

# Book of Beasts

## War on Yuletide



**JON BRAZER  
ENTERPRISES**



**Richard  
Moore**





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# INTRODUCTION

When I was a kid, my father would tell my sister and me the traditional Christmas story "Cinderella and the Stinky Feet." Basically, it was the Disney version of Cinderella, except that the names and a few of the details were significantly changed. For example, Prince Poopooface liked Cinderella because her feet didn't smell bad like his other suitors. When the evil step-sisters took off their shoes to try on the glass slipper, the prince, repelled by the putrid stench of their feet, would run out of the house screaming for them to put their shoes back on—at which point my sister and I would roll out of bed laughing ourselves silly. This was always followed by the tradition of my sister and I promising that this year we would sleep in shifts all night so that we could actually see Santa Claus—after which, of course, we would promptly fall asleep.

Once I was a little older, it became a tradition in my gaming group to fight some Christmas-themed monster that the GM made up, go on some kind of quest to help the local fey that delivers presents to the local children, or do some other holiday-themed gallivanting. So when I was lining up ideas for releases for this year, I knew I wanted to do something special for the winter holidays. I announced that I was going to do a holiday-themed product, but I offered no further details on the matter. Richard Moore, one of Jon Brazer Enterprises' two exceptional editors, asked if I had an idea for what I wanted to do—and when I confessed that I was clueless, he offered to take up the challenge. He had a number of ideas that piqued my curiosity, and I helped him get his bearing on how to build a balanced monster. What he turned in are a group of fun-filled, yet deadly, creatures that I hope you will enjoy in your own game.

Some of the monsters presented herein, such as the wild hunter and the tomtenisse, come from folklore, while others, like the aberrant fruitcake and the eggnog pudding, are simply jokes based on well-known holiday traditions and staples. Feel free to adapt these monsters to fit your home game and your own special traditions that you celebrate at this time of year. I hope some holiday-themed adventure, no matter what holiday you celebrate, becomes a tradition at your table.

Happy Holidays from everyone at Jon Brazer Enterprises!

Dale C. McCoy, Jr.

December 2012



# ABERRANT FRUITCAKE

*A stack of fruitcakes arranged in a vaguely quadruped animal shape readies itself to strike, its mouth a gaping maw of needle-pointed dried nuts and its body studded with multi-colored candied fruits.*

## ABERRANT FRUITCAKE

CR 5

XP 1,600

NE Medium aberration

Init +2; Senses darkvision 60 ft.; Perception +8

### DEFENSE

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)

hp 45 (7d8+14)

Fort +3, Ref +4, Will +6

DR 5/magic; Immune aging effects, negative energy damage

### OFFENSE

Speed 40 ft.

Melee 2 claws +8 (1d4+3 plus grab), bite +8 (1d6+3)

Special Attacks pounce, sticky

### STATISTICS

Str 16, Dex 14, Con 12, Int 4, Wis 12, Cha 6

Base Atk +5; CMB +8 (+10 drag, +12 grapple); CMD 20 (22 vs. drag, 24 vs. overrun, trip)

Feats Improved Drag, Power Attack (–2/+4), Toughness, Vital Strike

Skills Acrobatics +7, Perception +7, Stealth +7

Languages Undercommon (can't speak)

SQ entropic preservation

### ECOLOGY

Environment cold forests and underground (Plane of Shadows)

Organization solitary or pack (2–5)

Treasure none

### SPECIAL ABILITIES

**Entropic Preservation (Su)** An aberrant fruitcake is immune to all types of aging effects, whether natural or magical.

**Sticky (Ex)** A weapon that strikes an aberrant fruitcake is stuck fast by a strange adhesive unless the wielder succeeds on a DC 14 Strength check. An application of strong spirits thrown on the aberrant fruitcake reduces the DC of the Strength check to 10 for 1 round. An application of *universal solvent* will automatically dissolve the sticky fluid. An aberrant fruitcake can dissolve its adhesive at will. The DC is Constitution-based.

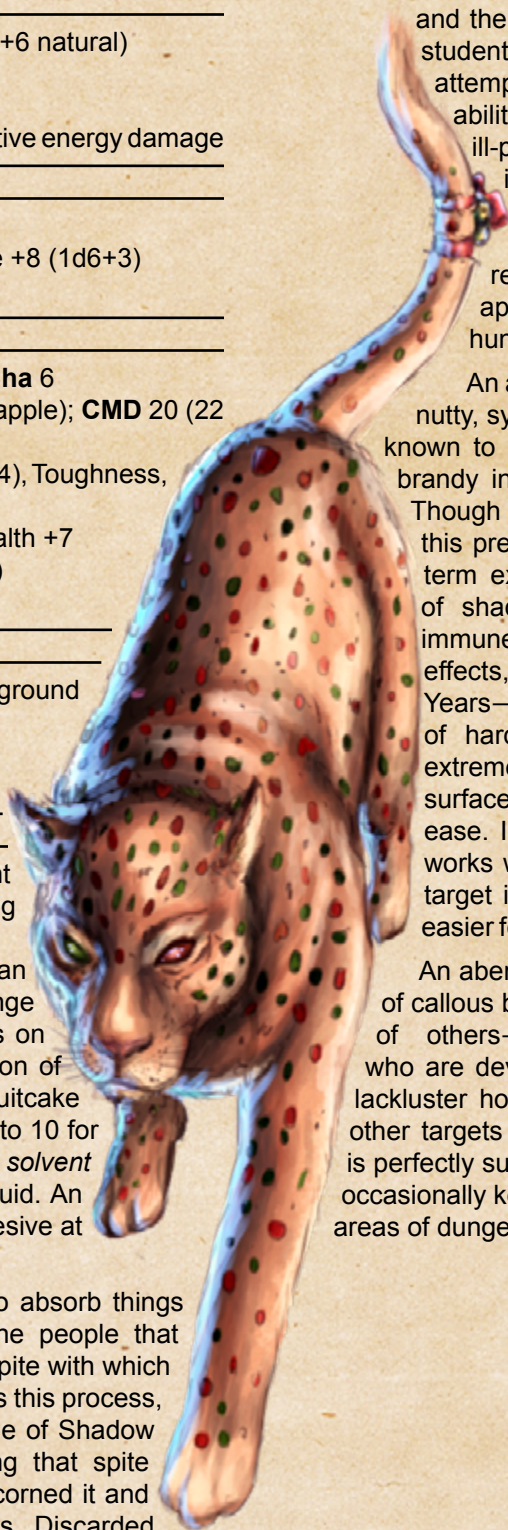
The Shadow Plane has a tendency to absorb things which are forgotten and unloved by the people that made them. Sometimes, the unspoken spite with which mortals regard a person or object hastens this process, and the thing so absorbed into the Plane of Shadow becomes twisted and perverted, turning that spite and hatred back onto the people who scorned it and caused its plunge into eternal darkness. Discarded

into perdition, these things eventually make their way back to those who have forsaken them, deranged beyond rational thought and saddled with murderous impulses.

