

# Monster Hunters

## Dark Europe

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

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## Where Fun Happens

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It was a terrible task I needed done. I had to find terrible men to perform it. That is what led me to risk my life and virtue by slumming through the poor sections of town. Unlike others of my class, I did not come for charity work, nor did I come to gawk and laugh at the conditions in which these wretched people lived. Carefully making my way through the darkened streets of some of the worst rookeries in East London, I feared greatly for my reputation should anyone recognize me. I feared even more for my safety, for Whitechapel was the scene of the ghastly Ripper murders some twenty years back, and neighboring Spitalfields was hardly untouched by those crimes, not to mention the multitudes of less sensational atrocities that occur on a frequent basis.

Duval Street was where I ended my search after many hours of fruitless questioning and intolerably frightful encounters with surly louts with dubious intents. From one end of the street to the other, I found nothing but shameless old whores, miserable drunkards, and hoodlums of every stripe. Unmoving bodies lay slumped in doorways and gutters. The sounds of tawdry and illicit liaisons filled the night air. It seemed that not a moment went by when I did not witness a brawl in progress or one about to break out. It soon became clear to me that I was possibly the only person for blocks around who was not armed with a razor blade or some other wicked instrument. Surely I was in the right place.

I cannot tell you which I found more disturbing: the threatening, formless silhouettes that stalked every alley and darkened corner, or the sunken faces and desperate eyes that were revealed by the feeble glow of the gas lamps. I had

gradually learned to ignore the stench and to overlook the way my shoes stuck to the slime-covered streets, but I could not make myself accustomed to the mixture of fear and pity that I experienced with every new figure I passed. Barefoot women, crippled old men, dirty children who snarled at each other like animals - had I not already been overwhelmed by the unnatural state of my beloved sister, I would have surely fled crying from Duval Street.

It seemed that every decrepit building in the area housed a tavern or bawdyhouse, and these were populated by characters of the roughest and most disreputable sort. Having already been mistaken for a lady of pleasure more than once, I had no intention of inquiring in one of the brothels and repeating the experience. That left the taverns; they were all equally horrible, so I picked one almost at random and went inside.

The alehouse was dark, crowded, and clammy. I carefully picked my way through the beer-soaked men and cackling women. All round me I could hear hushed conversations in cockney English, as well as varying accents of German, Russian, and Yiddish.

"New prozzie on the prowl, eh?" snickered a scar-faced man with a cigar in his teeth.

"Yer off your onion. Razzled from the sack you are. She's a bit fancy for a clergyman's daughter" came the response from his burly companion. "Prolly a servant that's got the chuck and looking for a doss house."

I had tried to blend in to my environs on this trip. I had dressed common and wore my hair plainly. Still, it was obvious that I stood out from those around me. Perhaps my shoes were too new or my dress and coat too clean.



"Say miss, mind me asking what's yer business in these untamed quarters?" the cigar chomper asked with all the fake concern he could muster.

His partner chimed in, "folk could get the wrong idea, you walking the streets of Spitalfields late at night. There be dangerous types about, a tender chit like you needs looking after."

"Tell us what yer looking for, lass, we'll make sure you find what you need" the man with the scar said in a soft voice as his partner signaled for three cups of gin.

With all the time that I had spent leafing through the latest 'shilling shocker,' you'd think that I'd be prepared to have this conversation, but I was quite frankly intimidated by these men and it was all I could do to keep from shaking. I swallowed hard and spoke as plainly as I could, "I intend to hire a murder."

The pair of them burst out laughing, but in a moment they grew serious and their voices grew stern. "The big job is it? You cheeking us?" the burly one asked.

"So who's the croaker?" came the other.

I fought hard to hold back the tears, but I still sobbed a little when I said, "My sister."

"Made eyes at yer josser and now you've taken the knock, eh? Fancies her instead? Bit drastic fer blood work, or maybe there's a will in dispute, Uncle Charley's estate not split to yer like'n, that it?" came the man with the scar.

The big one pushed a cup of gin across the table toward me and said, "This ent ta be cheap. Do you have money with ya?"

I snapped at him, "Not on me, no. I am not a fool."

"Of course not, what with thieves about I was merely concerned is all."

The scarred one brought his face close to mine. "There's payment to be made at the front of it if you want your murder. Let's say we follow you to a safe place, where you can retrieve your funds and we can hash out the finer points."

The way the conversation was going had taken me from frightened to terrified. I refused to go anywhere with them, but the big one gripped me hard by the arm and pulled me from my seat. I was certain that my life would soon be over when they were interrupted by a voice I could not see.

"Me thinks I'm the one the lady needs to talk to."

The dangerous men stopped dead in their tracks and the big one released his painful grip. The two of them turned and slunk out of the tavern with nary a word. I turned to face the unseen voice, certain I would find an ever more treacherous brute to torment me. Instead, I was greeted by the face of a young man, barely more than a boy. He was dressed in the garb of a common workman, I would not have been surprised to hear that he toiled on the docks like so many of the other slum dwellers.

"May I have your n-" I started to ask before he interrupted me.

"My name is unimportant. What matters is that I know who you are. I know about your sister."

Finally I could take no more, and the tears began to flow freely as I sobbed, “She is supposed to be dead. I saw her die, and yet...yet.”

“She died and yet rose again like Lazarus, but twas no miracle. A foul blasphemy has taken a hold of her. I know of people who can help her find peace, but we will need your help.”



## Introduction

There are things in this world that properly belong in the realm of nightmares and tales of horror, stories that would be best left unspoken if they were not so terrifyingly real. Dark and malevolent forces haunt the night, conspiring to bring the world back into the dark times when frightened peasants huddled in their shacks and dreaded the coming of sunset. The people of the modern world may laugh at suggestions of unnatural creatures and supernatural evil, but such cavalier attitudes toward the unexplainable will not keeping them safe from the creeping horrors that plague our world.

## The Darkness Over Europe

It was once thought that the stories hand down from classical times were mere folktales. The Greeks, Romans, Egyptians, and other great empires passed down stories of gods and monsters that were surely the products of able but uninformed minds. Those who know better will tell you that these antique legends have their basis in fact. The world that existed before the dawn of civilization was home to beings of unimaginable power and limitless cruelty. Those who dwelt in this neolithic age worshipped and feared the dark forces that preyed upon them, offering up praise and sacrifices to appease the lords of the night. The rise of cities and civilized nations slowly but surely drove the horrors back from human lands until they were all but extinct. Driven underground or living on the fringes of the wilderness for thousands of years, the sinister creatures of darkness experienced a great resurgence following the fall of Rome. Medieval times can truly be called the “dark ages,” for this was a time when terrifying creatures, wicked cabalists, and the most corrupt and base desires of humanity reigned throughout Europe. Changes brought by the Renaissance and Enlightenment have once again held the monsters at bay, but such safety could only last for so long.



As vile and wicked creatures begin to claw their way out of the shadows, there are a bold few who stand against them. Only a handful of people are even aware of this threat, fewer still truly understand it. This re-emerging menace from antique ages can only be stopped by those scholars, investigators, and hardy souls who have seen the terror with their own eyes. A bold new breed of monster-hunting adventurer has risen to the challenge of tracking down and thwarting those devilish beings who seek to regain their position of dominance over the human herd.

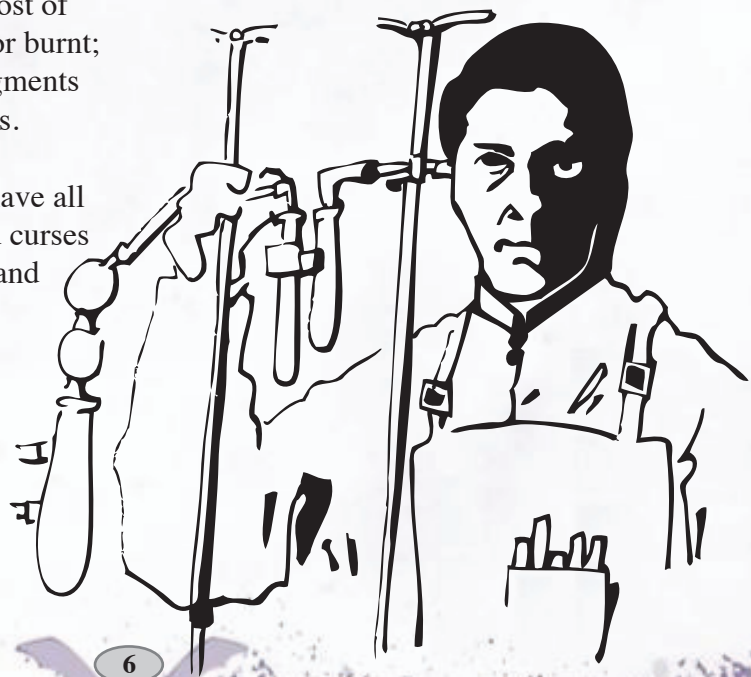
### **New Science and Old Magic**

There was a time when magic and mystery ruled the world, a time when practitioners of the old arts wielded tremendous power and held the awe of the uninitiated. That time is over. The great Inquisitions of the middle ages saw to the murder of countless Jews, Muslims, and Christian “heretics,” but their more recent manifestations focused on the persecution of those accused of sorcery and witchcraft. While the vast majority of these victims were completely ignorant of the supernatural arts, no small number of true sorcerers were put to the noose. Many more were forced underground, too afraid of the world to pass on their knowledge. Most of the great spell books have been lost or burnt; those that remain are incomplete fragments pieced together from multiple sources.

In the modern age, the magical arts have all but been forgotten. Talk of spells and curses are the pastime of ignorant peasants and

religious fanatics, not enlightened and educated minds. Science and reason have brought new light and understanding to the world, causing many to abandon the mythology of old. Still, myths and legends often contain a small parcel of truth. There are still places where the old ways are not forgotten, where cunning folk and white witches still practice the ancient craft. The magicians and enchanters of today’s world are not as powerful and wise as the old masters; much of the craft has been lost to history.

The way of the new world is one of rational explanations and proven results. The passionate inconsistency of magic has been replaced by the unfailing calculations of science. The students of this new discipline do not wish a thing to be true, they make it true. There is no room in this new world for fiery chariots in the sky or hidden spirits in the glades. Humankind has begun to discover the true causes of disease and the subtle logic that moves the stars and planets. The natural philosophers have banished superstition and irrationality to the forgotten depths of history. Unfortunately, that which was true about the old beliefs has been banished as well.

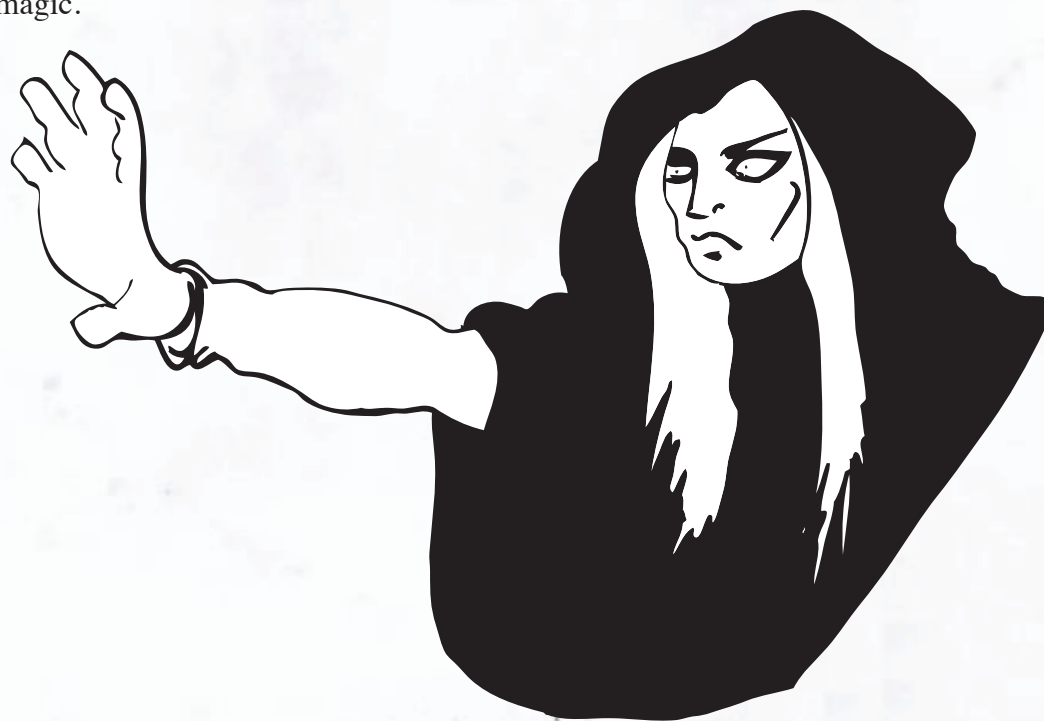




While the wonders and horrors of magic have faded from view, the age of science has its own share of triumphs and blasphemies. Like any tool, science can be misused by those who understand its power but not its consequences. Free from ethical restraint and drunk on their own knowledge, there are scientists who will go to any lengths to achieve their goals. Obsession has a way of overwhelming compassion, decency, and even sanity.

### **Occult Science**

Just as mysticism was fading into obscurity in Europe, the Western expansion into Asia brought about a renewed interest in esoteric knowledge, spirituality, and the supernatural. A number of societies and circles have formed to study the various mystical traditions of the world, from alchemy and astrology, to Kabbalah, numerology, and the teachings of Eastern yogis and adepts. While many of these esoteric searchers are frauds or self-deluded fools, a number of them have stumbled upon the roots of mythic power and revived the traditions of magic.



# The Return of Vlad Dracula

Like a foul seed buried beneath frozen winter soil, the ancient spirit of Dracula, steeped in the essence of drained souls and the lifeblood of countless innocents, festered until an unearthly pact infused that ashen corpse with new vigor. For Death itself reveled in the chaos and destruction Dracula had brought to the world. The Reaper is no benign guardian or spirit, gently carrying souls to the afterlife. Rather, it glories in torment, in the hopelessness of the lost, and in the screams of the damned. In Dracula, Death sensed a kindred purpose, one who could build an empire of death and darkness across the world itself. Dracula's obliteration would not be abided, and so Death struck a bargain with the vampiric master-be returned to the mortal world and once more unleash hellish devices upon humanity, and in doing so, spread the black gospel of the grave.

So Dracula arose from the dust that his body had become. In the nearly thirty years since his defeat, much has changed from what he knew. His absence left a gap into which many new and equally wicked foes have invaded.

Wild and raw magic still abounds, transforming men to beasts and back and spawning devils from the deepest sulfur pits. Other dark forces are clawing their way back into the world. Men of science, their minds twisted to madness, unleash hideous constructs upon the land and build crackling weapons that send bottled lightning through stone and flesh alike. Hags out of legend twine the fates to their bidding and make men dance to their death in wooded glens.



As Dracula sends emissaries-winged, four-legged, and otherwise-to those who have encroached upon his territory, he knows some will embrace his calling while others will refuse subservience. Those who submit shall be raised to heights of terrible power, while those who do not kneel will need harsh reminders of who is the true lord of the land. These fresh challenges are a boon to a creature as old as the vampire lord, one who has seen empires rise and fall and lusts for new experiences.

As Dracula stretches his clawed hand out, casting his supernatural senses to the winds, he sees mortals foolish enough to think they might stand as lone candles flickering before a crashing wave of darkness. It is no matter to Vlad the Impaler, Death's blessed envoy. Let them gather. Let them make their final stands. Their tiny flames shall be snuffed. They will fall one at a time, and with each soul Dracula claims, he shall grow ever stronger until none can even glimpse his shadow without falling into fits of terror.

The land itself stands ripe for conquest. No longer content to skulk in a castle, Dracula casts a yellowed eye over numerous maps, charting where he and his minions will strike first. Which peaceful villages will learn to fear the sunset and rising mist? Which townsfolk will shiver at the sound of howling wolves and the flutter of leathery wings among the moss-strewn trees?

His plans do not stop there, however. There are many fertile lands beyond his claimed country.



Gaze upon the world he sees:

It stretches out before him like the skin of a timid beast, ready to be butchered, quartered, and feasted upon. There lies a peaceful village upon the banks of a gurgling river, denizens asleep in their beds while a blacksmith's anvil rings out late into the night. There, a motorcar rattles down a cobbled drive, delivering a perfumed suitor who courts a nameless daughter of some rich noble.. Over here, a city sits under pall of smoke from hundreds of chimneys, the alleys home to rabscrabble gangs who'll pinch any mark for a penny and then some. Children labor in filthy factories and warehouses, the supposed future of industry, while fattened politicians smoke in their lounges and puff about the good old days.

Queens and kings squirm upon their thrones, not knowing the source of their growing unease. Stable boys muck stalls and pause to squint up at the dusky sky, wondering if a shadow just passed overhead. In every country, in every town, taverns fill with rowdy workers eager for a pint (or five). As they slug back their poison of choice, their tales get more gruesome, forcing them to conjure a brave front as they stagger on home through the night.

It is all the lowing of cattle. The bustle of feedstock being led to the chopping block. All of Europe waits ready for the unstoppable spread of bloodlust and terror. The people are unprepared. They cower behind a veneer of civility, thinking their manners and foppish clothing and petty inventions can somehow protect them. It is only a matter of time before rivers of blood sweep away their tragically misguided dreams and delusions.





Yet even as the Lord of Vampires prepares for his re-ascension, others as vile and damned as he believe the time of the blood-drinkers is past. He and his minions had their chance. Now is the time for packs of wolf-men to emerge from their dens and spread their moonlight curse by fang and claw.

Now is the time for men of science to ignore such antiquated notions as morality or the soul in pursuit of immortality, twisting flesh and mind to their bidding in order to conquer the wild fringes of nature.

Now is the time for the ranks of Hell to lure humanity back to the Devil's bidding, tempting with all manner of contracts for riches and power and glory. And if that doesn't succeed, every man has his price and those hidden lusts that will lead to their downfall.

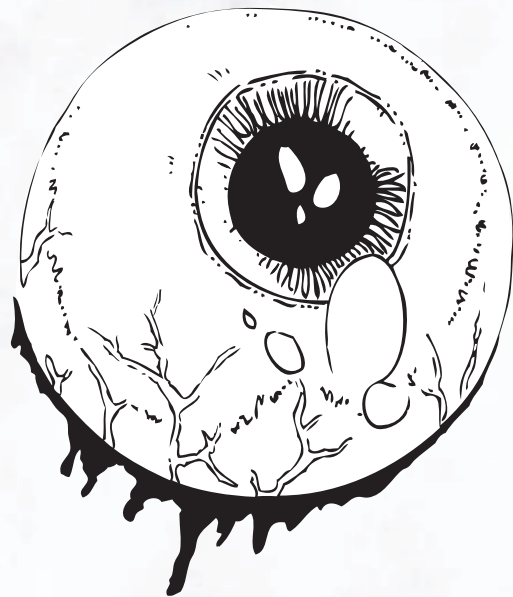
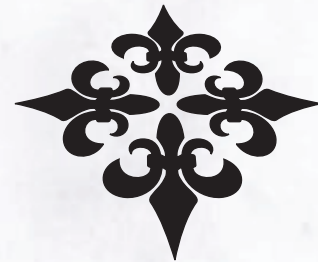
As all these and others emerge from their barrows to prey upon life and goodness itself, so they call the darkness that hides in the depths of humanity itself to the surface. Like calls to like, and wickedness within men and women responds to the swell of evil in the land like the tides to the moon. Common thugs become serial murderers. Petty thieves leave families destitute. Men of power and influence wage war merely to satisfy a pricked pride. There is no end to the horrors which humanity may send as a plague upon itself.

Or is there?

For as evil stirs, in all its grotesque-and even beautiful-forms, so the forces of light rise in response. Never forget that just as humanity may sink to untold depths of depravity and base appetites, so they may also reach vaulted heights of bravery. There are those who hold a hidden spark of heroism and may yet rise to action when all else seems lost.

So beware, you master of blood, high in your castle, attempting to bring back the worship of death. Slink away you howling packs. Cast dust upon your bonfire, you gaggle of hags and witches. You'll receive no invitation across the threshold here. Rather, you're more likely to be sent back to the cold earth that spawned you.

For these are the monster hunters. These are the brave souls who shall not waver, nor shall they rest until all the world is safe from the darkness that threatens to engulf it. And more join their number every day.



# The World of 1911

It is the dawn of a new century, the beginning of a new age. The 20th Century brings with it unimagined wonders and fresh horrors.

Marvelous machines are being built, and science has begun to pull humankind out of the depths of folly and superstition. At the same time, there are those who would relegate their fellow men and women to the status of mere machines, dispensable cogs in the great engine of modern industry.

Science has blessed the world by unraveling the secrets of the universe and cursed it with horribly destructive new weapons.

## Recent History

**1848** - "The Year of Revolutions" Western and Central Europe are swept with uprisings and revolutions as people rebel against the status quo. Various countries have a wide range of grievances and demands, often including disappointment with the political leadership, a demand for democratic reforms, the abolishment of serfdom and absolute monarchy, and the plight of the urban working class. Within a year, Europeans monarchs, backed by the aristocrats, the peasantry, and the army, retake control of their nations, leading to decades of political repression.

**1850s** - the age of air travel begins with the first powered airship flights.

**1851** - Napoleon III, nephew of Napoleon I, instigates a coup in France. By doing so, he changes his position from an elected president to that of a ruling monarch.

**1854** - the Crimean War begins between Russia and an alliance made up of Britain, France, the Ottoman Empire, and Sardinia. Scandal erupts in Britain resulting from the horrid conditions of military hospitals. The war marks the end of the practice of selling army commissions to members of the upper class, who are allowed to buy rank regardless of merit or experience.

**1864** - the International Workingman's Association is formed. The "First International" as it comes to be known, is an attempt to unify various groups of socialists, communists, anarchists, and trade unionists.

**1870** - the Franco-Prussian war begins between the French Empire and the Kingdom of Prussia.

**1871** - after suffering a military defeat at the hands of Prussia, the people of France rebel and demand that the Emperor be deposed. Parisians hold elections and form a socialist government called the Paris Commune. The National Guard and a number of regular army units pledge their support for the commune, while a second government is formed in Versailles. A few months later, the Army of Versailles takes control of Paris after a week of bloody street fighting. Political retaliation is merciless and the city remains under martial law for five years.

**1880** - the first Boer War begins as Dutch settlers in southern Africa seek independence from British rule.

**1882** - the Triple Alliance is formed between the new Empire of Germany, Austria-Hungary, and Italy.

**1889** - the Second International is formed by an association of socialist and labor parties. Anarchists and labor unions are excluded from the association due to the split between Marxists and anarchists that preceded the collapse of the First International.

**1899** - the second Boer war begins as Britain attempts to brutally conquer the Boer republics.

**1900** - the golden age of airships begins with the flight of the first zeppelin.

**1903** - the first airplane is flown.

**1907** - the Triple Entente is formed between Britain, France, and Russia.



### **The Rise of Radicals**

Throughout the 18th and 19th centuries, there were a number of political movements that aimed to change the core of European society. These movements rejected rule by monarchs, aristocratic titles and other forms of social privilege. The supporters of these movements often agitated for election reform and the establishment of democratic republics. Some went as far as demanding the seizing of land and the redistribution of wealth from the nobles to the common people.

By the mid-19th century, a new generation of radical thinkers had come to prominence. Men like Marx, Engels, Proudhon, and Bakunin argued for a total transformation of society. Whether they identify as communists, libertarians, democratic socialists, mutualists, or anarchists, these radicals share one thing in common: a vision of a world without kings, aristocrats, organized religion, or centralized wealth. This would be a world where the farms and factories are held in common, and no one would be forced to sell his or her labor just to survive. This political movement is internationalist in nature; its goals include cooperation between equal nations and a desire for world peace.

The various tendencies of radical thought differ greatly from each other, with often ferocious disagreements over theory, tactics, and the ultimate goals of radical revolution. There are a number of points of conflict between and amongst these movements. Some believe that a better tomorrow can be one without violence through the use of strikes, protests, and parliamentary

elections. Others argue that only violent revolution can bring about the end of the existing order. One branch of socialists believes that a vanguard party should seize control of the state in order to bring about the goals of revolution before withering away. The more anti-authoritarian collectivists put stock in the old maxim that power corrupts, and believe that the true goal of any state is to continue its own existence. To them, a revolutionary government is a contradiction in terms, and would merely exchange one form of oppression with another.

Radicalism in all forms is heartily looked down upon by the powers that be, especially the upper classes and the religious establishments. The word “anarchist” in particular has come to be synonymous with a type of mad villain, an evil person whose goal is to destroy all that is good and normal, and the word “anarchy” has been equated with chaos and lawlessness. Anarchists have participated in a number of uprisings and rebellions across Europe, and in recent years lone anarchists have perpetrated the assassinations of high profile targets including several sitting monarchs and President McKinley of the United States.

### **Edwardian England**

Some British citizens view the modern age as a time of peace and plenty, an era of afternoon tea parties and endless leisure. However, to the vast legions of laborers and servants, the modern age is merely a continuation of the poverty and drudgery of the 19th century. While slum clearances and social reforms have made some improvements in the lives of the working class, British society remains extremely stratified and rigid. Never before has the world seen a culture so thoroughly obsessed with class distinctions and the proper decorum required of each class.



Following a long period of successful expansion, the British now control the largest empire in the world. This empire reaches all parts of the globe, from the British Isles to the Americas, from Africa to South Asia to Australia and New Zealand.

### **The Continent**

Continental Europe is locked in a balance of power between the French Republic and the newly emergent German Empire. A rising wave of nationalism, competition over foreign colonies, and old rivalries are converging to bring these two mighty powers into inevitable and bloody conflict. While many Europeans marvel at the wonders of modern technology, others seek to express their disappointment with contemporary life through various forms of art. Political radicals of all stripes conspire to bring down the old order and create their own version of utopia.

### **Eastern Europe and Russia**

The Russian Tzar Nicholas II is without a doubt the wealthiest and most powerful head of state in the entire world. The Russian Empire controls Poland, Finland, and a majority of land in the Baltic and Black Sea regions. Russian expansion into East Asia has been met with resistance from the Empire of Japan just as their ambitions in the Middle East and Central Asia have been slowed by competition from Great Britain. This Anglo-Russian rivalry has been labeled “The Great Game” and “The Tournament of Shadows.”

The last of the absolute monarchs, the tzar has faced continual pressure to give up some of his powers. His reign has seen a string of martial defeats, military mutinies, strikes,

and open rebellions. While revolutionaries and terrorists make plans for continued revolt against the crown, the tzar’s secret police, the Okhrana, work to intimidate and undermine the opposition. Starving peasants are cut down with machine guns when they approach the palace to beg for food, and throughout the empire there are rumors of even bloodier oppressions to come.

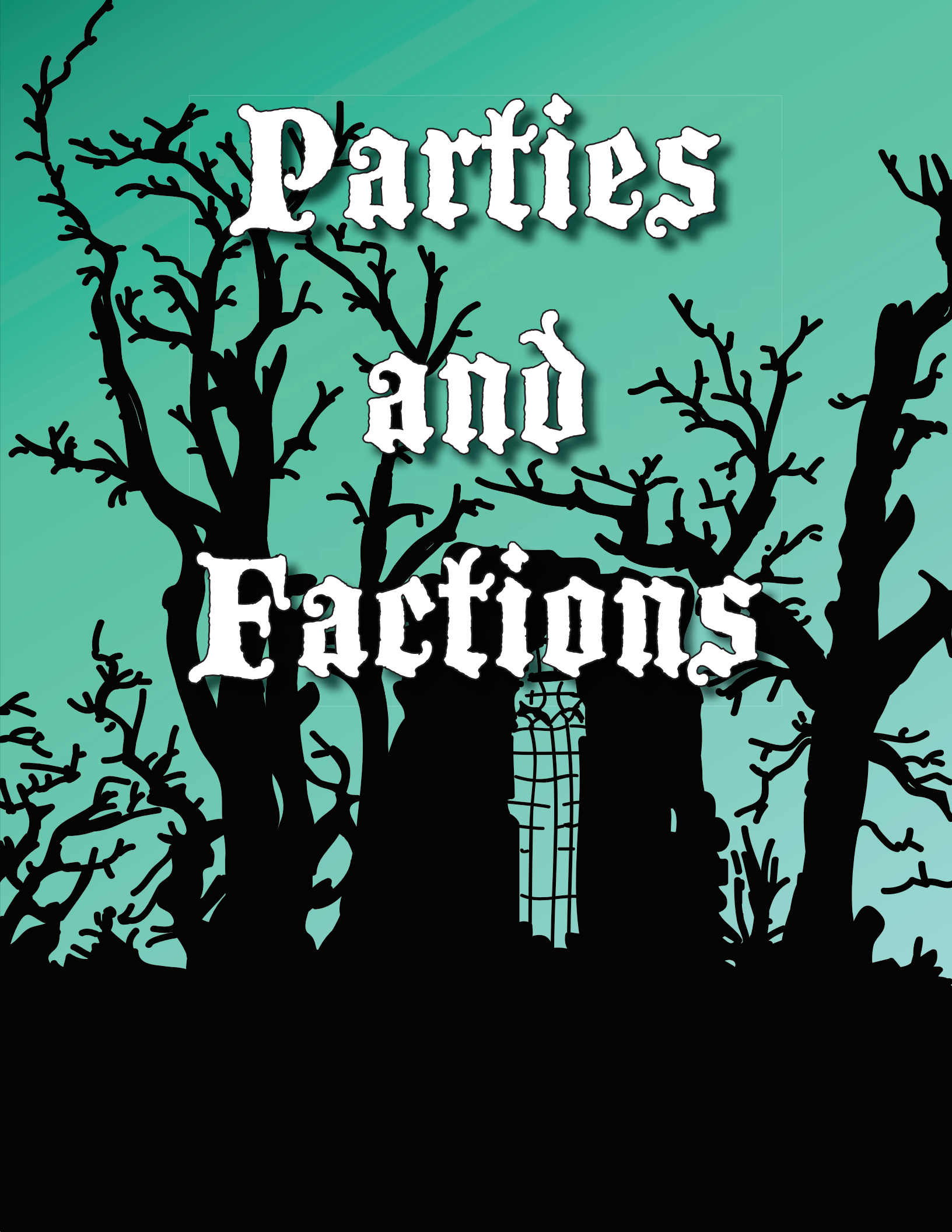
Rasputin, the mad monk, has become an invaluable part of the tzar’s household. This enigmatic and charming holy man is simultaneously seen as a fraud, a mystic, and the devil himself. Desperate to cure (or at least hide) his son’s hemophilia, the tzar has placed his trust in the supernatural when modern medicine has failed to produce a much-needed miracle.

Austria-Hungary rules to the Carpathian mountains, and their dual monarchy has established a powerful empire in Eastern Europe. Romania, Bulgaria, Serbia and the region known as Transylvania have all been brought under the control of the new empire, as have many other national and ethnic groups. While various political, religious, and nationalist divisions threaten to pull Austria-Hungary apart, the empire remains powerful both in terms of land ownership and industrial might.

The newly wealthy entrepreneurs and middle-class professionals of the cities have grown rapidly in influence. This newly found power is a direct threat to the aristocracy and their medieval economic system. Both monarchies within the empire have moved to limit the legislative strength of these groups by labelling their political parties as “leftist radicals.”



# Parties and Factions



There are but a solitary few who realize the ever present danger that is growing all around us. While the wider world would never be able to accept or deal with the horror that grows with every passing day, those who have awakened to the danger have been stirred to act. Delving into the unknown darkness in search of unspeakable evil is not a task to be taken lightly, and those who choose to rail against the encroaching night know that they are imperiling their lives, their sanity, and possibly their immortal souls.

### **Forming a Hunting Party**

There are several ways that a hunting party might come together. They might be people who know each other socially or professionally and find themselves faced with a common enemy. One of the player characters might take the initiative and recruit the others to help him or her with a monster that poses an immediate threat. There is also a possibility that each of the characters has become aware of the dark forces separately and they have found each other while conducting research on supernatural creatures.

However the party comes together, there are certain tasks that they must accomplish. First and foremost, the party must become aware of instances where the unnatural and unexplained are terrorizing the mortal world. Second, they must identify the malevolent beings behind these atrocities, and finally, they must find a way to defeat whatever ghoul, monster, or devil is to blame. These tasks have some areas of overlap, but it is likely that a degree of specialization will be required. A party comprised solely of bold men-at-arms may lack the necessary skills in investigation and research, and could end

up stumbling blindly into a battle that they do not know how to win. Likewise, a party entirely made up of scholarly types might not be able to bring sufficient violence to bear against the foes they are tracking.

A balanced approach at party building is suggested in order to fill the prerequisite roles. Hunters, murderers, and soldiers are the best suited for directly attacking monsters while scientists, scoundrels, and vagabonds have a wide variety of useful skills that can help a party. The remaining classes (exorcist, magician, spiritualist, and white witch) all have mystical abilities that can be used to defend the party and strike at their foes. A group that contains at least one of each type of character is going to be well-equipped to handle whatever situation they end up facing.

Monster Hunting Factions





## The Templars

Named for a knightly order from medieval times, the Templars are an order of men who seek to redeem their tarnished souls by waging a crusade against the forces of darkness. Possessed of a desperate courage, the members of this order are often driven to suicidal attacks against forces that they do not truly understand. Devout and stoic, the Templars are devoted to their cause with a zealotry that is not easily matched. They recruit new members from all rungs of society, mainly targeting those who are filled with regret and guilt. Many of these men are romantics who look back on an idealized vision of medieval times and mourn the passing of chivalry.



The leadership of the Templars is unknown to their initiates and the order's history is veiled in mystery. Some believe that these modern-day knights are secretly connected to the Church of Rome, while others believe they were formed by a fraternity of wealthy Romantics. The members of this order claim to be a direct continuation of the Poor Fellow-Soldiers of Christ and of Solomon's Temple, but other evidence suggests that the modern order is less than a century old.

Regardless of its origins, the contemporary organization is modelled very closely on the historical order. Brothers are divided into three ranks: knights (for those born to aristocratic families), sergeants (for those who are common born), and chaplains (for ordained priests). Assuming that the entire organization follows this ancient pattern, it can be deduced that the overall head of the Templars holds the title of Grandmaster. The identity of such a person, if he does exist, is a closely guarded secret known only to the most trusted knights and sergeants.

While nominally a force for good, the Templars have a mixed history. They certainly dedicate their time and effort toward destroying evil, but they have some very inflexible ideas about what is good and what is evil. In particular, they view all magic as the devil's work. The Templars will hunt down and ruthlessly persecute magicians, witches, and spiritualists without regard to an individual's actions or moral standing. They tolerate exorcists, but only those who practice a religion that they agree with. Noted for their intolerance of Jews and Muslims, the Templars are also very skeptical towards many Christian churches.

## Rome

The Catholic Church has a history that stretches back for nearly two millennia. For centuries, the church was the center of learning, art, and philosophy throughout Europe. Stored deep within the Vatican are libraries full of ancient manuscripts and vaults where unholy relics are kept far from sight. This vast repository of knowledge gives those with access to it an unbelievable insight into the workings of demons, evil spirits, and the undead. Only a select few members of the clergy even know about these hidden tomes and forbidden artifacts. Those who do are often tempted down dark paths themselves.

The Church can be an invaluable ally to monster hunters with the right contacts within its hierarchy. Gaining entry to the Vatican's most closely guarded secrets is never easy, but those who pierce the veil are able to gain unparalleled clues about the nature of monstrous beings that dates back to the classical period.



The Catholic Church has long since abandoned the practice of hunting witches and those thought to be in league with the devil. The Inquisition and related stains on the church's history have taught them to be cautious with accusations of sorcery. The modern clergy is far more concerned with matters of spiritual and theological import than things snarl in the darkness. The church has its hands full struggling to combat a growing tide of secularism, agnosticism, and modernist theology. Like many other people in the modern world, the priests and bishops are quick to dismiss supernatural incidents as the rambling of ignorant peasants. Worse, some who know the truth about these terrors are hesitant to act against them.

## The Circles

Europe has long been the home of ancient religious traditions where magic and spirituality are one and the same. While the coming of the new religion has displaced the old ways, they are not entirely forgotten. Fragments of the primeval religions still exist in the folk magic of rural cultures, and ancient bloodlines of fledgling witches are dedicated to preserving what is left of their faith.

While it has been one-hundred years since the last time a person has been executed for witchcraft, it is still not safe for those who seek the ancient secrets to be too open about their beliefs and practices although several nations have passed laws making it a crime to accuse someone of sorcery or of possessing strange powers. While mysticism and occult science has become all the rage in recent decades, the practice of folk magic and related beliefs is viewed as rustic superstition at best and devil worship at worst.



Magic, like science, is only a tool. Whether it is used for good or ill is a matter of the user's intent. Unfortunately, many of the world's remaining magic users have been swayed to use their powers for personal gain. Still others have entered into pacts with dark forces in order to enhance their own knowledge of the divine mysteries. Seeking to protect the world from those who have

turned against the truth path are a number of independent covens known collectively as The Circles. The Circles are made up both of lay followers and the witches who serves as their priests and priestesses. These covens work to find and, hopefully, reform their wayward brothers and sisters. They also have an interest in eliminating creatures that prey on the innocent.

Members of The Circles can make valuable allies, but individual witches may be difficult to work with. Many of them are hesitant to reveal their existence to outsiders. Others have an ingrained distrust of those who do not share their faith. There is also a belief held by some that magicians and spiritualists practice an obscene and degenerate form of magic. Exorcists are the most mistrusted of all, as The Circles well remember their history, and they are aware that many so-called holy men claimed the title of exorcist while engaging in brutal witch-hunts and religious persecutions.

