Rite Publishing Presents

20 Dariant Foes: Worgs & Winter Wolves







By Elaine Betts and Justin P. Sluder



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20 Variant Foes: Worgs and Winter Wolves

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"A hungry wolf at all the herd will run, In hopes, through many, to make sure of one." - William Congreve

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In my last correspondence, I sent to you my writings regarding red dragons. As you expressed a desire to see more of my work regarding the chronicling of monstrous creatures, I poured through my old notes to see what I could put together for you. What follows is a collection of stories and interviews I gathered concerning wolf creatures. Worgs, winter wolves, and their cousins terrorize the lands they claim as their territory, leaving death and horror in their wake. As with the red dragons, however, I did find a few exceptions. Not all of these creatures are evil. Some are forces of Nature, while others work for Good. These beasts were not all possible to interview. If a face-to-face conversation proved impossible, Ι included the stories from the locals as well as whatever observations I was able to make of the creature in question. So with these words, I present to you the tales of worgs, Winter Wolves, and Magical Wolf Beasts of Legend.

With all respect, Leiraleen Amelour

Iord Shong Outok, The Boreal Inferno CR 30/MR 7

In an isolated little valley, deep in the northern mountains, an old man sat across from me in the tavern. It was the closest thing to an inn for many leagues. I came here to find the truth behind rumors I heard—old stories about an ancient winter wolf that stalked the woods. The old man told me these stories in exchange for a pint of grog. I recorded them in his own words to retain the local vernacular, as well as the variations in his tone and mannerisms as he spoke. There are many tales regarding Lord Shong Vutok among the valley folk, and they all share similar characteristics. The tale I record here is just one of many.

There's somethin' evil in these woods. It just sits there, waitin'. No one knows what for. It's got giants, bad ones—whole tribe of 'em! There's a white dragon and its half-giant spawn there too. They serve the evil thing that just sits in its broken-down ol' castle. It don't come out much, but when it does... Here the man shuddered and took a swig of grog. When it does, it brings its evil down on the valley. Crops freeze in the ground, livestock turn to statues of ice...if there's anything left of 'em, that is. Children go missing...

He paused for another swig.

My pawpaw tol' me he saw 'em once. He was out huntin' with his daddy when they walked by. He said he was never so scared in all his life. It was a giant beast of a thing...like a wolf, but not a wolf, you know? Like one of those evil worg beats, but different. It was all white and surrounded by blue and white flames that just seem to come off it. When the flames touched the trees, Pawpaw said they didn't burn. They froze. Solid ice grew around 'em from where the flames touched the wood until whole trees were crystal icicles.

My pawpaw used to tell me stories about the evil thing in the woods—old stories, he said, told to him by his pawpaw. It's name is...

His voice dropped to a whisper as he leaned over the table.

It's name is Shong Vutok.

He sat up straight and looked around the room. None of the other locals paid us any mind, so he picked up his pint and carried on with a warning.

But shush, now! No one says its name. They say if you say its name three times, you'll call down to the village. It'll gobble you up till there's nothin' left.

Its mama's a winter wolf, but its daddy is a demon lord. When it was born, the pack drove it out, shunned it, would'a killed it but for its mama bein' the strongest of them all. She took it to the Abyss to be raised by its daddy, but it couldn't stay. Now it's here, livin' in an old ruined castle in the woods, built by gods'-knowwhat ages and ages ago. No one knows what it wants, except that it sometimes steals children...and no one ever sees them again.

The old man leaned in close again.

You wanna know what I think? I think it's tryin' to get back to the Abyss. I think it wants to be a lord of demons, just like its daddy. What does it want with the children? Who knows. Maybe it's keepin' 'em for some kind of sacrifice. Or maybe it's lookin' for the right one. Maybe it's watchin' for some special child to be born, waitin' for some sign that the time is right. And then...oh, then I think we'll all see the world freeze and burn all at once in its fire of ice. You take care now, Missy.

The old man drained his pint and joined a rousing game of cards closer to the fire.

Note: I investigated the old man's tale and found the castle in the forest. It was surrounded by frost giants. Getting in closer was out of the question, but what I observed was enough to confirm at least some of his



Lord Shong Vutok, The Boreal Inferno

story. I saw a creature in the castle, the likes of which I hope to never see again. It was like a winter wolf, but wreathed in blue and white flames. It stood on two legs and had wings of blue and white flame shooting out from its back. It held a whip in one hand and a sword in the other. When I saw the creature, I was overcome with dread. A rush of wind passed overhead, and I looked up to see a great white wyrm swoop down from the clouds. I turned and ran, and I never looked back.

Iord Shong Uutok, The BorealInfernoCR 30/MR 7

XP 9,830,400

Male accelerated* bipedal* half-balor* winter wolf magus (primagus*) 20/champion^M 7 CE Large outsider (cold, mythic, native) **Init** +14; **Senses** darkvision 60 ft., low-light vision, scent; Perception +41

Defense

AC 55, touch 26, flat-footed 55 (+15 armor, +5 deflection, +10 Dex, +2 dodge, +10 natural, +4 shield, - 1 size)

hp 418 (26 HD; 6d10+20d8+295)

Fort +32, Ref +27, Will +29

Defensive Abilities force of will^M, hard to kill^M, improved evasion, mythic saving throws^M, uncanny dodge; **DR** 10/good and magic; **Immune** cold, fire, *magic missile*, poison; **Resist** acid 10, electricity 10; **SR** 35

Offense

Speed 80 ft., fly 80 ft. (good)

Melee bite +38/+38 (1d8+16 plus 1d6 cold and 1d6 fire and trip/19-20/x3), 8 claws +38 (1d6+16 plus 1d6 fire/19-20/x3) or *Chaosbringer* +44/+44/+39/+34/ +29 (3d6+22/19-20/x4), bite +33 (1d8+9 plus 1d6 cold and 1d6 fire and trip/19-20/x3), 7 claws +33 (1d6+9

plus 1d6 fire/19-20/x3) or *Chaosbringer* +40/+40/ +35/+30/+25 (3d6+28/19-20/x4), 4 +1 wounding mithral dagger +27 (1d6+7 plus 1 bleed/19-20), bite +21 (1d8+9 plus 1d6 cold and 1d6 fire and trip/19-20/x3)

Ranged +5 distance nimble shot composite longbow +40/+40/+35/+30/+25 (2d6+31/19-20/x4)

Space 10 ft.; Reach 10 ft.

Special Attacks breath weapon (15 ft. cone, 6d6 cold damage, Reflex DC 33 half, once every 1d4 rounds), fleet charge^M, greater rage (34 rounds/day), greater spell combat^{UM}, improved spell combat^{UM}, mage strike^M, metamagic adept 4/day, mythic power^M (17/day, surge +1d10), smite good (1/day, +14 attack, +26 damage, +14 AC), sneak attack +5d6, spell combat^{UM}, spellstrike^{UM}

Spell-Like Abilities (CL 26th; concentration +40) Constant—*haste* (self only)

- 3/day—darkness, poison (DC 28), scorching ray, unholy aura (DC 32)
- 1/day—blasphemy (DC 31), destruction (DC 31), firestorm (DC 32), greater teleport (DC 31), summon monster IX (fiends only), telekinesis (DC 29), unholy blight (DC 28)

Magus Spells Known (CL 20th; concentration +34)

- 6th (5/day)—disintegrate^M (DC 30), globe of invulnerability^M, greater dispel magic, planar binding (DC 30), scorching web (DC 30, as chain lightning but deals fire damage), true seeing (DC 30, undead anatomy III^{UM}
- 5th (5/day)—arrow storm¹⁰⁰¹ (DC 29), cone of cold^M (DC 29), dominate person (DC 29), feeblemind (DC 29), fire snake^{APG} (DC 29), kinetic force¹⁰⁰¹ (DC 29), teleport (DC 29)
- 4th (5/day)—bestow curse (DC 28), black tentacles^M, brilliant strike¹⁰⁰¹, enervation (DC 28), many arms¹⁰⁰¹ (DC 28), phantasmal killer (DC 28), retaliatory missile¹⁰⁰¹, wreath of blades^{UC} (DC 28)
- 3rd (5/day)—arcane sight, displacement (DC 27), fireball^M (DC 27), force punch^{UM} (DC 27), haste (DC 27), nondetection (DC 27), suggestion (DC 27), slow^M (DC 27)
- 2nd (5/day)—defensive shock[™], frigid touch[™], giant boulder¹⁰⁰¹, invisibility (DC 26), locate object, shatter (DC 26), spider climb (DC 26), touch of idiocy
- 1st (5/day)—charm person (DC 25), identify, infernal healing* (DC 25), jump (DC 25), magic missile^M, ray of enfeeblement (DC 25), shield, true strike
- o (at will)—acid splash, detect magic, light, message, prestidigitation, ray of frost, read magic, touch of fatigue (DC 24)
 M mythic spell

Tactics

Before Combat Rarely surprised, Lord Vutok prepares by casting extended *mythic globe of invulnerability* (grants immunity to 7th-level and below non-mythic spells, and 4th-level and below mythic spells), extended *many arms*, and extended *shield*. This uses one use of mythic power and three of the 26 levels from his *Ring of Metamastery*.

During Combat Whether in melee combat, ranged combat, or spell combat, Lord Vutok is a terror to behold. He makes use of his abilities to best suit the situation, though he favors starting with a *mythic disintegrate* against an enemy healer. If facing a paladin, he targets them with his smite good special attack.

As long as he has *many arms* active, or is simply fighting with a manufactured melee weapon, he retains his +15 armor bonus to Armor Class from his Web of Steel feat. Without either, his armor bonus is reduced to only +2 (AC 37, flat-footed 37).

Morale Biding his time until he figures out a way to become a demon lord, Lord Vutok has no plans to die. If reduced below 100 hit points, he uses *greater teleport* to escape, abandoning the remainder of his forces.

Base Statistics Without *globe of invulnerability, many arms*, and *shield*, Shong's statistics are as follows: **AC** 51, flat-footed 51 (no shield); **Immune** no *magic missile*; **Melee** bite +38/+38 (1d8+16 plus 1d6 cold and 1d6 fire and trip/19-20/x3), 2 claws +38 (1d6+16 plus 1d6 fire/19-20/x3) or *Chaosbringer* +44/+44/+39/+34/+29 (3d6+22/19-20/x4), bite +33 (1d8+9 plus 1d6 cold and 1d6 fire and trip/19-20/x3), claw +33 (1d6+9 plus 1d6 fire/19-20/x3) or *Chaosbringer* +40/+40/+35/+30/+25 (3d6+28/19-20/x4), +1 wounding mithral dagger +27 (1d6+7 plus 1 bleed/19-20), bite +21 (1d8+9 plus 1d6 cold and 1d6 fire and trip/19-20/x3).

Statistics

Str 36, Dex 30, Con 30, Int 26, Wis 30, Cha 38

Base Atk +21; **CMB** +35 (+39 sunder); **CMD** 62 (64 vs. sunder)

Feats Bleeding Critical^B, Combat Expertise, Combat Reflexes^B, Critical Focus, Dodge^B, Dual Path^M, Equipment Trick (weapon cord)^{*}, Extra Path Ability^M, Extra Rogue Talent^{APG}, Gestalt^{*}, Greater Sunder, Greater Vital Strike, Improved Critical (favored)^{B,M}, Improved Initiative^B, Improved Sunder, Improved Vital Strike, Lunge, Mobility^B, Power Attack^M, Spring Attack^B, Vital Strike, Weapon Focus (favored), Web of Steel^{B*}

Skills Acrobatics +39 (+60 jumping), Craft (weapons)

+24, Disguise +40, Fly +41, Knowledge (arcana) +26, Knowledge (dungeoneering) +13, Knowledge (engineering, geography, history, local, nature, nobility) +10, Knowledge (planes, religion) +34, Linguistics +14, Perception +41, Spellcraft +37, Stealth +54 (+60 in snow), Use Magic Device +30; **Racial Modifiers** +2 Perception, +2 Stealth (+8 in snow), +2 Survival

Languages Abyssal, Aklo, Auran, Celestial, Common, Draconic, Dwarven, Elven, Giant, Goblin, Ignan, Infernal, Orc, Sylvan, Terran, Undercommon

SQ amazing initiative^M, arcane pool^{UM} (24 points, +5), counterstrike^{UM}, favored weapons, fighter training^{UM}, greater spell access^{UM}, improved spell recall^{UM}, *ki* pool, magus arcana^{UM}, metamagic adept, path abilities^M (crafting mastery, critical mastery, longevity, many forms, mythic spellcasting, precision, spellbane counterstrike, sweeping strike), quickness^{*}, recuperation^M, rogue edges, rogue talents, spell recall^{UM}, true magus^{UM}, weapon advantage, weapon dominance

Combat Gear ambrosia^M, nectar of the $gods^{M}$ (3); **Other Gear** Chaosbringer^{*}, +5 distance nimble shot^{UE} composite (Str 30) longbow, +1 wounding mithral dagger (4), +1 determination^{UE} glamered greater shadow moderate fortification silken ceremonial armor^{UE}, amulet of the planes, belt of physical perfection +6, Bracer of the Archer Lord^{*}, cloak of protection and resistance +5, crown of the archmagus^{*}, gauntlets of the weaponmaster^{UE}, headband of mental superiority +6 (Knowledge [arcana, planes, religion]), pearly white spindle ioun stone, Ring of Metamastery^{*}, ring of transcendent spells^M, rod of quicken metamagic, seven-league boots^M</sup>

Special Abilities

Favored Weapons (Ex): All weapons in the axe weapon group are favored weapon for Lord Vutok. He is proficient with all weapons in the axe weapon group, and any feat he has for one such weapon applies to all favored weapons.

Gestalt: Lord Vutok has the class features of a 13thlevel talented rogue with the weapon champion universal archetype. The weapon champion universal archetype replaces the 1st-level, 5th-level, 9th-level, and 13th-level rogue talents, and the 3rd-level rogue edge with favored weapon, weapon advantage, and weapon dominance.

Greater Spell Access (Su): Lord Vutok has the following bonus spells known from the wizard spell list: 0-message, prestidigitation; 1st-charm person, identity; 2nd-locate object, touch of idiocy; 3rd-displacement, suggestion; 4th-bestow curse,

enervation; 5th—dominate person, feeblemind; 6th—globe of invulnerability, planar binding.

Magus Arcana: He has the following magus arcana.

Charge of the Magi (Su): As a swift action when charging, Shong can expend 1 point from his arcane pool to deal 7d6 points of force damage if he successfully hits the target of his charge. If damaged, the target must make a Fort save (DC 34) or fall prone. On a successful critical hit with the charge attack, the damage from his ability is doubled and the Fort save gains a +2 bonus. He is considered flying when using this ability, and can move over pits and other hazards.

Energy Burst (Su): As a swift action, Shong can expend 2 points from his arcane pool to creature a 30 ft. spread burst centered on himself. This deals 20d6 cold damage (Ref DC 34 half).

Flattening Strike (Su): As a swift action, Shong can expend 1 point form his arcane pool to hammer a foe with a concussive strike. In addition to dealing normal damage, a foe struck by this attack must make a Fort save (DC 34) or be knocked back 50 ft., landing prone. This ability is wasted if he misses.

Pool Strike (Su): As a standard action, Shong can expend 1 point from his arcane pool to charge a free hand with energy. He can make a melee touch attack with that hand as a free action as part of activating this ability. This touch deals 7d6 points of acid, cold, electricity, or fire damage (chosen when he activates this ability). He can use this ability with his spellstrike. The energy dissipates after a successful attack, or 1 minute, whichever happens first.

Spell Shield (Su): As an immediate action, Shong can expend 1 point from his arcane pool to grant himself a +14 shield bonous to AC until the end of his next turn.

Wave of Mutilation (Su): As a swift action, Shong can expend 1 point from his arcane pool, transforming a single attack into a wave of energy which tears through his enemies. She unleashes a 30 ft. cone of force, dealing damage as normal for the weapon used (Ref DC 34 half).

Rogue Edges: Lord Vutok has the following rogue edges: evasion, ki pool, scout's charge, uncanny dodge. Unless explained below, these abilities function as the abilities possessed by a normal 13th-level rogue.

Ki Pool (Su): Shong has 20 points in his *ki* pool. As long as he has at least 1 *ki* point, he treats any Acrobatics skill check made to jump as if he had a running start, and the DC of Acrobatics checks to jump are 1/2 normal. By expending 1 *ki* point, he can make one additional attack at his highest attack bonus, but can only do so when making a full attack. In addition, he can expend 1 *ki* point to increase his speed by 20 ft. or 1 round. Finally, he can expend 1 *ki* point to give himself a +4 insight bonus to Stealth for 1 round. Each

of these powers are activated as swift actions. Some abilities require expending *ki* points to function.

Scout's Charge (Ex): Whenever Shong charges, his attack deals sneak attack damage as if the target were flat-footed. Foes with uncanny dodge are immune to this ability.

Rogue Talents: Lord Vutok has the following rogue talents: fast stealth, improved evasion, invisible blade, skill mastery, sneak attack (6), vanishing trick. Unless explained below, these abilities function as the abilities possessed by a normal 13th-level rogue.

Invisible Blade (Su): Whenever Shong uses his vanishing trick, it instead functions as greater invisibility.

Skill Mastery: Regardless of stress and distractions, Shong can take 10 with Acrobatics, Disguise, Fly, Knowledge (arcana, planes, religion), Linguistics, Perception, Spellcraft, Stealth, and Use Magic Device.

Sneak Attack (Ex): This functions as the normal rogue class feature, at +5d6 damage.

Vanishing Trick (Su): As a swift action, Shong can expend 1 *ki* point to disappear for 13 rounds. This functions as the *invisibility* spell.

Weapon Advantage (Ex): In addition to all weapons in the axe weapon group, Lord Vutok favors his bite, claws, and the composite longbow. He gains a +3 bonus to confirm critical hits with favored weapons.

Weapon Dominance (Ex): Lord Vutok gains a +3 bonus to all attack rolls and damage rolls with favored weapons.

Fenris Wolf CR 29/MR 10

Down in the darkness below the lands we know, there is another world, one full of strange creatures and deadly caverns. These subterranean realms are fraught with peril. Unimaginable horrors lurk deep in the bowels of the earth, where only the bravest dare to tread. There, one encounters many strange and deadly creatures. Among them, and perhaps the most cunning of them all, is Fenris Wolf. I learned of this beast during my many travels and desired to learn the truth behind the tales. I sought a guide from among the men of the North. He instructed me to bring an offering for Fenris-skins of mead and seasoned beef. Then he led me to the mountains, where networks of caves lead down, down, down into the deep. There he left me, not keen upon meeting Fenris Wolf himself, and I carried alone.

After weeks of travel through dark and twisted tunnels, I came upon his prison—a vast cavern the size

of a massive cathedral. There was something churchlike about the place. I felt...at peace—as though I crossed over a threshold of tranquility and entered the house of some benevolent god. The smooth walls rose in graceful arches until they vanished into darkness. A pool of magma lit the heart of the cavern. A stone bridge crossed over the lake of liquid rock to an island of black stone at the center. I crossed the bridge with care and stood upon the sable isle. There in the center was a dome of inky volcanic glass. At first, there appeared to be no way inside.

I studied the dome for several hours before I finally found it. Opposite the bridge, I discovered the incantation inscribed in ancient runes upon two tall pillars. At the recitation of the words, a portion of the dome melted away, leaving an arched portal large enough for an giant to pass through. Inside, all was silence, but for the laborious breath of the great beast trapped within. The glow of the magma filtered through the volcanic glass, filling the dome with dim red light. There I saw him, bound by delicate silvery chains to an altar of black stone—the Fenris Wolf.

His eyes followed me as I circled round to his muzzle. A greatsword sized for giant hands forced his mouth open. A low growl emanated from deep within his throat as I approached. I opened my back and cast an offering of meat and mead into the creature's gaping maw. He somehow swallowed my tribute whole. Then the growl changed to a deep, harsh laugh. And then...I know not how, but then the Fenris Wolf spoke. His words came with some difficulty, so I took care to record them as exactly as possible.

You are brave, little mortal. Seldom do I receive visitors to my prison. You would be wise to fear me. Even the gods are afraid of my power—my destiny. Of destruction was I born, and destruction will I bring. It is my very essence. Though I fight it, I cannot escape my fate.

My own mother prophesied this. It was she who betrayed me to the gods, she who told them how to chain me, she who lured me here. I will devour her, in then end. I will devour them all. They know this. That is why they are so terrified of me that they placed this sword in my mouth. These chains are enchanted to sap my strength, yet still the gods tremble.

One day, I shall break my bonds. It is foretold. One day, I will be free. And on that day, I will bring destruction down upon the heads of my enemies, upon those who betrayed me and sealed me in this tomb! On that terrible day, the planes will burn! Flee, little mortal. The hour of my freedom approaches. I can sense it. I can taste it!

Run.



Fenris Wolf

He let loose a mighty roar, and I ran. I never looked back, but I swear I heard the rending sound of snapping chains behind me. I pray his bonds will hold. If he ever breaks free, Fenris Wolf will make good his threat of destruction. Of this I am certain. He believes it to be his fate with all the religious fervor of the most zealous paladins, the most devout priests. He truly believes with all his being that his is the Harbinger of the End of Days.

After my encounter with Fenris Wolf, I am inclined to believe this myself.

Fenris Wolf



XP 6,553,600

CN Huge magical beast (cold, mythic) **Init** +11; **Senses** darkvision 120 ft., low-light vision, scent; Perception +54

Defense

AC 45, touch 15, flat-footed 38 (+7 Dex, +30 natural, -2 size)

hp 704 (31d10+534); regeneration 14 (fire and silver) **Fort** +31, **Ref** +24, **Will** +18

Defensive Abilities fortification^M; **DR** 20/epic^M and cold iron and **DR** 10/-; **Immune** cold, fear; **SR** 40 **Weaknesses** vulnerability to fire

Offense

Speed 60 ft.

Melee bite +48 (2d6+28 plus 1d6 bleed and 1d6 cold and trip/19-20/x3) or bite +40 (2d6+52 plus 2d6 and 1d6 bleed and 1d6 cold and trip/19-20/x3)

Space 15 ft.; Reach 10 ft.

Special Attacks breath weapon, feral savagery^M (bite), lingering breath^M (2d8 cold, 10 rounds), mythic power^M (10/day, surge +1d12), powerful blows^M (bite), severing bite, sundering jaws, swallow whole (4d6 bludgeoning damage and 4d6 cold damage, AC 25, 70 hp)

Spell-Like Abilities (CL 31st; concentration +36) Constant—*freedom of movement*

5/day-resist energy

1/day-summon frost giants (2d3 advanced frost giants)

Jactics

Before Combat Unless surprised, he uses *resist energy* to grant himself fire resistance 30.

During Combat If surprised, his first action is to activate his *resist energy* spell-like ability. Otherwise, he charges his nearest opponent, attempting to sunder through their armor and into them. If he can get at least two foes close enough, he uses his breath weapon against them.

Morale Fenris Wolf knows no fear. It fights until dead.

Statistics

Str 48, **Dex** 24, **Con** 38, **Int** 18, **Wis** 22, **Cha** 20 **Base Atk** +31; **CMB** +52 (+54 bull rush, +56 sunder, trip); **CMD** 69 (71 vs. bull rush, sunder, 75 vs. trip)

Feats Awesome Blow, Combat Expertise, Critical Focus^M, Endurance^B, Greater Sunder, Greater Trip, Greater Vital Strike, Improved Bull Rush, Improved Critical (bite)^M, Improved Initiative^B, Improved Sunder, Improved Trip, Improved Vital Strike, Intimidating Prowess, Iron Will^M, Power Attack^M, Skill Focus (Perception)^B, Snatch, Vital Strike^M

Skills Acrobatics +48 (+60 jumping), Climb +53, Intimidate +40, Perception +54, Sense Motive +37, Stealth +41 (+53 in snow), Survival +29 (+37 tracking by scent); **Racial Modifiers** +8 Acrobatics, +8 Perception, +8 Stealth (+20 in snow), +8 Survival (+16 tracking by scent)

Languages Auran, Common, Draconic, Giant, Undercommon

SQ display of strength^M

Special Abilities

Breath Weapon (Su): As a standard action once every 1d4 rounds, Fenris Wolf can unleash a 60 ft. cone of cold. This deals 24d6 points off cold damage to those in the area, but allows a Reflex save (DC 43) for half damage. Anyone who takes damage from this is also slowed, as the *slow* spell (Will DC 34 negates) for 3 minutes. The Reflex save DC is Constitution-based, while the Will save DC is Charisma-based. Both saves include a +4 racial bonus.

Severing Bite (Ex): Upon a successful critical hit against a Large or smaller creature, Fenris Wolf rips off part of their opponent. The opponent is allowed a Fortitude save (DC 50) to negate this effect. If successful, the opponent suffers the debilitating blow called shot for one of the following extremities: arm, ear, eye, hand, leg. By expending one use of mythic power as an immediate action, Fenris Wolf can use this ability against the following called shot targets: chest, head, heart, neck, vitals. The save DC is Strength-based and includes a +6 racial bonus. See Chapter 5–Variant Rules of the *Pathfinder Roleplaying Game Ultimate Combat* for complete rules on called shots.

Sundering Jaws (Ex): The bite attack of Fenris Wolf is treated as adamantine and epic, and deals triple damage against objects, or quadruple damage on a successful critical hit.



Baywulf of the Nightvale

Baywulf of the Nightvale CR 27

This tale I learned from the hillfolk of the eastern moors. It tells of their experiences with Baywulf of the Nightvale—the Hungering Blood, they call him. Empirical information is scarce, but the folklore surrounding this creature abounds.

A ravenous red shadow stalks these hills. Night is its domain. It hunts the roads and the waysides that pass through the heath. Lost and weary travelers are its prey, and nearly all those who hear its howling, are never find again. From all the years this beast has haunted the moors only one victim survived a night in the maws of the Hungering Blood. The rest of her caravan was not so fortunate—or perhaps, so cursed.

The caravan in question traveled through the hill country from the elven lands in the south, carrying an emissary to the human lands. Lady Estrella D'lin, a priestess of one of their darker gods, traveled with them to serve in the ambassador's house. The hillfolk warned them not to stop as they crossed the moors, but the elves did not listen. They thought the Hungering Blood was mere human superstition. They paid the ultimate price for their arrogance.

As the elves crossed the heath, a chilling howl followed them. It grew dark, and a chill mist rose from the moors. The elves made camp and lit fires, thinking that would drive back the cold, damp darkness. They were wrong. The howling grew louder. Points of light from dark eyes peered at them from the night. Snarls and growls encircled their camp. The elves huddled together around a large fire, surrounded by their tents and wagons. No one really knows what happened next. The next day, the locals found the encampment. The shelters and carriages were all torn apart. The horses were gone, their hoofprints leading far across the hillside. The elves, or rather what was left of them, was strewn across the camp. It was impossible to piece together the bodies. Then they found Estrella. She was covered in blood and hiding in a corner of one of the broken wagons. She spoke in halting sentences of teeth and eyes, fangs and cold, foul breath.