It is no surprise, then, that the aberrant fruitcake is one of the more prolific dangers of the Shadow Plane—a symbol of afterthought and apathy, often passed from owner to owner without so much as a second thought, its purpose of bringing joy forever thwarted by the thoughtlessness of its reluctant recipients. These horrors prowl the barren landscape of the Plane of Shadows, occasionally crossing over into the Material Plane at coterminous points between our reality and the dark one hidden beneath it. Fledgling students of summoning and conjuration who attempt to call forth creatures beyond their ability (such as hounds of Tindalos) with ill-prepared foci and sloppily-translated incantations sometimes succeed at drawing an aberrant fruitcake from the Shadow Plane instead, though the results may be equally disastrous for the apprentice since this creature is a pack hunter and travels in groups.

An aberrant fruitcake closely resembles its nutty, syrupy confectionary namesake so well-known to mortals and is well-preserved by the brandy in which confectioners soak the cake. Though the abomination is technically alive, this preservation process, coupled with long-term exposure to the harsh entropic forces of shadow, renders the aberrant fruitcake immune to both natural and magical aging effects, as well as negative energy damage. Years—perhaps even decades or centuries—of hardening leave the aberrant fruitcake extremely resistant to damage, and its sticky surface allows it to wrestle and tug prey with ease. In combat, an aberrant fruitcake often works with others of its kind to drag a single target into the middle of the pack, making it easier for them to feed in turn upon their victim.

An aberrant fruitcake can sense the presence of callous beings with a disregard for the feelings of others—especially neutral evil creatures who are devoid of generosity, or those who give lackluster holiday gifts—and will prefer them over other targets in combat. Such a fruitcake creature is perfectly suited to guarding treasure troves and is occasionally kept as a pet by lesser fiends who claim areas of dungeons or cities as their personal domain.





# BLOODHOOF

*Staring at you with rage-filled eyes is a mighty reindeer with antlers as long as a bastard sword. Its muzzle is caked with dried blood and viscera, and the icy ground cracks beneath it as it stamps its hooves and readies a charge.*

## BLOODHOOF

CR 8

XP 4,800

N Large magical beast

**Init** +6; **Senses** darkvision 60 ft., low light vision; Perception +15

**Aura** frightful presence (30 ft., DC 15)

## DEFENSE

**AC** 21, touch 16, flat-footed 14 (+6 Dex, +1 dodge, +5 natural, -1 size)

**hp** 95 (10d10+40)

**Fort** +11, **Ref** +13, **Will** +6

**Defensive Abilities** ferocity

## OFFENSE

**Speed** 40 ft., fly 80 ft. (average)

**Melee** gore +15 (2d6+6), 2 hooves +10 (1d8+3)

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

**Special Attacks** pounce, powerful charge (hoof, 2d8+9)

## STATISTICS

**Str** 22, **Dex** 22, **Con** 18, **Int** 2, **Wis** 16, **Cha** 11

**Base Atk** +10; **CMB** +17; **CMD** 33 (37 vs. overrun, trip)

**Feats** Dodge, Flyby Attack, Mobility, Power Attack (-3/+6), Wind Stance

**Skills** Fly +12, Perception +15; **Racial Modifiers** +4 Perception

## ECOLOGY

**Environment** cold hills and mountains

**Organization** solitary, pair, or herd (12-36)

**Treasure** none

## SPECIAL ABILITIES

**Pounce (Ex)** Damage from a bloodhoof's hooves while pouncing counts as both bludgeoning and slashing.

Many tales are told of the graceful, gentle flying reindeer that pull the Yulefather's sleigh across the night sky, their bell-festooned tack ringing through the chilly winter air as they guide the jolly old elf to the homes of all good girls and boys to deliver their treats for Midwinter. Stories of these flying reindeer enthrall the minds of children, and many a young one falls asleep wishing to catch just a glimpse of those beautiful, magical creatures.

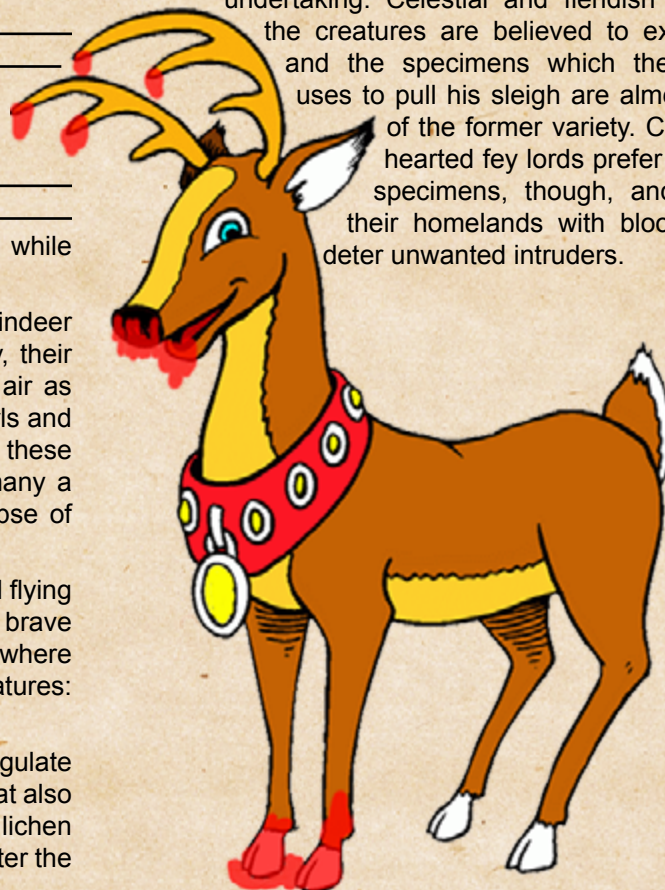
Any adventurer who has actually encountered a wild flying reindeer is quick to scoff at these fancies. Those who brave the coldest tundras and climb the icy mountain paths where these beasts dwell have another name for the creatures: bloodhooves.

The bloodhoof is a viciously territorial even-toed ungulate with enormous horns and the strength of a hill giant that also possesses supernatural flight. Its preferred meal is a lichen that grows deep beneath the ice and snow, and in winter the

creatures' hooves grow sharp as handaxes, allowing them to trample through layers of thick frost to get at the sweet treat. Its sinister name is derived from its tendency to crush from above any being who wanders into its demesne. Driving toward the ground with its razor-sharp hooves extended, the combined weight and power of a bloodhoof can pulverize a man into oblivion on impact. A bloodhoof often follows a cratering pounce with a flyby power attack using its antlers if its first pass does not eliminate the target of its ire.

Although the bloodhoof is an herbivore, it often roots its hooves, nose, and muzzle into the gory remains of animals or people that it "craters," as bestiologists refer to the animal's signature aerial attack. This gives it a fearsome appearance and scents it with blood, helping to drive away the few monsters powerful enough to consider bloodhooves prey. The bloodhoof is also preternaturally keen-eyed and sharp-eared, and surprising one that has lighted upon a snow drift or fallen asleep beneath a frosted evergreen shrub is extremely difficult.

