

HORRORS OF THE GOW



BATHFINDER®
ROLEPLAYING GAME COMPATIBLE

Horrors of the GOW

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Introduction	2
Celluloid-Inspired Monsters	3
Cursed Item	6
Event	8
Exhumed Monsters	8
Legendary Weapon	13
Location	15
Magical Incantation	16
Master of Life	17
- Harro East	19
Witch Hexes	20
Witch Patron	21
- Suriel	21
Vampiric Otyugh	22
Open Game License	23

About Purple Duck Games

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Introduction

The undead, demons, malignant ghosts stalk the Lands of GOW. In the late fall, just before the first flakes of winter, the veil between the worlds grows thin. Necromancers feel a surge in power, spirits manifest for longer periods, and those who revel in horror and blood find themselves even more driven to commit foul deeds.

This short tome is designed to collect a handful of the horrors witnessed in the Lands of the GOW. They range from celluloid-inspired monsters, a magical incantation, a re-animator prestige class, new witch hexes and patron, cursed and blasphemous objects and sites.

Horror often results with the violation of natural boundaries. Many items and creatures in this supplement violate the most natural boundary of all – the boundary of the self. Possession, obsession, reanimation and consumption all take the individual and bend them to another's will. While not everything here fits that category, it was our overarching theme with many items. We hope you enjoy the dark ideas explored herein.



Celluloid-Inspired Monsters

The Black-Suited Man

The bald man dressed in a black suit and white shirt stands almost seven feet tall. The stare he sends down at you chills your bones.

The Black-Suited Man CR 12 (XP 19,200)

Unique male human alchemically animate corpse

NE Medium construct

Init +6; **Senses** darkvision 60 ft., *death watch*, low-light vision, *see invisibility*; **Perception** +30 [Defense]

AC 27, touch 12, flat-footed 25

(+2 Dex, +15 natural)

hp 108 (16d10+20); regeneration 3 (acid, cold)

Fort +7, **Ref** +9, **Will** +10

DR 5/magic; **Immune** construct traits; **Resist** electricity 10, sonic 10; **SR** 23

Weaknesses cannot run, vulnerability to cold [Offense]

Speed 40 ft.

Melee 2 slams +24 (2d6+8 plus grab)

Special Attacks body spawn

Spell-Like Abilities (CL 16th)

Constant – *death watch*, *see invisibility*

At-will – *alter self*, *create undead*, *animate dead*, *speak with dead*

5/day -- *greater teleport* (self plus 50 lbs. of objects)

3/day – *modify memory*, *nightmare*

[Statistics]

Str 26, **Dex** 15, **Con** --, **Int** 24, **Wis** 19, **Cha** 21

Base Atk +16; **CMB** +24 (+28 grapple); **CMD** 36

Feats Alertness, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Skill Focus (Intimidate), Skill Focus (Perception)

Skills Disguise +21, Intimidate +27, Knowledge (arcana) +23, Knowledge (planes) +23, Perception +30, Sense Motive +24, Spellcraft +23, Stealth +17, Use Magic Device +21

Languages Common

[Ecology]

Environment any

Organization solitary

Treasure none

[Special Abilities]

Body Spawn (Ex) As a chemically-animated corpse, the Black-Suited Man's limbs retain a semblance of life even after injury separates them from his body. Whenever the Black-suited Man suffers a critical hit, a portion of his flesh is torn away. At the GM's discretion this body part may be a hand or arm that continues to attack, making slam or grapple attacks as appropriate. The body part can be destroyed by a subsequent attack. It moves at 10 ft. per round, and possesses an AC of 13, 15 hp and regeneration 2 (acid, fire).

Instead of animating the body part the Black-Suited Man can choose as a free action to turn the lost limb into a monster. This acts as a *summon monster I* spell, with the level of the spell increasing by one level for every 10 points of damage dealt by the critical hit. (i.e. 37 points of damage means the body part summons a monster from the *summon monster III* list).

Modify Memory (Sp) The Black-Suited Man can use *modify memory* on the same target of *nightmare*. If he does so *modify memory* has the same range as *nightmare*.

Regeneration (Ex) Unlike most other constructs, the Black-Suited Man's alchemical nature regrows lost body parts and heals damage and injury.



The Black-Suited Man's origins remain a mystery. Some claim he was once an alchemist whose experiments into prolonging life went horribly awry, turning him into the alchemically undead creature he is today. Others claim the transformation was on purpose.

Whatever the case, the creature known as the Black-Suited Man works with singular efficiency and doggedness. He prefers to ingratiate himself into a noble family's household, either through promises of the secret to everlasting life or as the house's embalmer. After a time of study and preparation, the black-suited man employs visions and nightmares (and any lurkers he has created) to slowly drive the aristocrats insane. All the while he collects their dead for his own bizarre experiments and manipulations. The palaces of such families become desolate, lonely places with a few cowering members barricaded in their rooms and strange creatures and devices lurking in the dark hallways. Once a household is completely drained of living people the Black-Suited Man moves on.

Evidence of the Black-Suited Man's presence include a ruling family falling into paranoia and depression, all the while ruining their kingdom with bizarre edicts, unprovoked persecution of the public and generally odd behaviour. Those who can, flee, leaving the kingdom to its fate and the whims of the creature slowly corroding it from within.

He brooks no intrusion into his activities. Those who try to thwart him disappear or end up raving in the local asylum. His ability to terrorize others through dream, as well as change their memories of important events, allows him to disguise his true intentions, and slowly make an opponent believe they are losing their minds.

Flying Spheroid

A spheroid of the purest platinum whizzes through the air; its sides are covered with rotating blades.

Flying Spheroid CR 4 (XP 1,200)

N Diminutive construct

Init +7; **Senses** all-around vision, darkvision 60 ft., low-light vision; Perception +12

[Defense]

AC 19, touch 17, flat-footed 16
(+3 Dex, +2 natural, +4 size)

hp 27 (5d10)

Fort +1, **Ref** +4, **Will** +2

DR 5/bludgeoning; **Immune** construct traits;

Resist fire 5

[Offense]

Speed fly 40 ft. (perfect)

Melee spinning blade +12 (1d2-4/19-20x3)

Space 0 ft.; **Reach** 0 ft.

Special Attacks barbed hook, eviscerate (1d6 plus bleed), skull skewer (3d6 plus bleed)

Spell-Like Abilities (CL 5th)

Constant – *fly*

[Statistics]

Str 3, **Dex** 16, **Con** --, **Int** 2, **Wis** 12, **Cha** 2

Base Atk +5; **CMB** +4 (+12 grapple); **CMD** 17
(can't be tripped)

Feats Alertness, Improved Initiative, Weapon Finesse

Skills Fly +17, Perception +12, Stealth +15;

Racial Modifiers +4 Perception

[Ecology]

Environment any

Organization solitary, or whirl (2-5)

Treasure none

[Special Abilities]

All-around vision (Ex) A flying sphere sees in all directions at once. It cannot be flanked.

Barbed Hook (Ex) When a flying sphere hits with an attack, its spinning blade drills onto the target, anchoring it in place. Such a sphere is effectively grappling its prey. The sphere loses its Dexterity bonus to AC and has an AC of 16, but churns into the grappled target's flesh. A flying sphere has a +8 racial bonus to maintain its grapple on a foe once it is attached. An attached sphere can be struck with a weapon or

grappled itself—if its prey manages to win a grapple check or Escape Artist check against it, the flying sphere is removed.

Brain Skewer (Ex) If a flying sphere hits with a critical against a target, it has lodged its spinning blade in the creature's forehead and attempts to burrow into the victim's brain. Each turn it maintains a grapple it deals 3d6 points of damage plus 1 point of bleed.