The hillfolk took the elven priestess back to their village. Her mind seemed gone, but they hoped that, given a safe place to recover, she may be restored to herself. This proved to be a grave mistake. As the local healer examined the lady, she found that Estrella and a deep gash across her throat, a gash that should've been fatal. Further examination proved that it was. Lady Estrella was dead.

A rider fled the village to warn others in the area. When he returned, the little town was empty. Lady Estrella spread her curse to those helping her, and they all disappeared into the moors to serve their new master—Baywulf of the Nightvale, the Hungering Blood.

A Note on Lady Estrella D'lin: I questioned the veracity of this tale, so I did a little research among the southern elves. In ages past, there was indeed a priestess named Estrella D'lin. The scion of a noble family, she was indeed a lady. She disappeared when her caravan was lost in the moors several centuries ago. No one knows what happened to her. This tale offers the only clues to her fate and that of her companions who were also lost. It is my belief, from the pieces offered here and other evidence I found, that Baywulf of the Nightvale is some sort of undead creature—a wight perhaps. Lady Estrella and her victims are then his spawn. If this is the case, then these moors are a deadly place to travel, and utmost precaution must be taken in order to pass through in safety.

Baywulf of the Nightvale CR_{27}

XP 3,276,800

Male apex predator dread wight worg scout 8 LE Large undead (augmented magical beast, cold) **Init** 22 (+13); **Senses** blindsense 60 ft., darkvision 60 ft., low-light vision, scent; Perception +51

Defense

AC 31, touch 19, flat-footed 31 (+9 Dex, +1 dodge, +12 natural, -1 size)

hp 557 (39d8+351) Fort +28, Ref +32, Will +19 Defensive Abilities channel resistance +4, evasion, trap sense +2, uncanny dodge

Offense

Speed 50 ft.

Melee bite +57 (2d6+27 plus energy drain and trip) or slam +57 (1d6+27 plus energy drain)

Space 10 ft.; Reach 5 ft.

Special Attacks command wights, create spawn, energy drain (1, DC 38), targeted strike +4d6

Jactics

Before Combat Baywulf understands better than most the important of striking from surprise. Unless actively engaging an opponent, he uses his bracelet to turn invisible. Before engaging a foe in melee, he activates his collar. Neither of these are included in his statistics.

During Combat Baywulf favors hit and run tactics, charging in invisibly and biting a single foe, then fleeing and turning invisible again. He does this until his *haste* ends, and then retreats for the rest of the day, letting his foes deal with the outcome of his attacks.

Morale Baywulf has fallen in combat once, but returned in his current state of being. He has no plans of falling again any time soon. If reduced below 200 hit points, he flees, trusting his minions will protect him.

Statistics

Str 38, **Dex** 28, **Con** –, **Int** 16, **Wis** 24, **Cha** 28 **Base Atk** +37; **CMB** +52; **CMD** 72 (76 vs. trip)

Feats Bleeding Critical, Combat Expertise, Combat Reflexes, Critical Focus, Critical Mastery^B, Dodge, Exhausting CriticalB, Fleet^B (2), Gestalt^{*}, Greater Bull Rush, Greater Improved Initiative^{*B}, Greater Trip, Greater Vital Strike^B, Improved Bull Rush, Improved Initiative^B, Improved Natural Attack (favored), Improved Trip, Improved Vital Strike^B, Lightning Stance^B, Mobility, Power Attack, Shadow Minion^{*}, Spring Attack, Stand Still^B, Tiring Critical^B, Universal Archetype^{*}, Vital Strike, Weapon Bind^{*} (DC 43), Weapon Focus (favored), Whirlwind Attack, Wind Stance^B

Skills Acrobatics +51 (+59 jumping), Climb +42, Intimidate +51, Perception +51, Sense Motive +45, Stealth +55, Survival +22, Swim +42; **Racial** Modifiers +2 Perception, +8 Stealth, +2 Survival Languages Aklo, Common, Goblin, Infernal, Undercommon **SQ** favored weapons, scout talents, trapfinding +4, weapon advantage, weapon dominance

Gear bracelet of invisibility (as ring of invisibility), cloak of displacement, collar of speed (as boots of speed), muleback cords^{UE}

Special Abilities

Favored Weapons (Ex): Baywulf favors natural weapons. Any feat he has which applies to one natural weapon applies to all applicable natural weapons.

Fighter Talents: Baywulf has the following fighter talents.

Armor Piercing (Ex): Instead of dealing extra damage on a successful critical hit, he can instead deal normal damage to both is target and the target's armor, if any.

Combat Training (Ex): He has gained this ability nine times, gaining 9 bonus combat feats.

Evasive Fighter (Ex): He gains a +4 dodge bonus to AC against ranged attacks.

Filthy Blows (Ex): His mouth is hideously filthy. In addition to his first successful bite in a combat, all successful critical hits expose the target of his bite to filth fever.

Filth Fever: Disease: Bite—injury; *save* Fort DC 19; *onset* 1 hour; *frequency* 1/day; *effect* 1d3 Dexterity damage and 1d3 Constitution damage; *cure* 1 save. The save DC is 10 plus one-half his effective talented fighter level (19th).

Fleet Footed (Ex): He has a +10 ft. increase to his land speed. He can always take 10 with Acrobatics checks, even when distracted or threatened. Three times per day, he can take 20 on an Acrobatics check.

Menacing Stance (Ex): Foes adjacent to him suffer a -4 penalty to attack rolls and a -7 penalty on concentration checks, unless he is dazed, helpless, staggered, stunned, or unconscious.

No Escape (Ex): Foes taking a 5 ft. step or withdrawing from his threatened area provoke an attack of opportunity.

Stand Still (Ex): He has Stand Still has a bonus feat, and he gains a +9 bonus when using Stand Still.

Vital Combat (Ex): His first bite each round automatically benefits from Greater Vital Strike, even when making more than one bite.

Weapon Training (Ex): He gains a +1 bonus to attack rolls and damage rolls with natural weapons and unarmed strikes.

Gestalt: Baywulf has the class features of a 19th-level talented fighter.

Scout Talents: Baywulf has the following scout talents.

Acrobatic Charge (Ex): He can charge over difficult terrain which normally slows movement, but must still make any appropriate checks to successfully move over such terrain.

Clever Strike (Ex): When making a single attack as a standard action, he gains a +2 bonus to attack and gains a +9 bonus to damage.

Fast Stealth (Ex): He may move at full speed when using the Stealth skill without penalty.

Predatory Lunge (Ex): When he charges, he deals targeted strike damage in addition to his normal bite damage.

Shadow Minion: As a standard action, Baywulf's shadow can detach, functioning as a 17-HD shadow.

Targeted Strike (Ex): Baywulf deals additional damage against targets susceptible to sneak attacks.

Universal Archetype: Baywulf has the weapon champion universal archetype.

Weapon Advantage (Ex): Baywulf gains a +9 bonus to disarm, sunder, and trip combat maneuver checks when using favored weapons.

Weapon Dominance (Ex): Baywulf gains a +5 bonus to attack and damage rolls with favored weapons.

Degrith the Defiler CR_{25}

Tales of this creature are hard to come by. Folklore likens him to the terrible tarrasque, which sleeps for hundreds of years only to awaken and feed, leaving a swath of destruction in its path. Degrith the Defiler, as he is called by local cults, is said to dwell in sea caves all along the eastern coast. The fisherfolk offer sacrifices to this beast as if he is some sort of a god. He is not, they tell me, but he enjoys the veneration and leaves them alone so long as they feed him. He is incredibly lazy, and yet quite dangerous if roused from his usual torpor.

Against the advice of the locals, I sought out Degrith to see him for myself. I had the good sense to bring along an offering of food. He is quite fond of lamb. I found his lair and heard his rumbling snores from deep inside the cavern. I sent two sheep in first. Their bleating awakened the monster within. Their "baas" turned to shrieks of pain, and then silence fell. I took a step into the cave, wondering if Degrith was satisfied with the offering.

"Who dares disturb my rest," a low, growling voice issued from the blackness before me. I wondered at this point if perhaps this was a tad foolhardy, even for me, but I came too far to turn back now. I lowered



Degrith the Defiler

myself to one knee in a show of obiescence. Degrith likes that sort of thing.

"Oh Mighty Degrith," I called. "I have traveled many leagues just to catch a glimpse of your glory. I beseech you to show me now. Let me enter your presence, O Great One." Such words sit well with this creature. He adores lavish praise. In response to my pandering, I heard a low laugh.

"Behold!" the booming voice shook the walls as thunderous steps approached. I looked up and felt true terror for the first time in my life.

Degrith is the size of a small mountain. I believed the locals to be exaggerating this, but no, it is true. He dwells in the largest of the sea caves as these are the only hidden places where he can come ashore. He wades along the coast when he must, catching small whales to feed upon. He could eat an entire flock of sheep in one sitting, and he has on occasion. He laughed at my fear and raised his head higher until his muzzled touched the ceiling of the massive cavern.

"I was told of your coming, poet," he said to me. "My flock told me you would want to see me for yourself. Well? Are you impressed?" It took me a moment to find my voice.

"Words fail me," I confessed. "You are more than I ever expected." He laughed again and sat back on his haunches.

His fur was wavy and fluid like the ocean waves. He has interlocking bony plates around his neck and down his spine. These plates also cover all of his joints and his face. His fur rings his head like a lion's mane. The boney hide is a deep blue while his fur is a bluish silver. His eyes are also silver, and gleam with a malevolent light. "Please forgive my impertinence," I dug out my journal to record the encounter. "But, would you tell me of yourself, Mighty Degrith? Let me share your glory with the world." This statement piqued his interest and he began to speak of himself.

"My mother birthed me in the sea, but the sea is not my home. I much prefer land. She is a beautiful sight, my mother. She dwells in the deep, rarely coming ashore. When she does, destruction and fire follow in her wake. My father is a god. It is he who bestowed me with my glory. He is the master of the waves, and my mother is his devoted servant. It is odd then, is it not, that I should have such a form as this? But alas, I am bound to land. I cannot swim the deep and must content myself to wade in these shallows. I utterly depend on my followers for sustenance. In return, I bless them with bountiful harvests of fish."

I think I should note that Degrith is a capable and terrifying hunter, but he is so lazy he would rather his followers bring him a few sheep than go kill something himself. He does herd fish into the paths of his faithful from time to time, but only because the fish naturally flee from him when he is wading. As he prefers to sleep in his lair and let his disciples serve him, these outings are rather infrequent. I suppose we should be grateful that Degrith is not inclined to be active unless it is absolutely necessary. The destruction he could bring to the world if he chose to do so is too terrifying to imagine.

Degrith the Defiler CR 25

XP 1,640,000

Male advanced worg champion 10 NE Colossal magical beast **Init** +7; **Senses** darkvision 60 ft., low-light vision, scent; Perception +32

Defense

AC 36, touch 8, flat-footed 36 (+8 armor, +7 Dex, +1 dodge, +20 natural, -2 raging, -8 size) hp 462 (25d10+325)

Fort +32, **Ref** +26, **Will** +18

Defensive Abilities force of will^M, hard to kill^M, improved uncanny dodge, mythic saving throws^M, trap sense +4, uncanny dodge, unstoppable^M; **DR** 15/adamantine and **DR** 2/-

Offense

Speed 90 ft.

Melee bite +35 (4d6+57 plus trip and 1 bleed/19-20) or bite +35 (4d6+46 plus trip and 1 bleed/19-20), 2 claws +35 (6d6+46 plus 1 bleed/x3) **Space** 30 ft.; **Reach** 20 ft. **Special Attacks** always a chance^M, backlash^M, blowback^M, champion's strike^M (sudden attack), critical master^M, greater rage, maximized critical^M, mythic power^M (25/day, surge +1d12), mythic rage^M, rage (36 rounds/day), precision critical^M, rage powers, shatter spells^M, slayer's cyclone^M, sweeping strike^M, trickster attack^M (fleet charge)

Tactics

During Combat He begins by raging and charging the nearest opponent. Once engaged, he focuses on a single target until they are dead, unless he takes more than 40 points of damage from a single attack from a different foe.

Morale Degrith fights until reduced below 80 hit points, which is when he withdraws. Once a safe distance away, he makes use of his recuperation mythic ability to heal and regain non-mythic daily abilities. Typically, he then seeks out any survivors and fights until reduced below 150 hit points, when he flees until the next day.

Base Statistics AC 34, touch 10, flat-footed 34; **hp** 387; **Fort** +29, **Will** +15; **Melee** bite +37 (4d6+30 plus trip and 1 bleed/19-20); **Str** 50, **Con** 30; **CMB** +53; **CMD** 71; **Skills** Climb +28, Swim +24.

Statistics

Str 56, Dex 24, Con 36, Int 13, Wis 14, Cha 10

Base Atk +25; **CMB** +56; **CMD** 72 (76 vs. trip) **Feats** Big Step*, Combat Expertise, Combat Reflexes^M, Disruptive^B, Dodge, Dual Path^M, Extra Mythic Power^M, Extra Path Ability^M, Gestalt*, Improved Critical (bite), Mobility, Power Attack^M, Raging Deathblow^{UC}, Raging Vitality^{APG}, Snatch^{B1}, Spellbreaker^B, Spring Attack, Whirlwind Attack

Skills Acrobatics +20 (+44 jumping), Climb +31, Perception +32, Stealth +21, Survival +13, Swim +27; **Racial Modifiers** +2 Perception, +2 Stealth, +2 Survival

Languages Common, Draconic, Goblin

SQ amazing initiative^M, fast movement, immortal^M, impossible speed^M, legendary hero^M, recuperation^M

Gear amulet of mighty strikes (dragon's bane, furious^{UE}, magical beast bane, wounding), bracers of armor +8, breaker's belt, muleback cords^{UE} of resistance +5

Special Abilities

Gestalt: class features of a 12th-level barbarian. **Rage Powers:** Degrith has the following rage powers: beast totem^{APG}, disruptive^{APG}, greater beast totem^{APG}, lesser beast totem^{APG}, spellbreaker^{APG}, superstition +4.

Tythous the Trickster CR 24

In an isolated archipelago in the southern oceans, a new god is on the rise. Iythous, called the Trickster, believes herself to be a goddess already, and indeed the godling shows many powers and has a following of nearly two hundred worshipers. They claim one island entirely and send missionaries throughout the south seas to convert others to the faith of Iythous. Only the faithful are allowed ashore on the sacred isle. Because of this, only her priests have ever laid eyes on Iythous, but legends of her abound. What follows is the account of an old sailor who claims to have infiltrated the island of Ivthous and laid eves on the creature. I cannot speak to the veracity of his tale, but it does fit with the other stories I heard from folk throughout region. I retained as much of his colorful vernacular as possible, though some has been altered for the purpose of readability.

We don't says her name. She can hear us, she can. A right devil she is, cold as the deep and tricksy as the waves. She'll turn a boat 'round faster 'n you can say flotsam an' jetsam. She steals the wind from yer sails and leaves ya floatin' on glass fer days on end afore she sends her priests to "rescue" ya. Oh aye, I was on a boat turned 'round by her once. Just a lad I was then, tall an' hale. I served as the captain's boy. When the wind died, he says to me, "Say yer prayers, boy. If them sails aren't full up by nightfall, we be done fer."

"Is it her?" says I. "Is it Iythous."

"Shut yer mouth!" he says an' boxes me ears fer good measure. "Don't says her name or you'll curse us all!"

Sure as gold, next mornin' the sails hung limp. There was nothin' to be done but wait. A few of the other lads had gone mad with the waitin'. Threw themselves into the drink they did. Said they'd rather drown than be 'round fer what was comin'. The rest of us divvied up their share of the rations. If some hadn't gone over willin', I thinks the captain might of tossed 'em just so's the rest of us stood a chance to make it back home alive.

After days and days, when we were all half-starved, that's when the priests come. I got down to the hold an' hid meself in pickle barrel. The rest of the boys, them they gave a choice. Ya pray to Her, or ya feed the sharks. By the screamin'...I think most of 'em ended up gettin' tossed.

Stayed there for days, I did. I felt the ol' gal movin' on the waves. Then we comes to shore. When I heard



Iythous the Trickster

the priests leavin' I climbed out of my barrel an' crept out of the hold. I waited til it was dark afore I snuck to shore.

That place...it's all wrong. The buildings just ain't natural. Not that buildings usually are, but there's are right way to build 'em and a way that just don't work, an' lookin' at the buildings there...I felt all topsy turvy-like me head were upside down an' me feet were walkin' on the sky. The people...if ya can even call 'em people--were all...strange. Oh aye, some were human, but most of 'em...I don't know much about monsters, but I saw aplenty on that island. Of that I am sure, as sure as the sun rises every mornin' an' goes to rest every night.

One of them priests, I heard the others call him Father Dornson, looked like he was in charge of the place. He leads the lads what survived to the middle of the island. There's this big, twisted...somethin' there. I can't rightly calls it a temple but that's what it is to them priests. Anyways, this Dornson fella--their high priest--he takes the boys inside an' shuts the door. I sneaks in just in time right behind the captain. All the lads look wrong. There's somethin' a'matter with 'em but damned if I knows what.

Well...that's when I sees Her. Sittin' up on a throne what looked like one big diamond was a beauty so...I ain't got the words to describe. An elf she was, or I thought. A big crown sat on her head and she wore a white silky gown that flowed down the steps o' the platform her throne be sittin' on. Then she stands up an' raises her hands an' she changes right before me eyes. Now she ain't to beauty no more, but a creature like something' out of a nightmare. She looks almost like one o' them big white wolves from the north, but she gots wings a'sproutin' from her back. Her color ain't quite right neither. She's...well, she's almost glowin'.

Anyway, the lads, they all starts to screamin'. Some of 'em drop down to the floor, prayin' to her. These that Father Dornson takes someplace else. The rest, she takes a deep breath and lets it out, an' the whole place gets cold right down to me bones. It wasn't no proper cold, but somethin' different. Something...unnatural. Them lads...they all...they all just turn to dust, right before me eyes. Then the whole place gets darker with shadows movin' around, and moaning, and whispering...I got meself out of there quick as I could. I stole a dingy and rowed out to sea where I was picked up by another crew. An' I ain't never gone near that place again.

Note: I located the island said to be the Isle of Iythous on a map, but I failed to charter a boat to take me there. All of the sailors in the area fear the place. Some have tales similar to the one above. Others insist the island is cursed, while the more practical claim there is a deadly reef surrounding the island full of wrecks that would prove to be too dangerous and unpredictable to navigate through. Something is amiss on the Isle of Iythous. I do believe there is some sort of creature there, a twisted hybrid between the winter wolves and some kind of dragon perhaps. However, the truth of the matter must remain a mystery.

In the Trickster CR 24

XP 1,230,000

Female fey creature pygmy stealth winter wolf clever godling 20

CN Medium outsider (cold, native)

Init +15; **Senses** darkvision 60 ft., low-light vision, scent; Perception +35

Defense

AC 38, touch 24, flat-footed 38 (+8 armor, +15 Dex, +1 dodge, +4 natural) hp 305 (26 HD; 6d10+2od8+182) Fort +23, Ref +37, Will +23; +4 vs. disease, poison **Defensive Abilities** improved evasion, uncanny dodge; **DR** 10/cold iron; **Immune** cold, fire; **Resist** electricity 20; **SR** 37

Offense

Speed 70 ft., fly 75 ft. (good)

Melee bite +36 (1d6+7 plus 1d6 cold and trip/19-20) **Special Attacks** breath weapon (every 1d4 rounds, 15 ft. cone, 6d6 cold, Reflex DC 20 half), sneak attack +7d6

Fey Creature Spell-Like Abilities (CL 26th; concentration +30)

3/day-dancing lights

1/day—confusion (DC 18), deep slumber (DC 17), entangle (DC 15), faerie fire, feeblemind (DC 19), glitterdust (DC 16), irresistible dance (DC 22), major image (DC 17), mislead (DC 20), project image (DC 21), scintillating pattern

Lineage Spell-Like Abilities (CL 20th; concentration +27)

10/day—*fire bolt* (1d6+10 fire), *resistant touch* At will—*dimensional hop* (200 ft./day)

Jactics

Before Combat If she has a few rounds before entering combat, and has some of her minions with her, Iythous has her followers cast spells on her. Typically, she has them cast *shield of faith* (AC +3 deflection, 6 minutes), *silence* (6 rounds) on her, and *stoneskin* (DR 10/adamantine, 150 points, 170 minutes). None of these are included in her statistics. Immediately before attacking, she uses her necklace to turn invisible.

During Combat When able, she enters combat flying and invisible, using her Flyby Attack feat for hit and run tactics. If she completely outclasses her opponents, she makes use of her Quick Dirty Trick feat to hamper her foes, alternating between it and actually attacking. One of her favorite things to do when she is attacking alone is to use Flyby Attack and then use long step to return to the same side she just attacked from, and attack again.

Morale If reduced below 100 hit points, Iythous retreats to be healed by her minions.

Statistics

Str 24, **Dex** 40, **Con** 24, **Int** 20, **Wis** 18, **Cha** 18 **Base Atk** +21; **CMB** +28 (+32 dirty trick); **CMD** 54 (56 vs. dirty trick; 58 vs. trip)

Feats Combat Expertise, Combat Reflexes, Dodge, Emergent Divinity*, Flyby Attack, Greater Dirty Trick^{APG}, Improved Critical (bite), Improved Dirty Trick^{APG}, Mobility, Power Attack, Quick Dirty Trick^{UC}, Spring Attack, Weapon Finesse, Whirlwind Attack

Skills Acrobatics +44 (+52 jumping), Bluff +33, Clim +16, Diplomacy +33, Disguise +43, Escape Artist +44, Fly +48, Intimidate +30, Knowledge (all) +34, Perception +35, Sense Motive +33, Sleight of Hand +35, Stealth +56 (+64 in snow), Survival +23, Swim +16; **Racial Modifiers** +2 Perception, +2 Stealth (+8 in snow), +2 Survival

Languages Abyssal, Celestial, Common, Giant, Goblin, Infernal, Sylvan, Undercommon, plus three more; telepathy 100 ft.

SQ agile feet (10/day), aura of protection (+4 deflection, resistance 10, 20 rounds/day), change shape, demigod, divine traits, lineage domains, long step, scion talents, trackless step, woodland stride

Gear belt of physical perfection +6, bracers of armor +8, chameleon lord's cloak*, headband of mental superiority +6 (Diplomacy, Perception, Sense Motive), necklace of invisibility (as ring of invisibility)

Special Abilities

Change Shape (Su): Iythous has the ability to assume two additional forms, that of a beautiful elven woman, and a plain looking winter wolf. This ability functions as *alter self* for her elven form, and *beast shape IV* for her winter wolf form.

Demigod (Ex): Iythous is more than mortal, she is a member of the lower ranks of true divinity.

She has a cult of worshipers, with an effective leadership score of 30, and a high priest (Ivan Dornson*), and many other followers capable of casting divine spells. Her worshipers who have domains can select from the Fire, Protection, and Travel domains. Five times per day, she can use *sending* to contact any of her followers or her cohort.

She is much harder to kill; she doesn't die until reduced to -48 hit points, and she automatically stabilizes if reduced below o hit points. Any time an event would cause her to die, she can instead make a Constitution check (DC 20) to instead only be reduced to one point away from dead, but stable.

Once per day, she can *plane shift* to the Primal World, where her divine parent originates.

Divine Traits: Iythous has the following divine traits. *Hardy I-III (Su):* She does not require food or

water to survive, and she gains a +4 bonus to all saving throws against diseases and poisons.

Scholar I-IV (Ex and Su): Linguistics and all Knowledges are class skills for her, and she may try again on failed Knowledge checks after 24 hours. Whenever she makes a Knowledge skill check, she uses her highest Knowledge skill bonus. She can communicate telepathically with any creature possessing an Intelligence of 2 or greater as long as they are within 100 ft. Lack of a shared languages is not a hindrance to this ability.

Lineage Domains: Iythous has Fire, Protection, and Travel as lineage domains. She has all the granted powers of them, but doesn't gain any spellcasting ability from them.

Long Step (Su): Iythous can teleport up to 260 ft. as a move action. She can use this ability once every 1d4 rounds.

Scion Talents: Iythous has the following scion talents and greater scion talents.

Evasion (Ex): As the standard rogue class feature.

Impressive (Ex): Once per round as a free action, she can make an Intimidate check to demoralize a foe she damaged this round.

Improved Evasion (Ex): As the standard advanced rogue talent.

Line of Destruction (Ex): As a full-round action, she may move up to her speed and make one melee attack against each creature she is adjacent to at any point during her movement. She cannot attack any creature more than once, and her movement provokes as normal.

Retribution (Su): Eighteen times per day, she may make an attack of opportunity against an attacker who successfully hit her in melee.

Scion of Fury (Ex): As a free action at the beginning of her turn, she may take a -4 penalty to saves until the start of her next turn to gain a +4 bonus to all attack rolls.

Scion of the North Wind (Ex): Her land speed is +10 ft. faster. Additionally, as a swift action five times per day, she can move up to her speed.

Trap Spotter (Ex): As the standard rogue talent.

Uncanny Dodge (Ex): As the standard rogue class feature.

Dagris and Elivith CR 22

I heard of a strange, invisible hunter wreaking havoc on certain prairie towns and decided to investigate the rumors. Of all the tales I heard, only one made any claims of having actually seen the creature in question. I cannot say with certainty that my storyteller was speaking the truth, but events after my interview lead me to believe she likely was. Beware, Stranger. A two-headed beast hunts the prairies. It's been seen by some, but most just hear the howls. During the day, you're safe enough, but don't get caught out in the open fields at night. That's when it'll find you. It makes its den in the old alchemist's tower. You can see it rising above the flat plains for miles. It's the tallest structure in these parts. Folk that go near the place are never seen again.

I met the two headed terror once. I'm not sure why it let me live. My only guess is that it just wasn't hungry at the time. The two heads talk to each other. One is Dagris and the other Elivith. They refer to each other as sisters. I don't know if the beast shares one mind and that is the cause for its madness, or if its insanity is due to two minds sharing one body. Whatever the cause, Dagris and Elivith rant about a magical cabal that cursed them to this existence. They say they don't remember anything before their attachment, but they insist that their current plight is the work of these mysterious, malevolent wizards.

They'll rant for hours about this if they have someone who'll listen to them. What they want desperately is to be separate. I promised to help them if they let me go. I told them some cock-and-bull story about a rare flower that grows over the fresh grave of a stillborn. I don't remember what I told them the plant was, something about the baby's soul needing a place to go since its body wasn't hale enough to make it into this world. They released me in exchange for my promise to bring them one of these flowers. Their obsession with separating from each other makes them foolish. Rest assured, I'm never going near that tower again.