Some communities near bloodhoof herds count the creatures as a mixed blessing due to their natural enmity towards more eminent threats to humanoid settlements. Bloodhooves hate perytons, and the mere smell of one drives the flying reindeer to a frenzy. Larger bloodhoof herds will also gang up on dragons or linnorms that have the gall to attack their young and have been known to drive off or kill wyrms of considerable size. Enchanters skilled enough to charm a bloodhoof consider them excellent mounts or beasts of burden and prize them for their vicious tempers. Some arctic-dwelling druids can befriend bloodhooves with practice and determination, but doing so is a dangerous undertaking. Celestial and fiendish varieties of the creatures are believed to exist as well, and the specimens which the Yulefather uses to pull his sleigh are almost certainly of the former variety. Certain cruel-hearted fey lords prefer the fiendish specimens, though, and will stock their homelands with bloodhooves to deter unwanted intruders.





# CLOCKWORK NUTCRACKER

*This strangely angular construct resembles a 10-foot-tall man wearing an elaborate military dress uniform and a tall hat. A blunderbuss and polearm extend upward from hinged joints where its hands and forearms should be.*

## CLOCKWORK NUTCRACKER

CR 4

XP 1,200

N Large construct (clockwork)

**Init** +7; **Senses** darkvision 60 ft., low-light vision; Perception +0

## DEFENSE

**AC** 17, touch 14, flat-footed 12 (+3 Dex, +2 dodge, +3 natural, -1 size)

**hp** 57 (5d10+30)

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

**Immune** construct traits, scatter damage

**Weaknesses** vulnerable to electricity

## OFFENSE

**Speed** 30 ft.

**Melee** ranseur +6 (2d6+2), bite +6 (1d8+2)

**Ranged** blunderbuss +5 (2d6 scatter)

**Space** 10 ft.; **Reach** 10 ft. (15 ft. with ranseur)

**Special Attack** blunderbuss

## STATISTICS

**Str** 14, **Dex** 16, **Con** —, **Int** —, **Wis** 11, **Cha** 1

**Base Atk** +5; **CMB** +8; **CMD** 23

**Feats** Improved Initiative, Lightning Reflexes

**SQ** flawless reflexes, oversized hat, standby, swift reactions, winding

## ECOLOGY

**Environment** any cold or urban

**Organization** solitary, pair, squad (11 plus 1 advanced leader), or battalion (100–300 plus 1 10-HD general)

**Treasure** none

## SPECIAL ABILITIES

**Blunderbuss (Ex)** A clockwork nutcracker's blunderbuss is attached and cannot be disarmed. The blunderbuss can fire twice before reloading; reloading requires a move action. See the *Pathfinder Roleplaying Game: Ultimate Combat*, Section 3 for rules covering firearms.

**Flawless Reflexes (Ex)** Whenever a clockwork nutcracker is required to make a Reflex save, it rolls twice and takes the higher result.

**Oversized Hat (Ex)** A clockwork nutcracker's large hat makes excellent cover for allied creatures hiding behind it. Any creature that takes cover behind a clockwork nutcracker gains a +2 bonus to the AC normally provided by such cover.

**Ranseur** The ranseur is attached to the end of the blunderbuss and is considered a natural weapon for the clockwork nutcracker and cannot be

disarmed.

**Standby (Ex)** A clockwork nutcracker can place itself on standby as a standard action. While on standby, a clockwork nutcracker cannot move or take any actions. It remains aware of its surroundings but takes a -4 penalty on Perception checks. Time spent on standby does not count against the nutcracker's wind-down duration. A clockwork nutcracker can exit standby as a swift action; if it does so to initiate combat, it gains a +4 racial bonus on its Initiative check.

The clockwork nutcracker is a reliable and deadly sentinel prized by those who need formidable guardians to defend a fortress for short periods of time. Rendered in the mocking shape of a bearded man with a wide, gaping mouth, usually wearing the colors of a particular army or militia and a tall, elaborate hat, clockwork nutcrackers rely on superior reach and deadly firearms to dispatch their opponents.

Clockwork nutcrackers were originally designed as a more cost-effective alternative to the traditional clockwork soldier, with the added perk of an effective ranged attack ability. They were first implemented to guard the castle of a deranged monarch whose alchemists and court wizards developed the prototypes to replace the king's inner circle of bodyguards—all of whom were executed during one of the king's fits of paranoid suspicion that his men were secretly traitors. Eventually, this paranoia led the king to also execute the mages that helped to develop the clockwork nutcrackers. Unfortunately for him, the nutcrackers were keyed to protect and obey their creators—but not the king. The details of their construction were lost until a group of adventurers raided the castle of the fallen monarch and fought their way past the remnants of these clockwork sentinels, bringing back schematic drawings and disassembled prototypes for other craftsmen to perfect.

## Construction

The creator must use crafted clockwork pieces and high-quality wood worth 2,000 gp, as well as a Large-sized, masterwork blunderbuss and a ranseur of like size and quality.

## CLOCKWORK NUTCRACKER

CL 12th; Price 15,200 gp

## CONSTRUCTION

**Requirements** Craft Construct, *animate objects*, *geas/quest*, *ricochet shot*, creator must be caster level 12th; **Skill** Craft (clockwork) DC 18; **Cost** 7,600 gp





# DIRGE CAROLER

*What first seemed to be nothing more than a starving waif singing carols now reveals its true, horrid form: hollow, jet-black eyes peer out from dirty clothes, and you see white skin drawn taut over frozen veins and arteries. Its impossibly wide mouth yawns open in song, and you feel a violent tug on your train of thought as the smell of decay reaches your nostrils.*

## DIRGE CAROLER

CR 3

XP 800

NE Small undead

**Init** +2; **Senses** darkvision 60 ft.; Perception +9

## DEFENSE

**AC** 15, touch 13, flat-footed 13 (+2 Dex, +2 natural, +1 size)

**hp** 30 (4d8+12)

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

**Defensive Abilities** channel resistance +2; **Immune** undead traits

## OFFENSE

**Speed** 20 ft.

**Melee** 2 claws +6 (1d3 plus 1d6 negative energy)

**Special Attack** mournful dirge (DC 15)

**Spell-Like Abilities** (CL 4, concentration +7)

Constant—*choir leader* (DC 15)

At will—*ghost sound* (DC 13)

## STATISTICS

**Str** 10, **Dex** 14, **Con** —, **Int** 11, **Wis** 15, **Cha** 16

**Base Atk** +3; **CMB** +2; **CMD** 14

**Feats** Deceitful, Weapon Finesse

**Skills** Disguise +12 (+20 when appearing as a halfling), Perception +9, Perform (sing) +7, Stealth +13; **Racial**

**Modifiers** +8 Disguise when appearing as a halfling

**Languages** Common

## ECOLOGY

**Environment** cold urban

**Organization** pair or choir (3–10)

**Treasure** none

## SPECIAL ABILITIES

**Choir Leader (Sp)** This spell-like ability functions like *command undead* except that it allows a dirge caroler to give orders to any number of undead, up to a maximum of 8 HD of creatures within 30 feet.

**Innocent Appearance (Su)** Because they are small and swath themselves in heavy clothing, dirge carolers receive a +8 racial bonus on any Disguise checks to appear as normal halflings.