### **The Society**

The Van Helsing Society for the Study of the Unexplained is an association of learned men dedicated to the study of the supernatural and the occult. They studiously search for and examine evidence of monstrous activity in an attempt to scientifically catalogue all that can be known about this evil. The methodology of the society is one of separating myth from fact, and they prize first-hand knowledge and experience over scholarly research.

The Society was founded over twenty years ago by a famed Dutch physician named Abraham Van Helsing. In the early 1880s, the good doctor was called upon to treat the finance of one of his former students, a woman who was struck ill by an unexplainable disease. A man of many letters, Van Helsing had knowledge of many obscure subjects outside of the realm of medicine. His research led him to a terrible conclusion, that the young woman was being visited by a vampire who was draining her blood. The doctor did not share this theory until the lady had died and rose again as a member of the undead. Proof of this horrible fate lead Van Helsing and the deceased woman's loved ones to form a group and dispatch the fledgling vampire. They later attempted to destroy the one who had bestowed this curse upon her, Count Dracula. Driving the vampire lord from England, they chased him to his ancient castle in Transylvania, where he was supposedly killed by a knife to the heart.

The survivors of the Transylvania expedition dispersed back to their respective homelands, but all agreed that more should be discovered about monsters such as Dracula







Using their combined resources and Dr. Van Helsing's extensive academic contacts, the group established two chapters of the society: one in London and another in Amsterdam. Drawing together a host of bright and open-minded researchers from various fields, the society has been attempting to covertly compile a compendium of supernatural evil. The members of the society meet and perform their labors in secret, for their intellectual reputations would suffer greatly if the nature of this enterprise should become common knowledge. Also, the society maintains that secrecy is essential to their personal safety, for though they do not know that Dracula has returned to the world, they fear that other great horrors will learn of their work and attempt to stop them.

Dr. Van Helsing is a man of advanced years and nearing the end of his life. He remained loyal to his first wife even after the death of their son drove her mad and she had to be committed to a mental institution for decades. After her death, Van Helsing was remarried to a woman much younger than himself. They had a child together, but his second wife died of influenza soon afterwards. An elderly man left to raise a son on his own, Abraham has relied heavily on the aid of his servants and close friends. Many believed that the younger Van Helsing was being groomed to eventually take over as head of the society. However, the son has expressed less interest in research and academia as he has in directly confronting the forces of darkness. Van Helsing the Younger has been known to disappear for years at a time and speaks little of his journeys when he returns.



There are a number of ways in which the society or one of its members may be of aid to a party of monster hunters. First of all, the society may be a source of information for the group and aid in any research they may be performing. Though the society's compendium is a work in progress and much of their data is speculative and incomplete, they have amassed a large collection of rare and obscure books from many parts of the world. These scholars might also be willing to provide reasonable funding for one of the hunting party's expeditions in exchange for any artifacts, notes, or accounts that can be provided afterwards. The society will probably wish to purchase any items of interest that the party has already collected, so long as the party can provide some confirmation as to their authenticity.

### **Neutral Factions**

There are hidden powers in this world that are not aligned with the growing tide of supernatural evil, nor are they directly opposed to these monsters. In some cases, these neutral factions are completely unaware of the existence of monsters and foul sorcerers. Other groups have discovered that such things exist and intend to find a way of twisting the situation to their own advantage.

### **The Illuminati**

Founded more than a century ago during the height of the Enlightenment, this secret order of free thinkers has long been dedicated to ending superstition, bigotry, and sexism. They also oppose religious influence in government and abuse of authority by rulers. Banned and officially disbanded shortly after its formation, the Illuminati has reformed as a hidden and sometimes ruthless conspiracy. While their goals are noble in inception, members of the Illuminati are not immune to the temptation of believing that the ends justify the means.

Many people suspect that the order defied the suppression edict issued by the the Bavarian monarchy in 1785, and believe that the Illuminati still exists in some form. They have been blamed for a number of upheavals throughout Europe, including the accusation that they were the driving force behind the French Revolution. Conservative political and religious leaders are quick to blame this group for any sort of social upheaval and name them as the source of ideas that they disagree with.



Members of the Illuminati are reluctant to believe in anything that they view as superstitious and unenlightened. They laugh at any explanation of events that includes the supernatural and one would need significant proof to convince them that such threats exist. The order mostly concerns itself with clandestinely spreading ideas that undermine traditionalism and with promoting reason, individual rights, and the advancement of knowledge through science. While many of the ideals of the Illuminati have long since been accepted by the world at large, they are still far from realizing their goals of equal rights and education for women, an end to prejudice, and limiting the powers of the state.

### The Fraternity

A secret cabal of moneyed industrialists and influential politicians, The Fraternity is one part social club and one part economic cartel. The Fraternity is divided into several national orders, and each order is comprised of some of the wealthiest and most powerful people in that country. Bankers, parliamentarians, judges, corporate chairmen, old money families, and even heads of state are counted among their number.

Membership is by invitation only, and all but the very highest tiers of society are excluded. The secrets of The Fraternity are protected under threat of death, and the brothers, as they are called, carefully keep tabs on each other to ensure that there are no slip ups.

This group has no power as an organization; however, by pooling together the resources at the disposal of individual members, there is very little that they cannot accomplish. Many financial deals, political pacts, and even wars can be traced back to the secret retreats and parlors where these hidden kings meet. While the goal of this organization is ostensibly to provide its members with a place to socialize among equals and to help each other's fortunes, there is much competition amongst the brethren for status and power, both within the organization and in the wider world. Many alliances and cohorts exist inside and between orders, and rivalries are intense. Favors and secrets are treated as precious assets.



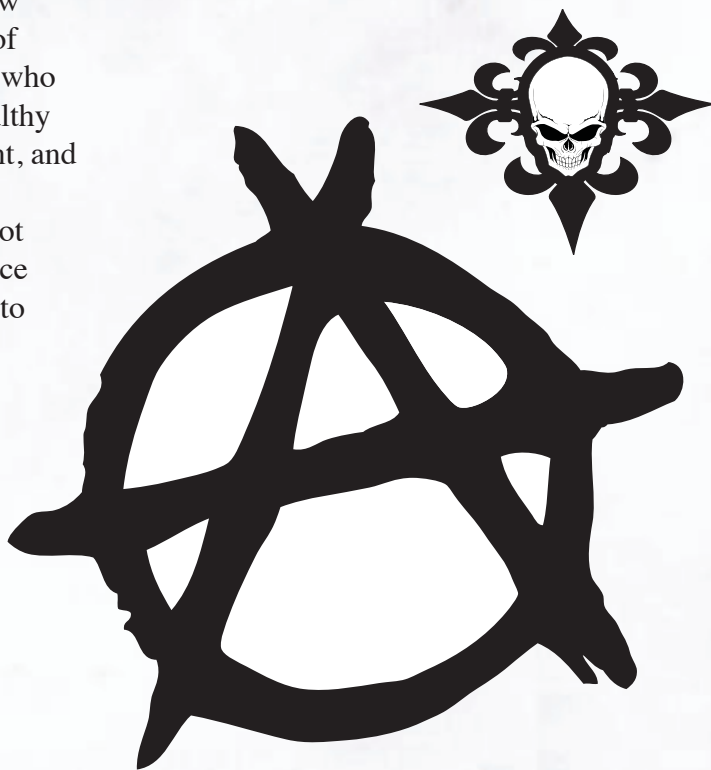
Certain brothers have been informed of the existence of supernatural monsters, evil cults, and demonic forces. With their vast networks of spies, armies of researchers, and contacts within every major government in Europe and the Americas, it was only a matter of time before someone inside The Fraternity came upon the truth. In typical arrogant fashion, those who have access to this secret knowledge are searching for ways to protect themselves from these threats, or worse, use this knowledge to manipulate the dark forces for their own benefit.

### **The League of Terror**

The League is a leftist political group that works in secret to assassinate and kidnap members of the aristocracy, financiers, and top clergymen. The League follows the logic of the Russian Terrorists who believed that it was counterproductive for revolutionaries to attack policemen and soldiers. The members of the police and military forces are drawn from the common people, and the aristocrats and other powers that be do not care how many of them die. Instead, the League of Terror takes their fight directly to those who they perceive as the enemy: royals, wealthy industrialists, the religious establishment, and politicians. Their philosophy of not targeting soldiers and policemen does not extend to high-ranking officers and police officials, as these people are often born to wealthy and well-connected families.

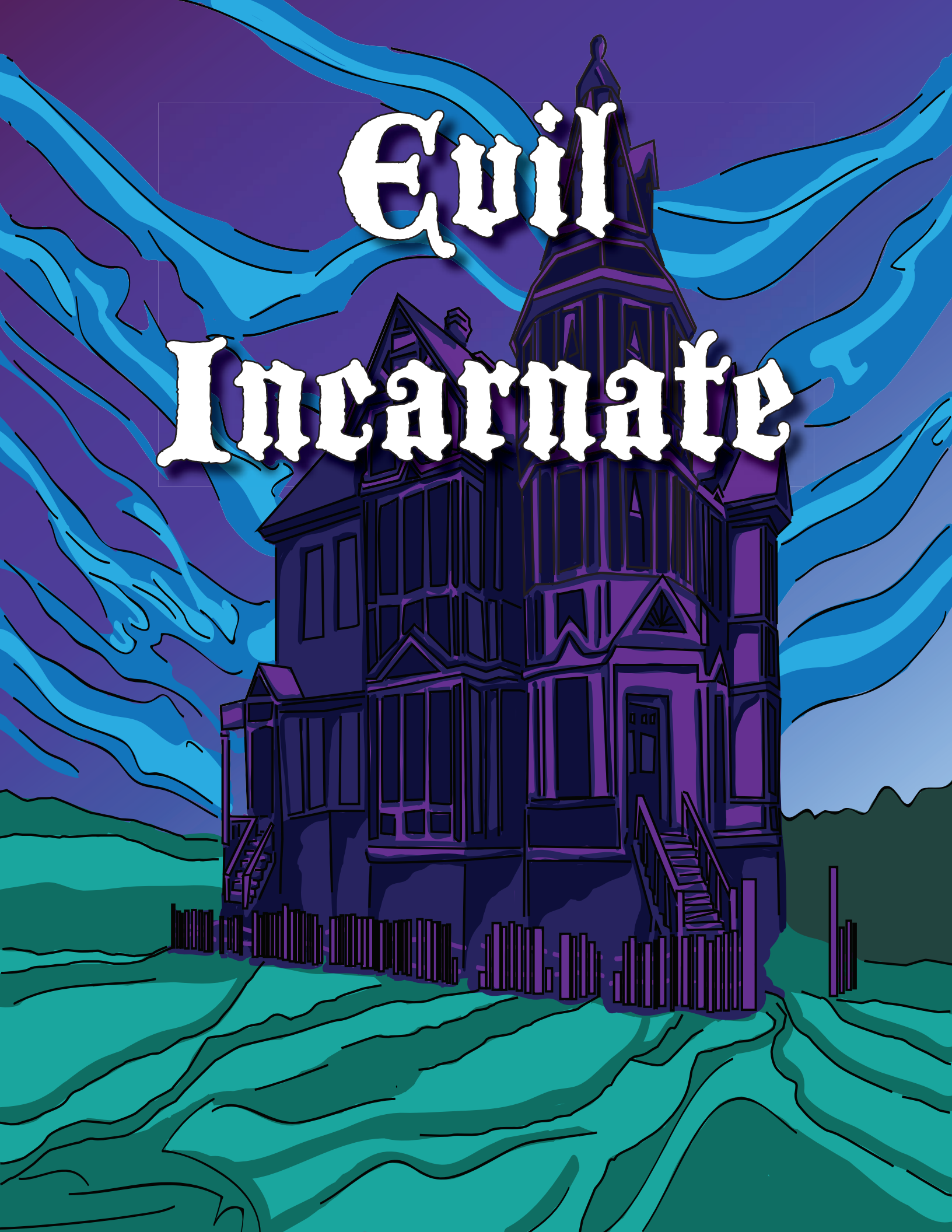
The League is a loosely formed network of small groups and lone individuals. They recruit members from a variety of political tendencies, preferring ability and a willingness to self-sacrifice over orthodoxy as a requirement to join. Indeed, The League prefers to put ideology aside entirely. Disagreements over viewpoints only distract them from their goal of striking fear into the hearts of the ruling class. Planning and executing these acts of terror are matters left to individual actors within the network. The wider League of Terror exists mainly for the purpose of providing training and material support for its cells and lone members.

There have been several known instances of League operatives disappearing under mysterious circumstances. While these incidents are generally thought to be the work of the secret police, some have begun to suspect that certain reclusive noblemen may be involved in dark works that make them particularly hard to murder.





# Evil Incarnate



The continent of Europe is filled with an ever growing horde of lone monsters who lurk in the shadows and prey on the unsuspecting. More terrifying are those creatures who work together in order to bring about their dark plans.

### **Dracula**

Prince Vlad III, Vlad the Impaler, the Son of the Dragon, he is known by many names, but none conjures more terror than his current appellation, Count Dracula. The Prince of Vampires has remained in this world for more than four centuries. He is quite possibly the oldest vampire on Earth, and there are few European or Turkish vampires who cannot claim blood descent from this fiend.

The son of Vlad II, (also known as La Dracul, "The Dragon"), he ruled over a portion of Romania in the 15th century. Known as a butcher and a madman, Vlad III made a habit of betraying allies, raiding his neighbors, and slaughtering people by the tens of thousands. He demanded horrible punishments for slights both real and imagined. His army of mercenaries burned castles and villages with people still inside them, murdered unarmed peasants, and plundered everything in sight. As a ruler he executed people according to his whims, and once put hundreds of noblemen to death just to consolidate his power.

As the Impaler was known for launching night raids against his enemies and personally killing large numbers of people, it is unclear when he became a vampire. It is known that he disappeared and was thought to be dead sometime during the winter of 1476 or 1477.

Having recently returned to unlife after suffering defeat, Dracula has made it a priority to assert his power over the dark

creatures of the continent. He once planned to move to London in order to be among the teeming masses of the modern cities.

Having access to millions of warm bodies would have allowed the Son of the Dragon to feed and create progeny at will. Soon he would have had a virtual army of vampires at his command. This plan has been thwarted, and now the vampire lord wishes to start over. It was a mistake to act on his own; this time he plans to begin by demanding fealty from all of the most powerful monsters in Europe. With great hordes of vampires and werewolves accepting him as their liege-lord, Dracula will be able to complete his plan for the subjugation of humanity without fear of discovery or interference from upstart hunters.



### **Dr. Septimus Pretorius**

Amoral, egotistical, insane. Dr. Pretorius is a madman obsessed with playing God in a literal sense. Compassion and ethical restraint are alien to him; the doctor is driven only by a selfish desire to prove his own worth as a great scientist. He has brought forth into this world a host of artificially created life forms, monstrous and pitiable beings that defy easy classification.

The doctor is a twisted, unfeeling, and narrow-minded tyrant who demands absolute and unquestioning loyalty from those around him, servants and test subjects alike. There are only a rare handful of people that the doctor will tolerate as equals. Pretorius goes about his work without any concern for the suffering of his creations or those they might harm.

Septimus originally modeled his research on the work of another scientist who chose to put the thrill of discovery ahead of scientific ethics. He discovered this forgotten knowledge almost by accident. One of the doctor's ancestors was a professor of the humanities at the University of Ingolstadt in the late 1700s. There he taught a gifted young naturalist and chemist by the name of Victor Frankenstein. Frankenstein soon disappeared from academic life and retreated to his quarters to pursue a series of secretive experiments. Over the years, many people speculated about the nature of Victor's experiments, but no one ever gained access to the truth. The professor heard stories about Frankenstein studying the process of decay in organic tissues and attempting to slow or delay their decomposition. Pouring over the lists of chemicals and apparati that young

Victor ordered for his work shed no light on his research, it only provided endless fodder for the institution's rumor mill. More disturbing than any university gossip was the wild shrieks of animals that could be heard in the night; test subjects being tortured for some unknown end.

Frankenstein's disappearance from the university and the tragic events that followed him for years afterward were a subject of much discussion among his former teachers. It was feared that Victor, once mocked for his interest in alchemy, had actually stumbled upon some dark and terrible branch of science that ruined his life. The professor followed news of his former student with interest until word reached him that Victor had left on a hurried expedition to the Arctic and never returned.



**Dr. Septimus Pretorius**



Septimus learned of Frankenstein and his mysterious research from the journals of his more philosophically-inclined ancestor. Following up on accounts of the ill-fated Arctic trip, Dr. Pretorius uncovered a series of letters written by one Captain Walton to his sister. The letters not only describe the captain's aborted quest to reach the North Pole, but also of a strange passenger that the crew had rescued from the ice. Septimus read the story that Frankenstein had relayed to Captain Walton, a story detailing his obscene experiments and the horrors that resulted from them. The doctor absorbed the facts of this tale without any regard to the ethical lessons to be derived from it.

Charting his own expedition to the far North, Pretorius sought to find the remains of Frankenstein's monster, the creature that had vowed to kill himself and take the secrets of his creation with him. The long and dangerous journey cost many lives and caused much hardship, but the doctor ended up finding more than he had bargained for. Instead of uncovering a charred corpse, he found the frozen body of the intact creature. Remarkably, the monster's unnaturally hardy physique allowed him to survive after more than a century in the ice.

At first, the awakened monster had nothing on his mind except finishing his task of self-destruction. However, Pretorius managed to strike a deal with the creature; he would fulfill Frankenstein's broken promise of creating a bride and companion for the monster in exchange for his cooperation. With all of the original notes long since destroyed, the doctor had to recreate the process of creation by examining the monster's anatomy, tissues, and organic chemistry. Adam, as he came to call

himself, endured these painful and humiliating tests with the hope that his loneliness would finally come to an end. Possessing a fine and ingenious mind, the creature even began to assist his new compatriot in this dark work.



**Victor Frankenstein**

The alliance between Dr. Pretorius and the monster was short-lived. Mastering the alchemical and scientific processes that gave life to dead tissues, Septimus outdid his intellectual predecessor. Gregor Mendel's discovery of the laws of genetics in 1866 provided the mad doctor with an insight into the nature of life that was denied to Frankenstein himself. This new knowledge, combined with the doctor's own expertise in organic chemistry, allowed him to create a creature that was not hideous and shunned by the world but one that was beautiful and readily accepted. The monster's bride

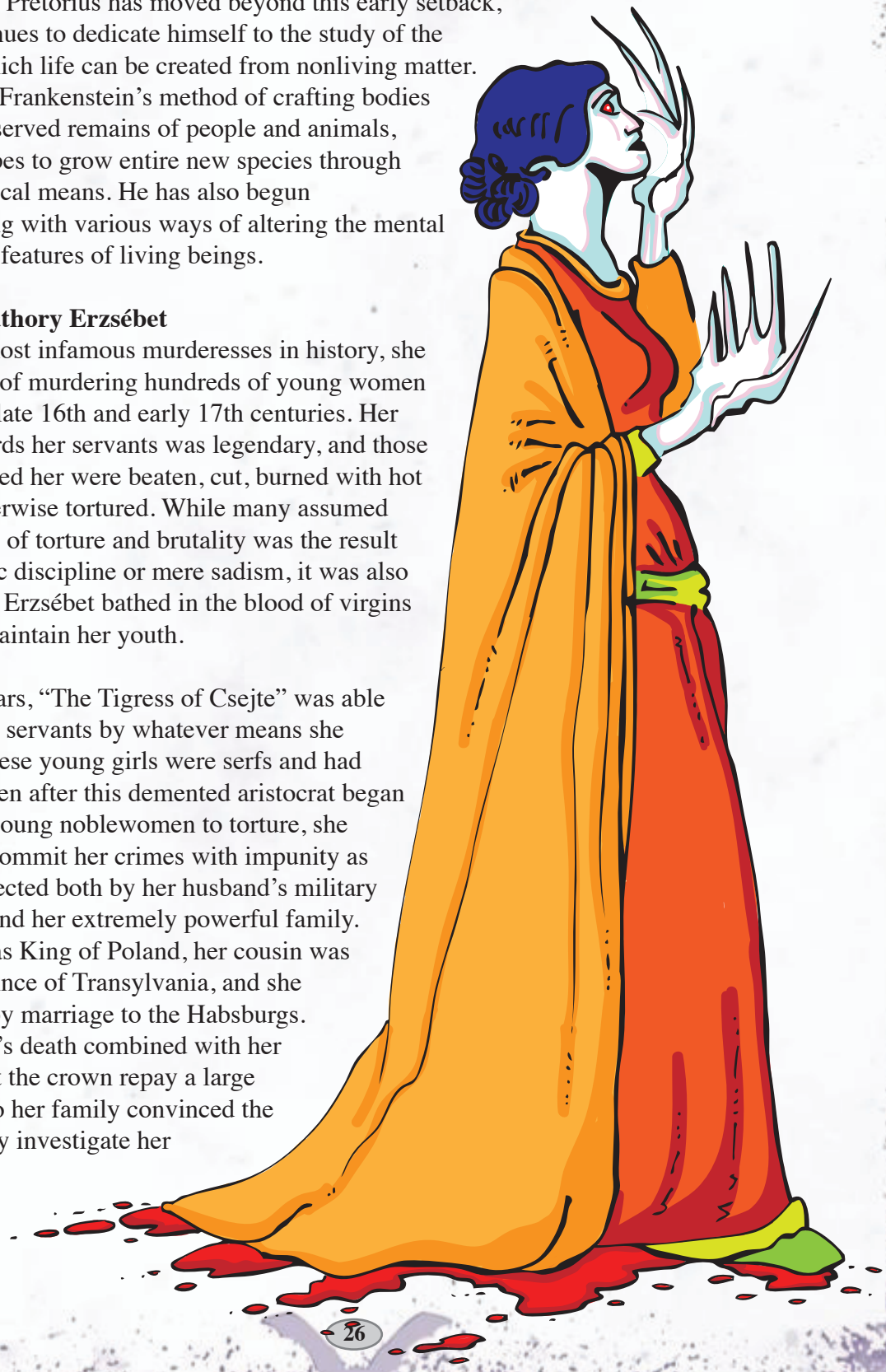
rejected him, and Adam once again found himself without an Eve. Betrayed and abandoned yet again, the creature flew into a rage and destroyed Pretorius' laboratory before vowing vengeance upon both the doctor and his lovely creation.

Dr. Septimus Pretorius has moved beyond this early setback, and he continues to dedicate himself to the study of the means by which life can be created from nonliving matter. Abandoning Frankenstein's method of crafting bodies from the preserved remains of people and animals, Pretorius hopes to grow entire new species through purely chemical means. He has also begun experimenting with various ways of altering the mental and physical features of living beings.

### **Baroness Báthory Erzsébet**

One of the most infamous murderesses in history, she was accused of murdering hundreds of young women between the late 16th and early 17th centuries. Her cruelty towards her servants was legendary, and those who displeased her were beaten, cut, burned with hot irons, or otherwise tortured. While many assumed that her love of torture and brutality was the result of aristocratic discipline or mere sadism, it was also rumored that Erzsébet bathed in the blood of virgins in order to maintain her youth.

For many years, "The Tigress of Csejte" was able to punish her servants by whatever means she wished, as these young girls were serfs and had no rights. Even after this demented aristocrat began kidnapping young noblewomen to torture, she was able to commit her crimes with impunity as she was protected both by her husband's military importance and her extremely powerful family. Her uncle was King of Poland, her cousin was the ruling Prince of Transylvania, and she was related by marriage to the Habsburgs. Her husband's death combined with her demands that the crown repay a large debt owed to her family convinced the king to finally investigate her



atrocities. Though she was walled up in a tower and supposedly died in prison, the countess survives to this day, a testimony to her eternal youth.

The young countess was married at age thirteen to Count (later Baron) Nádasdy Ferenc, a young man who soon became high commander of the Hungarian army in their war against the Ottoman Turks. Ferenc was known for imitating the Turkish habit of impaling captured prisoners; he and his wife often exchanged torture techniques, and it is not clear who was the master and who was the student. Brave and even ferocious in battle, the count was needlessly cruel to his subordinates and servants. Just as his wife was accused of dabbling in the dark arts, it was rumored that Ferenc and some of his knights also sought to make pacts with strange and inscrutable forces. Rumored to have collapsed on the battlefield and died in 1604, Ferenc was reunited with his wife shortly after her own “death.” The two of them have been keeping largely out of sight for the past three centuries, using this time to slowly rebuild their wealth and establish new identities for themselves.

An intelligent, highly-educated wife and a fearless, tactically-minded husband, the Baron and Baroness are a dangerous, sadistic pair. Though they long ago found ways of discretely securing virginal blood, Ferenc’s love of battle and Erzsébet’s frequent rages put them at constant risk of exposure. They try to tread carefully and move about frequently in order to keep suspicions at a minimum.

The couple lives under assumed names; Erzsébet often goes by Elizabeth Bath in Britain, Isabela Basto in Spain and Isabelle Bathe in Germany.

Ferenc usually calls himself Alfred, Frederick or some variation thereof.

This murderous pair is occasionally joined by one of their old servants named Anna

Darvulia. Anna, also supposed to be dead, is thought to have been Erzsébet’s mentor in the realms of torture and blood magic. It is also rumored that Anna is Erzsébet’s lover, but this has never been confirmed. However, both the Baron and Baroness are known to be promiscuous, so the rumor may bear true.





### **The Carnival of Souls**

The man known as the Ringmaster once dreamt of heading up the most amazing circus and carnival in the world, one that would bring entire towns and cities out in droves to see the fantastic sights and acts he collected from across the land. And at first, this menagerie of delights satisfied his desire for fame and glory. Soon, however, the luster of the show and the glory of the colored tents faded in his eyes. He required more, and yet his carnival already held the greatest spectacles this world could offer.

So he searched beyond this world and eventually came across a way to exchange his very soul in order to possess the power to turn his circus into a show unmatched in heaven or hell. Without hesitation, he signed the contract offered him and transformed into a creature of pure evil, wrapped in the guise of his former Ringmaster persona. His voice gained a compelling force that drew gawkers beyond their ability to resist. His eyes gained the ability to peer into the hearts of men and women and see what desires hid there that he might use to tempt them into his tents, where all manner of lusts could be sated-for a price. Furthermore, he was granted the ability to claim more souls for his master, striking bargains and contracts that whittle away at their resistance until their very existence was claimed by Hell itself.

Now the Carnival of Souls travels the world, never in one spot for more than a few days at a time. One day a field may be empty and the next, it is crowded with tents while music pipes and tootles to the nearby citizens, promising them an experience beyond anything they can imagine. While some may wander the carnival rows and play the game without consequence, others find themselves trapped in a nightmarish reality.



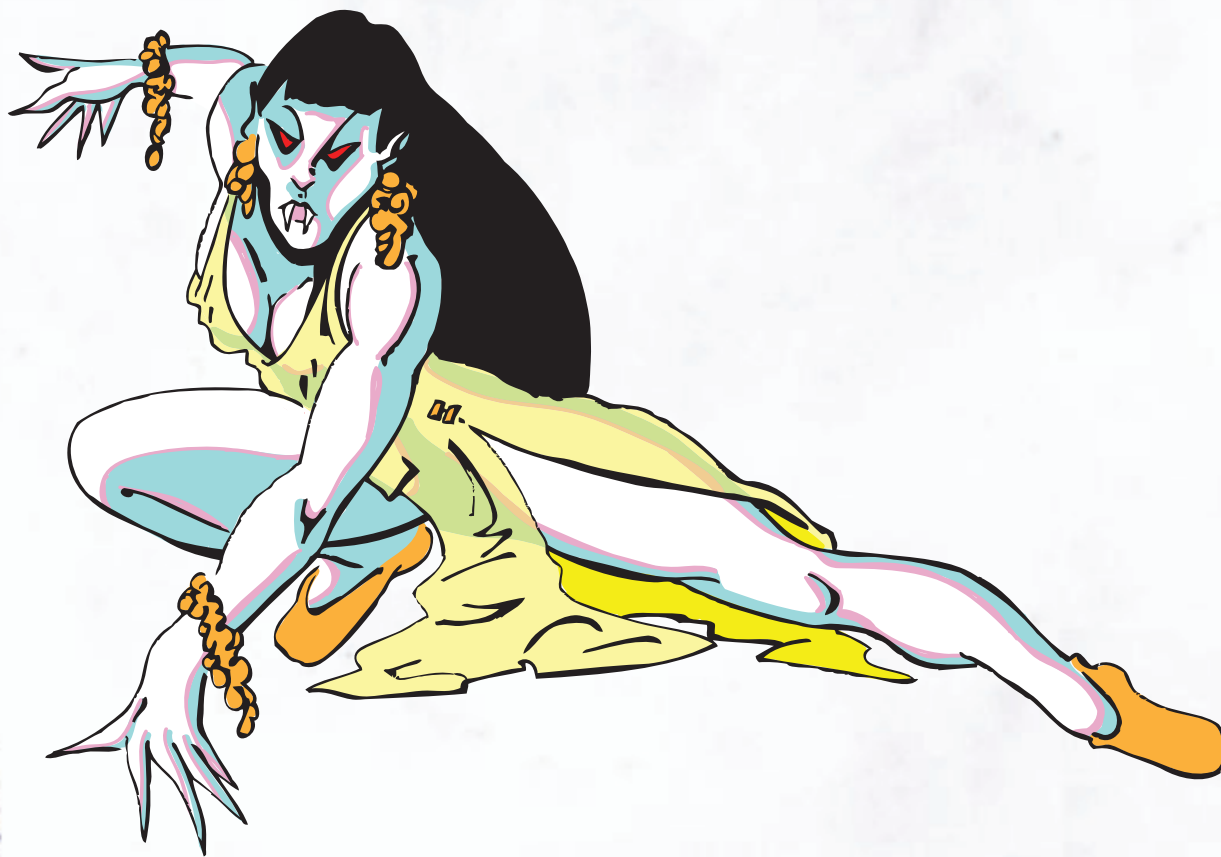
# Monsters of Europe



There is a reason that people fear the dark. It is a primal fear, one that has followed us up from long forgotten ages when primitive peoples huddled around fires and watched for unseen predators. While the modern man thinks himself the master of the world, the predators have not disappeared and they come in an array of powerful and terrifying forms. Some of these creatures are monstrosities from an antediluvian and thankfully-forgotten age; others are modern terrors born from Man's blind arrogance.

Many seasoned gamers know the strengths and weaknesses of various monsters from the Pathfinder Bestiaries. Likewise, even a casual horror fan is aware of the vulnerabilities of classic movie monsters. This high level of "player knowledge" works against the intended atmosphere of Monster Hunters, an atmosphere of unknown terrors and creeping dread. The monsters listed below will seem familiar to the players, but many of them have been tweaked and tuned to better suit a game of Gothic horror. As such, some of the creatures will have different abilities and weaknesses than what is listed in other books.

The Hunt Master is encouraged to make his or her own alterations to standard monsters in order to make these creatures fit into a specific vision of that monster. For example, a Hunt Master could give the standard zombie a higher Damage Reduction and extra hit points while also making the caveat that a zombie is instantly destroyed by a called shot to the head. This change makes the zombie feel more like the living dead as portrayed in various horror movies and less like the easily hacked apart undead that populate fantasy dungeons.





# Banshee

The ghostly maiden stares at you with pity before unleashing a heart-rending wail that you know as the sound of your own death.

## Banshee

**CR** 13

**XP** 25,600

**CE** Medium undead  
(incorporeal)

**Init** +15; **Senses** darkvision 60 ft.,  
hear heartbeat; **Perception** +31

## Defense

**AC** 26, **Touch** 26, **flat footed** 14  
(+4 deflection, +11 **Dex**, +1 **dodge**)

**hp** 161 (19d8+76)

**Fort** +10, **Ref** +19, **Will** +18

**Defensive Abilities** incorporeal; Immune  
undead traits

**Weaknesses** sunlight powerlessness

## Offense

**Speed** fly 60 ft. (perfect)

**Melee** incorporeal touch +26 (14d6 negative  
energy plus terror)

**Special Attacks** wail

## Statistics

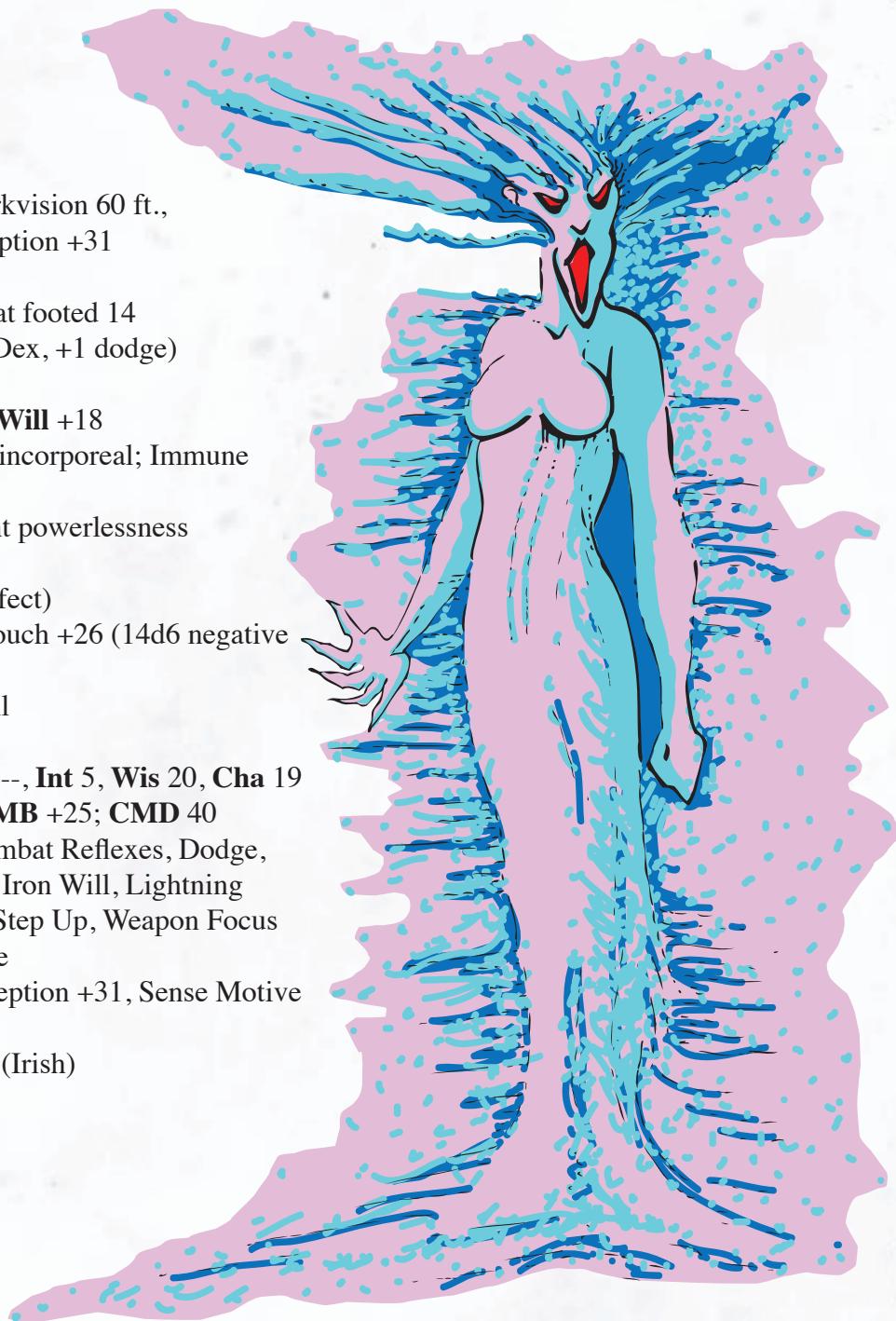
**Str** --, **Dex** 32, **Con** --, **Int** 5, **Wis** 20, **Cha** 19

**Base Attack** +14 **CMB** +25; **CMD** 40

**Feats** Alertness, Combat Reflexes, Dodge,  
Improved Initiative, Iron Will, Lightning  
Reflexes, Mobility, Step Up, Weapon Focus  
(touch), Wind Stance

**Skills** Fly +19, **Perception** +31, **Sense Motive**  
+7

**Languages** Gaeilge (Irish)



## **Banshee, Lesser**

**CR** 5

**XP** 3,200

**CE** Medium undead (incorporeal)

**Init** +4; **Senses** darkvision 60 ft., hear heartbeat; **Perception** +3

### **Defense**

**AC** 17, **Touch** 17, **flat footed** 15 (+5 deflection, +1 Dex, +1 dodge)

**hp** 77 (7d8+42)

**Fort** +6, **Ref** +17, **Will** +15

**Defensive Abilities** incorporeal; Immune undead traits

**Weaknesses** sunlight powerlessness

### **Offense**

**Speed** fly 60 ft. (perfect)

**Melee** incorporeal touch +10 (4d6 negative energy plus terror)

**Special Attacks** wail

### **Statistics**

**Str** --, **Dex** 19, **Con** --, **Int** 5, **Wis** 11, **Cha** 16

**Base Attack** +5 **CMB** +9; **CMD** 22

**Feats** Dodge, Iron Will, Lightning Reflexes, Weapon Focus (touch)

**Skills** Fly +7, **Perception** +3, **Sense Motive** +1

**Languages** Gaeilge (Irish)

### **Special Abilities**

**Hear Heartbeat (Ex):** A banshee can sense the beating hearts of living creatures within 60 feet, as if it had the blindsight ability.