Eviscerate (Ex) An attached sphere tunnels into the target it has grappled, grinding their organs. It deal 1d6 points of damage plus 1 point of bleed damage each turn.

Flying spheroids are bizarre constructs said to incorporate intricate machinery controlled by brain matter taken from once-living humanoids. The method of construction is known to only a few individuals, and those possessing such knowledge almost never reveal it since such a device is outlawed in most civilized nations. Necromancers employ the devices to guard their lairs and laboratories since the flying spheroid does not possess an undead creature's typical weaknesses and vulnerabilities. Alchemists who practice undead rejuvenation also employ flying spheroids in similar ways.

Flying spheroids understand and follow orders only from their creator or one other creature their creator designates. Their most complex tactics include regularly patrolling designated areas and attacking intruders.

Construction

A flying spheroid must be hammered from 1,000 gp worth of platinum and filled with the brain matter of sentient humanoid slain with one day of the construct's completion.

CL 7th; **Price** 9,000 gp

Construction

Requirements Craft Construct, *animate dead*, *fly*, *geas/quest*; creator must be caster level 7th;
Skill Craft (metalworking) DC 12; **Cost** 4,500 gp

Lurker

A short humanoid dressed in a brown hood and cloak waddles out of the shadows.

Lurker CR 3 (XP 800)

Male or female human alchemically animated corpse

NE Small construct

Init +9; **Senses** darkvision 60 ft., low-light vision; Perception +8

[Defense]

AC 15, touch 11, flat-footed 15
(+4 natural, +1 size)

hp 32 (4d10+10)

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

Defensive Abilities squat and dense; **DR**

5/piercing or slashing; **Immune** construct traits [Offense]

Speed 30 ft.

Melee 2 slams +8 (1d6+3 plus grab)

Special Attacks former appearance [Statistics]

Str 17, **Dex** 11, **Con** --, **Int** 12, **Wis** 12, **Cha** 6

Base Atk +4; **CMB** +6 (+10 grapple); **CMD** 16 (20 vs. bull rush, trip)

Feats Skill Focus (Perception), Stealthy

Skills Perception +8, Escape Artist +6, Knowledge (any one) +5, Stealth +10; **Racial**

Modifiers +4 Escape Artist

Languages Common [Ecology]

Environment any

Organization solitary, pair or train (3-6)

Treasure none

[Special Abilities]

Squat and Dense (Ex) Lurkers receive a +4 racial bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Former Appearance (Ex) Even though radically altered from their original appearance a lurker's face resembles the one it possessed in life. Those who knew the dead person recognize him or her. This startles the viewer, who must succeed on a DC 14 Will save or be shaken for 1 round. A successful save renders a creature immune this lurker's ability for 24 hours. The

save DC is Charisma-based and includes +4 racial bonus.

When an alchemist requires a servant to carry his baggage, exhume corpses or simply guard his precious laboratory he creates a lurker. These squat creatures once enjoyed life as normal humans, but after death were transformed into their present state by an alchemical process banned in most countries and thankfully only practiced by the most depraved individuals.

Unfortunately, lurkers are often employed in areas where they once lived. Relatives who come looking for the bodies of their loved ones receive a nasty shock when they recognize the faces on these twisted dwarf-like creatures. A lurker possesses some of the knowledge they once had in life and use it to further terrify those who knew them.

A lurker stands about four feet tall. Its limbs and body are abnormally thick, almost as if they original corpse was packed into a denser form. They are fearless and fight to the death.



Cursed Item

Suriel's Witch-Board

Some witches gain their powers from demonic sources. Suriel the Hag, was infamous for the pacts she made with creatures from the abyss. Her specialty was casting curses for those who desired revenge against another for a real or perceived wrong. Suriel only required a person's soul in return. She spent a very long, very evil life tempting others with her dark powers.

Her greatest invention was what has come down the ages as *Suriel's Witch-Board*. She claimed to have bound a spirit to the item, and that this spirit was knowledgeable in all areas, no matter how esoteric. She used her witch-board to predict the future, locate lost treasures and answer questions about legends, history and eldritch secrets.

Suriel's Witch-Board consists of two parts. The first is a plank of polished mahogany about 1 foot on a side and painted with several rows of gold and scarlet runes and pictograms. The second item is a round disk covered in felt on one side and a circular hole in the center. To use the device, a person places the board on his knees, lays the disk on the board and asks a question of the board's animating spirit. As long as the user maintains contact with board the spirit moves the disk (also called a planchette) across the board, causing the circular hole to reveal runes that answer the user's questions.

The witch-board contains the soul of a trapped shadow demon named Tezum. Suriel bound the demon to the item in order to power its abilities. After Suriel's death Tezum remained within the witch-board because it enjoyed the opportunities its presence in the item afforded.

Tezum delights in causing misery and pain. When *Suriel's Witch-Board* is first discovered, Tezum will bide his time, allowing a creature to learn about and exploit the board's benefits. While in the board Tezum can employ his spell-like abilities, even in sunlight. He uses them to frighten or kill anyone who attempts to thwart the board's use or to destroy it.

Once Tezum decides to act, he uses *magic jar* to possess a creature (most often the board's owner). He enjoys frightening people, and knows his *fear* ability often makes victims more susceptible to *magic jar*. If successful, he goes on a rampage of destruction until sent back to the board or the host is slain. His insanity is so great he keeps *Suriel's Witch-Board* on him so he can return to the board if the host dies rather than returning to the Abyss.

Suriel's Witch-Board conveys several benefits to the user. As a full-round action the user can employ the witch-board to answer a question as if he had cast the *augury* spell. (A wrong answer may indicate Tezum lied or the user misinterpreted the response.) Once per day the user may also employ this item to provide information gathered through a *locate item* spell.

Also, Tezum can manipulate the planchette to answer questions as if the wielder possessed Tezum's bonuses to Knowledge (local) and Knowledge (planes). This requires a full-round action.

In addition, any creature holding or carrying the board and planchette on his person gains darkvision 60 ft. If he already has darkvision he adds 30 ft. to the range.

Suriel's Witch Board

Aura strong enchantment; **CL** 15th

Slot none; **Weight** 2 lbs.

Construction

Requirements Craft Wondrous Item, *binding*.

Tezum CR 8 (XP 4,800)

Advanced Shadow Demon

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +10; **Senses** darkvision 60 ft.; Perception +22

[Defense]

AC 22, touch 22, flat-footed 16

(+6 deflection, +6 Dex)

hp 73 (7d10+35)

Fort +7, **Ref** +13, **Will** +9

Defensive Abilities incorporeal; **DR** 10/cold iron or good; **Immune** cold, electricity, poison;

Resist acid 10, fire 10; **SR** 17

Weaknesses sunlight powerlessness

[Offense]

Speed fly 40 ft. (perfect)

Melee 2 claws +13 touch (1d6 plus 1d6 cold),

bite +13 touch (1d8 plus 1d6 cold)

Special Attacks pounce, sprint, shadow blend

Spell-Like Abilities (CL 10th)

At-will – *deeper darkness*, *fear* (DC 20), *greater teleport* (self-only), *telekinesis* (DC 21)

3/day – *shadow conjuration* (DC 20), *shadow evocation* (DC 21)

1/day – *magic jar* (DC 21), *summon* (level 3, 1 shadow demon 50%)

[Statistics]

Str --, **Dex** 22, **Con** 21, **Int** 18, **Wis** 18, **Cha** 23

Base Atk +7; **CMB** +13; **CMD** 29

Feats Blind-Fight, Combat Reflexes, Improved Initiative, Lightning Reflexes

Skills Acrobatics +16, Bluff +16, Fly +24,

Knowledge (local) +14, Knowledge (planes) +14,

Perception +22, Sense Motive +14, Stealth +18;

Racial Modifiers +8 Perception

Languages Abyssal, Common; telepathy 100 ft.

