

# Lost Lore:





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# The Divine Hunters

Deities, taken as a group, value their followers like a devil values souls. That is, followers are essentially currency and power for those with the divine spark. Unfortunately for most deities, followers possess free will; nothing gets in the way more of the best-laid plans. Most times when a true believer strays, a simple *atonement* spell — typically coupled with a suitable quest — is enough to steer things back toward the deity's favor. Sometimes, though, the offense is so severe an *atonement* spell just isn't enough.

Some offenses are so severe, so drastic, that forgiveness is nigh impossible. The only recourse in these circumstances is to dole out swift and severe punishment. Most of the time, deities are loath to interact directly with mortals. To handle these special circumstances, they have an unusual breed of hunters called the nel'barzoth.

A deity forms each nel'barzoth from appropriate planar substances and imbues it with a spark of life when the creature is needed. A nel'barzoth resembles its target, except it possesses pure white eyes that shimmer, even in total darkness. A nel'barzoth that opts to assume its natural form has a humanoid shape, but is otherwise nondescript. An infidel who sees its nel'barzoth (regardless of shape) instinctively knows why the creature is hunting.

Deities have full control over when to send a nel'barzoth and what kind to send. Generally speaking, deities don't send an over-powerful nel'barzoth to hunt as the creature requires a spark of the deity's essence in order to gain life, and while the nel'barzoth hunts the deity is slightly weakened. Should a nel'barzoth be defeated, however, most deities won't hesitate to escalate, sending a pair or pack, or even sending a tougher nel'barzoth if that's deemed necessary.

If a nel'barzoth defeats the target, it returns to its creator, even if allies of the target remain alive. A defeated nel'barzoth (including its weapon) dissolves into a pool of noxious ichor that lasts for 1 minute. Any living creature touching this substance must make a Fortitude save (DC equal to 10 + 1/2 the nel'barzoth's HD + its Constitution modifier) or become nauseated for one hour. A creature that succeeds on this saving throw is instead sickened for 3d6 minutes.

## Divine Customizations

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Each nel'barzoth is unique, formed by a deity for a specific purpose. But most possess similar abilities that enable the hunter to track and destroy its prey. Each nel'barzoth also possesses three traits that change based on the nature of its divine creator.

Alignment: The nel'barzoth shares its alignment with its deity. It gains any appropriate subtypes based on this alignment.

**Damage Reduction:** Good-aligned nel'barzoth gain evil DR while evil-aligned gain good DR. A nel'barzoth that is neutral on the good-evil axis gains silver DR instead. A lesser nel'barzoth gains DR 5; an intermediate DR 10; and a greater DR 15.

**Domain:** A nel'barzoth gains all the special abilities of one of the domains of its deity (but not spells). It treats its Hit Dice as its cleric level, including for determining which abilities it has access to.

## Common Traits

All nel'barzoth share several common traits, regardless of its relative power or the deity it was created for. Defensively, in addition to its Damage Reduction a nel'barzoth is immune to cold and poison and has resistance against acid, electricity, and fire. The amount of resistance depends upon whether it is a lesser, intermediate, or greater nel'barzoth (5, 10, and 15 points, respectively). It possesses spell resistance equal to 11 plus its challenge rating.

Each nel'barzoth has a number of spell-like abilities to aid it during the hunt. Each can cast *atonement* once per day, should its target suddenly repent and seek forgiveness. Each also possesses the ability to *plane shift* twice per day — once to arrive at its target's location, and once to return to its home domain. A nel'barzoth also possesses the ability to heal itself, or others, with the relative power of this spell-like ability increasing with the creature. A nel'barzoth, especially intermediate and greater variety, may have other spell-like abilities.

Its signature ability, however, is its "smite infidel" special attack. This ability gives the nel'barzoth an enhanced armor class against its target, as well as enhanced attack and damage rolls against any who stand in its way. A nel'barzoth uses — and is always proficient with — the favored weapon of its deity.

## Lesser Nel'barzoth

The weakest of the nel'barzoth, the xillix hunts the weakest minions of the gods. Xillix are the preferred hunters of most gods, as the spark needed to imbue them with life is nearly insignificant. As such, most deities opt to send a pair or even pack of xillix rather than create an intermediate nel'barzoth.

A xillix ranges in size from Small to Large, and matches (as closely as possible) the size of the target.

The xillix presented here was created by Grotaag, God of Orcs.