**Terror (Su):** A creature damaged by the banshee's touch attack must make a DC 23 Will save (DC 15 for lesser banshee). Failure means that the victim cowers in fear for 1d3 rounds. If a target is protected against fear by a dispellable effect (such as heroes' feast or mind blank), the banshee's touch attempts dispel one such effect as with greater dispel magic (CL 14th). Negative energy damage caused by a banshee's touch can only harm the living; it cannot heal undead. This is a mind-affecting fear effect. The save DC is Charisma-based.

**Wail (Su):** Once per minute, a banshee may wail as a full-round action. The wail lasts until the beginning of her next turn. All creatures within 40 feet of the banshee when she begins her wail, as well as all creatures that end their turn within that radius, must make a DC 23 Fortitude save (DC 15 for lesser banshees). This save is only required once per wail. Creatures under the effects of a fear effect take a -4 penalty on this save. Creatures that make their save are sickened for 1d6 rounds. Those that fail take 140 points of damage (as if affected by a CL 14 wail of the banshee). If a wailing banshee is damaged during a wail, she must make a Will save (DC 15 + damage taken) to maintain the wail; otherwise it ends. This is a sonic death effect. Banshee wails are supernaturally powerful, and penetrate the effect of any spell of 3rd level or lower that creates silence. The save DC is Charisma-based.

### **Weaknesses**

**Sunlight Powerlessness (Ex):** If the banshee is in sunlight (but not in an area of daylight or similar spells), it cannot attack and is staggered.

A banshee is the restless spirit of a powerful fae creature. Long part of Celtic legend, these deathly ghosts are harbingers of murder and war.



# Children of the Dreamer

Cavorting in all the shapes of dreams, these creatures appear as lovers, terrors, and everything in between. Spawned from a mind that has sunk deep into the world of dreams and pushed past the boundaries of the mind, the ‘children’ drawn forth by a Dreamer can turn the world into a waking nightmare.

Often misidentified, these creatures are either manifestations of a Dreamer whose unconscious fantasies are seeping out into the world or entities brought from other planes of existence through the tether of the Dreamer's psyche. Hunters and parapsychologists still argue over which is the case. Depending on the strength of the Dreamer, a town can be plagued by only a few mischievous sprites playing tricks once a month to seemingly endless nights where every door must be barred against dozens of nightmares stalking the streets. Some rare few figments and dream creatures manage to become 'unbound,' free to roam the world with no reliance on a Dreamer for their continued existence.

Dream creatures dissolve and fade when destroyed.





## Daydream Figment

**CR** 1

**XP** 400

**CN** Medium outsider (humanoid)

**Init** +3; **Senses** darkvision 60 ft.;

**Perception** +6

### Defense

**AC** 15, **Touch** 13, **flat footed** 12

(+3 **Dexterity**, +2 **natural**)

**hp** 13 (2d8+4)

**Fort** +5, **Ref** +6, **Will** +1

**Immune** charm, mind-affecting, sleep

### Offense

**Speed** 40 ft.

**Melee** 2 claws +4 (1d4+2)

### Spell-Like Abilities

(**CL** 3rd; **concentration** +3)

3/day-**charm person** (**DC** 12)

**At will**-**detect thoughts** (**DC** 13)

**Constant**-**tongues**

### Statistics

**Str** 15, **Dex** 17, **Con** 15, **Int** 14, **Wis** 12, **Cha** 12

**Base Attack** +1; **CMB** +3; **CMD** 16

**Feats** **Weapon Finesse**, **Skill Focus** [Bluff]

**Skills** **Bluff** +8, **Perception** +6, **Stealth** +3

**SQ** **change shape**, **hazy memory**

## Special Qualities

**Change Shape (Su):** As a move action, a daydream figment can assume the appearance of any medium creature.

Few see this creature's true form, a bone-white featureless body with a single eye like a hole. It approaches the unwary in the form of their secret desires, fantasies, and lusts. Daydream figments are the 'least dangerous' and most common manifestations of a Dreamer's mind; they are considered somewhat friendly relative to the more nightmarish dream manifestations. These beings delight in leading people astray, sowing discord, and granting individuals their deepest desires, oft times with disastrous or violent results. Daydream figments like to 'play' with people rather than fight them. They usually only engage in battle when attacked or when someone tries to ruin their fun.

Like all figments, the form these beings take depends entirely upon the individuals they encounter and the subconscious direction of the Dreamer. Before combat, they will attempt to use their their propensity with lies to confuse and distract their prey. They take advantage of their **charm person** spell-like ability to make this task easier.



## Nightmare Figment

**CR** 5

**XP** 1,600

**CE** Large outsider (humanoid)

**Init** +5; **Senses** darkvision 60 ft.,  
scent (smells fear); Perception +12

Aura frightful presence (50 ft. DC 18)

### Defense

**AC** 15, Touch 10, flat footed 14

(+1 Dexterity, +5 natural, -1 size)

**hp** 47 (5d10+20)

**Fort** +10, **Ref** +5, **Will** +2

**Immune** charm, mind-affecting, sleep

### Offense

**Speed** 30 ft.

**Melee** 2 claws +8 (1d6+4 plus grab),

bite +8 (1d6+4)

**Space** 10 ft.; Reach 5 ft.

### Spell-Like Abilities

(CL 3rd; concentration +3)

At-will-detect thoughts (DC 13)

Constant-tongues

### Statistics

**Str** 19, **Dex** 13, **Con** 18, **Int** 9, **Wis** 13, **Cha** 11

**Base Attack** +5; **CMB** +10 (+14 grapple);

**CMD** 21 (+25 against trip)

**Feats** Improved Initiative, Great Fortitude,

**Skill Focus** (Perception)

**Skills** Perception +12, Swim +9

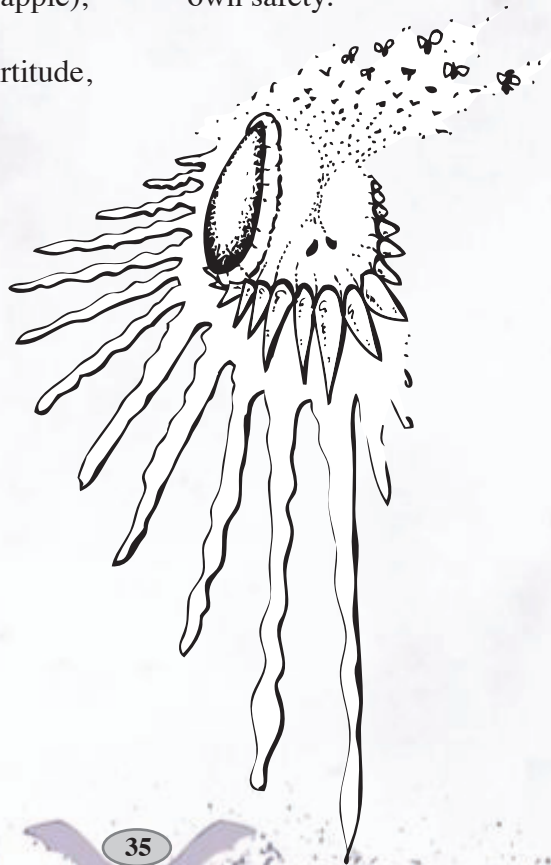
**SQ** change shape, hazy memory

**Change Shape (Su):** As a move action, a nightmare figment can assume the shape of any Large or Medium-size creature.

**Note:** if assuming the shape of a medium creature, the nightmare figment's space becomes 5 and they lose their reach, otherwise their statistics remain unchanged.)

Before transforming into more individualized terrors, these creatures look like nothing so much as huge hunchbacked humanoids that glow like moonlight; their only significant feature is their tremendous maw which drips steaming blackness to the ground.

Nightmare Figments are terrible creatures which revel in fear, often waiting to attack only when it will cause the greatest amount of terror. When manifest, these beings usually take the forms most likely to cause terror in others; old enemies, monsters, and dead friends made horrible and accusing. Nightmare figments care nothing for their own safety.



## Lucid Figment

**CR** 3

**XP** 800

**N** Medium outsider (humanoid)

**Init** +1; **Senses** darkvision 60 ft.;

**Perception** +9

### Defense

**AC** 16, **Touch** 12, **flat footed** 14

(+1 Dexterity, +1 dodge, +4 natural)

**hp** 26 (4d10+4)

**Fort** +2, **Ref** +5, **Will** +6

**Immune** charm, mind-affecting, sleep

### Offense

**Speed** 30 ft.

**Melee** dream sword +8 (1d8+4)

### Spell-Like Abilities

(CL 3rd; Concentration +3)

1/day-confusion (DC 16)

At-will-detect thoughts (DC 14)

Constant-tongues

### Statistics

**Str** 18, **Dex** 13, **Con** 12, **Int** 13, **Wis** 14, **Cha** 13

**Base Attack** +4; **CMB** +8; **CMD** 20

**Feats** Dodge

**Skills** Bluff +9, Diplomacy +4, Perception +9,

Sense Motive +6, Stealth +5; Racial Modifiers

+4 Bluff

**SQ** change shape, hazy memory

## Special Qualities

**Change Shape (Su):** As a move action, a lucid figment can assume the appearance of any Medium-sized creature.

Before taking a specific form, these beings look like reed-thin humanoids with glowing white skin and narrow heads, gaunt limbs, and blank faces showing only smiling lips.

Lucid figments are the most intelligent of their brood, and the most likely to realize their situation (namely, that they are manifestations of or otherwise dependent upon the Dreamer). As such, they often try to lead others of their kind, usually opting to disguise their nature lest the Dreamer--the source of their current existence--be discovered and 'dealt' with. Lucid figments endeavor to increase the depth and strength of the Dreamer's dream; often with the ultimate goal of permanent unconsciousness and transforming the Dreamer into a conduit.





## Leech Figment

**CR** 8

**XP** 4,800

**CE** Medium outsider (incorporeal)

**Init** +7; **Senses** darkvision 60 ft.; Perception +23

### Defense

**AC** 27, Touch 14, flat footed 22

(+3 Dexterity, +1 dodge, +8 natural)

**hp** 76 (9d10+27)

**Fort** +9, **Ref** +9, **Will** +9

**Defensive Abilities** incorporeal Immune charm, mind-affecting, sleep

### Offense

**Speed** 30 ft., fly 60 ft. (perfect)

**Melee** leech (touch) +9 (1d4 Constitution drain, see stolen form)

### Spell-Like Abilities

(CL 8th; Concentration +12)

3/day-- greater invisibility

At will-- detect thoughts (DC 16)

Constant-- tongues

### Statistics

**Str** \*, **Dex** 15\*, **Con** 16, **Int** 19, **Wis** 16, **Cha** 12

**Base Attack** +9; **CMB** +15; **CMD** 29

**Feats** Dodge, Improved Initiative

**Skills** Acrobatics +14, Fly +14, Bluff +16,

Perception +15, Sense Motive +15, Stealth +14

**SQ** hazy memory, leech sense, stolen form

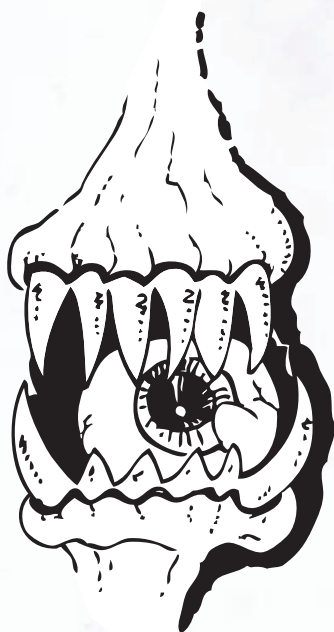
## Special Attacks

**Stolen Form (Ex):** Whenever a leech figment deals Constitution damage to a creature, it loses the incorporeal subtype and it takes on the damaged creature's exact appearance. Its Strength and Dexterity scores are changed to match the creature being imitated. The leech figment can maintain this stolen form for 1 hour for each point of Constitution drain it has inflicted. If a leech figment kills a creature with Constitution drain, its statistics and abilities change to completely match the slain creature. A leech figment will usually try to adopt the slain creature's life, although with its own personality and oftentimes inscrutable goals).

## Special Qualities

**Leech Sense:** Once a leech figment has injured a creature with its leech touch attack and taken its form, it can determine that creature's general location and present emotional state.

Always manifested unbound, leech figments are figments half-formed and possessing an overriding envy of creatures with physical existence. After attacking a creature and temporarily gaining physical form, leech figments use greater invisibility to disappear. If the leech figment feels that it has tactical advantage, it will continue attacking and draining the target creature until it dies at which point it will attempt to assume the creature's life. If at tactical disadvantage, the leech figment will flee, skulking back to make individual attacks spaced over days or even weeks; attempting to attack when the creature is asleep, imperilled, or combatting a different threat. These figments tend to get obsessed with a specific creature, and they will chase their target down until the leech can kill it and take its form permanently.



## Conduit

**CR** 13

**XP** 25,600

**CE** Huge aberration (outsider)

**Init** +3; **Senses** darkvision 90 ft.; Perception +19

### Defense

**AC** 21, Touch 7, flat footed 22

(-2 size, -1 Dexterity, +14 natural)

**hp** 126 (11d8+77) regeneration 10 (fire or acid)

**Fort** +13, **Ref** +4, **Will** +4

**Immune** charm, mind-affecting, sleep; **SR** 22

### Offense

**Speed** 10 ft.

**Melee** 4 tentacles +16 (2d6+9 plus grab)

**Space** 15 ft.; **Reach** 30 ft.

**Special Attacks** constrict (2d6+9), confusion, summon (1 creature with the dream template of CR 10 or less, 1d2 nightmare figments, 1d4 lucid figments, or 1d6 daydream figments), terror

**Spell-like Abilities** (CL 16th, Concentration +20)

1/day--confusion (DC 18), dominate person (DC 19), fear (DC 18)

At-will--detect thoughts (DC 16)

Constant--tongues

### Statistics

**Str** 21, **Dex** 9, **Con** 23, **Int** 14, **Wis** 13, **Cha** 18

**Base Attack** +8; **CMB** +19; **CMD** 28

**Feats** Alertness, Improved Initiative, Toughness, Lightning Reflexes, Power Attack, Weapon Focus (tentacle)

**Skills** Bluff +11, Diplomacy +11, Knowledge (the planes) +13, Perception +19, Sense Motive +3, Spellcraft +10



## Special Abilities

**Summon (Su):** Once per hour, a conduit can call forth any creature with the dream template whose adjusted CR is 10 or less as a standard action. Alternately, it can summon 1d2 nightmare figments, 1d4 lucid figments, or 1d6 daydream figments. The conduit will use this power every hour regardless of what is going on around it. Some of these summoned creatures leave to pursue their own whims soon after being summoned, but all of them will attack a creature seen as threatening the conduit.

This creature is a horrifying tangle of limbs, eyes, and snaking extrusions of flesh; a Conduit's form is malleable and shifting, merged and melted into the surrounding environment (usually the bed and parts of room in which the Dreamer slumbered). In its center is a mirrored portal to lands of unconscious madness. From dozens of mouths scattered about its body, it speaks and whispers and screams with many voices.

The apotheosis of a Dreamer who has merged with the deepest realms of dream, the conduit is a truly horrifying creature. The fact that the conduit is nearly impossible to kill and spreads terror and madness to any and all that draw near is not what is most terrible about this creature. No, the most horrifying aspect of this being is that its body now serves as a living gateway between the material world and whatever strange realm figments and other dream creatures originate. A conduit is constantly bringing new (unbound) figments and dream creatures into the world, transforming the area into a world of waking dream.

**Hazy Memory (Su):** Individuals that have a casual encounter with a dream figment often forget about the creature, or if they do

manage to recall it they often assume that it was ‘nothing more than a dream.’ After leaving the presence of a figment, the individual makes a will save (DC 15+hit dice of the Dream Creature encountered). If they fail by 5 or more, they do not remember the encounter at all. . If they fail by 4 or less, they remember but dismiss their experience as ‘just a dream.’ If they succeed, they remember the encounter as an incident that happened in the real world and can give an accurate description of it. Each additional encounter with a figment or dream creature of any kind lowers the save DC by 1. A dream creature may choose to suppress the effect, meaning they can be recalled without necessitating a will save.

In addition to shape-shifting figments, nearly any creature may be formed and cast into the world by the mind of the dreamer. These beings are often confused and erratic, filled with odd gaps in knowledge and behavior compared to actual specimens/individuals as they are only the Dreamer’s recreation of the being. Creatures created in this manner have the following template:

#### **Dream Figment (CR -1)**

Dream creatures are virtually identical to the creatures they are imitating. However, since they are only recreations from the Dreamer’s mind, they are generally weaker and exhibit less independent thought.

**Rebuild Rules:** AC reduce natural or manufactured armor, if any, by -2 (minimum +0); Immune charm, mind-affecting, sleep; Special Attacks reduce saving throw DCs by -2; Special Abilities hazy memory; Ability Scores -2 Strength, Dexterity, and Constitution, Intelligence score is increased to 8 if lower.

#### **Identifying a Dreamer**

The first obstacle to a party of hunters encountering a Dreamer is that of simple identification. Often, figments take on a shape and form of particular importance related to the Dreamer’s (external or inner) life and if hunters gain familiarity with the specifics they might be able to guess as to the identity of the dreamer. Other than that, the traits that are often associated with Dreamers (but are in no way universal) include:

- \* Individuals who have a “sensitive” mind
- \* Isolated individuals.
- \* Individuals who sleep excessively.
- \* Often have an increased likelihood of recreational drug use.
- \* Often obsessed with pulp novels, radio dramas, or other fantasy worlds.
- \* A personal or family history of mental illness.
- \* Traumatic experience(s) in their past.
- \* Family history of contact with or pacts made with outer powers.
- \* Has the apparent companionship of an odd (sometimes even inhuman) companion with undying loyalty. (This companion is an NPC or creature with the dream template. The dream companion is with the dreamer in the real world by day and guards him or her while asleep.



Alternately, Hunters with access to magic or scientific equipment of a divinatory nature may use these tools to discover clues about the identity of the Dreamer. Dreamers usually detect as magic [illusion], and their auras flit with shapes and faces from Dreams.

### **Dealing with a Dreamer**

The first and most expedient solution to stopping a Dreamer's destructive emanations is to murder the poor soul. Such a drastic course of action may not sit well with many player characters, as the Dreamer is not truly responsible for the creatures that emanate from his or her mind. Indeed, many Dreamers are so absorbed into their own inner worlds that they do not even realize that something strange is going on. If a Dreamer is being tormented by endless nightmares that keep him awake for days at a time and send him from his sleep screaming, some would consider it a 'mercy' to take the Dreamer's life. Others call that argument rubbish and label it moral cowardice.

Other than death, there is no universal method to dealing with a Dreamer. Here is a list of procedures that have functioned in the past.

In Prague in 1878 a deeply religious woman--whose figments often took the form of angels and demons, cherubim and succubi--was convinced by a particularly silver-tongued member of the Illuminati to renounce her religion and consider agnostic beliefs. By all accounts, the emanations stopped for the rest of her life.

In Vienna in 1908, hunters allied with the Van Helsing Society encouraged a Dreamer to be treated by members of the Wednesday Psychological Society while they watched

over her at night to quickly dispatch any figments that manifested. The hunter kept the hospital staff safe until the dreamer could finish his intensive month-long treatment.

In Arundel in 1883, a pagan circle dealt with an unusually powerful figment (in the form of Baroness Báthory Erzsébet herself) that stood watch over the unconscious Dreamer and seemed to be directing the shape of his emanations. When this particular figment dissolved, the Dreamer in question had no further issues.

In Rothenburg in 1905 a Dreamer--a lapsed protestant who had abandoned his theological studies--was threatened by a group of Templars into completing his certification and to become ordained. His emanations stopped thereafter.

It should be pointed out that despite these successes, there have been numerous counter examples where Hunters have attempted alternative treatments like these and only been met with failure; failure that led to the death and suffering of other innocents. If attempting a so called 'psychiatric' solution to the problem a Dreamer represents, Hunters must be on guard against powerful figments directing their efforts against the Hunters if they recognize the party as a threat to their continued existence.



### Known Dreamers

#### Sergeant Major Aldous Cooper

**Description:** 5'10", 210 lbs. Balding, white hair, prominent handlebar mustache, is known to wear his ill-fitting and somewhat threadbare military uniform.

Mr. Cooper is an aging British soldier who served for several years in various posts around Africa. He has been known to use opium to 'help him sleep.' While dreaming, his figments often take the form of Boer guerrillas, Zulu warriors, and wounded comrades transforming the streets around his slumbering form into a terrifying and alien warzone. His current whereabouts are unknown, but he is assumed to be traveling the English countryside looking for a place to 'settle down.'



#### Marie-Elise Coulette

**Description:** 3'2", 40 lbs, Ear length brown hair and seems to favor immaculately tailored light blue dresses.

Marie-Elise is an apparently happy child, accompanied day and night by her extremely protective 'Tutor' Mr. Brambles, an unbound figment of exceptional strength. Ms. Coulette may be the most powerful of all Dreamers yet encountered although perhaps not the most dangerous as she produces wonders and whimsy more often than she produces terrors. Many of her manifestations come in the form of characters from literature and fairy stories.

Oddly, Mr. Brambles seems to genuinely wish to 'cure' Marie-Elise's condition and reached out to a party of hunters to accomplish that aim. After the party attempted to kill the child, Mr. Brambles has become openly hostile to anyone he identifies as a hunter. This pair moves around constantly, to stay one step ahead of Hunters and also--one would assume--as Mr. Brambles searches for a 'cure.' It is unknown what befell Ms. Coulette's parents.



**Dario Pellechia**

**Description:** 6', Black hair, tends to wear nondescript clothing suitable to the region.

Dario Pellechia is, for lack of a better term, a madman. Aware of his condition as a Dreamer, Mr. Pellechia sees himself as a 'prophet of madness.' He travels from town to town and uses his figments (with which he has managed to achieve some level communication/alliance) spread the 'message' and leave a swath of destruction and misery in his wake. Based on the whispers only he can hear, Mr. Pellechia hopes to learn the secrets of creating unbound figments which can continue the 'good work' without need of his presence and--eventually--to transform himself into a dream conduit and sink the world into a liminal state of dreaming madness and death. Should be approached with extreme caution.





# Ghost

Some unseen presence drifts through the hall. Is it really there, or is your mind beginning to come undone?

## Little Anya

Human Ghost

**CR** 1/2

**XP** 200

LN Small humanoid (undead) (young)

Commoner 1

**Init** +2; **Senses** darkvision 60 ft.;

Perception +7

### Defense

**AC** 16, Touch 16, flat footed 13

(+2 Dex, +1 feat, +2 deflection, +1 size)

**hp** 5 (1d6+2)

**Fort** +1, **Ref** +2, **Will** -1

**Defensive Abilities** channel resistance +4, incorporeal, rejuvenation; Immune undead traits

### Offense

**Speed** fly 30 ft. (perfect)

**Melee** corrupting touch +3

(1d6, Fortitude DC 11 for half)

### Statistics

**Str** --, **Dex** 15, **Con** --, **Int** 12, **Wis** 8, **Cha** 14

**Base Attack** +0 **CMB** +0; **CMD** 14

**Feats** Dodge, Skill Focus [Knowledge (local)]

**Skills** Fly +2, Knowledge (local) +5, Perception +7, Perform (dance) +1, Profession (cook) +1, Stealth +11; Racial Modifiers +8 Perception, +8 Stealth

**Languages** Russian

Anya was raised by a widow who worked as a servant for a local landowner. She watched in terror as her mother was violated and beaten to death by her drunken employer. The little girl was then chased by the master's hounds until they drove her into the forest and killed her. Anya haunts the servant's quarters of the nobleman's estate, waiting for the day she can avenge her mother's death. Unfortunately, the cowardly aristocrat has taken up residence on one of his other estates and has not been back since his first encounter with the child ghost..

Anya appears as a girl of about ten or eleven years old. She is wearing ragged and torn clothing, and her long hair floats about her head like a cloud. While she normally seems innocent and even pretty, when Anya is agitated, her eyes glow a fearsome red and her face becomes marred with vicious tears and bites.



**Cpl. Jacobs**

Human Ghost

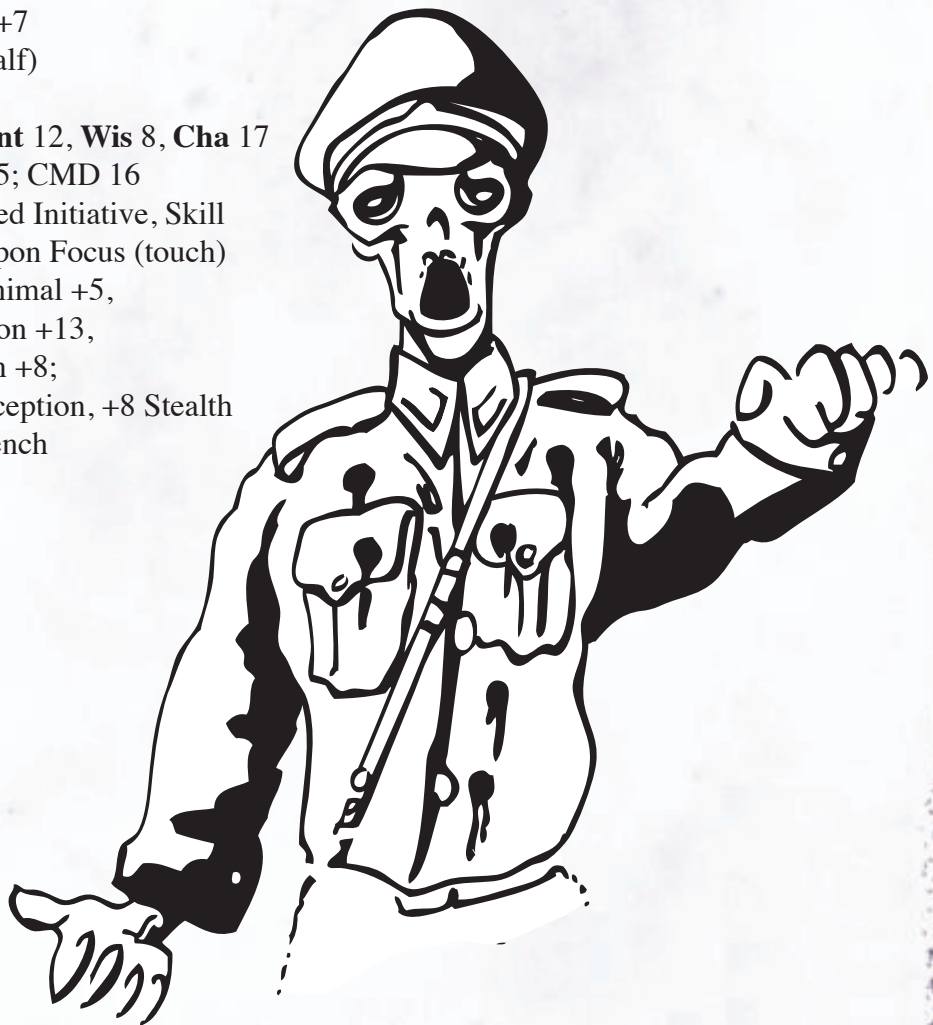
**CR** 5**XP** 1,600

E Medium humanoid (undead)

Warrior 5 (foot soldier)

**Init** +4; **Senses** darkvision 60 ft.;  
Perception +13**Defense****AC** 13, **Touch** 13, **flat footed** 13  
(+3 deflection)**hp** 42 (5d10+15)**Fort** +5, **Ref** +1, **Will** +0**Defensive Abilities** channel resistance +4,  
incorporeal, rejuvenation; Immune undead  
traits**Offense****Speed** fly 30 ft. (perfect)**Melee** corrupting touch +7  
(4d6, Fortitude DC 15 half)**Statistics****Str** --, **Dex** 11, **Con** --, **Int** 12, **Wis** 8, **Cha** 17**Base Attack** +5 **CMB** +5; **CMD** 16**Feats** Alertness, Improved Initiative, Skill  
Focus (Intimidate), Weapon Focus (touch)**Skills** Fly +8, Handle Animal +5,  
Intimidate +12, Perception +13,  
Sense Motive +1, Stealth +8;  
**Racial Modifiers** +8 Perception, +8 Stealth  
**Languages** German, French

Falsely accused of cowardice in the face of battle, the corporal was brought before a tribunal and executed by firing squad. He now wanders the fields near the spot where he was unceremoniously buried. Filled with rage and despair at his unjust fate, Jacobs will not rest until the record has been set straight and his honor restored. This restless soul appears as a man in period military attire. His torso is filled with bullet wounds that appear and disappear over and over again.



**Gisela**

Human Ghost

**CR** 6**XP** 2,400

N Medium humanoid (undead) (advanced)

Expert 5 (prostitute)

**Init** +2; **Senses** darkvision 60 ft.;

Perception +18

**Defense****AC** 18, Touch 18, flat footed 16

(+6 deflection, +2 Dex)

**hp** 57 (5d8+35)**Fort** +7, **Ref** +3, **Will** +6**Defensive Abilities** channel resistance +4, incorporeal, rejuvenation; Immune undead traits**Offense****Speed** fly 30 ft. (perfect)

Melee corrupting touch +5

(6d6, Fortitude DC 18 for half)

**Special Attacks** phantasmagoria (x5 per day; Will save DC 21 to disbelieve)**Statistics****Str** --, **Dex** 15, **Con** --, **Int** 18, **Wis** 14, **Cha** 22**Base Attack** +3 **CMB** +3; **CMD** 21**Feats** Deceitful, Persuasive, Simple Weapon Proficiency, Skill Focus [Bluff], Skill Focus [Perform (dance)]**Skills** Bluff +19, Diplomacy +16, Fly +2, Gather Information +14, Intimidate +13, Knowledge (local) +12, Knowledge (nobility) +12, Perception +18, Perform (dance) +14, Profession (prostitute) +10, Sense Motive +10, Sleight of Hand +10, Stealth +10; Racial Modifiers +8 Perception, +8 Stealth**Languages** French, English, Latin

A courtesan renowned for her grace, beauty, and charm, Gisela died as the victim of her own vanity. She allowed her pride to get in the way of her good sense when she convinced herself that her lover, the Marquis de Blanc, was so madly taken with her that he would never fancy another. Blinded by this folly, Gisela ignored the rumors that her best friend was seeking to be the Marquis' new mistress. She likewise ignored the talk of how jealously she coveted Gisela's place. This envious friend "accidentally" tripped Gisela on her way down the staircase of a grand ballroom. What was supposed to be a humiliating tumble ended up costing the courtesan her life.

Gisela now haunts the ballroom where she died. She is normally content to watch the parties and ceremonies from the shadows, but she is occasionally swept up in the moment and decides to join in the affair. She uses her power of illusion to convince the guests that they are in the middle of an 18th century masquerade ball complete with imaginary aristocrats and servants. Gisela herself appears in these fantasies, looking as stunning and seductive as she did in life. Quite gentle by nature, this ghost becomes very irritated whenever someone ruins one of her parties by piercing the veil of illusion. Such a display of bad form may even provoke her to attack.

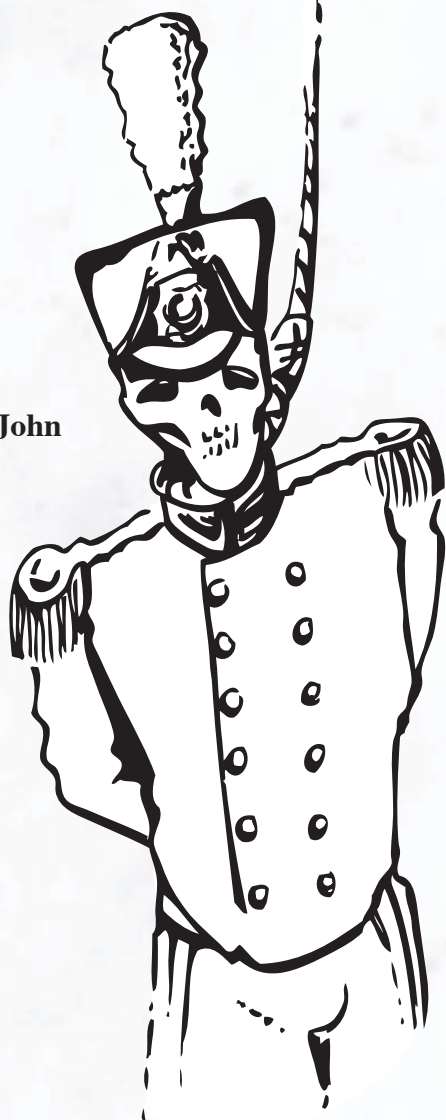
Gisela knows that she is no longer alive, but she prefers to pretend otherwise. In her ghostly form, she appears dressed in a rotted ball gown and a horrific mask. Strong emotions cause her head to twist from its rightful place in remembrance of the broken neck that ended her life. She does not know how she came to die, nor does she know about the fates of the Marquis and her false friend.



Gisela



Hanging John



## **Hanging John**

Human Ghost

**CR** 6

**XP** 24,00

CE Medium humanoid (undead)

Cleric 5 (evil and trickery)

**Init** +2; **Senses** darkvision 60 ft.;  
Perception +13

### **Defense**

**AC** 16, Touch 16, flat footed 14  
(+4 deflection, +2 Dexterity)

**hp** 47 (5d8+25)

Fort +8, Ref +3, Will +7

Defensive Abilities channel resistance +4,  
incorporeal, rejuvenation; Immune undead  
traits

### **Offense**

**Speed** fly 30 ft. (perfect)

**Melee** corrupting touch +6 (7d6, Fortitude DC  
16 for half)

Special Attacks vehemence (animated object  
CR 4 or less)

### **Statistics**

**Str** --, **Dex** 14, **Con** --, **Int** 15, **Wis** 16, **Cha** 18

**Base Attack** +3 **CMB** +3; **CMD** 19

**Feats** Combat Casting, Extra Channel, Skill  
Focus [Bluff], Weapon Focus [touch]

**Skills** Bluff +14, Fly +2, Heal +3, Knowledge  
(arcana) +8, Knowledge (history) +8,  
Knowledge (nobility) +2, Knowledge (religion)  
+9, Knowledge (the Planes) +2, Perception  
+13, Sense Motive +10, Spellcraft +6, Stealth  
+17; Racial Modifiers +8 Perception, +8 Stealth

**Languages** English

**Concentration** +8

### **Spells Known:**

**0-level (DC 13):** bleed, detect magic, read  
magic, resistance

**1st level (DC 14):** bane, cause fear, command,  
disguise self, obscuring mist

**2nd level (DC 15):** desecrate, enthrall, hold  
person, undetectable alignment

**3rd level (DC 16):** animate dead, bestow curse,  
magic circle against good

Hanging John is the name given to the ghost who haunts various sites near Lancaster Castle in Lancashire, England. In his youth, this man was a healer and soothsayer. In his later years, he turned against the ways of the cunning folk and began apprenticing in the dark arts. He received an ordination as a priest of a malignant force known as Al-Kathab the Liar. What motivated this change of heart is unknown, but soon afterwards the former healer began using his powers to extort money from those around him. He also began a practice of spreading lies and rumors about other people including accusing others of witchcraft and watching them hang. It was only a matter of time before his malice backfired on him and he found himself walking to the gallows.

Hanging John appears as a tall, gaunt man in 15th century garb. He is always seen with a noose around his neck. His bulging eyes and engorged tongue give one the impression that his head is about to explode. This ghost cannot rest until his bones have been removed from the pauper's graveyard where they have been interred and placed in a pagan burial site with the proper funeral rituals. The restless spirit known as Hanging John believes that he can earn a measure of absolution if he receives a burial in line with his original faith.



### **Special Abilities**

**Corrupting Touch (Su):** All ghosts gain this incorporeal touch attack. By passing part of its incorporeal body through a foe's body as a standard action, the ghost inflicts a number of d6s equal to its CR in damage. This damage is not negative energy-it manifests in the form of physical wounds and aches from supernatural aging. Creatures immune to magical aging are immune to this damage, but otherwise the damage bypasses all forms of damage reduction. A Fortitude save halves the damage inflicted.

**Rejuvenation (Su):** In most cases, it's difficult to destroy a ghost through simple combat: the "destroyed" spirit restores itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. The only way to permanently destroy a ghost is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research, and should be created specifically for each different ghost by the GM.

### **Alternate Ghost Abilities**

**Deathly Delusion (Su):** The ghost died suddenly or unexpectedly. Not even realizing it's dead, this spirit goes about the routines of its daily life, ignoring the living in a state of undead denial. Should a ghost with this ability pass through the square of a living being, that creature must make a Will save or fall into a fitful sleep full of nightmares that aren't its own for 1d4 minutes. For a number of following nights equal to the ghost's Charisma modifier, the victim must make an additional Will save or be affected as per the spell nightmare.



**Fatal Fate (Su):** The ghost died with some work undone or desire unfulfilled. In its desire to see its efforts completed, once per day, a ghost can lay a compulsive curse upon the living, forcing them to either take up its work or face a terrible end. A ghost can lay this curse by making a touch attack, which forces the target to make a Will save or be stunned for 1 round. During this round, the target receives a flood of images suggesting a course of action-though such might remain vague or require research into the ghost's history to discern an exact meaning. The target has a number of days to fulfill the ghost's intentions equal to 14 days minus the ghost's Charisma modifier, to a minimum of 7 days. If the target does not fulfill the course of action suggested by the vision within this set period, he takes 1d4 points of Constitution drain per day. This effect can be overcome via the spell remove curse, requiring a caster level check with a DC equal to this effect's initial DC.