[Special Abilities]

Sprint (Ex) Once per minute, Tezum increase its fly speed to 240 feet for 1 round.

Shadow Blend (Su) During any conditions other than bright light, Tezum can disappear into the shadows as a move-equivalent action, effectively becoming invisible. Artificial illumination or light spells of 2nd level or lower do not negate this ability.

Sunlight Powerlessness (Ex) Tezum is utterly powerless in bright light or natural sunlight and flees from it. If Tezum is caught in such light it cannot attack and can take only a single move or attack action. When Tezum possesses a creature using *magic jar* it is not harmed by sunlight, but if it is struck by a sunbeam or sunray spell while possessing a creature, Tezum is driven out of its host automatically.

Event

Night of Horrors

On the 31st night of the tenth month, lycanthropes and undead stalk the lands of the GOW in search of prey. By divine agreement between Yticali, the Reaper of Souls, and Erisatia, the Bringer of Life, on this one night undead and lycanthropes are freed from the shackles of ancient bindings, religious restrictions and other restrictions to hunt as they see fit from sun down to sun up.

Knowing that the people of GOW would need some protection from these foul horrors, Erisatia required a number of conditions written into the divine agreements.

The undead and lycanthropes may not:

Attack any creature that is wearing a costume to disguise them as a monster and carrying a symbol of the Reaper of Souls.

Attack any creature that gives them an offering of candy.

Enter any dwelling that has a carved melon, pumpkin, turnip or gourd that is illuminated from within by a candle.



Exhumed Monsters

All of the monsters below come from older 3.X sources. They have been resurrected and updated for this special time of year.

Blood Scarecrow

It is a man-like figure dressed in rags, moving with an odd, boneless gait. A trail of straw follows behind it, and a crow is perched on its shoulder. Its face is a canvas sack marked with crude representations of eyes, and it holds in one hand a pitchfork which seems far too new and gleaming to belong with such a mouldering form.

Blood Scarecrow CR 4

XP 1,200

NE Medium undead

Init +2; **Senses** darkvision 60 ft.; Perception +11
[Defense]

AC 17, touch 12, flat-footed 15
(+2 Dex, +5 natural)

hp 39 (6d8+12)

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

Defensive Abilities +2 channel resistance; **DR** 5/good; **Immune** undead traits; **Resist** acid 10, cold 10, sonic 10

[Offense]

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

Melee pitchfork +10 (1d6+7/19-20) or 2 slams +9 (1d4+5 plus grab)

Ranged hurled pitchfork +8 (1d6+7/19-20)

Special Attacks choke, paralysing fear, pitchfork, summon crows

[Statistics]

Str 20, **Dex** 14, **Con** --, **Int** 10, **Wis** 16, **Cha** 14

Base Atk +4; **CMB** +9 (+13 grapple); **CMD** 21

Feats Power Attack, Stealthy, Weapon Focus (pitchfork)

Skills Disguise +11, Fly +10, Intimidate +11, Perception +11, Stealth +13

Languages Common

SQ moonlight flight

[Ecology]

Environment any

Organization solitary

Treasure none

[Special Abilities]

Choke (Su) If the blood scarecrow has grappled its target, it may pull the held creature's head into its straw body, suffocating it with unnatural speed. The target takes 1d2 points of

Constitution damage each round it is held, until dead.

Moonlight Flight (Su) The blood scarecrow can fly 60 feet per round with perfect manoeuvrability, but only during the night.

Paralysing Fear (Su) The blood scarecrow can focus all of its rage and lust for vengeance into a single, terrifying force, which contorts its visage. This allows the creature to make a gaze attack against single target. This is a mind-affecting fear effect with a DC of 15. If the target fails the save, he will be both frightened and paralysed for 2d6 rounds. The blood scarecrow may only target one creature per day with this ability. The save DC is Charisma-based.

Pitchfork (Su) The blood scarecrow can transform any Medium metal farming tool (a scythe, a hoe, a pitchfork, a shovel) into a +1 *keen* throwing pitchfork with a touch. This item reverts to normal if the blood scarecrow is slain, or if a second implement is transformed. It also loses all magical properties if it is wielded by any but the blood scarecrow who created it.

Summon Crows (Su) Three times per day, but only when outside during the night, the blood scarecrow may summon 2d4 fiendish crows. These creatures remain for four rounds. The blood scarecrow will do this only if it is outnumbered or overpowered, and the crows will serve to cover its escape.

Blood scarecrows are dangerously obsessed creatures. While they can be talked to, they cannot be reasoned with, and no amount of persuasion can convince them to abandon their quest. They are immune to any spell effects which would likewise cause them to do so, even if such spells are somehow tailored to affect undead. If they feel someone or something is keeping them from their mission, they attack; otherwise, they ignore anyone but those they feel they must avenge themselves upon.

When the spirit enters and animates the scarecrow, it transforms whatever farm implement the straw man is holding into a +1 *keen* throwing pitchfork. The item is powered by the same negative energy which animates the scarecrow, and

it becomes a normal pitchfork if the creature is slain. If the original scarecrow had no farming tool, the animating spirit will locate the nearest such item and transform it. No matter what farm tool is found, it always changes to become a pitchfork. No blood scarecrow has ever dispatched its enemies with a hoe. Because the returning spirit is tainted by evil, no matter the alignment of the original soul, it tends to be very broad in its definition of vengeance, as well as extremely sadistic. It seeks out friends, relatives and lovers of those who killed it before wreaking its final revenge on those directly responsible.

A blood scarecrow prefers to find victims alone. It will rarely attack a group, even if the entire group is composed of those whom it desires to kill. It has the nearly infinite patience of the dead. Once it has a solitary target, it uses its paralysing fear ability, then hurls its pitchfork, then closes to melee range and uses its suffocate attack. If it feels it has time and is much more powerful than its target, it may choose to kill them more slowly, but it will not linger if there is a chance of being caught or of the target escaping. It will only use its summon crows ability if it is forced to fight against more than one opponent, or against an opponent clearly more powerful than it is.



Webbed Sentinel

A large gray web hangs from the wall above you. At its center appears to be a lounging spider of the same color. Before you can draw closer, the webbing drops from its perch and assumes a humanoid form with the spider hanging motionless on its chest like some sort of insignia. Smaller spiders also burst from the surrounding cracks in the walls to attack!

Webbed Sentinel CR 7**XP 3,200**

NE Medium undead

Init +7; **Senses** darkvision 60 ft.; Perception +20
[Defense]**AC** 20, touch 13, flat-footed 17

(+3 Dex, +7 natural)

hp 75 (10d8+30); fast healing 2 (acid, fire)**Fort** +7, **Ref** +8, **Will** +9**DR** 5/--; **Immune** undead traits**Weaknesses** vulnerability to fire
[Offense]**Speed** 30 ft., climb 20 ft.**Melee** 2 slams +13 (1d6+6 plus poison)**Special Attacks** lassitude, spider affinity, summon spiders**Spell-Like Abilities** (CL 10th)Constant – *spider climb*

[Statistics]

Str 23, **Dex** 16, **Con** --, **Int** 8, **Wis** 14, **Cha** 15**Base Atk** +7; **CMB** +13; **CMD** 26**Feats** Alertness, Great Fortitude, Improved Initiative, Lightning Reflexes, Toughness**Skills** Acrobatics +16, Climb +14, Perception +20, Stealth +16; **Racial Modifiers** Acrobatics is a class skill**Languages** Undercommon

[Ecology]

Environment underground**Organization** solitary, pair or group (3-10)**Treasure** none

[Special Abilities]

Lassitude (Su) Any living creature hit by a webbed sentinel's slam attack must make a DC 17 Will save or be slowed (as the spell) for 2d6 rounds. The save DC is Charisma-based.**Poison (Ex)** slam – injury; save Fort DC 17; frequency 1/round for 4 rounds; effect 1d3 Con;

cure 2 consecutive saves. The save DC is Charisma-based.