Note: The narrator of this tale was found dead just a few hours later. Her throat was torn open and her limbs ripped apart. Her blood was used to paint a message across the floor in front of her. It read "liar". It was a gruesome sight. The other locals asked for my advice in dealing with the beast. First of all, I told them not to lie to the beast. They all nodded in agreement. Second, I suggested they all move. If the tale is true, Dagris and Elivith will stop at nothing to accomplish her goals.

Dagris and Elivith CR 22

XP 615,000

Female spellpowered two-headed worg cleric 3/wizard 4/mystic theurge 10

LE Medium magical beast

Init +12; **Senses** darkvision 60 ft., low-light vision, *prying eyes*, scent, *see invisibility, status, true seeing*; Perception +25



Dagris and Elivith

Defense

AC 30, touch 20, flat-footed 25 (+4 armor, +5 deflection, +4 Dex, +1 dodge, +2 natural, +4 shield) **hp** 147 (21 HD; 4d10+3d8+14d6+63)

Fort +14, Ref +14, Will +20

Defensive Abilities *entropic shield, freedom of movement, globe of invulnerability, nondetection* (DC 31); **DR** 10/adamantine (150 points); **SR** 25

Offense

Speed 60 ft., climb 40 ft., fly 90 ft. (average) **Melee** 3 bites +20 (1d6+7 plus trip)

Special Attacks diviner's fortune (9/day, +2), hand of the acolyte (10/day, +20), spellstrike (9/day, 5th-level), two-minds*

Domain Spell-Like Abilities (3rd; concentration +10)

At will-lore keeper (+16 melee touch, DC 25)

Racial Spell-Like Abilities (CL 21st; concentration +21)

Constant—*mage armor, shield, shield of faith* At will—*fly* (self only)

Cleric Spells Prepared (CL 13th; concentration +20)

7th-repulsion (DC 24), summon monster VII

6th—*blade barrier* (DC 23), *heal, wind walk*

- 5th—flame strike (DC 22), plane shift, slay living (DC 22), spell resistance
- 4th—cure critical wounds (2), divine power, freedom of movement, spell immunity
- 3rd—animate dead, contagion (2, DC 20), prayer, water breathing, wind wall



- 2nd—death knell (DC 19), detect thoughts^D (DC 19), shatter (2, DC 19), silence, spiritual weapon, status
- 1st-bane (DC 18), comprehend languages^D, divine favor (2), doom (DC 18), entropic shield, sanctuary (DC 18)
- o (at will)—bleed (DC 17), guidance, light, purify food and drink
- D domain spell; Domains knowledge, magic

Wizard Spells Prepared (CL 16th; concentration +22)

- 7th—delayed blast fireball (DC 23), mass hold person (DC 23)
- 6th—chain lightning (DC 22), disintegrate (DC 22), globe of invulnerability, true seeing
- 5th—dominate person (DC 21), mind fog (DC 21), prying eyes, teleport (DC 21)
- 4th-dimension door (2), scrying (2, DC 20), stoneskin

3rd—*fireball* (2, DC 19), *haste, nondetection, slow* (DC 19)

- 2nd—alter self, resist energy, see invisibility, spider climb, touch of idiocy (2), web (DC 18)
- 1st—feather fall, identify, jump, magic missile (2), true
 strike (2)
- o (at will)—detect magic, mage hand, open/close, read magic

Arcane School divination; Opposition Schools illusion, necromancy

Jactics

Before Combat Dagris and Elivith are terrified of being attack, but if they have no other choice except to fight, they do. If they have a few rounds to prepare, they cast the following spells: *see invisibility, spider climb, stoneskin, freedom of movement, fly, true seeing, entropic shield, spell resistance, globe of invulnerability, haste,* and *divine power*.

She casts *nondetection*, *prying eyes*, and *status* each day.

During Combat Though they hate combat, if pressed, they attempt to remain out of melee combat. They utilize their gear and spells to keep opponents at range. **Morale** If reduced below 40 hit points, she casts *summon monster VII* to summon a greater elemental (usually air) and then flees.

Base Statistics Senses no prying eyes, see invisibility, status, or true seeing; AC 29, touch 19, flat-footed 25 (no dodge); hp 147; Ref +13; Defensive Abilities no entropic shield, freedom of movement, or globe of invulnerability; DR —; SR —; Speed no climb or fly; Melee 2 bites +16 (1d6+4 plus trip); CMD 36 (40 vs. trip); Skills Climb +3, Swim +3.

Statistics

Str 16, **Dex** 18, **Con** 16, **Int** 22, **Wis** 24, **Cha** 7 **Base Atk** +13; **CMB** +16; **CMD** 37 (41 vs. trip)

Feats Additional Traits^{APG}, Dodge, Eschew Gestures*, Flyby Attack^{B1}, Improved Initiative, Mage-At-Arms* (wizard), Magical Aptitude, Mobility, Novice Spellcaster Training*, Scribe Scrill^B, Still Spell, Wind Stance

Skills Acrobatics +20 (+32 jumping), Appraise +14, Climb +14, Diplomacy +20, Fly +20, Knowledge (arcana, religion) +30, Knowledge (dungeoneering, engineering, geography, history, local, nature, nobility, planes) +10, Perception +25, Spellcraft +34, Stealth +30, Survival +10, Swim +6, Use Magice Device +20; **Racial Modifiers** +4 Perception, +2 Stealth, +2 Survival

Languages Abyssal, Celestial, Common, Draconic, Elven, Goblin, Infernal, Undercommon

SQ forewarned +2, traits

Combat Gear tanglefoot bag (10); **Other Gear** spell component pouch, spellbook (contains all prepared spells plus 2d3+6-spell level of each level)

Special Abilities

Enhanced Abilities (Su): Dagris and Elivith have a +4 enhancement bonus to their Intelligence and Wisdom score.

Novice Spellcaster Training (Sp): Once per day, Dagris and Elivith can cast one of the following spells: *acid splash, ray of frost, spark*. This spell has a caster level of **21**.

Swift (Su): Dagris and Elivith has a +30 ft. enhancement bonus to their base land speed.

Traits: Dagris and Elivith have the magical knack (wizard) and reactionary traits.

Gr'Zelha, The Aberrant One CR 20

Legends tell of a terrifying monster that lives deep in the bogs. It is the size of hill, but somehow remains unseen, or at the very least unnoticed, until it is too late. The swampfolk tell of this beast taking down giants. Indeed, many of the stories I heard regarding this creature come from the giants themselves. According to all of the tales, it pays no heed to smaller creatures, favoring giants and ogres as its prey. It is particularly fond of the latter. It also appears to like jewelry. The locals leave trinkets—necklaces of bone and glass beads, leather bracelets, and the like—as offering in parts of the marsh where the monstrous creature is said to dwell. When they return, the baubles are gone.

I camped out in the swamp to see this creature for myself. Solid ground was difficult to come by, but I finally found a hillock that was suitably dry. I pitched my tent only to discover that the rise was made of stone, for I was unable to drive stakes more than two inches into the ground. After further exploration, I found that the giant boulder was my only dry option. I secured my tent by tying the rope around outcroppings and large, heavy rocks. Once I was reasonably satisfied my shelter would stand even if the wind blew strongly against it, I settled in for the night.

In the darkness, I recalled the tales I knew of Gr'Zelha, this great beast of unknown origins. No one really knows how to find it. Even with its gargantuan size, Gr'Zelha is impossible to find unless it wants you to find it. Gr'Zelha looms up out of the darkness only when it's about to attack. Folklore claims Gr'Zelha is an immense wolf that stands upon two legs. The color of its fur ranges from dark brown to a mossy green depending on the legend. According to myth, its howl bends trees down to their roots and turns some creature to jelly. This is the creature I sought after, a monster capable of clearing swathes of forest with a mighty breath. I rested in the knowledge that I am a mere mouse in its eyes. Humbling thought.

As the night wore on, I closed my eyes to the sound of lapping water. There was an almost imperceptible motion to my little island that lulled me to sleep. Then I woke abruptly as I tumbled down the rising slope of the hillock. I landed in the ice-cold muck and stinking swamp water. My tent and all my gear rolled down after me. Clumps of grass and rather large rocks crashed into the murky swamp all around me, and I dove for cover under a fallen tree. I watched in horror as a monstrous head rose from the bog, followed by a massive body, and legs and a tail as long and thick as ancient pines. It looked like a giant wolf, its dark fur covered in swamp grass and muck. I saw one eye look at me for a fraction of a moment, and then turn away. I stared in shock as I realized I made my camp on top of Gr'Zelha!

Somehow, the creature made hardly a sound as it crouched low and stalked forward through the swamp. Thunderous footsteps that rattled the ground indicated a giant was not far away. I chose not to stay and watch the hunt progress, but gathered up my gear as fast as I could. I trudged through the muck away from the giant-hunting wolf. I would've run if the sucking mud didn't cling to my feet. A roar from behind me spurred



Gr'Zelha, The Aberrant One

me on, and I did not stop until I was fully out of that swamp. That is one night I will never forget.

Gr'Zelha, The Aberrant One CR 20

XP 307,200

Female apex predator bipedal terror advanced worg CE Gargantuan magical beast **Init** +10; **Senses** blindsense 30 ft., darkvision 60 ft.,

Init +10; Senses bindsense 30 ft., darkvision 60 ft., low-light vision, scent; Perception +32 Aura fear (20 ft., Will DC 23)

Defense

AC 30, touch 12, flat-footed 24 (+6 Dex, +18 natural, -4 size)

hp 409 (21d10+294)

Fort +26, Ref +18, Will +13

Defensive Abilities evasion, fortification (50%), negative energy absorption, stalwart; **DR** 5/-; **Immune** fear

Offense

Speed 60 ft., climb 30 ft., swim 60 ft.

Melee bite +37 (3d6+30 plus trip) or unarmed strike +37/+32/+27/+22 (1d8+20), bite +32 (3d6+10 plus trip) or greatclub +37/+32/+27/+22 (4d8+30), bite +32 (3d6+10 plus trip)

Ranged 2 spikes +23 (3d6+20) Space 20 ft.; Reach 20 ft. Psi-Like Ability (ML 10th; concentration +15) At will–*vim* (1 temporary hit point, 10 minutes)

Jactics

Before Combat She prefers to hide from her next chosen victims, leaping out to catch them by surprise.

During Combat Confident in her prowess, Gr'Zelha prefers melee combat over ranged, as it allows her the opportunity to toss smaller creatures around like a child skips stones.

Morale Though overconfident, Gr'Zelha is no fool. If reduced below 50 hit points, she flees.

Statistics

Str 50, **Dex** 22, **Con** 38, **Int** 20, **Wis** 22, **Cha** 16 **Base Atk** +21; **CMB** +45 (+47 bull rush); **CMD** 61 (63 vs. bull rush)

Feats Awesome Blow^{B1}, Gestalt^{*}, Improved Bull Rush, Improved Initiative, Improved Vital Strike, Improvised Weapon Mastery, Power Attack, Skill Focus (Stealth), Snatch^{B1}, Throw Anything, Vital Strike

Skills Acrobatics +30 (+42 jumping), Climb +32, Intimidate +27, Knowledge (dungeoneering, nature) +15, Perception +32, Sense Motive +26, Stealth +26, Survival +29, Swim +32; **Racial Modifiers** +2 Perception, +2 Stealth, +2 Survival

Languages Aklo, Common, Draconic, Giant, Goblin, Orc, Undercommon

SQ augment suit, intimidate +3, invigorating suit, power points (45), psionic form, reconfigure, transformed body

Special Abilities

Augment Suit (Su): As a standard action, Gr'Zelha can spend up to two power points to gain temporary customization for 5 rounds. She can only have one instance of this ability active at a time, replacing any previous temporary customizations if she activates it again before a previous activation expires. She can end this ability as a free action.

Customizations (Su): Gr'Zelha has the following customizations: *blindsense, brawn, climb, evasion, fortification* (2), *hardened strikes, improved damage reduction, spikes, stalwart, and swim.*

Gestalt: Gr'Zelha has the class features of a 10th-level aegis with the aberrant archetype.

Invigorating Suit (Su): Gr'Zelha gains a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation.

Psionic Form: Gr'Zelha has no psionic feats, so she gains no benefit from this ability.

Reconfigure: As a standard action four times per day, Gr'Zelha can change up to 5 customization points.

Transformed Body (Su): Gr'Zelha's has the natural ability to modify her own form.

Iady Fera CR 19

The first time I saw Lady Fera, I was struck by her beauty. Her fur gleams with angelic light. She has great, white wings tipped with jade. I met her on my journey to investigate the legends of the Fenris Wolf. She was kind enough to tell me her tale as we shared a camp in the cold north woods. I recorded her words exactly in hopes that her story might touch the hearts of others and perhaps turn some away from a life of evil.

I was not always as you see me now. I was a killer in my youth, devouring whatever I could sink my teeth into. I was ugly and twisted, and I cared not for any but myself. I traveled alone mostly, though sometimes I found myself in the company of other worgs with similar aspirations as mine—to devour, kill, and destroy whatever and whomever we met.

This all changed one fateful day when I came up against a powerful wizard, I liked the taste of mages more than any other prey. They were easier to kill, generally, though it was difficult to catch one alone. If they traveled without protection, then they were typically very dangerous. I liked the challenge. It made them extra sweet in my estimation.

Well, this wizard cast the most powerful magics I've ever seen. I dodged and lunged. I nearly got her a couple of times, but then she cast one last spell. A glowing circle appeared in front of me. The light grew brighter and brighter until it burned. Then a towering figure of golden light stood before me. Its eyes burned with amber light, and it stared deep into my soul. Its six mighty wings carried it up into the air, and it spoke with a voice that reverberated throughout my whole being.

"Servant of Evil," it intoned. "You will repent, or you will die." I raised my head in defiance and snarled at the angel.

"So be it," the solar said, for that is what it was. It pointed its golden sword at me and charged through the air. I lept, and clamped my jaw shut around is head.

That is the last I recall of my old life. At that moment, I was filled with a radiant light that changed my very essence. For some time, I had no recollection of what I was before. It wasn't until I met Judge Kerist that I finally found my purpose. The solar gave its life and goodness so that I could work to right some of the wrongs I wrought in the world. Judge Kerist is my only friend and ally of my kind. He and I work tirelessly in the fight against the evils of our brethren. I hope someday that they too may experience the light as I have.

Lady FeraCR 19

XP 204,800

Female half-solar worg paladin (bestial*, oathbound UM) 13

LG Medium outsider (augmented magical beast, native)

Init +5; **Senses** darkvision 60 ft., low-light vision, scent; Perception +24

Aura anchoring (20 ft., Will DC 21), purity (10 ft.)

Defense

AC 29, touch 19, flat-footed 24 (+5 armor, +4 deflection, +5 Dex, +5 natural)

hp 178 (17d10+85)

Fort +22, **Ref** +18, **Will** +19; +4 vs. poison, and aberration spells and effects

Defensive Abilities divine health; **DR** 10/evil and magic; **Immune** acid, disease; **Resist** cold 10, electricity 10, fire 10; **SR** 30

Offense

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

Melee bite +24 (1d6+10 plus trip) **Special Attacks** channel positive energy (DC 21, 7d6), cleansing flame, smite evil (5/day: +5 attack and AC, +13 damage; 1/day: +5 attack and AC, +17 damage)



Lady Fera

Spell-Like Abilities (CL 17th; concentration +22) Constant—*detect evil*

- 3/day—blade barrier, holy aura, holy smite, protection from evil, righteous might
- 1/day—aid, bless, breath of life, cure serious wounds, dispel evil, hallow, neutralize poison, remove disease, summoner monster IX (celestials only)
- Spells Prepared (CL 13th; concentration +18)
- 4th—*flame strike* (DC 19), *spell immunity*⁰
- 3rd-haste, invisibility purge⁰, prayer
- 2nd—blur, detect thoughts⁰ (DC 17), resist energy, shield other
- 1st—bless, cure light wounds, divine favor, lesser restoration, shield of faith, true stirke⁰
- O oath spell; Oaths corruption, fiends

Jactics

Before Combat Before entering combat, Fera casts *shield of faith* on herself.

During Combat She focuses on fighting evil outsiders and aberrations above all other foes, saving her smite evil ability for them.

Morale If there are allies on the field, she does not flee until they have reached safety.

Statistics

Str 24, Dex 20, Con 20, Int 14, Wis 20, Cha 20

Base Atk +17; **CMB** +24 (+26 disarm); **CMD** 39 (41 vs. disarm, 43 vs. trip)

Feats Alertness, Combat Expertise, Extra Lay on Hands, Extra Mercy, Greater Mercy^{UM}, Improved Disarm, Ultimate Mercy^{UM}, Unsanctioned Knowledge^{UM}, Word of Healing^{UM}

Skills Acrobatics +18, Climb +15, Diplomacy +18, Fly +23, Knowledge (dungeoneering, planes) +12,

Knowledge (religion) +15, Linguistics +3, Perception +24, Sense Motive +22, Spellcraft +11, Stealth +7, Survival +7, Swim +15; **Racial Modifiers** +2 Perception, +2 Stealth, +2 Survival

Languages Abyssal, Celestial, Common, Goblin, Infernal

SQ aura, code of conduct, lay on hands (13/day, 6d6), mercies (blinded, cursed, diseased, fatigued), savage bond (3/day, bite +3)

Gear +1 light fortification mithral chain barding Special Abilities

Unsanctioned Knowledge: Lady Fera has the following spells on her spell list: 1st—*shield of faith*; 2nd—*blur*; 3rd—*haste*; 4th—*flame strike*.

W

CR 17

I met Wei-Lien some years back while researching demons and other inhuman creatures that dwelt in her part of the world. She greeted me cordially and agreed to take me to someone who could give me more information on the creatures I sought. Wei-Lien took me to her village where she introduced me to the town elder, an ancient, wizened sorcerer named Xi-wang. In his youth, he survived an encounter with a dreaded vampire worg known only as "W". This monster was held responsible for the many mysterious deaths that lead to the abandonment of several villages in the area. Wei Lian explained my mission to him and gestured for me to sit. Xi-wang looked at me for some time before he spoke. This is his tale.

Long ago, when I was a boy, a stranger came to my village. She was beautiful, with raven hair and a face pale as the moon. Her name was Wakana, and all of the men of the village fell desperately in love with her, some of the women too. She was a mystery. No one knew where she came from. One night, a terrible scream woke me, and I ran to my window to see an evil oni dragging a child away. Wakana suddenly appeared in the demon's path with two little pistols in her hands. The oni stopped and stared at her.

"Let her go," she said quietly. The oni roared with laughter.

"Get out of the way, mortal," it snarled. "You are no match for the mighty Ryuunosuke! No weapon devised by man can kill me!" Its gloating was silenced by a bullet to the head. Never before or since have I seen anyone kill an oni with a single shot.

From that day forward, Wakana was hailed by the people of my village as a hero. No oni or other monster

dared to attack us. For the first time since I could remember, my mother didn't fearfully hurry me inside at sunset. We felt safe, knowing Wakana was there to protect us. Then...people began to disappear.

It wasn't anything noticeable at first. The old woman that everyone thought was a witch vanished from her hut at the edge of the village. No one liked her much, so no one really seemed to notice. Then it was the old man who sat outside the butcher shop trading old leather scraps for tobacco. My mother and father said he must have gone off somewhere to die, like an old cat that knows its time has come.

The next to disappear were not as easy to forget or ignore. Shiro, the butcher's son, a boy of eight years, vanished from his bed. At that moment, the fear returned. My mother hurried everyone inside at sunset again. We bolted all of our doors and windows at night. There was a monster among us. We all turned to Wakana to save us. That...was our biggest mistake. Wakana said she would investigate the disappearances. She said she would protect us, but more vanished, and more...until only few families were left.

Then, late one night, I woke to a terrible sound of a wet, rasping breath. I looked up to see a terrible creature, a wolf on two legs with long fangs that dripped with blood, looming over my sisters' bed. I was too afraid to scream. I just watched as it...as it devoured my family. I was just a little boy then. I know there was nothing I could do to save them, but I feel the guilt of that night to this day. As soon as I could move, I ran from that house. The monster saw me then and chased after me. I heard Wakana's sweet voice calling after me...ushering from that beast's terrible maw.

"Xi-wang...Xi-wang...I'm going to get you. You are mine, Xi-wang. You can't run away from me. I will always find you. Xi-wang..."

The old man stopped talking and looked up at Wei-Lien.

"I'm tired," he told her. She nodded as I stood.

"Thank you," I said with a bow. Then I left.

I thought Wei-Lien was right behind me, but I was mistaken. I turned to find her gone, so I went back to the elder's hut, thinking he must have remember something more, some new piece of information that would be useful in finding this Wakana. That's when I heard the voice.

"Xi-wang...Xi-wang...I told you I would find you." Then the old man screamed.

I cautiously peered between the slats of wood that made up the walls of his little hut. I could just make out the figures of Xi-wang and Wei-Lien, but something was terribly wrong. Wei Lien twisted and contorted as though coming out of some tiny, skin-tight suit of clothing. Soon, all that stood in her place was a wolf on two legs that had horrible, dripping fangs...

W CR17

XP 102,400

Female bipedal dread vampire worg gunslinger^{UC} (pistolero^{UC}) 12

NE Medium undead (augmented magical beast) **Init** +10; **Senses** blindsight 30 ft., darkvision 120 ft., low-light vision, scent; Perception +32

Defense

AC 37, touch 21, flat-footed 27 (+6 armor, +1 deflection, +6 Dex, +4 dodge, +10 natural) hp 216 (16 HD; 4d8+12d10+128); fast healing 5

Fort +19, Ref +20, Will +10

Defensive Abilities channel resistance +6, nimble +3, undead traits; **DR** 10/good and silver; **Immune** cold; **Resist** acid 10, electricity 10, sonic 10 **Weaknesses** dread vampire weaknesses*

Offense

Speed 30 ft., climb 30 ft., fly 15 ft. (perfect)

Melee bite +23 (1d6+7 plus energy drain and trip), slam +23 (1d6+7 plus energy drain) or +1 keen scimitar +24/+19/+14/+9 (1d6+8/15-20), bite +18 (1d6+3 plus energy drain and trip) or +1 keen scimitar +20/+15/+10/+5 (1d6+8/15-20), bite +18 (1d6+3 plus energy drain and trip), plus revolver

Ranged +1 distance revolver +23/+18/+13/+8(1d8+8/x4) or +1 distance revolver +19/+14 (1d8+5/x4), plus scimitar

Special Attacks blood drain, children of the night, create spawn, dominate (DC 25), energy drain (2 levels, DC 25), grit (5), pistol training +2

Spell-Like Abilities (CL 16th; concentration +23) 3/day–*darkness, fog cloud*

1/day-deeper darkness

Tactics

Before Combat W chooses carefully when to attack, and typically uses her wands of *shield* and *haste* on herself if she feels them necessary.

During Combat She selects a single foe to target, not changing until they are unconscious or another opponent deals more than 30 points of damage to her in a single hit. She prefers two-weapon fighting with her scimitar and revolver.

Morale W flees if reduced below 50 hit points.

Statistics

Str 24, Dex 22, Con –, Int 12, Wis 20, Cha 24

Base Atk +16; **CMB** +23 (+25 grapple); **CMD** 44 (46 vs. grapple)

Feats Alertness^B, Combat Reflexes^B, Dodge^B, Improved Grapple^B, Improved Initiative^B, Improved Two-Weapon Fighting, Lightning Reflexes^B, Mobility, Point-Blank Shot, Rapid Reload (revolver), Rapid Shot, Snap Shot, Sword and Pistol, Toughness^B, Two-Weapon Fighting

Skills Acrobatics +19, Bluff +21, Disguise +17, Fly +28, Intimidate +26, Perception +32, Sense Motive +29, Stealth +34, Use Magic Device +23; **Racial Modifiers** +10 Bluff, +10 Perception, +10 Sense Motive, +10 Stealth, +2 Survival

Languages Aklo, Common, Goblin

SQ change shape, deeds (bleeding wound, dead shot, deadeye targeting, gunslinger's dodge, gunslinger's initiative, lightning reload, pistol-whip, quick clear, up close and deadly, utility shot), gaseous form, gunsmith, shadowless, supernatural movement, uncanny climber

Combat Gear metal cartridges rounds^{UE} (500), wand of fireball (CL 10; 20 charges), wand of haste (14 charges), wand of invisibility (18 charges), wand of lightning bolt (9 charges), wand of shield (28 charges); **Other Gear** +2 shadow mithral shirt, +1 distance revolver^{UE}, +1 keen scimitar, apprentice's cheating gloves^{UE}, bandolier^{UE}, belt of tumbling^{UE}, boots of the cat^{UE}, daywalker's cloak*, duelist's vambraces^{UE}, endless bandolier^{UE}, hat of disguise, ring of protection +1



Have you ever wondered what a monster fears? If you could hear its tale of terror, what would it be? For worgs and their ilk, it would be the legend of the Kinslayer. I learned of this beast from Lady Fera. We shared a campfire one night and exchanged stories of terrors that hunted in the night. I shared with her the tale of Xi-wang and the mysterious W. In return, she told me the legend of the Kinslayer.

In the wildest places of the world, where civilization holds no meaning, and all you hope for is to survive the night, a terrible monster lurks in the shadows. It watches its brethren as they hunt. It studies them as they fight over their prey. It silently follows them back to their dens and burrows. And then, it strikes.

Kinslayer, the vilest of the vile, feeds on his own kind, relishing in their terror, he drinks their blood with vigor. He is the shadow that we all fear, the secret we keep from those we hunt. For in the end, there is no safety for us. We return to our dwelling places and look behind every rock and every tree. We set traps, but he is known to evade those. We cast spells if we can, but he can dodge them. No amount of pleading will save us, if Kinslayer catches our scent. His is a ravenous hunger that cannot be filled. He cannot be reasoned with. Talking only bores him at best, and worse it throws him into a rage.

Kinslayer is our nightmare. However, worry not for your own safety. He does not attack other races unless provoked...or starved of the worg flesh he craves. His favorite food is fresh, young pup. He is known to lie in wait outside a burrow while a mother weans her young ones. Then, as soon as they are old enough to venture forth, the Kinslayer attacks. He leaves nothing behind but tufts of fur and a bloody paw print to claim the massacre as his work.

Kerist saw him once in his youth. He only told me his tale after some reluctance. Just a pup exploring the world outside his den for the first time, he caught the scent of something strange and tracked it. The trail led him away from his den and deep into the woods, he caught the scent of something strange and tracked it. The trail led him away from his den and deep into the woods. His mother's howling call beckoned him, but he was too intent on this new scent to heed her. Around and around he walked, nose to the ground. Only when he emerged on the other side of the den did he look up. There he saw him, the Kinslayer, a great black beast with a white muzzle and white paws stained red with the blood of his brethren.