**Frightener (Su):** The ghost's unique personality manifests even in death. The ghost gains a number of spell-like abilities equal to its Charisma modifier. It may select these abilities from the following list: animate rope, chill metal, control undead, dancing lights, entangle, faerie fire, fog cloud, ghost sound, heat metal, hideous laughter, invisibility, minor image, open/close, pyrotechnics, scare, sleep, spiritual weapon, soften earth and stone, summon swarm, warp wood, or whispering wind. A ghost may use each of these abilities 3 times per day. The DCs are 10 + spell level + the ghost's Charisma modifier.

**Grave Trappings (Su):** The ghost died with a strong attachment to a specific item or set of objects. A ghost with this ability may choose a number of items it died with equal to its Charisma modifier to carry with it into death.



The ghost continues to be able to use and benefit from these spectral duplicates just as though they were the real things. Weapons and armor are treated as having the ghost touch special ability, while other items act as being incorporeal themselves and can be manipulated by the ghost. Regardless of the type of object, all selected items are treated as being part of the ghost's form and cannot be disarmed or removed from the ghost (even by the ghost). Should a ghost be destroyed, its equipment reappears with it upon rejuvenating. (CR +0) Occasionally, and at the GM's discretion, the transition into death might imbue a single ghostly item with strange powers, granting it powers comparable to a magic item suited to the ghost's character level.

**Phantasmagoria (Su):** The ghost died as a victim of its own delusions or folly. A number of times per day equal to the ghost's Charisma modifier, the ghost can create an elaborate illusion. This illusion functions similarly to the spell *mirage arcana* in combination with multiple major images, allowing the ghost to recreate any scene, setting, or characters it wishes. The ghost can even incorporate itself into the effect, appearing as it wishes within the illusion as if it were under the effects of *alter self*. The entire illusion can be disbelieved with a Will save. The illusion is treated as a 6th-level spell created by a caster with a level equal to the ghost's CR. If any part of the illusion is dispelled, the entire illusion fades.

**Reinvigoration (Su):** The ghost died in the throes of a terrible fear, and is desperate for any way to escape its fate, both perceived and actual. Once per round a ghost can possess an adjacent corpse, merging with the remains and reanimating them as a skeleton or

zombie. The skeleton or zombie animated by this ability may be no higher than the ghost's CR minus 2. If the animated corpse is destroyed, the ghost reappears in the corpse's square and cannot possess another body for 1d4 rounds.

**Vehemence (Su):** A ghost with a powerful connection to a specific location gains a measure of mastery over the objects in that place. Once per round, a ghost can possess an object of size Large or smaller, giving it life as an animated object. This animated object's CR can be no higher than the ghost's CR minus 2. If the target object is being held by a creature, the object can make a Will save using its bearer's saving throw to resist possession. If the animated object is destroyed, the ghost reappears in its square and cannot possess another object for 1d4 rounds.



# Golem

With a whizzing of gears and a grinding of metal, the metal monstrosity turns to face you; its expressionless face examines you clinically before bursting into violent action.

## Clockwork Man

**CR** 8

**XP** 4,800

**N** Medium construct

**Init** +7; **Senses** darkvision 60 ft, tremorsense 30 ft; **Perception** +13

### Defense

**AC** 33, **Touch** 15, **flat footed** 28 (+3 **Dexterity**, +2 **dodge**, +18 **natural**)

**hp** 81 (11d10+20)

**Fort** +5, **Ref** +8, **Will** +7

**DR** 10/- **Immunities** construct traits, magic

**Weaknesses** critical hit vulnerability, vulnerability to electricity

### Offense

**Speed** 30 ft.

**Melee** 2 slams +19 (1d6+7)

**Special Attacks** powerful charge (2d6+14)

### Statistics

**Str** 24, **Dex** 17, **Con** --, **Int** 16, **Wis** 14, **Cha** 10

**Base Attack** +11; **CMB** +18; **CMD** 31

**Feats** Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Run, Skill Focus [Stealth], Weapon Focus (slam)

**Skills** Climb +21, Intimidate +11, Perception +13, Stealth +14

## Special Attacks

**Powerful Charge (Ex):** When a clockwork man makes a charge, its slam attack deals 2d6+14 damage in addition to the normal benefits and hazards of a charge.

## Special Defenses

**Immunity to Magic (Ex):** A clockwork man is immune to any spell or spell-like ability that allows spell resistance, with the exception of spells and spell-like abilities that have the electricity descriptor, which affect it normally.

## Special Qualities

**Swift Reactions (Ex):** A clockwork man moves and reacts much more swiftly than normal constructs. It gains 'Improved Initiative' and 'Lightning Reflexes' as bonus feats, and gain a +2 **dodge** bonus to **AC**.

## Weaknesses

**Critical Hit Vulnerability (Ex):** A clockwork man's delicate array of moving parts makes it particularly easy to disrupt with a well-placed blow.

Whenever a clockwork man takes extra damage from a critical hit, it must make a DC 15 **Fortitude** save to avoid being stunned for 1 round. If it makes the saving throw, it is instead staggered for 1 round.

**Winding (Ex):** A clockwork man must be wound with special keys in order to function. A fully wound clockwork man can remain active for up to 11 days.

Clockwork men are created through a combination of highly advanced engineering and ancient secrets of magic. They are controlled by intricate



computational engines that allow them to develop past a state of slave-like subservience and attain true sentience. Most of these former automatons are content to perform manual labor for their creators, but others have developed a jealous hatred of mankind and have become bitter and malicious.

### **Construction**

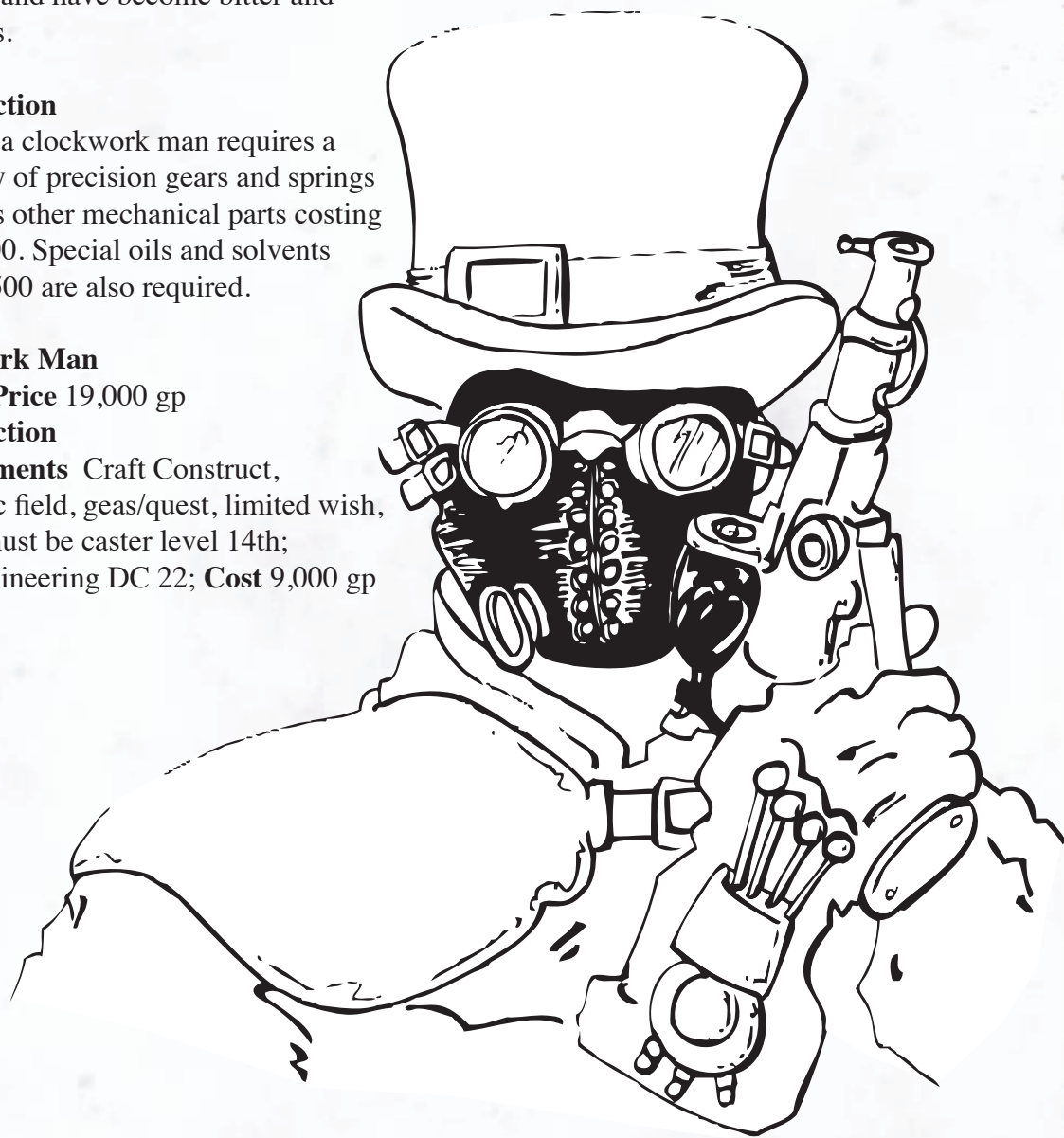
Building a clockwork man requires a vast array of precision gears and springs as well as other mechanical parts costing up to £500. Special oils and solvents worth £500 are also required.

### **Clockwork Man**

**CL** 7th; **Price** 19,000 gp

### **Construction**

**Requirements** Craft Construct, antimagic field, geas/quest, limited wish, creator must be caster level 14th; **Skill** Engineering DC 22; **Cost** 9,000 gp





## Steam-Powered Horror

**CR** 12

**XP** 19,200

N Large construct (fire)

**Init** +2; **Senses** darkvision 60 ft; Perception +1

### Defense

**AC** 33, Touch 11, flat footed 31 (-1 size, +2 Dexterity, +22 natural)

**hp** 113 (15d10+30)

**Fort** +5, **Ref** +7, **Will** +6

**DR** 15/- Immunities construct traits, magic

### Offense

**Speed** 50 ft.

**Melee** sawblade +25/+20/+15 (4d6+16, x3)

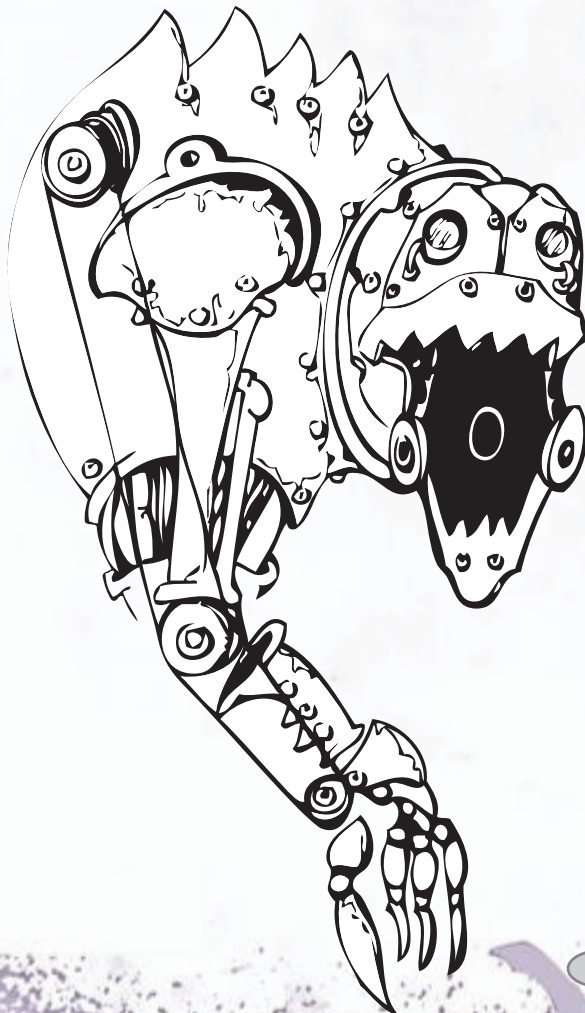
**Ranged** bolt gun +17/+12/+7 (3d8, 19-20)

**Special Attacks** steam vent (40 ft. cone, 12d6 fire damage, Reflex DC 17 for half, usable every 1d6 rounds)

### Statistics

**Str** 32, **Dex** 15, **Con** --, **Int** --, **Wis** 12, **Cha** 1

**Base Attack** +15; **CMB** +27; **CMD** 39



## Special Attacks

**Steam Vent (Ex):** A steam-powered horror can release a 40ft. cone of superheated steam as a breath weapon. This attack causes 12d6 damage and allows a DC 17 reflex save for Half damage. The steam-powered horror is stunned for 1 round after using this attack. It can use its breath weapon once every 1d6 rounds.

## Special Defenses

**Immunity to Magic (Ex):** A steam-powered horror man is immune to any spell or spell-like ability that allows spell resistance, with the exception of spells and spell-like abilities that have the cold descriptor, which affect it normally.

Designed by a fanatical scientist to serve in his personal army, the steam-powered horror is a ghastly and revolting thing to see in action. A powerful elemental spirit is bound up inside a modern steam engine to provide the drive for this terrifying killing machine. Even the most battle-hardened soldier retains his humanity. Even the most brutal tyrant has some compassion. A machine has none of these traits. A steam-powered horror will cut through masses of people without the burden of morality or mercy.

## Construction

Building a steam-powered horror requires a boiler, steam fittings, and other mechanical parts costing £1,000. Mystical tinctures worth £8,000 are smelted into its steel frame during construction.

## Steam-Powered Horror

**CL** 15th; **Price** 100,000 gp

### Construction

**Requirements** Craft Construct, antimagic field, geas/quest, limited wish, creator must be caster level 15th; Skill Engineering DC 25; **Cost** 60,000 gp

# Mistake of Science

The shambling mass of flesh and metal stumbles toward you, vainly trying to form words as it cries out in agony. Only when the figure gets closer to you realize that this horrid semblance of life was once human.

## Failed Experiment

**CR** 1

**XP** 400

**N** Medium monstrous humanoid

**Init** -1; **Senses** darkvision 60 ft.;

**Perception** +5

## Defense

**AC** 11, **Touch** 9, **flat footed** 11

(-1 **Dexterity**, +2 **natural**)

**hp** 38 (2d10+27)

**Fort** +2, **Ref** +2, **Will** +3

**Weaknesses** light aversion

## Offense

**Speed** 20 ft.

**Melee** 2 slams +3 (1d4+1)

## Statistics

**Str** 12, **Dex** 8, **Con** 14, **Int** 8, **Wis** 10, **Cha** 8

**Base Attack** +2; **CMB** +3; **CMD** 12

**Feats** Toughness

**Skills** **Climb** +6, **Perception** +5, **Swim** +6

**SQ** Constructed

## Weaknesses

**Light Aversion (Ex):** A failed experiment becomes sickened in bright light. The penalties from this condition are doubled when the failed experiment is in natural sunlight.

Most experiments end in failure, but sometimes human experimentation results in a useable creature. Failed experiments are frailer and less functional than other mistakes of science, but they can be very dangerous in large numbers.

## Freak

**CR** 3

**XP** 800

**N** Medium monstrous humanoid

**Init** +0; **Senses** darkvision 60 ft.;

**Perception** +8

## Defense

**AC** 15, **Touch** 10, **flat footed** 15 (+5 **natural**)

**hp** 58 (5d10+30)

**Fort** +3, **Ref** +4, **Will** +4

## Offense

**Speed** 30 ft.

**Melee** 2 slams +8 (1d6+3)

## Statistics

**Str** 16, **Dex** 10, **Con** 14, **Int** 8, **Wis** 10, **Cha** 8

**Base Attack** +5; **CMB** +8; **CMD** 18

**Feats** **Athletic**, **Power Attack**, **Skill Focus** [Perception]

**Skills** **Climb** +16, **Perception** +11, **Swim** +10

**SQ** Constructed

Freaks are the product of foul experiments that seek to replicate or expand upon the infamous Frankenstein experiments of the late 1700s.



## The Bride

**CR** 9

**XP** 6,400

E Medium humanoid

**Init** +8; **Senses** low-light vision; Perception +15

### Defense

**AC** 25, Touch 14, flat footed 21  
(+4 Dexterity, +11 natural)

**hp** 98 (12d8+44)

**Fort** +6, **Ref** +14, **Will** +9

**Defensive Abilities** unstoppable Resist cold 10;  
fire 10

### Offense

**Speed** 30 ft.

**Melee** unarmed +12/+7 (1d4+3)

**Special Attacks** pounce, trip

### Statistics

**Str** 16, **Dex** 18, **Con** 14, **Int** 16, **Wis** 16, **Cha** 19

**Base Attack** +9; **CMB** +12 ; **CMD** 26

**Feats** Deceitful, Diehard, Improved

Initiative, Iron Will, Lightning Reflexes, Skill  
Focus [Stealth]

**Skills** Bluff +21, Diplomacy +16, Perception  
+15, Ride +19, Stealth +16

**Languages** English, French, German, Italian

**SQ** Constructed

## Defensive Abilities

**Unstoppable (Ex):** If The Bride starts its turn suffering from any of the following conditions, it recovers from them at the end of its turn: blind, confused, dazed, deafened, dazzled, exhausted, fatigued, nauseated, sicked, slowed, staggered, and stunned.

The Bride (who sometimes calls herself Eva) was created as a companion and mate for Frankenstein's monster, but she rejected him due to his hideous appearance. She has since become the partner of Dr. Pretorius, her creator. Tall, beautiful, and alluring, Eva is a master of deception and manipulation. While she prefers to work through guile and cunning, The Bride is physically capable and surprisingly vicious. Her greatest weakness is her arrogance; she is so convinced of her own superiority that she consistently underestimates her opponents.





## The Monster

**CR** 11

**XP** 12,800

E Medium humanoid

**Init** +9; **Senses** darkvision 60 ft.;

**Perception** +20

### Defense

**AC** 27, **Touch** 14, **flat footed** 22

(-1 size, +5 Dexterity, +13 natural)

**hp** 191 (14d10+114)

**Fort** +10, **Ref** +14, **Will** +12

**Defensive Abilities** unstoppable Resist cold 10; fire 10

### Offense

**Speed** 50 ft.

**Melee** unarmed +21/+16/+11 (1d4+7)

**Ranged** pistol 15 ft. +17/+14/+9 (2d6, x4),  
pistol (offhand) 15 ft. +17 (2d6, x4), or rifle 70  
ft. +19/+14/+9 (2d6, x4)

**Special Attacks** blood rage

### Statistics

**Str** 25, **Dex** 20, **Con** 22, **Int** 19, **Wis** 16, **Cha** 12

**Base Attack** +14; **CMB** +22 ; **CMD** 37

**Feats** Acrobatic, Diehard, Improved Initiative,  
Personal Firearms Proficiency, Run,  
Two-Weapon Fighting

**Skills** Climb +26, Diplomacy +15, Intimidate  
+18, Perception +20, Stealth +19, Survival +20,  
Swim +26

**Languages** French, Arabic, German, Russian,  
English

**SQ** Constructed



## Special Attacks

**Blood Rage (Ex):** When The Monster takes damage in combat, on its next turn it can fly into a rage as a free action. It gains +2 Constitution and +2 Strength, but takes a -2 penalty to its AC. The rage lasts as long as the battle or 1 minute, whichever is shorter. It cannot end its rage voluntarily.

## Defensive Abilities

**Unstoppable (Ex):** If The Monster starts its turn suffering from any of the following conditions, it recovers from them at the end of its turn: blind, confused, dazed, deafened, dazzled, exhausted, fatigued, nauseated, sicked, slowed, staggered, and stunned.

Creature, demon, fiend, wretch.

Frankenstein's monster has been called many things, but he chooses to call himself Adam, a name taken from Milton's *Paradise Lost*. A gentle soul abandoned by his creator, The Monster has been thrust into an intolerant world that fears and despises him for his hideous appearance. Standing eight feet tall with a well-sculpted frame, The Monster was designed to be a model of human perfection. However, the animation process had unintended consequences. The creature's skin is tightly stretched and translucent, revealing the muscles and blood vessels underneath. His lips and nails have turned black, and his jaundiced eyes water uncontrollably.

The Monster once swore vengeance upon his creator for making and then abandoning him, but Frankenstein's death gave him no comfort. He swore to destroy himself in order to ensure that the secret of his creation would be lost forever, but this quest was interrupted when he became

frozen in an Arctic blizzard. Reawakened by Dr. Pretorius, the creature reluctantly agreed to work with the mad scientist in order to fulfill Frankenstein's broken promise to create a suitable mate for him. After being rejected by the beautiful Eva, the monster destroyed Pretorius' lab and fled. Overcome with grief and rage, the creature has once again rejected all of humanity. Whether he plans further vengeance against Pretorius and The Bride is unknown.

### Special Qualities

**Constructed (Ex):** Although living, a Mistake of Science's body is constructed from physical components and in many ways it functions as a construct. For the purposes of effects targeting creatures by type, a Mistake counts as both a Monstrous Humanoid (or Humanoid) and a Construct. Mistakes are immune to death effects, disease, mind-affecting effects, necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Mistakes are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or negative levels. They are not at risk of death from massive damage. They have bonus hit points as constructs of their size.



# Vampire

The creature looks up from its feast to glare at you, blood smeared across its mouth and chin.

## Vampire Spawn

**CR** 4

**XP** 1200

LE Medium undead (augmented humanoid)

**Init** +1; **Senses** darkvision 60 ft.;

**Perception** +11

### Defense

**AC** 15, **Touch** 11, **flat footed** 14

(+1 **Dexterity**, +4 **natural**)

**hp** 26 (4d8+8); **fast healing** 2

**Fort** +3, **Ref** +2, **Will** +5

**Defensive Abilities** channel resistance +2; **DR** 5/magic; **Immune** undead traits; **Resist** cold 10, electricity 10

**Weaknesses** resurrection vulnerability, vampire weaknesses

### Offense

**Speed** 30 ft.

**Melee** slams +4 (1d4+1 plus energy drain)

**Special Attacks** blood drain, dominate (DC 14), energy drain (1 level, DC 14)

### Statistics

**Str** 12, **Dex** 12, **Con** --, **Int** 11, **Wis** 13, **Cha** 15

**Base Attack** +3; **CMB** +4; **CMD** 15

**Feats** Blind-Fight, Skill Focus [Perception]

**Skills** Intimidate +2, Knowledge (religion) +7, Perception +11, Stealth +16; **Racial Modifier** +8 Stealth

**Languages** native language only

**SQ** change shape, gaseous form, shadowless, spider climb

### Weaknesses

Vampire spawn cannot tolerate the strong odor of garlic and will not enter an area laced with it. Similarly, they recoil from mirrors or strongly presented holy symbols. These things don't harm the vampire spawn-they merely keep it at bay. A recoiling vampire spawn must stay at least 5 feet away from the mirror or holy

symbol and cannot touch or make melee attacks against that creature.

Holding a vampire spawn at bay takes a standard action. After 1 round, a vampire spawn can overcome its revulsion of the object and function normally each round it makes a DC 25 Will save.

Vampire spawn cannot enter a private home or dwelling unless invited in by someone with the authority to do so.

Reducing a vampire spawn's hit points to 0 or lower incapacitates it but doesn't always destroy it (see fast healing). However, certain attacks can slay vampire spawn. Exposing any vampire spawn to direct sunlight staggers it on the first round of exposure and destroys it utterly on the second consecutive round of exposure if it does not escape. Each round of immersion in running water inflicts damage on a vampire spawn equal to one-third of its maximum hit points-a vampire spawn reduced to 0 hit points in this manner is destroyed. Driving a piercing weapon through a helpless vampire spawn's heart instantly slays it (this is a full-round action).

**Resurrection Vulnerability (Su):** A raise dead or similar spell cast on a vampire spawn destroys it (Will negates). Using the spell in this way does not require a material component.

A vampire spawn is an enthralled minion in service to a full-fledged vampire. Weaker and less independent than true vampires, a vampire spawn is always the wretched slave of a true vampire.



## Vampire Knight

**CR 6**

**XP 2,400**

Male human (vampire) fighter 5

LE Medium undead (augmented humanoid)

**Init** +7; **Senses** darkvision 60 ft.; **Perception** +13

### Defense

**AC** 30, **Touch** 13, **flat footed** 27 (+2 **Dex**, +6

**Natural**, +9 full plate armor, +2 heavy steel shield, +1 feats)

**hp** 42 (5d10+15); fast healing 5

**Fort** +5, **Ref** +6, **Will** +2

**Defensive Abilities** channel resistance +4; **DR** 10/magic; Immune undead traits; **Resist** cold 10, electricity 10

**Weaknesses** vampire weaknesses (see below)

### Offense

**Speed** 20 ft.

**Melee** slam +12 (1d4+6 plus energy drain), or longsword +13 (1d8+9)

**Ranged** shortspear (20 ft.) +8 (1d6+6)

**Special Attacks** blood drain, children of the night, create spawn, dominate (DC 13), energy drain (DC 13)

### Statistics

**Str** 22, **Dex** 17, **Con** --, **Int** 15, **Wis** 13, **Cha** 12

**Base Attack** +5; **CMB** +11; **CMD** 25

**Feats** Combat Expertise, Weapon Focus (longsword), Weapon Specialization (longsword), Alertness, Animal Affinity, Armor Proficiency (light, medium, heavy), Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Martial Weapon Proficiency, Mounted Combat, Ride-by Attack, Shield Proficiency, Simple Weapon Proficiency, Toughness, Tower Shield Proficiency, Trample.

**Skills** Bluff +9, Climb +4, Handle Animal +11, Intimidate +6, Knowledge (history) +7, Knowledge (nobility) +6, **Perception** +13, Ride +13, Sense Motive +11, Stealth +4, Survival +5; **Racial Modifier** +8 Bluff, +8 Perception, +8 Sense Motive, +8 Stealth.

**Languages** native language, plus two other European or Middle Eastern languages (illiterate)

**SQ** change shape, gaseous form, shadowless, spider climb

## Weaknesses

A typical vampire has fewer weaknesses than a vampire spawn, and older vampires have fewer weaknesses than younger ones. A vampire has two of the following weaknesses:

\*Cannot tolerate the strong odor of garlic and will not enter an area laced with it.

\*Recoils from mirrors or strongly presented holy symbols. These things don't harm the vampire -they merely keep it at bay. A recoiling vampire must stay at least 5 feet away from the mirror or holy symbol and cannot touch or make melee attacks against that creature. Holding a vampire at bay takes a standard action. After 1 round, a vampire can overcome its revulsion of the object and function normally each round it makes a DC 25 Will save.

\*Cannot enter a private home or dwelling unless invited in by someone with the authority to do so.

\*Arithmomania: the vampire has an uncontrollable urge to count seeds, grains, or other small objects left in its path. Will save DC to ignore this compulsion. The vampire automatically makes this save if attacked or threatened.

\*Fire vulnerability

Reducing a vampire's hit points to 0 or lower incapacitates it but doesn't always destroy it (see fast healing). However, certain attacks can slay vampires.

Exposing any vampire to direct sunlight staggers it on the first round of exposure and destroys it utterly on the second consecutive round of exposure if it does not escape. Each round of immersion in running water inflicts damage on a vampire equal to one-third of its maximum hit points-a vampire reduced to

0 hit points in this manner is destroyed. Driving a piercing weapon through a helpless vampire's heart instantly slays it (this is a full-round action). However, it returns to life if the weapon is removed, unless the head is also severed and anointed with holy water.

A vampire knight is the undead form of a medieval lord or free lance. The aristocracy was commonly recruited into the ranks of the blood drinkers, and now these relics from a bygone era can be found brooding in crumbling, isolated castles across Europe. Though completely and irredeemably evil, these fallen knights still cling to an ancient code of honor. They are loyal to those who created them, and they often serve as the armies of more powerful vampires while riding into battle on some terrible steed such as a nightmare. A vampire knight will hold to his word if he makes a pact with mortals, but he will not enter into such an agreement lightly.



## **Feral Vampire**

**CR** 10

**XP** 9,600

CE Medium undead (augmented humanoid)

**Init** +11; **Senses** darkvision 60 ft.;

Perception +25

### **Defense**

**AC** 30, Touch 17, flat footed 23

(+7 Dexterity, +13 natural)

**hp** 72 (13d8+13); fast healing 5

**Fort** +6, **Ref** +11, **Will** +11

**Defensive Abilities** channel resistance +4; DR 10/magic; Immune undead traits; Resist cold 10, electricity 10

**Weaknesses** vampire weaknesses (see below)

### **Offense**

**Speed** 40 ft., fly 60 ft. (clumsy)

**Melee** 2 claws +18 (1d6+8 plus 1d4 bleed)

**Special Attacks** bleed, blood drain, dominate (DC 14)

### **Statistics**

**Str** 26, **Dex** 25, **Con** --, **Int** 12, **Wis** 12, **Cha** 10

**Base Attack** +9; **CMB** +17; **CMD** 34

**Feats** Great Fortitude, Improved Initiative, Iron Will, Multiattack, Skill Focus (Stealth), Toughness, Weapon Focus (slam)

**Skills** Bluff +24, Intimidate +16, Perception +25, Sense Motive +25, Stealth +31; Racial Modifier +8 Bluff, +8 Perception, +8 Sense Motive, +8 Stealth.

**Languages** native language (understands, but rarely speaks)

**SQ** gaseous form, shadowless, spider climb

**Bleed (Ex):** A feral vampire's claw attacks cause wounds that continue to bleed, inflicting additional damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful DC 15 Heal skill check or through the application of any magical healing. This ability replaces the vampire's energy drain attack.

## **Weaknesses**

A feral vampire has fewer weaknesses than most of its kindred. A feral vampire has one of the following weaknesses:

\*Cannot tolerate the strong odor of garlic and will not enter an area laced with it.

\*Recoils from mirrors or strongly presented holy symbols. These things don't harm the feral vampire—they merely keep it at bay. A recoiling vampire must stay at least 5 feet away from the mirror or holy symbol and cannot touch or make melee attacks against that creature. Holding a vampire at bay takes a standard action. After 1 round, a vampire can overcome its revulsion of the object and function normally each round it makes a DC 25 Will save.

\*Cannot cross running water.

\*Fire vulnerability

Reducing a vampire's hit points to 0 or lower incapacitates it but doesn't always destroy it (see fast healing). However, certain attacks can slay vampires. Exposing a feral vampire to direct sunlight staggers it on the first round of exposure and destroys it utterly on the second consecutive round of exposure if it does not escape. Driving a piercing weapon through a helpless feral vampire's heart instantly slays it (this is a full-round action). However, it returns to life if the weapon is removed, unless the head is also severed and anointed with holy water.

A feral vampire is a creature that has completely given itself over to bloodlust and savagery. While most vampires put on a guise of beauty and sophisticated grace, a feral vampire is little more than a man-eating beast. It appears in the form of a humanoid bat with leathery wings, pointed ears, and massive fangs.



## **Mater Vampire**

**CR** 14

**XP** 38,400

**CE** Medium undead (augmented humanoid)

**Init** +11; **Senses** detect thoughts, darkvision 120 ft.; Perception +33

### **Defense**

**AC** 36, Touch 18, flat footed 28

(+7 Dexterity, +18 natural, +1 feats)

**hp** 264 (17d8+187); fast healing 10

**Fort** +17, **Ref** +12, **Will** +17

**Defensive Abilities** channel resistance +6; DR 10/magic; Immune undead traits; Resist cold 10, electricity 10

**Weaknesses** vampire weaknesses (see below)

### **Offense**

**Speed** 30 ft.

**Melee** 2 slams +19 (1d4+6 plus energy drain)

**Special Attacks** blood drain, children of the night, create spawn, dominate (DC 28), energy drain (DC 28)

### **Statistics**

**Str** 22, **Dex** 24, **Con** --, **Int** 18, **Wis** 20, **Cha** 30

**Base Attack** +12; **CMB** +18; **CMD** 35

**Feats** Dodge, Great Fortitude, Improved Initiative, Iron Will, Mobility, Multiattack, Skill Focus (Stealth), Toughness, Weapon Focus (slam).

**Skills** Bluff +38, Diplomacy +27, Intimidate +30, Knowledge (religion) +24, Perception +33, Sense Motive +33, Stealth +35, Survival +22; Racial Modifier +8 Bluff, +8 Perception, +8 Sense Motive, +8 Stealth.

**Languages** native language, plus three other European or Middle Eastern languages

**SQ** change shape, detect thoughts, gaseous form, spider climb

### **Special Qualities**

**Detect Thoughts (Su):** A master vampire can cast detect thoughts at-will. The save DC to resist this spell is 22.

## **Master Vampire Powers**

As master vampires are rare and unique they can have wildly different powers than others of their kind. Here are a few examples:

### **Animal Frenzy (Su):** Natural

(non-monstrous) animals within 50' of the vampire sense the creature's evil nature, which drives them into a panic. This makes trained animals skittish, nervous, and nearly impossible to control, and causes wild or untrained animals to flee.

**Dominate Many (Su):** As per the standard ability, but now the creature can Dominate as many victims as it has in Hit dice.

**Fear (Su)** All creatures within a 30-foot radius that see the vampire must make a DC 23 Will save or be paralyzed by fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same vampire's fear ability for 24 hours. This is a paralysis and a mind-affecting fear effect.

**Innate Magic (Su):** The vampire can cast any selected 1st level arcane spell at will. There is no limit to the number of times per day the vampire can use the power, and it never requires material components.

**Master of the Night (Su):** Increase the number of creatures the vampire may summon to 3d6 rat swarms, 3d6 bat swarms, or 3d6 wolves.

**Passwall (Su):** The vampire can pass through walls at will as if they were simply not there, traveling at the movement rate appropriate for gaseous form (although the vampire is not gaseous while using this ability). Note that unlike the passwall spell, the vampire does not actually create a physical hole in the wall. It merely passes through the wall. The duration of the power is 2d4 rounds, and it can be used once per day.

**Superior Dominate (Su):** The range the vampire can Dominate other is increased to 60'.

### **Weaknesses**

A master vampire is far more powerful than its lesser kin. A master vampire has one of the following weaknesses:

- \*Cannot cross running water.
- \*Arithmomania: the master vampire has an uncontrollable urge to count seeds, grains, or other small objects left in its path. Will save DC to ignore this compulsion. The master vampire automatically makes this save if attacked or threatened.
- \*Fire vulnerability
- \*Instantly slain by piercing weapon in the heart. Returns to life if the weapon is removed.

Exposing a master vampire to direct sunlight causes it to take 8d6 damage per round and it blinded (a Fortitude save DC 25 halves the damage and negates the blinding effect).

Princes of darkness and queens of the night, master vampires lurk in the dark places of the world, emerging by night to plague the living. Master vampires possess many of the characteristics of normal vampires, but they lack most traditional vampire weaknesses. They laugh at garlic and holy symbols, mirrors reflect their visages normally, and they go where they please without need for invitation. Master vampires have even been known to pluck wooden stakes from their hearts and walk burning through the daylight.

Wholly evil and powerfully corrupt, master vampires can rule over a host of lesser vampires and weak-minded mortal creatures. Each master vampire has its own goals and personality, but most seek to dominate the world around them and lord their power over living slaves that they can use as desired.

### **Vampire Special Abilities**

**Blood Drain (Su):** A vampire can suck blood from a grappled opponent; if the vampire establishes or maintains a pin, it drains blood, dealing 1d4 points of Constitution damage. The vampire heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood.

**Change Shape (Su):** A vampire can use change shape to assume the form of a dire bat or wolf, as beast shape II.

**Children of the Night (Su):** Three times per day, a vampire can call forth 2d6 rat swarms, 2d6 bat swarms, or 2d6 wolves as a standard action. These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

**Create Spawn (Su):** A vampire can create spawn out of those it slays with blood drain or energy drain, provided that the slain creature is of the same creature type as the vampire's base creature type. The victim rises from death as a vampire in 1d4 days. This vampire is under the command of the vampire that created it, and remains enslaved until its master's destruction. A vampire may have enslaved spawn totaling no more than three times its own Hit Dice; any spawn it creates that would exceed this limit become free-willed undead. A vampire may free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

**Dominate (Su):** A vampire can crush a humanoid opponent's will as a standard action. Anyone the vampire targets must succeed on a Will save or fall instantly under the vampire's influence, as though by a dominate person spell (caster level 12th). The ability has a range of 30 feet. At the GM's discretion, some vampires might be able to affect different creature types with this power.

**Energy Drain (Su):** A creature hit by a vampire's slam (or other natural weapon) gains two negative levels. This ability only triggers once per round, regardless of the number of attacks a vampire makes.

**Gaseous Form (Su):** As a standard action, a vampire can assume gaseous form at will (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

**Shadowless (Ex):** A vampire casts no shadows and shows no reflection in a mirror.

**Spider Climb (Ex):** A vampire can climb sheer surfaces as though under the effects of a spider climb spell.

### Alternate Vampiric Abilities

Different vampiric lineages have different powers.