### XILLIX, LESSER NEL'BARZOTH XP 1,200 CE Medium outsider (chaotic, evil, ex

CR4

CE Medium outsider (chaotic, evil, extraplanar) Init +1; Senses darkvision 60 ft., low-light vision; Perception +12

AC 18, touch 11, flat-footed 17 (+1 Dex, +7 natural) hp 37 (5d10+10) Fort +3; Ref +7; Will +5 DR 5/good; Immune cold, poison; Resist acid 5, electricity 5, fire 5; SR 15

Speed 30 ft., fly 60 ft. (perfect) Melee greataxe +10 (1d12+6/x3) Special Attacks smite infidel Domain Spell-Like Abilities (CL 5th): 4/day—bleeding touch Spell-Like Abilities (CL 5th): Constant—fly 5/day—cure light wounds 2/day—plane shift (self only) 1/day—atonement

Str 19, Dex 13, Con 15, Int 14, Wis 12, Cha 16

<u>.</u>

### Base Atk +5; CMB +9; CMD 20

Feats Lightning Reflexes, Skill Focus (Perception), Weapon Focus (greataxe) Skills Disguise +11, Fly +17, Intimidate +8, Knowledge (planes) +10, Knowledge (religion) +10, Perception +12, Sense Motive +9, Stealth +9 Languages Abyssal, Common; telepathy 100 ft. SQ domain, change shape (target creature; alter self)

### Environment any plane Organization solitary, pair, pack (3–6) Treasure none

**Domain (Ex)** A nel'barzoth possesses one domain from the deity that created it, and gains all the special abilities of that domain, but not the spells. Its caster level is equal to its Hit Dice. Any saving throw DCs of abilities are calculated normally. This nel'barzoth has the Death domain.

**Smite Infidel (Su)** A xillix adds its Charisma bonus to all attack rolls made against the target creature, and adds its number of Hit Dice to all damage rolls, including any domain spell-like ability. It gains a deflection bonus to AC equal to its Charisma bonus against the target creature. In addition, a xillix receives a +1 bonus on attack and damage rolls made against those who aid the infidel. These bonuses remain in effect until either the infidel or xillix is slain, or the infidel voluntarily agrees to be the target of the xillix's attonement spell-like ability.

# Nel'barzoth! I Summon You!

A nel'barzoth, regardless of its relative power, is never available to a spellcaster via a *summon monster* or similar spell. Likewise, a nel'barzoth is an inappropriate target for *planar binding* and similar spells. A nel'barzoth does not exist until the moment a deity requires its existence. Upon completing its mission, a nel'barzoth returns to its creator to give a full report before merging with the planar substances from which it was created.

At the GM's discretion, however, a player possessing a mythic power of at least 3rd tier and the divine source universal path ability may be able to create nel'barzoth on a limited basis. A character of 3rd tier can only create a lesser nel'barzoth; a character of 6th tier can create an intermediate; and a character of 9th tier or higher can create a greater nel'barzoth. Such creation is taxing. Doing so inflicts a number of negative levels upon the character equal to the nel'barzoth's challenge rating. This penalty occurs even if the character is immune to negative levels for any reason, and it persists as long as the nel'barzoth is in existence. If the nel'barzoth is slain, the negative levels persist for one week.

# Intermediate Nel'barzoth

Significantly more powerful than a xillix, the intermediate nel'barzoth — known as a quinbac — by deities who need to send a strong message to the unfaithful. A deity suffers in a weakened state, however, while the quinbac hunts, so each deity carefully chooses when — and how many — quinbac to release into the world.

The quinbac presented here was created by Thyr, God of Law and Justice.

#### QUINBAC, INTERMEDIATE NEL'BARZOTH XP 6.400

CR 9

LG Large outsider (extraplanar, good, lawful) Init +5; Senses darkvision 60 ft., low-light vision; Perception +20

AC 25, touch 10, flat-footed 24 (+1 Dex, +15 natural, -1 size) hp 104 (11d10+44) Fort +7; Ref +10; Will +9 DR 10/evil; Immune cold, poison; Resist acid 10, electricity 10, fire 10; SR 20

Speed 40 ft., fly 75 ft. (perfect) Melee +2 flaming heavy mace +19/+14/+9 (2d6+8 plus 1d6 fire) Space 10 ft.; Reach 10 ft. Special Attacks smite infidel Domain Spell-Like Abilities (CL 11th): 5/day—rebuke death Spell-Like Abilities (CL 11th): Constant—fly 5/day—cure moderate wounds 2/day—plane shift (self only) 1/day—atonement

Str 23, Dex 13, Con 18, Int 16, Wis 15, Cha 22 Base Atk +11; CMB +18 (+20 disarm); CMD 29 (31 vs. disarm)

Feats Alertness, Combat Expertise, Improved Disarm, Improved Initiative, Lightning Reflexes, Weapon Focus (heavy mace)

Skills Disguise +20, Fly +21, Heal +16, Intimidate +20, Knowledge (planes) +17, Knowledge (religion) +17, Perception +20, Sense Motive +20, Stealth +11 Languages Celestial, Common; telepathy 100 ft. SQ domain, change shape (target creature; alter self)

Environment any plane Organization solitary, pair, pack (3–6) Treasure none

**Domain (Ex)** A nel'barzoth possesses one domain from the deity that created, and it gains all the special abilities of that domain, but not the spells. Its caster level is equal to its Hit Dice. Any saving throw DCs of abilities are calculated normally. This nel'barzoth has the Healing domain.