The Kinslayer didn't see him. He was too busy devouring Kerist's mother and siblings. Kerist crouched low behind a stone and didn't make a sound. He stayed there, hidden from view until the Kinslayer was long gone. Then he fled, never to return to his den. He is one of the lucky ones. Few of our kind ever see the Kinslayer and live.

Kinslayer



XP 51,200

Male apex predator ravenous worg monk (martial artist^{UC}) 10

CE Medium magical beast

Init +8; **Senses** darkvision 60 ft., low-light vision, scent; Perception +33



Kinslayer

Defense

AC 35, touch 29, flat-footed 26 (+8 Dex, +1 dodge, +10 monk, +6 natural)

hp 193 (14 HD; 4d10+10d8+126)

Fort +20, **Ref** +19, **Will** +16

Defensive Abilities cannibalistic healing (7), extreme endurance, improved evasion, physical resistance 2; **DR** 5/-; **Immune** exhaustion, fatigue

Offense

Speed 60 ft.

Melee bite +25 (1d8+19 plus trip) or unarmed strike +24/+19/+14 (1d10+13) or flurry of blows (bite) +26/+26/+21/+21/+16 (1d8+13 plus trip) or flurry of blows (unarmed strike) +25/+25/+20/+20/ +15 (1d10+13)

Special Attacks exploit weakness, favored prey (magical beast +3, worg +9), flurry of blows, hungry special attacks, stunning fist (11/day, DC 25, fatigued, sickened 1 minute, or stunned 1 round)

Tactics

During Combat Kinslayer ignores all opponents who are not magical beasts, and even ignoring other magical beasts if there are worgs or winter wolves around. Only after all magical beasts are dead does Kinslayer attack other creatures.

Morale Against worgs and winter wolves, Kinslayer never flees. Otherwise, he flees if reduced below 40 hit points.

Statistics

Str 36, Dex 26, Con 28, Int 14, Wis 26, Wis 18

Base Atk +11; **CMB** +25 (+27 bull rush, grapple); **CMD** 53 (55 vs. bull rush, grapple; 57 vs. trip)

Feats Blind-Fight^B, Combat Reflexes^B, Deflect Arrows^B, Dodge, Feral Combat Training^{UC} (bite), Gorgon's Fist, Improved Bull Rush^B, Improved Critical (bite)^B, Improved Grapple^B, Improved Natural Attack (bite), Improved Unarmed Strike^B, Mobility, Power Attack, Stunning Fist^B, Weapon Focus (bite)

Skills Acrobatics +29 (+45 jumping), Climb +25, Escape Artist +24, Intimidate +25, Perception +33, Sense Motive +25, Stealth +29, Survival +21, Swim +17; **Racial Modifiers** +4 Acrobatics, +8 Climb, +4 Escape Artist, +4 Intimidate, +8 Perception, +4 Stealth, +8 Survival

Languages Common, Goblin

SQ ageless, fast movement, high jump, maneuver training, martial arts master, pain points, ravenous body, sprint

Silver Wolf CR 14

Continuing on my journey in search of oni and the like, I came to the most wondrous city. Shoura is a marvelous place. The ingenuity of the craftsmen there have made it a haven for alchemists, wizards, and scholars of many kinds. The streets are cleaned three times a day by constructs specifically designed for the task. Every house and every inn has clockwork servants that see to all the menial and dangerous tasks. There are no beggars, no on in want. Every building is pristine and beautiful. There is no vermin and no filth anywhere. It really is an awe-inspiring place. Naturally, I had to shatter the illusion of perfection by peering behind the veil.

A mysterious man known as Ginjiro rules the city. No one knows what he looks like. Either some claim to have seen him, but these rumors prove to be false or the stories are so contradictory that they cannot be referring to the same person. The palace of Ginjiro is forbidden territory. No one gets past the golem guards at the gates. Unable to pierce the facade, I left Shoura disappointed...until I came to the next city.

Tanaku is a mirror image of Shoura—the same constructs in the streets, the same clockwork servants, the same pristine buildings, the same lack of vermin, beggars, or filth everywhere. There is a palace in Tanaku that belongs to its mysterious benefactor, an enigmatic man called Mingan. This palace is also guarded heavily by golems that prevent any from entering the grounds.

It is impossible to know for certain, but I believe both of these cities, and a few others in the surrounding area, are under the control of a being known as the Silver Wolf. I heard farmers speak of him in hushed tones, but any attempts to discuss tales of this creature within the cities are quickly silenced. It is my belief that he feeds off the indigent and poor, thus eliminating them from view. The people in these cities are his cattle and his test subjects. The tales of the farmers speak of the Silver Wolf as a vain creature, seeking bodily perfection. This is a goal that constantly slips from his grasp. After all, what is perfection to one is hideous disfigurement or terrible monstrosity to another.

There is no freeing these cities from his grasp. They are perfectly content to eat and drink and play all for his amusement, and then trot off to the slaughterhouse when they become too old or sick or poor to continue. They do not think on these ugly truths. Like a moth to the flame, they only want to see the beauty that is before them. Nevermind that they are staring into the maw of the one that will devour them in the end.

Silver Wolf CR 14

XP 38,400

Male mithral clad winter wolf sublime transmuter 7 LE Large magical beast (cold)

Init +6; **Senses** darkvision 60 ft., low-light vision, scent; Perception +19

Defense

AC 26, touch 11, flat-footed 24 (+2 Dex, +15 natural, -1 size)

hp 116 (13 HD; 6d10+7d8+65)

Fort +14, **Ref** +9, **Will** +6

Defensive Abilities fortification (50%); **Immune** cold; **Resist** fire 15

Weaknesses vulnerability to electricity, vulnerability to fire

Offense

Speed 30 ft.

Melee bite +16 (1d6+9 plus 1d6 cold and trip) Space 10 ft.; Reach 5 ft.

Special Attacks breath weapon (15 ft. cone, 6d6 cold, Ref DC 20 half, once every 1d4 rounds), force bolt, strike as silver

Typical Spells Known (CL 7th; concentration +12)

3rd (5/day)-fly, haste

2nd (7/day)—alter self^p, cat's grace, spider climb

1st (8/day)—entangle (DC 16), expeditious retreat, lead blades^{APG}, pass without trace, touch of the sea^{APG}

o (at will)—brand^{APG}, mage hand, mending, message, open/close, purify food and drink, virtue

Path starry eye; P privileged spell

Tactics

Before Combat If expecting combat, he casts *cat's grace, expeditious retreat, fly,* and *lead blades* on himself. None of these are included in his statistics.

During Combat He typically begins combat by casting *entangle* if his opponents are grouped close enough. He then follows that up with *haste*.

Morale Having no desire to die, he flees if reduced below 60 hit points.

Statistics

Str 22, **Dex** 14, **Con** 18, **Int** 10, **Wis** 14, **Cha** 20 **Base Atk** +11; **CMB** +18; **CMD** 30 (34 vs. trip)

Feats Blind-Fight^B, Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item, Improved Initiative^B, Run, Skill Focus (Perception, Stealth), Toughness

Skills Acrobatics +10 (+14 jumping), Knowledge (arcana) +13, Knowledge (engineering, history) +8, Perception +19, Spellcraft +13, Stealth +17 (+23 in snow), Survival +4, Swim +2; **Racial Modifiers** +2 Perception, +2 Stealth (+8 in snow), +2 Survival, -4 Swim

Languages Common, Giant

SQ contemplations, meditation, privileged spells **Gear** goggles of magecrafting*, junk golem (2, Pathfinder Roleplaying Game Bestiary 4)

Special Abilities

Contemplations: Silver Wolf has the following contemplations.

Force Bolt (Su): Up to 8 times per day, as a standard action he can unleash a ray of force as a ranged touch attack. This attack deals 2d4 force damage and has a maximum range of 30 ft.

Sensorial Mastery (Ex): He has Blind-Fight and Improved Initiative as a bonus feats.

Meditation: Silver Wolf's darkvision is increased by +60 ft. for a total of 120 ft. He can take 10 when using Linguistics, Perception, and Stealth.

Privileged Spells: Silver Wolf has *alter self, borrow skill*, and *sculpt sound* as his currently available privileged spells. He can have one of these each day

Sublime Transmuter?

The sublime transmuter, also called yamabushi, is a spontaneous spellcasting class from *Mysteries if the Tengu Road: Yamabushi, the Sublime Transmuter* by Zombie Sky Press. Each day, they can change what spells they know, but can only know spells from the transmutation school.

treated as always active; typically selecting *alter self*. They must have their active privileged spell as one of their spells known.

Tirusta, The Hag Wolf CR 12

Deep in the northern forests, there is a frosty vale plagued by a dark evil. The people of this land are accustomed to hardship. Crops fail and herds migrate to warmer climes, but the people remain. Yet in this one vale, the inhabitants fled. The tale of their harrowing ordeal is well known in the area. I was fortunate enough to locate a survivor and hear the story first-hand. I recorded it here in her own words along with variations in her tone and mannerisms that I felt were noteworthy.

The caribou herds were our life. We followed them from place to place. We rode them as southern folk ride horses. I remember as a little girl climbing up mighty tall pines to cut down branches so they could eat during famine spells. Then, during my fourteenth winter, a famine spell came that wouldn't leave. There was something different about this one. I felt it in my bones. My papi felt it too. There's something not right in the woods, he would say.

Then the dreams came. I saw a woman in blue and a woman in black. Between them stood a winter wolf, white as the snow and as tall as me. The woman in blue reached for me. She called my name...I can still hear her whispering voice...

Aniela...Aniela...

The girl seemed to be trapped in some sort of a trance. I prodded her foot and she shook her head, as though waking from a dream.



Tirusta, The Hag Wolf

Where was I? Oh yes, the dreams. They grew strong and stronger. I told Papi of them, and he became very frightened. He forbade me from going out into the woods alone. But this is did not stop the dreams. I grew ill. A fever took hold in me, and I shook with violent seizures. I remember Papi standing over my bed with the other men of the village. They spoke in whispers...but I heard one word. Hags.

There were hags in the woods. For whatever reason, I dreamed of them, and of the winter wolf that accompanied them. The old healer of our clan, Svana, she did all that she could for me, but the fever just grew worse and worse. The seizures became so strong that they had to tie me to the bed to keep me from flinging myself into the fire. Then one day, Papi came in. He kissed me on the head and told me it would be over soon. Then he left with the other men of the village.

They never came back. My mother...she blamed me. She said I was cursed. Svana...she told the others to leave me in the woods for the witches and their dog. She said I was possessed. It didn't take much to convince the other women. They left...they left me there. Well...the fever broke, and seizures stopped. But Papi never came back.

She turned to stare into the fire. A howl outside caused her to look up suddenly.

The wolf found me...she can talk you know. Her name is Tirusta, and she lives with the hags out of mutual respect and protection. She cut me loose and led me to them. But when I saw...they had Papi on stone...she stops talking and looks down.

Tirusta said it was my destiny. Shamara...the black one...she is my...*here she stops again. Then she leans forward and whispers* my mother. But I couldn't do it...I couldn't kill Papi. Soyala—the blue one—she gave me a dagger. She told me to plunge it into his heart, that it would be over that quickly. I stood over him, and I raised the dagger, and I stabbed Tirusta in the back. She howled and I ran...

Now I can never stop running... Another howl caused her to draw near to the fire.

Note: I learned a short time ago that Aniela is dead, mauled by a wolf they believe. Tragic.



Tirusta, The Hag Wolf

CR 12

XP 19,200

Female winter wolf (0-HD) cavalier (great hero*, hexen*) 12

NE Large magical beast (cold)

Init +7; **Senses** darkvision 60 ft., low-light vision, scent; Perception +16

Defense

AC 24, touch 15, flat-footed 20 (+5 armor, +2 deflection, +3 Dex, +1 dodge, +4 natural, -1 size) hp 90 (12d10+24) Fort +12, Ref +9, Will +8 Defensive Abilities unstoppable; Immune cold Weaknesses vulnerability to fire

Offense

Speed 50 ft. **Melee** bite +14 (1d4+4 plus trip/19-20) **Space** 10 ft.; **Reach** 5 ft.

Special Attacks breath weapon (2/day, 15 ft. cone, 2d6 cold, Reflex DC 18 negates), challenge (+12 damage, 3/day), demanding challenge

Tactics

Before Combat If able, Tirusta targets divine casters with her nightmare hex for several days before she and her sisters plan on attacking them.

During Combat She typically begins combat by using her line of destruction ability, and then focuses on any divine casters amongst her foes.

Morale Tirusta flees if both of her coven sisters are slain, or if she is reduced below 20 hit points.

Statistics

Str 16, Dex 16, Con 14, Int 13, Wis 14, Cha 10

Base Atk +12; **CMB** +16; **CMD** 32 (36 vs. trip) **Feats** Combat Expertise, Critical Focus, Dodge, Improved Critical (bite)^B, Improved Initiative^B, Mobility, Outflank^B, Precise Strike^B, Spring Attack, Whirlwind Attack

Skills Acrobatics +15 (+23 jumping), Diplomacy +15, Intimidate +15, Perception +16, Sense Motive +17, Stealth +17; **Racial Modifiers** +2 Perception, +2 Stealth

Languages Common, Draconic, Goblin

SQ banner, divine traits, greater tactician, hexes (DC 17; coven, flight, healing, misfortune, tongues), major

hexes (DC 17; nightmare, retribution), more than mortal, scion talents, tactician (3/day, 9 rounds, standard action)

Gear +2 studded leather barding, bracers of resistance +2, collar of protection +2, belt of natural armor +2, minor cloak of displacement Special Abilities

Divine Traits: Tirusta has the following godling divine traits.

Preternatural Senses I (Su): When making an attack against a foe within 30 ft. with concealment, she can reroll her miss chance roll once.

Preternatural Senses II (Su): She has blindsense 30 ft., and her darkvision is full-color. When attacking creatures with concealment, the miss chance is reduced by 20%.

Scion Talents: Tirusta has the following godling scion talents.

Guarded (Su): She has spell resistance 22, but only against divine spells and spell-like abilities. This includes spells from divine spellcasting classes, spells and spell-like abilities from creatures that cast as equivalent to a divine spellcasting class, and spells and spell-like abilities from any sort of outsider.

Line of Destruction (Ex): As a full-round action, she can move up to 50 ft., making one attack against each creature she is adjacent to as any point during her movement. These attacks are at her full attack bonus and provoke as normal for moving.



This tale I can tell from my own experience. It happened while I was traveling the moors in search of Baywulf of the Nightvale. I was warned by the locals that lights on the heath often lead people astray, just another reason to avoid traveling after dark. But, I wanted to investigate the Baywulf legend, and as the creature was most active at night, I decided against their advice to head out at sunset.

I only just walked beyond sight of the town when I saw lights ahead of me. Remembering their warnings, I turned and headed north...or what I believed to be north. Whenever I saw the lights, I turned. Eventually, I began to doubt the direction I was heading. I turned round to see a light winking behind me. Satisfied that meant I was heading the right way, I looked forward only to see a light in front of me as well. It was then I realized these lights—these will-o'-wisps or whatever they were—were playing a game with me, a game that



Merel

could very easily lead me over a cliff or down a mountainside. I sat down where I was with a sigh, wondering how I was going to get back to the correct path.

That is when I saw it. Coming over a rise, to red lights traveling parallel to each other. As they drew closer, I saw that they were the eyes of an enormous, dog-like creature outfitted with both armor and saddle. I scrambled to my feet and drew out my knife, knowing it would offer me very little protection, but I've been in tougher scrapes than this. I was sure it was a spawn of Baywulf. Then she spoke...and she had the sweetest voice I could possibly imagine coming from such a creature.

"Hello," she said. "Are you lost?"

I was taken aback by the question. I wondered if it was trying to catch me off-guard or distract me so another of its kind could circle round behind me.

"A bit..." I answered. "What are you?" It laughed a delightful, warming laugh.

"I am called many things," she replied. "Some call me the Dog of the Moor. To others, I am known as the Grim. You may call me Merel, for that is my name."

"Merel," I said. "I have not heard this name, though I have heard of the others. You are a portent of death." She laughed again. "Only to some," she stated. "Those who come against me or what I choose to protect meet a swift death. But, if you wish to pass through my lands peacefully, I will show you where you went astray."

"I am here to learn the truth behind the legends of Baywulf," I told her. "I do not wish to harm anyone. I am chronicler of tales, nothing more."

"Take care, chronicler," Merel said in a low voice. "What you seek is beyond deadly. I suggest you return to the town you came from and stay there until morning. They hunt tonight." A chilling howl followed her words. It was answered by another and then another. Merel raised her head and sent a howl of her own into the night air.

"They will not challenge me in the open," she stated. "But we must hurry. To them, you are prey, and they have your scent." Another howl, crueler than the first, tore through the darkness.

"Hurry!" Merel said. "Climb into my saddle. I will carry you to safety." I did not hesitate to do as I was told.

Her fur was long and thick. It was warm, up there on her back. I held on to the armor above her shoulders as she lolloped over the hills of the moor. She was as fast as horse and as silent as a cat as she ran. The hunting howls of Baywulf and his spawn fell behind us



as we drew closer to the town I left earlier that evening. Before long we were at the outskirts. There Merel stopped.

"I go no further," she panted. "The people of the towns fear me. Some of them have reason to."

"Thank you," I said as I slid off her back. "I am most appreciative of your help tonight. Is there anything I can do in return?"

"Tell them I am not as terrible as they think I am," she replied in a voice full of mirth. "And stay out of the moors at night. I'm sure they told you the same thing. Maybe you'll listen to me."

"I will," I promised. I thanked her again and turned to the town. Merel watched until I was safely in the light of the inn. Then she vanished into the darkness.

I tried to learn stories of her the next day, but all the villagers told me were vague rumors about the Dog of the Moor bringing death, and if you see the Grim you are not long for this world. Silly superstitious nonsense. None of them know the truth. Perhaps that is why she saved me that night, so her story could finally be told.

Merel

XP 9,600

Female advanced agile* 8 HD worg taskshaper 4 N Large magical beast

CR 10

Init +25(+5) dual initiative; **Senses** darkvision 60 ft., low-light vision, scent; Perception +16

Defense

AC 26, touch 17, flat-footed 18 (+3 armor, +5 Dex, +3 dodge, +6 natural, -1 size) hp 156 (12 HD; 8d10+4d8+94) Fort +17, Ref +15, Will +8 Defensive Abilities evasion

Offense

Speed 60 ft. **Melee** bite +18 (1d6+12 plus trip)

Jactics

Before Combat Merel expends a moment of change to gain resistance 5 against the most commonly used energy type her foes use.

During Combat She typically fights defensively (-4 attack, +3 dodge) and moves around, typically placing difficult terrain between herself and her opponents to prevent them from charging her.

Morale She flees if reduced below 30 hit points.

Statistics

Str 26, **Dex** 20, **Con** 24, **Int** 14, **Wis** 20, **Cha** 16 **Base Atk** +11; **CMB** +20; **CMD** 38 (42 vs. trip) **Feats** Acrobatic Steps, Dodge, Mobility, Nimble

Moves, Spring Attack, Wind Stance

Skills Acrobatics +14 (+26 jumping), Bluff +12, Climb +12, Diplomacy +12, Disguise +12, Knowledge (arcana, local) +11, Perception +16, Sense Motive +14, Spellcraft +11, Stealth +12, Survival +16, Swim +12; **Racial Modifiers** +2 Perception, +2 Stealth, +2 Survival

Languages Common, Draconic, Goblin, Sylvan

SQ change shape, mimicry, moment of change, perfect copy, shaped capacity

Gear bracers of armor +3

Special Abilities

Change Shape (Su): By expanding one moment of change, Merel can assume the appearance of a humanoid creature (as alter self), expect retaining all her normal abilities. This ability functions with a caster level of 4.

Mimicry (Ex): Merel is proficient with all simple and martial weapons, and all armor and shields. She can use any spell trigger or spell completion item as if the spells where on her spell list.

Moment of Change (Su): Merel has 7 moments of change each day which she can expend to activate some of her abilities. Once per round, she can expend 1 moment of change as a free action.

Imprint Feat: For one round, she can exchange one feat she has for another feat she qualifies for.

Imprint Skill: For one round, she can exchange the ranks of any one Strength of Dexterity-based skill for one check.

Modified Advantage: She gains a +1 bonus to any single d20 roll.

Perfect Copy (Su): When she changes shape, Merel can assume the appearance of specific individuals.

Shaped Capacity (Su): Merel has the following shaped capacities.

Improved Modified Advantage: This increases her modified advantage bonus from +1 to +2.

Shaped Resistance: This grants her resistance 5 to one energy type of her choice.



I met Judge Kerist several months after my initial introduction to Lady Fera. He is not as friendly as his

companion. Judge Kerist is an imposing figure, with silky silver fur and glowing blue eyes. He is very serious, with a grave voice and sombre demeanor. I met him on a hunt for a coven of hags that was terrorizing several villages in the plains. One night, sharing a campfire with Lady Fera and Judge Kerist, he shared his history with me. I recorded his words and preserved them here.

I was born in the wild, a normal worg in every way. I was the smallest of my litter and had to fight from my first day for survival. I remember the day everything changed. The first time I left the den, I caught a scent that was new and different. I followed it away from the den for some time until it circled back around. That's when I saw that thing. It had already devoured my mother and was pouncing on my siblings, one by one. I hid, watching in horror as my pack was exterminated. After the thing left, I stayed where I was until nightfall. Then I stumbled through the woods, whimpering and shivering with fright. Then I smelled something delicious and forgot my terror as I was overcome by hunger.

I followed the scent to a campfire. There I saw strange creatures that stood on their back legs roasting a deer over the flames. They were priests on a pilgrimage, and I stumbled upon their camp. Alone and starving, I stayed just outside the glow of their fire, quietly whimpering. They heard me and took pity on me. The priests fed me and cared for me. They took me back to their enclave where I was raised by their temple guardians—a mated pair of foo dogs named Dawa and Nima. Dawa became Father to me and Nima became Mother. They nurtured my intelligence and taught me what it is to be good. Because of them, I am who I am today. I am deeply grateful for what they gave me, and I will never forget.

In my seventh year, the enclave was attacked. I wasn't there. Word reached me in the west, and I rushed to their defense. But...I was too late. Dawa and Nima were dying, and all of the priests were dead. Dawa and Nima breathed their powers into me with their final breaths. I swore to them I would hunt down the evil responsible for the destruction of my home and my family. When I find them, and I shall, they will pay for what they have done. This is my holy mission, to cleanse the world of evil. I will not stop until every last one of my foes lies dead at my feet.

K 9



XP 6,400 Male celestial worg inquisitor 8 NG Medium magical beast (extraplanar)



Judge Kerist

Init +9; **Senses** darkvision 60 ft., low-light vision, scent; Perception +19

Defense

AC 23, touch 11, flat-footed 22 (+10 armor, +1 Dex, +2 natural) hp 82 (12 HD; 4d10+8d8+24) Fort +12, Ref +7, Will +11 DR 10/evil; Resist acid 15, cold 15, electricity 15; SR 14

Offense

Speed 30 ft. Melee bite +14 (1d6+4 plus trip) Special Attacks bane (8 rounds/day), scourge of the enemy, smite evil (1/day, +12 damage) Inquisitor Spell-Like Abilities (CL 8th; concentration +12) At will-detect alignment 8 rounds/day-discern lies



Inquisitor Spells Known (CL 8th; concentration +12)

- 3rd (3/day)—cure serious wounds, dispel magic, heroism
- 2nd (5/day)—lesser restoration, resist energy, shield other, zone of truth
- 1st (5/day)—bless water, comprehend language, divine favor, shield of faith, true strike
- o (at will)—create water, detect magic, guidance, light, read magic, stabilize

Domain zeal inquisition

Tactics

Before Combat Kerist typically casts *heroism* and *shield of faith* on himself. These are not included in his statistics.

During Combat If there are any members of his scourge of enemy organization, he focuses on them. He usually uses the healing (fast healing 3) judgment and either destruction (+3) or justice (+2).

Morale Kerist fights to the death against members of his scourge of enemy organization, otherwise he tactically retreats after his allies have already fled, or if reduced below 15 hit points.

Statistics

Str 16, Dex 12, Con 14, Int 13, Wis 18, Cha 12
Base Atk +10; CMB +13; CMD 24 (28 vs. trips)
Feats Coordinated Defense^{B,APG}, Dazzling Display, Improved Initiative, Lunge, Skill Focus (Diplomacy), Swap Places^{B,APG}, Vital Strike, Weapon Focus (bite)
Skills Acrobatics +6, Diplomacy +22, Intimidate +18, Knowledge (arcana) +10, Perception +19, Sense Motive +21, Spellcraft +12, Stealth +13, Survival +14; Racial Modifiers +2 Perception, +2 Stealth, +2 Survival Languages Celestial, Common, Goblin

SQ cunning initiative, judgment (2, 3/day), monster lore +4, solo tactics, stern gaze +4, track +4, zealous surge

Gear +1 defiant^{UE} (magical beast) mithral full-plate barding

Special Abilities

Zealous Surge (Sp): Once per day, when he is reduced to 0 or fewer hit points, he heals 12 hit points of damage.

Scourge of the Enemy (Ex): Kerist is dedicated to the downfall of the [insert evil religious organization in your campaign]. He treats members of this organization as his favored enemy (+2 bonus).

Qixua CR8

The southern grasslands are known for their diverse wildlife and rich cultures. Many mythical tales can be found there about fantastic beasts, gods who walk the earth, and terrible monsters that prey upon the people. One tale that I found particularly interesting is the legend of Qixua. I met Iktomi in my quest for southern tales. He provided me a wealth of information about the stories and cultures of the region, and proved to be an invaluable guide. One night, as we listened to a pack of hunting wolves in the distance, he told me the tale of Qixua, which I recorded here in his own words.

There is a demon in the mountains. A demon of fire and flame and death. Qixua is her name. She comes up from the Abyss to burn all around. She is evil. Nothing is safe from her fire. We have a saying in the plains. When the mountains smoke and rumble, Qixua is coming.

She is a great wolf with ash gray fur and eyes like burning coals. Giant wings of fire can sprout from her back, and she is surrounded by an unnatural smoke that shuts out all light. She speaks the language of the demons and of fire. There is no reason to her hatred, just pure evil. She rains fire on the plains and laughs as the people and animals flee before her.

Some villages try to appease Qixua. They offer her goats and cattle, slaves, virgins, anything to turn her wrath away from them and their lands. Qixua takes their offerings and then burns their villages to the ground. Others try to bribe her, to turn her on their enemies. They give her food and gold, beautiful things and slaves. She takes them all, and she does destroy their enemies, but at a greater cost. For then she turns against those who thought they could buy her power.

There are those that pray to Qixua, madmen who want nothing more than to see the world burn. They laugh and dance in the wake of her fires. Even these vile men of darkness are not safe from her flames, but they rejoice in their own destruction. Of all the people of the plains, these mad cultists amuse Qixua the most, and are almost as dangerous as the demon they worship.