**Mastermind (Su) (CR +0):** Vampires with this ability can have a number of enslaved spawn totaling four times its total Hit Dice. In addition, the vampire chooses one of the following three abilities: clairaudience, clairvoyance, or telepathy. Depending on the ability chosen, the vampire can hear what its spawn hears, see what it sees, or communicate telepathically with it. The vampire may exercise or end its use of this ability as a standard action and maintain its connection to its spawn for as long as it wishes. A vampire may only use this ability with one spawn at a time. The vampire and vampire spawn must be on the same plane for this ability to function. While using this ability, the vampire enters a catatonic state similar to its daily rest and is treated as helpless, though it is alerted to any jarring noises, the presence of any visible creature within 5 feet, or any damage that befalls its body.

**Noble Dead (Su) (CR +0):** A vampire with this ability possesses an ancient and legendary bloodline. He gains a +2 bonus on all Diplomacy checks, which increases to +4 if being utilized against another undead creature. In addition, he gains channel resistance +6, and the DC of his dominate ability increases by +2.

**Sunlight Resistance (Su) (CR +0):** This ability provides a vampire a measure of resistance against sunlight. On the second and all later rounds of exposure to direct sunlight, the vampire takes damage equal to one-third of its maximum hit points and is destroyed if this brings it to 0 hit points. The vampire is staggered on any round it is exposed to direct sunlight.

**Swarm Form (Su) (CR +0):** As a standard action, a vampire with this ability can change into a bat swarm, centipede swarm, rat swarm, or spider swarm. The swarm has a number of hit points equal to the vampire, and any damage done to the swarm affects the vampire's hit point total. While in swarm form, a vampire cannot use any of its natural or special attacks, although it gains the movement, natural weapons, and extraordinary special abilities of the swarm into which it has transformed. The vampire also retains all of its usual special qualities. While in swarm form the vampire is still considered to be an undead creature with its total number of Hit Dice. A vampire can remain in swarm form until it assumes another form or retakes its original form (a standard action), or until the next sunrise.

[See "vampire" in the Pathfinder Bestiary for more information]





# Werewolf

A blood-curdling howl echoes across a moonlight glade, and a loathsome silhouette is seen moving through the trees.

## Larry Talbot (Human Form)

**CR** 4

**XP** 1200

Human afflicted werewolf expert 5

**N** Medium humanoid (human, shapechanger)

**Init** -1; **Senses** low-light vision, scent, Perception +3

### Defense

**AC** 13, Touch 9, flat footed 13

(-1 Dex, +2 Natural, +2 leather armor)

**hp** 27 (5d8+5)

**Fort** +1, **Ref** +0, **Will** +6

### Offense

**Speed** 30 ft.

**Melee** dagger +3 (1d4/19-20)

**Ranged** rifle +3 (x)

### Statistics

**Str** 11, **Dex** 9, **Con** 10, **Int** 11, **Wis** 16, **Cha** 10

**Base Attack** +3; **CMB** +3; **CMD** 12

**Feats** Animal Affinity, Armor Proficiency [light], Personal Firearm Proficiency, Quick Draw, Simple Weapon Proficiency, Weapon Focus(rifle)

**Skills** Handle Animal +10, Heal +10, Intimidate +6, Knowledge (geography) +5, Knowledge (local) +5, Knowledge (nature) +7, Perception +3, Ride +9, Sense Motive +10, Stealth -1, Survival +9

**Languages** native language only

**SQ** change shape (human, hybrid, and wolf; polymorph), lycanthropic empathy (wolves and dire wolves)

## Larry Talbot (Monster Form)

**CR** 4

**XP** 1200

Human afflicted werewolf expert 5

**E** Medium humanoid (human, shapechanger)

**Init** +2; **Senses** low-light vision, scent; Perception +3

### Defense

**AC** 18, Touch 12, flat footed 16

(+2 Dexterity, +4 Natural, +2 leather armor)

**hp** 37 (5d8+15)

**Fort** +4, **Ref** +3, **Will** +6

**DR** 5/silver

### Offense

**Speed** 30 ft.

**Melee** claw +7 (1d4+4), bite +2 (1d6+4)

### Statistics

**Str** 19, **Dex** 15, **Con** 17, **Int** 11, **Wis** 16, **Cha** 10

**Base Attack** +3; **CMB** +7; **CMD** 19

**Feats** Animal Affinity, Armor Proficiency [light], Personal Firearm Proficiency, Quick Draw, Simple Weapon Proficiency, Weapon Focus(rifle)

**Skills** Handle Animal +10, Heal +10, Intimidate +6, Knowledge (geography) +5, Knowledge (local) +5, Knowledge (nature) +7, Perception +3, Ride +12, Sense Motive +10, Stealth +2, Survival +9

**Languages** native language only

**SQ** change shape (human, hybrid, and wolf; polymorph), lycanthropic empathy (wolves and dire wolves)



**Larry Talbot (Wolf Form)**

**CR** 4

**XP** 1200

E Large animal (human, shapechanger)

**Init** +2; **Senses** low-light vision, scent; Perception +3

**Defense**

**AC** 16, Touch 12, flat footed 14  
(+2 Dexterity, +4 Natural)

**hp** 37 (5d8+15)

**Fort** +4, **Ref** +3, **Will** +6

**DR** 5/silver

**Offense**

**Speed** 50 ft.

**Melee** bite +7 (1d8+6 plus trip and curse of lycanthropy)

**Statistics**

**Str** 19, **Dex** 15, **Con** 17, **Int** 11, **Wis** 16, **Cha** 10

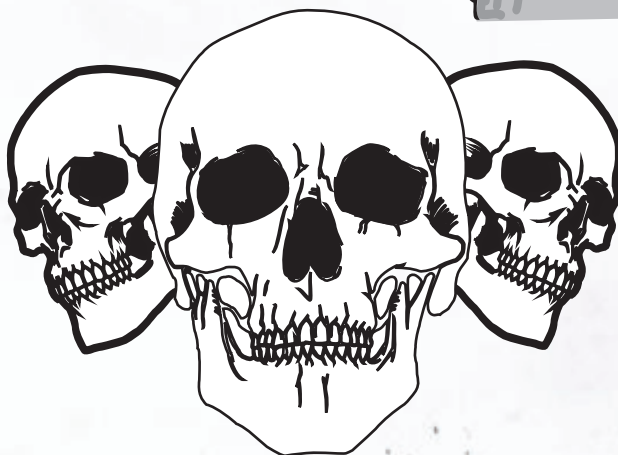
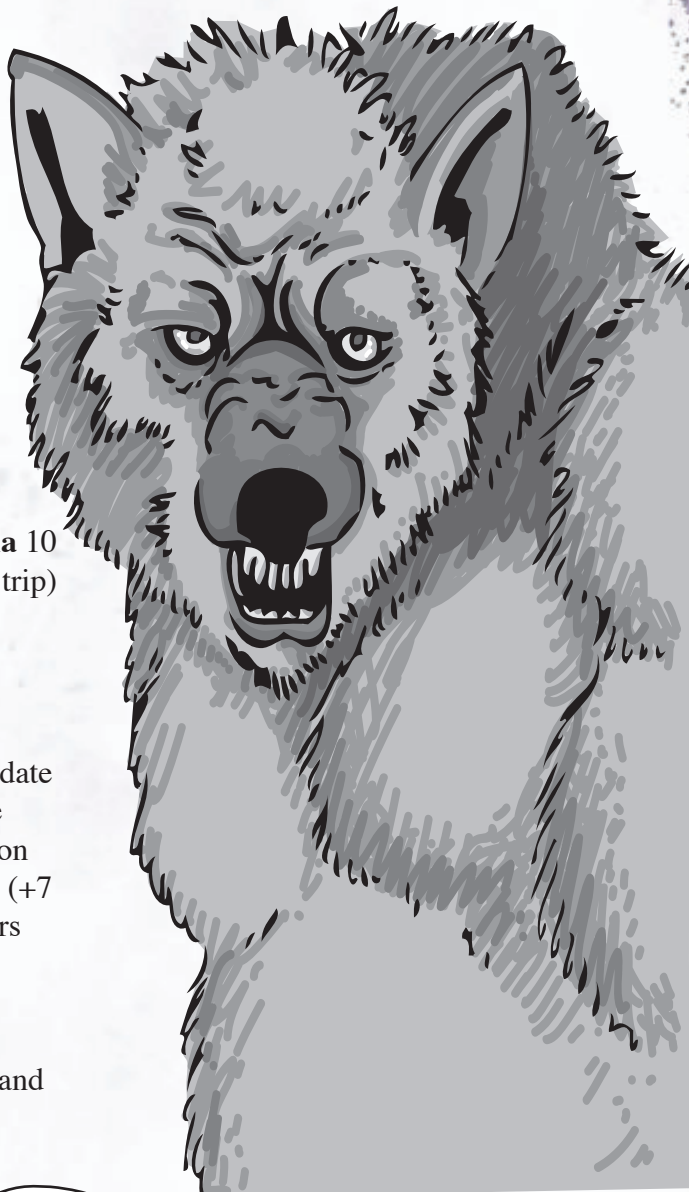
**Base Attack** +3; **CMB** +7; **CMD** 19 (23 vs trip)

**Feats** Animal Affinity, Armor Proficiency [light], Personal Firearm Proficiency, Quick Draw, Simple Weapon Proficiency, Weapon Focus(rifle)

**Skills** Handle Animal +10, Heal +10, Intimidate +6, Knowledge (geography) +5, Knowledge (local) +5, Knowledge (nature) +7, Perception +3, Ride +12, Sense Motive +10, Stealth +2 (+7 track by scent), Survival +9; Racial Modifiers +4 Survival when tracking by scent

**Languages** native language only

**SQ** change shape (human, hybrid, and wolf; polymorph), lycanthropic empathy (wolves and dire wolves)



**Change Shape (Su):** All lycanthropes have three forms—a humanoid form, an animal form, and a hybrid form. A lycanthrope can assume animal or hybrid form as a full-round action by making a DC 15 Constitution check, or humanoid form as a full-round action by making a DC 20 Constitution check. On nights when the full moon is visible, an afflicted lycanthrope gains a +5 morale bonus to Constitution checks made to assume animal or hybrid form, but a -5 penalty to Constitution checks made to assume humanoid form. Most lycanthropes find the urge to change form irresistible, and they will automatically assume monstrous form during the height of the full moon.

An afflicted lycanthrope reverts to its humanoid form automatically with the next sunrise, or after 8 hours of rest, whichever comes first. A slain lycanthrope reverts to its humanoid form, although it remains dead.

**Curse of Lycanthropy (Su):** A lycanthrope's bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Fortitude DC 15 negates). If the victim's size is not within one size category of the lycanthrope, this ability has no effect.

**Lycanthropic Empathy (Ex):** Lycanthropes in animal or hybrid form can communicate and empathize with animals related to their animal form. They can use Diplomacy to alter such an animal's attitude, and when so doing gain a +4 racial bonus on the check.

### **Lycanthropy**

A creature that catches lycanthropy becomes an afflicted lycanthrope, but shows no symptoms (and does not gain any of the template's adjustments or abilities) until the night of the next full moon, when the victim involuntarily assumes animal form and forgets his or her own identity. The character remains in animal form until the next dawn and remembers nothing about the entire episode (or subsequent episodes) unless he makes a DC 20 Will save, in which case he becomes aware of his condition.

A remove disease or heal spell cast by a white witch of 12th level or higher cures the affliction, provided the character receives the spell within 3 days of the infecting lycanthrope's attack.

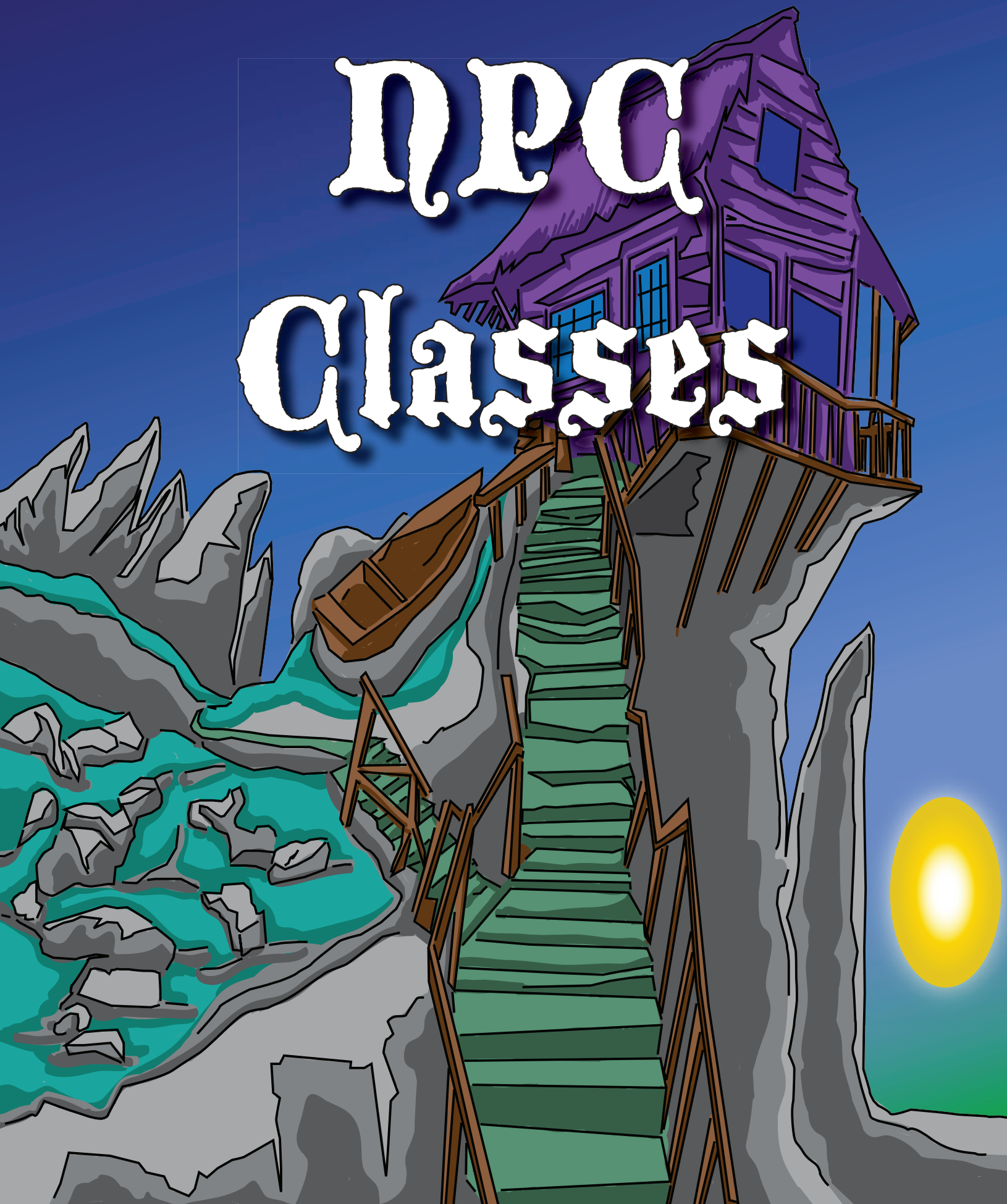
Alternatively, consuming a dose of wolfsbane (Pathfinder RPG Core Rulebook 560) gives an afflicted lycanthrope a new Fortitude save to recover from lycanthropy.

Lawrence Talbot is a man overcome with guilt over the things he has done under a full moon when the beast within him rips free. He never remembers what happens to him when he transforms into his alternate form, but he is tortured by regular stories about slaughtered livestock and murdered locals.

The son of a local aristocrat, Larry was estranged from his family for many years. Returning to his ancestral home to set things right, Talbot soon found himself attacked by an unusually large wolf. Though he was able to drive the beast away, it only required one fateful bite to condemn him to life as a half-beast. Brooding and miserable, Talbot tries to put on a happy face for the local villagers.



# npa Classes



Not all evil is inhuman. There are ordinary humans who have their own reasons for fighting on the side of darkness and seeking supernatural powers. This section details several types of villains that walk among the rest of mankind unnoticed and unsuspected.

### **Dark Witch NPC Class**

Some gain power through study, some through devotion, others through blood, but the dark witch gains power from her communion with an evil from outside this world. Generally feared and misunderstood, the dark witch draws her magic from a pact made with an otherworldly power. Communing with that source and using her familiar as a conduit, the witch gains not only a host of spells, but a number of strange abilities known as hexes. As a dark witch grows in power, she might learn about the source of her magic, but some remain blissfully unaware. Some are even afraid of that source, fearful of what it might be or where its true purposes lie.

### **Role**

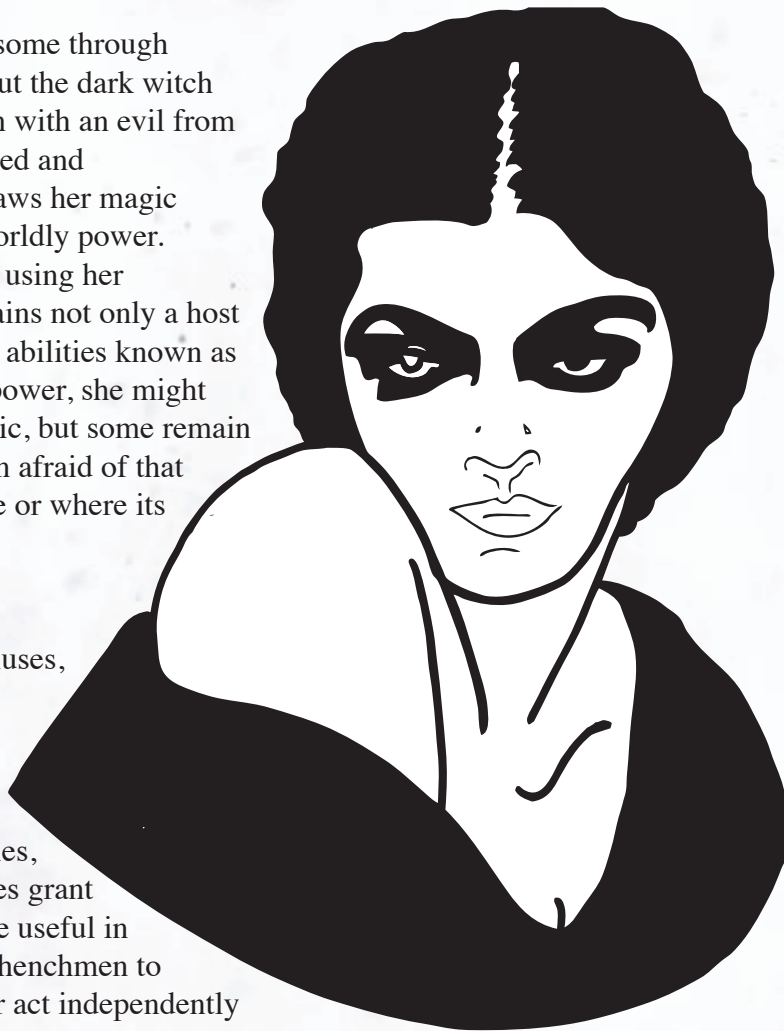
While many dark witches are recluses, living on the edge of civilization, some live within society, openly or in hiding. The blend of a dark witches' spells makes them adept at filling a number of different roles, from seer to healer, and their hexes grant them a number of abilities that are useful in a fight. Some act as advisors and henchmen to supernatural creatures while other act independently or recruit followers to implement their evil schemes.

### **Hit Dice d6**

### **Class Skills**

Concentration (Con), Diplomacy (Cha), Craft (Int), Fly (Dex), Heal (Wis), Intimidate (Cha), Knowledge (all) (Int), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha).

### **Skill Ranks at Each Level 2 + Int modifier**



Level	Base Attack	Fort	Reflex	Will	Special
1st	+1	+0	+0	+2	Book of Shadows, Hex, Witch's Familiar, Witchcraft
2nd	+1	+0	+0	+3	Hex
3rd	+1	+1	+1	+3	Hex
4th	+2	+1	+1	+4	Bonus Feat, Hex
5th	+2	+1	+1	+4	Druid Spells, Hex, Magic Circle
6th	+3	+2	+2	+5	Extra Domain, Hex, Major Hex
7th	+3	+2	+2	+5	Hexagram, Hex
8th	+4	+2	+3	+6	Bonus Feat, Hex, Major Hex
9th	+4	+3	+3	+6	Improved Divination, Grand Hex
10th	+5	+3	+3	+7	Octogram, Hex, Major Hex

### Class Features

#### Book of Shadows

Beginning at first level, a dark witch can prepare one or more spells; the prepared spells take the appropriate spell slots or power points for the level. He or she keeps a sort of spell book called often The Book of Shadows, which contains, in addition to spells, the rituals and ceremonies a dark witch must perform to keep his or her powers. The dark witch may only prepare spells from the Book of Shadows, and these spells are always copied from The Book of Law, a tome owned by the dark witch's coven which contains all arcane and divine spells and other information needed by the dark witch, instead of researching the spells herself. A dark witch begins with a Book of Shadows containing all 0-level spells from the sorcerer/wizard list and 3+ the dark witch's Intelligence modifier 1st level spells, at further levels he or she gains 2 additional spells of any level he or she can cast. At first level, the dark witch may only copy arcane spells from this book though. Spells the dark witch prepares and casts from his or her Book of Shadows are arcane spells, and use the witch's Intelligence modifier for their save DC.



Level	0	1st	2nd	3rd	4th	5th
1st	4	2	-	-	-	-
2nd	5	2	-	-	-	-
3rd	6	3	-	-	-	-
4th	6	3	1	-	-	-
5th	7	4	2	-	-	-
6th	7	4	2	1	-	-
7th	8	4	3	2	-	-
8th	8	4	3	2	1	-
9th	9	5	4	3	2	-
10th	9	5	4	3	2	1





## Hex

Dark witches learn a number (2 per level) of magic tricks, called hexes, which grant those powers or weaken foes.

Unless otherwise noted, using a hex is a standard action that does not provoke an attack of opportunity. The save to resist a hex is equal to  $10 + 1/2$  the dark witch's level + the dark witch's Intelligence modifier.

## Aura of Purity (Su)

The witch's aura purifies the air around her. Diseases, inhaled poisons, and noxious gaseous effects (such as stinking cloud) are negated in a 10-foot aura around the dark witch for a number of minutes equal to her level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. Effects caused by spells whose level is more than half the witch's class level are unaffected.

## Blight (Su)

The dark witch can curse an animal, plant creature, or plot of land, causing it to wither and die. Blighting an area takes 1 round, during which time the dark witch and her familiar must be in contact with the target. If it's used on a plot of land, the land begins to wither the following day, and over the next week all plants in the area die. Nothing will grow in that area so long as the curse persists. A witch can affect an area with a radius equal to her class level x 10 feet. Blighting a creature is a standard action that requires a melee touch attack. If used on a creature of the animal or plant type, the creature gains the following curse:

Blight Hex-type curse; save Will negates; frequency 1/day; effect 1 Con damage.

Both types of curse can be removed with a remove curse or similar magic, using the save DC as the DC to remove the curse. A dark dark witch can only have one blight in effect at a time. If another blight hex is made, the first immediately ends.

## Cackle (Su)

A dark witch can cackle madly as a move action. Any creature that is within 30 feet that is under the effects of an agony hex, charm hex, evil eye hex, fortune hex, or misfortune hex caused by the dark witch has the duration of that hex extended by 1 round.

## Cauldron (Ex)

The dark witch receives Brew Potion as a bonus feat and a +4 insight bonus on Craft (alchemy) skill checks.

## Beast of Ill-Omen (Su)

The dark witch imbues her familiar with strange magic, putting a minor curse upon the next enemy to see it. The enemy must make a Will save or be affected by bane (caster level equal to the witch's level). The dark witch can use this hex on her familiar at a range of up to 60 feet. The affected enemy must be no more than 60 feet from the familiar to trigger the effect; seeing the familiar from a greater distance has no effect (though if the enemy and familiar approach to within 60 feet of each other, the hex takes effect). The bane affects the closest creature to the familiar (ties affect the creature with the highest initiative score). Whether or not the target's save is successful, the creature cannot be the target of the bane effect for 1 day (later uses of this hex ignore that creature when determining who is affected).



**Charm (Su)**

A dark witch can charm an animal or humanoid creature within 30 feet by beckoning and speaking soothing words. This improves the attitude of an animal or humanoid creature by 1 step, as if the dark witch had successfully used the Diplomacy skill. The effect lasts for a number of rounds equal to the Witch's Intelligence modifier. A Will save negates this effect. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.

At 8th level, this effect improves the attitude of the target creature by 2 steps. This is a mind-affecting charm effect.

**Child-Scent (Ex)**

The dark witch gains the scent ability, but only with respect to humanoid children and immature animals. Thus, she could sniff out a child's hiding place or a den of wolf pups, but not the child's parents or the den mother.

**Coven (Ex)**

The dark witch counts as a hag for the purpose of joining a hag's coven. The coven must contain at least one hag. In addition, whenever the dark witch with this hex is within 30 feet of another dark witch with this hex, she can use the aid another action to grant a +1 bonus to the other witch's caster level for 1 round. This bonus applies to the witch's spells and all of her hexes.

**Disguise (Su)**

A dark witch can change her appearance for a number of hours per day equal to her class level, as if using disguises self. These hours do not need to be consecutive, but they must be spent in 1-hour increments.

**Evil Eye (Su)**

The dark witch can cause doubt to creep into the mind of a foe within 30 feet that she can see. The target takes a -2 penalty on one of the following (witch's choice): AC, ability checks, attack rolls, saving throws, or skill checks. This hex lasts for a number of rounds equal to 3 + the witch's Intelligence modifier. A Will save reduces this to just 1 round. This is a mind-affecting effect.

At 8th level the penalty increases to -4.

**Feral Speech (Su)**

This hex grants the dark witch the ability to speak with and understand the response of any animal as if using speak with animals, though each time she uses the hex, she must decide to communicate with amphibians, birds, fish, mammals, or reptiles, and can only speak to and understand animals of that type. The dark witch can make herself understood as far as her voice carries. This hex does not predispose any animal so addressed toward the dark witch in any way.

At 12th level, the dark witch can use this hex to communicate with vermin.

**Flight (Su)**

The dark witch grows lighter as she gains power, eventually gaining the ability to fly. At 1st level, the dark witch can use feather fall at will and gains a +4 racial bonus on Swim checks. At 3rd level, she can cast levitate once per day. At 5th level, she can fly, as per the spell, for a number of minutes per day equal to her level. These minutes do not need to be consecutive, but they must be spent in 1-minute increments. This hex only affects the witch.



**Fortune (Su)**

The dark witch can grant a creature within 30 feet a bit of good luck for 1 round. The target can call upon this good luck once per round, allowing him to reroll any ability check, attack roll, saving throw, or skill check, taking the better result. He must decide to use this ability before the first roll is made. At 8th level and 16th level, the duration of this hex is extended by 1 round. Once a creature has benefited from the fortune hex, it cannot benefit from it again for 24 hours.

**Healing (Su)**

A dark witch can soothe the wounds of those she touches. This acts as a cure light wounds spell, using the witch's caster level. Once a creature has benefited from the healing hex, it cannot benefit from it again for 24 hours.

At 5th level, this hex acts like cure moderate wounds.

**Misfortune (Su)**

The dark witch can cause a creature within 30 feet to suffer grave misfortune for 1 round. Anytime the creature makes an ability check, attack roll, saving throw, or skill check, it must roll twice and take the worse result. A Will save negates this hex. At 8th level and 16th level, the duration of this hex is extended by 1 round. This hex affects all rolls the target must make while it lasts. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.

**Nails (Ex)**

The witch's nails are long and sharp, and count as natural weapons that deal 1d3 points of damage (1d2 for a Small witch). These attacks are secondary attacks. If trimmed, the witch's nails regrow to their normal size in 1d4 days.

**Peace Bond (Su)**

A dark witch can use this hex on a creature to prevent it from drawing a weapon for a number of rounds equal to the witch's level. This hex has no effect on natural weapons or weapons already in a creature's hands, but does prevent an archer from drawing arrows. A Will save negates this effect, and whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.

**Poison Steep (Sp)**

The dark witch can use her cauldron to brew a foul toxin in which she can steep fruits and other delicious edibles, transforming them so that when eaten, they have the same effect as a poison spell. Brewing the toxin and then steeping the food takes 1 hour in total; steeping can affect up to 1 pound of food. The food is poisoned for 24 hours, and the poison cannot be transferred to other objects. The food tastes normal, but magic detects it as poisonous. The dark witch must have the cauldron hex to select this hex.

**Prehensile Hair (Su)**

The dark witch can instantly cause her hair (or even her eyebrows) to grow up to 10 feet long or to shrink to its normal length, and can manipulate her hair as if it were a limb with a Strength score equal to her Intelligence score. Her hair has reach 10 feet, and she can use it as a secondary natural attack that deals 1d3 points of damage (1d2 for a Small witch). Her hair can manipulate objects (but not weapons) as dexterously as a human hand. The hair cannot be sundered or attacked as a separate creature. Pieces cut from the witch's elongated hair shrink away to nothing. Using her hair does not harm the witch's head or neck, even if she lifts something heavy



with it. The dark witch can manipulate her hair a number of minutes each day equal to her level; these minutes do not need to be consecutive, but must be spent in 1-minute increments. A typical male dark witch with this hex can also manipulate his beard, moustache, or eyebrows.

### **Scar (Su)**

This hex curses a single target touched with horrible scars of the witch's choosing, whether something as simple as a single letter on the target's forehead or blotchy, burn-like scars on his body. The target may make a Will save to resist this hex. These scars do not interfere with the target's senses or prevent it from using abilities, but may affect social interactions. The dark witch can use her hexes on the scarred target at a range of up to 1 mile, and she is considered to have a body part from the target for the purpose of scrying and similar divination spells. They persist through disguises and shape changing. The dark witch can withdraw this hex from a target as a move action at any range. The number of supernatural scars the dark witch can maintain at once is equal to her Intelligence bonus; once she reaches this limit, she must remove the scar from a current victim in order to mark another. Effects that remove curses can remove the scar.

### **Slumber (Su)**

A dark witch can cause a creature within 30 feet to fall into a deep, magical sleep, as per the spell sleep. The creature receives a Will save to negate the effect. If the save fails, the creature falls asleep for a number of rounds equal to the witch's level. This hex can affect a creature of any HD. The creature will not wake due to noise or light, but others can rouse it with a standard action. This hex ends immediately if the creature takes damage. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.

### **Swamp Hag (Sp)**

While traveling through swamps, mires, bogs, and similar terrain, the dark witch leaves no trail and cannot be tracked, as the trackless step druid ability. The dark witch can walk through mud and even quicksand as if it were normal ground.

### **Tongues (Su)**

A dark witch with this hex can understand any spoken language for a number of minutes per day equal to her level, as comprehend languages. This duration does not need to be consecutive, but it must be spent in 1-minute increments.

At 5th level, a dark witch can use this ability to speak any language, as per tongues.

### **Unnerve Beasts (Su)**

The target becomes offensive to animals (Will negates). Animals become distraught and aggressive in the victim's presence—horses buck, dogs snap and bark, bulls charge, and so on. The hex lasts a number of hours equal to the witch's Intelligence modifier. A creature that saves against the hex cannot be affected by the hex for 1 day. The reaction of the animals is a mind-affecting charm effect, but the hex on the target is not.



### **Ward (Su)**

A dark witch can use this hex to place a protective ward over one creature. The warded creature receives a +2 deflection bonus to AC and a +2 resistance bonus on saving throws. This ward lasts until the warded creature is hit or fails a saving throw. A dark witch knows when a warded creature is no longer protected. A dark witch can have only one ward active at a time. If the dark witch uses this ability again, the previous ward immediately ends. A dark witch cannot use this ability on herself.

At 8th level and 16th level, the bonuses provided by this ward increase by +1.

### **Water Lung (Su)**

An air-breathing target can breathe water or an aquatic target can breathe air. This lasts 1 minute. If the dark witch uses this hex on herself, she can maintain it while she sleeps, allowing her to safely sleep underwater.

### **Weapon and Armor Proficiency**

Witches are proficient with all simple weapons. They are not proficient with any type of armor or shield. Armor interferes with a witch's gestures, which can cause her spells with somatic components to fail.

### **Witch's Familiar (Ex)**

At 1st level, a dark witch forms a close bond with a familiar, a creature that teaches her magic and helps to guide her along her path. Familiars also aid a dark witch by granting her skill bonuses, additional spells, and help with some types of magic. This functions like the wizard's arcane bond class feature, except as noted.

A dark witch must commune with her familiar each day to prepare her spells. Familiars store all of the spells that a dark witch knows, and a dark witch cannot prepare

a spell that is not stored by her familiar. A witch's familiar begins play storing all of the 0-level dark witch spells plus three 1st level spells of the witch's choice. The dark witch also selects a number of additional 1st-level spells equal to her Intelligence modifier to store in her familiar. At each new dark witch level, she adds two new spells of any spell level or levels that she can cast (based on her new dark witch level) to her familiar. A dark witch can also add additional spells to her familiar through a special ritual.

By forging strange bonds with unnameable beings, witches gain the service of a mystical adviser, a familiar to both serve her and reveal to her secrets unknown to most mortals. A familiar is an animal chosen by a dark witch to aid her in her spell casting and grant her special powers. This uses the same rules as the wizard's arcane bond class feature, except as noted below. A dark witch uses her level as her effective wizard level when determining the abilities of her familiar. A dark witch can choose any of the familiars available to a wizard in addition to the new familiars presented here.

Levels of different classes that are entitled to familiars stack for the purpose of determining any familiar abilities that depend on the witch's level. If a dark witch possesses such levels, her familiar always uses the dark witch rules for familiars, not those provided by other classes, such as wizards or sorcerers with the arcane bloodline. A witch's familiar only stores dark witch spells. All other spells are stored normally, as noted in their class features. If a familiar is lost or dies, it can be replaced 1 day later through a special ritual that costs 500 gp per dark witch level. The ritual takes 8 hours to complete. A new familiar begins knowing all of the 0-level spells plus two spells of every level the dark witch is able to cast.

Familiar	Dark Witch Special Ability
Bat	+3 Fly
Car	+3 Stealth
Centipede, House	+3 Stealth
Compsognath	+4 Initiative
Donkey Rat	+2 Fortitude
Fox	+2 Reflex
Goat	+3 Survival
Hawk	+3 Perception (sight, bright light)
Hedgehog	+2 Will
Crab, King	+2 CMB (grapple)
Lizard	+3 Climb
Monkey	+3 Acrobatics
Octopus, Blue-Ringed	+3 Swim
Owl	+3 Perception (sight, shadows and darkness)
Pig	+3 Diplomacy
Raccoon	+3 Slight of Hand
Rat	+2 Fortitude
Raven	+3 Appraise
Parrot	+3 Appraise
Scorpion, Greensting	+4 Initiative
Spider, Scarlet	+3 Climb
Squirrel, Flying	+3 Fly
Thrush	+3 Diplomacy
Toad	+3 hit points
Turtle	+1 Natural Armor to AC
Turtle, Snapping	+2 Fortitude
Viper	+3 Bluff
Weasel	+2 Reflex



### **Familiar Basics**

Use the basic statistics for a creature of the familiar's kind, but with the following changes.

### **Hit Dice**

For the purpose of effects related to number of Hit Dice, use the witch's character level or the familiar's normal HD total, whichever is higher.

### **Hit Points**

The familiar has half the witch's total hit points (not including temporary hit points), rounded down, regardless of its actual Hit Dice.

### **Attacks**

Use the witch's base attack bonus, as calculated from all her classes. Use the familiar's Dexterity or Strength modifier, whichever is greater, to calculate the familiar's melee attack bonus with natural weapons. Damage equals that of a normal creature of the familiar's kind.



## Saving Throws

For each saving throw, use either the familiar's base save bonus (Fortitude +2, Reflex +2, Will +0) or the witch's (as calculated from all her classes), whichever is better. The familiar uses its own ability modifiers to saves, and it doesn't share any of the other bonuses that the dark witch might have on saves.

## Skills

For each skill in which either the dark witch or the familiar has ranks, use either the normal skill ranks for an animal of that type or the witch's skill ranks, whichever is better. In either case, the familiar uses its own ability modifiers. Regardless of a familiar's total skill modifiers, some skills may remain beyond the familiar's ability to use. Familiars treat Acrobatics, Climb, Fly, Perception, Stealth, and Swim as class skills.

## Familiar Ability Descriptions

All familiars have special abilities (or impart abilities to their witches) depending on the witch's combined level in classes that grant familiars, as shown on the table below. The abilities are cumulative.

Witch Level	Natural Armor Adj.	Int	Special
1	+1	6	Alertness, Empathic Link, Improved Evasion, Shared Spells, and Store Spells
2	+2	7	Deliver touch spells
3	+3	8	Speak with Witch
4	+4	9	Speak with Animals of Its Own Kind
5	+5	10	-
6	+6	11	Spell Resistance
7	+7	12	Scry on Familiar
8	+8	13	-
9	+9	14	-
10	+10	15	-

### Natural Armor Adj.

The number noted here is in addition to the familiar's existing natural armor bonus.

### Int

The familiar's Intelligence score.

**Alertness (Ex):** While a familiar is within arm's reach, the dark witch gains the Alertness feat.

**Empathic Link (Su):** The dark witch has an empathic link with her familiar to a 1 mile distance. The dark witch can communicate empathically with the familiar, but cannot see through its eyes. Because of the link's limited nature, only general emotions can be shared. The dark witch has the same connection to an item or place that her familiar does.