**Mournful Dirge (Su)** As a standard action, a dirge caroler can sing a song that saps the will of intelligent creatures. Creatures within 30 feet of a dirge caroler using this ability take a penalty to Wisdom equal to 1d6+2. A successful DC 15 Fortitude save reduces this penalty by half. This penalty does not stack with itself; only the highest penalty applies. This penalty lasts for 4 minutes. A creature that successfully saves against this ability cannot suffer the

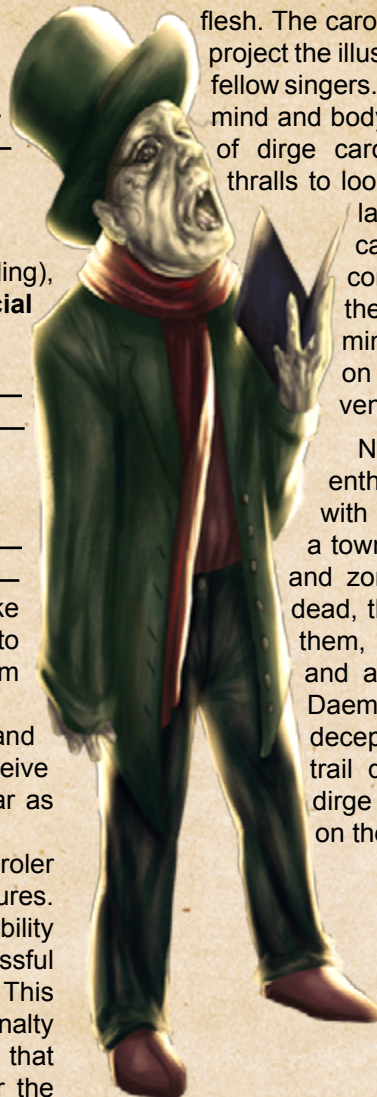
effects of this ability again for 24 hours. The save DC is Charisma-based.

Dirge carolers are small, corporeal undead—the hideous remains of impoverished halflings swathed in dirty, heavy winter clothing. In life, they depended upon the generosity of their neighbors to survive the harsh winters; when that generosity waned, they starved to death. Now, they seek vengeance on those who ignored their suffering—the miserable hunger and thirst that killed them persist beyond death, and now only flesh and blood will slake their ravenous appetites.

Dirge carolers typically travel in groups of three or more along with their undead thralls (usually zombies), wandering through urban areas during the Midwinter holiday season singing mournful songs on doorsteps. Typically, these are recognizable songs in minor keys, though occasionally dirge carolers will also sing other popular songs written in major keys but transposed to a minor mode.

These short-statured horrors roam cold, dark city streets on winter nights and wait for unsuspecting homeowners, shopkeepers, or inn patrons to open the door and listen to their song. A dirge caroler's music saps the very willpower of those who listen to it, and the carolers take advantage of their dulled senses to draw them in and consume their flesh. The carolers use their *ghost sound* ability to project the illusion that their enslaved zombies are fellow singers. Entire villages have been devoured mind and body by particularly enterprising choirs of dirge carolers who disguise their undead thralls to look like well-dressed gentlemen and ladies joining the "waifs" in a holiday carol. Once their victims have been completely sapped of their wits, the dirge carolers feed upon their mindless husks, and then they move on to the next house, their hunger for vengeance never fully sated.

Necromancers occasionally recruit or enthrall dirge carolers and charge them with a crew of zombie slaves to prime a town for harvesting. Once the carolers and zombies have eaten their fill of the dead, the necromancer sweeps in behind them, raising the bodies of the fallen and adding their numbers to his army. Daemons are particularly fond of these deceptive little undead, and may even trail quietly behind a particularly large dirge caroler choir, gorging themselves on the souls of the fallen.





# DREIDEL SWARM

Hundreds of spinning four-sided tops careen across the ground toward you, their razor-sharp points drilling into anything they run across, leaving deep grooves in soft surfaces.

DREIDEL SWARM	CR 2
<b>XP 600</b> N Diminutive construct (swarm) <b>Init</b> +3; <b>Senses</b> blindsight 60 ft.; <b>Perception</b> –5	
<b>DEFENSE</b>	
<b>AC</b> 16, touch 16, flat-footed 14 (+2 Dex, +4 size) <b>hp</b> 16 (3d10) <b>Fort</b> +1, <b>Ref</b> +3, <b>Will</b> –4 <b>Defensive Abilities</b> swarm traits; <b>Immune</b> construct traits, weapon damage; <b>SR</b> 13	
<b>OFFENSE</b>	
<b>Speed</b> 15 ft. <b>Melee</b> swarm (1d6 plus turn of fortune) <b>Space</b> 10 ft.; <b>Reach</b> 0 ft. <b>Special Attack</b> sneak attack +1d6	
<b>STATISTICS</b>	
<b>Str</b> 1, <b>Dex</b> 15, <b>Con</b> —, <b>Int</b> —, <b>Wis</b> 1, <b>Cha</b> 1 <b>Base Atk</b> +3; <b>CMB</b> —; <b>CMD</b> —	
<b>ECOLOGY</b>	
<b>Environment</b> any <b>Organization</b> solitary, pair, or throng (5–10 swarms) <b>Treasure</b> none	
<b>SPECIAL ABILITIES</b>	
<b>Sneak Attack (Ex)</b> A creature denied its Dex bonus to its Armor Class against a dreidel swarm's attacks sustains an additional +1d6 points of damage. This ability functions like the rogue ability of the same name.	
<b>Trip Hazard (Ex)</b> It is very difficult to maneuver within the area occupied by a dreidel swarm. Any creature who takes any move action within the swarm's area or moves through the space it occupies must make a DC 14 Reflex save or fall prone, losing the move action it attempted. Flying creatures are immune to this ability.	
<b>Turn of Fortune (Su)</b> A creature damaged by a dreidel swarm's swarm attack is affected by a random effect, indicated by a glowing symbol on the surface of each dreidel in the swarm. Creatures that successfully save against the turn of fortune effect are immune to the ability for 1 minute. All saving throws are Constitution-based.	
1 The dreidel swarm moves across the ground in a hypnotic pattern as the symbol of the nymph glows a pale blue. A creature that fails a DC 11 Will	

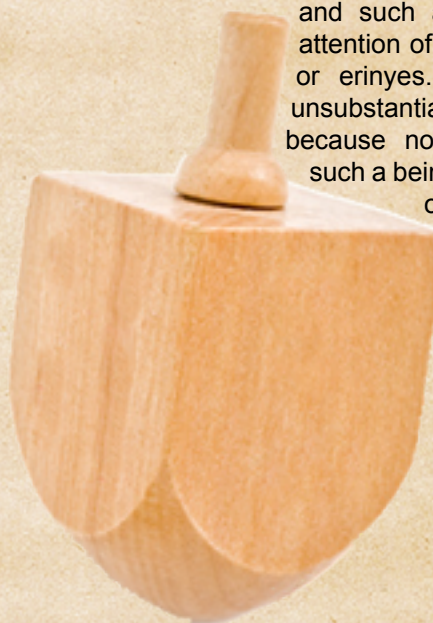
save is fascinated for 1d4 rounds.