Note: I sought Qixua to learn the truth behind Iktomi's tale. In the volcanic mountains above the plains, I found passages leading underground. There I found Qixua's lair. She is not a demon, but a worg that seems to have been touched by the Abyss. She knows magic,

mostly fire spells, and wields them effectively against the people of the plains. She is as crazy as Iktomi made her seem.

Unaware of my intrusion, she carried on a...I suppose you would call it a game, where she let a slave run free and then lit them on fire with various spells. I suppose one could also call it target practice. It was terrible to watch. I tried to sneak around by the cages holding her prisoners, but before I could reach them she saw me. I was forced to flee and leave them behind. Those captives are likely all dead now, but I'm sure there are more. If Iktomi's tales of sacrifice are true, then she has a steady supply of victims provided to her by the terrified people of the villages. The only way to stop this is to find a way to destroy her.

Qixua

XP 4,800

Female entropic worg oracle 7 CE Medium magical beast (extraplanar) **Init** +7; **Senses** darkvision 60 ft., low-light vision, scent; Perception +14

CR 8

Defense

AC 21, touch 16, flat-footed 18 (+3 armor, +3 deflection, +3 Dex, +2 natural) hp 75 (11 HD; 4d10+7d8+22) Fort +7, Ref +9, Will +10 DR 10/lawful; Resist acid 15, fire 15; SR 13

Offense

Speed 40 ft., fly 60 ft. (average) **Melee** bite +11 (1d6+3 plus trip) **Special Attack** smite law (1/day, +4 attack, +11 damage)

Oracle Spells Known (CL 7th; concentration +11)

- 3rd (5/day)—bestow curse (DC 17), deeper darkness, fireball (DC 19), inflict serious wounds (DC 17)
- 2nd (7/day)—cure moderate wounds, hold person (DC 16), inflict moderate wounds (DC 16), resist energy, silence (DC 16)
- 1st (7/day)—bane (DC 15), burning hands (DC 17), divine favor, doom (DC 15), entropic shield, inflict light wounds (DC 15), shield of faith
- o (at will)—bleed (DC 14), create water, detect magic, guidance, purify food and drink, read magic, spark^{APG}

Mystery flames

Tactics

Before Combat If Qixua knows she is about to enter combat, she casts *shield of faith* and activates her wings of fire revelation.



Qixua

During Combat Qixua typically initiates combat with a *fireball*, and then follows up with *deeper darkness*, after which she trusts in her ability to simply outlast her opponents in melee. The first two times she is reduced below 40 hit points, she withdraws and heals herself with a single *cure moderate wounds* each time, then reengages her foes.

Morale If reduced below 10 hit points and unable to heal herself, or reduced below 40 hit points a third time, Qixua flees.

Base Statistics AC 18, touch 13, flat-footed 15 (no delfection); **Speed** no fly; **Skills** Fly –. Statistics

Str 14, **Dex** 16, **Con** 12, **Int** 6, **Wis** 14, **Cha** 18 **Base Atk** +9; **CMB** +11; **CMD** 24 (28 vs. trip)

Feats Greater Spell Focus (evocation), Improved Initiative, Iron Will, Nimble Moves^B, Reach Spell^{APG}, Spell Focus (evocation), Toughness

Skills Acrobatics +3 (+7 jumping), Fly +3, Perception +14, Spellcraft +8, Stealth +15, Survival +4; **Racial Modifiers** +2 Perception, +2 Stealth, +2 Survival

Languages Common, Goblin, Ignan, Infernal

SQ oracle's curse (tongues; Abyssal, Ignan), revelations (burning magic, cinder dance, wings of fire)

Gear bracers of armor +3

Pack Lord Fellmaw CR7

In my travels through the western mountains, I happened upon an isolated valley that was home to a quaint, idyllic town. The village of Klarenbach is nestled in a forest clearing surrounded by apple groves and a beautiful brook that runs down through the valley. The forest around it is dark and ominous, but the people do not seem to mind it. They built towers all along the perimeter of their lands, marked with red and gold flags.

They are very welcoming. When I reached the inn, Humbert, the owner of the establishment, greeted me with a bear hug and a pint of beer. He very proudly told me that he brewed it himself from barley grown in the village's own fields. It was really quite good. All of their food is grown right in their fields, and they make apple cider and apple wine which is absolutely delicious.

I asked about the flags, but no one seemed too keen to answer my questions. Everyone I met told me not to worry and enjoy my stay. Everyone from the village came to the inn for dinner. This is apparently a regular occurrence. I learned that all the fields and orchards are owned communally. Everyone works to grow and harvest the food, and no one ever goes hungry. The men venture out into the woods, dressed in red and gold, while the women care for the herd of sheep and cattle and flocks of chickens, geese, and ducks. The girls spin wool into thread and weave cloth. The old women make the clothes, and the boys and old men care for the gardens, fields, and orchards.

I greatly enjoyed hearing how these people live. It was refreshing to see a community so united. All cared for the sick and infirm. Everyone was family. It really is an amazing place. I went to my room, glad to find such a place of goodness and wholesome community in the world. I should have known the illusion would be shattered as soon as I looked beyond the surface.

I woke in the night to a terrible noise. I looked out my window to see a girl running through the streets, screaming. She was dressed all in white and had a lantern tied around her neck. Then I saw black shapes chasing after her and ran downstairs. Humbert was awake, sitting by the fire with a pint.

"Can't you hear that?" I demanded. "She needs help! Something's out there!" Humbert looked up at me in confusion for a moment. Then he laughed.

"Oh that," he said. "Don't worry about it. She won't feel a thing. Poor girl's got enough alcohol in her to drown a horse." I stared at him in shock.

"This...this is some sort of sacrifice?" I asked.

"Of course," he replied. "What do you think the flags are for? The packs stay out of the village if we keep the flags up, but one night a year we have to take them down. It's our agreement. If we let them hunt once a year, the packlord protects us and our flocks and herds. It's a good balance. We feed them, and they keep us safe."

"Packlord?" I questioned.

"Packlord Fellmaw," Humbert replied. "A worg. A scary one. He used to slaughter our people until we reached an agreement. He takes our sacrifices in return for leaving us alone and protecting the community. His packs obey him. He tells them to stay away from the flags, so they do. We wear red and gold when we hunt so they leave us be in the woods. But if we don't, then we're food."

"I don't understand how you can just sacrifice your children to this thing," I stated. Humbert just shrugged and returned to his pint. I turned to the door only to find it sealed shut.

"You can't get out," Humbert told me. "Not until morning. Believe me, you don't want to. Anyone out there tonight is prey." I heard another scream and went to the window. I saw an old woman being mauled by three wolves.

"They all volunteer," he said. "The weak, the sick, they volunteer for this to keep the community strong."

I couldn't watch any longer. I returned to my room and stuffed my ears with cotton to block out the sound. The next day I left. Packlord Fellmaw can have his village. It sickens me to think of people willingly entering such an arrangement, but a worg controlling packs of wolves...I was not equipped to fight that.

Pack Lord Fellmaw CR7

XP 3,200

Male worg spell-less ranger 5 NE Medium magical beast **Init** +4; **Senses** darkvision 60 ft., low-light vision, scent; Perception +15

Defense

AC 16, touch 14, flat-footed12 (+4 Dex, +2 natural) hp 76 (9d10+27) Fort +11, Ref +12, Will +5

Offense

Speed 40 ft. Melee bite +15 (1d6+7 plus trip/19-20) Special Attacks favored enemy (human +2, magical beast +4), stealth attack +1d6

Jactics

During Combat Fellmaw has his companions flank with himself or themselves. He usually uses his Vital Strike feat.

Morale If one of Fellmaw's animal companions is killed, he orders the other to flee and they do. If both of his animal companions are slain, he fights to the death. Statistics

Str 20, **Dex** 18, **Con** 16, **Int** 6, **Wis** 16, **Cha** 10 **Base Atk** +9, **CMB** +14; **CMD** 28 (32 vs. trip)

Feats Endurance^B, Extra Ranger Talent, Run, Skill Focus (Stealth, Survival), Vital Strike, Weapon Focus (bite)^B

Skills Acrobatics +9 (+17 jumping), Handle Animal +12, Heal +3 (+5 in plains), Perception +15, Stealth +18, Survival +12; **Racial Modifiers** +2 Perception, +2 Stealth, +2 Survival

Languages Common, Goblin

SQ combat style (natural), fast movement, favored terrain (plains +2), nature's healing, ranger talents, track +2, wild empathy +5

Special Abilities

Fast Movement (Ex): Fellmaw's has a +10 ft. increase to his base land speed.

Hunter's Bond (Ex): Fellmaw has a 5th-level wolf animal companion (See Appendix 1 of the *Pathfinder Roleplaying Game NPC Codex*). It knows the aid*, attack, flank*, flee*, heel, menace*, seek, and sneak* tricks.

Nature's Healing (Ex): Fellmaw's extensive knowledge regarding the flora and fauna of his favored terrain gives him a +2 bonus to all Heal skill checks made when in plains. As long as he's in plains, he can use the Heal skill for the following benefits:

Long-Term Care: If his Heal check is successful, the patient recovers hit points or ability score points lost to ability damage at three times the normal rate: 3 hp per character level for a full eight hours of rest in a day, or 6 hp per character level for each full day of complete rest; 3 ability score points for a full eight hours of rest in a day, or 6 ability score points for each full day of complete rest.

The various items and supplies necessary (bandages, salves, and so on) are easy to come by in plains.

Treat Deadly Wounds: When treating deadly wounds in plains, he can restore an additional 1d6+1 hp.

He doesn't need to use a healer's kit to treat wounds when in plains and receive no penalties for not having such an item. *Treat Poison:* If his Heal check exceeds the DC of the poison by 5 or more, the patient receives a +8 competence bonus on its saving throw against the poison.

Treat Disease: If his Heal check exceeds the DC of the disease by 5 or more, the patient receives a +8 competence bonus on its saving throw against the disease.

Ranger Talents: As a spell-less ranger, Fellmaw has the following ranger talents.

Additional Animal Companion (Ex): He has a second 5th-level wolf animal companion.

Favored Attack (Ex): When making an attack against a favored enemy, or in a favored terrain, the critical threat range of his bite doubles.

Stealth Attack: If Fellmaw catches an opponent unable to defend itself; such as when the target is denied there Dexterity bonus to AC or when flanking them; he deals additional damage against an opponent. He only gains this bonus damage against favored enemies or while in a favored terrain.

Frost Wolf, Spirit of the Tundra CR 6

Crossing the tundra in my quest for the Fenris Wolf, I met a most unusual creature. Frost Wolf calls himself the Spirit of the Tundra. He believes himself to be the incarnation of winter. I believe his is a cautionary tale. This is what happens to a person when one is alone on the ice for too long. These are his words, exactly as he spoke them.

The Frost Wolf stalks the land, bringing winter in his steps. He is the cold. He is the ice. He is the Tundra. The Frost Wolf was born of winter's breath. His blood is ice, his breath the winter wind. His howls freeze the hearts of the mortals who dwell in his domain. Flee before the Frost Wolf. Shutter your windows and stoke your fires. The Frost Wolf brings winter to your door.

The Frost Wolf hunts the hunters. The Frost Wolf devours the devourers. Beware, all you who challenge his power. Fear him, all you who would ravage his domain. The Frost Wolf is unforgiving. He will not turn from your scent. He will not abandon the hunt. The Frost Wolf never loses his prey. He will find you, and he will punish you for damaging his lands and massacring his herds. He will strip your flesh from your bones and devour your heart. The Frost Wolf does not forget.

Note: The locals tell me that the Frost Wolf is less dangerous than he sounds. He will attack any who harm the lands, but if you respect nature he leaves you alone. Some of them believe he is the manifestation of the Tundra. They see him as their totem, their protector. They leave reindeer meat for him. In return, he watches over their herds and protects their lands from poachers and intruders.

Whatever Frost Wolf might be, he is not evil. He cares about the tundra and the creatures that call it home, from the people to the smallest animal crawling along the ground. No one knows where he came from. He just appeared one day, defending a group of seals from southern poachers. From that day on, the people of the tundra accepted him as the guardian of their lands.

The Three-Fold Mind Erox, Onyx, and Grux

The Three-Fold Mind is not one creature, but three. They are three siblings—the brothers Erox and Grux and their sister Onyx. I met these three numerous times over the years, individually and together. They are in the midst of a long, ongoing game of cat-andmouse. Erox always seems to be seeking the other two, while Grux is intent on getting away from his elder siblings. I met Erox first. He did not care to speak with me at first, but once I promised to help him find his siblings, he was more conversant.

Frost Wolf, Spirit of the Tundra CR 6

XP 2,400

Male pygmy winter wolf druid (arctic^{APG}) 4) N Medium magical beast (cold) **Init** +8; **Senses** darkvision 60 ft., low-light vision, scent; Perception +12

Defense

AC 22, touch 15, flat-footed 17 (+4 Dex, +1 dodge, +7 natural) hp 71 (10 HD; 6d10+4d8+20)

Fort +11, Ref +10, Ref +10

Defensive Abilities arctic endurance; **Immune** cold, dazzled; **Resist** fire 10 **Weaknesses** vulnerability to fire

Offense

Speed 40 ft.

Melee bite +10 (1d6+1 plus 1d6 cold and trip)

Special Attacks breath weapon (15 ft. cone, 6d6 cold, DC 17 half, once every 1d4 rounds), call cold

Druid Spells Prepared (CL 4th; concentration +8) 2nd—aspect of the bear^{D,APG}, barkskin, resist energy, unshakable chill^{UM} (DC 16)

1st−cure light wounds, frostbite^{D,UM}, longstrider, magic fang, obscuring mist

o (at will)—create water, detect magic, guidance, purify food and drink

D domain spell; Domain arctic^{UM}

Jactics

Before Combat Frost Wolf casts *aspect of the bear*, *longstrider*, and *resist energy* (fire) before combat. These are included in his statistics.

During Combat Frost Wolf begins combat by casting *create water* on whoever appears to be the leader, trusting nature to aid him against his foes. If he is having trouble hitting his foes, he withdraws to cast *magic fang* and *guidance*, then reengages in melee.

Morale Frost Wolf flees if reduced below 20 hit points, casting *obscuring mist* to cover his escape.

Base Statistics AC 20, flat-footed 17 (+5 natural); **Resist** no fire 10; **Speed** 30 ft.; **CMB** +10; **Skills** Acrobatics +10 (+14 jumping).

Statistics

Str 13, Dex 18, Con 14, Int 10, Wis 19, Cha 14 Base Atk +9; CMB +12; CMD 25 (29 vs. trip) Feats Dodge, Eschew Materials, Improved Initiative, Run, Wind Stance

Skills Acrobatics +10 (+18 jumping), Handle Animal +12, Knowledge (geography) +6, Knowledge (nature) +10, Linguistics +1, Perception +12, Spellcraft +5, Stealth +14, Survival +12, Swim +6; **Racial Modifiers** +2 Perception, +2 Stealth (+8 in snow), +2 Survival **Languages** Common, Druidic, Giant, Sylvan **SQ** arctic native, icewalking, nature bond (arctic domain), nature sense, wild empathy +6

Special Abilities

Arctic Native (Ex): Frost Wolf has a +2 bonus to initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks in cold or icy terrain. This replaces woodland stride.

Call Cold (Su): Up to 5 times per day, Frost Wolf can channel energy as a 4th-level cleric. He can only heal
(or command) creatures with the cold subtype, healing 2d6 damage with each use.

Icewalking (Ex): Frost Wolf suffers no penalty to speed or on Acrobatics, Climb, or Stealth checks in snowy or icy terrain or weather conditions, and can walk across snow crusts or thin ice without breaking through. This ability replaces trackless step.

Erox, The First Mind CR 5

I don't have time for frivolous conversation. My brother and sister will be up to who-knows-what mischief without my guidance. We share a bond— Onyx, Grux, and me. On the same plane, we can sense each other. I have never had this trouble finding them before. I can't feel them. Somehow...they are beyond my reach.

Help me find them, human, and you have my word we will not do you harm. Fail, and I will devour your innards while you still draw breath. If these terms are agreeable, then we have nothing else to say, and you may be on your way. If not, then I have just found my lunch.

Note: Needless to say, I found his terms agreeable. The other two were difficult to find. They finally turned up in the lair of a red dragon. She had them locked in a cage after they tried to steal a diamond the size of a large shield that she kept on a pedestal in the middle of her hoard. Grux refused to speak. Apparently it was his sister's fault that they were caught. Onyx was quite talkative after I got them out of the cage.

Erox, The First Mind



XP 1,600

Male phalanx terror young worg monk (maneuver master^{UC}) 4 LE Small magical beast **Init** +4; **Senses** darkvision 60 ft., low-light vision, scent; Perception +17 **Aura** fear (20 ft., DC 14) Defense **AC** 21, touch 21, flat-footed 16 (+4 Dex, +1 dodge, +5 monk, +1 size) **hp** 48 (8 HD; 4d10+4d8+8) **Fort** +9, **Ref** +12, **Will** +9 **Defensive Abilities** evasion, maneuver defense, negative energy absorption; **Immune** fear

Offense

Speed 40 ft.

Melee bite +11 (1d4+4 plus trip) or unarmed strike +11/+6 (1d6+3)

Special Attacks assistance, coordinate tactics, flurry of maneuvers, stunning fist (5/day, DC 18, fatigued or stunned 1 round)

Jactics

During Combat If Grux and Onyx are present, they work together to best attack a single foe using hit and run tactics. If alone, he attempts to draw his opponents apart, focusing on the weakest of them.

Morale If alone, Erox flees if reduced below 15 hit points. If one of his siblings is slain, he fights to the death.

Statistics

Str 16, Dex 18, Con 12, Int 8, Wis 18, Cha 10

Base Atk +7; **CMB** +10 (+12 disarm); **CMD** 29 (31 vs. disarm; 33 vs. trip)

Feats Dodge, Go Unnoticed^{APG}, Improved Disarm^B, Improved Unarmed Strike^B, Low Profile^{APG}, Mobility^B, Stunning Fist^B, Underfoot^{APG}

Skills Acrobatics +12 (+16 jumping), Perception +17, Stealth +20, Survival +6; **Racial Modifiers** +2 Perception, +2 Stealth, +2 Survival

Languages Common, Goblin

SQ fast movement, *ki* pool (6 points; *magic*), maneuver training, reliable maneuver, true hivemind, telepathic bond

Special Abilities

True Hivemind (Ex): Erox gains the following additional abilities if you are using his siblings. If you don't use his siblings, he gains no benefit from the phalanx creature template; changing his CR to 4 (XP 1,200).

Grux: Feats Escape Route^{B,UC}, Precise Strike^{B,APG}, Shadow Strike^{B,APG}; Skills Intimidate +3, Survival +9.

Onyx: Init +8; Melee bite +12 (1d4+4 plus trip) or unarmed strike +12/+7 (1d6+3); CMB +11 (+13 disarm); Feats Agile Maneuvers^B, Improved Initiative^B, Weapon Finesse^B; Skills Knowledge (dungeoneering, local) +4, Sense Motive +9, Survival +9.

Onyx, The Second Mind CR4

Thank you, thank you, thank you! Whoever you are. That dragon is so grouchy! She has plenty of other shiny things. Why can't she give me the diamond? It's so pretty, but she keeps it locked up in her dark lair where it can't sparkle and shine. Does that seem right to you? I'd give it back. Actually, no I won't, but I told her I'd give it back and she still wouldn't let me have it! She's so greedy!

Don't tell Erox where we went. He'll just get mad. We were playing in the plane of Air. It was fun, but Grux didn't like all the falling. Well, I suppose we should go find the old sourpuss. Bye for now.

Note: The next time I met them, Erox and Onyx were arguing about something, and Grux was trailing behind. When he saw me, he held back until his siblings were out of sight. Then he grinned at me and ran in the opposite direction. I followed and saw him duck around behind some ruins. As I grew closer, I heard him muttering.

Onyx, The Second Mind CR4

XP 1,200 Female phalanx terror young worg rogue 2

NE Small magical beast **Init** +8; **Senses** darkvision 60 ft., low-light vision, scent; Perception +10 **Aura** fear (20 ft., Will DC 13)

Defense

AC 15, touch 15, flat-footed 11 (+4 Dex, +1 size) hp 42 (6 HD; 4d10+2d8+12) Fort +6, Ref +11, Will +2 Defensive Abilities evasion, negative energy absorption; Immune fear

Offense

Speed 30 ft.Melee bite +8 (1d4+4 plus trip)Special Attack assistance, coordinated tactics, sneak attack +1d6 plus 1 bleed

Jactics

During Combat If Erox and Grux are present, they work together to best attack a single foe using hit and run tactics. If alone, she attacks from surprise and then withdraws, waiting for them to either bleed to death or their allies to use limited resources.

Morale If alone, Onyx flees if reduced below 15 hit points. If one of her siblings is slain, she fights to the death.

Statistics

Str 16, **Dex** 18, **Con** 14, **Int** 10, **Wis** 13, **Cha** 10 **Base Atk** +5; **CMB** +8; **CMD** 21 (25 vs. trip)

Feats Agile Maneuvers, Improved Initiative, Weapon Finesse

Skills Acrobatics +9, Escape Artist +11, Knowledge (dungeoneering, local) +8, Perception +10, Sense Motive +6, Stealth +14, Survival +6; Racial Modifiers +2 Perception, +2 Stealth, +2 Survival Languages Common, Goblin

SQ rogue talent (bleeding attack), trapfinding +1, true hivemind, telepathic bond

Special Abilities

True Hivemind (Ex): Onyx gains the following additional abilities if you are using her siblings. If you don't use her siblings, she gains no benefit from the phalanx creature template; changing her CR to 2 (XP 600).

Erox: AC 16, touch 16 (+1 dodge); Melee unarmed strike +8 (1d2+4); CMB +8 (+10 disarm); CMD 22 (26 vs. trip); Feats Dodge^B, Go Unnoticed^{B,APG}, Improved Disarm^B, Improved Unarmed Strike^B, Low Profile^{B,APG}, Mobility^B, Underfoot^{B,APG}; Skill Perception +14.

Grux: Feats Escape Route^{B,UC}, Precise Strike^{B,APG}, Shadow Strike^{B,APG}; Skills Intimidate +6.



CR 3

Grux, The Third Mind

XP 800 Male phalanx terror young worg expert 1 NE Small magical beast Init +5; Senses darkvision 60 ft., low-light vision, scent; Perception +9 Aura fear (20 ft., Will DC 13)

Defense

AC 16, touch 16, flat-footed 11 (+5 Dex, +1 size) hp 31 (5 HD; 4d10+1d8+5) **Fort** +5, **Ref** +9, **Will** +4 Defensive Abilities negative energy absorption; Immune fear

Offense

Speed 30 ft. Melee bite +8 (1d4+4 plus trip) Special Attacks assistance, coordinated tactics

Tactics

During Combat If Erox and Onyx are present, they work together to best attack a single foe using hit and run tactics. If alone, he fights defensively, focusing on a single foe at a time.

Morale If alone, Grux flees if reduced below 10 hit points. If one of his siblings is slain, he fights to the death.

Statistics

Str 16, Dex 20, Con 12, Int 10, Wis 13, Cha 10 Base Atk +4; CMB +6; CMD 21 (25 vs. trip) Feats Escape Route^{UC}, Precise Strike^{APG}, Shadow StrikeAPG

Skills Acrobatics +10, Intimidate +6, Perception +9, Stealth +16, Survival +9, Swim +7; Racial Modifiers +2 Perception, +2 Stealth, +2 Survival Languages Common, Goblin SQ true hivemind, telepathic bond

Special Abilities

True Hivemind (Ex): Grux gains the following additional abilities if you are using his siblings. If you don't use his siblings, he gains no benefit from the phalanx creature template; changing his CR to 1 (XP 400).

Erox: AC 17, touch 17 (+1 dodge); Melee unarmed strike +8 (1d2+4); CMB +6 (+8 disarm); CMD 22 (24 vs. disarm; 26 vs. trip); Feats Dodge^B, Go Unnoticed^{B,APG}, Improved Disarm^B, Improved Unarmed Strike^B, Low Profile^{B,APG}, Mobility^B, Underfoot^{B,APG}; Skills Perception +14.

Onyx: Init +9; Melee bite +10 (1d4+4 plus trip); CMB +8; Feats Agile Maneuvers^B, Improved Initiative^B, Weapon Finesse^B; Skills Knowledge (dungeoneering, local) +8, Perception +10.



Appendix - Races, Archetypes, and Other Rules

Worg and Winter Wolf Player Characters

The most commonly encountered type of worgs and winter wolves are those with racial Hit Dice, which make it unlikely a GM will allow them as PCs, especially at 1st-level. Below are o Hit Dice builds for both worg and winter wolf, built using the rules from Chapter 4 of the *Pathfinder Roleplaying Game Advanced Race Guide*.

Worg (15 RP)

Worgs are defined by class levels—they do not possess racial Hit Dice. Worgs have the following racial traits.

+2 Strength, +2 Dexterity, -2 Intelligence: Worgs are strong and agile creatures, but find certain things difficult to understand.

Magical Beast: Worgs are magical beasts.

Medium: Worgs are Medium creatures and have no bonuses or penalties due to their size.

Fast Speed: Worgs have a base speed of 40 ft. This grants them a +4 racial bonus to Acrobatics checks to jump.

Quadruped: Worgs have four legs and no arms. This prevents them from using the vast majority of manufactured items, but grants them a +4 bonus to their CMD against trip attempts.

Darkvision: Worgs can see in the dark up to 60 ft.

Low-Light Vision: Worgs can see twice as far as humans in conditions of dim light.

Scent: Worgs have the scent universal monster ability. **Bite**: Worgs have a natural bite attack which deals 1d3 points of damage. This is a primary natural attack.

Natural Armor: Worgs have a +1 natural armor bonus to Armor Class.

Skill Bonus: Worgs have a +1 racial bonus to Perception and Stealth skill checks.

Languages: Worgs begin play knowing Common and Goblin. Worgs with high Intelligence scores can choose from the following: Aklo, Draconic, Giant, Gnoll, Orc, Sylvan, and Undercommon.

Winter Wolf (40 RP)

Winter wolves are defined by their class levels—they do not possess racial Hit Dice. A winter wolf's challenge rating is equal to their class level. Winter wolves have the following racial traits.

+2 Strength, +2 Dexterity, +2 Constitution: Winter wolves are physically imposing.

Magical Beast: Winter wolves are magical beasts.

Large: Winter wolves are Large and take a -1 size penalty to AC, take a -4 size penalty on Stealth checks, and gain a +1 size bonus on combat maneuver checks and to combat maneuver defense.

Cold Subtype: Winter wolves have the cold subtype. They are immune to cold damage, but have vulnerability to fire.

Fast Speed: Winter wolves have a base speed of 50 ft. This grants them a +8 racial bonus to Acrobatics checks to jump.