**Improved Evasion (Ex):** When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

**Share Spells:** The dark witch may cast a spell with a target of “You” on her familiar (as a touch spell) instead of on herself. A dark witch may cast spells on her familiar even if the spells do not normally affect creatures of the familiar’s type (magical beast).

**Store Spells:** Starting at 1st level, a witch’s familiar stores all of the spells that the dark witch knows. This does not allow the familiar to cast these spells or use spell-trigger or spell completion magic items. Starting at 2nd level and every two levels thereafter, a witch’s familiar adds new bonus spells to the witch’s spell list based on her patron. These spells are automatically stored by the familiar and can be prepared as normal once they are gained.

**Deliver Touch Spells (Su):** If a dark witch is 2nd level or higher, her familiar can deliver touch spells or hexes for her. If the dark witch and the familiar are in contact at the time the dark witch casts a touch spell, she can designate her familiar as the “touchier.” The familiar can then deliver the touch spell just as the dark witch would. As usual, if the dark witch casts another spell before the touch is delivered, the touch spell dissipates. If the dark witch activates a hex, her familiar can be used to make the touch. She does not have to be in contact with the familiar to use this ability.

**Speak with Master (Ex):** If the dark witch is 3rd level or higher, a familiar and the dark witch can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

**Speak with Animals of Its Kind (Ex):** If the dark witch is 4th level or higher, a familiar can communicate with animals of approximately the same kind as itself (including dire varieties): bats with bats, cats with felines, hawks and owls and ravens with birds, lizards and snakes with reptiles, monkeys with other simians, rats with rodents, toads with amphibians, and weasels with ermines and minks. Such communication is limited by the Intelligence of the conversing creatures.

**Spell Resistance (Ex):** If the dark witch is 6th level or higher, a familiar gains spell resistance equal to the witch’s level + 5. To affect the familiar with a spell, another spell caster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the familiar’s spell resistance.

**Scry on Familiar (Sp):** If the dark witch is 7th level or higher, she may scry on her familiar (as if casting the scrying spell) once per day.

**Adding Spells to a Witch’s Familiar:** Dark witches can add new spells to their familiars through several methods. A dark witch can only add spells to her familiar if those spells belong to the witch’s spell list.

**Spells Gained at a New Level:** A dark witch’s familiar learns a certain amount of lore and magic as the dark witch adventures. Whenever a dark witch gains a level, she may add two spells from the dark witch spell list to her familiar. The two free spells must be of spell levels she can cast.



The process of making a vermin into a familiar grants it an Intelligence score and removes the mindless trait. Vermin familiars communicate with their masters and other vermin of their kind (greensting scorpions with other scorpions, house centipedes with other centipedes, and scarlet spiders with other spiders) by way of a strange combination of behaviors, slight changes in coloration, and even the excretion of scents, subtle and otherwise. As with other types of familiars, other creatures cannot understand this communication without magical aid.

### **Witchcraft**

At 1st level a dark witch may write spells from the Arcane lists open to wizards. From 5th level on, a dark witch may write spells from the druid list on her Book of Shadows. She can prepare and cast these spells as arcane spells.

### **Bonus Feat**

At 4th and 8th level, a dark witch gains a bonus feat. This feat must be a Metamagic feat, or a non-psionic Item Creation feat.

### **Magic Circle**

At 5th level, a dark witch writes in her Book of Shadows, in addition to the normal spells gained, any one magic circle spell. Moreover, she can cast spontaneously any magic circle spell that she has written in her Book of Shadows in place of any prepared spell of equal or higher level.

### **Major Hex**

Starting at 6th level, and every two levels thereafter, a dark witch can choose one of the following major hexes whenever she could select a new hex.

### **Agony (Su)**

With a quick incantation, a dark witch can place this hex on one creature within 60 feet, causing them to suffer intense pain. The target is nauseated for a number of rounds equal to the witch's level. A Fortitude save negates this effect. If the saving throw is failed, the target can attempt a new save each round to end the effect. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.

### **Beast Eye (Su)**

The dark witch can project her senses into an animal within 100 feet, sensing whatever it senses. She cannot control the animal's actions. She can project her senses from that animal to another within 100 feet of it as a standard action, and can continue to make these sensory leaps, potentially viewing things very far from her actual location. She may return her senses to her own body as a free action. Normal animals get no saving throw against this ability, but animal companions, paladin mounts, and similar unusual animals may resist with a Will save; the dark witch may use this ability on her own familiar as if it were an animal. If the dark witch has the coven hex, all other witches within 10 feet of her who also have the coven hex can see through this animal at will, although the acting dark witch still controls the ability. The dark witch can use this ability for a number of minutes per day equal to her level. These minutes need not be consecutive, but they must be spent in 1-minute increments.

### **Cook People (Su)**

The dark witch can create fabulous spells by cooking an intelligent humanoid creature in her cauldron, either alive or dead. Using this hex creates one meal or serving of food of the witch's choice, typically a delicious



stew or dough suitable for cookies, pastries, or other desserts. Cooking the victim takes 1 hour. Eating the food provides one of the following benefits for 1 hour: age resistance, bear's endurance, bull's strength, cat's grace, eagle's splendor, fox's cunning, neutralizes poison (instantaneous), owl's wisdom, remove disease (instantaneous). Alternatively, the dark witch can shape the dough into a Small, human-like creature, animating it as a homunculus for 1 hour. The dark witch must have the cauldron hex to select this hex. Using this hex or knowingly eating its food is an evil act.

### **Hag's Eye (Su)**

A dark witch with this hex can create a magic sensor that she can see through. This functions as per the spell arcane eye. If the dark witch has the coven hex, all other witches within 10 feet who also have the coven hex can see through this sensor as well, although the dark witch that created it still controls it. The dark witch can use this eye for a number of minutes per day equal to her level. These minutes do not need to be consecutive, but they must be spent in 1-minute increments.

### **Hidden Home (Sp)**

The dark witch can conceal or disguise her home and the area around it as if using mirage arcana. Before using the hex, she must spend 1 day pacing out the border of an area that measures roughly 40,000 square feet (approximately 200 feet by 200 feet) to define her home territory. Thereafter, she can use the hex to change the appearance of that area as a standard action as long as she is within the area. The illusion persists until the dark witch changes or dismisses it. For the purpose of this ability, a dark witch can only have one "home" at a time.

### **Hoarfrost (Su)**

The target is rimed with a shell of frost needles that slowly work their way into its flesh (Fortitude negates). The target turns pale and blue, and takes 1 point of Constitution damage per minute until it dies, saves (once per minute), or is cured. Break enchantment; dispel magic, remove curse, and similar spells end the effect. If the target saves, it is immune to this hex for 1 day. This is a cold effect.

### **Ice Tomb (Su)**

A storm of ice and freezing wind envelops the target, which takes 3d8 points of cold damage (Fortitude half). If the target fails its save, it is paralyzed and unconscious but does not need to eat or breathe while the ice lasts. The ice has 20 hit points; destroying the ice frees the creature, which is staggered for 1d4 rounds after being released. Whether or not the target's saving throw is successful, it cannot be the target of this hex again for 1 day.

### **Infected Wounds (Su)**

The target's wounds become infected (Fortitude negates). The target takes 1 point of Constitution damage per day. After the first day, the target may save once per day to cure the infection. This is a disease effect.

### **Major Healing (Su)**

By calling upon eerie powers, the witch's touch can mend even the most terrible wounds of those she touches. This acts as cure serious wounds, using the witch's caster level. Once a creature has benefited from the major healing hex, it cannot benefit from it again for 24 hours. At 15th level, this hex acts like cure critical wounds.

**Nightmares (Su)**

Calling upon fell powers, a dark witch can place a hex on a creature within 60 feet that causes its sleep to be tormented by terrible nightmares. This functions as the spell nightmare each time the affected creature attempts to rest. A Will save negates this effect. If the save is failed, the target must make a new save each night or be unable to rest.

**Retribution (Su)**

A dark witch can place a retribution hex on a creature within 60 feet, causing terrible wounds to open across the target's flesh whenever it deals damage to another creature in melee. Immediately after the hexed creature deals damage in melee, it takes half that damage (round down). This damage bypasses any resistances, immunities, or damage reduction the creature possesses. This effect lasts for a number of rounds equal to the witch's Intelligence modifier. A Will save negates this effect.

**Speak in Dreams (Sp)**

The dark witch can contact a creature as if using dream. The dark witch can use this ability on a number of creatures per day equal to her Intelligence bonus, but can dream-speak to those creatures as often as desired throughout that time period.

**Vision (Su)**

A dark witch with the vision hex can grant a glimpse of the future to a creature touched. Granting a vision takes 1 minute, during which time the dark witch and the target must remain in contact with one another. At the end of this time, the subject receives a brief image of the future, usually no more than 1 year from the time of the vision, subject to GM discretion. This is only one possible

version of the future, making such visions unreliable at best. Most visions are slanted toward the alignment of the dark witch that granted them. For example, the visions granted by a chaotic evil dark witch often show scenes of death and destruction, while those of a neutral good dark witch tend to be of joyous events or occasions. A creature cannot be subject to another vision until the current vision has either come to pass or been prevented. A dark witch cannot use this ability on herself. Unwilling creatures receive a Will save to negate the vision.

**Waxen Image (Su)**

The dark witch can spend a full-round action to create a crude and unnerving wax duplicate of a creature she can see within 30 feet. Once the image is complete, the subject must make a Will save. If the subject fails, the dark witch gains a small measure of control over the creature. Whenever she exercises this control, the creature receives a new Will save to end the effect. This effect occurs on the witch's turn and does not impede the creature's actions on its turn. The dark witch can use the waxen image a number of times equal to her Intelligence modifier before it melts. As a standard action, the dark witch can cause the subject to do any one of the following things: move up to the creature's speed in any direction, attack itself once with any weapon in hand (this attack automatically hits), lie down on the ground, or drop anything held. Alternatively, she can spend one of her uses to simply torture the image, causing the creature to be both sickened and staggered on its turn. As soon as the creature has succeeded on a saving throw against this effect, it is immune to it for 24 hours. The enchantment (compulsion) effect.



**Weather Control (Su)**

A dark witch with this hex can use control weather once per day, but creating the weather takes 1 full hour of chanting, dancing, and communing with her familiar.

**Witch's Brew (Ex)**

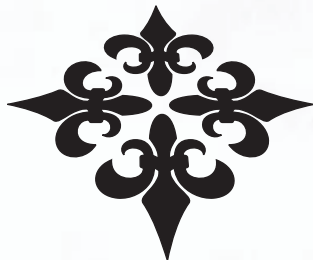
When the dark witch uses her cauldron to brew a potion, she may spend double the cost to create 2 identical potions that day instead of just 1. At 15th level, she may spend triple the cost to create 3 identical potions that day. The dark witch must have the cauldron hex to select this hex.

**Witch's Bounty (Su)**

The dark witch may bless a bush, plant, or tree that is planted in the ground, so that it creates a plentiful harvest. Each day at dawn, this blessed bush grows a number of goodberries equal to twice her dark witch level. Berries on the tree remain until they are picked, but the tree can never manifest a number of berries greater than twice her level at one time. The dark witch may only have one witch's bounty active at a time, but can shift her blessing to a new plant with a ritual requiring 1 hour.

**Witch's Charge (Su)**

Once per day when preparing spells, a dark witch can designate a willing creature as her charge. She gains a constant status effect on this creature and can target it with beneficial touch spells from a range of 30 feet. The creature remains her charge until she designates a new one.

**Hexagram**

At 7th level, the dark witch can cast special versions of the magic circle spells, which affects the fire, water, earth, and air creature subtypes instead of alignments, she may also cast magic circle spells focused against positive or negative energy. This spells work like their aligned counterparts except that if cast outward, creatures within the area gain the effects of a resist energy spell of the appropriate energy type. If focused against negative energy, creatures inside the circle gain the benefits of death ward spell; while if focused against positive energy, the creatures are subject to positive energy protection

**Improved Divination**

At 9th level, a dark witch gains a +1 bonus to the DC of all saving throws against divination spells she casts. This bonus stacks with the feats Spell Focus and Greater Spell Focus.

**Grand Hex**

Starting at 9th level, and every two levels thereafter, a dark witch can choose one of the following grand hexes whenever she could select a new hex.

**Curse of Nonviolence (Su)**

The dark witch can curse a creature to prevent it from attacking innocents. If the target fails it's Will save, it cannot take violent actions or do anything destructive against any creature with fewer Hit Dice than itself. If another creature takes hostile action against the cursed creature, the cursed creature can act normally in regard to that creature only. This is an abjuration effect. The curse is permanent but can be removed with a break enchantment, miracle, or wish spell. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.



### **Death Curse (Su)**

This powerful hex seizes a creature's heart, causing death within just a few moments. This hex has a range of 30 feet. The hexed creature receives a Will save to negate the effect. If this save is failed, the creature becomes fatigued the first round of the hex. On the second round of the hex, the creature becomes exhausted. On the third round, the creature dies unless it succeeds at a Fort save. Creatures that fail the first save but succeed at the second remain exhausted and take 4d6 points of damage + 1 point of damage per level of the witch. Slaying the dark witch that hexed the creature ends the effect, but any fatigue or exhaustion remains. Whether or not the saves are successful, a creature cannot be the target of this hex again for 1 day.

### **Dire Prophecy (Su)**

The dark witch curses the target so he is doomed to die (Will negates). As long as the curse persists, the target takes a -4 penalty to his Armor Class and on attack rolls, saves, ability checks, and skill checks. While the curse persists, the dark witch may end it by bringing its full force upon her victim all at once. Doing so gives the victim a penalty equal to the witch's caster level to his Armor Class or on any single attack roll, combat maneuver check, opposed ability or skill check, or saving throw. The dark witch must decide to apply this penalty before the roll to be modified is made. If the dark witch does not have line of sight to the target, the full force of the curse occurs when the GM considers it most appropriate, such as when the target is in mortal danger. A target can only have one dire prophecy upon him at a time. Whether or not the target's save against the hex is successful, a creature cannot be the target of this hex for 1 day. This is a curse effect.



### **Eternal Slumber (Su)**

The dark witch can touch a creature, causing it to drift off into a permanent slumber. The creature receives a Will save to negate this effect. If the save fails, the creature falls asleep and cannot be woken. The effect can only be removed with a wish or similar magic, although slaying the dark witch ends the effect. The dark witch can use this ability to poison food or drink, causing those who ingest it to make a save or fall into an eternal slumber. She can only have one such dose of poison at any one time, and it loses its potency after 1 minute if not consumed. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.

### **Forced Reincarnation (Su)**

The dark witch causes a creature within 30 feet to die and be immediately reincarnated into a new body. A Will save negates this effect. Those that fail are slain and immediately brought back to life with the spell reincarnate. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.

### **Lay to Rest (Sp)**

The dark witch may target a single undead creature with this hex as if with an undeath to death spell. A Will save negates this effect. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.

### **Life Giver (Su)**

Once per day the dark witch can, as a full round action, touch a dead creature and bring it back to life. This functions as resurrection, but it does not require a material component.



### **Natural Disaster (Su)**

A dark witch using this hex calls down the forces of nature to wreak havoc on an area. This function as a storm of vengeance combined with an earthquake that occurs on the second round of the effect (while acid is raining from the sky). A dark witch must concentrate for the duration of this effect. If disrupted, the effect immediately ends. A dark witch can only use this ability once per day.

### **Summon Spirit (Sp)**

The dark witch calls forth the ghost of a humanoid creature with no more than 18 Hit Dice. The ghost has its own personality and desires, but is willing to bargain with the witch, as if she had cast greater planar ally. To seal an agreement with the witch, the ghost requires life energy equal to 1 temporary negative level (this is in addition to the standard payment for the ghost's service). This negative level persists as long as the ghost remains in the service of the witch; the dark witch can end the agreement as a standard action, immediately removing the negative level.

### **Witch's Hut (Su)**

The dark witch can animate a hut, small house, covered wagon, tent, or similar construction as an animated object. The hut can be of up to Huge size (approximately 15 feet by 15 feet). The animated hut's hardness increases to 8 and its hit points double. The dark witch can give the hut the following commands: guard (the hut watches for trespassers within 120 feet using the witch's Perception modifier and screams if it spots any), hide (all entrances are hidden by illusory wall spells and locked with arcane lock), and move (moves at speed 60 on giant

bird or bone legs as directed by the witch, even obeying commands such as "follow me from 100 feet away"). The hut remains animate for 24 hours, until she dismisses it or she animates another, at which time the hut stops where it is and reverts to its non-magical state.

### **Octogram**

At 10th level, a dark witch gains a +4 bonus to caster level and Charisma checks when binding or keeping creatures at bay. Also, any magic circle spell cast outward by the dark witch confers the effects of holy aura (for magic circle against evil), unholy aura (for magic circle against good), shield of law (for magic circle against chaos), or cloak of chaos (for magic circle against law) to any creature within the circle.

Example NPCs



**Cultist****CR** 1/2**XP** 200

Human rogue 1

E Medium humanoid

**Init** +7; **Senses** Perception +6**Defense****AC** 15, Touch 13, flat footed 12  
(+3 Dexterity, +2 leather armor)**hp** 9 (1d8+1)**Fort** +1, **Ref** +5, **Will** +2**Offense****Speed** 30 ft.**Melee** knife +1 (1d4+1/18-20)**Special Attacks** sneak attack +1d6**Statistics****Str** 12, **Dex** 17, **Con** 13, **Int** 10, **Wis** 14, **Cha** 8**Base Attack** +0; **CMB** +1; **CMD** 14**Feats** Improved Initiative**Skills** Acrobatics +7, Climb +5, Escape

Artist +7, Intimidate +4, Knowledge (local)

+5, Knowledge (religion) +5, Perception +6,

Sleight of Hand +7, Stealth +7

**Languages** native language, infernal**SQ** trapfinding +1**Typical Cultist**

Recent interest in mysticism and orientalism has created a fertile recruiting ground for nefarious cults of all stripes. While most of the cult members are recruited from the ranks of the idle rich, the dirty work is left to converts who drawn from the masses of poor immigrants, slum dwellers, and the mentally troubled.

A cultist might be found skulking through dark alleys in search of victims to kidnap, usually in small groups. The hunters might hear the muffled screams of the would be victims, or they may be the intended target. This character could be sent to recruit one of the hunters (or someone known to them) into the cult, to steal a mystic artifact, or to discourage those who ask too many questions.





### **Possessed Cultist (Quasit)**

**CR** 2

**XP** 800

Human rogue 2

CE Medium humanoid (evil, chaotic)

**Init** +4; **Senses** detect good (at-will);

Perception +5

#### **Defense**

**AC** 16, Touch 14, flat footed 12

(+4 Dexterity, +2 leather armor)

**hp** 14 (2d8+2); fast healing 2

**Fort** +0 (+2 vs. poison), **Ref** +7, **Will** +0

**Defensive Abilities** evasion DR 10/cold iron

Resistance electricity 20

#### **Offense**

**Speed** 30 ft.

**Melee** knife +3 (1d4+1/18-20)

**Ranged** coat pistol +5 15 ft. (1d6, x3)

**Special Attacks** profane (+1d6 damage against good), sneak attack +1d6

#### **Spell-like Abilities**

invisibility 2/day

#### **Statistics**

**Str** 13, **Dex** 19, **Con** 11, **Int** 16, **Wis** 11, **Cha** 8

**Base Attack** +1; **CMB** +2 ; **CMD** 16

**Feats** Personal Firearm Proficiency, Weapon Focus (knife)

**Skills** Acrobatics +9, Appraise +8, Bluff +3, Climb +6, Diplomacy -1, Disable Device +9, Disguise +4, Escape Artist +4, Intimidate +3, Knowledge (dungeoneering) +3, Knowledge (local) +7, Linguistics +8, Perception +5, Sense Motive +5, Sleight of Hand +9, Stealth +9, Swim +1, Use Magic Device +3

**Languages** native language, infernal, four others

**SQ** rogue talents (ledge walker), trapfinding +1



### **Weaknesses**

**Possessed Spell Vulnerability (Ex)** protection from evil, protection from chaos

**Possessed Spell Vulnerability (Ex):**Certain powerful spells have special additional effects against demon-possessed creatures.

These spells must first overcome the demon's spell resistance (if any) to have any effect. A

demon-possessed creature subjected to a dispel chaos or dispel evil spell must

succeed on a Will saving throw or lose all the modifications bestowed by the

demon-possessed creature template for a number of rounds equal to the opponents

caster level. The demon is immediately ejected from the possessed creatures body

and appears in the nearest open square. A

demon-possessed creature subjected to a banishment spell must succeed on a Will

saving throw or lose the template until again possessed by a demon. Failure returns the

demon to its home plane, as noted in the spell description. An antimagic field or any

antimagic effect suppresses all the effects of the demon-possessed creature template. It

also prevents the demon from communicating with the possessed creature, using its

perceptions, and exiting its body (unless it dies) for as long as the demon-possessed

creature remains in the antimagic area.

**Possessed (Su):**Each demon-possessed creature is inhabited by a specific demon.

The demon can neither control the possessed creature nor read its mind, and it perceives

only what the possessed creature does. The possessed creature's alignment changes to

chaotic evil until the possession ends. The demon is in constant telepathic

communication with the possessed creature, imparting its thoughts and desires regardless

of language. To gain the possessed creature's cooperation, the demon usually offers

telepathic suggestions that it thinks a chaotic evil creature might find appealing. While

possessing another creature, the demon does

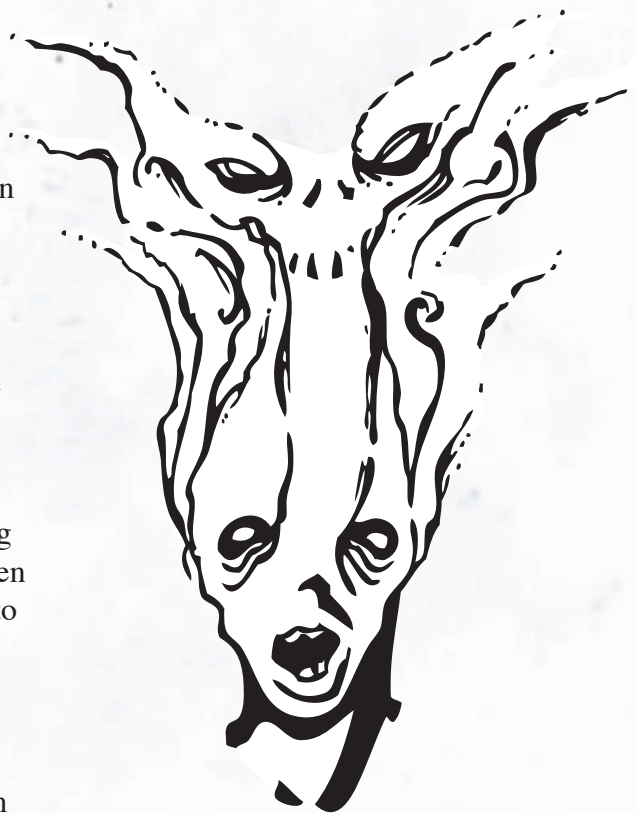
not have access to any of its supernatural, spell-like, or extraordinary abilities. It cannot cast spells or take purely mental actions beyond thinking and using Intelligence-based skills. It cannot be targeted by any spell or effect (except as described under spell vulnerability), but it can be detected normally by divination spells. Damage that harms the possessed creature does not harm the possessing demon. If the possessed creature dies, the demon appears in its square. The demon can exit the possessed creature at any time as a standard action. When it does so, it appears in the nearest available open space.

### **Possessed Cultist**

Cults that deal with infernal forces will often find themselves guided by ranking members who have been possessed by demons or bound to devils. These servants are quite useful to the cult's leaders even if the possessed cultists are unstable and often treacherous.

A possessed cultist may be driven mad by the demon inside and go on a random killing spree. Such a person could easily be mistaken for a mentally ill person and be committed to an asylum.

This character may be plotting to take over control of the cult, or to use a small band of followers to form a splinter sect. The demon inside will inevitably encourage the possessed cultist to enact schemes against any monster hunter he or she may come across.



### **Cult Leader**

**CR** 4

**XP** 1,200

Human cleric 5 (evil and death)

E Medium humanoid (fiendish)

**Init** +2; **Senses** darkvision 60 ft., Perception +3

#### **Defense**

**AC** 14, Touch 12, flat footed 12

**hp** 31 (5d8+5)

**Fort** +4, **Ref** +3, **Will** +6

#### **Special Defenses**

DR 5/magic, Resist cold 5 fire 5, SR 10,

#### **Offense**

**Speed** 30 ft.

**Melee** quarterstaff x2 +1 (1d6)

#### **Cleric Spells Known**

(CL 5th; concentration +7)

3rd-animate dead, summon monster III

2nd-darkness, death knell, inflict moderate

wounds (DC 14), summon monster II

1st-cause fear (DC 13), command (DC 13),

inflict light wounds (DC 13), obscuring mist,

summon monster I

0 (at-will)-bleed, detect magic, read magic, resistance

#### **Special Attacks**

Smite Good 1/day (+5 damage against good-aligned creatures)

#### **Statistics**

**Str** 10, **Dex** 15, **Con** 10, **Int** 12, **Wis** 14, **Cha** 14

**Base Attack** +3; **CMB** +3; **CMD** 12

**Feats** Armor Proficiency (light and medium), Combat Casting, Command Undead, Selective Channeling, Shield Proficiency, Simple Weapon Proficiency, Two-Weapon Fighting

**Skills** Appraise +1, Diplomacy +10, Heal +2, Knowledge (arcana) +9, Knowledge (history) +1, Knowledge (nobility) +1, Knowledge (religion) +9, Knowledge (the planes) +1, Linguistics +1, Perception +3, Sense Motive +8, Spellcraft +5

**Languages** native language, abyssal

### **Cult Leader**

The heads of dark and wicked secret societies are often born to the position and carefully groomed for the role. They often have fairly normal upbringings, but some sinister element in their family line brings them to the attention of otherworldly evil.

One does not randomly stumble upon a cult leader. These people are always very careful about guarding their identities and reputations. Lesser cult members are often very loyal to their religious superiors and will fight to defend the cult's leader. If discovered and attacked, cult leaders will retreat to safer ground while using followers, summoned monsters, and undead to slow pursuit.





## Mad Scientist

**CR** 7

**XP** 3,200

Human (professional) scientist 8

LE Medium humanoid

**Init** +5; **Senses** Perception +12

### Defense

**AC** 15, Touch 11, flat footed 14

(+1 Dexterity, +4 lab coat)

**hp** 51 (8d6+16 plus 8)

**Fort** +2, **Ref** +3, **Will** +7

### Offense

**Speed** 30 ft.

**Melee** club +5 (1d6+1)

**Ranged** acid flask 10 ft. +5

(1d6 acid plus 1 splash)

### Statistics

**Str** 13, **Dex** 12, **Con** 14, **Int** 17, **Wis** 12, **Cha** 12

**Base Attack** +4; **CMB** +5; **CMD** 16

**Feats** Athletic, Improved Initiative,

Self-Sufficient, Toughness

**Skills** Appraise +14, Climb +11, Craft (alchemy),

Diplomacy +12, Disable Device +12, Heal +11,

Investigate +16, Perception +12, Swim +11

**Languages** German, French, Latin, English

**SQ** scientific field (biology), scientific gadgets,

repair, improvise tools

**Gadgets** elixir of increase size (+4 Strength, +4

Constitution, -2 Dexterity, +2 natural armor, slam

attack 1d6, size becomes large), elixir of haste

effect (extra attack, +1 attack, +1 dodge bonus

to AC and Reflex, x2 move speed), enhanced

leather armor (+4 lab coat)

Dangerously unhinged and possessed of a sinister intelligence, a mad scientist is an amoral researcher who pushes the boundaries of knowledge through unethical experiments. Conducting this terrible work requires them to obtain rare materials as well as animal subjects, fresh corpses, and sometimes even living people.

A mad scientist might be encountered randomly while attempting to rob graves, kidnap people, or steal the work of other scientists. The area around the scientist's laboratory is likely to be rife with twisted creatures, abnormally large animals, or other savage product of science gone wild.

This secretive adversary might become known to the hunters due to an experiment that goes out of control or rumors of the scientist's work that reach the party's ears. A mad scientist is not likely to confront investigator's directly, preferring instead to throw minions and experiments at the party in order to keep his own identity secret.



## Madman

**CR** 1

**XP** 400

Human barbarian 2

CE Medium humanoid

**Init** +0; **Senses** Perception +6

### Defense

**AC** 10, **Touch** 10, **flat footed** 10

**hp** 24 (2d12+6)

**Fort** +5, **Ref** +0, **Will** +1

**Defensive Abilities** uncanny dodge

### Offense

**Speed** 40 ft.

**Melee** axe +5 (1d8+3, x3)

**Special Attacks** rage (6 rounds/day), rage powers (animal fury)

### Statistics

**Str** 15, **Dex** 11, **Con** 14, **Int** 13, **Wis** 13, **Cha** 8

**Base Attack** +2; **CMB** +4; **CMD** 14

**Feats** Brawler, Armor Proficiency (light and medium), Martial Weapon Proficiency, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus (axe)

**Skills** Acrobatics +5, Climb +7, Escape Artist +2, Intimidate +4, Perception +6, Swim +7

**Languages** native language

## Madman

The mentally ill often find no compassion or competent care when their nerves become unraveled. The tender mercies of doctors and psychiatrists often leaves them worse than before their “treatment.” Violent and directionless, madmen can be driven to frenzy by the presence of the supernatural, forces they seem to be particularly sensitive to.

A madman or madwoman might be roving the streets and picking fights with anyone he or she comes across. This person might also be committing random murders with a rusty wood axe.

This character is not stable enough to make independent plans, but could be manipulated by a supernatural creature, cult leader, or villain.



## **Seeker of the Forbidden**

**CR** 4

**XP** 1,200

Human bard 5 (archeologist)

CN Medium humanoid

**Init** +1; **Senses** Perception +9

### **Defense**

**AC** 12, **Touch** 12, **flat footed** 10

(+1 Dexterity, +1 feat)

**hp** 31 (5d8+5)

**Fort** +1, **Ref** +5, **Will** +3

### **Offense**

**Speed** 30 ft.

**Melee** rapier +3 (1d6, 18-20)

**Ranged** pistol 15 ft. +4 (2d4, x4)

**Bard Spells Known** (CL 5th; concentration +8)

2nd (3/day)-suggestion (DC 15),  
summon monster II

1st (5/day)-cause fear (DC 14), hypnotism  
(DC 14), summon monster I, unseen servant,  
0 (at will)-acid splash, bleed, daze (DC 13),  
mage hand, ray of frost

### **Statistics**

**Str** 11, **Dex** 13, **Con** 11, **Int** 16, **Wis** 8, **Cha** 16

**Base Attack** +3; **CMB** +3; **CMD** 15

**Feats** Combat Casting, Dodge, Personal  
Firearms Proficiency, Persuasive

**Skills** Appraise +11, Bluff +11, Diplomacy  
+13, Disable Device +5, Knowledge (history)  
+11, Knowledge (local) +11, Linguistics +11,  
Perception +9, Sense Motive +7, Spellcraft  
+11, Use Magic Device +11

**Languages** English, German, French, Greek,  
Latin, Arabic

**SQ** archeologist's luck 1, archeologist's luck  
2, bardic knowledge, clever explorer 1, clever  
explorer 2, lore master, trapfinding +1

**Archaeologist's Luck (Ex):** Fortune favors the archaeologist. As a swift action, an archaeologist can call on fortune's favor, giving him a +1 luck bonus on attack rolls, saving throws, skill checks, and weapon damage rolls. He or she can use this ability for a number of rounds per day equal to 4 + his or her Charisma modifier.

Maintaining this bonus is a free action, but it ends immediately if the archaeologist is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. Archaeologist's luck is treated as bardic performance for the purposes of feats, abilities, effects, and the like that affect bardic performance. Like bardic performance, it cannot be maintained at the same time as other performance abilities. This bonus increases to +2 at 5th level, +3 at 11th level, and +4 at 17th level.

**Clever Explorer (Ex):** At 2nd level, an archaeologist gains a bonus equal to half his or her class level on Disable Device and Perception checks. He can disable intricate and complex devices in half the normal amount of time (minimum 1 round) and open a lock as a standard action. At 6th level, an archaeologist can take 10 on Disable Device checks, even if distracted or endangered, and can disarm magical traps.

Seekers of the forbidden are researchers, explorers, and occultists who have become inexplicably drawn to the discovery of ancient mysteries and mind-shattering secrets.

One might encounter a seeker of the forbidden in any place where supernatural mysteries or antique knowledge can be found. Hunters doing research or searching for a monster's lair might stumble across such a person at random. Obsessive and more than a little mad, seekers of the forbidden make uncertain allies and tenacious foes.

A seeker may attempt to engage the party's services in a quest for a rare magical scroll or a mysterious artifact. He or she might also learn that the hunters are in possession of such a treasure and try to steal it from them. A seeker could easily be tempted to ally with dark powers if such an alliance provided the seeker with an opportunity to learn more about the unknown and unknowable.



## **Villain**

**CR** 5

**XP** 1,600

Human (aristocrat) scoundrel 6

E Medium humanoid

**Init** +7; **Senses** Perception +6

### **Defense**

**AC** 15, Touch 13, flat footed 12  
(+3 Dexterity, +2 leather armor)

**hp** 21 (6d6)

**Fort** +4, **Ref** +7, **Will** +3

### **Offense**

**Speed** 30 ft.

**Melee** knife +6 (1d4+2/18-20)

**Ranged** pistol 15 ft. +6 (2d4, x4)

Special Attacks sneak attack +2d6

### **Statistics**

**Str** 14, **Dex** 14, **Con** 11, **Int** 10, **Wis** 12, **Cha** 16

**Base Attack** +4; **CMB** +6; **CMD** 18

**Feats** Deceitful, Persuasive, Stealthy

**Skills** Appraise +9, Bluff +13, Diplomacy +4,  
Disguise +12, Intimidate +13, Sense Motive +10,  
Stealth +11

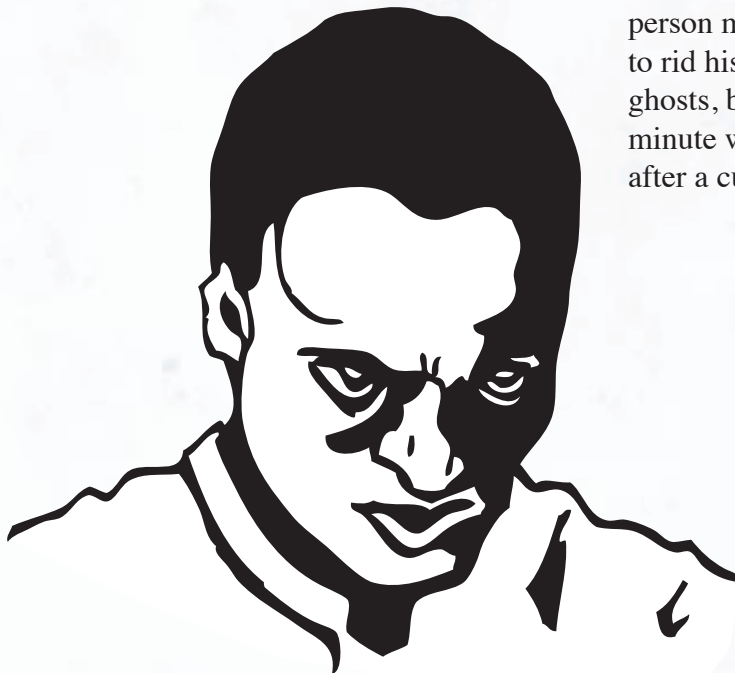
**Languages** native language, plus one other

**SQ** scoundrel's tricks (body language, honeyed words)

The gothic villain is a scheming aristocrat or 'gentleman' whose veneer of sophistication hides a black and scheming heart. He may be a melodramatic moustache-twirler, using a crooked loan arrangement to blackmail a family into giving him their daughter in marriage. He might also be a sadistic killer who uses his position and wealth to stay above suspicion. Other villainous plots include marrying a wealthy heiress in order to murder her for her fortune, swindling lonely widows, and founding a fake cult in order to bilk his followers and create his own personal army of enforcers.

It is quite likely that one may encounter an aristocratic villain socially if one moves in those kinds of social circles. The party may also come across one of the villain's victims as he or she flees for dear life through the darkened streets.

Villain may be in alliance with a supernatural force or cult in exchange for promises of eternal youth or the power to take revenge upon his enemies. Such a person may hire a party of hunters in order to rid his wrongfully-acquired castle of ghosts, betraying them at the last minute when it is revealed that he was after a cursed treasure the whole time.



## **Witch**

**CR** 1

**XP** 600

Human dark witch 2

CN Medium humanoid

**Init** +0; **Senses** Perception +5

### **Defense**

**AC** 11, Touch 11, flat footed 11  
(+1 deflection)

**hp** 11 (2d6+2)

**Fort** +0, **Ref** +0, **Will** +7

### **Offense**

**Speed** 30 ft.

**Melee** knife +1 (1d4-1, 19-20)

### **Witch Spells Prepared**

(CL 4th; concentration +7)

1st-obscuring mist, summon monster I

0 (at will)-acid splash, bleed, daze, mage hand,  
ray of frost

### **Hexes**

cackle, charm, nails

### **Statistics**

**Str** 9, **Dex** 10, **Con** 11, **Int** 12, **Wis** 17, **Cha** 13

**Base Attack** +1; **CMB** +1 ; **CMD** 10

**Feats** Alertness, Animal Affinity, Brew Potion,  
Persuasive

**Skills** Craft (alchemy) +5, Diplomacy +4,  
Handle Animal +7, Heal +10, Intimidate +7,  
Knowledge (arcana) +5, Knowledge (history)  
+5, Knowledge (local) +6, Knowledge (nature)  
+7, Knowledge (planes) +5, Knowledge  
(religion) +5, Profession (fortune teller) +7,  
Profession (herbalist) +7, Ride +0, Spellcraft  
+5, Stealth +2

**Languages** native language

**SQ** summon familiar (cat)

Items scroll of cure moderate wounds, scroll of  
see invisibility, ring of protection +1

Dark witches are men and women who have bargained with unseen forces in exchange for a shortcut to magical power.

