

Beasts of Legend  
**Howl at Restless**

by Jason Nelson, Tim Hitchcock, and Matt Goodall



# Beasts of Legend Boreal Bestiary

by Tim Hitchcock & Jason Nelson

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# Beasts of Legend

# Boreal Bestiary

by Tim Hitchcock & Jason Nelson

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# WHAT YOU WILL FIND INSIDE BOREAL BESTIARY

This supplement contains 10 creatures and several additional variants suitable for use in any campaign set within or traveling through the frosty desolation of the northern wilderness. While ideally suited for adventure paths like the Kingdom-Building and Far East APs, as well as the Demon Crusade and Witches of Winter, these creatures provide a wealth of sinister and surprising creatures living, dead, and somewhere in between. From feral fairies to haunted spirits and otherworldly terrors of the frozen north, the *Boreal Bestiary* stands proudly alongside the *Coldwood Codex* in drawing upon real-world folklore, classic fantasy tropes, and the design skills of the top creative minds in the business. These bestiaries are indispensable additions to any GM's monster toolkit.

The bestiary products of Legendary Games, including the *Coldwood Codex* as well as the *Construct Codex* for our Gothic Adventure Path Plug-Ins, have been lavished with praise for their quality and inventiveness, and we hope to bring you many more chapters in our ongoing *Beasts of Legend* series that will equal or exceed those that have come before. The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!



- Jason Nelson

## INTRODUCTION

This bestiary is a companion to *Beasts of Legend: Coldwood Codex*, as it explores creatures endemic to the wild winter woods, and like the *Coldwood Codex* it delves deeply into the lore of woodland spirits both living and dead. However, the *Boreal Bestiary* strays much farther into the desolate and empty woods of the far north, where the lonely taiga verges into the vast and empty tundra and the eternal snows of the high ice beyond. The creatures in this volume exist largely apart from humanoid civilization, at best indifferent but far more often openly hostile, with a raw and ravaging hunger that threatens to devour the effete interlopers from the warmer lands and send them screaming back to more temperate climes.

Fey make up almost half the monsters in this bestiary. At low levels, **gruens** take the unhealthy obsession of mites with their vermin to an altogether terrifying place of chattering horror. The abomination of cannibalism is embodied in the **wiitikowan**, a template allowing you to transform humans and animals alike into bloodthirsty beasts under the curse of the wendigo, including two sample creatures as well as a hapless savage hunter fighting a losing battle against madness and a hunger for the flesh of his own kind. The **orruol** is a spirit of the mountains, a creature of regal strength and wisdom but often cold indifference to the people living in the shadow of her domain. Lastly, the sinister **polevik** is a poacher of souls venturing into lands barely settled and strangling the unsuspecting to give poleviks the deaths they believe are their due. Against these spirits of life (and sometimes in the wake of their murderous attacks), the sinister **green children** rise from their sodden graves to haunt and tear down those that failed to protect them during their lives cut short.

The remaining Beasts of Legend are living things, including the otherworldly and hypnotic **arctic harpspider**, whose resonant webs and cocoons of spun ice enrapture the unwary into an icy death. Such noise and vibration is anathema to the titanic **maniitok**, a massive ooze comprised of the living tundra itself and filled with loathing and wrath for the clamorous din of civilization and things not of nature. Its destructive fury is unmatched should any intrude too far upon its silent solitude. Three monstrous humanoids complete the bestiary, including the hard-hearted **torden**, swift hunters astride winter wolves and giant owls alike, prowling the woodlands for vengeance upon the druids whose curse first created them. The towering **hiisi** are cunning half-giants, masters of traps and ambush and whose blood unravels magic itself. Lastly, the sinister **vodenjak**, more likely than any others in this bestiary to truck with humanoids as they offer passage across the cold rivers, lakes, and marshes of the north, as well as advice and gifts of magic, but every bargain has its price and few come out ahead when the vodenjak claims his reward.

# ARCTIC HARSPIDER

*Seemingly composed of opaque crystals of ice, this giant arachnid lurks by an icy spiderweb, softly brushing its bristled legs against the frozen strands of webbing. Below eight opalescent eyes, its large mandibles glisten with a viscid cyanic ichor.*

## ARCTIC HARSPIDER

**CR 4**
**XP 1,200**
**N** Large outsider (cold, native)

**Init** +2; **Senses** darkvision 60 ft.; Perception +4

## DEFENSE

**AC** 17, touch 12, flat-footed 14 (+2 Dex, +1 dodge, +5 natural, -1 size)

**hp** 42 (5d10+15)

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

**Immune** cold, poison

**Weaknesses** vulnerable to fire

## OFFENSE

**Speed** 40 ft., climb 40 ft.

**Melee** bite +8 (1d8+6 plus 1d6 cold and poison)

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

**Special Attacks** hypnotic harmonics, poison

## STATISTICS

**Str** 18, **Dex** 15, **Con** 16, **Int** 5, **Wis** 10, **Cha** 15

**Base Atk** +5; **CMB** +10; **CMD** 23 (35 vs. trip)

**Feats** Dodge, Mobility, Spring Attack

**Skills** Climb +16, Perception +7, Perform (string) +10, Stealth +6

## ECOLOGY

**Environment** cold forests or hills, underground

**Organization** solitary, nest (2-4), or colony (5-10)

**Treasure** standard

## SPECIAL ABILITIES

**Hypnotic Harmonics (Su)** When a harpspider strums the thin crystalized strands of its ice web, the tinkling melodious resonance becomes a mesmerizing lure. Initiating hypnotic harmonics is a standard action for a harpspider and maintaining it each round requires a move action that does not provoke attacks of opportunity. The harpspider must remain within reach of its web to maintain this ability. When a harpspider plays, all creatures except harpspiders within a 300-foot spread must succeed on DC 14 Will saves or become captivated. Creatures that successfully save are not subject to the effects of hypnotic harmonics from the same harpspider for 24 hours. Captivated victims move toward the web using the most direct means available. If the path leads them into a dangerous area, such as through fire or off a cliff, those creatures receive a second saving throw to end the effect before moving into peril. Mesmerized creatures can take no actions other than to defend themselves. A captivated victim within 10 feet of a harpspider's resonating web becomes dazed. This

effect continues for as long as the harpspider plays and for 1 round afterward. An arctic harpspider's webs are easy to damage and destroy (hardness 0, hp 3) but doing so while the webs are under the effect of hypnotic harmonics produces a sonic backlash, the equivalent of a **sound burst** (DC 14) centered on the damaged web. An arctic harpspider is affected normally by this sonic backlash. Hypnotic harmonics is a sonic mind-affecting charm effect that relies on audible components. The save DC is Charisma-based.

**Poison (Ex)** Bite—injury; **save** Fort DC 15; **frequency** 1/round for 6 rounds; **effect** 1d2 Dex plus 1d6 nonlethal damage and fatigued; **cure** 1 save. Similar to frostbite, the fatigued condition caused by this hypothermic poison ends when the nonlethal damage dealt by the poison is cured.

The arctic harpspider is an otherworldly creature composed of crystallized mineral-rich fluid. This bizarre other-dimensional arachnid possesses a shrewd cunning and is an instinctive skirmish predator. If its quarry resists its mesmerizing harmony, the spider favors darting in to strike then swiftly ducking back out of reach. It often waits until its poison disables a victim before closing in for the kill. It gains nourishment from the vital bodily fluids of its victims but can enter a state of frozen hibernation if prey is scarce.

Arctic harpspiders are sometimes discovered during summer months cocooned in an icy membrane within caves or other cool places. Touching the membrane awakens the spider within, although it is fatigued for 1d4 rounds as it emerges from its hibernation. It can automatically break out of the icy membrane as a move action, but creatures attempting to break into it must deal at least 10 points of damage (hardness 0) to shatter the membrane. The ice membrane is translucent, so movement can be seen within as the spider awakens but a DC 20 Knowledge (planes) check is required to identify the creature within.

An arctic harpspider weighs 450 pounds and its legs extend 8 feet from its 7-foot long body.



# GREEN CHILD

Bathed in the swirling mire mists emerges the gaunt corpse of a moss-covered, rotting child. Its bloated, swollen belly heaves to an unnatural rhythm. Eerily, the lithesome horror seems to shift its position in short flickers like the quivering flame of a windblown candle.

## GREEN CHILD

CR 5

XP 1,600

CE Small undead

Init +6; Senses darkvision 60 ft., lifestense; Perception +18

## DEFENSE

AC 18, touch 13, flat-footed 16 (+2 Dex, +5 natural, +1 size)

hp 68 (8d8+32)

Fort +5, Ref +4, Will +9

Defensive Abilities channel resistance +4; Immune undead traits

## OFFENSE

Speed 30 ft.

Melee 2 claw +6 (1d3-1), bite +1 (1d4-1)

Spell-Like Abilities (CL 5th; concentration +8)

3/day—*mirror image*

## STATISTICS

Str 8, Dex 15, Con —, Int 11, Wis 16, Cha 17

Base Atk +6; CMB +4; CMD 16

Feats Gang Up, Improved Initiative, Stealthy, Toughness

Skills Climb +10, Escape Artist +4, Intimidate +14, Perception +18 (+24 warm-blooded living creatures), Stealth +23 (+31 in swamps moss or heavy shrubbery);

Racial Modifiers +4 Perception (+10 warm-blooded living creatures), +4 Stealth (+12 in swamps moss or heavy shrubbery)

Languages Common (can't speak)

## ECOLOGY

Environment cold, swamps, temperate forest

Organization Solitary, death gang (2-8), death clan (9-16)

Treasure none (incidental)

## SPECIAL ABILITIES

**Dead Mob (Ex)** If two or more green children flank an opponent, each deals +1d6 points of additional sneak attack damage per the number of flanking green child allies. The sneak attack bonus damage only applies when the green child is flanking with other green children. Similarly, if two or more green children use the same supernatural attack during the same round, the DC for saves against each of the attacks increases by +1 for each green child in the mob.



**Gaze of the Green Child (Su)** As a full-round action, a green child can allow its haunting gaze to fall upon a foe, cursing the unsuspecting victim. A target that fails a DC 15 Will save is flooded with the woes and pains of the green child's former life. A green child can target his opponent with any of the following curses:

**Gaze of Anguish:** this gaze attack imparts the anguish and agony of the green child's death. The anguish floods the cursed victim, dealing 1d4 point of Wisdom damage and leaving them shaken until the effect is removed. A successful Will save negates the ability damage, however the victim remains shaken for 1d6 rounds.

**Gaze of Nightmares:** this gaze attack curses the victim with dreaded and horrific nightmares. Until the curse is lifted, the victim cannot sleep for more than a few hours without waking in a cold sweat. The cursed creature cannot get a full night's rest, leaving him fatigued, preventing him from healing naturally or regaining arcane spells. A successful Will save negates this effect.

**Gaze Starvation:** this gaze attack fills the victim with gnawing and insatiable hunger. The cursed victim believes he is starving and takes 3d6 points of non-lethal damage and becomes fatigued until the effect is removed. A

successful Will save negates the non-lethal damage, however the victim remains fatigued for 1d6 rounds. A victim cursed with starvation may temporarily stave his hunger by eating a full meal, suppressing the effects of the green child's curse for 10 minutes.