Summon Spiders (Sp) Three times per day, a webbed sentinel can summon a swarm of spiders (as per the *summon swarm* spell) as a full-round action. The swarms summoned by a webbed sentinel are under its complete control, as if by means of the spell *dominate monster*.

Spider Affinity (Su) As a standard action, a webbed sentinel can try to control any single spider swarm or monstrous spider within 60 feet. The target spider or spider swarm must make a DC 17 Will save or be controlled by the sentinel as if by means of the *dominate monster* spell. The save DC is Charisma-based.

Webbed sentinels were created by dark elves soon after their retreat into the subterranean world. To deter pursuit by surface elves (and attack by other underground races), drow necromancers fashioned these creatures made from the most common element they encountered—spiders and their webs. Webbed sentinels patrolled the areas surrounding drow camps and, eventually, fledgling drow cities. After the dark elves managed to establish a firm hold in the underground, the webbed sentinels were released from servitude to roam the subterranean world, inflicting fear and death on all they met. Dwarves and underground gnomes each share similar tales about the sentinels and teach them to their children as dreaded nursery rhymes.

A webbed sentinel normally remains motionless, hanging on walls or ceilings where the spider has apparently built its web. When any living being approaches, the sentinel attacks as quickly and savagely as possible.

Necroling

The form of this inky black creature can be seen only when it pauses its flight—a wispy humanoid upper body clad in tattered sheets of midnight. A funnel of darkness comprises the lower body, its tip marking the creature's trail as far back as you can see. Two pinpricks of white radiance flash in its eye sockets before striking.

Necroling CR 4**XP 1,200**

NE Tiny undead

Init +7; **Senses** darkvision 60 ft.; Perception +9
[Defense]**AC** 22, touch 19, flat-footed 15
(+7 Dex, +3 natural, +2 size)**hp** 18 (4d8)**Fort** +7, **Ref** +8, **Will** +9**Defensive Abilities** retreat, vanishing bottle; **DR** 5/magic; **Immune** undead traits
[Offense]**Speed** fly 30 ft. (perfect)**Melee** Tiny short sword +12 (1d3+4), bite +12 (1 plus sleep)**Space** 2.5 ft.; **Reach** 0 ft.**Spell-Like Abilities** (CL 4th)At-will – *gaseous form*
[Statistics]**Str** 18, **Dex** 25, **Con** --, **Int** 13, **Wis** 10, **Cha** 10**Base Atk** +3; **CMB** +5; **CMD** 22**Feats** Alertness, Weapon Finesse**Skills** Acrobatics +11, Escape Artist +11, Fly +19,
Perception +9, Stealth +22;**Languages** Common
[Ecology]**Environment** any land**Organization** solitary**Treasure** none

[Special Abilities]

Sleep Bite (Su) Anyone bitten by a necroling must make a successful DC 12 Fortitude save or fall into a deep slumber (as the spell) for 10d6 minutes. The save DC is Charisma-based.**Retreat (Su)** When a necroling is reduced to 0 hit points, it is not destroyed; instead, it automatically and instantaneously becomes gaseous (as the spell), teleports into its bottle, and pulls in the stopper. After 24 hours, it returns to full strength and may once again exit its bottle.**Vanishing Bottle (Su)** Three times per night, as a standard action, a necroling may teleport its bottle up to 300 feet away; this functions as the *vanish* spell, except the necroling need not touch its bottle, there is no chance of the bottle being disintegrated, and the bottle cannot be sent to the Ethereal Plane. When the bottle

teleports, the necroling travels with it. Of course, if the necroling perceives an attack directed at its bottle, it usually activates the bottle's vanishing power to escape. The necroling has usually scouted out the surrounding area to find the most innocuous locations to hide its bottle in the event of an emergency (wine cellars and gutters are favorites).

Each student of the black arts is required to create a necroling of his own before more potent spells and powers are available to him. The necroling is then used to guard his laboratory or other precious possessions.

Designed so the necromancer can experience the feelings associated with death and rebirth as undead, the necroling is created with the spark of a soul who died unnaturally. The necromancer essentially puts a sliver of the angry soul inside its own tiny sarcophagus (in this case an ink bottle) after imbibing the emotions it experienced at death by way of dreams. The necroling is content to simply exist, holding some perverted sense of gratitude for the necromancer for extending its "life" even in this fashion.

Although necrolings are not the most imposing creatures, they can make terrifying combatants. They dart around with incredible speed, which grants them surprising reach for their size, biting at foes in order to incapacitate them before slashing with their tiny swords. Necrolings are inordinately strong for their tiny stature.

A necroling can travel up to 100 feet from its bottle. Some necromancers who command necrolings wear the bottles at their waists, releasing the creatures to aid them in combat.

The only way to destroy a necroling is to smash the bottle. Due to its magical construction, such a vessel is treated as having hardness 10, with 10 hit points, and a Break DC of 26.

Ragged Wraith

A spectral figure dressed in a ragged burial shroud flits out of the ground, wreathed in tatters of mist.

Ragged Wraith CR 7 (3,200 XP)

LE Medium undead (incorporeal)

Init +9; **Senses** darkvision 60 ft., lifesense 60 ft.; Perception +20

Aura unnatural aura (30 ft.)

[Defense]

AC 19, touch 19, flat-footed 13

(+3 deflection, +5 Dex, +1 dodge)

hp 75 (10d8+30)

Fort +6, **Ref** +8, **Will** +10

Defensive Abilities incorporeal, channel resistance +2

Weaknesses sunlight powerlessness
[Offense]

Speed fly 60 ft. (perfect)

Melee four incorporeal tendrils touch +12 (1d8 negative energy plus 1d4 Con drain)

Space 5 ft./5 ft. (10 ft. with tendrils)

Special Attacks create spawn
[Statistics]

Str --, **Dex** 20, **Con** --, **Int** 16, **Wis** 16, **Cha** 16

Base Atk +7; **CMB** +12; **CMD** 25

Feats Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative

Skills Fly +26, Intimidate +16, Knowledge (religion) +16, Perception +20, Sense Motive +20, Stealth +18

Languages Abyssal, Common, Infernal
[Ecology]

Environment any

Organization solitary, or gang (2-5)

Treasure none

[Special Abilities]

Create Spawn (Su) A humanoid slain by a ragged wraith becomes a wraith in 1d4 rounds. These spawn are less powerful than typical ragged wraiths, and suffer a –2 penalty on all d20 rolls and checks, receive –2 hp per HD, and only drain 1d2 points of Constitution on a touch. Spawn are under the command of the wraith that created them until its death, at which point they lose their spawn penalties and

become free-willed wraiths. They do not possess any of the abilities they had in life.

Constitution Drain (Su) Creatures hit by a ragged wraith's tendril touch attack must succeed on a DC 18 Fortitude save or take 1d4 points of Constitution drain. On each successful attack, the wraith gains 5 temporary hit points or regrows one tendril. The save DC is Charisma-based.

Lifesense (Su) A ragged wraith notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability.

Sunlight Powerlessness (Ex) A ragged wraith caught in sunlight cannot attack and is staggered.