- The dreidel swarm whirs madly, as their wickedly sharp ends bore through clothing and flesh while the symbol of the owlbear glows brown. A creature sustains 6 points of damage in addition to any swarm damage dealt. A creature that succeeds on a DC 11 Fortitude save takes only half the additional damage.
- The symbol of the vampire glows blood-red as vitality is drained from an affected creature. A creature that fails a DC 11 Fortitude save sustains 1d3 points of Constitution damage.
- A golden dagger glows on each of the dreidels as the swarm clusters around the creature's legs. An affected creature loses its Dexterity bonus to its Armor Class until the end of the dreidel swarm's next turn.

Dreidel swarms are often created by clerics to inhibit overly-curious adventurers who would ransack holy places. They are sometimes paired with traps that are triggered by weight or motion and placed to drive intruders directly into the triggers. Other temples use the dreidels to buy time for their more powerful guardians to move into position and cut off would-be raiders.

The dreidel is an ancient device traditionally used to play a game of chance, although the symbols carved upon its faces may also be believed to have a higher symbolic meaning depending on the particular faith to which the dreidel's crafter adheres. The symbology behind the face carvings is the focus of a particularly esoteric field of study: scholars who specialize in this discipline believe that fully understanding the meaning of the symbols allows the bearer of the knowledge to effect a powerful miracle, although no such scholar is known to have ever succeeded in decoding that meaning.

Some adventurers maintain persistent superstitions about dreidel swarms and prefer to avoid rather than destroy them. A few tomb raiders say that vigilant outsiders who keep watch over temples guarded by the swarms view the destruction of dreidels as desecration and blasphemy, and such an act could draw the attention of a movanic deva, vanth, or erinyes. This claim is largely unsubstantiated, however—perhaps because none who have crossed such a being have survived to warn others away from such a self-destructive choice.





# EGGNOG PUDDING

*The smell of nutmeg and whiskey hangs heavy in the air around this massive specimen of viscous, yellowish-white ooze. It lurches toward you with a thick pseudopod extended, and the strong odor of the spices seems to turn the contents of your stomach to ash.*

## EGGNOG PUDDING

CR 6

XP 2,400

N Huge ooze (cold)

Init -2; Senses blindsight 60 ft.; Perception -5

## DEFENSE

AC 6, touch 6, flat-footed 6 (-2 Dex, -2 size)

hp 68 (8d8+32)

Fort +6, Ref +0, Will -3

**Defensive Abilities** split (bludgeoning and slashing, 10 hp);

**Immune** cold, ooze traits

**Weaknesses** flammable, vulnerability to fire

## OFFENSE

**Speed** 20 ft., climb 20 ft.

**Melee** slam +8 (2d6+4 plus nauseating slam)

**Space** 15 ft.; **Reach** 10 ft.

**Special Attack** engulf (DC 18, 2d6+4)

## STATISTICS

Str 18, Dex 6, Con 18, Int —, Wis 1, Cha 1

**Base Atk** +6; **CMB** +12; **CMD** 20 (30 vs. bull rush, drag, reposition, can't be tripped)

**SQ** ooze traits, suction

## ECOLOGY

**Environment** any cold

**Organization** solitary

**Treasure** none

## SPECIAL ABILITIES

**Flammable (Ex)** Whenever an eggnog pudding takes fire damage, it instantly catches on fire (no Reflex save allowed). Any creature currently engulfed in the pudding also takes 1d6 points of fire damage each round, and the pudding deals an extra 1d6 points of fire damage when making its slam attack while it is on fire.

**Nauseating Slam (Ex)** The sickly sweet, nutmeg-infused fluid that comprises an eggnog pudding is toxic to most living beings, and an eggnog pudding's slam attacks can nauseate a targeted creature on a successful hit. The target of the slam must make a DC 18 Fortitude save or be nauseated for 1d3 rounds. The save DC is Constitution-based.

**Split (Ex)** Bludgeoning and slashing weapons deal no damage to an eggnog pudding. Instead, the creature splits into two identical puddings, each with half of the original's current hit points (round down). An eggnog pudding with 10 hit points or less cannot be further split and dies if

reduced to 0 hit points.

**Suction (Ex)** An eggnog pudding can create powerful suction against any surface as it climbs, allowing it to cling to inverted surfaces with ease. An eggnog pudding can establish or release suction as a swift action, and as long as it is using suction, it moves at half speed. Because of the suction, an eggnog pudding's CMD score gains a +10 circumstance bonus to resist bull rush, drag, and reposition attempts.

The very first eggnog pudding was the horrific result of an unscrupulous confectioner's attempt to create an endless supply of the drink by injecting white pudding cultures into a batch of his cheapest recipe. Because it was originally formulated to multiply when stirred, an eggnog pudding cannot dissolve metal, stone, or wood. Although sharing its progenitor's resistance to cold damage, an eggnog pudding is also very flammable due to the high alcohol content of its biological makeup. The ooze is not intelligent enough to seek out water to douse the flames and always fights to its own fiery death in its desperation to consume organic material.

An eggnog pudding instinctively seeks out large containers such as barrels, vats, or jars, and will sometimes split itself into multiple organisms to inhabit more than one such container if its entire mass is too big to fit into a single container. It then lies in wait for potential prey to mistake the ooze for harmless run-of-the-mill eggnog, reaching out with a pseudopod when a would-be drinker draws near enough. Particularly

sadistic and sinister villains may even use abjuration magic to disguise themselves from the pudding and separate it into individually-sized glasses, then invite their enemies to a nice Midwinter holiday dinner and serve the toxic concoction as a cocktail to their unsuspecting guests.

Some creatures are possessed of stomachs strong enough to consume an eggnog pudding and consider the ooze a delicacy. Trolls in particular enjoy the tangy, powerfully-spiced flavor of the ooze, and may even capture one and stir it up to generate more of the substance, keeping it around as both a food source and an intoxicant, not to mention a handy guard animal in a pinch. The fact that they are themselves susceptible to fire and ingesting a highly flammable substance is usually too sophisticated an avenue of thought for the average troll to grasp, of course.