One might encounter a dark witch in any forbidding and uninhabitable landscape. They can also be found in the cities, dwelling in wretched slums where no one asks any questions. They sometimes pay visits to ancient tombs, people who own collections of ancient books, and long-forgotten sacrificial sites.

A dark witch may seek to befriend a party of hunters in order to get them to strike against one of his or her supernatural enemies. Covens of dark witches often sell their services to the highest bidder, or otherwise use their powers for personal or financial gain.



## Other NPC Ideas

### Concept

pitchfork mob  
hunts “the most dangerous game”  
henchman  
hired gun  
stage magician  
spirit warrior  
witch hunter

### Class

commoner 2  
hunter 5  
fighter 2  
soldier 3  
wizard 4 (illusionist) 3  
ranger 7  
spiritualist 9

### Challenge Rating

—  
4  
1  
2  
3  
6  
8





# Initiation



: A retired adventurer gathers a group of strangers at his home for a most unusual meeting. The Captain has many dark secrets to reveal to them, but first he requires them to pass a harrowing trial on a remote island. Should the party face this rite of passage and survive, they will be thrust head first into a world of unnatural creatures, secret societies, and things that are terrible beyond human imagination.

## Adventure Background

A depraved cult has resurfaced and established a new chapter in the city of Manchester, England. The members of this sect are obsessed with the search for eternal life. Their quest for immortality has led them down many dark paths and caused them to seek out forbidden secrets. During their search, the cultists have made contact with an aged world traveler who, rumor has it, has amassed a vast library of texts on the most esoteric and arcane subjects. Recognizing the ill intentions of his guests and being familiar with the nature of such secret societies, Captain Aldous Lowell feigned ignorance and sent his visitors away empty handed.

The House of the Flesh Reborn is a group that the Captain had thought to have died out decades ago. In fact, the cult has several active branches throughout Europe. The House's membership is made up of vain, foolhardy individuals lured by the promise of eternal life. More often than not, these lay members are used as pawns by some shadowy figure or group who dismisses the cult members as nothing more than the gullible uninitiated.

The cult believes that The Captain's collection of books and artifacts would be invaluable to them in their search for a way to beat death. Meanwhile, the Captain has heard disturbing rumors out of Manchester: children have gone missing and there is an increase in the sale of body parts and corpses. Captain Lowell knows that he is no longer the man he once was, and the task of dealing with this cult must be left to others. The Captain has decided to once more attempt to assemble together a party of hunters capable of dealing with the horrid monstrosities of this world. Previous attempts to find people suitable for this work ended in disaster, but the Captain is determined to keep searching.

### Adventure Summary

In this adventure, the party will be summoned to Captain Lowell with urgent business. Arriving at the manor house, the party members will be queried about their belief in or history with extranormal threats. After an introductory conversation, the Captain will ask the party to meet him on a lonely island in the North Sea where he will give them further information. The island meeting is really a trap, and the party soon finds themselves being chased by hordes of undead creatures. Returning to confront Captain Aldous Lowell, they will find the manor house in shambles and the Captain mortally wounded. He charges them with continuing his work to defend against 'the things of the shadows,' starting with investigating the House of the Flesh Reborn cult in Manchester.

Traveling to Manchester, the party attempts to make sense of the Captain's notes about the cult. They have several leads and are left to their own devices/preferred strategies on



how to pursue these leads. Eventually, the party is drawn to cult's lair where they will face their first true test against intelligent evil in the form of a Regalda Smith and her pet creatures.

## Characters

This adventure is designed as an introduction to the setting and rules of the Monster Hunters RPG. This adventure is suitable for four to five 1st level characters. Initiation can be used as a one-shot adventure or as the introductory arc of a longer campaign. The adventure is structured in a way that allows the Hunt Master to bring together a disparate group of characters without relying on the cliché of a chance meeting.

### Relationship Background Traits

Prior to the Adventure, encourage the players to select a background trait that links their characters with the Captain (this is not mandatory, but will help add connection and personal investment in the early adventure).

### Estranged Parent

You are (or at least believe that you may be) the child of Captain Aldous Lowell, although he might as well be a stranger. Perhaps your mother had a fling with the Captain during his travels, perhaps it was something more. In any event, you spent much of your childhood hearing about the Captain and you were surprised to receive his summons. Being born out of wedlock has made you an outcast in your community. Due to your experience being bullied as a child and eventually learning to stand up to your tormentors, you gain a +1 bonus to Intimidate checks and Intimidate is always a class skill for you.

### Former Commanding Officer

Captain Aldous Lowell was once your commanding officer in the British Army. You have much respect for the man, although you've heard that his eccentricities (well known in the time you served under him) have become even more pronounced in his retirement. Because of your background serving in the field, you gain a +1 bonus to Perception checks and Perception is always a class skill for you.

### Savior

During a run in with a monster, Captain Aldous Lowell saved your life. You've always looked up to the man, perhaps you've even learned to use the fear and vulnerability you felt to motivate you, and now you wish to follow in his footsteps as a stalker of shadows. Given your experiences with the supernatural, your natural jumpiness grants you a +1 to reflex saves.

### Family Friend

The Captain was a friend of your family, someone you referred to as 'uncle' even though you have no blood relations with him. You tend to view him as a harmless, if somewhat silly, old man whose stories are as entertaining as they are suspect. You gain a +1 bonus to Diplomacy checks, and Diplomacy is always a class skill for you.





### **Employer**

You worked for the Captain and found him to be fair enough if more than a bit stern. Despite all his worldliness, the Captain is a proper English gentleman who fully believes in the class system and this lead to an arrogant disdain of anyone he considers below his station - a flaw of which you have firsthand experience. You gain a +1 bonus to Knowledge [nobility] and Knowledge [nobility] is always a class skill for you.

### **Rival**

You've long competed with the Captain: at one time vying for the same cherry commission of assignment (or over a string of them). You have a begrudging respect for the older man, although you do not quite understand how he always managed to gain influence beyond what one would expect. Because of your suspicions, you gain a +1 bonus to Sense Motive checks and Sense Motive is always a class skill for you.

### **Recruiter**

The Captain has become aware of you through professional contacts and has worked to groom you by funding expeditions, scientific research, et cetera. Due to your experience with a variety of environments, you gain +1 to fortitude saves.

### **Dramatis Personae**

#### **Captain Aldous Lowell**

Known by most as 'The Captain,' Lowell is a semi-famous explorer and adventurer who has been traveling the world for over 50 years. He cut his teeth as young boy following his father on various business ventures. Over the course of his life, he has fought with outlaws in the American West, gone on safari in Africa, and explored distant parts of the South Pacific as the various European powers have established

and fought over their colonial claims. He's served as a diplomat, negotiator, soldier, and company representative in his long and varied career. However, during his many travels he has brushed up against horrors beyond the experience of most men, and it is to these matters he turns his thoughts as he languishes in attempted retirement.





Even though he still possesses much of the charisma and physical stamina that served him well in his earlier life, the Captain is a man far past his prime. Now in his 70s, he sports a carefully sculpted silver beard, wears clothes that are expensive (though about two decades out of fashion), and walks with a slight limp he goes to great lengths to hide. He always wears a Colt Peacemaker on his hip, and he keeps a smaller revolver tucked discretely into his vest.

The Captain is having an extremely hard time retiring, not least of which because he has no small share of regrets and guilt over adventures gone wrong and the moral compromises he has made along the way. The Captain hopes to assemble a team of monster hunters to act as his proxy as he grows physically less capable. After doing some research, he has selected the PCs to begin helping them 'benefit' from his experience, connections, and wealth. Whether they particularly 'want' this help or not is somewhat immaterial.

Prior to the adventure, the Captain recruited a similar group of individuals he hoped he could mold into an effective team. He sent them to Stroma Island as their initiation: Stroma is a tiny uninhabited island where 1,400 years ago a clan of Saxons fought a dread sorcerer. Echoes of the powers used in that battle soaked into the land itself and with regularity these energies reanimate the dead. The Captain believes that this 'Echo' to be a perfect introduction to supernatural dangers. And while the first group he sent failed to survive the night, he isn't about to give up trying to find a party that's 'up to snuff.'



## The Captain

**CR 7**

**XP 3,200**

Human (aristocrat) soldier 5, vagabond 3

LN Medium humanoid (venerable)

**Init** -1; **Senses** Perception +1

### Defense

**AC** 9, **Touch** 9, **flat footed** 9 (-1 **Dexterity**)

**hp** 35 (5d12-10 plus 3d8-6)

**Fort** +3, **Ref** +3, **Will** +5 (+7 against fear)

**Defensive Abilities** bravery +2, evasion

### Offense

**Speed** 20 ft.

**Melee** silver-topped cane +8/+3 (1d6, x2, silver)

**Ranged** Colt Peacemaker range 15 ft., +9 (touch) (2d6+1, x4) or coat pistol range 15 ft., +8/+6 (touch) (1d6+1, x3)

**Special Attacks** weapon training (pistols +1)

### Statistics

**Str** 11, **Dex** 9, **Con** 7, **Int** 17, **Wis** 13, **Cha** 20

**Base Attack** +8/+3; **CMB** +8; **CMD** 18

**Feats** Combat Expertise, Greater Called Shot, Improved Called Shot, Military Training

**Skills** Bluff +17, Diplomacy +17, Handle Animal +15, Intimidate +17, Knowledge (all) +4, Ride +9, Sense Motive +11, Sleight of Hand +0, Stealth +0, Survival +12

**Languages** English, Afrikaans, French, Massai, Zulu

**Special Qualities** life on the road, trench crawl worldly lore

**Items** Colt Peacemaker, coat pistol, silver-tipped cane.

### Special Abilities

**Bravery (Ex):** A soldier gains a +1 bonus on Will saves against fear. This bonus increases by +1 for every four levels.

**Evasion (Ex):** A vagabond can move with unbelievable speed to get out of harm's way. If he or she makes a successful Reflex saving throw against an attack that normally deals

half damage on a successful save, he or she instead takes no damage. Evasion can be used only if the vagabond is wearing light armor or no armor. A helpless vagabond does not gain the benefit of evasion.

**Life on the Road (Ex):** The experience gained during a life of rough travel causes a vagabond to develop expertise in certain skills. Starting at 2nd level, this character adds half his or her class level (minimum 1) on all checks made with the Sleight of Hand, Stealth, and Survival skills.

**Trench Crawl (Ex):** While prone, a soldier with this ability can move at half speed. This movement provokes attacks of opportunity as normal. A soldier with this talent can take a 5-foot step while crawling.

**Weapon Training (Ex):** Starting at 4th level, a soldier can select one group of weapons, as noted below. Whenever he attacks with a weapon from this group, he gains a +1 bonus on attack and damage rolls.

**Worldly Lore (Ex):** Thanks to years on the road, a vagabond has a wide range of casual knowledge. A vagabond adds half his or her class level (minimum 1) on all Knowledge skill checks and may make all Knowledge skill checks untrained.

## Kakuta

At present time, Kakuta Chege is the Captain's only companion and ally. Kakuta is a Maasai warrior oft mistaken for a servant due to his African heritage and the fact that he drives the Captain's motor coach and performs other duties for him. When asked about his unusual comrade, the Captain simply replies, "He killed his first lion when he was eleven years old. After hearing that, I had no more questions." Kakuta is tall, lean, and very dark-skinned. He is quiet and stoic, leading many people to assume that he does not understand English, though this is not the case. The especially observant will note that he seemingly always has a cheap paperback on him.

Kakuta's tribal elders urged him to accompany the Captain back to England to learn the British ways; Kakuta and his tribe hope to use this knowledge to better negotiate the upcoming treaty that will determine Maasai land rights for decades to come. He has recently learned that the members of his age cohort are due to be promoted from warrior to junior elder. This development has prompted Kakuta to consider returning to his home.





**Kakuta****CR 4****XP 1,200**

Human (rustic) hunter 5

LG Medium humanoid

**Defense****AC** 13, **Touch** 13, **flat footed** 10 (+3 Dexterity)**hp** 37 (5d10+5)**Fort** +5, **Ref** +4, **Will** +5**Offense****Speed** 30 ft.**Melee** masterwork knife +6 (1d4, 19-20)**Ranged** Lee-Enfield rifle range 140 ft., +11 (touch) (2d6+2, x4)**Special Attacks** favored enemy (animals +2, undead +4), weapon dedication (Lee-Enfield)**Spell-like Abilities** (CL 5th; concentration +6)

1st-hide from animals, pass without trace

**Statistics****Str** 13, **Dex** 17, **Con** 12, **Int** 13, **Wis** 13, **Cha** 12**Base Attack** +5; **CMB** +6 **CMD** 19**Feats** Far Shot, Improved Initiative, Point-Blank Shot, Sniping**Skills** Climb +9, Drive +3, Knowledge (nature) +9, Perception +9 (+11 plains), Stealth +11 (+13 plains), Survival +9 (+11 plains)**Languages** Massai, English**SQ** big medicine x2, favored terrain (plains)

Items Lee-Enfield Rifle

**Special Abilities**

**Big Medicine (Su):** Contact with indigenous peoples or other cultures that have not abandoned mysticism has taught the hunter how to commune with the natural world. A hunter with this trick can cast a single spell once per day as a spell-like ability. Treat the hunter's class level as the caster level for spells with level-dependent effects. The hunter must select this spell from the following list: calm animals, charm animal, endure elements, hide from animals, longstrider, pass without trace. This trick can be taken more than once, each time it applies to a different spell.

**Favored Enemy (Ex):** At 1st level, a Hunter selects a creature type from the favored enemies table. He gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against creatures of his selected type. Likewise, he gets a +2 bonus on weapon attack and damage rolls against them. A hunter may make Knowledge skill checks untrained when attempting to identify these creatures.

At 5th level and every five levels thereafter (10th, 15th, and 20th level), the hunter may select an additional favored enemy. In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired) increases by +2.

**Favored Terrain (Ex):** At 3rd level, a hunter may select a type of terrain from the Favored Terrains list. The hunter gains a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks when he or she is in this terrain. A hunter traveling through his or her favored terrain normally leaves no trail and cannot be tracked (though he or she may leave a trail by choice).

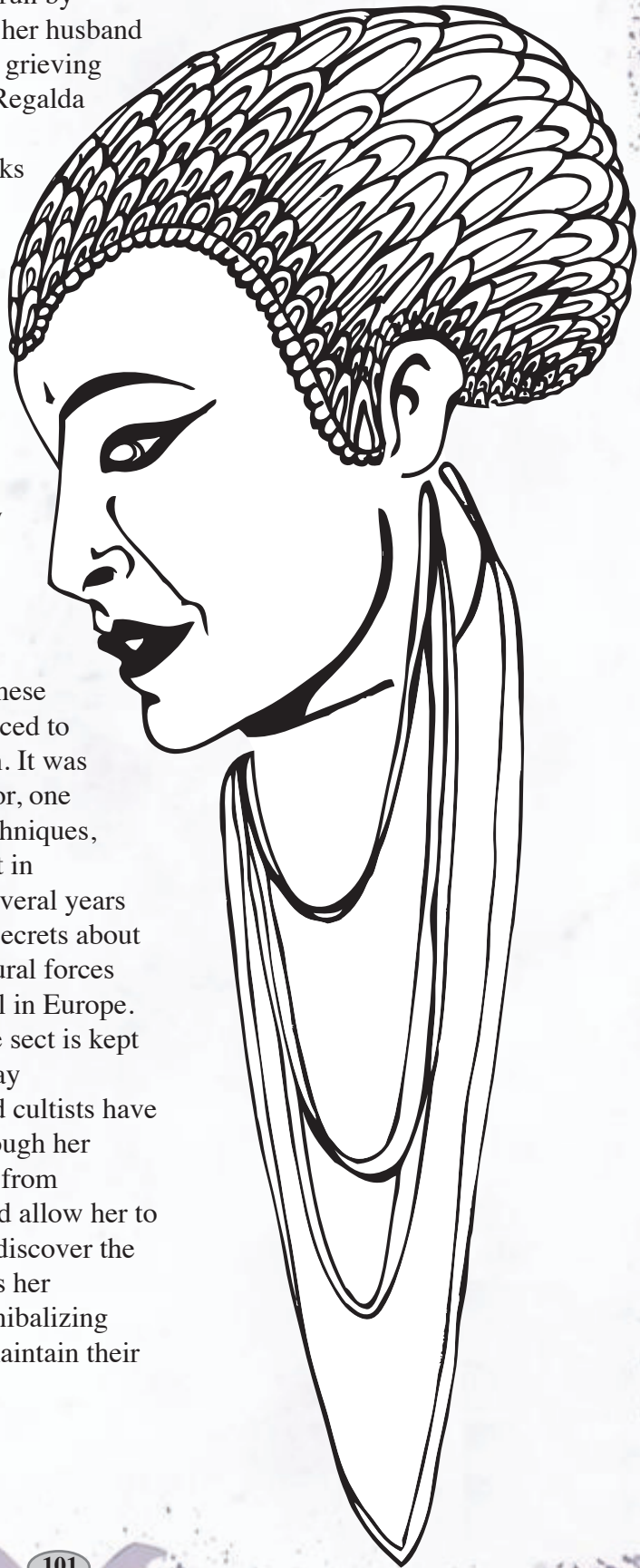
**Weapon Dedication (Ex):** At 1st level, a hunter selects a single type of weapon to specialize in. Thereafter the hunter gains a +2 to attack and damage rolls when using this weapon. While using any other weapon, the hunter suffers a -1 penalty to attack and damage. The dedicated weapon must be a specific type. For example, the hunter could select either longbow or shortbow, but not bows in general.



## Regalda Smith

The Manchester chapter of The House is run by Regalda Smith - a fledgling witch. When her husband died several years ago Regalda was left a grieving widow at 29. After her husband's death, Regalda discovered a set of journals that he had hidden away from her. The early notebooks contained information detailing Mr. Smith's search for a way to cure his terminal condition. The later journals devolved into an obsessive, madly-scrawled rant about his quest to defeat death itself. Regalda read her late husband's writing with great interest. She eventually adopted his search as her own mission to find a way to unnaturally prolong life and eventually bring the dead back to life.

Mr. Smith's journals mention a number of connections he made during his quest to defeat death. Regalda reached out to these contacts one by one until she was introduced to a group called the House of Flesh Reborn. It was through this group that she found a mentor, one that began to train her in dark spiritual techniques, and she founded a new chapter of the cult in Manchester. Regalda has spent the last several years growing the group, learning ever darker secrets about thwarting death and the various supernatural forces and factions that haunt and vie for control in Europe. Though the peripheral membership of the sect is kept happy with vague promises about someday overcoming mortality, the more dedicated cultists have begun to get impatient with Regalda. Though her powers are impressive, she is a long way from commanding the type of magic that would allow her to bring back the dead. While she works to discover the secrets of life and death, Regalda placates her followers with the false promise that cannibalizing the flesh of children will allow them to maintain their youth and vitality.



**Regalda Smith****CR 3****XP 600**

Human dark witch 4

CE Medium humanoid

**Init** +0; **Senses** Perception +6**Defesne****AC** 11, **Touch** 11, **flat footed** 11 (+1 deflection)**hp** 30 (4d6+15)**Fort** +2, **Ref** +1, **Will** +5**Offense****Speed** 30 ft.**Melee** masterwork silver knife +3

(1d4-1, 19-20)

**Witch Spells Prepared**

(CL 4th; concentration +7)

2nd--false life (already cast and calculated in her stats), darkvision

1st--obscuring mist, summon monster I, ray of enfeeblement x2

0 (at will)--acid splash, bleed, daze, mage hand, ray of frost

**Hexes**

cackle, charm, child-scent, evil eye

Statistics

**Str** 9, **Dex** 10, **Con** 12, **Int** 17, **Wis** 12, **Cha** 12**Base Attack** +2; **CMB** +1 ; **CMD** 10**Feats** Alertness, Animal Affinity, Brew Potion, Toughness**Skills** Craft (alchemy) +7, Diplomacy +3,

Intimidate +5, Knowledge (arcana) +7,

Knowledge (history) +7, Knowledge (local) +8,

Knowledge (nature) +7, Knowledge (planes)

+5, Knowledge (religion) +5, Profession

(fortune teller) +7, Profession (herbalist) +7,

Spellcraft +5,

**Languages** English, Italian, French**SQ** summon familiar (cat)**Items** scroll of cure moderate wounds, ring of protection +1. She also has a small clutch on her person which contains 150 pound sterling (paper notes).**Special Attacks****Cackle (Su):** A dark witch can cackle madly as a move action. Any creature that is within 30 feet that is under the effects of an agony hex, charm hex, evil eye hex, fortune hex, or misfortune hex caused by the dark witch has the duration of that hex extended by 1 round.**Charm (Su):** A dark witch can charm an animal or humanoid creature within 30 feet by beckoning and speaking soothing words. This improves the attitude of an animal or humanoid creature by 1 step, as if the dark witch had successfully used the Diplomacy skill. The effect lasts for a number of rounds equal to the Witch's Intelligence modifier. A Will save negates this effect. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.**Child-Scent (Ex):** The dark witch gains the scent ability, but only with respect to humanoid children and immature animals. Thus, she could sniff out a child's hiding place or a den of wolf pups, but not the child's parents or the den mother.**Evil Eye (Su):** The dark witch can cause doubt to creep into the mind of a foe within 30 feet that she can see. The target takes a -2 penalty on one of the following (witch's choice): AC, ability checks, attack rolls, saving throws, or skill checks. This hex lasts for a number of rounds equal to 3 + the witch's Intelligence modifier. A Will save reduces this to just 1 round. This is a mind-affecting effect. Save DC is 14.



# Part 1:

## The Captain's Summons

### Read this to the get started:

You are contacted (through a handwritten letter, post, or telegraph) and invited to the ancient manor home of a wealthy British man known as The Captain: aka Captain Aldous Lowell. All of you know of the Captain, either by reputation or through a more personal connection. After travelling some time, you arrive at Lowell House: a looming mansion that gives a sense of slowly rotting wealth.

The grounds are maintained somewhat, but everywhere there are small details (chipped paint, cracked shingles, and unkempt shrubbery) that suggest the home is not cared for like it once was. The windows have a gray film over them. [DC 20 Perception check to note that it was intentionally placed]. Lowell House is a three story mansion with maybe two dozen rooms, servant's quarters, and an extensive entertaining area.

Knocking on main door, the party is greeted by an extremely tall and thin African man: KAKUTA CHEGE [Hunter 5]. Katuta nods to the PCs as he's been expecting them, but says nothing. He motions them in and leads them to the parlor. The room is full of curios and artifacts from the Captain's travels (a shrunken head, strange masks, spears and other now exotic weaponry) although one cabinet remains conspicuously locked (Requires a DC 30 disable device check to unlock, although it holds nothing but more curios). This is an opportunity for the PCs to introduce themselves to each other if they are not already familiar.

After waiting for the Captain for some minutes, the elderly soldier comes walking in, relying on his silver cane to an almost imperceptible degree.

This is CAPTAIN ALDOUS LOWELL  
[Soldier 5, Vagabond 3].

### Read aloud:

The Captain, a large gray-haired man with pronounced whiskers, clears his throat and says, 'Welcome, welcome. Thank you all for coming. For those of you who I've never met in person, I am Captain Aldous Lowell and I suppose you're wondering why I've called you all here.' He pauses, sits a bit too abruptly into an overstuffed chair. 'I am an old man of some means you see, but I have no heir; no one to carry on my legacy. No one to carry on my work. I'd like to change that.'

The Captain invites them into the dining room where his cook has laid out a sumptuous repast. When asked about what kind of work he wants continued, the elderly man gives only vague answers or brushes them off with, "All in good time." Kakuta dines with them, but says next to nothing.

After dinner Lowell intends to talk to the PCs about the existence of monsters if they do not already know, and he asks them questions about their experiences if they have already had a brush with the supernatural. The Captain will produce the news articles, police reports, and correspondence by which he learned of these encounters. To those who have not experienced the supernatural personally, the Captain will not try to convince them, for he feels no proof or argument would be sufficient. He is specifically looking to train them as his replacement/surrogates. After dinner the group returns to the parlor where tea, coffee, and good brandy are waiting for them.

**Read aloud:**

The Captain pours himself a glass of amber liquor from the small side table, and offers glasses to the rest of you.

‘You’ve all come to my attention in various ways; you are all just the types that I’ve been meaning to meet. I’ve friends in high places you see, and they’ve been whispering about each and every one of you.’ He glances to a dark, locked cabinet and drains his glass.

‘I’ve seen many things over the course of my long life. I have been in shootouts with outlaws in the American West, hunted big game in Africa, and fought with Zulu warriors in hand-to-hand combat. I’ve climbed mountains and sailed through typhoons. I tell you these things, not to boast about my courage, but to give you the context you need to truly understand what I mean when I say that there are things in this world that frighten me to the bone.

‘Now as I make my final decision of heir designate, which may be some or one or all of you, I need to ask you some questions, queries for which only this in person meeting could serve. I hope you’ll have to forgive this old man his eccentricities.’ He smiles, and then his face grows deadly serious.

The Captain asks each person in turn. He pauses between the questions, genuinely interested in the PC’s responses.

‘Have you ever killed a man?’

‘Have you ever killed something shaped like a man, or that walked like a man, or thought like a man but was fouler somehow... something twisted and wrong?’

‘Do you think you could?’ or ‘Could you do it again?’

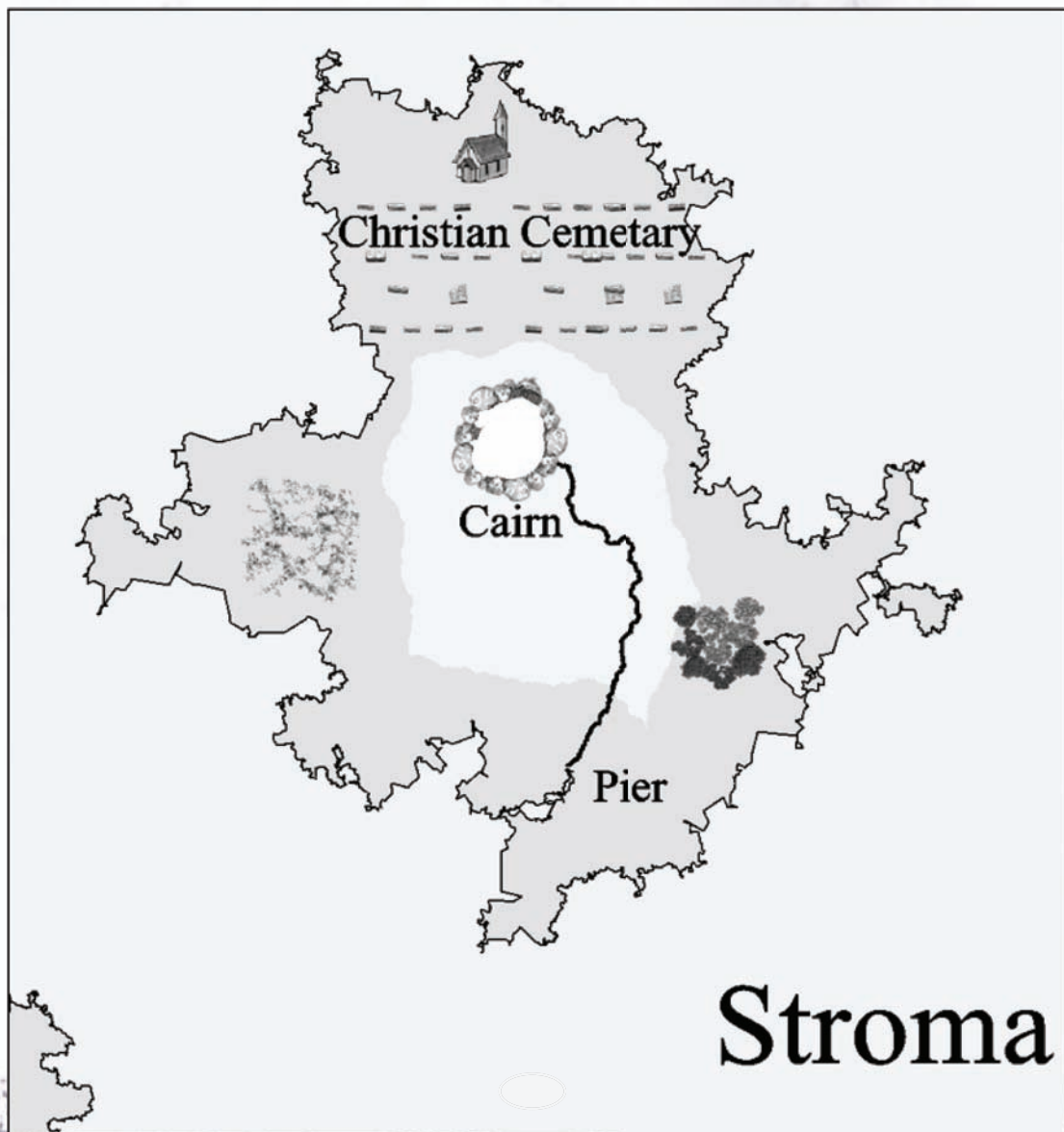
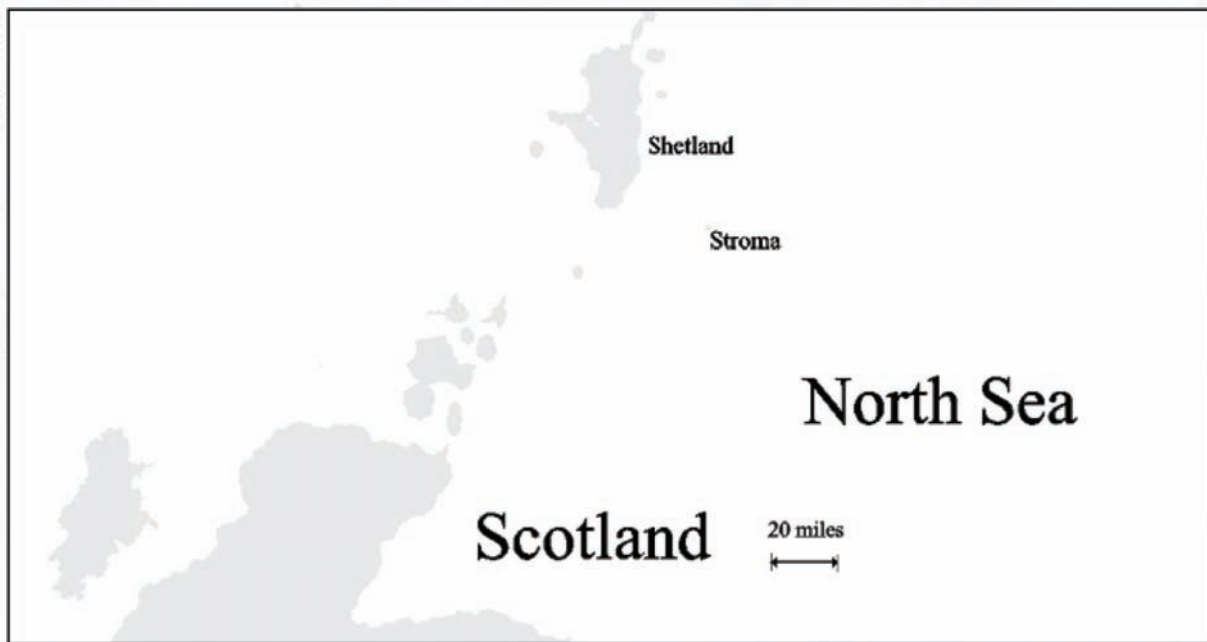
These questions will likely spark a good deal of conversations and inquiries. The Captain will answer as best he can, but he is hesitant to share too much.

## Part 2: Island of Stroma

If the PCs do as instructed, they are whisked away by hired car to a nearby port, Thurso, where a small fishing boat waits to sail them off to the Island of Stroma.

The boat Captain, Hector Brimley (hereafter referred to as Mr. Brimley to avoid confusion with the Captain), nods at the PCs and says ‘Aww, you must be the new group sent by Mr. Lowell. Well, guess you’ll be wanting to see the old grounds then?’ While Mr. Brimley is impatient, he will allow the PCs to acquire any necessary goods in the small town of Thurso, a whaling and shipping port. Brimley acts as if he expects the party members to purchase ammunition and weapons because, “That’s what the others did.”

When finally travelling, the sea is choppy and the skies stormy, and the PCs have to make a DC 14 Fortitude save to avoid being nauseated, feeding the fish with the contents of their stomachs (this condition ends once they get to solid ground). The first party of the journey takes the better part of two days, Brimley resupplies again in the Shetland islands, and by the time the PCs arrive on the third day, the sky is quite dark. Note: Mr. Brimley is -as instructed- taking a roundabout way to the Island, giving Kakuta time to arrive there before them. If any of the PCs have Profession [sailor], a DC 17 check allows them to notice the indirect course.





If the PCs ask about the island, or what's expected of them once they arrive, Mr. Brimley simply states that 'I've never set foot on the Island myself, wouldn't be right. But I've helped the Captain visit many times. He's a devout man, and he pays his respects. Rare enough in this time.' If queried about when Captain Lowell is arriving or if he has arrived, Mr. Brimley simply responds 'Aye, he told me he'd be meeting you up at the grounds, waiting for you.'

**When the PCs arrive on Stroma Island, read this to them:**

Several hours after sunset, you hear the faint toll of a church bell as it rings from a nearby island. Shortly afterwards, the boat docks at a small, rough pier. Mr. Brimley hops off to tie down the ship. The island is a tiny, stark piece of rock with only a few stunted, wind whipped trees. There's a clear path leading up to a slight incline. Silhouetted by moonlight, a ring of marker stones sits on the nearby hilltop.

Mr. Brimley gestures up towards the marking stones, and then hops back into the ship to play a Gramophone recording of an Opera [DC 15 Linguistics Check or Italian Language Proficiency to recognize it's an opera in Italian, and an additional DC 15 Knowledge [Arts] check to recognize the opera as Manon Lescaut).

As the PCs walk up the path to the hilltop, they can make a DC 10 Perception check to notice that the boat's has started pulling away from the dock. If they run back towards the pier, Mr. Brimley shouts 'Don't worry, I'll be back in the morning,' and then begins drunkenly singing along with his opera.

**As the PCs walk up the path read this to the players:**

The path winds up a small hill towards the towering cairn stones. In your torch-light, you can see that the stones are marked by strange angular symbols (DC 15 Knowledge [history] check to realize that these are Old Norse runes, DC [20] Linguistics Check to realize that these are wardings for protection.)

As the party explores Stroma, allow them to make Perception checks to notice a number of odd things about the island.

**DC 12:** A number of items are strewn about the trail: a canteen, a coil of rope, an empty ammunition box.

**DC 16:** Bullet holes mark several of the trees and marker stones.

**DC 22:** There is not the slightest hint of moss growing on any of the cairns, nor is there any grass growing over top the graves.

**Read Aloud:**

As you reach the top of the rise, you notice dozens of grave stones -many of which have inscriptions in the same angular script- and four figures huddled around the remains of a small campfire.

If the PCs are suspicious of the figures, a DC 25 Perception check will reveal that they are unnaturally still. The PCs hear voices speaking, but amidst the sudden gust of wind they can't make out the words. If they hail the figures, there is no response.

As they move ever close to the figures, the wind whips at them, cold and salty. The voices grow louder, and with a DC 20 Perception check the party can tell they're not speaking English. The words sound more like German (although any PC fluent in German or who make a DC 15 Linguistics check can tell it's not German).

Finally, when the PCs are within twenty feet, the distant church bell tolls twelve times, and the sitting figures before them begin to stir and turn. In whatever light the PCs are using, they can see this group's faces are twisted in rictus grins; their eye sockets empty and leaking green. The zombies of the last party the Captain sent here begin to shuffle towards the PCs.

At the stroke of midnight on the anniversary of the ancient battle, all of the corpses buried on the island rise from their resting places, just as they have done for centuries. The dead are scattered about the island, so they come in waves, giving the party time in between to catch their breath and make preparations. It should become clear to the party that there are too many undead for them to defeat no matter how valiantly they fight. If the party easily cuts through waves 1 and 2, don't be afraid to throw in additional waves of zombies, skeletons, or even ghouls before. Their only real objective is to survive until dawn when the dead are once again given rest and the monsters return to their graves.

The undead have darkvision, so hiding from them becomes problematic in the sparse cover of the island, though the low Perception scores of zombies and skeletons make it possible to hide among the ruins of the ancient burial ground.

Hidden atop some broken ground to the northeast (DC 30 Perception check to notice), Kakuta lays prone with his modified MLE rifle (range 140 ft., +15 (touch) (2d6+4, x4), favored enemy, weapon dedication), watching the battle from a distance, and evaluating the PCs for the Captain. He is prepared to aid them if they get in over their head only as a last resort. He will snipe at undead to save a character that is badly injured or surrounded. He also carries with him a potion of cure light wounds, and he will throw it to a character that is attempting first aid on a comrade. Kakuta arrived via a small boat which is secured in a secret cove on the other side of the Island, and he will slip away by the same means when the battle is over.