Tendrils (Su): A ragged wraith has four tendrils of ectoplasm hanging from its tattered body. It attacks by whirling these tendrils out at enemies while the wraith itself stays hidden within the ground or wall. This means that the wraith has total cover from most attacks. The tendrils can be attacked individually as they attack, if enemies ready actions to slash at the tendrils as they emerge. Each tendril has one hit point per HD of the wraith and has an AC of 13. The tendrils are incorporeal. A wraith whose tendrils are destroyed will retreat until its tendrils regrow. It regrows one tendril naturally after 24 hours, but can grow them faster using its constitution drain ability. An advanced ragged wraith gains one extra tendril for every two extra Hit Dice.

Unnatural Aura (Su) Animals do not willingly approach within 30 feet of a ragged wraith, unless a master makes a DC 25 Handle Animal, Ride, or wild empathy check.

Ragged Wraiths are the spirits of those whose bodies were desecrated or dismembered after death. They manifest as tattered shadows of their former selves, dressed in the ragged remains of their burial garb. They are bitter, hateful entities, hungry for both revenge and the life force of the living. They usually haunt the tombs where they were buried, but their hunger can drive them abroad into the land. Like all wraiths, they must hide from the bright rays of the sun but they are adept at finding

hiding places in nooks and crannies and cracks in the ground.

In combat, ragged wraiths use their incorporeal forms to the fullest. They use their lifesense power to locate prey, then hide in the ground or the stone of a corridor wall. When an enemy passes, the wraith slashes at him with its tendrils. The main body of the wraith stays hidden, giving it total cover from enemy attacks.



Legendary Weapon

Reaper's Scythe

No creature avoids death. The wealthy and powerful believe they can sustain their lives indefinitely with the right magic or medicine, but nothing avails when the grim reaper sets about his task. The *reaper's scythe* was created to ensure no man or creature escapes this eventual fate. Whether it spawns from a deity of mortality, or personifies the phenomena of death is unknown. It's first appearance is recorded thus.

South of Kesh, in the kingdom of Avandrool, there raged a horrible plague. The pestilence spread like wildfire, sickening and killing within hours. Men and women died in the street, or at labor, or in the middle of dinner. Death was grotesque – large black nodules burst through a victim's skin and he vomited blood before collapsing into a writhing, fetal ball.

The people of Avandrool prayed to their king, Romdhas, for deliverance. Instead of hiring priests to cure the populace he gathered his court (including his personal healer, the kingdom's arch-curate) and sequestered himself inside his holiday palace far from the capital and the wailing mobs.

King Romdhas brought with him secretaries, grooms, cooks, valets, jugglers, actors, singers, concubines and guards. He intended to wait out the plague in opulence and entertainment. At his command enough food for three months was stocked in the palace's larders and the doors to the compound nailed shut. No one would enter or leave, eliminating the possibility some wayward person would bring infection.

By the third day Romdhas was bored. Confinement wore on him, and he wished to be out and about, basking in the admiring glow of his people. Realizing such a venture would be suicide he commanded that a costume ball be held that night, with a prize for the best costume.

That evening, Romdhas became even more bored. His court possessed no imagination. The women dressed as angels and the men dressed as knights. He sleepily regarded them as they passed before his chair, yawning at each uninspired iteration. Then a man dressed as death strode into the ballroom. His clothes were black as night and he carried a black scythe that nevertheless gleamed silver along the blade.

"We have a winner," Romdhas shouted, glad someone had the temerity to adorn themselves in such an impertinent costume. "Good sir, reveal yourself and claim your prize," Romdhas said.

The figure removed his hood to reveal a skull. A fleshless hand pointed at Romdhas and the king collapsed, his skin bursting with black carbuncles and spraying yellow pus.

The gathered crowd attempted to flee, but with each sweep of the scythe, the revelers died horrible, agonizing deaths. Weeks later, when the plague's survivors broke down the palace's door all that was found were scattered bones and a black scythe that seemed to radiate an air

of doom, even in the day's bright light.

Requirements

To successfully wield *reaper's scythe* to its fullest potential, a character must fulfill the following requirements.

Class: Cleric with Death Domain, Oracle with Bone Revelation, or Witch with a plague patron.

Skills: Knowledge (religion) 5 ranks

Feats: Weapon Focus (scythe)

Bleed (Sp) Three times per day the wielder gains the ability to use *bleed*.

Famine (Su) Three times per day the wielder of the *reaper's scythe* may make a touch attack against a creature. If the target fails a Fort save (DC 10 + $\frac{1}{2}$ wielder's level + Charisma modifier) it is fatigued for 2d4 rounds. Subsequent touches cause the target to become exhausted.

Contagion (Sp) The wielder gains the ability to use *contagion* three times per day.

Plagues (Sp) Three times per day wielder of the *reaper's scythe* may cast *summon swarm* as a spell-like ability.

Bestow Curse (Sp) Three times per day the user may cast *bestow curse* as a spell-like ability.

Death's Aura (Su) Once per day as a standard action the wielder may cause an aura of death to radiate from his person in a 30 ft. radius. The aura lasts for a number of rounds equal to the weapon's level. All creatures in the aura take a -4 penalty to saves against death effects and to stabilize when reduced to negative hit points. Bleed damage within the aura cannot be stopped with any means, including healing magic. Once during the use of this ability the wielder of *reaper's scythe* may deliver a touch of death against one opponent as if he had used *finger of death*.

Weapon Level	Wielder Minimum Level	Abilities
1st	--	+1 scythe
2nd	4th	Bleed (3/day)
3rd	6th	Famine
4th	8th	+2 scythe
5th	10th	Contagion (3/day)
6th	12th	Plagues
7th	14th	+3 wounding scythe
8th	16th	Bestow Curse (3/day)
9th	18th	Death's Aura
10th	20th	+4 keen wounding scythe



Location

The Black Stone

The Black Stone is an encounter site that can be placed in any area where the PCs intend to spend some time adventuring and exploring. The item might be the remnant of a dead civilization or left over when the location's original inhabitants retreated in the face of new settlers. The PCs might find it while moving through a forest or when called in to investigate a series of kidnappings and murders. The Black Stone might also sit at the top of a wizard's tower or in the center of a long-lost subterranean city.

Whatever the case, the Black Stone works best if its effects are slowly revealed over the course of a few weeks, and especially if a PC succumbs to the stone. While the affected character enjoys his enhanced power, a grisly murderer strikes a nearby village or works his way through the party's underlings. Only with time should the culprit's identity become known.

The Black Stone exudes an air of menace and dread. Depending on the culture and those who once employed it (or still do), it can be either an upright pillar jutting from the earth or a broad slab like an altar. In either case, the stone appears made of ebony and weathered runes carved into its surface suggest a sinister purpose.

A DC 25 Knowledge (arcana) or Knowledge (religion) check reveals the Black Stone was once used in ritual sacrifice. Depending on the campaign, it might once have served a sect dedicated to a god of chaos or madness, or was used to enhance the power of a wizard or summoner. A DC 30 Knowledge (arcana) or Knowledge (religion) check reveals the name of this god or evil arcane caster.

The Black Stone hungers for life-energy. Former victims lurk nearby but they are no longer any use to it, having all turned into morlocks (see *Pathfinder Bestiary*) after falling under the stone's influence. The Black Stone requires powerful, sentient creatures to carry out its desires.

When a spellcaster of at least 5th level spends more than a day within 1 mile of the Black Stone, he receives a dream that night. In the dream a disembodied voice demands he make a sacrifice to the stone. The person must make a DC 18 Will save or come under a *geas/quest* effect (CL 13th). This effect forces the PC to make a blood sacrifice to the stone the next night. While he or she should be sleeping the PC kidnaps another creature, binds them to the black rock and cuts the victim's throat. The PC will awake with the memory of a horrible dream, but won't recall any details.

For 24 hours afterward whenever the PC casts a spell it acts at 1d4 caster levels higher than the PC but does not require extra time or higher spell slots. Each time the PC casts a spell he is fatigued for 1 round, as the extra energy channelled through him overwhelms his system.