# GOLEM, GINGERBREAD

*This three-story tall monstrosity is flat like a cookie, but bends and twists with ease as it stalks across the ground. Its cakelike, vaguely humanoid body is etched with runes, and three enormous gumdrops dot its chest. An irrepressibly cheery smile of sugar icing stretches across its face.*

## GINGERBREAD GOLEM

CR 11

XP 12,800

N Gargantuan construct

**Init** -1; **Senses** darkvision 60 ft., low-light vision; Perception +0

## DEFENSE

**AC** 20, touch 5, flat-footed 20 (-1 Dex, +15 natural, -4 size)  
**hp** 142 (15d10+60)

**Fort** +5, **Ref** +4, **Will** +5

**DR** 5/bludgeoning and magic; **Immune** construct traits, magic; **SR** 22

**Weaknesses** gumdrop powered

## OFFENSE

**Speed** 40 ft.

**Melee** 2 slams +20 (2d6+9)

**Space** 20 ft.; **Reach** 20 ft.

**Special Attack** spice breath (30-ft. cone, 15d6 slashing plus -10 penalty to Stealth, DC 17 for half damage)

## STATISTICS

**Str** 28, **Dex** 8, **Con** —, **Int** —, **Wis** 11, **Cha** 1  
**Base Atk** +15; **CMB** +28; **CMD** 37

## ECOLOGY

**Environment** any non-tropical

**Organization** solitary

**Treasure** none

## SPECIAL ABILITIES

**Gumdrop Powered (Ex)** A gingerbread golem is powered by magical energy stored in three small gumdrops on the front of its body. For each button removed, the golem takes a -1 penalty to its attack rolls, CMB, CMD, damage reduction, natural armor bonus, and saving throws. A gumdrop button can be removed with a DC 25 Strength check or a successful sunder attempt.

**Immunity to Magic (Ex)** A gingerbread golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- A magical attack that deals fire damage *slows* a gingerbread golem (as the *slow* spell) for 2d6 rounds (no save).
- Exposure to the spells *aqueous orb*<sup>APG</sup>, *geyser*<sup>APG</sup>, or *hydraulic torrent*<sup>APG</sup> causes the golem to gain vulnerability to bludgeoning damage for 1 round.

**Spice Breath (Ex)** As a standard action once every 1d4 rounds, a gingerbread golem can emit a 30-foot cone of coarsely-ground cinnamon, ginger and nutmeg. A creature within the cone's area suffers 15d6 points of slashing damage; additionally, the creature suffers a -10 penalty

to Stealth checks for the next 1d3 days due to the cloying scent of the spices. A successful DC 17 Reflex save reduces this damage by half and negates the penalty to Stealth. A gingerbread golem can use this ability once every 1d4 rounds. The save DC is Constitution-based.

Cooked in enormous metal molds lined with rune carvings that leave intricate impressions in the dough as it cools, these flat-bodied golems of hard-baked ginger cake invariably sport faces plastered with cheery smiles of hardened white icing. The magical power that fuels this golem is contained in the enormous gumdrops arranged vertically down its front like shirt buttons.

Although these sugary juggernauts are formidable siege weapons and often panic even veteran soldiers, savvy combatants can exploit several weaknesses when fighting a gingerbread golem. The golem's body is extremely vulnerable to moisture; well-prepared keeps that have fought these creations previously will sometimes boil vats of milk and leave them upon their parapets, ever poised to pour down upon the golems' porous, doughy forms. Fire also has a deleterious effect on the golem's mobility, baking and hardening the dough and slowing its movement dramatically.

The origins of the gingerbread golem are unknown, though many scholars have advanced theories on the subject. Some speculate that they were first invented by a wizard who could obtain flour and sugar more cheaply than other materials typically used to craft golems. Others say a group of gnome bakers who used magic to fire their ovens unwittingly created the first one; the uncontrolled creation rampaged through their village before being destroyed (and eaten). Although the presented stat

block represents a Gargantuan-sized gingerbread golem, smaller varieties are known to exist. Dark tales are told of an evil queen who was a student of black arts in centuries past. Supposedly, she powered Medium-sized gingerbread golems carved into the likenesses of her political foes by using their souls as a component in the creation process.

## Construction

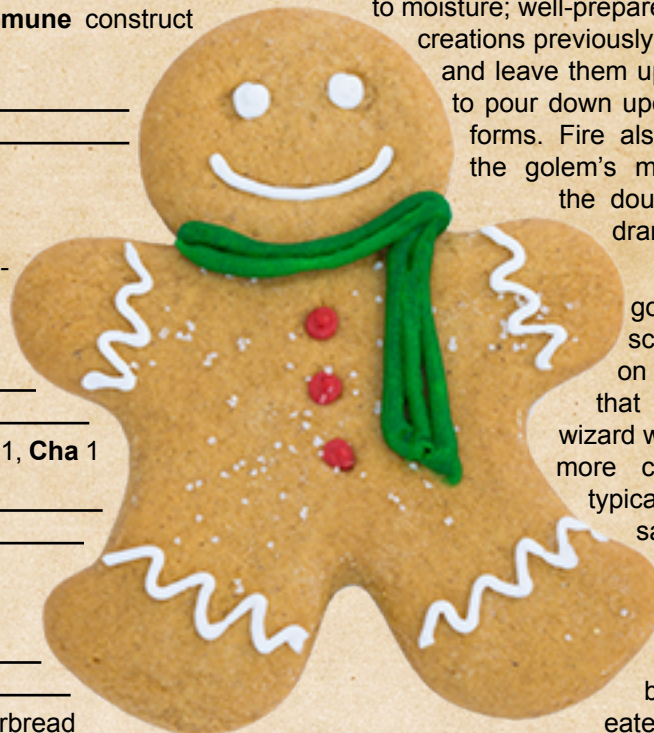
A gingerbread golem's body must be crafted from 1000 pounds of ginger cake batter, which is poured into a rune-inscribed alchemical mold and cooked with magical fire.

## GINGERBREAD GOLEM

CL 14th; Price 66,200 gp

## CONSTRUCTION

**Requirements** Craft Construct, *animate objects*, *cold ice strike*, *flaming sphere*, *geas/quest*, creator must be caster level 14th; **Skill** Craft (baked goods) DC 19; **Cost** 33,100 gp





# PSYCHOPOMP, WILD HUNTER

*This impossibly large man is dressed in pelts and roughly tanned leather. The lower half of his body is that of a massive stag. He wears a wooden mask carved with fell symbols and topped with an impressive rack of horns. The sound of howling wolves follows him as he moves.*

## WILD HUNTER

CR 13

XP 25,600

N Huge outsider (extraplanar, psychopomp)

**Init** +5; **Senses** darkvision 60 ft., low-light vision, spiritsense 60 ft.; **Perception** +19

**Aura** fear aura (30-ft. radius, DC 19)

## DEFENSE

**AC** 26, touch 13, flat-footed 21 (+8 armor, +5 Dex, +5 natural, -2 size)

**hp** 189 (18d10+90)

**Fort** +16, **Ref** +16, **Will** +9

**Defensive Abilities** channel resistance +4; **DR** 5/cold iron and magic; **Immune** death effects, disease, poison; **Resist** cold 10, electricity 10

## OFFENSE

**Speed** 40 ft.

**Melee** +1 *ghost touch keen longsword* +22/+17/+12/+7 (3d6+6/17-20)

**Ranged** +1 *ghost touch composite longbow* +22/+17/+12/+7 (3d6+6)

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

**Special Attack** trample (2d6+7, DC 24)

**Spell-Like Abilities** (CL 9th, concentration +9)  
Constant—*seal of fate*

## STATISTICS

**Str** 20, **Dex** 20, **Con** 20, **Int** 10, **Wis** 16, **Cha** 11

**Base Atk** +18; **CMB** +25 (+27 bull rush, overrun); **CMD** 40 (42 vs. bull rush, overrun)

**Feats** Bloody Assault<sup>APG</sup> (-5/1d4 bleed), Charge Through<sup>APG</sup>, Devastating Strike<sup>UC</sup>, Improved Bull Rush, Improved Devastating Strike<sup>UC</sup>, Improved Overrun, Improved Vital Strike, Power Attack (-5/+10), Vital Strike

**Skills** Handle Animal +17, Knowledge (nature) +17, Knowledge (planes) +17, Perception +19, Sense Motive +19, Stealth +10, Survival +20, Swim +18

**Languages** Abyssal, Celestial, Infernal

**SQ** ghost touch

## ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** double (+1 *keen longsword*, +1 *composite* (+5 Str) *longbow*, and +4 *hide armor*)

## SPECIAL ABILITIES

**Fear Aura (Su)** Creatures within a 30-foot radius of the wild hunter that fail a DC 19 Will save become frightened for

1d8 rounds. A creature that successfully saves cannot be affected again by this fear aura for 24 hours. The save DC is Charisma-based.