**Smite Infidel (Su)** A quinbac adds its Charisma bonus to all attack rolls made against the target creature, and adds its number of Hit Dice to all damage rolls (including those for any domain spell-like ability). It gains a deflection bonus to AC equal to its Charisma bonus against the target creature. In addition, the quinbac receives a +5 bonus on attack and damage rolls made against those who aid the infidel. These bonuses remain

in effect until either the infidel or quinbac is slain, or the infidel voluntarily agrees to be the target of the quinbac's atonement spell-like ability.

In addition, the quinbac gains a +4 sacred or profane bonus (as appropriate) to confirm critical hits against the target and does one extra multiplier of damage (x2 becomes x3, x3 becomes x4, etc).

# Greater Nel'barzoth

The most powerful of the standard nel'barzoth, deities are loathe to create these ultimate hunters, known as ziphna. It is rumored that while a ziphna is in existence a deity is almost as vulnerable as a mere mortal. Whether that is actually true or not is unknown to scholars; however, what is known is that a deity who creates a ziphna suffers great pain each time the nel'barzoth is wounded. Every cut from a sword, every scorching flame from a spell, injuries the deity as much as the ziphna.

The ziphna presented here was created by Bowbe, God of War and Slaughter.

### ZIPHNA (GREATER NEL'BARZOTH) XP 51,200

CR 15

CN Large outsider (chaos, extraplanar) Init +4; Senses darkvision 60 ft., low-light vision; Perception +30

AC 31, touch 16, flat-footed 31 (+15 natural, +7 profane, -1 size) hp 229 (17d10+136) Fort +20; Ref +17; Will +23 Defensive Abilities divine aegis, DR 15/good; Immune cold, poison; Resist acid 15, electricity 15, fire 15; SR 26

Speed 50 ft., fly 90 ft. (perfect) Melee +4 flaming burst greatsword +33/+28/+23/+18 (3d6+22/17-20 plus 1d6 fire) Space 10 ft.; Reach 10 ft. Special Attacks smite infidel, weapon master Domain Spell-Like Abilities (CL 17th): 9/day—battle rage Spell-Like Abilities (CL 17th): Constant—fly 5/day—cure serious wounds 2/day—plane shift (self only) 1/day—atonement

Str 35, Dex 10, Con 27, Int 19, Wis 22, Cha 24

Base Atk +17; CMB +30 (+32 bull rush, +34 trip); CMD 47 (49 vs. bull rush and trip) Feats Alertness, Combat Expertise, Greater Trip, Improved Bull Rush, Improved Critical (greatsword), Improved Initiative, Improved Trip, Power Attack, Weapon Focus (greatsword)

Skills Bluff +27, Diplomacy +27, Disguise +27, Fly +26, Intimidate +27, Knowledge (planes) +24, Knowledge (religion) +24, Perception +30, Sense Motive +30, Stealth +16 Languages Common, Ignan; telepathy 100 ft. SQ domain, change shape (target creature; alter self)

Environment any plane Organization solitary, pair, pack (3–6) Treasure none

**Divine Aegis (Su)** A ziphna is the ultimate hunter of the gods, and as such garners extra protection. It adds its Charisma bonus as a sacred or profane bonus (as appropriate) to AC and CMD as well as all saving throws. It retains this bonus to AC and CMD even when flat-footed or otherwise denied its Dexterity bonus. **Domain (Ex)** A nel'barzoth possesses one domain from the deity that created, and it gains all the special abilities of that domain, but not the spells. Its caster level is equal to its Hit Dice. Any saving throw DCs of abilities are calculated normally. This nel'barzoth has the War domain.

**Smite Infidel (Su)** A ziphna adds its Charisma bonus to all attack rolls made against the target creature and its allies, and adds its number of Hit Dice to all damage rolls (including those for any domain spell-like ability). It gains a deflection bonus to AC equal to its Charisma bonus against the target creature and all allies. This bonus

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stacks with the bonus from divine aegis. These bonuses remain in effect until either the infidel or quinbac is slain, or the infidel voluntarily agrees to be the target of the quinbac's atonement spell-like ability. In addition, the ziphna gains a +8 sacred or profane bonus (as appropriate) to confirm critical hits against the target and its allies and does one extra multiplier of damage (x2 becomes x3, x3 becomes x4, etc).