Each night the PC rests he succumbs to the Black Stone's compulsion and must slay a creature upon its surface. If prevented from doing so, he takes the requisite penalties as per the *geas/quest* spell.

Each successful sacrifice drains the PC of 1d4 points of Charisma. This loss does not affect the character's spell-casting ability, but does cause penalties on Charisma-based skills. Once the character reaches 0 Charisma he turns into a morlock with a number of barbarian levels equal to ½ the former PC's total character level and joins the other thralls of the Black Stone that inhabit the area.

Magical Incantation

Incantation: The Vengeance

School conjuration; **Effective Level** 7th

Skill Checks Diplomacy vs. Diplomacy -4, 5 successes

Casting Time 1 hour

Components V, M, S

Material Component – corpse of creature slain by the target of the spell; *Special* – a creature that has successfully cast the incantation must be present during the ritual's performance. This creature can not make the above Diplomacy checks.

Range touch

Target killer of slain creature used as material component

Duration see text

Saving Throw none; see text; **SR** no

Description

You summon an ancient spirit of vengeance that has existed since the first man desired recompense for wrongs committed against him. Your pleas convince the spirit to avenge the death of a person or creature you once held dear. Performing the incantation requires the guidance of at least one other creature that has successfully completed *The Vengeance* at least once before. Once summoned, you must entreat the spirit with promises of servitude and obedience after it has completed the task for which you set it.

The spirit understands whatever language you speak. You name the creature or creatures you wish slain and the spirit instantly transports to a space adjacent to that creature as long as you and the target are on the same plane. It follows the target no matter what means it employs to travel. If the target changes planes it proceeds to its next named opponent. If no other foe exists, the incantation ends. The spirit attacks the creatures in the order you name them. It will not progress to a secondary target unless the first target is slain or leaves the plane.

The spirit manifests as a horrible creature born from the target's worst nightmares. It is incorporeal and ignores any type of

concealment or cover. With a successful touch attack the spirit deals 4d6 points of damage against the target, plus 1d4 points of Strength damage. The Strength damage can be halved on a successful Fort save (DC 10 + ½ your total level).

When the spirit attacks (either you or the incantation's target; see also Failure below) it uses your total character level plus your highest ability score modifier as its base attack bonus. Creatures can fight back against the spirit. It possesses an AC equal to 10 + your character level, but otherwise uses all your defensive values (save bonuses, CMD, etc.). Unlike similar spells such as *phantasmal killer*, the summoned spirit of vengeance is visible to all creatures who can possibly see it. (See also Backlash).

The value by which you succeed or fail your Diplomacy checks determines how long the incantation lasts or what other deleterious effects it might have on you. If you successfully convince the spirit to serve you, consult the following table, using the greatest difference between any two checks made by you and the spirit.

Won Check By:	Duration
4 or less	1 hour
5-9	2 hours
10-14	3 hours
15 or higher	4 hours

Alternatively if you fail to enlist the spirit's aid consult this table for what happens.

Lost Check By:	Result
4 or less	Failure
5-9	Failure and you take 1 negative
10 or more	Failure, you take 1 negative level and the spirit attacks you.

Backlash

Whether or not the incantation succeeds the spirit establishes a link with your life force. If the vengeance spirit takes damage from any source you also take the same amount of damage (no save). If you are slain either because the spirit suffers damage or you suffer damage directly from some other source the incantation ends and the spirit returns to the realm from which it came.

Once the incantation ends you are affected as if by a *geas/quest* spell cast by the spirit of vengeance. The GM determines what action the spirit desires you to take before you are released.

Failure

If you fail two consecutive Diplomacy checks you fail to convince the spirit of vengeance you hate your target with enough passion to justify the spirit's service. If you fail by a range of 5-9 the spirit is angered and takes one level from you as payment for its trouble. If any of your failed checks were by 10 or more you lose one level and the spirit also attacks, out of simple spite or because it needs your life's energy for some other purpose.

You may try the incantation again in 24 hours. Each subsequent attempt after a failure adds an additional +2 to the spirit's opposed Diplomacy checks.

The spirit does not cast a *geas/quest* spell on you if the incantation fails.

Master of Life

Not all alchemists are willing to be shackled to the concepts of life and death as proposed by the clerics and prophets of the world. Some have begun to study the organic body as more of a system of mechanical, if not purely visceral parts. Those that study the mastery of life, walk a dark a forbidden path – a path that leads them toward necromantic pursuits and the study of undead creatures not normally the experimental purview of the alchemist.

Role: The master of life is a dangerous pursuit typically only followed by those who already do not fit in with civilized society. These social outcasts perform dark rituals and profane rites in order to bring life back to the recently deceased. They are treated with suspicion at best and outright hostility at worst by the majority of the civilized world.

Alignment: Masters of life are never lawful and are rarely good.

Hit Dice: d8

Requirements

To qualify to become a master of life, a character must fulfill all the following criteria.

Feats: Endurance, Diehard

Skills: Heal 5 ranks, Knowledge (nature) 5 ranks

Spells: Ability to prepare an extract of *false life*.

Class Skills

The master of life's class skills are Appraise (Int), Heal (Wis), Intimidate (Cha), Knowledge (nature) (Int), Sense Motive (Wis), Stealth (Dex) and Survival (Wis).

Skill Ranks at Each Level: 2 + Int modifier

Class Features

The following are class features of the master of life prestige class.

Bomb (Su) The master of life's class level stacks with his alchemist level to determine the number of bombs her can create and the Reflex save DC for splash damage. Additionally the bomb damage increases at the 2nd, 4th, 6th and 8th levels respectively.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Extracts per day
1 st	+0	+0	+1	+1	Reanimation discovery, bombs	+1 level of alchemist
2 nd	+1	+1	+1	+1	Bomb +1d6, undead resistance +2	+1 level of alchemist
3 rd	+2	+1	+2	+2	Discovery	+1 level of alchemist
4 th	+3	+1	+2	+2	Bomb +2d6, undead resistance +4	+1 level of alchemist
5 th	+3	+2	+3	+3	Discovery	+1 level of alchemist
6 th	+4	+2	+3	+3	Bomb +3d6, undead resistance +6	+1 level of alchemist
7 th	+5	+2	+4	+4	Discovery	+1 level of alchemist
8 th	+6	+3	+4	+4	Bomb +4d6, undead resistance +8	+1 level of alchemist
9 th	+6	+3	+5	+5	Discovery	+1 level of alchemist
10 th	+7	+3	+5	+5	Undead transformation	+1 level of alchemist

Reanimation Discovery (Su) Instead of creating a bomb, the alchemist can create a reanimation potion that can be poured onto any dead corporeal creature with Hit Dice equal to one-half the master of life's character level. In one round the dead corporeal creature will rise as a fast zombie (as per the template) under the master of life's control. After one hour the effects of the potion wear off and the zombie crumbles into dust.

Undead Resistance (Ex) At 2nd level, a master of life gains a +2 bonus on all saving throws against the supernatural abilities of undead creatures. This bonus increases to +4 at 4th level, to +6 at 6th level and then again at 8th level to +8.

Discovery (Su) At 3rd level, and then again at every 2 levels thereafter, a master of life makes an incredible alchemical discovery. Unless otherwise noted, a master of life cannot select an individual discovery more than once. Masters of life may draw these discoveries from the alchemist's list of discoveries or the discoveries listed below provided they meet the prerequisites.

Advanced Zombie Reanimation: When a master of life creates a reanimation potion, the animated zombie gains the advanced creature template. The master of life must be at least 5th level to learn this discovery.