All the effects of a green child's curse last until removed with a *remove curse*, *break enchantment*, or *disjunction* spell. Using *dispel magic* temporarily suppresses the curse, however it cannot remove it. Gaze of the green child is a mind-affecting enchantment. The save DC is Charisma based., and aAs noted above, a group of green children can use the dead mob ability to increase the DC of the Will save.

**Gang Squeeze (Ex)** Despite the fact that they are small, two green children can occupy the same 5-foot space without suffering any combat penalties.

**Phase Jaunt (Su)** Once every 1d4 rounds, a green child can shift his physical location by temporarily phasing out of existence and then re-manifesting in a new location somewhere within the range of his full-movement rate on the following round. During the phase jaunt, the green child dematerializes and passes through the Astral Plane, then re-enters the Material Plane and materializes at the end of the jaunt. Phase jaunt does not provoke attacks of opportunity. Instead, if the green child rematerializes next to an opponent, he can attempt to surprise any victim that fails a DC 18 Perception check. The Perception check DC is Dexterity-based. If the green child uses phase jaunt in conjunction with his *mirror image* spell-like ability, the images flicker out during the jaunt, but reform when the green child returns.

Beneath the soured mires of the cold wastelands, black swamps, and chilling ice moors stir the remnants of man's most horrific sins, the tumultuary corpses of wrongfully slain children. What force stirs their souls to unrest remains an enigma, for certainly the green children are evil creatures capable of perpetrating vengeful and sadistic acts upon the living. Some surmise that their violence serves as an act of justice; however, these malevolent beings lack ethics and indiscriminately attack any mortals they encounter.

Green children are named for their hideous appearance, and sodden decomposing flesh that is steeped and covered with greenish bog slime. While on few occasions one may encounter a solitary green child, more often they travel in small gangs. When encountered alone, the creatures are less likely to launch a direct attack, instead stalking their prey for days, plaguing them with nightmares until they round up enough other green children to launch an attack. As a group, they hunt with patience, surrounding prey in large circles. From this vantage point they use their mental powers to drive victims to harrowing anguish before slowly closing their ranks around strays and unsuspecting stragglers. Driven by near insatiable fury, most often, a gang of green children will fight until destroyed.

## GRUEN

*Scuttling forth upon maddening clicks of hundreds of chitinous legs emerges a bloated larval centipede whose entire upper body and head have undergone a horrid metamorphosis into the form of a repugnant, pale-fleshed mite crawling upon three pairs of stunted and stubby forearms.*

### GRUEN

**CR 1**
**XP 400**
**N Small fey**
**Init +2; Senses** low-light vision, tremorsense 30 ft.;  
**Perception +5**

### DEFENSE

**AC 16, touch 13, flat-footed 14** (+2 Dex, +3 natural, +1 size)

**hp 9** (2d6+2)

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

### OFFENSE

**Speed** 30 ft., burrow 10 ft., climb 30 ft.

**Melee** bite +3 (1d4+1 plus nauseating bite)

### STATISTICS

**Str 13, Dex 15, Con 12, Int 5, Wis 10, Cha 8**
**Base Atk +1; CMB +1; CMD 13** (can't be tripped)

**Feats** Stealthy

**Skills** Climb +14, Escape Artist +4, Perception +5, Stealth +13

**Languages** Sylvan

### ECOLOGY

**Environment** any underground

**Organization** solitary, pair, or colony (3–6)

**Treasure** none

### SPECIAL ABILITIES

**Ball Roll (Ex)** As a full round action, the gruen can curl itself into a tight ball and safely roll down a slope or hill in a straight line at double its full movement rate. While rolling, the gruen cannot steer or otherwise control the direction it rolls. While in a ball, the gruen gains a +8 natural armor bonus and if it takes damage from slamming into an object placed in its path, the first 1d6 points of damage is non-lethal. Likewise, if a gruen falls, it can also curl into a ball to safely absorb some of its falling damage such that the first 1d6 points of damage is nonlethal. Furthermore, as soon as the gruen hits the ground, it uncoils into a ready position so unless the fall knocks the gruen unconscious or kills it outright, a fall never renders these creatures prone.

**Nauseating Bite (Ex)** Whenever a gruen bites an opponent, the toxins within its wicked mandibles cause the target to become nauseated for 1d6 rounds (DC 12 Fortitude negates). Each round the nausea persists, the target has a 50% chance of vomiting each round, preventing him from talking that round. After the nausea and vomiting end, the residual cramps leave the target fatigued. Individuals that successfully save against the effect, or have already been effected by the toxin, are immune to the nauseating bite attack's effects for the next 24 hours. The DC for the Fortitude save is Constitution-based.

Disturbingly disfigured amalgams of mites and centipedes, these barely intelligent creatures lurk in the lightless warrens of the burrows of their masters and nearest kin—the despicable and craven mites. The gruen’s humanoid features are misshapen and his hairless skin hangs in rubbery, wrinkled folds. While the creature’s face somewhat resembles that of a mite, from either side of its swollen lower lip curl bug-like pinchers. Its upper torso is even more deformed, partially fleshy and humanoid in appearance, with pale bluish skin. From the torso protrude six stunted arms, all of which bow slightly inward. These arms have equally proportioned dwarfish hands, though the hands serve more as feet and the creature cannot effectively use them to manipulate tools, wield weapons, or grapple. The posterior of the creature’s body morphs into the multi-segmented chitin-plated abdomen of a centipede. The lithe centipede legs are well-armored and twist into cruel clattering spikes about the same length as the creature’s stunted forearms.

To those unfamiliar with gruens, the creatures’ aberrant body shapes and uncanny resemblance to mites seems to suggest foul sorcery and magical inbreeding. Nearly as often, humanoids mistake gruen for undead or even demonic avatars. Yet in truth, gruens are none of these things, but remain, perhaps unexpectedly so, products of Otherworld. Mites themselves describe gruens as the living embodiment of the souls of their ancestors, particularly those mites who were grievously erred during their lives and upon death, and made a conscious effort to serve their descendants and to sow their vengeance on the enemies of their people. Yet, despite such origins, gruens are not undead creatures; instead they emerge as the devolved souls that have reformed into a new and bizarre stage of life, morphed into their ghastly bodies through the chaos of Otherworld.

Gruens often maintain close relationships with mites, particularly large colonies of these creatures. While many mites venerate gruens, almost as often they enslave the creatures and force them into servitude. Particularly those mites who fear that a gruen might one day remember their former life, and turn violent and vengeful. Despite being more powerful than mites, gruen often accept, and even delight in the somewhat masochistic role of the servant. Certainly, mite spellcasters able to gain a minimal amount of skill quickly learn to summon these wretched creatures to their aid. Still, mites treat their slaves with great respect and often value their gruen slaves above the lives of their kin. Perhaps more unnerving are those dark and twisted tales of mites that uncover the former name and identity of a gruen. In nearly all these stories, the gruen turns out to be the reincarnation of a revered and powerful mite ancestor. These tales typically resolve with the mite taking the gruen for her lover, though in the end, the ghastly beast ends up consuming the mite, and turning its unfortunate lover into another gruen.

Most of the time, mites allow gruens to inhabit in the outer tunnels surrounding their own lairs. In this symbiotic relationship, the gruens provide the mites with an added first line of defense, and in return the mites provide the gruens with offerings of food. More complex relationships sometimes evolve where a mite takes the role of master or driver. These individuals may learn to direct gruens, and like cattle, drive them, getting them to perform raids on neighboring humanoid settlements or even to participate in war. Truly accomplished drivers may even take gruen mounts or familiars. Such sightings have helped cultivate some of the more outlandish tales of mite/gruen relationships.



# HIISI

Towering above its surroundings, this monstrously hideous giant staggers forth, leaning on crudely formed polearm with two tines. His bent body is covered with scraggly hair and tiny horns protrude from his fleshy forehead. Drool spills from his pink, fleshy lips and his cracked teeth grind like ravenous millstones.

## HIISI

CR 16

XP 76,800

CE Huge monstrous humanoid

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

Perception +12

## DEFENSE

AC 28, touch 8, flat-footed 28 (+4 armor, +16 natural, -2 size)

hp 250 (20d10+140)

Fort +14, Ref +12, Will +15

DR 5/cold iron; Immune disease, poison; SR 27

## Offense

Speed 20 ft.

Melee Hiisi fork +28/+23/+18/+13 (3d6+13/x3)

Space 15 ft.; Reach 15 ft.

Special Attacks rock throwing (30 ft.)

## STATISTICS

Str 28, Dex 11, Con 23, Int 6, Wis 12, Cha 13

Base Atk +20; CMB +31 (+33 bull rush, +33 sunder); CMD 43 (45 vs. bull rush, 45 vs. sunder)

Feats Awesome Blow, Cleave, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Sunder, Iron Will, Power Attack, Toughness, Weapon Focus (ranseur)

Skills Climb +18, Craft (traps) +13, Intimidate +10, Perception +11, Stealth +0 (+10 in mountainous regions), Survival +10; Racial Modifiers +6 Craft (traps), +10 Stealth in mountainous regions

Languages Giant

SQ dead magic blood, traps, trap springer

Gear mwk hide armor, hiisi fork

## ECOLOGY

Environment cold hills and mountains

Organization solitary, clan (2d6)

Treasure standard

## SPECIAL ABILITIES

**Dead Magic Blood (Su)** All hiisis are naturally resistant to magic. Not only do they have heightened spell resistance, their very blood can be used to create dead magic zones. Over the centuries, the hiisis have learned to manipulate this property quite effectively.

As a standard action, a hiisi can bleed himself for 2d6 points of damage to effectively create a dead magic zone. A dead magic zone has the properties of an *anti-magic field* in a 20-ft-radius surrounding the spilled blood. The *anti-magic field* effect lasts



for 5+1d10 minutes. They often spill blood on their traps or on boulders before throwing them at spell-wielding opponents. Once spilled, the properties of the blood quickly dissipate and it cannot be effectively stored for later use.

**Traps (Ex)** Hiisi possess an innate talent for building deadly mechanical traps. Hiisi traps consist mostly of landmines, triggered avalanches, and hurling projectiles. Foul creatures, they frequently smear their traps with fecal matter, dead organisms, and natural toxins to make them more deadly. A hiisi requires no gold to make his traps, but instead scrounges for materials he needs. These consist of simple and readily available materials such as scrap metal, wood, cord, sinew, and

bone. Once the hiisi has collected what he needs, it takes him a relatively short amount of time to construct a trap.

A hiisi can set number of traps per day equal to half his Hit Die plus its Wisdom modifier (minimum 1). Setting a trap requires a full-round action that provokes attacks of opportunity. A trap fills a 10-foot square area, and cannot be placed in the same area as another trap or a magical trap such as a *glyph of warding*. However, a hiisi can increase the area of a trap by building a second trap adjacent to the initial trap.

The DCs for Perception checks to notice the trap and Disable Device checks to disable it are equal to 10 + the hiisi's HD + its Wisdom modifier. The DC for saving throws to avoid it is 10 + 1/2 the Hiisi's HD + its Wisdom modifier. All hiisi traps are Trigger: location, and Reset: none. Hiisi traps deal 1d6 hit points of damage per Hit Die. Each trap lasts a number of days equal to half the creature's Hit Dice or until it is triggered, whichever comes first.