Quadruped: Winter wolves have four legs and no arms. This prevents them from using the vast majority of manufactured items, but grants them a +4 bonus to their CMD against trip attempts.

Darkvision: Winter wolves can see in the dark up to 60 ft.

Low-Light Vision: Winter wolves can see twice as far as humans in conditions of dim light.

Scent: Winter wolves have the scent universal monster ability.

Bite: Winter wolves have a natural bite attack which deals 1d4 points of damage. This is a primary natural attack.

Breath Weapon (Su): Twice per day, a winter wolf can make a breath weapon attack, deals 2d6 cold damage in a 15 ft. cone. A successful Reflex save (DC 10 + one-half the winter wolf's character level + the winter wolf's Constitution modifier) negates this damage.

Trip: When a winter wolf successfully bites a target can attempt to trip its opponent as a free action without provoking an attack of opportunity. If the attempt fails, the winter wolf is not tripped in return.

Natural Armor: Winter wolves have a +2 natural armor bonus to Armor Class.

Skill Bonus: Winter wolves have a +2 racial bonus to Perception and Stealth skill checks.

Languages: Winter wolves begin play knowing Common and Goblin. Winter wolves with high Intelligence scores can choose from the following: Aklo, Draconic, Giant, Gnoll, Orc, Sylvan, and Undercommon.



Some of the many and varied worgs above have the following archetypes. Universal archetypes can be gained by any class, replacing certain class features.

Aberrant (Aegis Archetype)

Using ectoplasm is the way a typical aegis protects and enhances the physical body. Others have discovered that by directly altering the body, they can achieve similar results, although they might have a more grisly appearance. These aberrants often have misshapen or twisted forms, yet they are equally deadly.

Transformed Body (Su): An aberrant learns to modify his own form, rather than covering himself in an ectoplasmic suit. The aberrant gains a +1 natural armor bonus to his AC. At 5th level and every 5 levels thereafter (10th, 15th, and 20th), the natural armor bonus increases by 1.

An aberrant can modify his form in a fashion similar to the aegis's customization, but his options are more limited. He can choose customizations from the customization list below, as well as new customizations exclusive to the aberrant. Because the aberrant is modifying his own body, he can wear armor as normal.

The aberrant gains Hardened Strikes and Brawn as a free customization. At 2nd level, the aberrant gains Darkvision as a free customization. At 10th level, the aberrant gains Improved Damage Reduction as a free customization.

This ability replaces Astral Suit.

Vim (Ps): The aberrant gains *vim* as a psi-like ability usable at will at first level as long as he maintains psionic focus. This ability replaces Astral Repair.

Intimidate: Beginning at 2nd level, an aberrant gains a +1 bonus to Intimidate checks. At 6th level and every four levels thereafter, this bonus increases by 1.

This ability replaces Craftsman.

Psionic Form: At 5th level, the aberrant gains 1 hit point for each psionic feat he has. Whenever he takes a new psionic feat, he gains 1 more hit point. These bonus hit points stack with those gained from the Psionic Body feat.

This ability replaces Master Craftsman.

Aberrant Customizations

The new customizations presented below may only be selected by the aberrant archetype. In addition to the new options below, the aberrant can also select any of the customizations from this list. Complete



The aegis is a psionic class which can be found in *Ultimate Psionics*, by Dreamscarred Press. All relevant rules have been included where necessary.

descriptions for all of the following customizations can be found in *Ultimate Psionics* by Dream Scarred Press.

Adhesive Feet, Blindsense, Blindsight, Brawn, Burrow, Chameleon, Climb, Diehard, Energy Immunity, Energy Resistance, Evasion, Extra Arms, Flight, Fortification, Frightful Presence, Greater Extra Arms, Hardy, Improved Damage, Improved Damage Reduction, Improved Energy Resistance, Improved Evasion, Improved Increased Size, Improved Stalwart, Increased Size, Lesser Extra Arms, Nimble, Power Resistance, Powerful Build, Pull, Push, Quickened Attacks, Ram, Reach, Speed, Spiked Carapace, Stalwart, Swim, Tremorsense, Underwater Breath.

1-point Customizations

Disjointed: The aberrant gains a +2 bonus on Escape Artist checks.

Eyestalks: The aberrant's eyes extend out on a pair of stacks, giving a +2 bonus on Perception checks and low-light vision. The aberrant is also capable of looking around corners while still maintaining cover.

Tearing Sting: When the aberrant makes a successful attack with his stinger, it rips the flesh of the target, causing the target to bleed, taking 1 point of damage each round. The aberrant must have the stinger customization before selecting this customization.

Stinger: The aberrant gains stinger that resembles a scorpion's as a secondary natural attack that deals 1d4 points of piercing damage.

Tentacle: The aberrant grows a tentacle and gains a secondary natural attack with the tentacle that deals 1d4 points of damage. The aberrant also gains the grab ability and gets a +2 bonus to grab for every tentacle beyond the first he has. This customization can be selected up to 4 times; its benefits stack.

2-point Customizations

Improved Natural Armor: The aberrant's natural armor bonus increases by 1. This customization can be taken once for every five levels the aberrant possesses. The aberrant must be at least 5th level before selecting this customization.

Obese: The aberrant's base movement is reduced as if wearing heavy armor (for example, 30 ft. becomes 15 ft), but the aberrant gains extra hit points equal to his aberrant level and the aberrant's damage reduction gained from his transformed body improves by 1.

Poison: The aberrant's stinger attacks deal 1 point of Strength damage (Fortitude negates, DC 10 + 1/2 the aberrant's level + the aberrant's Charisma modifier) on a successful attack. The aberrant must have the stinger customization before selecting this customization.

Spikes: The aberrant gains the ability to loose a volley of two spikes as a standard action (make an attack roll for each spike). This attack has a range of 180 feet with no range increment and deals 1d6 points of damage plus the aberrant's Strength modifier (if the aberrant is Medium sized; adjust the damage accordingly if the aberrant is a size other than Medium). All targets must be within 30 feet of each other. The aberrant can launch only 24 spikes in any 24-hour period.

Tear Flesh: When the aberrant has successfully grabbed a creature with its tentacles, he deals 1d6 damage per attached tentacle when target breaks free, The aberrant must have the tentacles customization before selecting this customization.

3-point Customizations

Toxic: A number of times per day equal to the aberrant's Constitution modifier (minimum 1/day), the aberrant can envenom a weapon that he wields or one natural attack with toxic saliva. Applying venom in this way is a swift action and the aberrant is immune to this poison.

Aberrant Saliva: Injury; *save* Fort DC 10 + 1/2 aberrant level + the aberrant's Constitution modifier; *frequency* 1/round for 6 rounds; *effect* 1d2 Dexterity damage; *cure* 1 save.

4-point Customizations

Protective Shell: The aberrant gains the ability to form a protective shell around his entire body, but loses his ability to move while it is active. As a full-round action, the aberrant gains *heavy fortification* and doubles his damage reduction from transformed body, but he cannot make attacks of opportunity. The aberrant must be at least 12th level before selecting this customization.

Standard Aegis Customizations

The following are standard aegis customizations used by Gr'Zelha (see above).

1-point Customizations

Darkvision: The aegis gains darkvision out to a range of 60 feet.

Evasion: As long as the aegis is wearing the astral suit, if the aegis is subjected to an attack that normally allows a Reflex save for half damage, he takes no



Aberrant Aegis

damage if he makes a successful saving throw. The aegis must be at least 2nd level before selecting this customization.

Hardened Strikes: The aegis is considered to be armed even when unarmed, does not provoke attacks of opportunity when making unarmed strikes, and his unarmed strikes deal lethal damage. In addition, the aegis's unarmed strikes can deal slashing or piercing damage, chosen at the time the customization is selected, instead of bludgeoning damage.

Stalwart: As long as the aegis is wearing the astral suit, if the aegis is subjected to an attack that normally allows a Fortitude or Will save for a reduced or partial effect, he ignores the effect if he makes a successful saving throw. The aegis must be at least 2nd level before selecting this customization.

Swim: The aegis gains a swim speed equal to his base speed.

2-point Customizations

Brawn: The aegis gains a +2 enhancement bonus to Strength while he is wearing his astral suit. This customization can be selected a second time beginning at 5th level, and a third time starting at 10th level. Each subsequent time it is taken, the enhancement bonus to Strength is increased by +2.

Climb: The aegis gains a climb speed equal to 1/2 of his base land speed.

Fortification: The aegis gains 25% chance to negate critical hits or sneak attacks (so damage is rolled normally instead). This does not stack with armor with the same special ability. This ability can be selected again starting at 8th level and at 12th level, increasing the chance to negate critical hits or sneak attacks by an additional 25% for every additional time it is taken.

Improved Damage Reduction: The aegis's damage reduction from his astral suit increases by 1. This customization can be taken once for every five levels the aegis possesses Its effects stack. The aegis must be at least 5th level before selecting this customization.

3-point Customizations

Blindsense: The astral suit augments the aegis's senses, giving him blindsense out to a range of 30 feet. This ability allows the aegis to pinpoint the location of creatures that he cannot see without having to make a Perception check, but such creatures still have total concealment from the aegis. Visibility still affects the aegis's movement and he is still denied his Dexterity bonus to Armor Class against attacks from creatures he cannot see. The aegis must be at least 9th level before selecting this customization.

Domain Servant (Universal Archetype)

Most commonly possessed by clerics, the domain servant has the following class feature. Though most beneficial to spellcasters, this universal archetype can be gained by non-spellcasters, but they do not any benefit from each domains associated spells.

Domains: A domain servant's deity influences her alignment, what magic she can perform, her values, and how others see her. A domain servant chooses two domains from among those belonging to her deity. They can select an alignment domain (Chaos, Evil, Good, or Law) only if her alignment matches that domain. If she is not devoted to a particular deity, she still selects two domains to represent her spiritual inclinations and abilities (subject to GM approval). The restriction on alignment domains still applies.

Each domain grants a number of domain powers, dependent upon the level of the domain servant, as well as a number of bonus spells. She gains one domain spell slot for each level of associated spell she can cast, from 1st on up. Each day, she can prepare one of the spells from her two domains in that slot. If a domain spell is not on the cleric spell list, a cleric can prepare it only in her domain spell slot. Domain spells cannot be used to cast spells spontaneously. In addition, a cleric gains the listed powers from both of her domains, if she is of a high enough level. Unless otherwise noted, using a domain power is a standard action. Cleric domains are listed at the end of this class entry.

Great Hero (Universal Archetype)

The great hero is a universal archetype most commonly gained by fighters. Sometimes, though rarely more than once in a generation, a threat arises which is so dire that the power of fate itself creates a great hero to confront it. Such heroes are often the long-lost progeny of ancient and powerful dynasties, the fulfillment of misunderstood prophecies, or the birth of a new race slightly different from the great hero's heritage. Of course not all great heroes decide to oppose the event that spawned them, and sometimes different forces arise which each have one great hero assigned to overcome them.

More than Mortal (Ex): You treat your class level as your godling level for all prerequisites, and count as both a clever and mighty godling. Also use your class level as your godling level for all godling abilities you acquire.

Unstoppable (Ex): The more a foe attempts to destroy the great hero, the more resilient and dangerous the great hero becomes. At 1st level when a foe scores a critical hit or sneak attack against a great hero, the hero gains his heroic bonus as a dodge bonus to AC against future attacks from that foe. If the great hero loses his Dexterity bonus to AC he loses this dodge bonus (even if the hero doesn't have a Dex bonus). If a great hero fails a saving throw against a spell or effect from a foe, the hero gains his heroic bonus to future saving throws from spell or effects from the same foe.

The heroic bonus of a great hero is equal to 1 + 1/4 his great hero class levels (+2 at 4th level, +3 at 8th level, and so on). The great hero only applies this bonus against a single foe. If a new foe activates the heroic bonus, it no longer applies to attacks and effects from previous foes.

Divine Traits: At 5th level, the great hero receives 1 rank to spend on divine traits. He gains +2 ranks at 9th level, +3 ranks at 13th level, +4 at 17th level, and +5 at 20th level.

Scion of Fate: At 6th level, and again at 12th and 18th level, a great hero may select a scion talent or greater scion talent.

Hexen (Universal Archetype)

More than just witches and hexcrafter magi can use hexes. The hexen universal archetype grants the following abilities. **Hex:** At 1st level, a hexen gains one hex from those available to witches. They gain another hex at 2nd and every even level thereafter. See the *Pathfinder Roleplaying Game Advanced Player's Guide* for complete rules on hexes as well as some of the hexes available.

Major Hex: At 10th level, a hexen can gain major hexes instead of regular hexes.

Grand Hex: At 18th level, a hexen can gain grand hexes instead of regular or major hexes.

Oracle, Druidic

"Nature speaks through all of us, some more so than others."

As a druidic oracle, you have the following class feature.

Spells: You cast divine spells drawn from the druid spell list instead of the cleric spell list. You cannot cast spells that rely upon class features that you do not have. This modifies spells.

Oracle, Hybrid

"I didn't choose to follow the path of an oracle; it chose to follow me."

As a hybrid oracle, you have the following class feature.

Hybrid (Ex): You cannot take any other archetype that grants the hybrid class feature. At 5th level, choose a base class other than oracle. You gain the chosen class as an additional favored class. Thereafter, any time you gain a new level in the chosen class, your oracle caster level, number of spells per day, and number of spells known each increase as if you had also gained an additional oracle level. Your oracle class features do not otherwise improve upon gaining a new level in the chosen class.

Paladin, Bestial

You are a holy paragon born of the natural world.

Savage Bond (Sp): This ability functions as the normal divine bond ability, but you instead improved a single natural weapon you possess, or you gain an animal companion as a druid of your paladin level -3. This ability modifies divine bond.

Primagus (Magus Archetype)

The prowess of the magus is not limited to only those learned warriors who carrying around a spellbook. Having more in common with sorcerers, the primagus draws their powers from an older source.



Primagus

This archetype can be found in Rite Publishing's *Faces* of the Tarnished Souk: Jubal D'tirn, The Fool's Champion by Matt Banach and Justin Sluder. Sll relevant information is provide in Lord Shong Vutok, The Boreal Inferno's statblock (see above).

Feats

Feats not listed below are found according to their superscript source.

Horrifically Overpowered Feats

If you absolutely, positively want a character that overshadows others, you want at least one Horrifically Overpowered feat listed on your character sheet. Typically, these feats are not allowed.

Should you decide to allow them, they would be best used as "monster templates," increasing the capabilities of already existing critters, and increasing their CR an appropriate amount.

Horrifically Overpowered Meta-Attack feats can be used a number of times per day as indicated in the feat



Emergent Divinity

description. For every 4 Hit Dice a character has, the character may use 1 meta-attack feat of his choice 1 additional time per day.

The Horrifically Overpowered feats Gestalt and Magic-User can be taken more than once. There effects do not stack. Each time you gain either feat you gain the abilities of a different class or prestige class. Each additional time you take them after the first, they carry an increasing prerequisite of Character level +5. This means the first time you take Gestalt it has no level requirement, but the second time you must be at least 6th level, since the first Gestalt was taken with the unspoken prerequisite of Character level 1st.

A single Horrifically Overpowered creature can only have a total number of Gestalt and Magic-User Horrifically Overpowered feats equal to one-fifth their total Character Level, rounded up. This means they can have one of them from 1st to 5th, two from 6th to 10th, three from 11th to 15th, etc.

Cyclone of Claws

The monster can unleash a rapid assault of natural attacks.

Prerequisites: Natural attack, base attack bonus +6. **Benefit**: When the monster takes a full attack action using only natural attacks, it may make one additional attack. This attack must be made with the natural

attack with the highest base attack bonus, and suffers no penalty to its attack roll.

Emergent Divinity

Your innate, godlike powers grow.

Prerequisite: Godling

Benefit: You gain 1 rank of godling divine traits.

Special: This feat may be taken more than once, but not more often than once per 3 levels. Each time it is selected, it gives you 1 additional divine trait rank.

Equipment Trick (Combat)

Choose one piece of equipment, such as boots, cloak, rope, shield, or heavy blade scabbard. You understand how to use that item in combat.

Prerequisite: Base attack bonus +1.

Benefit: You may use any equipment tricks relating to the item if you meet the appropriate trick requirements. If the item would normally be considered an improvised weapon, you may treat it as a normal weapon or an improvised weapon, whichever is more beneficial for you.

Special: You can gain Equipment Trick multiple times. Each time you take the feat, it applies to a new type of equipment.

Weapon Cord (Lunge): You can use your weapon cord to increase your reach with the attached onehanded or light weapon by 5 ft., but you suffer a -2 penalty to attack rolls when you do so. If you combine this with Lunge, you suffer the penalties for both this ability and Lunge.

Eschew Gestures (Horrifically Overpowered])

You have no need to wiggle your fingers to cast spells. **Prerequisite**: Still Spell

Benefit: You do not need to fulfill the somatic components of spells in order to cast them. You effectively treat all the spells you cast as if they had been cast using the Still Spell metamagic feat, but the spell's level does not change, and no extra time is required to cast it.

Gestalt (Horrifically Overpowered)

You are practically a member of two character classes, rather than just one.

Benefit: Select one character class. You gain all the class features (proficiencies and abilities listed in the "special" column of the class write-up) of that class other than spellcasting, as if half your total character level was your class level. (If you are 1st level, you gain only the armor and weapon proficiencies of your selected class until you reach 2nd level.) If you actually have levels in the selected class, you gain class features as if your class level was equal to you actual class level plus one-half of all your other levels.

Special: This feat may be taken more than once. Its effects do not stack; you gain the class features of another class. Each time you gain this feat after the first, your effective level in the newly gained classes class features receives are gained at an effective level minus 4 of your previously gained gestalt class features, to a minimum 1.

For example, Dorn, an 11th-level sorcerer gained Gestalt (monk) at 1st-level, and possesses the class features of a 5th-level monk. At 9th-level, he gained Gestalt (rogue), gaining the effective class features of a 1st-level rogue. If he were to take it again at 11th-level, gaining Gestalt (fighter), he would only gain the abilities of a 1st-level fighter, only gaining the 2nd-level abilities of a fighter once he reaches 20th-level sorcerer.

Greater Improved Initiative (Combat)

You almost always go first.

Prerequisites: Dex 17, Improved Initiative, uncanny dodge class feature.

Benefit: Whenever you need to make an initiative check to determine initiative order, you automatically

get a result of 20 + Dexterity modifier + all bonuses that add to initiative checks. If you make an initiative check for a purpose other than to determine initiative order, you roll normally.

Mage-At-Arms (Multiclass Magus, Combat)

You've learned the magus talent of the spellstrike. **Prerequisites**: Any Multiclass magus feat, caster level 6, no levels in magus, Int 15.

Benefit: Select one spellcasting class you have levels in. You can use spellstrike (as the magus class ability) with spells of this selected class. You can only use spellstrike with spells of a level no greater than 1/3 your caster level. You may do this a number of times per day equal to 3 + your Int modifier.

Novice Spellcaster Training (Multiclass)

You may have never formally studied magic, but you've learned enough (through casual exposure or a very short term of intense study) to harness a measure of power yourself.

Prerequisite: Magical Aptitude, no levels in the class you select, spellcasting ability score 13 (see below).

Benefit: Select one spellcasting character class that prepares spells (such as cleric, druid, magus, witch, and wizard) in which you have no levels. You must have a 13 or greater in the ability score that class uses to determine what level spell they can cast. You gain the ability once per day to cast one of three specific o-level spells from that class's spell list as a spell-like ability. You select the spells at the time this feat is taken, and that choice cannot be changed. The caster level for this ability is equal to your level. The save DC for this spell is 10 + your modifier for the ability score that class uses to determine what level spell they can cast.

Special: You can take this feat more than once. Its effects do not stack. Each time you select this feat, it applies to a different spellcasting class.

Special: This feat is a Multiclass feat for whatever spellcasting class you select.

Special: If you gain levels in the selected class, you can immediately trade this feat for Spell Focus or any metamagic feat for which you meet the prerequisites.

Shadow Minion

You can send your shadow out to do your bidding. **Prerequisite**: 7 HD, undead type, Cha 13.

Benefit: As a standard action, you can detach your shadow and have it act as your loyal agent. Your shadow acts as a shadow (the undead creature) totally loyal to you, with HD equal to the level of cohort you

would receive if you had the Leadership feat. Your shadow can reattach itself to you as a swift action, and is immune to damage and all effects while acting as your normal shadow. It heals hp equal to your HD for every 24 hours it remains attached to you. If your shadow is destroyed, you have no shadow for 30 days, after which is returns and can once again be sent out.

Universal Archetype (Overpowered)

You gain a universal archetype.

Benefit: Upon gaining this feat, select a universal archetype. You gain the archetype in addition to those you already possess, with an effective level in the archetype equal to your character level.

Special: You may gain this feat more than once. Each time you gain this feat, you gain another universal archetype.

Weapon Bind

Your bodt often catches on weapons stuck in it.

Prerequisites: 3 HD, undead type, corporeal body. **Benefit:** The weapons of your foes often get stuck in your body, forcing them to take extra time to pull their weapons free. When a foe successfully attacks you with a held melee weapon, as an immediate action you may make a CMB check against the foe. You gain a +4 bonus to your CMB check against piercing weapons and take a -4 penalty against bludgeoning weapons. On a successful check, the weapon is stuck in your dead flesh, and cannot be used until it is freed. Freeing a weapon requires a wielder take a standard action to make a Strength check (DC 10 +1/2 your HD + your Str modifier) or a successful CMB check against your CMD. You may use this ability once per day, plus once per day for every 4 HD you possess.

Web of Steel (Combat)

You can use your weapons to protect you as well as armor does.

Prerequisites: Int 13, Dex 15, Dodge, Combat Expertise, Weapon Focus, base attack +1.

Benefit: When you are not flat-footed, wearing light armor or no armor, and have a melee weapon you have Weapon Focus for in hand ready for use, you gain an armor bonus to your AC. This bonus is equal to 1/2 your character level +2. Any circumstance that would cause you to lose your dodge bonus also causes you to lose this armor bonus to AC. Like any armor bonus, it does not stack with other sources of armor.



Infernal Healing

School conjuration (healing) [evil]; **Level** cleric 1, magus 1, sorcerer/wizard 1, summoner 1, witch 1

Casting Time 1 round

Components V, S, M (1 drop of devil blood or 1 dose of unholy water)

Range touch

Target creature touched

Duration 1 minute

Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

You anoint a wounded creature with devil's blood or unholy water, giving it fast healing 1. This ability cannot repair damage caused by silver weapons, goodaligned weapons, or spells or effects with the good descriptor. The target detects as an evil creature for the duration of the spell and can sense the evil of the magic, thought this has no long-term effect on the target's alignment.

Magic Items

Bracer of the Archer Lord (minor artifact)

Aura strong divination and transmutation; **Weight** 1 lb.

Description

Worn by the maker of the first bow, this plain leather bracer makes any archer wearing it a terror to behold.

Each round, the wearer has a pool equal to their Wisdom modifier (minimum +5) which they can split amongst their attack rolls with longbows and shortbows, including composite versions of both. The bonus to attack rolls is an insight bonus.

Additionally, they add their Strength modifier, if any, to damage with bows. This damage stacks with any other Strength modifier to damage the bow used already deals.

Lastly, the wearer never runs out of ammunition, treating bows they use as if they possessed the *endless ammunition*^{UE} ranged weapon enhancement. These ammunition are treated as being adamantine.

Destruction

If the wearer uses a bow to destroy another bow, the leather of the bracers tightens rapidly, dealing 5d8 damage to the appendage it is on until either the wearer is dead or the bracer is dealt 100 damage to them. After either outcome, the wearer's appendage is severed, and the bracer shrivels up, becoming brittle and powerless.

Breaker's Belt

Aura moderate evocation; CL 8th Slot belt; Price 600,000 gp; Weight 10 lbs. Description

This studded leather belt improves the wearer's ability to damage objects. As a standard action, the wearer can make a single attack which benefits from both Improved Sunder and Greater Sunder, and increases the critical multiplier by 1.

While worn, the belt grants the wearer DR 15/adamantine, and any weapon that successfully strikes the wearer must make a Fortitude save (DC 20) or be destroyed, dealing no damage.

Construction

Requirements Craft Wondrous Item, *iron body, shatter*; **Cost** 300,000 gp

Chameleon Lord's Cloak

Aura strong transmutation; CL 17th Slot shoulders; Price 300,000 gp; Weight 1 lb. Description

Woven from the flesh of at least one hundred different creatures, this cloak grants its wearer a variety of benefits.

First, the wearer gains a +10 competence bonus to Stealth checks, can use *disguise self* at will, *polymorph* three times per day, and *shapechange* once per week.

Second, the wearer can use an ability possessed by a creature of half the wearer's character level, as long as the ability can be used as a standard action (but no spellcasting or bonus feats). This ability can be used five times per day, is a free action to activate, and lasts only 1 round. Any ability gained which requires a save has a DC equal to 10 + 1/2 the wearer's character level + the wearer's Charisma modifier. This function of the cloak can only be used once per round.

Construction

Requirements Craft Wondrous Item, *disguise self*, *limited wish*, *polymorph*, *shapechange*; **Cost** 150,000 gp

Chaosbringer (minor artifact)

Aura strong enchantment; Weight 8 lbs.

Description

This adamantine hard obsidian battleaxe was created by a long dead demon lord. It functions as a +6*adamantine wounding battleaxe*, but deals damage as a greataxe, and it automatically changes size to that of its wielder. Against lawful creatures, chaosbringer deals an additional 3d6 damage, and lawful creatures struck gain one negative level (Will DC 23), or 9d6 damage on a critical hit and three negative levels. Any lawful creature attempting to wield *Chaosbringer* gains five negative levels as long as they possess it.

Destruction

If used to slay a demon lord while being wielded by a lawful creature not suffering from the negative levels of *Chaosbringer*, it crumbles to dust after the demon lord is dead.

Crown of the Archmagus

Aura strong divination and evocation and moderate conjuration; **CL** 20th

Slot head; Price 100,000 gp; Weight lbs.

Description

This six-pointed adamantine crown grants its wearer a +1 insight bonus to attack rolls made with magus spells.

A magus wearing this crown instead gains an insight bonus to attack rolls made with magus spells equal to the highest level of magus spell they are able to cast.

A mythic character can expend one use of mythic power and be able to modify up to one magus spell per mythic tier as if the caster had used the Intensified Spell metamagic feat. This ability lasts for one minute per two mythic tiers the wearer has (minimum 1 minute).

Construction

Requirements Craft Wondrous Item, Mythic Crafter, Intensified Spell^{APG}, *true strike*; **Cost** 50,000 gp

Daywalker's Cloak

Aura moderate necromancy; CL 9th Slot shoulders; Price 12,000 gp; Weight 1 lb. Description

This cloak at first glance appears to be made of the finest silk no doubt in some dark color such as black, burgundy or deepest blue. However upon closer inspection, it reeks of death and corruption.

