

Exotic Encounters:

Worgs



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Introduction

The *Pathfinder Bestiary*, and the long line of monstrous encyclopedia that came before it, do a great job of attacking the problem of providing game statistics and mechanical information for a very wide variety of creatures. There are a lot of strange creatures from fantasy novels and movies, from ancient mythology, and, as time went on, from the twisted minds of game designers and even GMs, for that matter. Anyone today who tried to go about creating an extensive bestiary of all the different cool and interesting fantasy monsters could fill three or four volumes with three hundred monsters each, and still have a long way left to go, with fans crying out for various “forgotten” monsters to get some attention. That kind of breadth doesn’t leave a whole lot of room for depth, and that’s where *Exotic Encounters* comes in.

There are all kinds of reasons why you might not want to use a monster stat-block straight from the core rules. For one thing, if your players have a habit of browsing through such books, or are long-time veterans who know the basic ins and outs of most fantasy staples, you may need an unusual stat-block just to throw them a curve ball and teach them that they can’t count on their out of character knowledge to take all the mystery out of the game. Alternatively, many GMs can recall a time when they wanted to make use of a certain monster in their game, only to find that it was a few CRs too high or low for what they had in mind.

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This particular installment of *Exotic Encounters* focuses on the vicious worg. Normally relegated to little more than mounts for goblins and their ilk, these menacing, evil wolves actually have quite a bit to offer the average GM. In this book, you’ll find the **mocking worg (CR 3)**, which can alter its voice to bait dangerous traps, and can steal the voices—and even spellcasting ability—of its victims. You’ll also find the **shadow worg (CR 5)**, a creature that is physically healed by darkness and has numerous shadow-related powers, foremost of which is the ability to summon shadow wolves to fight on its behalf. Finally, there is the **great speaker worg (CR 9)**, an ancient and terrible creature that possesses a strange magic that grows stronger the nearer it comes to death.



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Mocking Worg

The creature before you resembles a wolf with a coat of black fur, but there is an intelligent gleam in its yellow eyes that betrays a more malevolent and capable entity. Though most of the creature's coat is a deep, midnight-black, the fur around its head has streaks of white, which make it look as if it had some kind of eldritch mark or tattoo upon its face.

WORG, MOCKING

CR 3

XP 800

NE Medium magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +11

DEFENSE

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)

hp 32 (5d10+5)

Fort +5, **Ref** +6, **Will** +3

OFFENSE

Speed 50 ft.

Melee bite +8 (1d6+4 plus trip)

Special Attacks pin down

STATISTICS

Str 17, **Dex** 15, **Con** 13, **Int** 11, **Wis** 14, **Cha** 16

Base Atk +5; **CMB** +6; **CMD** 19 (24 vs. trip)

Feats Ability Focus (steal voice), Skill Focus (Bluff), Skill Focus (Perception)

Skills Bluff +14, Perception +11, Stealth +10, Survival +5;

Racial Modifiers +4 Bluff, +2 Perception, +2 Stealth, +2 Survival

Languages Common, Goblin

SQ mimicry

ECOLOGY

Environment temperate forests and plains

Organization solitary, pair, or pack (3-11)

Treasure incidental

SPECIAL ABILITIES

Mimicry (Ex): A mocking worg can adjust its voice in order to sound like a humanoid child or young woman. Anyone that hears its voice is entitled to a Sense Motive check (opposed by the mocking worg's Bluff check, with a +5 bonus if the target cannot see the worg, or a -15 penalty if the target can) to see through the ruse and realize that the voice is a fake.

Pin Down (Ex): Whenever a mocking worg successfully trips a creature, it can automatically start a grapple with that creature as a free action. Additionally, the mocking worg gains a +4 bonus to its CMB and CMD for the purposes of maintaining a grapple with an opponent that is prone.

Steal Voice (Ex): Whenever a mocking worg successfully maintains a grapple, instead of moving the grapple, damaging its opponent, pinning its opponent, or another action, the mocking worg can attempt to steal its opponent's voice, instead. The target must succeed on a Will save (DC 17) or become unable to speak or make vocal noises (this also prevents him from casting spells with verbal components). If the target fails his saving throw, the mocking worg gains the ability to speak in his voice, mimicking it perfectly and in such a way that no means, magical or mundane, can distinguish the voice from the victim's own (characters that can see the mocking worg can still determine that it is the one speaking). This effect lasts for 1 hour, though the death of either the mocking worg or the victim ends the effect early.