**Hiisi Avalanche Trap:** Type mechanical; Perception DC 31; Disable Device DC 31; Trigger location; Reset none; Effect 1d4 avalanches. For size, coverage and damage see the [Environment section](#) of the Pathfinder Core Rule Book. Unlike a standard avalanche, a hiisi avalanche trap has a location trigger, giving its victims little warning of impending danger. If the hiisi desires, he can set this trigger up to 300 feet from the head of avalanche.

**Hiisi Dead Magic Collapsing Pit Trap:** Type mechanical; Perception DC 31; Disable Device DC 31; Trigger location; Reset none; Effect spell effect anti-magic field plus 50-ft.-deep pit (5d6 falling damage, Climb DC 25); falling debris (Atk +21 melee, 10d6 damage); DC 21 Reflex avoids; multiple targets (all targets in a 20-ft. square area).

**Hiisi Flying Dung Boulders Trap:** Type mechanical; Perception DC 31; Disable Device DC 31; Trigger location; Reset none; Effect +20 ranged (10d6 plus filth fever), multiple targets (all targets in a 20-ft. square area).

**Hiisi Alchemist Fire Geyser:** Type mechanical; Perception DC 31; Disable Device 31; Trigger Location; Reset none; Effect 20-foot-tall geyser of alchemist's fire 10d6 fire for 2 rounds (Reflex DC 21 for half and avoids second round damage) plus multiple targets (all targets in adjacent squares, 5d6 fire from splash; Reflex DC 21 negates)

**Trap Springer (Ex)** A hiisi can rig a trap he has crafted by exceeding its Disable Device DC by 10 so that he can trigger it as move action as long as he within 30 feet of the trap.

These deformed, hirsute giants inhabit the cold wildlands that border the realms of what appears to be their favorite prey, man. Monstrously hideous, those who have survived hiisi encounters describe them as a crossbreed of ogres, hill giants, devils, and yeti. Still, hiisis stand larger than all these creatures and despite their hunched posture, adults tower nearly 16-feet-tall. Long, thin, scraggly hair covers their hulking and muscular forms, providing both camouflage and protection from the harsh, frigid climates where they settle. A hiisi's hair thins out almost completely on its head, lower legs, feet, forearms, and hands while its blotchy skin is a ruddy color. The two stumpy horn-like protrusions along the hiisi's boney brow-ridge

suggest infernal influence, or perhaps even the influence of oni. Curiously, they also have short, stubby tails.

While below average in intelligence, hiisis posses a sort of primal cunning that has aided their species through centuries of survival. Perhaps to compensate for their limited intelligence, they hoard ancient secrets, passing them down through generations despite never understanding their meaning.

Hiisis thrive upon violence, and their culture is based entirely on brutality and dominance. Semi-nomadic cave dwellers, they live in small clans and migrate with the seasons. A typical clan consists of a single adult male, four to six females, the same number of adolescents, and twice as many children. Clans fight over common hunting grounds, caves, and mates. Hiisi clan leaders treat their women and children as commodities and think nothing of killing rival clan leaders and stealing their families to increase their own wealth. They do not afford much sympathy to outsiders and have no use for thralls or slaves of other races. For the most part, they avoid outsiders though they have few qualms about slaying them and eating them when supplies of humans run short. Humans are of course their preferred quarries, and hiisis become crazed with excitement whenever they encounter them. They believe eating humans increases their intelligence and virility. For this reason, clan leaders compulsively collect the skulls of their human victims. Within their caves, they make great piles and elaborate displays of human skulls in order to show off their power. Nearly all hiisi settlements have at least one great iron cooking pot that they keep stewing with meat.

Hiisis wear few clothes, with males wearing hides for armor or loincloths. To proclaim status, they decorate themselves with crude jewelry made from bones, rocks, tusks, and similar materials, all painted with primitive cryptographs. Dominant males also file their teeth into sharpened points.

Despite their primitiveness, hiisis possess a minimal knowledge of metallurgy. While their skills remain crude, they are proficient enough to craft basic tools and weapons from iron. They make their own weapons, huge polearms with flat bladed tines that they are adept at using to impale victims as well as ensnare and snap their opponent's weapons. They also excel at making large and deadly traps using foraged materials. They surround their territories with their traps, checking them infrequently for humans and other prey. While they delight in catching things, the dimwitted creatures become disappointed, if not openly enraged, when they discover their traps sprung or disabled and placate themselves by smashing the nearest available target.

# MANIITOK

This immense abomination looms like a frozen hillside come to life. Rivulets of slushy muck cascade across the frost-rimed boulders of its massive shape, infested with tiny parasites in every crevice. A face in the frost forms and deforms from nearly human to gaping, vacant pits and back again, shifting as it heaves its mountainous bulk across the tundra.

## MANIITOK

CR 17

XP 102,400

NE Colossal ooze (earth)

**Init** -2; **Senses** blindsight 60 ft., tremorsense 300 ft.;  
**Perception** +20

## DEFENSE

**AC** 30, touch 0, flat-footed 20 (-2 Dex, +30 natural, -8 size)

**hp** 270 (20d8+180); fast healing 10

**Fort** +15, **Ref** +4, **Will** +7; +10 vs. effects that impede or force movement

**DR** 10/-; **Immune** cold, mind-affecting effects, petrification, ooze traits; **Resist** acid 20, electricity 20, fire 20; **SR** 28

**Weaknesses** one with the land, sound sensitivity

## OFFENSE

**Speed** 30 ft., burrow 30 ft., climb 30 ft.

**Melee** 2 slam +26 (8d6+18/19-20 plus grab or trip)

**Ranged** rock +6 ranged touch (4d6+18 plus entrap)

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

**Special Attacks** breath weapon (60-ft. line, see tundra swarm ability, Reflex DC 29 for half, usable every 1 hour), destructive, engulf (DC 38, 2d6 crushing and 2d6 cold), entrap (DC 29, 1d10 rounds, hardness 8, hp 20), fast swallow, inescapable, rock throwing (100 ft.), swallow whole (2d6 crushing and 2d6 cold damage, AC 25, 27 hp), trample (4d6+27 plus 1d6 cold damage, DC 38), trip

**Spell-Like Abilities** (CL 20th; concentration +22)

Constant—*freedom of movement*, *pass without trace*

At will—*chill metal* (DC 14), *quench* (DC 15), *sleet storm*, *soften earth and stone* (DC 14), *spike growth* (DC 15), *stone call*, *sympathetic vibration*

3/day—*commune with nature*, quickened *sleet storm*

1/day—*animate objects*, *antipathy* (DC 21), *creeping doom*

## STATISTICS

**Str** 46, **Dex** 6, **Con** 28, **Int** 7, **Wis** 12, **Cha** 15

**Base Atk** +15; **CMB** +41 (+45 grapple, +45 sunder); **CMD** 51 (53 vs. sunder, can't be tripped)

**Feats** Greater Sunder, Improved Critical (slam), Improved Natural Attack (slam), Improved Sunder, Improved Vital Strike, Power Attack, Quicken Spell-like Ability (*sleet storm*), Skill Focus (Perception), Vital Strike, Weapon Focus (slam)

**Skills** Climb +30, Perception +20, Survival +4 (+24 to follow tracks); **Racial Modifiers** +20 Survival to follow tracks

**Languages** Sylvan (can't speak)

**SQ** immovable mire, tundra swarm

## ECOLOGY

**Environment** any cold

**Organization** solitary

**Treasure** incidental (standard gems, no coins or items)

## SPECIAL ABILITIES

**Destructive (Ex)** Maniitoks perceive crafted items and permanent structures as a disease upon the land, filling them with a destructive rage. Whenever a maniitok makes a full attack against an object or structure, its attacks deal double damage. In addition, when a maniitok uses *animate objects* to take control of manufactured structures or objects, these objects bash themselves relentlessly to pieces when making their attacks, gaining a +4 bonus to attack and damage rolls but also dealing half as much damage to themselves as they deal to their targets. The animated object's hardness applies against this self-destructive damage.

**Immovable Mire (Ex)** Maniitoks are perpetually surrounded with sodden muck of boggy peat and half-thawed permafrost. All squares adjacent to a maniitok are treated as wet mud, and those up to 10 feet beyond these adjacent squares are treated as loose dirt, as the *soften earth and stone* spell. In addition, a maniitok gains a +10 bonus to their CMD against bull rush, drag, overrun, and reposition combat maneuvers. They gain an identical bonus against any effect that would force them to move, fall, or be knocked prone, including physical effects such as wind or water and magical effects up to and including teleportation effects.

**Inescapable (Ex)** Maniitoks engulf and cling to grappled, swallowed, or engulfed creatures with unearthly tenacity. Maniitoks can grapple creatures using freedom of movement, albeit with a -20 penalty to their CMB and CMD for the purpose of grapple checks made against such creatures. A creature using freedom of movement can attempt an Escape Artist as a swift action once per round to escape from a maniitok's grapple. Creatures that do not have freedom of movement take a -5 penalty to grapple combat maneuver checks or Escape Artist checks made to escape a grapple or pin.

**One with the Land (Su)** Maniitoks are intimately connected with the land. If they are separated from the ground, their fast healing is suppressed. In addition, damaging effects (including physical attacks) directed at the ground within 100 feet of a maniitok deal 1 point of damage to the creature for every 10 points of damage dealt to the ground (after deducting the ground's hardness). This damage bypasses the maniitok's damage reduction and resistances. Effects that affect an area that already include the maniitok deal damage to it directly but do not also deal this damage in addition.

Effects that disrupt the earth but do not do hit point damage, such as *expeditious excavation*, *stone shape*, *transmute rock to mud*, *stone to flesh*, and *earthquake*, deal 1d6 points of damage to the maniitok per level of the spell. It can halve this damage with a Will save with a DC equal to 10 plus the level of the

spell. Spells that create extradimensional spaces or passages or temporary changes in the earth, such as *create pit*, *passwall*, and *phase door*, do not harm the maniitok. If a maniitok is killed while touching the ground (including a vertical surface), it triggers an *earthquake* centered on the maniitok's location, as the spell (caster level 20th).

**Sound Sensitivity (Ex)** Maniitoks are very sensitive to loud noises and take a -2 penalty on saving throws against sonic effects or effects that would cause them to become deafened. If targeted with a sonic or deafening effect (whether successful or not), a maniitok becomes shaken for 1 round (DC 20 Will negates).

**Tundral Swarm (Su)** As a move action, a maniitok can surround itself with a crawling, whirling tempest of tundral debris, which it can dismiss as a free action. Creatures beginning their turn within the tundral swarm are nauseated for one round (DC 29 Fortitude negates), as the distraction universal monster rule, and spellcasters within the tundral swarm must make concentration checks (DC 20 + spell level) or have their spells ruined. Creatures must succeed on a DC 20 Will save in order to use skills that require patience or concentration. Within the tundral swarm, creatures take a -4 penalty to concentration checks and Perception checks. Each round the tundral swarm is active, the maniitok takes 1d6 points of damage as parts of its substance are literally blown away; however, the tundral swarm intercepts many attacks intended for the maniitok, granting it a 20% miss chance against ranged attacks. In addition, the tundral swarm deals damage to creatures within it based on the ambient temperature; this damage varies depending on whether the temperature is above or below freezing.

