Bale-ful Strive

A Free Field Guide

Rodney Sloan and Bob Greyvenstein



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Introduction



f all the creatures Myrddyn catalogued in his field notes, the baleful strix stands alongside some of the most sadistic. With its deep hatred for humanity piqued by a devilish thirst for destruction, these winged fiends are a true menace and a ruthless foe.

In his quest to study and catalogue the creature, Myrddyn found himself hunted

by one of the beasts and nearly lost his life. In fact, Scarthey's only surviving copy of Myrddyn's account, written in a hardbound tome, bares the jagged scars of the same stix's claw. Myrddyn later recounted that, if it were not for the book, he would have had his heart ripped from his chest. This lucky intervention and Myrddyn's own magic saved him in the end, but he had a deep fear of the creatures from that day onwards.

Strix diaboli is covered in detail in this Field Guide, with most of the information drawn from Myrddyn's field notes. Powerful scrying magic was employed, thanks to Scarthey's own Dean Erythrae, to embellish Myrddyn's notes where necessary and prevent the expenditure of Scarthey's student's lives. May it be an invaluable guide to all who read it.

As Myrddyn liked to say, always keep an eye to the sky.





Bale ful Strix - a field Guid



- Professor Ahurnius Arthfael, Esq.

Dean of the High Arcane Lore of Creatures Scarthey University of the Arcane Arts





Baleful Strix Ecology



Calculating nighttime hunters with a cruel hatred for humans, the baleful strix is a hellish abomination of an otherwise reclusive race.

Far more robust than their ordinary cousins, with powerful muscles and large, clawed hands, the baleful strix is a fearsome arial creature. Its large wings make it an expert flier, while its sharp fangs, cloven hooves and curving horns hint at its sinister heritage. Stiff black bristles cover the baleful strix's skin, making their hide

tougher than usual. Many bare other fiendish mutations, such as scales, bat wings, leonine tails or a deep crimson coloration.

Baleful strix inhabit high, mountainous territories in warm and tropical climates. Their inaccessible eiries form natural fortresses from which they launch deadly swooping ambushes. These eyries are often decorated with flayed human banners, skull totems and other grisly trophies.

Young baleful strixes learn early on to adhere strictly to the laws of the tribe, following a rigid path to adulthood that is fraught with trials and danger. The few that reach adulthood do so through ruthlessness, combat prowess and an unflinching commitment to the hunt. This journey culminates in a grim initiation ceremony and ritual hunt, the climax of which is the eating of a raw heart taken from a brutally slain human.

A tribe of baleful strix is led by a matriarchal witch, who is supported by a group of hand-picked champions. Their job is to mercilessly enforce her rule on the lower ranks, a task they take great pleasure in.





Strix diaboli



arge, dark wings and bestial features betray the fiendish heritage of this powerful strix like creature.









Baleful Strix CR 4

XP 1,200

Half-fiend strix monk 4

LE Medium outsider (native)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +9

Defense

AC 18, touch 17, flat-footed 11 (+6 Dex, +1 natural, +1 dodge)

hp 32 (4d8+12)

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

Defensive Abilities evasion*; **DR** 5/magic; **Immune** poison; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 15

Offense

Speed 40 ft., fly 60 ft. (good)

Melee bite (1d6+4), unarmed strike +7 (1d8+4) or 2 claws +7 (1d4+4) or unarmed strike flurry of blows +6/+6 (1d8+4)

Ranged shuriken +9 (1d2+4) or shuriken flurry of blows +6/+6 (1d2+4)

Special Attacks +1 on attack rolls against human humanoids, flurry of blows*, smite good (1/day), stunning fist (4/day, DC 14)

Spell-Like Abilities (CL 4th; concentration +6) 3/day – *darkness* 1/day – *desecrate*

Statistics

Str 18, **Dex** 22, **Con** 17, **Int** 12, **Wis** 14, **Cha** 8

Base Atk +3; **CMB** +8 (+10 grapple); **CMD** 25 (27 vs. grapple)

Feats Dodge, Improved Grapple, Improved Unarmed Strike, Stunning Fist

Skills Acrobatics +13, Fly +17,
Intimidate +6, Perception +9,
Sense Motive +9, Stealth +13;
Racial Modifiers +2 Perception when in dim light or darkness, +2 Stealth when in dim light or darkness

Languages Infernal, Strix

SQ fast movement*, ki pool* (5 points, magic), maneuver training*, slow fall* 20 ft.

Ecology

Environment temperate and warm mountains

Organization solitary, pair, flight (3–7)

or warband (10–20 plus 1–2 terror griffin (see Griffins – A Field Guide)

Treasure standard (shuriken (20), other treasure)

* Monk ability; see the Pathfinder Roleplaying Game Core Rulebook.

Special Abilities

Smite Good (Su) Once per day, as a swift action, the baleful strix can smite good as the smite evil ability of a paladin of the same level as its Hit Dice, except affecting a good target. The smite persists until the target is dead or the baleful strix rests.

The origins of the baleful strix are unknown, but it is highly likely that the hatred the strix hold towards humanity played a role in corrupting the forefathers of this race.

Naturally unforgiving and severe, they mete out merciless punishment on others, while



subjecting themselves to the harshest of training regimes. Many of these tests take the form of intricate hunts, where the score is kept with human skulls.

Feared for their deadly nocturnal ambushes and destructive raids, the baleful strix are led by a sadistic matriarch, who coordinates her aerial warband with cold cunning. She selects the most promising hunters from the tribe to be her champions, and they exact her laws and quell any threat to her power.

Although otherwise long lived, the baleful strix's violent nature ensures that only the most cunning champions live past the age of 40. The average baleful strix stands 7 feet tall and weighs around 235 pounds.

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by Rodney Sloan and Bob Greyvenstein















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