</b> 20, <b>Will</b> 17		
<b>Resist</b> 5 cold <b>Vulnerable</b> 5 fire		
<b>Saving Throws</b> +2		
<b>Speed</b> 6; burrow 6 (snow, ice)		
<b>Action Points</b> 1		
Ⓣ <b>Kick</b> (standard; at-will)		
+10 vs. AC; 1d10 + 4 damage		
Ⓡ <b>Sweep</b> (standard; at-will)		
+8 vs. Reflex; 1d10 + 4 and the target grants combat advantage until the end of its next turn.		
⬅ <b>Avalanche Song</b> (standard; recharge when bloodied)		
Close blast 5; +8 vs. Reflex; 1d10 + 4 cold damage, and the target is dazed (save ends). <i>First failed save:</i> the target is knocked prone.		
<b>Dig Deep</b> (immediate reaction when damaged; encounter)		
The Barbegazi immediately burrows one square down, filling in the snow above them. This power can only be used on snow or ice. They can return to the surface at the beginning of their next round as a free action.		
<b>Ice Walker</b>		
Barbegazi ignore difficult terrain when moving or shifting over snow or ice. Barbegazi can charge when burrowing.		
<b>Toppling Blow</b>		
When a barbegazi hits a target granting combat advantage, they make a secondary attack. <i>Secondary Attack:</i> +8 vs. Reflex; 1d6 + 4 damage, and the target is knocked prone.		
<b>Alignment</b> Unaligned	<b>Languages</b> Common, Elven	
<b>Skills</b> Nature +8, Stealth +10		
<b>Str</b> 10 (+2)	<b>Dex</b> 17 (+5)	<b>Wis</b> 12 (+3)
<b>Con</b> 15 (+4)	<b>Int</b> 11 (+2)	<b>Cha</b> 13 (+3)
<b>Equipment</b> furs		

## BARBEGAZI SNOWCALLER TACTICS

A barbegazi snowcaller and its barbegazi allies will usually burrow until they are in position to use Avalanche Song, and then they will work together to eliminate foes, one at a time.

## BARBEGAZI LORE

A character knows the following information about Barbegazi with a successful Arcana check.

**DC 15:** Barbegazi inhabit tunnel and burrows they have carved in arctic tundra and mountain peaks. They hibernate during the summer, and can move quickly over and through snow and ice. They are usually friendly and only attack if provoked.

**DC 20:** Barbegazi Snowcallers are the heads of Barbegazi clans that have the ability to cause small avalanches.

## ENCOUNTER GROUPS

Barbegazi are usually encountered in small groups near mountain peaks or underground in cold areas.

### Level 4 Encounter (XP 850)

- ◆ 1 Barbegazi Snowcaller (level 5 elite lurker)
- ◆ 3 Barbegazi Peakwalkers (level 3 lurker)