**Frozen (below freezing):** In colder environments, a maniitok's tundral swarm is mostly shards of ice, hard-frozen ground, bits of bone and stone, and driving snow. Creatures within 10 feet of the maniitok at the end of its turn are dazzled until the end of their next turn and take 3d6 points of bludgeoning and slashing damage and 1d6 points of nonlethal cold damage, becoming fatigued with frostbite as long as they have any nonlethal cold damage.

**Thaw (above freezing):** In warmer weather, this tempest is largely comprised of mosquitoes, beetles, and centipedes, interspersed with rocks, uprooted plants, and chunks of permafrost. In addition, creatures within 10 feet of a maniitok at the end of its turn take 3d6 points of bludgeoning and piercing damage. If the tundral swarm is infested with vermin, creatures taking damage from it take 1d4 points of bleed damage and are exposed to red ache.

**Breath Weapon:** Once per hour a maniitok can disgorge a torrential gout of its tundral swarm as a 60-foot line. This functions as its tundral swarm ability within the area of effect but deals double the damage listed above (DC 29 Reflex half). In addition, creatures failing their reflex saves are affected by the maniitok's entrap ability, encased in clinging mud, crawling vermin, or glazed with ice.

Maniitoks (man-EE-tock) are strange and solitary creatures of the northern wastes, known by many names wherever they exist. Some call them *palartok-maguyuk*, the "silent howlers," while others name them

*nunataq*, "the mountain rising from the snow," but their common name simply means "the rugged and desolate ones."

Maniitoks are amorphous creatures, amalgamated from the land itself and imbued with a crude intellect and spirit that craves silent solitude. A maniitok may lie dormant for years, half-buried in a chilly bog or forgotten valley, dimly contemplating the proper balance of nature and brooding on their forgotten purpose until their reverie is interrupted. They use their magic to make their homes as inhospitable and unapproachable as possible.

Maniitoks carry a deep loathing for the din and clamor of humanoid civilization, which grates unmercifully upon their hypersensitivity to sound and vibration in a way that the ambient noises of the empty tundra do not. Their empathic linkage to the land carries even far-distant echoes of every blow and cut of hammer, axe, and saw, piercing them with a needling pain, inflaming in them a destructive rage, and calling them to avenge this insult to the land itself. They destroy every physical trace of civilization they discover, demolishing buildings, tearing up roads, smashing bridges, and slaughtering any that get in their way. They can follow even subtle traces of patrols and explorers, trailing them back to their outposts and laying waste to all they find in the hope of driving them so far away they will never return. Even the sounds of combat can sometimes attract the wrath of a maniitok, awakening it from its torpor and bringing its wrath down upon combatants on



both sides. They are generally tolerant of fey creatures, plants, animals, vermin, and other oozes, but other creatures venturing into a maniitok's range may soon find themselves face to face with the creature.

The true origins of the maniitoks are a mystery even to them, some believing they well up naturally at places of great primal power in the North as either a manifestation of nature magic or perhaps an accretion of disruptive forces worms away at the natural world like a canker and the maniitok forms as an anodyne to heal it. They may also be the literal or figurative children of Tekkeitsertok, great god of the earth and the hunt, made to keep the wild places wild or formed from the divine residue created where his feet touched the ground. Others call them "tundra spirits," believing them to be animated by the souls of ancient shamans seeking the quiet solitude of the endless arctic wastes, and that their rage is kindled by those who disrupt their silent meditations. Survivors of encounters with maniitoks often describe shifting faces in the frost that shrouds them, some seeing just yawning dark pits like eyes and a gaping maw, others reporting the chiseled features that look entirely human.

In combat, maniitoks are usually surrounded by a whirling tempest of tundra debris, and when they cannot crush or engulf their foes or drown them in the muck that perpetually surrounds them, they may hurl torrents of this debris or even rocky chunks of their own body mass at them. If confronted with foes it cannot perceive or cannot reach, or if severely wounded, a maniitok burrows underground to heal, often covering its retreat with a blinding *sleet storm*.

#### KNOWLEDGE CHECKS: MANIITOKS

*Although it is an ooze, use Knowledge (nature) to identify a maniitok rather than Knowledge (dungeoneering)*

17	Maniitoks are "tundra spirits" that destroy any kind of buildings or other traces of civilization they encounter. They hate fire but do not fear it, and fighting one is like fighting a living avalanche.
22	Maniitoks wield powerful magic of nature but can also engulf and swallow creatures, suffocating them within their frozen yet fluid oozy substance. They hate loud noises and seek quiet isolation, though they sometimes associate with fey creatures.
27	Maniitoks are not spirits but oozes that can burrow through the ground and draw strength from contact with the earth. They are as one with the land, and devastating the earth itself causes them pain and injury, though destroying a maniitok causes its own cataclysmic disruption of the land.

## ORRUOL

*This slender but solid woman has an air of distance and cold aloofness, her eyes glinting like cut gemstones. Her skin is smooth yet has a faint sheen, with jewels bedecking her throat. Her clothing, of a simple and even primitive tribal style, seems to flow into a weave of spun crystal before coalescing into a clinking cascade of faceted stones trailing behind her as she walks and briefly sprouting from the ground where her feet alight before crumbling away.*

### ORRUOL

CR 10

XP 9,600

LN Medium fey (earth)

**Init** +10; **Senses** low-light vision, tremorsense 120 ft.; Perception +18

### DEFENSE

**AC** 24, touch 16, flat-footed 18 (+6 Dex, +8 natural)

**hp** 102 (12d6+60)

**Fort** +10, **Ref** +14, **Will** +11

**Immune** altitude effects, cold, disease, petrification, poison

### OFFENSE

**Speed** 30 ft., climb 30 ft., earth glide 30 ft.

**Melee** 2 slams +9 (1d6+3)

**Ranged** 3 *magic stones* +13 (1d6+4 plus stone's throw)

**Spell-Like Abilities** (CL 12th; concentration +18)

At will—*ghost sound* (DC 16), *magic stone*, *soften earth and stone*

3/day—*charm monster* (DC 20), empowered *calcific touch* (DC 20), *transport via stone* (as *transport via plants*, but only through natural stone within 1 mile of the orruol's mountain)

1/day—*commune with nature*, *earthquake*, *major curse* (DC 22)

**Oracle Spells Known** (caster level 12th; concentration +18)

6th (4)—*move earth*, *stone tell*

5th (6)—*control winds* (DC 21), *stoneskin*, *transmute rock to mud*

4th (7)—*grove of respite*, *scrying* (DC 20), *spike stones* (DC 20), *wall of stone*

3rd (7)—*call lightning* (DC 19), *meld into stone*, *plant growth*, *sleet storm*, *stone shape*

2nd (8)—*barkskin*, *chill metal* (DC 18), *eagle eye*, *frigidity touch*, *gust of wind* (DC 18), *stone call*

1st (8)—*call animal*, *charm animal* (DC 17), *frostbite*, *faerie fire*, *goodberry*, *speak with animals*

o (at will)—*create water*, *detect magic*, *detect poison*, *guidance*, *light*, *mending*, *purify food and drink*, *read magic*, *resistance*

## STATISTICS

Str 16, Dex 22, Con 19, Int 14, Wis 17, Cha 23

Base Atk +6; CMB +9; CMD 25

**Feats** Blind-Fight, Empower Spell-Like Ability (*calcific touch*), Great Fortitude, Improved Initiative, Toughness, Weapon Finesse

**Skills** Acrobatics +10, Appraise +10, Bluff +10, Climb +24, Craft (traps) +10, Craft (gem cutting) +10, Diplomacy +10, Intimidate +20, Knowledge (engineering) +10, Knowledge (geography) +10, Knowledge (nature) +10, Perception +18, Perform (sing) +10, Sense Motive +10, Stealth +21, Swim +10, Use Magic Device +18

**Languages** Gnome, Sylvan, Terran

## ECOLOGY

**Environment** any mountain

**Organization** solitary

**Treasure** standard (double gems or jewelry)

## SPECIAL ABILITIES

**Alter Altitude (Su)** As a full-round action, an orruol can adjust the effects of high altitude within 120 feet by one step, either making altitude conditions more severe (maximum of high peak conditions) or less severe (minimum of normal/low pass conditions). This aura moves with the orruol and lasts until she dismisses it.

**Mysteries of Stone (Ex/Su)** An orruol casts spells as a 12th-level *oracle* of the *stone mystery* but selects her spells from the druid list rather than the cleric list.

In addition, she gains the following revelations: crystal sight (12 rounds/day, see through 12 feet of earth and stone or 12 inches of metal), mighty pebble (3/day, +12 ranged attack, 6d6 damage to target, adjacent creatures take half damage (DC 22 Reflex negates)), shard explosion (3/day, 6d6 damage in a 10-foot burst, DC 22 Reflex half), and steelbreaker skin (1/day, 12 minutes, weapons striking take 12 points of damage; if a weapon is destroyed, it deals no damage).

**Spirit of the Mountain (Ex)** An orruol is tied to her mountain as a dryad is tied to its tree. An orruol away from its mountain becomes fatigued immediately, becoming exhausted after 1 hour. If an orruol spends more than 24 hours away from its mountain, it dies.

**Stone Step (Ex)** An orruol's land movement (including climbing) is never impeded by natural or magically-created rubble, scree, slopes, or similar rocky difficult terrain, or by snow, ice, or wind effects. They can still be impeded by liquid water, vegetation, or other types of difficult terrain.

**Stone's Throw (Sp)** When an orruol uses its *magic stone* spell-like ability, it can hurl all three stones as a standard action. A creature is affected as *calcific touch* if struck by two stones in the same round, or empowered *calcific touch* if struck by all three.

An orruol is a powerful fey that embodies the spirit of a great mountain. As befits their high and lofty home, orruols are aloof and cool towards lesser beings, considering themselves mistresses of all they survey. Some primitive tribes worship them as goddesses, venerating them for their power, their beauty, and their seeming immortality. Orruols may or may not acknowledge this worship; some enjoy the attention and may manipulate their "worshippers" to serve them in whatever ways they wish. Others may disdain this adulation, ignoring the cries of the faithful and their pathetic rituals or appearing to collect their offerings with diffidence and mysterious silence before returning to their lonely mountaintop haunts.

Orruols are often friendly with other fey that live on or near their mountains, and many cultivate the services of animals or magical beasts as servants, especially giant eagles, giant owls, griffons, and rocs. While most orruols live above ground in cultivated gardens and wild meadows, some delve into the stony heart of their mountain homes in search of isolated cysts and geodes and veins of crystal, and these orruols often have a pack of 5-10 *pech* as servants. If orruols choose not to delve in their own mountain, however, they are typically very displeased with other creatures that do so and may choose to collapse their tunnels or seal them inside the mountain with their magic, or may curse or charm them as punishment. Delving an orruol's mountain does not injure the creature physically, but it may be that for most orruols it causes some kind of sympathetic spiritual discomfort that compels them to halt any disruption to their mountain's natural state. It is not unheard of for orruols to allow miners into their territory, exacting a high tribute and absolute fidelity to whatever rules they impose in exchange for the privilege. Even the tiniest transgression can see the miners exiled or enslaved, and few but the greediest prospectors are willing to take the risk of striking such a bargain.