When worn by the living, this cloak makes the wearer seem to be undead. Non-intelligent undead cannot detect the wearer as if cloaked by *hide from undead*. Even intelligent undead may fail to notice you unless they succeed at a DC 11 Will save.

When worn by a vampire, however, this cloak has a very different effect. The darkness woven into the cloak shrouds the vampire and allows them to move about during the day. Instead of taking damage from sunlight, they are only dazzled in areas of bright sunlight or within the radius of a *daylight* spell. This magic item does not free a vampire from its need to sleep however. A vampire who spends hours awake during the day must make up those hours by sleeping in their coffin at night.

Regardless whether living or dead, once per day, as standard action, the wearer may call forth the darkness within the cloak to make them *invisible* for up to nine minutes.

Construction

Requirements Craft Wondrous Item, *darkness, hide from undead, invisibility;* **Cost** 6,000 gp

Goggles of Magecrafting

Aura faint transmutation; CL 3rd Slot eyes; Price 2,700 gp; Weight – Description

These plain goggles allow the wearer to use *mage hand* at will.

If the wearer is able to cast mage hand, these goggles instead allow them to manipulate objects with their mage hand as if they have two human hands with a Strength score equal to the wearer's casting ability modifier.

Construction

Requirements Craft Wondrous Item, *mage hand*; **Cost** 1,350 gp

Ring of Metamastery (minor artifact)

Aura strong universal; Weight –

Description

This gem-studded plantinum band grants the wearer a pool of magical power equal to their character level which they can use to modify spells they cast with metamagic effects without changing the spell slot required, or the casting time of the spell. If the wearer does not already have them, the ring allows them to use Empower Spell, Extend Spell, Maximize Spell, Toppling Spell^{UM}, and Widen Spell.

For example, a 20th-level wizard has a pool of magical power with 20 levels. If they have the Quicken Spell metamagic feat, they could quicken five spells each day without increased spell slot cost.

Destruction

The *ring of metamastery* is destroyed if the wearer is subject to a spell modified by eight or more metamagic feats, one of which must be Quicken Spell.

Wings of the Gargoyle, Greater

Aura strong transmutation; CL 12th Slot shoulders; Price 100,000 gp; Weight 5 lbs. Description

Physically identical to the normal *wings of the gargoyle*^{UE}. These cloth shoulder straps function as normal *wings of the gargoyle* except as follows. The wearer can fly with a speed of 60 ft. and good maneuverability as long as they are carrying no more than a heavy load. There is no limit to how long the

wearer can fly, and the wearer gains a +10 competence bonus on Fly skill checks.

Construction

Requirements Craft Wondrous Item, *bull's strength*, *cat's grace, fly, stoneskin*; **Cost** 50,000 gp

Templates

Accelerated Creature (CR *1)

The power of speed and alacrity infuse the very nature of this creature

Quick Rules: +8 bonus to initiative, +6 dodge bonus to AC, CMD, and Reflex saves, +4 bonus to Dexterity-based skills; Speed all modes increase by +30 ft.; Special Attacks when making a full attack action, may make one extra attack at full BAB; SQ quickness.

Rebuild Rules: Spell-Like Abilities (CL equal to HD) continuous – *haste*; **SQ** quickness; **Ability Scores** +8 Dexterity; **Bonus Feats** Combat Reflexes, Dodge, Improved Initiative, Mobility, Spring Attack.

Quickness (Su): Once per round, an accelerated creature may make an additional move action after it has moved.

Agile Creature (CR *1; MR 1)

Creatures with the agile template are quick and deadly, moving faster than their normal counterparts and striking with incredible speed and ability. An agile creature's quick and rebuild rules are the same.

Rebuild Rules: Init +20 bonus; **AC** +2 dodge bonus; hp mythic bonus hit points; **Defensive Abilities** evasion (as the rogue class feature); **Speed** +30 ft. to all movement types (up to double the base creature's base movement speed); **Special Attacks** dual initiative.

Dual Initiative (Ex): An agile creature gets two turns each round, one on its initiative count and another on its initiative count -20. This allows the monster to perform two actions per round that normally take an entire round, such as using a summon monster spell. For the purposes of spells and effects that have a duration of a round or longer or trigger at the beginning of the creature's round or the start of its turn such as saving throws against ongoing effects or taking bleed damage, only the agile creature's first turn each round counts toward such durations.

Mythic Bonus Hit Points: If the base creature has racial HD of d6, the agile creature gains 6 bonus hit points. If the base creature has racial HD of d8, the agile creature gains 8 bonus hit points. If the base creature has racial HD of d10 or d12, the agile creatures gains 10 bonus hit points.

Apex Predator Creature (CR *2)

This creature is the most formidable hunter in a group. **Quick Rules:** +4 on all rolls (including damage rolls) and special ability DCs; +8 to AC and CMD; +4 hp/HD. **Rebuild Rules:** AC increase natural armor by +4; **Ability Scores** +8 to all ability scores.

Bipedal Creature

A bipedal creature possesses a humanoid body and the features of some other creature. It has two legs and at least two arms that are capable of wielding weapons and manipulating tools, and it stands either erect or hunched like an ape. Bipedal races often form stable societies, cultures, and nations, even if the multilegged or legless base creatures are solitary beings or simple hunter-gatherers.

Creating a Bipedal Creature

"Bipedal creature" is an inherited or created template that can be added to any living creature that does not have a generally humanoid form (referred to hereafter as the base creature).

A bipedal creature uses all the base creature's statistics and special abilities except as noted here.

Shape: Two of the base creature's limbs (usually the last pair) become legs, and any other limb except a head that has a natural attack becomes an arm capable of either wielding a weapon or making a natural attack, as the creature chooses. Arms need not be jointed limbs in the typical sense; tentacles or other limbs could also be capable of wielding weapons and objects. If these transformations do not grant the bipedal creature at least two arms and two legs, it either converts limbs that do not have natural attacks or grows limbs until it meets these minimum numbers.

If the base creature has wings or a tail that do not make natural attacks, these limbs remain as they were, adjusting in size to fit the bipedal creature's body without dragging. Any of the base creature's limbs not accounted for in this process become vestigial.

Speed: If the base creature has a land speed, it changes to the speed given on the following table. If the base creature lacks a land speed, the bipedal creature's land speed is one-half the speed indicated on the table in the next column (minimum 5 feet).

Attack: The bipedal creature retains all the base creature's natural attacks except those employing limbs that have become legs. If its Intelligence score is 3 or higher, it can also wield weapons normally with its arms, and it retains all the base creature's weapon and armor proficiencies. Any natural attacks it has retain



Bipedal Great Wyrm Blue Dragon

Speed Table

Size	Land Speed
Fine	5 ft.
Diminutive	10 ft.
Tiny	20 ft.
Small	20 ft.
Medium	30 ft.
Large	40 ft.
Huge	50 ft.
Gargantuan	60 ft.
Colossal	60 ft.

the same primary or secondary status they had for the base creature.

Space/Reach: The base creature's face and reach change according to the following table. If the base creature has a longer reach than normal for its size, however, the bipedal creature retains that reach.

Space Reach Table

Size	Space/Reach
Fine	1/2 ft./0 ft.
Diminutive	1 ft./o ft.
Tiny	2-1/2 ft./0 ft.
Small	5 ft./5 ft.
Medium	5 ft./5 ft.
Large	10 ft./10 ft.
Huge	15 ft./15 ft.
Gargantuan	20 ft./20 ft.
Colossal	30 ft./30 ft.

Special Attacks: A bipedal creature retains all of the base creature's special attacks except rake.

Advancement: Same as the base creature, or by class if it has an Intelligence score of 3 or higher.

Using the Bipedal Creature Template

The bipedal creature template can radically change how monsters fit into your game world. With it, you could make a race of bipedal deer that live like monkeys, or build whole nations of magical beasts that are normally relegated to random encounters in the wilderness. Good dragons could walk the land as giants do, while evil dragons might move on all fours like animals. The possibilities are endless.

The bipedal template is also useful for making monsters suitable for other templates. For instance, by using the bipedal template, you can turn nearly any creature into a candidate for the lycanthrope, quadrupedal, or half-giant template.

Dread Wampire

Princes of darkness and queens of the night, dread vampires lurk in the dark places of the world, emerging by night to plague the living. Dread vampires possess many of the characteristics of normal vampires, but they lack many traditional vampire weaknesses. They laugh at garlic and holy symbols, mirrors reflect their visages normally, and they go where they please without need for invitation. Dread vampires have even been known to pluck wooden stakes from their hearts and drive them through the chests of their attackers.

Dread vampires resemble normal vampires and have many of the same abilities. Only when a creature not normally subject to vampirism exhibits a vampire's powers or when a vampire proves invulnerable to the tactics that vampire hunters usually employ can a dread vampire be positively identified as such. This knowledge, however, often comes too late.

Wholly evil and powerfully corrupt, dread vampires can master a host of lesser vampires and weak-minded creatures. Each dread vampire has its own goals and personality, but most seek to dominate the world around them and lord their power over living slaves that they can use as desired.

Creating a Dread Vampire

"Dread vampire" is an acquired template that can be added to any living creature with an Intelligence score of 3 or higher (referred to hereafter as the base creature). A dread vampire uses all the base creature's statistics and special abilities except as noted here.

In very rare circumstances, a normal vampire can become a dread vampire. When this happens, their CR increases by 1, and the abilities of the dread vampire template replace those of the vampire template.

CR: As the base creature +3.

AL: Any, usually evil.

Size and Type: The creature's type changes to undead with the appropriate augmented subtype. Do not recalculate base attack bonuses, saves, or skill points. Size is unchanged.

Senses: Gain blindsight 30 ft., darkvision 120 ft., and scent.

Armor Class: A dread vampire's natural armor improves by +8.

Hit Dice: Change all racial Hit Dice to d8's. Class Hit Dice are unaffected. As undead, dread vampires use their Charisma modifier to determine bonus hit points (instead of Constitution).

Defensive Abilities: A dread vampire gains channel resistance +6, DR 10/good and silver, immunity to cold, and resistance 10 to acid, electricity, and sonic, in addition to all of the defensive abilities granted by the undead type. A dread vampire also gains fast healing 5. If reduced to 0 hit points in combat, it automatically assumes gaseous form (see below) and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to 9 miles in 1 hour.) Once at rest in its coffin home, it is helpless. It regains 1 hit point after 1 hour, then it is no longer helpless and resumes healing at the rate of 5 hit points per round.

Weaknesses: Unlike normal vampires, dread vampires can tolerate the strong odor of garlic, nor do they recoil from mirrors or strongly presented holy symbols.

Additionally, a dread vampire can enter a private home or dwelling even without invitation if they make a successful Will save (DC 25).

Reducing a dread vampire's hit points to o or lower incapacitates it, but does not always destroy it (see fast healing). However, certain attacks can slay dread vampires. A dread vampires hates the sun, suffering 5 points of damage per round of direct exposure to sunlight. Running water (including the sea) deals 5 points of damage per round that the dread vampire is in contact with it. Unlike normal vampires, dread vampires can cross running water without the protection of its coffin home. A dread vampire's fast healing is suppressed when it is taking damage from direct sunlight, or while in contact with running water. Driving a wooden stake through a helpless dread vampire's heart is treated as a coup de grace attack on it. Unlike normal vampires, a dread vampire is not slain by having a wooden stake driven through their heart. Dread vampires can still be slain by having their heads cut off and anointed with holy water.

Speed: If the base creature has both a climb speed and a land speed, the lower of the two increases to match the higher. If it lacks one of those speeds, the dread vampire gains the missing mode of movement at a speed equal to the other. If the base creature lacks both modes of movement, the dread vampire gains both at a speed equal to one-half the base creature's highest speed.

The dread vampire also gains a fly speed equal to onehalf the base creature's highest speed if it cannot already fly. Its maneuverability class becomes perfect.

If the base creature has a swim speed, the dread vampire retains it and is not vulnerable to immersion in running water.

Melee: A dread vampire gains a slam attack if the base creature didn't have one. Damage for the slam is as a creature on size larger than the dread vampire's size (See Appendix 3–Glossary of the *Pathfinder Roleplaying Game Bestiary*). A dread vampire's slam also causes energy drain (see below), and is treated as magic and silver weapons for the purpose of overcoming damage reduction.

Special Attacks: A dread vampire gains several special attacks. The save DC for these attacks are equal to 10 + 1/2 the dread vampire's Hit Dice + the vampire's Charisma modifier unless otherwise noted.

Blood Drain (Ex): A dread vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d6 points of Constitution drain each round it maintains the pin. A dread vampire heals 10 hit points or gains 10 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood.

Children of the Night (Su): Three times per day, a dread vampire can command the lesser creatures and undead of the world and can summon them as a standard action. Each creature summoned must have an Intelligence score of 2 or lower and must be of the animal, vermin, or undead type. The dread vampire can summon any combination of creatures so long as their combined CR is less than the dread vampire's. Summoned creatures arrive in 2d6 rounds and serve the dread vampire for up to 1 hour.

The specific creatures that the dread vampire summons should be appropriate for it or its environment. The summoned creatures can have templates applied so long as the alterations imposed by such templates do not make the creatures ineligible for summoning with this ability.



Dread Vampire

Create Spawn (Su): Dread vampires can create spawn only if their victims are kept in coffin homes, a special receptacle, until they rise. A coffin home can be any container capable of accommodating the corpse. This container is often a coffin because ignorant family members of a dread vampire's victims often bury their lost loved ones in the traditional manner. When a dread vampire wants to make a specific creature its spawn, however, it often places the body in a specifically designed receptacle, such as an iron box. If a dread vampire's or vampire's coffin home is ever destroyed, it cannot reform and is destroyed when it reaches o hit points.

Under these conditions, a humanoid or monstrous humanoid slain by a dread vampire's energy drain attack rises as a vampire (see the vampire template in the Pathfinder Roleplaying Game Bestiary) 24 hours after death. Any creature with an Intelligence score of 3 or higher whose Constitution score reaches o from a dread vampire's blood drain attack returns as dread vampire 24 hours after death. A vampire or dread vampire created in this manner is under the command of its creator and remains so until either it or the creator is destroyed. At any given time, a dread vampire may have enslaved vampires or dread vampires totaling no more than four times its own character level; any spawn it creates that would exceed this limit rise as free-willed vampires or dread vampires. A dread vampire enslaved to its creator may create and enslave spawn of its own; thus, a master dread vampire can indirectly control a large number of lesser vampires. A dread vampire may voluntarily free an enslaved vampire or dread vampire in order to enslave a new one, but once freed, the former spawn cannot be enslaved again.

Dominate (Su): A dread vampire can crush an opponent's will just by looking into its eyes as a standard action. Any creature the dread vampire targets must succeed on a Will save or fall instantly under the dread vampire's influence, as though by a *dominate monster* spell (caster level 12th or the dread vampire's character level, whichever is greater). This ability has a range of 30 ft.

Energy Drain (Su): Any living creature hit by a dread vampire's slam (or other natural weapon) gains 2 negative levels. Energy drain is usable only once per round, regardless of the number of attacks a dread vampire makes.

Spell-Like Abilities: 3/day–darkness, fog cloud; 1/day–deeper darkness. Caster level equals dread vampire's character level.

Special Qualities: The dread vampire retains all the base creature's special qualities and gains those described here.

Change Shape (Su): A dread vampire can use change shape to assume the form of any creature it can summon with its children of the night ability. The dread vampire can even become a swarm, with all the creatures in the swarm constituting its body. This ability functions as *polymorph* (with a caster level of 12th or the dread vampire's character level, whichever is greater). While this ability is active, the dread vampire loses its dominate ability, but retains all other special attacks and special qualities gained from this template. The dread vampire can remain in their different form until it assumes another, or until the next sunrise.

Gaseous Form (Su): As a standard action, a dread vampire can assume *gaseous form* at will (caster level 5th), except that the dread vampire can remain gaseous indefinitely and has a fly speed of 40 feet with perfect maneuverability.

Shadowless (Ex): A dread vampire cast no shadows and shows no reflection in a mirror.

Supernatural Movement (Su): If the dread gained the ability to fly, climb, or move overland from the application of this template, those modes of movement are supernatural in nature and are suppressed in an *antimagic field*.

Uncanny Climber (Su): A dread vampire can climb with its hands (or upper limbs) free and even walk about on the ceiling as if affected by a *spider climb* spell. In addition, it can use the accelerated climb action to cover any distance up to four times its climb speed, with each check allowing it to climb a distance equal to its climb speed. Climbing a distance equal to or less than its climb speed is a move action.

Abilities: Str +8, Dex +6, Int +4, Wis +4, Cha +6. As an undead creature, a dread vampire has no Constitution score.

Skills: Dread vampires gain a +10 racial bonus on Bluff, Perception, Sense Motive, and Stealth checks.

Feats: A dread vampire gains Alertness, Combat Reflexes, Dodge, Improved Grapple, Improved Initiative, Lightning Reflexes, and Toughness as bonus feats.

Dread Wight Creature

Dread wights are the animate remains of creatures that were terribly violent and hateful in life. They exist only to continue their reign of terror against others, causing fear, pain, sorrow, and death whenever they can.

A dread wight has the features it did in life, but they are emaciated and wizened. Its face is constantly twisted into a rictus grin of cruelty, and an intense hatred of the living burns in its eyes. Its weak-looking form disguises an unnatural strength and speed that makes its lifedraining powers stunningly deadly.

Creating a Dread Wight

"Dread wight" is an acquired template that can be added to any living corporeal creature (referred to hereafter as the base creature). A dread wight uses all the base creature's statistics and special abilities except as noted here.

CR: As the base creature +2.

AL: Any, usually evil.

Type: The creature's type changes to undead with the appropriate augmented subtype. Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Senses: A dread wight has darkvision 60 ft., and blindsense 60 ft.

AC: Increase the base creature's natural armor bonus by +4.

Hit Dice: All racial Hit Dice change to d8's.

Defensive Abilities: A dread wight has channel resistance +4.

Melee: A dread wight has a natural slam attack which deals damage according to its size, or plus one size if the base creature has a natural slam attack.

Special Attacks: A dread wight has the following special attacks.

Command Wights (Su): A dread wight can automatically command all normal wights within 30 ft. as a free action. Normal wights never attack a dread wight unless compelled.

Create Spawn (Su): Any creature killed by a dread wight's energy drain ability (see below) rises as a dread wight in 1d4 rounds. A dread wight created in this manner is under the command of its creator and remains so until it or the creator is destroyed.

Energy Drain (Ex): A creature struck by a dread wight's natural attacks gains one negative level. The DC for the Fortitude save to remove the negative level is 10 + one-half the dread wight's HD + the dread wight's Charisma modifier.

Abilities: Str +2, Dex +4, Int +2, Wis +2, Cha +4. As undead, a dread wight has no Constitution score.

Skills: A dread wight has a +8 racial bonus to Stealth checks.

Entropic Creature

Creatures with the entropic template live on planes where chaos is paramount. They can be summoned using spells such as summon monster and planar ally. An entropic creature's CR increases by +1 only if the base creature has 5 or more HD.

Rebuild Rules: Senses gains darkvision 60 ft.; **Defensive Abilities** gains DR and energy resistance as noted on the table; **SR** gains SR equal to the new CR +5; **Special Attacks** smite law 1/day as a swift action (adds Cha bonus to attack rolls and damage bonus equal to HD against lawful foes; smite persists until target is dead or the entropic creature rests or is dead).

Hit Dice	Resist Acid and Fire	DR
1-4	5	_
5-10	10	5/lawful
11+	15	10/lawful

Fey Creatures

Fey creatures resemble the mundane creatures they derive from, but with brighter colors, delicate features, and elegant wings such as those of a pixie or sprite. Despite their fragile-seeming appearance, fey creatures are every bit as hardy as their non-fey relations, though they sacrifice raw might for grace and the ability to fly. They live long lives, barring death by misadventure, and rarely show outward signs of age.

Creating a Fey Creature

"Fey Creature" is an inherited or acquired template that can be added to any living, corporeal creature. A fey creature retains the base creature's statistics and special abilities except as noted here.

CR: 9 HD or less, as base creature +1; 10 HD or more, as base creature +2.



Dread Wight



Fey Slyph

Alignment: Any non-lawful.

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

Senses: A fey creature gains low-light vision.

Armor Class: Reduce the creature's natural armor, if any, by 1 (minimum of 0).

Defensive Abilities: A fey creature gains a +4 bonus on saves against mind-affecting effects, resist cold and electricity 10, and DR 5/cold iron (if 11 HD or less) or DR 10/ cold iron (if 12 HD or more).

Speed: Unless the base creature flies better, the fey creature flies at 1-1/2 times the base creature's land speed (good maneuverability), rounded down to the nearest multiple of 5 feet. If the creature already has flight with a maneuverability of good, it increases to perfect.

Special Abilities: A fey creature gains one of the following abilities for every 4 HD or fraction thereof.

Camouflage (Ex): A fey creature can use Stealth to hide in any sort of natural terrain, even if the terrain does not grant cover or concealment. It gains a +4 racial bonus on Stealth checks. This bonus does not stack with any racial Stealth bonus possessed by the base creature.

Change Shape (Su): A fey creature can change shape into a single form. Possible forms include a normal specimen of its base creature, a humanoid creature within one size category, or an animal within one size category. In all cases, the fey creature appears as the same individual of its alternate form each time it changes shape. The type of *polymorph* spell used should be chosen as appropriate based on the alternate form, such as *alter self* for taking humanoid form. This ability can be selected more than once, granting an additional form each time.

Energy Resistance (Ex): A fey creature gains resistance 10 to one energy type, or increases an existing resistance by 10. Resistance increased beyond 30 becomes immunity instead. This ability can be selected more than once.

Evasion (Ex): A fey creature gains evasion, as the rogue ability of the same name.

Long Step (Su): A fey creature can teleport up to 10 feet per Hit Die as a move action. It may use this ability once every 1d4 rounds.

Spell Resistance (Ex): A fey creature gains SR equal to 11 + its CR. This does not stack with any existing SR possessed by the base creature.

Trackless Step (Ex): A fey creature does not leave a trail in natural surroundings and cannot be tracked. It can choose to leave a trail, if it so desires.

Vanish (Su): As a swift action, a fey creature can vanish for 1 round as if affected by *invisibility*. It can use this ability for 1 round per day per Hit Die.

Woodland Stride (Ex): A fey creature can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at its normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect it. Optionally, this ability may function in a different type of terrain, to allow the fey creature to move through, swamps, rocky areas, ice, and so forth. Whatever the choice, this ability only functions in one type of terrain. This ability can be selected more than once, for a different terrain each time.

Spell-Like Abilities: A fey creature with an Intelligence or Wisdom score of 8 or more has a cumulative number of spell-like abilities depending on its Hit Dice. Unless otherwise noted, an ability is usable once per day. Caster level equals the creature's HD (or the caster level of the base creature's spell-like abilities, whichever is higher).

HD	Abilities
1-2	Dancing lights 3/day, faerie fire
3-4	Entangle, glitterdust
5-6	Deep slumber
7-8	Major image
9–10	Confusion
11-12	Feeblemind
13-14	Mislead
15-16	Project image
17-18	Irresistible dance
19+	Scintillating pattern

Abilities: A fey creature gains a +4 bonus to Dexterity and a +2 bonus to Intelligence and Charisma. A fey creature receives a -2 penalty to Strength. Fey creatures derived from creatures without an Intelligence score gain an Intelligence of 3.

Skills: A fey creature with racial Hit Dice has skill points per racial Hit Die equal to 6 + its Intelligence modifier. It gains Acrobatics, Bluff, Fly, and Stealth as class skills.

Languages: Fey creatures speak Sylvan as well as any languages spoken by the base creature.

Half-Balor Creature

A half-balor is a hulking, muscular figure that generally stands a foot or two taller than the base creature's normal height. Half-balors possess great horns, hoofed feet, horned scales, and massive wings, and as their anger flares or as they attack, bursts of fire pulse from their frames to blast their foes. Half-balors typically rise to position of power—they are often generals, rules, or archvillains of the highest magnitude.

Creating a Half-Balor

"Half-balor" is an inherited or acquired template that can be added to a living, corporeal creature with an Int score of 4 or more. A half-balor uses all the base creature's statistics and special abilities except as noted here.

CR: HD 4 or less, as base creature +2; HD 5 to 10, as base creature +3; HD 11 or more, as base creature +4. **AL:** Any evil.

Type: The creature's type changes to outsider (native). Do not recalculate HD, BAB, or saves.

Armor Class: Natural armor improves by +3.

Defenses/Qualities: Gains darkvision 60 feet; immunity to fire and poison; acid, cold, and electricity resistance 10; DR 5/good and magic (if HD 11 or less) or 10/good and magic (if HD 12 or more); and SR equal to creature's CR + 11 (maximum 35).

Speed: Unless the base creature flies better, the halfbolar flies at twice the base creature's land speed (good maneuverability).

Melee: A half-balor gains two claw attacks and a bite attack. Damage depends on its size, and it deals +1d6 fire damage with every attack.

Special Attacks: A half-balor gains the following.

Smite Good (Su): Once per day as a swift action it can smite good as the smite evil ability of a paladin of its Hit Dice, except affecting a good target. The smite persists until the target is dead or the half-balor rests.

Spell-Like Abilities: A half-balor with an Int or Wis score of 8 or higher has a cumulative number of spell-like abilities set by its HD. Unless otherwise noted, an ability is usable 1/day. CL equals the creature's HD (or the CL of the base creature's spell-like abilities, whichever is higher).

HD	Abilities
1-2	Darkness 3/day
3-4	Scorching ray 3/day
5-6	Unholy blight
7-8	Poison 3/day
9–10	Telekinesis
11-12	Blasphemy
13–14	Unholy aura 3/day, greater teleport
15–16	Fire storm
17–18	Summon monster IX (fiends only)
19+	Destruction

Abilities: A half-balor gains Strength +6, Dexterity +4, Constitution +6, Intelligence +4, Wisdom +4, Charisma +4.

Skills: A half-balor with racial HD has skill points per racial HD equal to 6 + Int mod. Racial class skills are unchanged, and class level skill ranks are unaffected.



Half-Balor Fire Giant

Half-Solar Creature

A half-solar is a massive, beautiful specimen of their base creature, standing a foot or two taller than the base creature's normal height. Half-solars have striking eyes, blemish free skin, and two pairs of wings instead of the usual single pair possessed by most halfcelestials. Half-solars often rise to power in whatever society they are born into—often becoming generals, rules, or legendary heroes.

Creating a Half-Solar

"Half-solar" is an inherited or acquired template that can be added to any living, corporeal creature with an Intelligence score of 4 or more. A half-solar creature retains the base creature's statistics and special abilities except as noted here.

CR: HD 5 or less, as base creature +2; HD 6–10, as base creature +3; HD 11 or more, as base creature +4. **AL:** Any good.

Type: The creature's type changes to outsider (native). Do not recalculate HD, BAB, or saves.