The various ringing Cairn Stones may be climbed with a DC 15 Climb check to grant tactical advantage. The undead have no ranged attacks, and will be hard-pressed to reach someone on top of a stone.

## Wave 1

### 4 Zombies [Pathfinder Bestiary]

First, the four figures around the campfire rise, stumble towards the PCs. These corpses are the last group the Captain sent to Stroma; those who failed this 'initiation.' Play up that these four zombies look similar (build, equipment, and/or 'class' wise) to the party itself, as the Captain contacted them in the same manner as the PCs were brought together.

**Treasure:** The zombies carry the following gear: Smoke Stick, x3 vial of Holy Water, coat pistol, ten rounds of pistol, a truncheon (club), 2 vials of acid, two matching masterwork knives, and 25 pounds sterling. In the middle of the campsite the party finds a message in a bottled left there by Kakuta (see below). The rest of the group's equipment has been rusted and rotted to the point of uselessness.

My Friends,

I imagine you're none too pleased with me at the moment. This is understandable. By now you can see that Stroma Island is not the resting place of my ancestors, but a place where the dead rise from their graves on one night a year. If you survive until dawn, I suspect you would have words with me. You may even wish to kill me, but that too would be a test of your skills.

Please hear me though when I state that this 'initiation' is absolutely necessary: necessary to remove any doubts any of you might have had about the true nature of the world, the true nature of the war with the things of the shadows I am to ask you to undertake for the sake of mankind. More to the point, you needed a battle to mold you from the disparate individuals into a functioning team - an engine where all the pieces snap together. Shared danger forges strong bonds in people.

And, it must be said, the creatures that haunt this island are much less dangerous than the type of things I will be tasking you with further. With this unpleasantness behind us, I believe you will be ready to look into a situation I have discovered in Manchester; there's a storm brewing there and I shudder to think of what will happen if we do not resolve the situation. If you live through the night, please meet me back at Lowell house: I owe you all a drink and a lengthier explanation than this parchment can allow. We can discuss naming you Successor Trustees of my Estate on your return.

Sincerely;

Captain Aldous Lowell



## Wave 3

### Carrionstorm x2

#### Read aloud:

The moon turns blood-red and silhouetted against it the air grows thick with ravens cawing. Between the cries of the black-birds something that almost sounds like language can be heard. The crows descend upon the broken bodies of the dead, and where they touch, the body parts take to the air.

As more and more of the winged creatures begin to swarm, bits and pieces of the recently dispatched undead (the zombies and skeletons) begin to twitch and move of their own accord until they form two distinct masses of mixed bird and corpse. Describe how the damage the PCs previously did against the skeletons and zombies provides parts to the storm of bird beaks, talons, and animate parts which now attack them. (Note that since this is a swarm comprised of tiny creatures, it take 50% damage from weapons.)



#### Several minutes after dispatching the zombies, wave two begins:

As you gather your composure after the ghastly sights you have just witnessed, you catch glimpses of more figures shambling through the darkness. With great horror you realize that this entire island is crawling with the undead.

## Wave 2

### 6 Skeletons [Pathfinder Bestiary]

From right next to where the various PCs stand, skeletons claw their way through the ground. It takes the skeletons one full round action to dig and stand, and this action does provoke attacks of opportunity; the party has time to strike at them as they rise from their grounds. These skeletons wield ancient arms and armor and are Saxons who died here over a thousand years ago. They have been brought up out of the grave over and over again by the curses of the long-dead necromancer; words of power and evil that still resonate, bouncing between the earth and stones.

#### Read aloud:

The voices from all around grow louder, and what sounds like distant thunder booms in the distance. Suddenly, boney hands burst from the graves all about you.

Treasure: These skeletons carry little of value, their arms and armor rusted and broken. One however wears a crude and tarnished silver necklace set with a rough emerald worth 15 Pounds Sterling.

# Carriionstorm

Bits of feather and flesh buzz around this swarm of rotting ravens like flies, countless lifeless eyes staring out from the chaos.

## Carriostorm

**XP** 400

**NE** Tiny undead (swarm)

**Init** +4; **Senses** darkvision 60 ft.; **Perception** +6

## Defense

**AC** 12, **touch** 12, **flat-footed** 12 (+2 size)

**hp** 11 (2d8+2)

**Fort** +1, **Ref** +0, **Will** +5

**Defensive Abilities** swarm traits; Immune undead traits

**Weaknesses** vulnerable to channeled energy

## Offense

**Speed** 10 ft., fly 40 ft. (good)

**Melee** swarm (1d6 plus distraction)

## Statistics

**Str** 1, **Dex** 11, **Con** -, **Int** 2, **Wis** 14, **Cha** 13

**Base Atk** +1; **CMB** -1; **CMD** 4 (can't be tripped)

**Feats** Improved Initiative

**Skills** Fly +12, **Perception** +6

**SQ** pallid bond

## Special Abilities

### Pallid Bond (Ex)

A carriionstorm never initiates an attack on a creature that openly wears a holy symbol to an evil god or that is itself undead. If attacked first by such a creature, the carriionstorm's swarm attack deals only 1d3 points of damage to that creature rather than the usual 1d6 points.

### Vulnerable to Channeled Energy (Ex)

A carriionstorm takes 150% as much damage as normal from channeled positive energy.

## Wave 4

**1x Skeletal Champion**  
[Pathfinder Bestiary]

### Read Aloud:

The air grows still, and the largest cairnstone splits. Lightning crackles between the other cairn stones, and there is a massive skeleton, silver sigils etched all over its bones. Its face twists almost like a grin and it readies its weapon, feeling almost as if the sky would crack. From out of the center of the stone ring, to a choir of ancient voices screaming a single skeleton rises - its eyes glowing green and throbbing.

### Treasure:

In addition to its ancient -but still well made and supernaturally preserved- arms and armor, the Skeletal Champion wears an ornate Gold and Ruby necklace worth 400 pounds sterling.

Once the Skeletal Champion is dispatched, the sky returns to its normal color, but it's obvious that dawn is breaking.

## Aftermath

If at any point Kakuta intervened, he now fully reveals himself by shouting at the party. He praises the party depending on how many waves they got through without his intervention:

'The Captain shouldn't have sent you here, you weren't ready,' if he intervened on the first wave,

'You have some skills, but it is happy I was here with my rifle no?' If he intervened on the second wave,

'You are mighty hunters, the Captain was right about you,' if he intervened on the third wave.

'I would be honored to fight with you any day,' if he intervened on the fourth wave.

If Kakuta does reveal himself in this way, after speaking briefly to the PC he sprints off into the night, ignoring what difficult terrain to get into his small, one man boat and return to Lowell House. Otherwise he returns without incident. Either way, he reports to the Captain what he witnessed.

At this point, from the pier where they arrived they hear the blast of a ship's horn. Walking up, they see Mr. Brimley on the pier, pipe in hand.

If the PCs question Mr. Brimley he holds up his hands, 'Hey, I don't know nothing about nothing. I did as I was told, same as you; and now I'm supposed to get you back to the mainland. Now come on.'

For surviving the night on Stroma and returning to the mainland, reward the PCs an additional 200 XP each.

It takes two days for the party to reach Lowell house, giving the hunters a chance to rest and heal their wounds.



## Part 3.

### Lowell House in Ruins

**When the party returns to his estate, read the following.**

After the driver drops you off before the long lawn in front of Lowell house, you immediately get the feeling that something isn't right. (DC 10 Perception check to notice that Kakuta's cattle are roaming the front lawn and a DC 18 Perception Check to notice the main door has been forced in). From a second story window, a wan trickle of smoke escapes from one of the small windows.

When the PCs approach the main door, Kakuta kicks it open. He is bleeding from his side and in his arms is a coughing Captain Lowell, his body leaking from four small bullet holes. They appear to be arguing, Kakuta saying 'We can get you to that white witch in...' 'No, there's no time my friend,' before the Captain sees the PCs. He insists that Kakuta put him down. He jerkily motions to PCs closer; struggles to speak, interrupted by racking coughs.

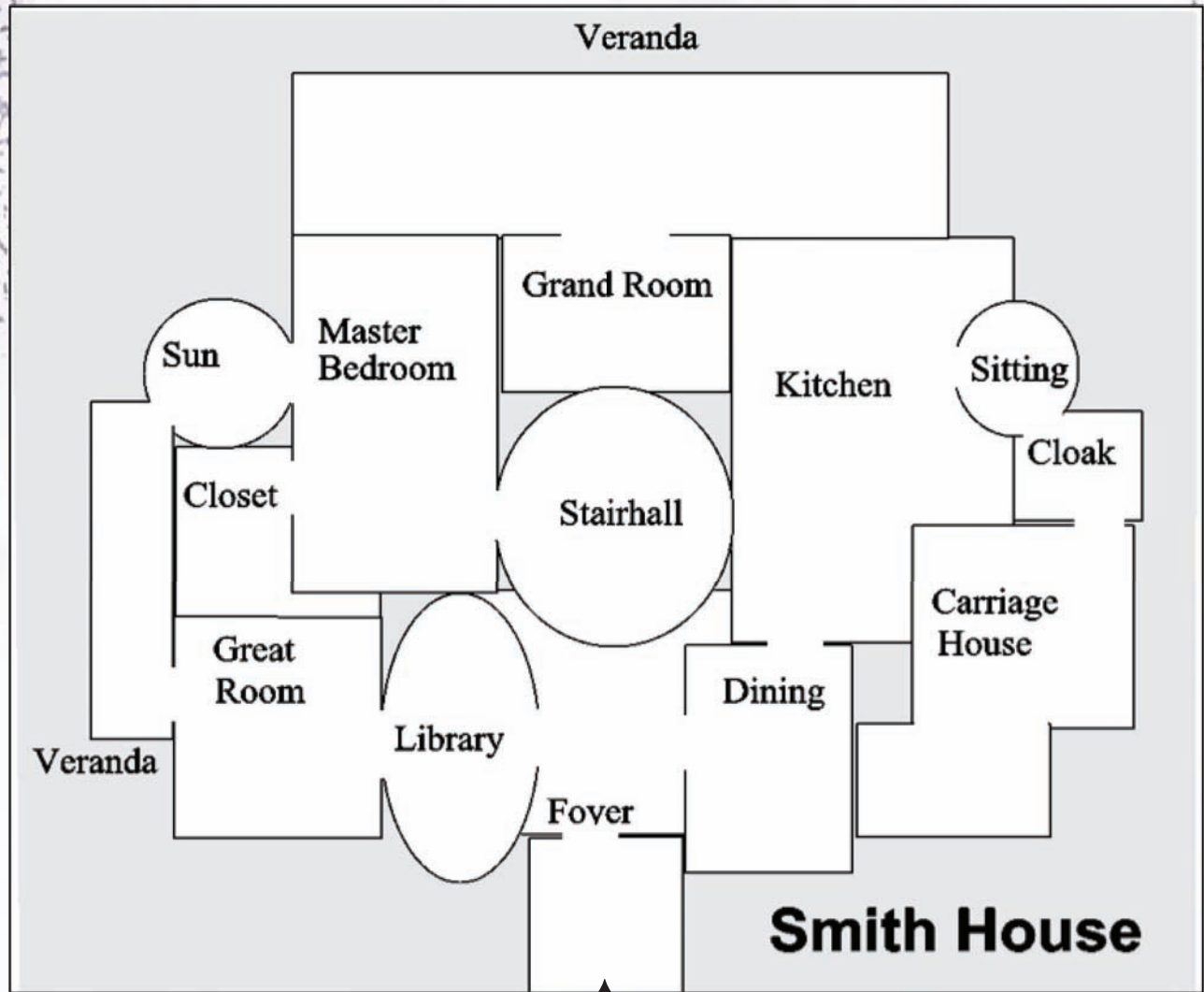
'This is all wrong. I needed, wanted, more time. Build your trust, convince you.'

He coughs up a mixture of phlegm and blood.

'Understand, I... I have seen things in my life. Fought them. And I've done things. Most times to right bastards who deserved worse than they got but sometimes...

His eyes unfocus, and then he blinks and sees you again.





‘Whatever God or Gods may be, I wonder how they’ll judge me. But you all... you all have the chance to make things right. You’re needed. In more ways than you can know.’

He thrusts some blood splattered pages at them.

The Captain lives to answer one or two questions from the PCs before he dies.

When he finally expires, Kakuta lays him down gently and closes the Captain’s eyes for the last time. At this point, Kakuta ignores the PCs and stalks into the house, takes the red hot poker from the fireplace and uses it to cauterize the wounds in his side. He seems to be lost in thought for several minutes, before finally returning his gaze to the PCs.

‘There is the question then. You saw what’s out there on the island, you saw how the Captain died. You follow his path, maybe you die the same. Maybe. Or maybe they die.’

He gives each and every one of the PCs a long look up and down.

‘You can walk away if you want. Or you can be the hunters the Captain wanted you to be. You have completed your rite of passage, you are warriors. Which do you decide?’



## Part 4

# The Manchester Investigation

If the PCs do decide to try and investigate the Cult in Manchester, Kakuta asks them to follow him as he moves about the Manor. Furniture has been smashed and the walls have bullet holes. There are eight different bodies all with the look of rough men; Kakuta rifles through their pockets looking for useful information. He talks as he moves, showing the PCs tattoos on the bodies of the gunmen that attacked the house. He informs them that these tattoos are associated with the criminal underworld.

‘The House of Flesh Reborn was old enemies of the Captain, before I met him. Supposed to be dead and gone.’

Kakuta pauses to spit on one of the bodies and moves towards the study. He begins to open the drawers of the desk, searching for something.

‘Whatever is happening in Manchester, you need to stop it. The Captain thought it was the cult, maybe. Maybe not. Either way, you’ll be on your own. I have business to attend to in Gloukeshire, maybe Liverpool, wherever these thugs were hired from.’

Kakuta pulls a small manilla folder titled ‘Manchester Investigation - March 1911.’ and hands it to the PCs. After this, he opens a cabinet which contains a dizzying assortment of weaponry; guns, knives, and even spears. Kakuta begins to arm himself.

‘Now, you take the Präsident to the train station, it’s topped off on petrol and it’s ready to go. I’ll take the Morgan; there’s some people who need to be introduced to the Red God.’

The Captain’s notes include the following basic clues:

1. Children going missing, a few a month. Mostly around Long Millgate. Pattern suggests ritual, not feeding. Bodies never found.
2. If ritual, possible cult; if so, probably formed around a single charismatic leader. Started by survivors of House of Flesh Reborn?
3. There’s rumors of corpse dealing centered around the Southern Cemetery: unrelated?.

## **Long Millgate Missing Children**

If the PCs approach the local constabulary about the missing children, they are told off with a ‘Nothing more than rumors and lies. One little Urchin goes off ‘cause he’s done getting his ears boxed in; next thing you know the drunken Irish sods are mumbling about ‘conspiracies’ and child abduction. There’s nothing there.’ A DC 15 Sense motive check reveals that the officer believes what he is saying, that it’s all fabrications manufactured by the lower classes.

If the PCs ask around Long Millgate regarding the missing children, a DC 14 Knowledge [local] or Diplomacy check to gather information puts them in contact with an old woman (who refuses to give her name) who saw ‘a well dressed woman in a fine carriage helping an urchin’ into her coach. An additional DC 18 Knowledge (local) or

Diplomacy check (asking around based on the description) will reveal that the carriage has been seen in the neighborhood before; it seems to be owned by a well-to-do woman. Note that each of these checks can only be made a single time: the lower classes of Manchester are suspicious of outsiders and (rightly) believe some dark force has gained influence in their city and don’t wish to get on its bad side.

If the PCs decide to stake out the neighborhood, they will see a horse-drawn coach drive through the neighborhood and stop. A Perception check (DC 15) allows a character to see a young boy approach the coach before getting inside. The party members can follow the coach by making three out of four successful Stealth or Drive checks (DC 18).

### **Southern Cemetery/Body Theft**

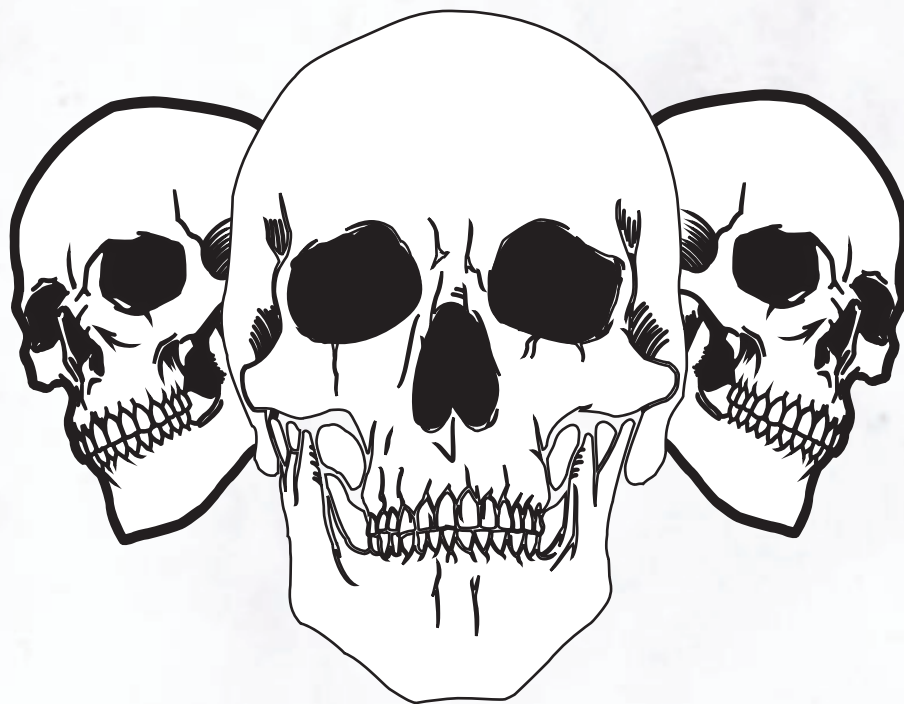
The Southern Cemetery has a fine chapel, and near daily funerals. If searching the grounds, the PCs can make a DC 15 Perception check to notice that some of the old graves have freshly overturned earth covering them, and some of the newly interred have not been covered with earth yet. Only a single individual works at the Cemetery; Mr. Henry Mortimer - grave digger and grounds keeper. He is a grizzled, middle aged man with a barrel chest and thinning black hair.

If the PCs attempt to question Mr. Mortimer about anything he’s seen or the issue with the fresh (or unfilled) dirt, he simply responds with ‘piss off’ and resumes his work as though they aren’t there. He will react violently to intimidation or threats and/or call the constabulary at his earliest opportunity. If the PCs choose to stake out him, Mr. Mortimer leaves that night. In his



shack (DC 15 Disable Device check to open the simple lock) there is little of value or interest besides a small log which contains an entry about an order of six more 'apples' for R.S. Estate by March 27 (which is the upcoming Friday) they must be having a bigger party than before. Alternately, Mr. Brimley can be followed [requiring 3 out of 4 successful DC 13 Stealth Checks] to his meeting his contact with the Cult, a man with a slavic accent (Dr. Clint Varkoff) who discusses openly their next order of Cadavers and/or the delivery site (Smith Manor). The thickly accented man, whose speech often slips into technical medical jargon, also mentions that this will be the last such order. Mr. Mortimer offers to get 'some fresh ones' like they had previously requested, but his contact dismisses this; stating they need to be more careful in the future.

If the PCs attempt to grab either man or interrupt the meeting, Dr. Varkoff flees while Mr. Mortimer calls for the authorities.



# Avalon Games



## Where Fun Happens

### **The Offices of Dr. Clint Varkoff**

If the PCs ask around about a Doctor or Med student with a thick slavic accent and an appropriate physical description they are pointed towards Dr. Clint Varkoff.

Dr. Clint Varkoff has office near the center of town and is a polite, welcoming individual who will attempt to nicely answer any questions the PC; laughing off any accusation. After some minutes or amiable conversation, he asks the PCs to leave as 'he has patients to attend to.' A DC 12 Sense Motive check reveals that he is afraid of the PCs, and a DC 15 Sense motive check reveals he is lying.

Dr. Varkoff is particularly vulnerable to intimidation [DC 14] or other credible threats of physical violence. Additionally, if the PCs choose to investigate at night his office is wholly abandoned, and in his Desk [DC 16 Disable Device check] there is some correspondence regarding the cult (possibly pointing towards Regalda Smith or the Date of the next meeting depending on what information the party still requires) in addition to four to six ceremonial masks. If thus intimidated or discovering that someone has gone through his desk, Dr. Varkoff flees Manchester; terrified that the authorities have discovered him.

### **Ms. Evelyn Howardson**

Prime social rival of Mrs. Smith, is deeply offended that Mrs. Smith has yet to invite her to any of her parties. While she has decided not to attend the gathering herself; she will offer the PCs her recently acquired Masks (which she insists they serve as 'invitation') if they express any interest in the event ('It would be lovely if you could liven up that old

sow's soiree by attending, unannounced.') If questioned further about the cult or the missing children; Ms. Howardson insists that 'she never troubles her mind with such silliness; she knows what she loves and what she loves is parties and social gatherings.'

### **Regalda Smith**

If the PCs decide to investigate Regalda Smith before Friday the 27th, they can enter the Estate with 3 out of 4 successful DC 15 Stealth Checks. However, they find nothing of interest. Mrs. Smith keeps the relevant texts off-site and the Failed Experiments have yet to arrive.

Alternately, if the PCs ask around about Regalda they can make a Knowledge (local) or Diplomacy check to gather information. They learn the following information:

**10 or higher** - Regalda Smith lost her husband several years back, and it's wonderful that she's come out of her mourning period.

**14 or higher** - Regalda Smith is being officially courted by Dr. Varkoff - a successful Doctor and immigrant who speaks with a thick accent.

**18 or higher** - It's rumored that Regalda Smith throws extremely exclusive parties perhaps once a month which infuriates Evelyn Howardson as she has yet to be invited.



## Development

Allow the PCs to investigate for clues however they wish, noting that if they employ an ineffective strategy they will not receive useful information. The three pieces of information they need to acquire are:

1. Regalda Smith is definitely involved in the cult. This can be learned by following her carriage out of the slums or by reading the correspondence of Dr. Varkoff.
2. Some sort of meeting happens at her estate. They can learn this by making skill checks to ask around about Regalda, by talking to Evelyn Howardson, from eavesdropping on the meeting between Mortimer and Varkoff, or from the correspondence of Dr. Varkoff.
3. One of these meetings is going to happen this coming Friday night (March 27). This can be learned from staking out the Smith mansion, from eavesdropping on Mortimer and Varkoff, by talking to Evelyn Howardson, and from the correspondence of Dr. Varkoff.

All leads have suggested information attached to them, but feel free to include different info if the PCs acquired the information in a different manner (masks with a note 'for Friday' attached, ledgers or log books, rumors, etc).

The PCs may also learn that all attending members wear custom masks and attempt to acquire these masks, but this is optional. They should probably get the idea that these gatherings are very exclusive, and include only the portion of the cult's total membership. There are many casual cult members who do not know about the human sacrifices and cannibalism. Likewise, the Smith family servants do not know what goes on behind closed doors, only that these

meetings are extremely private. The help circulate a number of lewd and gratuitous rumors about what they think happens at the meetings.

If the PCs learn the necessary information in time to attend/disrupt the cult meeting, reward them with 375 XP each.

If the PCs are unable to discover the necessary information by Friday afternoon, another child goes missing and is sacrificed for the initiation. It will be several weeks before the cult has to prepare another such gathering. If Mrs. Smith is aware of the party's investigation, she will begin making preparation to move her operation to London.

## Part 5: The House of Flesh Undying

If the PCs have been previously spotted around the Smith Estate, increase the stealth or bluff check by +2 as the staff will be on guard (even as they arrogantly assume that due to Mrs. Smith's influence and powers they have nothing to fear).

In addition, if they left a bad impression that caused suspicion amongst any of the suspects or leads (not convincing Dr. Varkoff to flee the city, causing Mr. Mortimer to call the constabulary, continuing to ask around Long Millgate after they'd been asked to stop) increase the relevant checks by +2 (although apply only a single +2 difficulty increase regardless of how many individuals they made suspicious).



If the PCs attempt to infiltrate the meeting unseen, it requires successfully making 3 out of 4 DC 15 Stealth checks as they move throughout the dimly lit Smith Estate as the various guests and servants wait for the evening to begin.

If they PCs attempt walk into the meeting in plain view, they are unchallenged if they possess masks. Regardless, it requires a DC 13 Bluff check to avoid acting like they don't belong.

**When the PCs arrive Friday night,  
read the following:**

Behind the high hedges of this posh country estate, men and women mill about the grounds. Most are dressed as though they were going to attend a fancy dinner party. The individuals mix and mingle, anxious and excited. When the clock strikes ten, each of them dons a full-faced red mask. The manor's gaslamps dim, extinguish and every other attendee lights a candle. In perfect silence, a procession moves towards the library.

Allow the party to make their way to the library as well.

Amongst the thick shelves heavy with books, the floor is lined with rows of chairs; and the masked individuals take their seats. Waiting for some minutes, eventually a regal woman in a full length red robe walks into the room. Lewd glimpses of her flesh are offered by her half open clothing, the cloth only barely covering her scandalously tattooed body. She moves to the front of the room, and raises her arms.

'Praise be to this, our House of Flesh. Praise be to the promise of Flesh Reborn. Praise be the House Inviolatē.'

The assembled crowd responds, 'Praise be.'

Regalda Smith smiles, her teeth brilliant white even in the faltering failing candlelight.

'Welcome friends, welcome. I know some of you have been here many times before, and some of you are here for the first time. I have received word that one of our enemies, a fool who rebuffed our overtures of friendship, has died. Such is the path of all chaff. Praise be.'

'Praise be.' the group intones in response.

'But we aren't concerned with the dead and gone; we only need to concern ourselves with the promise of life renewed. And to that end, I have something to show you.'

She motions to the doors, and a group of shambling monstrosities stumble into the library. Even in the dimness, it's obvious that these creatures are malformed, wrong: mismatched skin inexpertly stitched together somehow managing to move forward. The assembled audience reacts, some gasping, some awing, some making moans of religious ecstasy, but all of them shocked by the appearance of the creatures. Mrs. Smith quiets them down. One carries a large altar of stone and brass tubing, one carries in its arms stacks of books, scrolls, and other ancient scraps of parchment, and one carries a large burlap sack. Two others remain in the shadows.

As the audience watches, the creatures set the altar down before Mrs. Smith, the books and scrolls before it, and the large sack on top of the altar. They then take up positions surrounding Mrs. Smith as she strokes the one to her left lovingly.

'I know you see with old eyes, these disfigured forms - these clunky early attempts. But know, this is what was once dead made new. Even as we explore our spiritual inheritance to gain our promised Flesh Undying, new scientific techniques make headway along parallel and complementary paths. Each of you who gains full initiation will never die, and our House will know each and every path to prolong life, delay and eventually reverse death. And in so doing we will gain full mastery of ourselves.'

Regalda closes her eyes and wraps her arms about her body, begins to sway back and forth.

'From the blood, I know that there is a war coming; a war unlike any other before or after. The dead will fill the deep grooves men cut in the earth. Thousands, and thousand thousands will be cut down; young bodies, well in their prime. Through our arts these will become our army, our servants; the raw material from which we will rebuild ourselves.'

'If you're here, you've moved beyond such quaint notions of sin, of right and wrong. If you're here, you are one of the initiate or one who is ready to be initiated. Whatever the case, you know what must be done. The paths are many, but the secret is always this: life is in the flesh, life is in the blood. Come now, and let us be as one. Praise be.'

Mrs. Smith then brandishes a intricate silver dagger and cuts open the burlap sack. Inside is a small, whimpering boy; bound, gagged, and wearing nothing but his smallclothes. If the PCs do not intervene at this point, Mrs. Smith slits the child's throat, drains his blood into the catches of the altar, and carves him up into small pieces to serve to the assembled individuals including -potentially- the PCs.

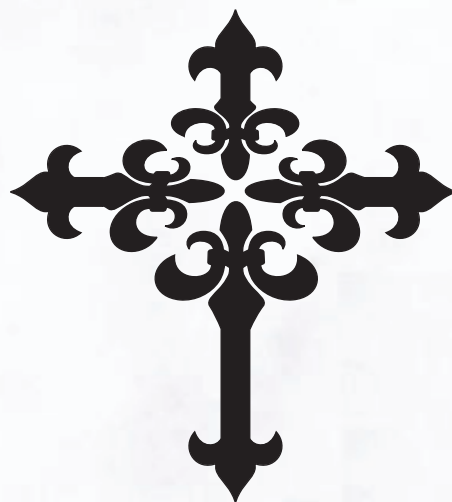
If the PCs intervene or reveal themselves, pandemonium reigns as the guests flee; most of them unwilling to fight.

The room is only illuminated by dim light from five candles dropped by the fleeing cultists scattered throughout the floor.

**Tactics:** When battle begins, Regalda commands the failed experiments to attack as she protects herself: falling prone behind the altar to grant herself improved cover and casting obscuring mist to hide. After, she casts darkvision on herself and proceeds to use mage hand or ray of frost to snuff the remaining candles and leave the room in utter blackness; hoping to gain advantage for her and the failed experiments as they can see throughout the room with darkvision. She then uses evil eye, summon monster 1, and her other spells to support the Failed Experiments, switching to using her dagger only when she has no other options.

The Failed Experiments attack without regard to their safety or other tactics.

Regalda believes herself prophesied to triumph and so fights to the death, as do the experiments.



Failed Experiment x5, Regalda Smith

### Failed Experiment

**CR** 1

**XP** 400

**N** Medium monstrous humanoid

**Init** -1; **Senses** darkvision 60 ft.; **Perception** +5

### Defenses

**AC** 11, **Touch** 9, **flat footed** 11

(-1 Dexterity, +2 natural)

**hp** 38 (2d10+27)

**Fort** +2, **Ref** +2, **Will** +3

**Weaknesses** light aversion

### Offense

**Speed** 20 ft.

**Melee** 2 slams +3 (1d4+1)

### Statistics

**Str** 12, **Dex** 8, **Con** 14, **Int** 8, **Wis** 10, **Cha** 8

**Base Attack** +2; **CMB** +3; **CMD** 12

**Feats** Toughness

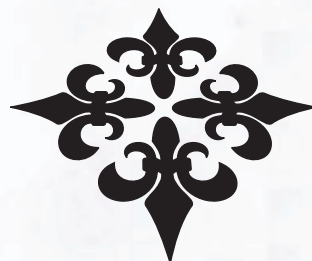
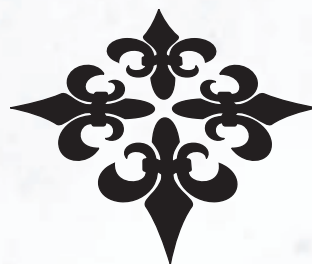
**Skills** Climb +6, **Perception** +5, **Swim** +6

**SQ** constructed

### Weaknesses

**Light Aversion (Ex):** A failed experiment becomes sickened in bright light. The penalties from this condition are doubled when the failed experiment is in natural sunlight.

Most experiments end in failure, but sometimes human experimentation results in a useable creature. Failed experiments are frailer and less functional than other mistakes of science, but they can be very dangerous in large numbers.





When the PCs dispatch Regalda and destroy the cult, grant them an additional 200 XP each.

**Treasure:**

In addition to Regalda's gear, amongst the volumes brought in by the failed experiments there is a scroll of comprehend languages, a scroll of identify, a scroll of sleep, as well as several rare occult books worth at least 250 pounds sterling. Additionally, the altar has an intricate sigil for cult made of silver, platinum, and precious stones worth at least 580 pounds sterling.

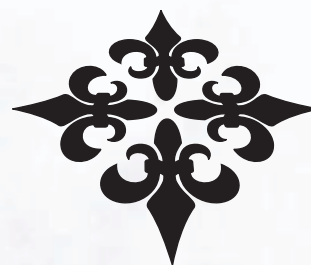
**Adventure Conclusion**

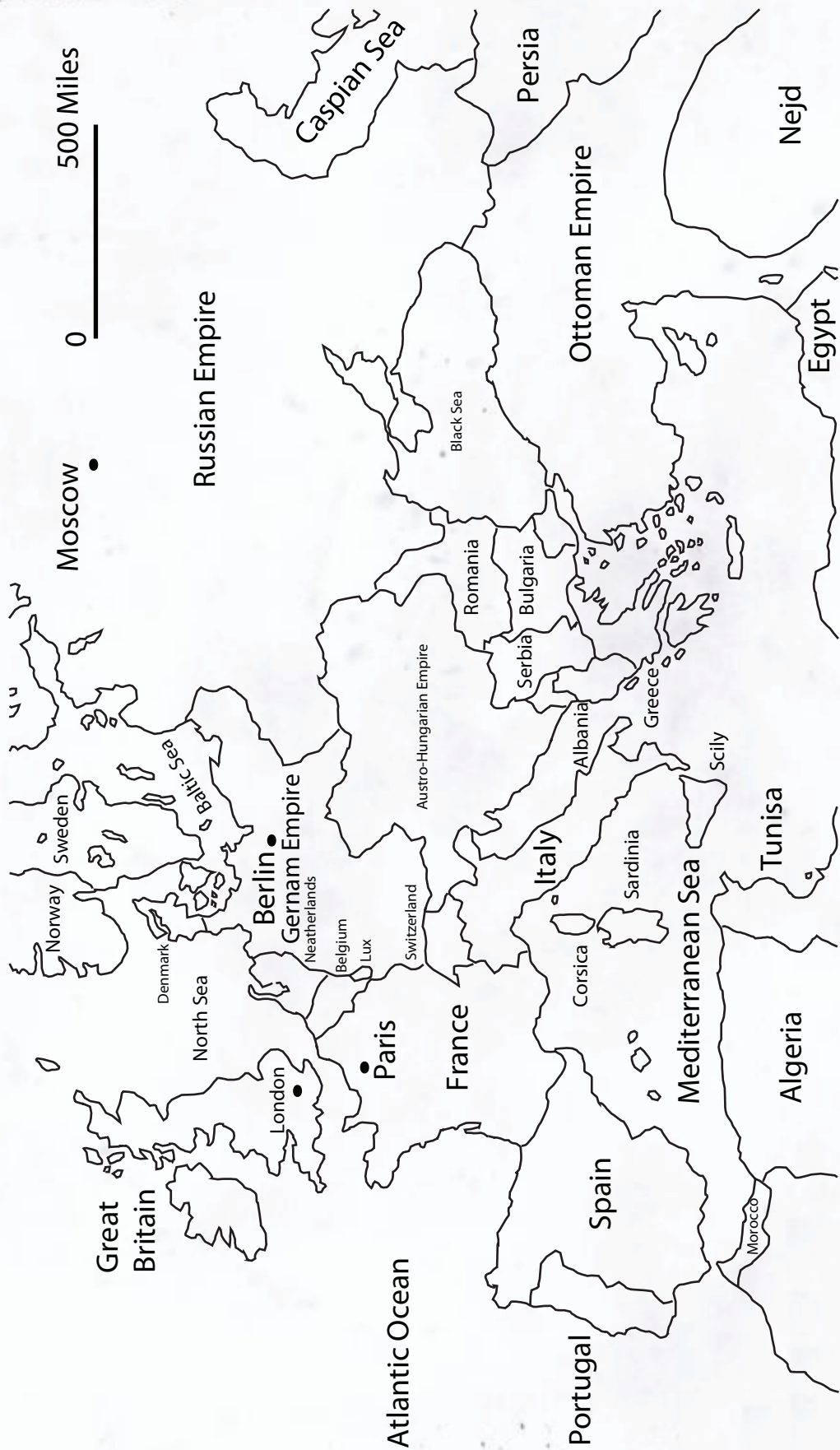
After dispatching Regalda and the experiments, the PCs discover the front of the house is ablaze from one of the fallen candles. The bound child is Samuel Clayton, although due to his shock the PCs can get little out of him beyond that he is an orphan and was taken from the street. At earliest opportunity Samuel flees back to Long Millgate.

When the party meets up with Katuta again, he explains that 'Some people who called themselves Souless itors (Solicitors) came and claimed the Captain's house, says it belongs to some cousin now. But not before I grabbed some things for you.' Kakuta then opens up a couple of suitcases and gives each of the PCs one special item from the Captain's adventures especially suited for the class/character (though each item can be worth no more than 200 pound sterling).

If successful, the PCs have made powerful enemies this night as they have spoiled several plans that were counting on the House of Flesh Reborn's ascendancy in Manchester. In addition, they have begun to gain some fame (at least locally) as Samuel tells others of his rescue and descriptions of his rescuers. Use the books found in front of the altar to foreshadow further adventures or threats as the House of Flesh Reborn would have contact with (or at least knowledge of) other supernatural entities/threats throughout Britain and greater Europe.

The effect of a failure on the part of the PCs is outside of the scope of this adventure, but sufficed to say that if unsuccessful Samuel Clayton is sacrificed for the initiation on March 27th 1911. No further children are taken nor bodies bought (locally) as the Cult takes greater pains to protect its secrecy. Regalda Smith moves her base of operations to London, and she gains in experience and power, becoming a much more powerful in the future.





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