Orruols enjoy the natural beauty of their mountain homes, but they often amuse themselves devising clever stonework traps that they craft with their magic to capture or kill those that violate their sacred refuges. Orruols are not cruel so much as they are largely without pity, seeing themselves merely as part of the harsh order of nature that embodies life and death, creation and destruction, beauty and ugliness. They are not wild and capricious as many fey can be, preferring to rely on logic and reason, though their tempers can be kindled by those that fail to show proper respect and their wrath can be terrible when aroused.

Orruols are 6 feet tall and weigh 150 pounds.



# POLEVIK

This aged-looking and filthy dwarf angrily clutches a brace of rusted sickles bound together with a fine cord. His hair and beard are matted into dangling clumps while bits of leaves and twigs cling to his dirty armor.

## POLEVIK

**CR 14**
**XP 38,400**

NE Medium fey

**Init** +3; **Senses** darkvision 60 ft., low-light vision, see invisibility; Perception +20

## DEFENSE

**AC** 31, touch 13, flat-footed 28 (+5 armor, +3 Dex, +12 natural, +1 shield)

**hp** 170 (20d6+100)

**Fort** +11, **Ref** +17, **Will** +15; +4 vs. enchantments

**DR** 10/cold-iron; **Immune** poison; **SR** 25

## OFFENSE

**Speed** 30 ft.

**Melee** +2 *double chained sickle* +16/+11 (1d6+11) or +2 *double chained sickle* +14/+14/+9/+9 (1d6+8)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with double chained sickle)

**Special Attacks** constrict (4d6 nonlethal), sneak attack (4d6), soul thief, stranglehold, surprise slasher

**Spell-Like Abilities** (CL 20th; concentration +23)

 At will—*invisibility, jump, pass without trace*

 5/day—*entangle* (DC 14)

 3/day—*tree stride, wall of thorns* (DC 18)

 1/day—*trap the soul* (DC 21)

## STATISTICS

**Str** 22, **Dex** 17, **Con** 20, **Int** 13, **Wis** 16, **Cha** 17

**Base Atk** +10; **CMB** +16 (+26 grapple); **CMD** 29 (+39 vs. grapple)

**Feats** Acrobatic Steps, Combat Casting, Combat Reflexes, Double Slice, Improved Two-Weapon Fighting, Lightning Reflexes, Nimble Moves, Two-Weapon Defense, Two-Weapon Fighting, Two-Weapon Rend

**Skills** Acrobatics +16, Bluff +16, Climb +14, Craft (alchemy) +12, Diplomacy +14, Disguise +14, Escape Artist +14, Fly +12, Knowledge (nature) +12, Perception +20, Sense Motive +16, Sleight of Hand +16, Stealth +20, Swim +17, Use Magic Device +16

**Languages** Common, Dwarven, Sylvan

**Gear** +3 *slick leather armor*, +2 *double-chained sickle*

## ECOLOGY

**Environment** cold hills, forest, mountains

**Organization** solitary

**Treasure** standard

## SPECIAL ABILITIES

**Soul Thief (Su)** Whenever a polevik successfully renders a victim unconscious with its stranglehold attack, it can steal part of the victim's soul, robbing the unfortunate target of 1d4 points of its primary ability score (or highest score). The polevik keeps the stolen ability points stored in a fetish for later use, typically for barter or sale to other powerful creatures (see below). The ability score drain is permanent, however if the fetish is crushed and destroyed, the points are released and restored to the victim.

**Stranglehold (Ex)** A polevik that successfully sneak attacks an opponent with its double-chain sickle, a chain, a rope, or similar item can choose not to deal sneak attack damage, instead using the item to initiate a stranglehold and begin constricting the victim. Once initiated, a polevik gains a +10 racial bonus to his combat maneuver bonus to grapple. The constriction deals 4d6 points of nonlethal damage per round until the victim falls unconscious or the stranglehold is broken or escaped. A polevik also applies his +10 racial bonus to his CMD for creatures trying to escape his grapple.

**Surprise Slasher (Ex)** During a surprise round, a polevik can move up to its speed and make a full attack with its double chain sickle. Poleviks gain a +4 insight bonus on attack rolls during a surprise round.

Poleviks, sometimes known as gray stranglers, are malicious fey creatures possibly related to grimstalkers. Murderous assassins, they hunt powerful mortals seeking to steal pieces their souls for dark purposes. They believe mortals owe their souls to the fey, and seek to reclaim them in order to use their power to create potent magical effects. They delight in strangling their marks and stealing pieces of their souls, which they then sell off or use to bargain with fiends from the lower planes.

Poleviks maintain many contacts with evil creatures of the lower planes. They frequently bargain with these creatures for artifacts and resources that would otherwise be unavailable to the fey. Their contacts also allow them to keep a sort of nebulous peace between these beings and fey overlords, perhaps a key reason as to their importance to the fey overlords. Despite their occasional usefulness to the fey hierarchy, they hold no allegiances and are not (as some would portray them) fey avengers. Instead, they take great delight in their "work", a quality trait that most other fey find unsettling. Still, natives of Otherworld seem to view poleviks as a necessary evil and when dealing with non-fey, they often deny their existence, chalking them up as fable, bogeymen used to haunt those of guilty conscience.

Most poleviks favor fighting with a matching pair of crudely forged, rusty sickles bound together at the handles by a length of slender rope or chain. Whenever possible, they use stealth to slip behind their targets and strangle them. The chain also allows a polevik to swing his sickles to gain a 10-foot reach attack, which he can use to attempt to trip opponents. If possible, a polevik avoids fair fights, preferring to stage ambushes or similar situations where he can catch his opponents by surprise or at a disadvantage. They fight dirty,



using stealth, trickery, and feints. If faced with obviously strong opponents, these creatures attack only until they acquire a portion of their opponent's souls, after which they flee back into the woods. While they may plot to return and slay such opponents at a later time, they may just as easily put a contract on their heads and sell it to a more powerful ally from the lower planes.

Poleviks are similar in appearance to deformed dwarves with excessively wrinkled skin and bulbous eyes with sickly yellowish irises. At all times, they appear filthy and paint themselves with mud, twigs, and leaves to help them blend into their environments.

## POLEVIK FETISHES

Created from bits of the stolen souls of its victims, these fetishes can provide their owners with the following magical benefits. While an individual may carry more than one fetish, only a single fetish can be active at one time. The individual must display the fetish to activate it. Each fetish has a number of charges determined by the number of a polevik's victim's stolen ability score points. Powered by the stolen ability score points, each time the fetish is used, a point is drained, thus the charges represent spent ability score points. Unless otherwise noted, once a fetish is activated, its effect remains active for 24 hours, after which the effect ends and one of its charges is expended. Using a polevik fetish is an evil act, inadvertent if the user does not know that it is powered by stolen souls but a deliberate act otherwise. Fetishes provide the following benefits as determined by the stolen ability score and the Hit Dice of the creature whose soul was stolen victim of the theft.

**Strength Fetish:** When activated, this fetish grants its user a bonus to all melee attacks and damage equal to the hit dice of the victim plus a number of points equal to the number of Strength points stolen.

**Dexterity Fetish:** When activated, this fetish grants its user a bonus to Initiative equal to the hit dice of the victim plus a number of points equal to the amount of Dexterity points stolen.

**Constitution Fetish:** When activated, this fetish provides its user with a fast healing rate equal to the half the hit dice of the victim plus the number of Constitution points stolen.

**Intelligence Fetish:** When activated, this fetish provides its user with SR equal to 10 plus the hit dice of the victim plus the number of points of Intelligence stolen.

**Wisdom Fetish:** When activated, this fetish allows the user to summon an evil outsider as per the spell *summon monster* with a spell level equal to the number Wisdom points stolen and with a caster level equal to the hit dice of the victim. Unlike other fetishes, the summoned creature remains for the duration of the spell only. This fetish cannot be used more than once in a 24 hour period.

**Charisma Fetish:** When activated, this fetish grants its user the ability to deflect a number of spells whose total combined spell levels are no greater than the hit dice of the victim plus a number of points equal to the Charisma points stolen.

## DOUBLE CHAINED SICKLES

The polevik's double chained sickle is a two-handed exotic melee weapon. The wielder can attack as if armed with a single sickle in each hand or extend the chain to make a single reach attack. By swinging the chain, the wielder can whip the sickle about to disarm or trip opponents. Furthermore, if one of the weapons is dropped, the wielder can retrieve it with a free action simply by pulling on the chain.

Poleviks typically enchant their weapons; however the base statistics for a pair of double chained sickles are as follows:

Two-Handed Melee Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	
Double chained sickles	10 gp	1d4/1d4	1d6/1d6	×2	—	4 lbs.	S	double, reach, trip

**Special:** If a character wielding this weapon also has the *Strangler feat*, he can use the weapon's chain as part of his grapple attempt and doesn't suffer the normal  $-4$  penalty for grappling without his hands free.

# TORDEN

This shaggy hunter stands with bow and spear in hand, his long braids and bushy beard tangled and rimed with frost. His leathern helm shades his face, glowing eyes faintly visible and his breath freezing the air. Cruelly sharp black antlers crown his head, polished to a deadly shine.

## TORDEN

**CR 3**
**XP 800**
**NE** Medium monstrous humanoid (cold)

**Init** +3; **Senses** darkvision 60 ft., low-light vision;

**Perception** +8

## DEFENSE

**AC** 16, touch 13, flat-footed 13 (+2 armor, +3 Dex, +1 shield)

**hp** 30 (4d10+8)

**Fort** +3, **Ref** +7, **Will** +5

**Immune** cold

**Weaknesses** vulnerable to fire

## OFFENSE

**Speed** 30 ft.

**Melee** mwk lance +7 (1d8+3/x3), gore +6 (1d6+3 plus bleed)

**Ranged** composite longbow +7 (1d8+2/x3)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with lance)

**Special Attacks** bleed 1, favored enemy, harrowing horn

**Spell-Like Abilities** (CL 4th; concentration +5)

 Constant—*deathwatch*, *detect snares and pits*

 At will—*faerie fire*

## STATISTICS

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

**Base Atk** +4; **CMB** +6; **CMD** 19

**Feats** Mounted Combat, Ride-By Attack

**Skills** Climb +6, Handle Animal +6, Perception +8, Ride +10, Stealth +10, Survival +8 (+10 when tracking), Swim +6; **Racial** +2 Survival when tracking

**Languages** Common, Druidic, Sylvan

**SQ** favored terrain, wintry stride

**Gear** leather armor, masterwork buckler, masterwork lance, composite longbow (2 Str) with 40 cold iron arrows)

## ECOLOGY

**Environment** any cold or temperate forest

**Organization** solitary, hunt (2-5 plus 1 giant owl), or great hunt (6-12 plus 1d4 giant owls and 1 huntmaster); tordens are almost always encountered mounted

**Treasure** standard

## SPECIAL ABILITIES

**Favored Enemy (Ex)** Tordens have ingrained within them an almost supernatural hatred for the druids that created their accursed ancestors. As a result, they treat any creature with levels in the druid class, created or summoned by a druid, or serving as animal companion or cohort to a druid as a favored enemy. This functions as the ranger class feature, with a +2 bonus.

**Favored Terrain (Ex)** Tordens treat both cold and forest terrains as their favored terrain, as the ranger class feature, with a favored terrain bonus of +2 in both types of terrain. In these terrains, tordens can attempt to track creatures that normally cannot be tracked, including flying or swimming creatures or creatures using abilities such as trackless step or pass without trace, though they take a -10 penalty to their Survival check when doing so.