**Ghost Touch (Su)** A wild hunter's attacks are treated as if it had the *ghost touch* weapon special ability.

**Lord of Spirits (Su)** The wild hunter can command up to 18 HD of ghosts.

**Seal of Fate (Sp)** This spell-like ability functions like a *rest eternal* spell against any creature killed by the wild hunter, except that *remove curse* and *break enchantment* do not negate this effect. Only a *miracle* or *wish* can undo this effect.

**Spiritsense (Su)** The wild hunter notices, locates, and can distinguish between living and undead creatures within 60 feet, just as if it possessed the blindsight ability.

When the winter winds blow bitterly chill and the trees are shellacked with cruel frost, the howls of ghostly hounds can be heard on the night air. These howls are but a harbinger of the passing of a fearsome hunter who rides across the snow, slaughtering any creature that dares to cross his path. Thankfully, the twelve days preceding the Midwinter holiday seem to be the only time that the hunter rides; he disappears at the first light of dawn on Midwinter's Day.

The wild hunter is usually accompanied by the ghosts of dire wolves. Regardless of whether the ghost wolves are with him or not, the sound of their howling accompanies him wherever he rides, striking fear into the heart of anyone who hears their unearthly cries.

A psychopomp of immense size and strength, the wild hunter is an immortal spirit of nature—an equalizer of man and beast alike. Theologists posit that the wild hunter must be let loose to account for times during the rest of the year when faithful priests perform healing magic and alter the course of fate; where they untimely delay death, the wild hunter untimely brings it, and so balance is maintained. Once the wild hunter has sealed the fate of a defeated opponent, it is very difficult to undo the curse and resurrect a person who has fallen to the hunter.

A scant few tales say that the hunter has been known to spare a soul on at least one occasion, but none can say who or why. Perhaps the wild hunter knows when a being has not yet fulfilled its purpose and cannot strike down one who has yet to accomplish it. It is doubtful that the psychopomp is possessed of any sense of mercy, so this explanation may have merit.





# TOMTENISSE

A tiny man with a thick white beard dressed in emerald silk leggings and a red tunic and conical felt hat grins at you from a nearby sock.

## TOMTENISSE

CR 1

### XP 400

CG Tiny fey

**Init** +2; **Senses** low-light vision; Perception +4

### DEFENSE

**AC** 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

**hp** 10 (3d6)

**Fort** +1, **Ref** +5, **Will** +3

**DR** 2/cold iron

### OFFENSE

**Speed** 20 ft.

**Melee** quarterstaff -1 (1d3-4)

**Ranged** lasso +5 (entangle) or net +5 (entangle)

**Space** 2-1/2 ft.; **Reach** 0 ft.

**Special Attack** jinx

**Spell-Like Abilities** (CL 3, concentration +4)

1/day—*boot portal*

### STATISTICS

**Str** 2, **Dex** 14, **Con** 10, **Int** 13, **Wis** 10, **Cha** 12

**Base Atk** +1; **CMB** -5 (+1 dirty trick); **CMD** 7 (9 vs. dirty trick)

**Feats** Combat Expertise (-1/+1), Improved Dirty Trick

**Skills** Acrobatics +8, Bluff +7, Craft (toys) +10, Craft (traps) +10, Perception +4, Sense Motive +6, Sleight of Hand +6;

**Racial Modifiers** +4 Craft (toys), +4 Craft (traps)

**Languages** Common, Sylvan

**SQ** natural artisan, trickster

### ECOLOGY

**Environment** cold forests or plains

**Organization** solitary, pair, collection (5-20), or colony (50-200; 1 overseer of 5th level per 25 adults)

**Treasure** standard

### SPECIAL ABILITIES

**Boot Portal (Sp)** Once per day, a tomténisse can *teleport* up to 120 feet as a spell-like ability, but it must start or end its teleportation in a boot, shoe, or stocking. On Midwinter's Eve, a tomténisse can use this ability at will.

**Jinx (Su)** A tomténisse can jinx a creature within 30 feet as a swift action. A creature affected by the jinx must succeed a DC 12 Will save or suffer bad luck. On a failed saving throw, the creature must roll twice on its next attack roll, saving throw or skill check and take the lower result. The save DC is Charisma-based.

**Natural Artisan (Ex)** Tomténissen are talented crafters by birth, and receive a +4 racial bonus to all Craft skill checks.

**Trickster (Ex)** A tomténisse receives a +4 racial bonus to CMB when attempting a dirty trick.

The tomténisse, also known to some cultures as the domovoi, is a miniscule breed of fey that often dwells secretly in homes or on farms. Tomténissen resemble very short gnomes, with red noses, pointed ears, and four-fingered hands; males usually have long beards that nearly touch the ground. They typically dress in simple clothing and wear tall, conical hats made of felt. Highly favored by most homeowners, a tomténisse will often do small favors for a family who shows him respect through gifts of food and drink. In particular, a tomténisse always expects a gift of freshly baked goods on Midwinter's Eve, preferably with a nice cold glass of milk to wash it down.