Stolen Spells (Sp): Whenever the mocking worg successfully uses its steal voice ability, if the target is a spellcaster, the mocking worg also steals some of their spellcasting ability, as well. When the mocking worg steals the target's voice, it gains complete knowledge of the target's prepared spells (or spells known, if the target is a spontaneous caster), and can choose 1d4 spells with verbal components and which have not yet been expended to steal. The target loses access to those spells along with his voice, and as long as the mocking worg has the victim's voice, it can cast each of the chosen spells once as a spell-like ability. When the steal voice effect ends, the target regains the lost spells, but any spells that were cast by the mocking worg remain expended. The mocking worg's caster level for this ability is equal to the caster level of the creature from whom the spells were stolen, but the mocking worg uses its Charisma score as its spellcasting ability score, even if the target did not.

Ecology

Mocking worgs are deadly and dangerous creatures that use cunning and guile to hunt their prey. They have a strong preference for humanoid prey, as the meat of unintelligent animals rarely sates their sadistic lusts. Typically lone predators, these creatures are wolf-like only in appearance, and prefer to hunt by luring their victims to them by posing as a damsel or child in distress, only to ambush their victim and devour him. Particularly cunning hunters, mocking worgs will frequently stalk their prey for some time before striking, and are careful to pick off their victims one at a time. A favored tactic for the mocking worg is to lure one member of a group astray with its mimicry ability, then steal the victim's voice and use it to lure one of his allies away, as well, slowly whittling down a large group one at a time.

In areas where intelligent prey is scarce, mocking worgs often act as scavengers, rather than hunters. In the rare cases that these creatures have been observed in their natural element, they seem to communicate with one another in a language of their own, which sounds to human ears as a series of wheezing laughs and coughs.

Shadow Worg

The creature before you resembles a wolf, except that its fur is blacker than black, and at first it seems as though you are looking at some sort of living shadow. Even its teeth—visible as it snarls at you menacingly—appear to be made of ebony or obsidian, and only its eyes, which glow with a dull and eldritch purple, give any indication that there is more to the creature than pure darkness.

WORG, SHADOW

CR 5

XP 1,600

CE Medium magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision, scent;

Perception +11

DEFENSE

AC 17, touch 12, flat-footed 12 (+2 Dex, +5 natural)

hp 51 (6d10+18)

Fort +8, **Ref** +7, **Will** +4

Defensive Abilities mending shadows **Immune** ability damage

OFFENSE

Speed 50 ft.

Melee bite +9 (1d6+4 plus trip)

Special Attacks summon shadow wolves

STATISTICS

Str 17, **Dex** 15, **Con** 17, **Int** 8, **Wis** 14, **Cha** 10

Base Atk +6; **CMB** +9; **CMD** 20 (25 vs. trip)

Feats Power Attack, Run, Skill Focus (Perception)

Skills Perception +11, Stealth +17, Survival +5; **Racial**

Modifiers +2 Perception, +8 Stealth, +2 Survival

Languages Common, Goblin

SQ shadow jump

ECOLOGY

Environment temperate forests and plains

Organization solitary, pair, or pack (3-11)

Treasure incidental

SPECIAL ABILITIES

Mending Shadows (Su): As long as the shadow worg is in an area of darkness or supernatural darkness, it gains fast healing 10.

Shadow Jump (Su): A shadow worg can travel between shadows as if by means of a *dimension door* spell. Because the worg travels through shadows to move in this way, it does not function in well-lit areas or in areas of total darkness. This transportation must begin and end in a location that is in dim light, and the maximum distance for any given jump cannot exceed 120 feet. Unlike *dimension door*, the shadow worg can still act, provided it has any actions left to do so. The shadow worg can use this ability at will.

Summon Shadow Wolves (Su): A shadow worg can mold the shadows around it into the form of wolves, animating them to aid him. As a standard action, the shadow worg can create up to four shadow wolves in unoccupied squares of the shadow worg's choice that are in dim light and are within 60 feet. These shadow wolves are identical to standard worgs, except that they have only 1 hit point, and are dazzled in areas of normal or brighter light. The shadow wolves serve the shadow worg faithfully, as though they had been summoned by *summon monster I*, and remain for 1 minute or until they are slain, after which they fade into nothingness. The shadow worg can use this ability once per hour.

Ecology

The exact nature of shadow worgs is not entirely clear. It is well-known that shadow worgs have an affinity for darkness and shadows, and it is also well-known that they frequently keep the company of the undead creatures known as shadows, in much the same way that their more mundane cousins keep the company of goblins, but it is unclear exactly why this is or how it came to be. Some scholars believe that these creatures were once normal worgs who were touched in some way by the plane of shadow, though even those who agree on this point often fall into arguing over whether or not the shadow worgs are a separate race whose ancestors were affected this way, or if each individual shadow worg was once a normal worg who was transformed. Other scholars believe that the creatures are not truly worgs at all, but are rather more closely related to the shadows that they so frequently associate with. This second group remains insistent, despite the fact that shadow worgs have been proven to be immune to channeled positive energy, and it is generally accepted that they are not undead of any sort.