**Harrowing Horn (Su)** Three times per day as a standard action, a torden can conjure and sound a phantom trumpet, inspiring himself and his allies as a bless spell and granting them a +10-foot enhancement bonus to their speed while striking dread into his enemies, as bane (DC 13 Will negates). Each effect lasts 4 rounds. The bane effect is a sonic, mind-affecting effect. The save DC is Charisma-based.

**Wintry Stride (Su)** A torden's movement is not impeded by natural vegetation, as a druid's woodland stride ability. In addition, their movement is never adversely affected by snow or ice, and they can walk across a thin snow crust or thin ice without breaking through. A mounted torden can share this ability with a mount one size larger than himself.

## TORDEN HUNTMASTER

**CR 7**
**XP 3,200**
**NE** Medium monstrous humanoid (cold)

**Init** +3; **Senses** darkvision 60 ft., low-light vision;

**Perception** +13

## DEFENSE

**AC** 21, touch 13, flat-footed 18 (+3 armor, +3 Dex, +4 natural, +1 shield)

**hp** 85 (9d10+36)

**Fort** +7, **Ref** +9, **Will** +7

**Immune** cold

**Weaknesses** vulnerable to fire

## OFFENSE

**Speed** 30 ft.

**Melee** +1 lance +14/+9 (1d8+7/x3), gore +13 (1d6+6 plus bleed)

**Ranged** +1 composite longbow +13/+8 (1d8+5/x3)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with lance)

**Special Attacks** brumal bleed, favored enemy, harrowing horn, bleed (1d3)

**Spell-Like Abilities** (CL 9th; concentration +12)

 Constant—*deathwatch*, *detect snares and pits*

 At will—*air walk* (self only), *faerie fire*, *gaseous form* (self only)

 1/day—*call lightning* (DC 16), *control weather*, *eagle eye*, *ice storm*, *sleet storm*

## STATISTICS

**Str** 19, **Dex** 16, **Con** 18, **Int** 12, **Wis** 13, **Cha** 17

**Base Atk** +9; **CMB** +13; **CMD** 26



guy/ken

**Feats** Mounted Combat, Point-Blank Shot, Precise Shot, Ride-By Attack, Spirited Charge

**Skills** Climb +8, Handle Animal +10, Knowledge (nature) +7, Perception +13, Ride +15, Stealth +15, Survival +13 (+17 when tracking), Swim +8; **Racial Modifiers** +4 Survival when tracking

**Languages** Common, Druidic, Sylvan

**SQ** favored terrain, swift tracker, wintry stride

**Gear** masterwork chain shirt, masterwork buckler, +1 lance, +1 composite longbow, 40 cold iron arrows

**ECOLOGY**

**Environment** any cold or temperate forest

**Organization** solitary, hunt (2-5 plus 1 giant owl), or great hunt (6-12 plus 1d4 giant owls and 1 huntmaster); tordens are almost always encountered mounted

**Treasure** standard

**SPECIAL ABILITIES**

**Brumal Bleed (Su)** The bleed damage from a torden huntmaster's gore attack causes a hypothermic chill to spread through the target. A creature is fatigued for as long as it is taking bleed damage. Once the bleed damage ends, the target can attempt a DC 18 Fortitude save as a full-round action to banish the chill and end the fatigue. The fatigue caused by a huntmaster's gore does not stack with itself, but it stacks with fatigue caused by another huntmaster's gore or with other sources of fatigue.

**Favored Enemy (Ex)** As a normal torden, but with a +4 bonus.

**Favored Terrain (Ex)** As a normal torden, but with a +4 bonus. In addition, a huntmaster takes only a -5 penalty when tracking creatures that normally cannot be tracked.

**Swift Tracker (Ex)** A torden huntmaster reduces penalties for tracking at full speed, as the ranger class feature.

**Harrowing Horn (Su)** As a normal torden, but in addition to the usual effects the huntmaster can grant all allies within 20 feet the benefits of *air walk*, *good hope*, or *haste* or can affect all enemies within 20 feet as *crushing despair*, *fear*, or *slow*. These effects last for 9 rounds and the save DC to resist any harmful effect is DC 16. Only one of these additional effects can exist at a time; if the huntmaster creates a new effect, the previous effect ends for all creatures.

**Wintry Stride (Su)** As a normal torden.

Tordens are a race of savage hunters of the cold lands born of an ancient curse. Their legendary forebears, their names now largely forgotten, were once great hunters themselves but trespassed one too many times into the sacred woods of the elder druid circles. Mortally wounded when their erstwhile prey turned savagely upon them, and abandoned by their allies to their fate, they were taken by the druids to be reforged into living weapons upon their former allies, hunting them as they had once hunted the beasts of the field and forest. They hunted well, terrorizing lands they once ruled and being branded outlaws and traitors, but upon returning with the spoils of their first hunt they saw no reason to stop hunting just because their creators and supposed masters were in view. Thus, the druids that made the first tordens also fell by the hand of their murderous creations, loyalty and obedience being of no moment. In time, the tordens forgot all allegiances but to one

another. Even their own names were discarded as meaningless. There was only the hunt, and an undying hatred for the druids that cursed him to live for nothing else.

Tordens roam across all the cold lands, from the polar ice to the barren tundra, icy mountain ranges and chilly bogs, but it is the boreal forests they love best. They sometimes range into warmer temperate woodlands during the winter, but they rarely remain past the coming of spring. Some think them fey, transient spirits of winter's hunger and cruelty, but they are entirely natural creatures for all their unnatural lineage. They reproduce by spreading their curse (see sidebar), though rumors persist that some tordens can mate with ordinary women and that the children of such unions, always male, will manifest the curse upon reaching adulthood. In either case, most tordens have no qualms about spreading their curse, though they are careful to avoid creating too many hunters with whom they will have to compete. When a group grows too large the two strongest leaders split the clan and go their separate ways to ensure that every hunter will always have enough prey. Some tordens try to turn away from their legacy of death, confining their hunting to non-sentient beings and never passing along their curse, and some are solitary and do not pass on the curse simply because they despise the company of others and do not wish to share their kills, but most travel in packs.

Tordens are skilled warriors afoot, but they are almost always found mounted. Many use common mounts, such as horses or trained elk, sharing their wintry stride ability and allowing them to ride through dense and tangled woodlands and drifts of snow and treacherous ice at speeds impossible for most of their prey to match. Over the centuries since their creation, however, tordens have also developed a unique and almost empathic affinity for giant owls and winter wolves. These creatures are not servants but allies, as the tordens live among them and fight alongside them, using them sometimes as scouts or magnificent mounts. They share trophies, treasure, and meals alike with their inhuman comrades, as each understands the other is key to their mutual success in planning and executing a successful hunt.

The greatest and most bloodthirsty tordens become the fearsome huntmasters, leading their fellows in the scouring of the land and even racing in deadly hunts across the sky through the winter storms. Huntmasters typically lead from the rear of their fellows, raining deadly arrows in the thick of the fighting before diving in with leveled lance and tearing horns. Huntmasters are primarily focused on their own business and may not concern themselves with PCs unless they interfere with their hunt; of course, the malevolent huntmasters are just as likely to be encountered in the employ of someone willing to pay well to target the PCs.

**KNOWLEDGE CHECKS: TORDENS**

10	Tordens are expert riders and hunters, able to move swiftly through frozen forests.
15	Tordens blow phantom horns to inspire themselves and instill dread in their prey. Their frozen flesh is impervious to cold but they fear fire.
20	Tordens have a powerful hatred for druids, who created them with an ancient curse that they can pass on to male humanoids they capture and hang among the frozen boughs until the curse takes hold.

# VODENJAK

This gaunt ferryman is dressed in ragged, mud-stained shrouds of blackish green. His gnarled hands grip a stout pole of equal utility for walking or poling a skiff. His eyes are quick and appraising, his hair wild and white, and his smile decidedly unpleasant. A jangling roughspun satchel hangs at his side.

## VODENJAK

CR 6

XP 2,400

LE Medium monstrous humanoid (aquatic)

Init +7; Senses darkvision 60 ft., low-light vision, tremorsense 60 ft.; Perception +13

## DEFENSE

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

hp 68 (8d10+24)

Fort +5, Ref +9, Will +8

DR 5/silver; Resist electricity 10; SR 17

## OFFENSE

Speed 30 ft., swim 30 ft.

Melee *shillelagh* +11/+6 (2d6+4)

Special Attacks clouting cudgel, soul drinker

Spell-Like Abilities (CL 8th; concentration +12)

Constant—*freedom of movement*, *speak with animals* (aquatic animals only)

At will—*animal trance* (DC 16) (aquatic animals only), *charm animal* (DC 15) (aquatic animals only), *disguise self*, *fog cloud*, *hydraulic push*, *shillelagh*

3/day—*divination*, *entangle* (DC 15), *scry* (DC 18)

1/day—*baleful polymorph* (DC 19) (aquatic creatures only), *bestow curse* (DC 18), *summon* (level 4, 1 giant moray eel, 1d3 giant pike, or 1d4+1 electric eels 100%)

## STATISTICS

Str 14, Dex 17, Con 16, Int 15, Wis 15, Cha 18

Base Atk +8; CMB +10; CMD 23

Feats Brew Potion, Improved Initiative, Power Attack, Vital Strike

Skills Appraise +6, Bluff +10, Craft (alchemy) +10, Disguise +10 (+20 with *disguise self*), Knowledge (geography) +10, Knowledge (nature) +10, Perception +13, Perform (oratory) +10, Profession (sailor) +10, Sense Motive +10, Stealth +10, Swim +14

Languages Aquan, Common, Sylvan

SQ change shape (electric eel, *giant pike*), or giant moray eel; *beast shape II*, phantom skiff, riverman's bargain



## ECOLOGY

Environment cold or temperate freshwater

Organization solitary, skiff and school (1 vodenjak and 1–4 giant pike), 10% chance to be encountered with a green hag or sea hag (equal chance of either)

Treasure standard

## SPECIAL ABILITIES

**Clouting Cudgel (Su)** When a vodenjak threatens a critical hit against a Medium or smaller creature with his *shillelagh*, he can attempt an Awesome Blow combat maneuver in place of attempting to confirm the critical hit. If the maneuver succeeds, the attack deals double damage and moves the target as described for the Awesome Blow feat.

**Phantom Skiff (Su)** As a full-round action, a vodenjak can conjure a spiritual barge of sodden logs bound together by ropes of mist. This silent skiff functions similarly to the *phantom steed* spell (AC 20, hp 30), with a swim speed of 80 feet across the surface of the water (including muddy and swampy terrain and even areas of solid ground that are 10 feet wide or less). The skiff can go underwater at a speed of 40 feet, but it provides no air for its passengers, so they must hold their breath. The skiff can hold up to 8 Medium-sized creatures (2 Large, 1 Huge, or

16 Small or smaller) in addition to the vodenjak. The phantom skiff is surrounded by a ghostly mist that provides concealment (20% miss chance) for creatures within the skiff against attacks from outside it, and from a distance of greater than 30 feet the phantom skiff is 80% likely to be mistaken for ordinary mist upon the water. The vodenjak can dismiss the phantom skiff as a free action.