Armor Class: Natural armor improves by +3.

Defenses/Qualities: It gains darkvision 60 feet; immunity to acid and disease; +4 racial bonus on saves vs. poison; cold, electricity, and fire resist 10; DR 5/evil and magic (if HD 11 or less) or 10/evil and magic (if HD 12 or more); and SR equal to CR + 11 (maximum 35).

Speed: Unless the base creature flies better, the halfsolar flies at twice the base creature's land speed (perfect maneuverability).

Special Abilities: A half-solar gains the following.

Smite Evil (Su): Once per day as a swift action it can smite evil as a paladin of the same level as its Hit Dice. The smite persists until the target is dead or the half-solar rests.

Spell-Like Abilities: A half-solar with an Int or Wis score of 8 or higher has a cumulative number of spell-like abilities depending on its Hit Dice. Unless otherwise noted, an ability is usable once per day. Caster level equals the creature's HD (or the caster level of the base creature's spell-like abilities, whichever is higher).

HD	Abilities
1-2	Protection from evil 3/day, bless
3-4	Aid, constant—detect evil
5-6	Cure serious wounds, neutralize poison
7-8	Holy smite 3/day, remove disease
9-10	Dispel evil
11-12	Righteous might 3/day
13-14	Holy aura 3/day, hallow
15-16	Blade barrier 3/day
17-18	Breath of life, summon monster IX
	(celestials only)
19+	Resurrection

Abilities: A half-solar gains Strength +6, Dexterity +4, Constitution +4, Intelligence +4, Wisdom +4, Charisma +6.

Skills: A half-solar with racial Hit Dice has skill points per racial Hit Die equal to 6 + its Intelligence modifier.

Mithral-Clad Creature

Mithral-clad creatures are bonded to mithral either by birth or through magic. Shining mithral coats their forms, armoring them against attacks.

A mithral-clad creature can be born of mithral-clad parents, and indeed whole races of mithral-clad creatures can exist. Conversely, a magical ritual or a spell can cover a creature in mithral, and sometimes the gods create mithral-clad creatures as either a blessing or a curse.

Aside from mithral, there are creatures possessing skins of various other types of metals.

Creating a Mithral-Clad Creature

"Mithral-clad creature" is an acquired or inherited template that can be added to any corporeal creature (referred to hereafter as the base creature) that does not already have the mithral-clad template.

A mithral-clad creature uses all the base creature's statistics and special abilities except as noted here.

CR: As the base creature +1.

AC: A mithral-clad's natural armor increases by +8.

Defensive Abilities: A mithral-clad creature gains medium fortification (as the magical armor ability) and fire resistance 15.

Weaknesses: A mithral-clad creature gains vulnerability to electricity attacks.

Attacks: Mithral-clad gain a natural slam attack if the base creature has no natural attacks.

Damage: If a mithral-clad gains a slam attack, it deals damage appropriate for a creature of its size.

Special Attacks: A mithral-clad creature gains the following ability.

Strike as Silver (Ex): Due to the properties of mithral, a mithral-clad creatures natural attacks overcome damage reduction as silver weapons.

Ability Scores: Str +4, Con +2, Cha +2.

Skills: A mithral-clad creature suffers a -4 racial penalty on Swim checks.

Phalanx Creatures

The ritualistic bonds of family, friends, and community have a special power in fantasy worlds. This force births creatures that never seem to need to talk to each other to communicate, can finish each other's sentences, speak in perfect unison, know what is happening to others of its kind, and they may even share the same mind. Some of these special beings are bonded twins, others are perfectly disciplined troops, and the most frightening of these share a collective consciousness. They are the Phalanx Creatures.

Creating a Phalanx Creature

"Phalanx creature" is an acquired template that can be added to two or more creatures.

Phalanx creatures use all the base creatures' statistics and special abilities except as noted here. Only Phalanx creatures from the same collective gain the benefits of their shared abilities, though they must be on the same plane of existence.

CR: As the base creature +1 or +2 (true hivemind)

AL: Change the creatures' alignment to that of the majority of its members for both instances of alignment. If the number is balance they creature retains its original alignment.

Special Abilities: A phalanx gains the following special abilities.

Assistance (Ex): Phalanx Creatures gain a +2 bonus to all d20 rolls for every phalanx creature in conjoining adjacent squares (maximum +6).

Coordinated Tactics (Su): The phalanx creatures' powerful connection allows them to fight effectively as a team. A phalanx creature gains a +2 bonus to its attack rolls for each phalanx creature from its collective that is adjacent to the enemy it attacks (max +6). A

phalanx creature's opponent never receives a cover bonus if another phalanx creature from the collective is present. Phalanx creatures never suffer the penalty for firing into melee if all other target's opponents are phalanx creatures from their collective.

Telepathic Bond (Ex): Phalanx Creatures can communicate telepathically with any other phalanx creature as long as they are on the same plane.

True Hivemind (Ex): This ability is not possessed by all phalanx creatures, as some collectives chose to maintain individuality. Any phalanx creature collective can choose to surrender this and form a hive mind as a standard action performed by each phalanx creature. A phalanx creature that possess a hive mind, gains a minimum Intelligence of 6.

Members of a True Hivemind gain a number of additional special abilities:

- Shared Mentality: A phalanx creature makes Intelligence, Wisdom and Charisma checks along with Will saving throws using the highest bonus possessed by a member of its collective. They can gain the benefit of the assistance ability as well if other creatures spend a standard action to assist the phalanx creature making the attempt, even if they are not adjacent. Some phalanxes have members preparing readied actions to do just this.
- Shared Life-force: The collective can choose to share some of its hit points as a pool that each member can draw upon rather than each creature having individual hit points. These function as temporary hit points and the amount used by a single individual cannot exceed its normal maximum hit point total, so for example a creature with a maximum of 10 hp could only use 10 hp from the Share Life-force hp pool. Phalanx creatures often set members in hiding on the fringes of a battlefield to supply temporary hit points.

Feats: A Phalanx creature with a True Hivemind can use any feat another member of its collective possess as a bonus feat though he must meet any non-Intelligence, non-Wisdom or non-Charisma based prerequisites.

Skills: Using the telepathic bond a phalanx creature can gain the benefits of any other Intelligence, Wisdom or Charisma based skill uses. A phalanx creature with a True Hivemind can also use the ranks of any other phalanx creature that is part of its collective for all other skill checks. Effectively a phalanx creature with a True Hivemind gains the highest skill ranks that any single individual member of its collective can contribute.



Phalanx Sea Giants

Pygmy Creature (CR-1)

Creature with the pygmy template are smaller examples of their kind. This template cannot be applied to creatures that are Fine-sized.

Quick Rules: +2 to all Dexterity-based rolls, -2 to all other rolls, -2 hp/HD.

Rebuild Rules: Size decreases by one category; **AC** reduce natural armor by -2 (minimum +0); **Attacks** decrease damage dice by 1 step; **Ability Scores** -4 Strength, +4 Dexterity, -4 Constitution.

Ravenous Creature

Unnatural acts provoke unnatural hungers, and depravity follows perversity in a cascade. Dark powers watch for the growth of evil in mortal's hearts, and they reward such creatures with great power to nurture the black bloom of their wickedness. Cannibalism garners a particularly abhorrent "blessing." Ravenous creatures are living beings that have eaten the flesh of their own kind and been cursed with a supernatural hunger for more. A ravenous creature must continue to eat the flesh of its own kind or starve to death. Most ravenous creatures welcome this burden because of the power it brings them.

Creating a Ravenous Creature

"Ravenous Creature" is an acquired template that can be added to any living, intelligent creature which has eaten the flesh of its own kind (referred to hereafter as the base creature).

A ravenous creature uses all the base creature's statistics and special abilities except as noted here.

CR: Same as the base creature +1.

AL: Always chaotic evil.

Senses: A ravenous creature gains darkvision 60 ft. and low-light vision.

Defensive Abilities: A ravenous creature gains damage reduction 5/– and the following ability.

Cannibalistic Healing (Ex): So long as the ravenous creature has fed upon the flesh of its own kind within the last 24 hours, it has fast healing equal to one-half its HD (minimum fast healing 1). Feeding on a creature of its own kind that was killed within the last hour heals all ability damage and ability drain the ravenous creature has taken.

Attacks: A ravenous creature gains a natural bite attack, which deals damage according to Table 3-1 in Appendix 3 of the *Pathfinder Roleplaying Game Bestiary*. If the base creature has a natural claw attack, the ravenous creature is treated as one size larger for the purpose of dealing damage (Colossal 4d8).

Special Attacks: A ravenous creature retains all the base creatures special attacks and gains the following.

Favored Prey (Ex): A ravenous creature gains the favored enemy ability of the ranger class against creatures of their type, but with a favored enemy bonus of +1 from 1-5 HD, +2 from 5-9 HD, +3 from 10-14 HD, +4 from 15-19 HD, and +5 at 20 or more HD. Against creatures of the ravenous creatures exact kind, this bonus triples. If the ravenous creature has the favored enemy class feature, these bonuses stack.

Hungry Special Attacks (Ex): Any creature of the base creatures kind take a -2 penalty on saving throws against effects originating from the ravenous creature.

Special Qualities: A ravenous creature gains the following.

Ageless (Ex): A ravenous creature does not age, only dying if killed.

Ravenous Body (Su): A ravenous creature can eat other food, but only the flesh of its own kind satiates its hunger. It must feed upon the flesh of a creature of its own kind at least once every three days or it suffers the effects of starvation. When the ravenous creature's nonlethal damage due to starvation equals its Constitution score, it dies.

Sprint (Ex): Once per hour, a ravenous creature can move at ten times its normal speed when it makes a charge.

Abilities: Strength +6, Dexterity +4, Constitution +4.



Ravenous Goblin

Feats: A ravenous creature gains Blind-Fight, Improved Grapple, and Improved Unarmed Strike as bonus feats.

Skills: A ravenous creature gains a +4 racial bonus to Acrobatics, Escape Artist, Intimidate, and Stealth skill checks, and a +8 racial bonus on Climb, Perception, and Survival skill checks.

Spellpowered Creature

Spellpowered creatures possess inherent spell-like abilities beyond those typically exhibited by other creatures of their kind.

Creating a Spellpowered Creature

"Spellpowered Creature" is an acquired or inherited template which can be added to any creature (referred to hereafter as the "base creature"). A spellpowered creature uses all of the base creatures statistics except as stated below.

CR: For a base creature with 6 or less Hit Dice, +1. 7-15 Hit Dice, +2. 16 or more Hit Dice, +3.

Type: Animals and vermin become magical beasts. Recalculate base attack bonus, feats, saves, and skills. **Special Attacks:** Spellpowered creatures possess spell-like abilities according to the following

Spell-Like Abilities: A spellpowered creature gains a number of points equal to twice its total Hit Dice. These points are spent on spells, which cost a number of points equal to their respective levels, with 1st-level spells costing 1 point, 2nd-level spells costing 2, and so on (o-level spells cost 1/2 a point). For example, *fireball* costs 3 points, since it is a 3rd-level spell. Regardless, a spellpowered creature cannot possess a spell that has a level exceeding one-half the base creature's total Hit Dice (round up).

Expending a number of points equal to the spell's level allows the creature to use the ability once per day.

Paying twice this amount allows use of the ability three times per day. Three times the spell's level in points allows use of the ability at will. A point expenditure of four times allows the effect to be continuously active. o-level spells can be used at will for 1 point, and can be continuously active for 2 points.

At will or continuous abilities may be labeled supernatural (Su) instead of spell-like (Sp), at your discretion. Continuous effects still have a caster level and may be temporarily dispelled, but can be reactivated as a free action on the spellpowered creatures next action.

Spellpowered creatures do not need a minimum score in any ability to use their spell-like abilities. The caster level for all abilities gained from this template are equal to the base creature's total Hit Dice. Saving throw DC's are based on the spellpowered creature's highest mental ability score.

Abilities: Spellpowered creatures of the magical beast type have an Intelligence score of at least 3.

Stealthy Creature (CR *2)

This being has the ability to slip by unnoticed and attack from ambush.

Quick Rules: sneak attack +1d6, +4 bonus to attack rolls, AC, CMB, Initiative, Reflex saves, and Dexterity-based skill checks.

Rebuild Rules: Special Attacks gain sneak attack as a rogue of one-half HD (minimum sneak attack +1d6); **Ability Scores** +8 Dexterity; **Bonus Feats** Weapon Finesse; **Skills** gain Stealth as a class skill with bonus ranks equal to HD.

Jerror Creature (CR *0)

Creatures with the terror template are warped by prolonged contact with the Negative Energy Plane. They are terrifying to behold and have developed special resistances and attacks. A terror creature's quick and rebuild rules are the same.

Rebuild Rules: Alignment changes to NE; **Senses** gains darkvision 60 ft.; **Aura** fear (as *fear* spell, 20 ft., Will save DC 10 + 1/2 terror creature's racial HD + creature's Charisma modifier); **Defensive Abilities** negative energy absorption (Su; heals 1 hit point for every 3 points of damage that negative energy attacks would otherwise deal; a terror creature gets no saving throw against negative energy effects); **Immune** fear effects.

Two-Headed Creature (CR *2)

This creature has a secondary head with its own sentience.

Quick Rules: +4 bonus to Perception, Special Attacks gain an additional standard action each round.

Rebuild Rules: Ability Scores +4 Dexterity and Wisdom; **Skills** +4 racial bonus to Perception.

Superior Two-Weapon Fighting (Ex): A twoheaded creature can fight with two weapons with which it is proficient with one in each hand if it has two hands. Because each of its two heads can control an appendage, the two-headed creature does not take a penalty on attack or damage rolls for attacking with these two weapons.

Two Minds (Ex): A two-headed creature has two minds that work well together, allowing it to take an additional standard action each round. Its two minds work together to process information and perform actions with far more speed and coordination than a creature with merely one brain.

Other Creatures

Advanced Shadow

CR 10

XP 9,600 CE Medium undead (incorporeal) Init +4; Senses darkvision 60 ft.; Perception +27

Defense

AC 21, touch 21, flat-footed 16 (+6 deflection, +4 Dex, +1 dodge)

hp 178 (17d8+102)

Fort +11, Ref +9, Will +11

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

Offense

Speed fly 40 ft. (good) Melee incorporeal touch +16/+16 (1d6 Strength damage/19-20) Special Attacks create spawn

Statistics

Str –, Dex 18, Con –, Int 10, Wis 12, Cha 22 Base Atk +12; CMB +16; CMD 33

Feats Combat Reflexes, Critical Focus, Cyclone of Claws*, Dodge, Flyby Attack, Improved Critical (incorporeal touch), Mobility, Skill Focus (Perception, Stealth)

Skills Fly +28, Perception +27, Sense Motive +21, Stealth +30 (+34 in dim light, +26 in bright light);

Racial Modifiers +4 Stealth in dim light (-4 in bright light)

Ivan Dornson CR 17

XP 102,400

Male first folk oracle (domain servant*, druidic*, hybrid*) of Iythous 11/first folk paragon 6 CN Medium fey and humanoid (shapechanger) **Init** +8; **Senses** wildsight; Perception +21

Defense

AC 37, touch 17, flat-footed 33 (+10 armor, +3 deflection, +4 Dex, +5 natural, +5 shield)

hp 138 (17 HD; 11d8+6d6+68)

Fort +11, Ref +15, Will +16; +2 vs. illusion

Defensive Abilities dream attunement, evasion, primal healing; Resist fire 10

Offense

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

Melee +4 fey bane impact cold iron morningstar +18/+13/+8 (2d6+6/19-20)

Ranged +1 distance light crossbow +16 (1d8+1/19-20)

Special Attacks bardic performance (18 rounds/day, standard action, DC 20, countersong, distraction, fascinate, inspire competence +2, inspire courage +1), fey powers

Domain Spell-Like Abilities (CL 11th; concentration +19)

11/day*—fire bolt* (1d6+5 fire)

Bard Spells Known (CL 1st; concentration +9)

1st (3/day)-charm person (DC 19), expeditious retreat

- 0 (at will)—ghost sound (DC 18), mage hand, message, prestidigitation
- Oracle Spells Known (CL 17th; concentration +25)
- 8th (5/day)—finger of death (DC 26), stormbolts^{APG} (DC 26)
- 7th (7/day)—control weather, heal (DC 25), wind walk (DC 25)
- 6th (7/day)—greater dispel magic, liveoak, mass bull's strength (DC 24)
- 5th (7/day)—baleful polymorph (DC 23), cure critical wounds (DC 23), fire shield^D (DC 23), stoneskin (DC 23), teleport^D (DC 23), wall of thorns
- 4th (8/day)—dimension door^D (DC 22), echolocation^{UM}, flame strike (DC 22), reincarnate, touch of slime^{UM} (DC 22), wall of fire^D
- 3rd (8/day)—cloak of winds^{APG} (DC 21), fireball^D (DC 21), fly^D (DC 21), meld into stone, poison (DC 21), troll arms¹⁰⁰¹ (DC 21)

- 2nd (8/day)—frigid touch^{UM}, lesser restoration (DC 20), locate object^D, produce flame^D, resist energy (DC 20), spider climb (DC 20), tar ball^{UM}
- 1st (8/day)—burning hands^D (DC 19), endure elements (DC 19), entangle (DC 19), feather step^{APG} (DC 19), hex weapon¹⁰⁰¹ (DC 19), longstrider^D, touch of the sea^{APG} (DC 19)
- o (at will)—detect magic, guidance (DC 18), know direction, light, mending (DC 18), read magic, spark^{APG} (DC 18), stabilize (DC 18), touch of torment¹⁰⁰¹ (DC 18), plus 1 more

D domain spells; Domains fire, travel

Tactics

Before Combat Rarely away from his Goddess Who Stalks the World, Ivan reserves most of his spells to bolster her, Iythous.

During Combat Ivan focuses on whoever Iythous commands, or who he perceives as being the opposition leader. He uses his spells sparingly, wanting to save as many of them as possible to assist his Goddess should she request his assistance.

Morale In the presence of Iythous, Ivan fights to the death. When Iythous is not present, he will flee if reduced below 35 hit points.

Statistics

Str 14, **Dex** 18, **Con** 16, **Int** 16, **Wis** 12, **Cha** 26 **Base Atk** +11; **CMB** +13; **CMD** 30

Feats Craft Magic Arms and Armor, Craft Wand, Craft Wondrous Item, Dazzling Display, Improved Critical (morningstar), Improved Initiative, Shatter Defenses, Skill Focus (Intimidate), Weapon Focus (morningstar) **Skills** Acrobatics +17, Bluff +21, Diplomacy +21, Escape Artist +19, Fly +18, Intimidate +34, Knowledge (religion) +19, Perception +17, Sense Motive +24,

Spellcraft +16, Stealth +36, Use Magic Device +21

Languages Aklo, Common, Elven, Goblin, Sylvan

SQ aspect, aspect endowment, aspected form, enhanced wealth, seeming

Combat Gear wand of cure light wounds (50 charges), wand of haste (25 charges), wand of flame strike (25 charges); **Other Gear** +4 glamered greater shadow greater slick mithral chainmail, +3 poison-resistant^{UE} darkwood heavy shield, +4 fey bane impact^{UE} cold iron morningstar, +1 distance light crossbow with 40 bolts, amulet of natural armor +5, belt of physical might +4 (Dex, Con), bracers of resistance +3 (as cloak of resistance +3), cassock of the clergy^{UE}, deathwatch eyes^{UE}, gauntlets of the weaponmaster^{UE}, greater wings of the gargoyle^{*}, headband of mental superiority +4 (Perception, Stealth), iron circlet of guarded souls^{UE}, major burglar

boots^{UE}, *ring of evasion, ring of protection +3, tome of leadership and influence +3* (already read), *unfettered shirt*^{UE}, 1,290 gp

Special Abilities

Aspect: As a paragon of the darker corners of the Primal World, Ivan gains a +3 bonus to Intimidate and Sense Motive checks, and gains the following ability.

Darkest Fears (Su): As a standard action, he can make a Sense Motive check (DC 10 + the target's HD + the target's Wisdom modifier) to learn the target's biggest and most immediate fears and concerns. When successfully used on a shaken, frightened, or panicked target, Ivan also learns the target's surface thoughts.

Aspect Endowment: While in his aspected form, Ivan gains the following ability.

Exploit Fear (Su): He gains a +2 bonus to attack and damage rolls against shaken, frightened, and panicked creatures. Any save DCs of his fey powers increase by +1 against shaken, frightened, and panicked creatures.

Aspected Form (Sp): While using his seeming ability (see below), Ivan has a natural bite attack. When he damages an opponent with his bite, he can demoralize them as a swift action.

Dream Attunement: Ivan gains a +2 racial bonus on saving throws against illusion spells and effect, and automatically receives a save to disbelieve against illusions he comes within 10 ft. of.

Enhanced Wealth: Ivan has equipment equivalent to a 17th-level PC. This increases his CR by +1.

Fey Powers: Ivan has the following fey powers.

Fey Music (Ex): His effective bard level gained from improvised expertise (see below) increases by 3 levels, to 4th-level for the purpose of bardic performances available, rounds per day, and save DCs. In addition, he can affect plant creatures with his mind-affecting bardic performances.

Improvised Expertise (Ex): He has the bardic performance, spells known and spells per day of a 1st-level bard.

Primal Strike (Sp): Ten times per day, he can make a ranged touch attack against a single opponent, dealing 3d6 points of damage. This ability has a maximum range of 30 ft., and has an effective spell level of 3rd.

Primal Healing: Whenever Ivan received magical healing, he heals +2 hit points per die rolled. He heals twice as fast as normal from natural healing. Damage from cold iron weapons cannot be healed with natural healing.

Seeming (Sp): Ivan can appear to be an elf. This doesn't change his statistics, functions with a caster level of 17th, and is effectively a 1st-level spell.

Wildsight: Ivan has low-light vision, and can automatically see through the *seemings* of other first folk.

Lady Estrella D'lin CR 19

XP 204,800

Female dread wight elf cleric 18NE Medium undead (augmented humanoid, elf)Init +11; Senses blindsense 60 ft., darkvision 60 ft.,low-lightvision;Perception+25

Defense

AC 34, touch 21, flat-footed 26 (+7 armor, +3 deflect, +7 Dex, +1 dodge, +6 natural)

hp 225 (18d8+144)

Fort +23, **Ref** +17, **Will** +20; +2 vs. enchantments **Defensive Abilities** channel resistance +4; **Immune** undead traits

Offense

Speed 30 ft.

Melee +*4* short sword +24/+19/+14 (1d6+6/17-20) or slam +20 (1d4+3 plus energy drain)

Ranged +4 seeking composite longbow +24/+19/+14 (1d8+6/x3)

Special Attacks channel negative energy (11/day, DC 27, 9d6), control wights, create spawn, energy drain (1 level), killing blowAPG

Domain Spell-Like Abilities (CL 18th; concentration +23)

8/day—bleeding touch (9 rounds), copycat (18 rounds) At will—master's illusion (18 rounds/day, DC 24)

Cleric Spells Prepared (CL 18th; concentration +23)

- 9th–implosion (DC 24), summon monster IX, time stop^D
- 8th—antimagic field, discern location, greater spell immunity, mass invisibility^D
- 7th-blasphemy (2, DC 22), ethereal jaunt, screen^D
- 6th—blade barrier (DC 21), harm (DC 21), mislead^D, wind walk, word of recall
- 5th—dispel good, false vision^D, insect plague, slay living (2, DC 20), spell resistance
- 4th—confusion^D (DC 19), divine power, fleshworm infestationUM (DC 19), freedom of movement, greater magic weapon (2)
- 3rd—deeper darkness, invisibility purge, magic vestment, meld with stone, poison (DC 18), nondetection^D
- 2nd—darkness, hold person (DC 17), invisibility^D, silence (2, DC 17), undetectable alignment

- 1st—cause fear^D (DC 16), comprehend languages, divine favor (2), entropic shield, obscuring mist, shield of faith
- o (at will)—bleed (DC 15), detect magic, mending, read magic

D Domain spell; **Domains** Death (Murder subdomain^{APG}), Trickery

Tactics

Before Combat Lady D'lin casts greater magic weapon (on her sword and longbow), freedom of movement, greater spell immunity, magic vestment, and undetectable alignment.

During Combat Estrella uses magic to turn invisible or hinder vision, then makes hit-and-run attacks.

Base Statistics Without *greater magic weapon* and *magic vestment*, her statistics are **AC** 31, flat-footed 23; **Melee** +1 short sword +21/+16/+11 (1d6+3/17-20); **Ranged** +1 seeking composite longbow +21/+16/+11 (1d8+3/x3).

Statistics

Str 14, **Dex** 24, **Con** –, **Int** 16, **Wis** 20, **Cha** 26 **Base Atk** +13; **CMB** +15; **CMD** 36

Feats Combat Casting, Combat Reflexes, Craft Magic Arms and Armor, Craft Wand, Craft Wondrous Item, Dodge, Improved Critical (short sword), Improved Initiative, Weapon Finesse

Skills Bluff +12, Diplomacy +12, Disguise +22, Knowledge (arcana, religion) +16, Perception +25, Ride +21, Sense Motive +18, Spellcraft +24, Stealth +26, Use Magic Device +20; **Racial Modifiers** +2 Perception, +8 Stealth

Languages Common, Elven, Goblin, Infernal, Undercommon

SQ aura, elven magic, weapon familiarity

Combat Gear *ointment of true seeing, wand of fireball* (CL 7th, 34 charges), *wand of inflict critical wounds* (48 charges), *wand of invisibility* (20

charges); **Other Gear** +1 seeking composite (Str 14) longbow with 20 arrows, +1 short sword, +1 shadow studded leather, amulet of natural armor +2, belt of incredible dexterity +4, boots of speed, cloak of resistance +4, hat of disguise, headband of mental superiority +4 (Ride, Use Magic Device), ring of protection +3, iron unholy symbol

Sources

Many of the abilities possessed by the creatures above have a superscript source abbreviation. The following list explains which book you can find the rule element in. Items marked with an asterisk (*) are presented in the appendix above.

Abbreviation	Product
1001	1001 Spells (from Rite Publishing)
APG	Pathfinder Roleplaying Game
	Advanced Player's Guide
ARG	Pathfinder Roleplaying Game
	Advanced Race Guide
B1	Pathfinder Roleplaying Game
	Bestiary
B2	Pathfinder Roleplaying Game
	Bestiary 2
B3	Pathfinder Roleplaying Game
	Bestiary 3
B4	Pathfinder Roleplaying Game
	Bestiary 4
Μ	Pathfinder Roleplaying Game
	Mythic Adventures
NPC	Pathfinder Roleplaying Game NPC
	Codex
UC	Pathfinder Roleplaying Game
	Ultimate Combat
UE	Pathfinder Roleplaying Game
	Ultimate Equipment
UM	Pathfinder Roleplaying Game
	Ultimate Magic



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