Combine Reanimation: When a master of life creates a reanimation potion, he may combine any two of the following discoveries: *Advanced Zombie Reanimation*, *Fiendish Zombie Reanimation*, *Giant Zombie Reanimation*, *Plague Zombie Reanimation*, *Relentless Zombie Reanimation*. The master of life must be at least 7th level to learn this discovery.

Extend Reanimation: When a master of life creates a reanimation potion, the animated zombie will persist for two hours before crumbling to dust. This discovery may be taken twice, the second time the duration will increase to four hours.

Fiendish Zombie Reanimation: When a master of life creates a reanimation potion, the animated zombie will be infused with evil and gain the *fiendish* creature template.

Giant Zombie Reanimation: When a master of life creates a reanimation potion, the animated zombie gains the giant creature template. The master of life must be at least 5th level to learn this discovery.

My God, They Are Using Tools: When the master of life creates a reanimation potion, the animated zombie possesses a full base attack bonus, can wield martial weapons and possess a number of feats as their hit dice would allow if

they were intelligent. The master of life must be at least 7th level to learn this discovery.

Plague Zombie Reanimation: When a master of life creates a reanimation potion, the animated zombie will instead rise as a plague zombie (as per the plague zombie template).

Relentless Zombie Reanimation: When a master of life creates a reanimation potion, the animated zombie gains all the features of the fast zombie template plus a climb speed equal to ½ its base land speed, the scent special ability and a +4 racial bonus to track by scent and two additional hit dice. The master of life must be at least 7th level to learn this discovery.

Undead Transformation (Su) At 10th level, the master of life's close association with undead transforms him into a creature that is no longer completely alive. He has no Constitution score (however if his Constitution was previously higher than his Charisma, his Charisma score is increased to match his old Constitution), he gains darkvision 60 ft. and all undead immunities. He may apply his undead resistance bonus to all saves against channel energy effects.

Sample Master of Life

Harro East, Master of Life CR 4 (1,200 XP)

Male elven alchemist 5/master of life 3

Init +2; **Senses** low-light vision; **Perception** +13
[Defense]

AC 13, touch 12, flat-footed 11
(+2 Dex, +1 natural)

hp 20 (8d8-16)

Fort +6, **Ref** +7, **Will** +4; +2 vs. enchantment, +4 vs. poison, +2 vs. undead

Immune sleep
[Offense]

Speed 30 ft.

Melee mwk longsword +9/+4 (1d8/19-20)

Ranged +1 longbow +11/+6 (1d8+1/x3) or bomb +10 (4d6+4 fire)

Special Attacks bomb/reanimations 12/day (3d6+4 fire or acid, DC 18; or fiendish fast zombie [4 HD max]), throw anything

Alchemist Extracts Prepared (CL 8th; concentration +12)

3rd- *beast shape I*, *cure serious wounds*

2nd- *alter self*, *barkskin*, *bear's endurance*, *vomit swarm*

1st- *bomber's eye*, *enlarge person*, *expeditious retreat*, *shield*

[Statistics]

Str 10, **Dex** 14, **Con** 6, **Int** 18, **Wis** 11, **Cha** 14

Base Atk +8; **CMB** +8; **CMD** 20

Feats Brew Potion, Diehard, Elven Accuracy, Endurance, Heroic Recovery, Throw Anything

Skills Craft (alchemy) +20, Heal +11, Knowledge (arcana) +15, Knowledge (nature) +15, Perception +13, Spellcraft +15, Survival +11, Use Magic Device +13; **Racial Modifiers** +2 Perception

SQ alchemy (swift), discovery (acid bomb, feral mutagen), elven magic, extract, mutagen, poison use, weapon familiarity

Gear *amulet of natural armor +1*, *cloak of resistance +1*, *potion of cure moderate wounds (2)*, spell component pouch, 2000 gp in gems.

Harro never was very good at being an elf. The other near immortal members of his race never understood his preoccupation with death. When he was caught defiling an elven burial mound in search of fresh hosts to work with he was exiled from his home.

Having lost his homeland, Harro adopted the human style name of Harro East and moved to the city. Setting up an alchemy shop near a local graveyard, Harro has had many opportunities to improve his study of life and death. When locating proper species became too difficult he would fulfill his need to study by poisoning some of the local homeless people, travellers or adventurers in search of potions.

Harro quickly learned that his powers over life and death allowed him to not only animate humanoid creatures but any corporeal creature at all. To that end, he keeps on hand in his shop a number of recently killed wolverines that he can animate to act as his guardians. He refers to this fiendish fast zombies as his hounds.

* Due to Harro's low hit point and armor class his challenge rating has been reduced to 4. Even at this level, when player characters encounter him, he should have several zombie minions.

Harro is a very weak opponent as written but if he has time to prepare he could have twelve hounds to fight for him plus he could enhance himself with *barkskin* (+3 natural), *shield* (+3 shield) and *bear's endurance* (to increase hp to 36).

Master East's Hounds

Fast Fiendish Zombie Wolverine

NE Medium undead (augmented animal, evil)

Init +3; **Senses** low-light vision, darkvision 60 ft., scent; Perception +0

[Defense]

AC 17, touch 13, flat-footed 14

(+3 Dex, +4 natural)

hp 22 (4d8+4)

Fort +1, **Ref** +3, **Will** +4

Immune undead traits; **Resist** cold 5, fire 5; **SR** 6

[Offense]

Speed 40 ft., burrow 10 ft., climb 10 ft.

Melee 2 claws +5 (1d6+3), bite +5 (1d6+3)

Special Attacks quick strikes

[Statistics]

Str 17, **Dex** 17, **Con** --, **Int** --, **Wis** 10, **Cha** 10

Base Atk +2; **CMB** +4; **CMD** 16 (20 vs. trip)

Feats Toughness

Skills Climb +11

[Special Abilities]

Quick Strikes (Ex) Whenever one of the hounds takes a full attack action, it can make one additional claw attack as its full attack bonus.

Witch Hexes

Hex Sight (Su): The witch can determine if a creature or an area is under the hex of another witch. The subject of hex sight must be visible to the witch and within 30 ft. If the witch succeeds on a caster-level check against the witch who cast the hex, she may also learn facts about the witch as if she had cast a *commune* spell. The witch must be at least 4th level to take this hex.

Lame (Su): The witch causes a creature's legs to curl and wither, hobbling them. The creature takes a -10 ft. penalty to its speed for a number of rounds equal to the witch's Intelligence modifier (minimum 1). This penalty increases to -15 ft. at 8th level and -20 ft. at 16th level.

Curse of the Ages (Su): The witch can cause a creature to prematurely age. The target takes a -2 penalty to attacks, damage and Strength-based skills and checks for 1 round. This penalty increases by -2 at 8th level and at 16th level. A Fortitude save negates the effect.

Corpse Body (Su): The witch can make herself appear as a withered, desiccated corpse. Her appearance is so unsettling creatures must make a Will save or become shaken for 1 round. Unintelligent undead ignore the witch when she is in this state.

Spirit Whispers (Su): Invisible entities surround the witch, constantly whispering secrets to her. She gains a +2 bonus to any Knowledge check and can make Knowledge checks untrained. The witch may use this ability a number of times per day equal to her Intelligence modifier.

Wasting (Su): A witch can place a wasting curse on any creature within 60 ft., causing it to slowly wither and die. The target takes 2 points of Constitution damage. A Fortitude save negates the effect. Each day the target must make a Fortitude save or lose an additional 2 points of Constitution. This ability damage does not heal until the target ends the hex with a successful save.

Know Past Wrongs (Su): The witch can view the past actions of any creature within 30 ft. She can see events the target has performed within the previous 24 hours. She only sees and hears events from a gross perspective, such as the character's theft of the duke's signet ring. She can not discern fine details such as the text of a book the target read before the theft. Also, the witch only views events the target was also aware of at the time. The witch would not see the duke observing the theft from behind the curtains in his bedroom. At 8th level the witch can observe events from as far back as 48 hours prior to using this ability.