**Weapon Master (Su)** At 8th level, as a swift action, the ziphna gains the use of one combat feat for a number of rounds per day equal to its Hit Dice. These rounds do not need to be consecutive and it can change the feat chosen each time it uses this ability. The ziphna must meet the prerequisites to use this feat.

# Mythic Nel'barzoth

The most fearsome of all nel'barzoth is the mythic nel'barzoth. Legends tell of incredible beings coming to the Material Plane and slaughtering whole towns for straying from a god's teachings, of creatures so powerful they're capable of razing temples used by blasphemous traitors. The mightiest of kings, the most powerful warrior, and the most gifted practitioner of the magical arts all suffer nightmares at the thought of this ultimate hunter relentlessly pursuing them for transgressions

The mythic nel'barzoth presented here was created by Tsathogga, the Demon Frog God.

### MYTHIC ZIPHNA XP 614,400

CR 22/MR 9

CE Large outsider (chaotic, evil, extraplanar, mythic) Init +13<sup>M</sup>; Senses darkvision 60 ft., low-light vision; Perception +35

**AC** 40, touch 16, flat-footed 40 (+24 natural, +7 profane, -1 size)

**hp** 431 (22d10+310)

Fort +24; Ref +20; Will +26; second save Defensive Abilities block attacks, divine aegis, Fortification (50%); DR 15/good and 10/epic; Immune cold, poison; Resist acid 15, electricity 15, fire 15; SR 42

Speed 80 ft., fly 90 ft. (perfect)

**Melee** +5 unholy wounding scimitar +41/+36/+31/+26 (1d8+19/15-20)

Space 10 ft.; Reach 10 ft.

**Special Attacks** always a chance, chaos blade, clean blade, maximized critical, mythic power (11/day, surge +1d10), smite infidel, sudden attack

**Domain Spell-Like Abilities** (CL 22nd, melee touch +21): 9/day—touch of chaos

**Spell-Like Abilities** (CL 22nd, melee touch +21): Constant—fly

5/day—heal

2/day—plane shift (self only)

1/day—atonement

### Str 39, Dex 10, Con 31, Int 19, Wis 22, Cha 24 Base Atk +22; CMB +37 (+39 bull rush); CMD 54 (56 vs. bull rush)

Feats Alertness, Bleeding Critical<sup>M</sup>, Cleave, Critical Focus, Improved Bull Rush, Improved Critical (scimitar) <sup>M</sup>, Improved Initiative<sup>M</sup>, Lunge<sup>M</sup>, Power Attack, Stunning Critical, Weapon Focus (scimitar)<sup>M</sup>

Skills Acrobatics +25 (+45 when jumping), Bluff +32, Disguise +32, Fly +31, Intimidate +32, Knowledge (planes) +29, Knowledge (religion) +29, Perception +35, Sense Motive +35, Stealth +21; Racial Modifiers +20 Acrobatics when jumping Languages Abyssal, Aklo, Common, Infernal; telepathy 100 ft.

**SQ** extra mythic power, domain, force of will, impossible speed, change shape (target creature; *alter self*)

Environment any plane Organization solitary, pair, pack (3–6) Treasure none

Always a Chance (Ex) You don't automatically miss when you roll a one.

**Block Attacks (Ex)** Once per round, when the creature is hit by a melee or ranged attack, it can attempt a melee attack using its highest attack bonus. If this result exceeds the result from the attack against it, the creature is unaffected by the attack (as if the attack had missed).

Chaos Blade (Su) At 8th level, you can give a weapon touched the anarchic special weapon quality for a number of rounds equal to 1/2 your cleric level. You can use this ability once per day at 8th level, and an additional time per day for every four levels beyond 8th. Clean Blade (Ex) whenever you score a critical hit, as a free action you can make a ranged touch attack to fling the blood and gore at another opponent within 30 feet. If the touch attack hits, the foe is sickened for a number of rounds equal to your tier. If the touch attack is a critical hit, the foe is also blinded for the same duration. A blinded foe can spend a full-round action to remove the gore and end the blindness. At the GM's discretion, creatures that are immune to disease, those that live in filth (such as otyughs), or those that revel in bloodshed (such as demons) might be immune to the sickened effect of this ability.