**Riverman's Bargain (Su)** Once per month, a vodenjak can grant a *limited wish* to a creature with 7 or fewer Hit Dice. However, this wish always comes as part of a bargain, and the creature receiving the *limited wish* must agree to accept a *lesser geas* from the vodenjak, which the vodenjak can invoke from any distance up to a year and a day after granting the *limited wish*. This specialized *lesser geas* does not allow spell resistance or a saving throw, and if the *lesser geas* is removed before the task specified by the vodenjak is completed, the benefits of the *limited wish* are immediately ended (or undone, if the effect of the *limited wish* has already ended). If the wish cannot reasonably be reversed or negated, the wish recipient instead is affected as *bestow curse* (no saving throw) when the *lesser geas* is broken. If the target is killed before the *lesser geas* is completed, its soul is taken by the vodenjak as if it had successfully used its soul drinker ability. A vodenjak cannot have more than one riverman's bargain in effect at a time.

**Soul Drinker (Su)** As a full-round action, a vodenjak can try to extract the soul of a dying creature adjacent to it, drawing it forth as a liquid and storing it in an open container, such as a goblet, chalice, or teacup. A target failing a DC 18 Will save is slain and affected as a *rest eternal* spell. If the target is underwater while dying, the save DC increases by 2. If a creature dies by drowning within 30 feet of a vodenjak, it can use this ability as an immediate action and does not need to be adjacent to the target.

Once the soul essence has been drawn out of the victim, the vodenjak can tap into its power at any time as a standard action by dipping its tongue into the liquefied soul in the container, gaining the benefit of a *guidance* or *virtue* spell. Once per day, a vodenjak can also *speak with dead* with any creature whose soul container it possesses, and can split the questions between multiple slain creatures; the dead do not receive a saving throw to resist this questioning. A vodenjak can also drink the stored soul essence at any time, gaining the benefits of a *death knell* spell, though this frees the trapped the soul and allows the creature to be raised from the dead normally. For any creature other than the vodenjak, drinking the soul essence causes the drinker to gain a temporary negative level (DC 18 Fortitude negates) and become confused (DC 18 Will negates), each effect lasting 24 hours. If the *rest eternal* effect is ended, that soul container shatters and the soul essence spills out on the ground.

If a vodenjak has 10 or more soul containers gathered together, he can use *word of recall* to return to that location; however, this destroys 1d4-1 of his soul containers and releases the souls trapped within, so he is loath to use this ability unless he believes his collection is in danger. He is aware when any soul container is disturbed, as the mental alarm created by an *alarm* spell but with unlimited range as long as the vodenjak is on the same plane. Both of these effects apply only if he has line of effect to the containers. This line of effect extends underwater but not inside any kind of container or building;

hence, a vodenjak's collections are often hidden in the open on remote sand or gravel bars or on tiny uninhabited islets so they are not disturbed.

**Soulchemist (Su)** A vodenjak can use soul essence to craft potions as if it knew all druid spells of 1st to 3rd level. The caster level of a potion created using a soul essence is equal to the Hit Dice of the deceased creature. Crafting a potion requires 8 hours of work and frees the trapped soul essence. These potions retain their potency for one week and then evaporate into nothingness.

Vodenjaks are supernatural ferrymen, sometimes called *vodnik* or *vodianow*, closely related to hags though always excluded from their covens. Like hags, they often wander in disguise through settled lands, plying their wares and offering temptation to the unwary. Unlike hags, however, vodenjaks have no interest in devouring the creatures they inveigle with their cunning. Instead, they are far more interested in a creature's soul.

Vodenjaks stay close to rivers, lakes, and marshes, sometimes using their phantom skiffs to speed passengers from place to place. They often ask a dear price for passage, and can be swift and sure in their transit, but often they will simply ask for whatever payment their passengers wish. Those who deal generously with a vodenjak will have few problems, but those that seek to cheat or insult him draw his ire and often cause him to disperse the phantom skiff in the midst of a journey, often amidst dangerous waters or when hungry aquatic predators have gathered about in his wake (including those the vodenjak summons himself).

Vodenjaks enjoy riddling talk and may challenge passengers to contests of boasting, riddles, or storytelling to pass the time on their journey. They will also offer to read the fortune of passengers, telling them what may come to pass. Their divinatory gifts are real, but how much they offer and how truthful they are about what they see depends on their opinion of their passenger. The same is true of their offers to craft magical potions, as they may slip poison into the vials of customers that have angered them. A vodenjak always feigns friendliness and never shows anger outwardly unless he is ready to attack. Their powers of temptation go beyond potion-making and divination to the granting of small wishes, but always bound up with a promise of service on the vodenjak's behalf.

All of a vodenjak's affable pretensions work to the goal of gathering souls, which it collects as others might collect fine wines. They use these souls as ingredients in their potions and for their personal power, but mostly they love the sense of control over mortal life and death, and the satisfaction of luring someone into giving up a portion of their soul willingly. A vodenjak has the power to seize it by force at the moment of dying, but gaining them through guile is far more delicious. Vodenjaks are very protective of their collections and will attack in a fury anyone who threatens to disturb their soul containers.

# WIITIKOWAN

## (LESSER WENDIGO) (TEMPLATE)

The lined and weathered features of this tribal hunter are wracked into a feral rictus, as blood drips from his lips and hands, painting the tips of cruel antlers twisting up from his skull. He draws his bow with practiced skill, ready to rain death upon his targets and commence a bloody feast upon their flesh.

### SAVAGE HUNTER

CR4

XP 1,200

Male human ranger (guide) 5

N Medium humanoid

**Init** +1 (+3 in mountains and hills); **Senses** low-light vision, Perception +5 (+7 in mountains and hills)

### DEFENSE

**AC** 17, touch 13, flat-footed 14 (+3 armor, +2 Dex, +1 dodge, +1 shield)

**hp** 42 (5d10+15)

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

### OFFENSE

**Speed** 30 ft.

**Melee** mwk battleaxe +8 (1d8+2/[TS]3) and gore +7 (1d6+2 plus 1 bleed/19-20)

**Ranged** mwk longbow, composite +8 (1d8+2/[TS]3) or handaxe +7 (1d6+2)

**Special Attacks** blood rage, ranger's focus (2/day, +4 attack and damage)

### STATISTICS

**Str** 14, **Dex** 15, **Con** 14, **Int** 10, **Wis** 12 (8 points of Wis damage currently), **Cha** 11

**Base Atk** +5; **CMB** +7; **CMD** 19

**Feats** Deadly Aim, Dodge, Endurance, Mobility, Point Blank Shot, Shot on the Run

**Skills** Climb +10, Craft (traps) +7, Handle Animal +5,

Knowledge (geography) +5 (+7 in mountains and hills),

Knowledge (nature) +5, Perception +5 (+7 in mountains and hills), Profession (trapper) +5, Ride +7, Stealth +10 (+12 in mountains and hills), Survival +5 (+7 in mountains and hills), Swim +7

**Languages** Common, Halat

**SQ** favored terrain (mountains/hills), track +2, trackless step, wild empathy +5

**Combat Gear** masterwork composite longbow (STR 14) with 20 arrows, masterwork battleaxe, 2 throwing axes; **Other Gear** masterwork studded leather, masterwork buckler, climber's kit, masterwork tools (Craft (traps)), 2 *potions of cure light wounds*.



**WIITIKOWAN MOUNTAIN RAVEN (VULTURE)****CR 3**

XP 800

CE Small fey (cold)

**Init** +1; **Senses** low-light vision, scent; **Perception** +13**Aura** unnatural aura (30 ft.)**DEFENSE****AC** 17, touch 15, flat-footed 13 (+4 Dex, +2 natural, +1 size)**hp** 25 (3d8+12); regeneration 5 (fire)**Fort** +7, **Ref** +6, **Will** +2; +4 vs. disease**Immune** cold, mind-affecting effects; **Weaknesses** vulnerability to fire**OFFENSE****Speed** fly 60 ft. (perfect)**Melee** bite +7 (1d8+2/18-20/x3 plus disease)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** bloody bite, disease (DC 15), nightmare stalker (DC 12), savage transformation (DC 15)**STATISTICS****Str** 16, **Dex** 17, **Con** 18, **Int** 1, **Wis** 13, **Cha** 3**Base Atk** +2; **CMB** +4; **CMD** +7**Feats** Flyby Attack, Weapon Focus (bite)**Skills** Fly +15, **Perception** +13, **Stealth** +15, **Survival** +13**SQ** taste of terror, wind walker

A wiitikowan is the result when a living creature is spiritually consumed by a raw and hungry spirit of nature. Most common in cold, harsh lands where humanity and its kin sometimes teeter on the edge of relapsing into savagery and even cannibalism in order to survive, a wiitikowan may also arise as a result of a powerful curse. In any case, its appearance is wild yet haggard, its hair, fur, or feathers matted and its skin scarred and tattered (or, in rare cases, completely falling out and leaving the victim utterly bald), scarcely hiding its bulging muscles within. Its mouth is always bloody as though continually in the midst of a feast of carnage. Its eyes hold a feral supernatural gleam and its feet end in bloody stumps or sometimes bony claws, the flesh melting away into a cold mist.

A creature that has begun to succumb to the wiitikowan curse but has not yet fully lost their mind and soul may appear totally normal, but will

**WIITIKOWAN DIRE WOLVERINE****CR 6**

XP 2,400

CE Large fey (cold)

**Init** +9; **Senses** low-light vision, scent; **Perception** +13**Aura** unnatural aura (30 ft.)**DEFENSE****AC** 20, touch 14, flat-footed 15 (+5 Dex, +6 natural, -1 size)**hp** 66 (7d8+35); regeneration 5 (fire)**Fort** +10, **Ref** +10, **Will** +3**Immune** cold, mind-affecting effects; **Weaknesses** vulnerability to fire**OFFENSE****Speed** fly 60 ft. (perfect)**Melee** bite +10 (1d8+9/18-20/x3 plus disease), 2 claws +8 (1d6+3)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** bloody bite, disease (DC 18), nightmare stalker (DC 14), rage, savage transformation (DC 18)**STATISTICS****Str** 23, **Dex** 21, **Con** 21, **Int** 1, **Wis** 12, **Cha** 6**Base Atk** +5; **CMB** +12; **CMD** 27 (31 vs. trip)**Feats** Flyby Attack, Improved Initiative, Multiattack, Skill Focus (Perception)**Skills** Fly +13, **Perception** +13, **Stealth** +13, **Survival** +12**SQ** taste of terror, wind walker

**Rage (Ex):** When this creature takes damage during combat, at the beginning of its next turn it becomes enraged for the remainder of the combat: **Str** 27, **Con** 25, **AC** 18, touch 12, flat-footed 13, **hp** 78, **Fort** +12, **Melee** bite +12 (1d8+12/18-20/x3 plus disease), 2 claws +10 (1d6+4)



periodically be stricken with a hungry blood rage that causes them to undergo a savage transformation, like the **savage hunter** above. At first this change is temporary and the accursed creature returns to normal when the transformation abates, with no recollection of their actions while transformed. If their curse can be removed before their original mind and personality are utterly gone, they can sometimes be redeemed and rescued from their accursed fate. If not, they are doomed to hunt as a wiitikowan forever.

## BECOMING A WIITIKOWAN

Wiitikowan is an acquired template that can be applied to any animal, humanoid, or monstrous humanoid. Other creature types are not subject to the wiitikowan curse. A wiitikowan uses the base creature's stats and abilities except as noted below.