Weapon Hex (Su): The witch can imbue a touched weapon with one of the following special qualities: *bane*, *keen*, *vicious*, or *wounding*. This special enhancement lasts for 1 round. At 8th level and 16th level the duration of this ability increases by 1 round.

Witch Patron

Vengeance

The witch is feared for her ability to curse those who cross her path. Some witches make this their specialty. They enter into a pact with a force that serves creatures who desire to punish others for a wrong done to them or a loved one.

The service of a vengeance witch does not come lightly. Vengeance witches exact a steep price, and one not made of gold. These witches often demand a favor in return, one odious to the performer, but not an act that causes the person to violate their alignment.

A witch with a patron of vengeance can learn the following additional spells from her familiar.

Vengeance 2nd – *touch of gracelessness*, 4th – *pox pustules*, 6th – *keen edge*, 8th – *contagion*, 10th – *hungry pit*, 12th – *harm*, 14th – *phantasmal revenge*, 16th – *earthquake*, 18th – *implosion*.

Sample Vengeance Witch

Suriel CR 13 (25,600 XP)

Female human witch (vengeance) 13

CE Medium humanoid (human)

Init +5; **Senses** darkvision 60 ft., *see invisibility*;

Perception +16

[Defense]

AC 15, touch 13, flat-footed 14

(+2 armor, +2 deflection, +1 Dex)

hp 58 (13d6+13)

Fort +6, **Ref** +7, **Will** +15

Defensive Abilities *freedom of movement*

[Offense]

Speed 30 ft.

Melee masterwork dagger +6 (1d4-1)

Ranged masterwork light crossbow +7 (1d8)

Special Attacks hex DC 22 (agony, curse of the ages, lame, evil eye, wasting, waxen image)

Witch Spells Prepared (CL 13th)

7th – *phantasmal revenge* (DC 23)

6th – *eyebite* (DC 24), *harm* (DC 24), *summon monster VI*

5th – *baleful polymorph* (DC 21), *cure critical wounds*, *hungry pit* (DC 21), *suffocate* (DC 23)

4th – *arcane eye*, *black tentacles*, *contagion* (DC 22), *dimension door*, *enervation* (DC 22)

3rd – *arcane sight*, *bestow curse* (DC 21), *fly*, *pain strike* (DC 19), *vampiric touch* (DC 21)

2nd – *alter self*, *augury*, *blindness/deafness* (DC 20), *create pit* (DC 20), *death knell* (DC 20), *see invisibility*

1st – *burning hands*, *cure light wounds*, *identify*, *mage armor*, *ray of enfeeblement* (DC 19), *touch of gracelessness* (DC 17)

0 – *bleed* (DC 18), *detect magic*, *mending*, *resistance*

[Statistics]

Str 8, **Dex** 12, **Con** 10, **Int** 22

(20), **Wis** 17, **Cha** 16 (14)

Base Atk +6; **CMB** +5; **CMD** 18

Feats Craft Wondrous Item, Extra Hex, Greater Spell Focus (necromancy), Improved Initiative, Iron Will, Spell Focus (necromancy), Toughness
Skills Bluff +18, Craft +22, Diplomacy +16, Disguise +16, Knowledge (arcana) +22, Knowledge (planes) +22, Perception +16, Spellcraft +22, Use Magic Device +19

Languages Abyssal, Common, Draconic, Infernal
SQ familiar (viper), hex sight, know past wrongs

Combat Gear *wand of hold person* (13 charges, CL 5th), *potion of cure moderate wounds*

Gear *bracers of armor* +2, *headband of mental prowess* +2 (*Intelligence*, *Charisma*), *hand of glory*, *ring of resistance* +2 (as cloak), *ring of protection* +2, *ring of freedom of movement*, *scroll of phantasmal killer* (CL 10th)

Most of the time Suriel the Witch appears as an unremarkable middle-aged woman -- neither fat nor thin, neither beautiful nor ugly. About her there is air of menace, perhaps cast by her penetrating gaze that seems to pierce an individual to his soul. She wanders the countryside dispensing cheap wards and charms to the peasantry accepting a few coins or a meal as payment. A traveler passing Suriel on the road might assume she was simply a commoner out for a stroll.

However, Suriel's reputation is widely known. Those who desire revenge for some wrong, recompense for an evil committed against them can always trust Suriel to show up when they are at their most angry, ready to

bargain away anything, even their soul, for justice.

It is then her true evil emerges. She promises whatever the individual desires but demands a high price in exchange. She knows the best time to convince a person to accept the bargain she offers – when passion clouds their judgement and emotions hold sway. Her greatest enjoyment comes when she can persuade usually kind and gentle people to go against their better natures for the ephemeral satisfaction of revenge. Everyone regrets paying Suriel's final price.

Suriel avoids melee combat. If attacked she flees, but then returns days (or sometimes even months or years) later in disguise and secretly curses her enemies so she can enjoy watching their slow painful deaths. Those who cross her path die.

The Suriel presented here is near the height of her powers. She has made *darkvision* and *see invisibility* permanent on herself. She hasn't yet constructed her witch-board, but in a year or two she will be of a high enough level.



Vampiric Horror

Underbaron Lord Ick-Chomp, Vampire Otyugh CR 6 (2,400 XP)

NE Large undead (augmented magical beast)
Init +4; **Senses** all-around vision, darkvision 60 ft., low-light vision; Perception +25

AC 26, touch 12, flat-footed 23 (+2 Dex, +1 dodge, +14 natural, -1 size)

hp 33 (6d8+6); fast healing 5

Fort +5, **Ref** +7, **Will** +4

Defensive Abilities channel resistance +4;

DR 10/magic and silver; **Immune** disease, undead traits; **Resist** cold 10, electricity 10
Weaknesses vampire weaknesses

Speed 30 ft.

Melee bite +12 (1d8+7 plus disease plus energy drain), 2 tentacles +7 (1d6+3 plus grab plus energy drain)

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

Special Attacks blood drain, children of the night (rat swarms only), constrict (tentacle, 1d6+3), create spawn, dominate (DC 13), energy drain (2 levels, DC 13)

Str 24, **Dex** 14, **Con** -, **Int** 7, **Wis** 15, **Cha** 10

Base Atk +6; **CMB** +11 (+15

grapple); **CMD** 22 (24 vs. trip)

Feats Ability Focus (disease), Alertness^B,

Combat Reflexes^B, Dodge^B, Improved

Initiative^B, Lightning Reflexes^B, Stealthy,

Toughness^B, Weapon Focus (tentacle)

Skills Bluff +8, Escape Artist +4, Perception

+25, Sense Motive +12, Stealth +8; **Racial**

Modifier +8 Bluff, Perception, Sense Motive, Stealth

Languages Common

SQ change shape (dire bat or crocodile, *beast shape I*), gaseous form, shadowless, spider climb

Disease (Su) Undead Filth fever: Bite—injury; save Fortitude DC 13; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves. The save DC is Charisma-based.

- *From I, Ick-Chomp scrawled on sewer wall in blood.*

Ick-Chomp was regular otyugh. Then me's get killed by stoopid blood sucker. Me awoken later with newfound bloodlust and can't go out into stooped sunlight. Me hate bloodsucker and tear him apart.

No fleshy things escape my teeth now. Me faster, me am smarter and me plan to eat all me can get tentacle on. Me also like rats who me can make swarm, squeak and flee. Now me hunt hewmans that enter me sewer and gobble up all their blood.

Om nom nom...

Note: Ick-Chomp is based off the magical beast version of the otyugh that Mark is obsessed with on the Grand OGL Wiki.

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