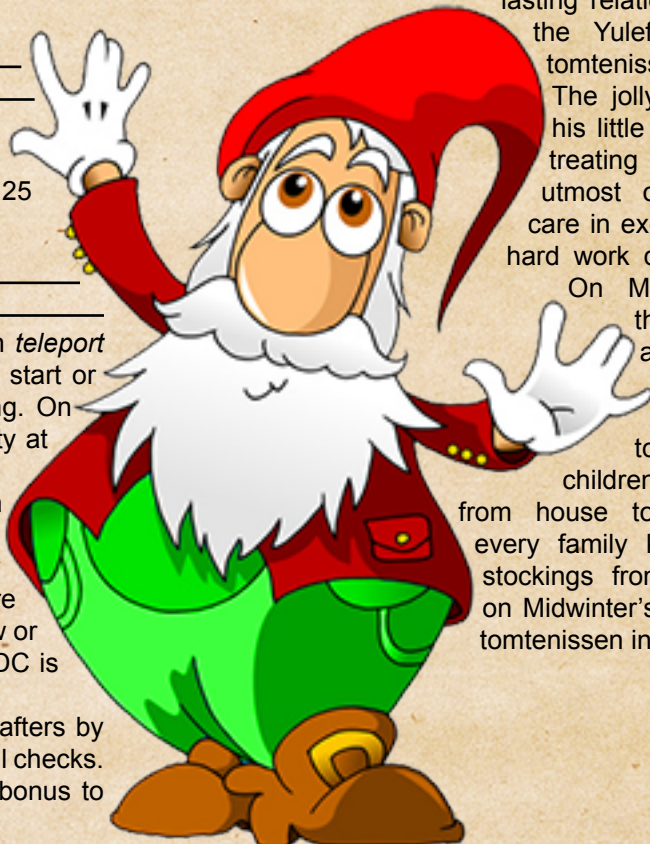
A mistreated or displeased tomténisse is a terror to behold, however. Its love of livestock and children is such that it will play humiliating and sometimes harmful pranks on anyone whom the fey witnesses mistreating a child or an animal in its chosen domain. Tomténissen are skilled at creating makeshift traps and cunning hazards like falling buckets of horse dung, slippery patches of mud or ice strategically placed so as to trip a person, or small pit traps filled with leftovers from a pig trough. If provoked to fight, a tomténisse is a devious opponent who takes any advantage available to him in battle, no matter how underhanded. Groups of tomténissen love to jinx opponents and then taunt their enemies into chasing after them—usually into situations of dire peril where this ill luck will work to the greatest effect.

Tomténissen are natural artisans, and their skills can be applied to smithing or carpentry as easily as trapmaking. Although tomténissen traditionally make their homes beneath houses or in barns and stables, some have been known to serve greater fey or even celestial beings—the most notable occurrence of this phenomenon being the long-

lasting relationship between the Yulefather and his tomténisse workers.

The jolly old elf values his little helpers greatly, treating them with the utmost of respect and care in exchange for their hard work during the year.

On Midwinter's Eve, the tomténissen assist the Yulefather in delivering gifts to good-hearted children by teleporting from house to house; most every family knows to hang stockings from the fireplace on Midwinter's Eve to aid the tomténissen in their journey.





## APPENDIX 1: UNIVERSAL MONSTER RULES

The following rules are standard and are referenced (but not repeated) in monster stat blocks.

**Blindsight (Ex)** This ability is similar to blindsense, but is far more discerning. Using nonvisual senses, such as sensitivity to vibrations, keen smell, acute hearing, or echolocation, a creature with blindsight maneuvers and fights as well as a sighted creature. Invisibility, darkness, and most kinds of concealment are irrelevant, though the creature must have line of effect to a creature or object to discern that creature or object. The ability's range is specified in the creature's descriptive text. The creature usually does not need to make Perception checks to notice creatures within range of its blindsight ability. Unless noted otherwise, blindsight is continuous, and the creature need do nothing to use it. Some forms of blindsight, however, must be triggered as a free action. If so, this is noted in the creature's description. If a creature must trigger its blindsight ability, the creature gains the benefits of blindsight only during its turn.

**Channel Resistance (Ex)** A creature with this special quality (usually an undead) is less easily affected by clerics or paladins. A creature with channel resistance adds the bonus listed for that creature to saves made to resist the effects of channel energy, including effects that rely on the use of channel energy (such as the Command Undead feat).

**Construct Traits (Ex)** Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale 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). Constructs are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Constructs are not at risk of death from massive damage.

**Ferocity (Ex)** A creature with ferocity remains conscious and can continue fighting even if its hit point total is below 0. The creature is still staggered and loses 1 hit point each round. A creature with ferocity still dies when its hit point total reaches a negative amount equal to its Constitution score.

**Frightful Presence (Ex)** This special quality makes a creature's very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is usually 30 feet, and the duration is usually 5d6 rounds. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Will save (DC 10 + 1/2 frightful creature's racial HD + frightful creature's Cha modifier; the exact DC is given in the creature's descriptive text). On a failed save, the opponent is shaken, or panicked if 4 Hit Dice or fewer. An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

**Pounce (Ex)** When a creature with this special attack makes a charge, it can make a full attack (including rake attacks if the creature also has the rake ability).

**Powerful Charge (Ex)** When a creature with this special attack makes a charge, its attack deals extra damage in addition to the normal benefits and hazards of a charge. The attack and amount of damage from the attack is given in the creature's description.

**Trample (Ex)** As a full-round action, a creature with the trample ability can attempt to overrun any creature that is at least one size category smaller than itself. This works just like the overrun combat maneuver, but the trampling creature does not need to make a check, it merely has to move over opponents in its path. Targets of a trample take an amount of damage equal to the trampling creature's slam damage + 1-1/2 times its Str modifier. Targets of a trample can make an attack of opportunity, but at a -4 penalty. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Reflex save to take half damage. The save DC against a creature's trample attack is 10 + 1/2 creature's HD + creature's Str modifier (the exact DC is given in the creature's descriptive text). A trampling creature can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

**Undead Traits (Ex)** Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

**Vulnerabilities (Ex or Su)** A creature with vulnerabilities takes half again as much damage (+50%) from a specific energy type, regardless of whether a saving throw is allowed or if the save is a success or failure. Creatures with a vulnerability that is not an energy type instead take a -4 penalty on saves against spells and effects that cause or use the listed vulnerability (such as spells with the light descriptor). Some creatures might suffer additional effects, as noted in their descriptions.

## APPENDIX 2: SUBTYPES

The following subtypes are for monsters in Book of Beasts: War on Yuletide that are not present in the Pathfinder Role Playing Game Bestiary. See the Pathfinder Role Playing Game Bestiary for monster subtypes not listed here.

**Clockwork Subtype:** Clockworks are constructs created through a fusion of magic and technology. They have the following traits unless otherwise noted.

- **Winding (Ex)** Clockwork constructs must be wound with special keys in order to function. As a general rule, a fully wound clockwork can remain active for 1 day per Hit Die, but shorter or longer durations are possible.
- **Vulnerable to Electricity:** Clockwork constructs take 150% as much damage as normal from electricity attacks.



- **Swift Reactions (Ex)** Clockwork constructs generally react much more swiftly than other constructs. They gain Improved Initiative and Lightning Reflexes as bonus feats, and gain a +2 dodge bonus to AC.
- **Difficult to Create (Ex)** The time and gp cost required to create a clockwork is 150% of normal. Construction requirements in individual clockwork monster entries are already increased.

**Psychopomp Subtype:** Psychopomps are a race of true neutral outsiders native to true neutral-aligned outer planes. A psychopomp possesses the following traits (unless otherwise noted in the creature's entry).

- Darkvision 60 feet and low-light vision.

- Immunity to death effects, disease, and poison.
- Resistance to cold 10 and electricity 10
- Except where otherwise noted, psychopomps speak Abyssal, Celestial, and Infernal.
- A psychopomp's natural weapons, as well as any weapon it wields, are treated as though they had the ghost touch weapon special ability.
- **Spiritsense (Su)** A psychopomp notices, locates, and can distinguish between living and undead creatures within 60 feet, just as if it possessed the blindsight ability.

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