It is not uncommon to find shadow worgs living amongst the undead creatures known as shadows. While it was originally believed that this was an arrangement similar to that found between normal worgs and goblins, more recent theories posit that the shadow worgs are simply living off of the shadows' victims, taking advantage of their immunity to the shadows' strength-draining attack and simply waiting for the shadows to weaken victims so that they are easier to devour. In fact, shadow worgs who are living with shadows seem to be particularly territorial, even for canines, as though the shadows were a particularly valuable asset. It is rumored that particularly old or powerful shadow worgs actually have the ability to command shadows, or that those they slay rise as shadows, but these are merely unsubstantiated rumors, and such powers are certainly outside the reach of the average shadow worg.

Great Speaker Worg

The creature before you appears to be a monstrously-large wolf. Its fur is a deep shade of midnight, a black tinted ever so slightly with blue, and its beady black eyes shine with a faintly-reddish glow, reminiscent of the last coals in a dying fire. As the creature opens its mouth, you are surprised that it does not snarl or howl, but speaks a word of profound and obviously mystical power, which shakes you to your core.

WORG, GREAT SPEAKER

CR 9

XP 6,400

NE Large magical beast

Init +5; **Senses** darkvision 60 ft., low-light vision, scent;

Perception +14

DEFENSE

AC 19, touch 10, flat-footed 18 (+1 Dex, +9 natural, -1 size)

hp 162 (12d10+96)

Fort +15, **Ref** +9, **Will** +8

Defensive Abilities dire healing

OFFENSE

Speed 50 ft.

Melee bite +18 (3d6+7 plus trip)

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

Special Attacks retributive word, word of power

STATISTICS

Str 25, **Dex** 13, **Con** 25, **Int** 13, **Wis** 18, **Cha** 10

Base Atk +12; **CMB** +20; **CMD** 30 (34 vs. trip)

Feats Improved Initiative, Improved Natural Attack (bite),

Power Attack, Run, Skill Focus (Perception), Toughness

Skills Knowledge (arcana) +13, Perception +14, Stealth +12;

Racial Modifiers +2 Perception, +2 Stealth

Languages Common, Goblin

ECOLOGY

Environment temperate forests and plains

Organization solitary, pair, or pack (3-11)

Treasure incidental

SPECIAL ABILITIES

Dire Healing (Su): As long as the great speaker worg has less than half his maximum hit points (80 hp or fewer) he has fast healing 5. If the great speaker worg has less than 25% of his maximum hit points (40 hp or fewer), then he has fast healing 15, instead.

Retributive Word: Whenever a great speaker worg takes damage, if it causes him to pass one of the hit point thresholds outlined in his words of power ability, granting him access to a new spell-like ability, then at the beginning of his next turn, he may cast that spell-like ability as a swift action. He can only cast the spell-like ability as a swift action on the turn immediately after he takes enough damage to gain access to it, and can only do so once during that turn.

Words of Power (Sp): A great speaker worg knows several words of power, which have powerful effects, but the more powerful of which can only be used as the great speaker worg grows nearer and nearer to death. These words of power function like normal spell-like abilities, except that they have verbal components (and a great speaker worg that is unable to speak, such as because of a *silence* spell, cannot use them), and the great speaker worg can only use them when his remaining hit points are equal to or lower than a certain amount, which varies from one word to another. The saving throw DC for each of these abilities is 20, regardless of the spell's level.

90% health (146 hp or fewer): The great speaker worg can cast *eyebite* as a spell-like ability as long as it has less than 90% of its maximum hit points.

75% health (121 hp or fewer): The great speaker worg can cast *bestow curse* as a spell-like ability as long as it has less than 75% of its maximum hit points. Unlike the standard *bestow curse* spell, this ability has a range of 60 feet, and does not require that the great speaker worg touch the target.

50% health (80 hp or fewer): The great speaker worg can cast *blindness/deafness* as a spell-like ability as long as it has less than 50% of its maximum hit points.

25% health (40 hp or fewer): The great speaker worg can cast *phantasmal killer* as a spell-like ability as long as it has less than 25% of its maximum hit points.

Ecology

According to some legends, great speaker worgs are ancient embodiments of malice and death, who predate civilization as we know it. Some even believe that these fell creatures are ageless beings, and that the ones encountered today have actually been alive since the dawn of time. Whatever the case, it is certainly true that great speaker worgs seem to have access to a special brand of magic that even the most dedicated of sages and arcane theoreticians have not been able to explain, which seems to grow more powerful the closer that the great speaker worg comes to death. For their own part, many great speaker worgs are all too keen to play the role of an antediluvian being, and it is not uncommon for a great speaker worg to deliberately foster a following around itself. This often includes a "great pack" of worgs, which consists of a "pack" of about a dozen worgs who are, themselves, the leaders of normal worg packs. In other cases, the great speaker worg creates a following from humanoids, and many a dark cult has formed around the worship of these supposedly ancient fonts of natural power and mysticism.

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