**Divine Aegis (Su)** A ziphna is the ultimate hunter of the gods, and as such garners extra protection. It adds its Charisma bonus as a sacred or profane bonus (as appropriate) to AC and CMD as well as all saving throws. It retains this bonus to AC and CMD even when flat-footed or otherwise denied its Dexterity bonus. **Domain (Ex)** A nel'barzoth possesses one domain from the deity that created, and it gains all the special abilities of that domain, but not the spells. Its caster level is equal to its Hit Dice. Any saving throw DCs of abilities are calculated normally. This nel'barzoth has the Chaos domain.

**Extra Mythic Power (Ex)** You can call upon your mythic power two additional times per day. You can select this ability up to three times.

**Force of Will (Ex)** You can exert your will to force events to unfold as you would like. As an immediate action, you can expend one use of mythic power to reroll a d20 roll you just made, or force any non-mythic creature to reroll a d20 roll it just made. You can use this ability after the results are revealed. Whoever rerolls a roll must take the result of the second roll, even if it is lower.

**Fortification (Ex)** The monster has a 50% chance to treat any critical hit or sneak attack as a normal hit, as if wearing moderate fortification armor.

**Impossible Speed (Ex)** Your base land speed increases by 30 feet. In addition, if you expend one use of mythic power, for 1 hour your base land speed increases by 10 feet per mythic rank.

Maximized Critical (Ex) Whenever you score a critical hit, the weapon's damage result is always the maximum possible amount you could roll. This doesn't affect other dice added to the damage, such as from sneak attack or the flaming weapon special ability. For example, if you score a critical hit with a longsword (1d8/x2), treat the sword's damage dice as if you had rolled 8 both

times, then add any other damage bonuses that you would normally apply to a critical hit.

Second Save (Ex) Whenever the creature fails a saving throw against an effect with a duration greater than 1 round, it can keep trying to shake off the effect. At the start of its turn, if it's still affected, it can attempt the save one more time as a free action. If the save succeeds, the effect affects the creature as if it had succeeded at its initial saving throw. If the effect already allows another saving throw on a later turn to break the effect (such as for hold monster), this ability is in addition to the extra saving throw from the effect. Smite Infidel (Su) A ziphna adds its Charisma bonus to all attack rolls made against the target creature and its allies, and adds its number of Hit Dice to all damage rolls (including those for any domain spell-like ability). It gains a deflection bonus to AC equal to its Charisma bonus against the target creature and all allies. This bonus stacks with the bonus from divine aegis. These bonuses remain in effect until either the infidel or quinbac is slain, or the infidel voluntarily agrees to be the target of the quinbac's atonement spell-like ability. In addition, the quinbac gains a +8 sacred or profane bonus (as appropriate) to confirm critical hits against the target and its allies and does one extra multiplier of damage (x2 becomes x3, x3 becomes x4, etc).

**Sudden Attack (Ex)** As a swift action, you can expend one use of mythic power to make a melee attack at your highest attack bonus. This is in addition to any other attacks you make this round. When making a sudden attack, you roll twice and take the better result, adding your tier to the attack roll. Damage from this attack bypasses all damage reduction.

# Creating Your Own Nel'barzoth

GMs who wish to tinker and build their own nel'barzoth beyond just using the ones above and swapping domains and favored weapons — can use these rough guidelines. As with all monsters, a nel'barzoth should fall roughly within the guidelines discussed in the *Pathfinder Roleplaying Game Bestiary* for stats such as Armor Class and hit points.

Start your design by determining the relatively power level you need to challenge your players. Remember that a deity sending a nel'barzoth can (and often will) opt for sending multiple weaker creatures rather than a single, more powerful one. For example, most deities will opt to send two or three CR 7 lesser nel'barzoth rather than a single CR 9 intermediate. This provides you flexibility in your encounters — for example, you can build two CR 7 lesser nel'barzoth, each with a different domain.

A lesser nel'barzoth should be between CR 4 and CR 8. An intermediate nel'barzoth is between CR 9 and CR 14. A great nel'barzoth is between CR 15 and 20. Above CR 20, it is recommended to make use of mythic rules to build a nel'barzoth capable of putting fear into your powerful PCs.

Start by deciding the relative power you require; keep the creature's ability scores roughly in line with the creatures presented above, though swap individual scores around as you need. For example, if you're building a nel'barzoth for a deity with a favored weapon of longbow, you can swap the xillix's Strength and Dexterity scores. After determining the basic mechanics, fill in the details. Choose an appropriate number of feats, opting for a mix of offensive and defensive entries. Skills, as well, are an interesting way to customize.

Lastly, determine which domain you want the nel'barzoth to have and add those abilities and spell-like abilities to your creature. Congratulations — you're now ready to put the fear of the gods, literally, into your PCs' characters.

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