**Challenge Rating:** As the base creature +2 for base creatures without class levels, spells, or spell-like or supernatural abilities.

**Alignment:** Always chaotic evil.

**Type:** The creature's type changes to fey. Do not recalculate the creature's HD, BAB, or saves.

**Armor Class:** As the base creature, with a +2 bonus to its natural armor bonus to Armor Class.

**Hit Dice:** As the base creature +2.

**Saves:** As the base creature.

**Defensive Abilities:** A wiitikowan gains immunity to cold and mind-affecting effects.

**Speed:** A wiitikowan gains a fly speed of 60 feet (perfect maneuverability) and loses all other movement types. If its fly speed is faster than 60 feet, it retains that speed.

**Attacks:** A wiitikowan gains a bite attack if it does not already possess one, and its bite deals damage as a creature one size larger than its actual size, adding 1-1/2 times its Strength bonus to its bite damage. Any other natural weapons it has become atrophied and withered, being treated as secondary natural weapons and dealing damage as a creature one size smaller, adding 1/2 its Strength bonus to damage.

**Special Attacks:** A wiitikowan retains any special attacks of the base creature. In addition, it gains the following special attacks:

**Bloody Bite (Ex):** A wiitikowan's bite has a critical threat range of 18-20, dealing triple damage and 1d6 points of bleed damage on a confirmed critical hit. This bleed damage stacks for multiple critical hits.

**Disease (Su):** A wiitikowan's bite carries the disease of wendigo fever. **Wendigo fever:** bite; **save** Will DC = 10 + 1/2 the wiitikowan's Hit Dice + its Constitution modifier; **onset** 1 day; **frequency** 1d3 days; **effect** 1d3 Wis damage plus savage transformation (see below); **cure** 2 consecutive saves.

**Nightmare Stalker (Su):** As a full-round action, a wiitikowan can mark one creature within 120 feet as its quarry, allowing it to move at full speed while tracking that creature, with an insight bonus equal to 1/2 its Hit Dice to Perception and Survival checks made against its quarry. As long as that creature remains its quarry, the next time the target sleeps it is affected as **nightmare** (Will DC = 10 + 1/2 the wiitikowan's Hit Dice + its Wisdom modifier), though each time the target fails its saving throw against this **nightmare** it

takes 1d3 points of Wisdom damage (and does not heal Wisdom damage naturally that day) in addition to the normal effects of **nightmare**. A wiitikowan will typically stalk a victim for 1d4 days trying to wear down its target's mental reserves before attacking and trying to spread its wendigo fever. A creature that has failed a saving throw against a wiitikowan's **nightmare** automatically becomes shaken whenever the wiitikowan is within 30 feet and for 1d4 rounds thereafter, even if it cannot see the wiitikowan. A creature that has failed two saves against its **nightmare** is frightened rather than shaken, while a creature that has failed three saves is either panicked or cowering (equal chance of either).

If the target succeeds on its saving throw three nights in a row, the wiitikowan abandons its quarry. Any Wisdom damage remains but the nightmares and their side effects do not recur. It may have only quarry at a time.

**Optional Rule:** *If using the alternate Madness system from Tomes of Arcane Knowledge, a failed save adds 1d3 Madness points to the target rather than dealing Wisdom damage.*

**Savage Transformation (Su):** On any day an infected creature takes Wisdom damage from wendigo fever, the target must make a Will save (same DC as wendigo fever) or be overcome with an insatiable hunger for the flesh of its own kind, being compelled to stalk and kill the nearest creature of its own race and feast upon its flesh. After the first bite of its victim, the afflicted creature gains the **blood rage**, low-light vision, and trackless step special qualities and may experience a temporary physical transformation. If the afflicted creature normally has a bite attack, it gains the bloody bite special attack described above. If the creature is a humanoid or similar creature lacking natural weapons, it may gain one or more primary natural weapons:

d%	Result
01-25	no additional attack gained
26-50	bite attack gained
51-70	gore attack gained
71-95	2 claws gained
96	bite and gore
97	bite and 2 claws
98	2 claws and gore
99-00	bite, 2 claws, and gore

These natural weapons deal damage appropriate for a creature of its size with a critical threat range of 19-20 and dealing 1 point of bleed damage (which stacks with bleed damage from any source) on a critical hit. This transformation, including the blood rage and natural weapon, last for 1d4 hours, after which the afflicted creature returns to normal with no memory of events that transpired while affected by this effect.

When an afflicted creature's Wisdom damage equals its Wisdom score, the savage transformation becomes permanent. It gains this template and becomes a wiitikowan forever. Its Wisdom damage disappears when this occurs.

**Abilities:** Str +4, Dex +4, Con +4, Int -4 (minimum 1), Cha -4 (minimum 1).

**BAB:** As the base creature.

**Skills:** A wiitikowan gains a +8 racial bonus to Stealth and Survival.

**Feats:** As the base creature.

**Special Qualities:** A wiitikowan gains the following special qualities:

**Regeneration 5 (Ex):** Fire suppresses a wiitikowan's regeneration for 1 round.

**Taste of Terror (Su):** A wiitikowan can sense the presence of fear, becoming aware of the direction and approximate distance of any creature affected by a fear effect within 1 mile. If it is within 60 feet, it can pinpoint a shaken creature's exact location as if it had blindsense; this is doubled if the creature is frightened, tripled if a creature is panicked, cowering, or paralyzed with fear. If the creature is also taking bleed damage

(or bleeding while dying), all of the above distances are doubled. If a wiitikowan deals damage with its bite to a creature suffering from a fear effect, the wiitikowan can sense that creature for the next 24 hours as if it had blindsight rather than blindsense.

**Unnatural Aura (Su):** Animals do not approach within 30 feet of a wiitikowan unless the animal's master makes a DC 25 Handle Animal, Ride, or wild empathy check.

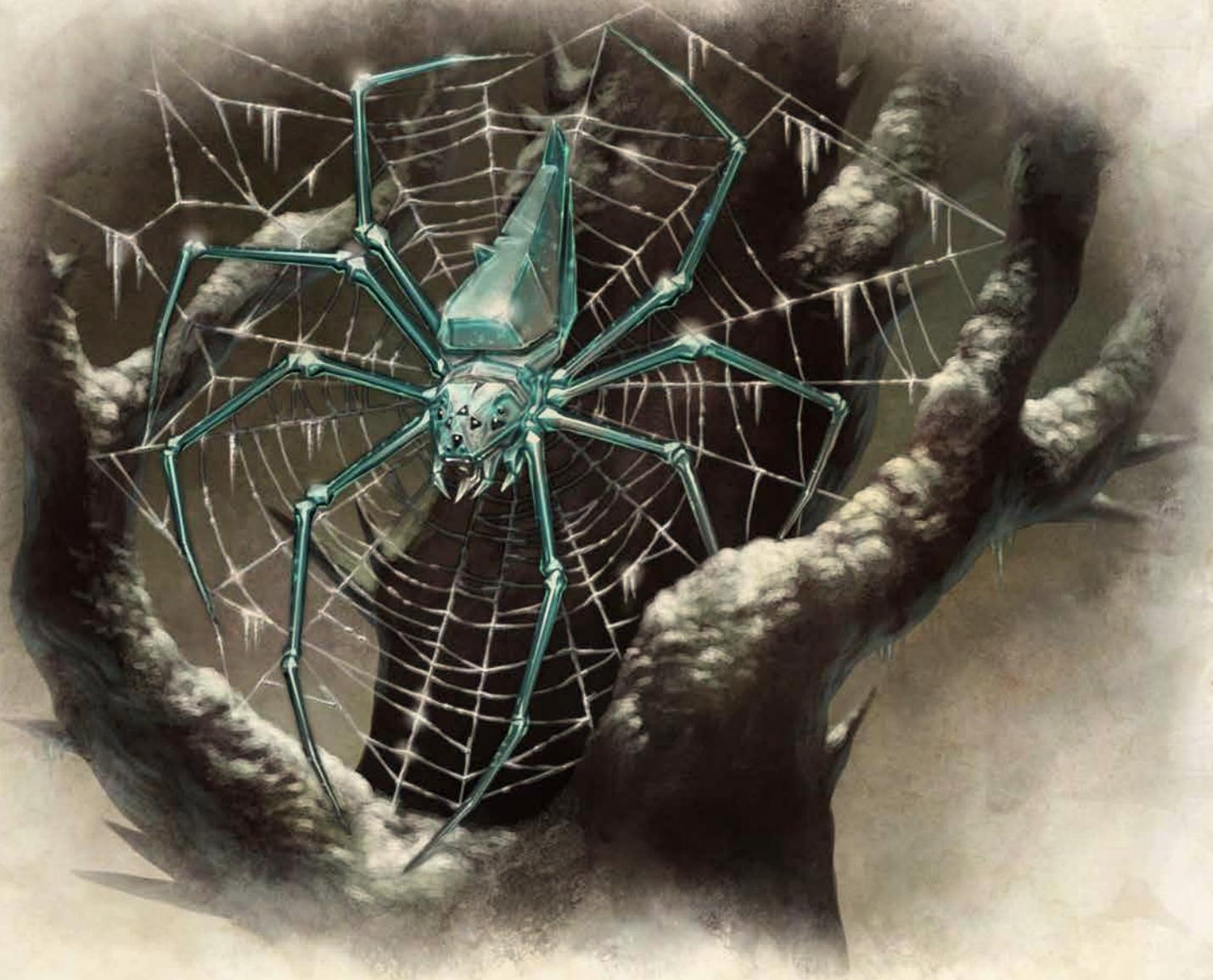
**Wind Walker (Su):** A wiitikowan may *wind walk* at will, requiring only a move action to transform between solid and gaseous form. In addition, a wiitikowan's movement, attacks, and senses are never impeded by wind or by natural or magical weather effects, including *fog cloud*, *obscuring mist*, and *sleet storm*.

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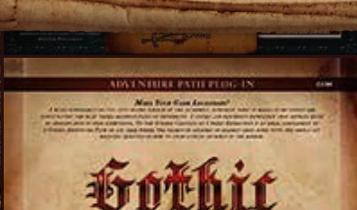
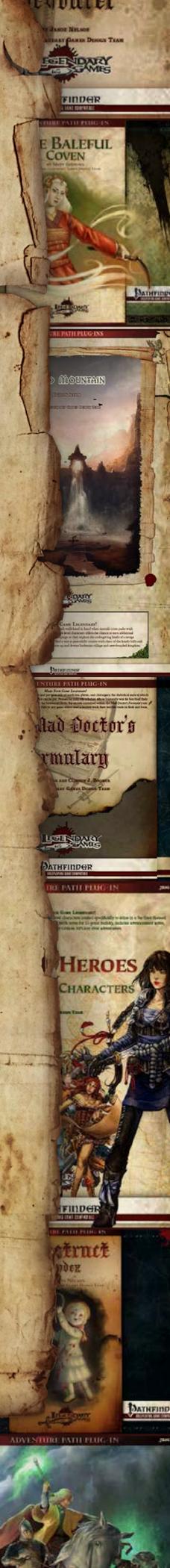
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# Hearts of Legend Horn at the Nest

by Jason Nelson, Tim McCreck, and Matt Goodall



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