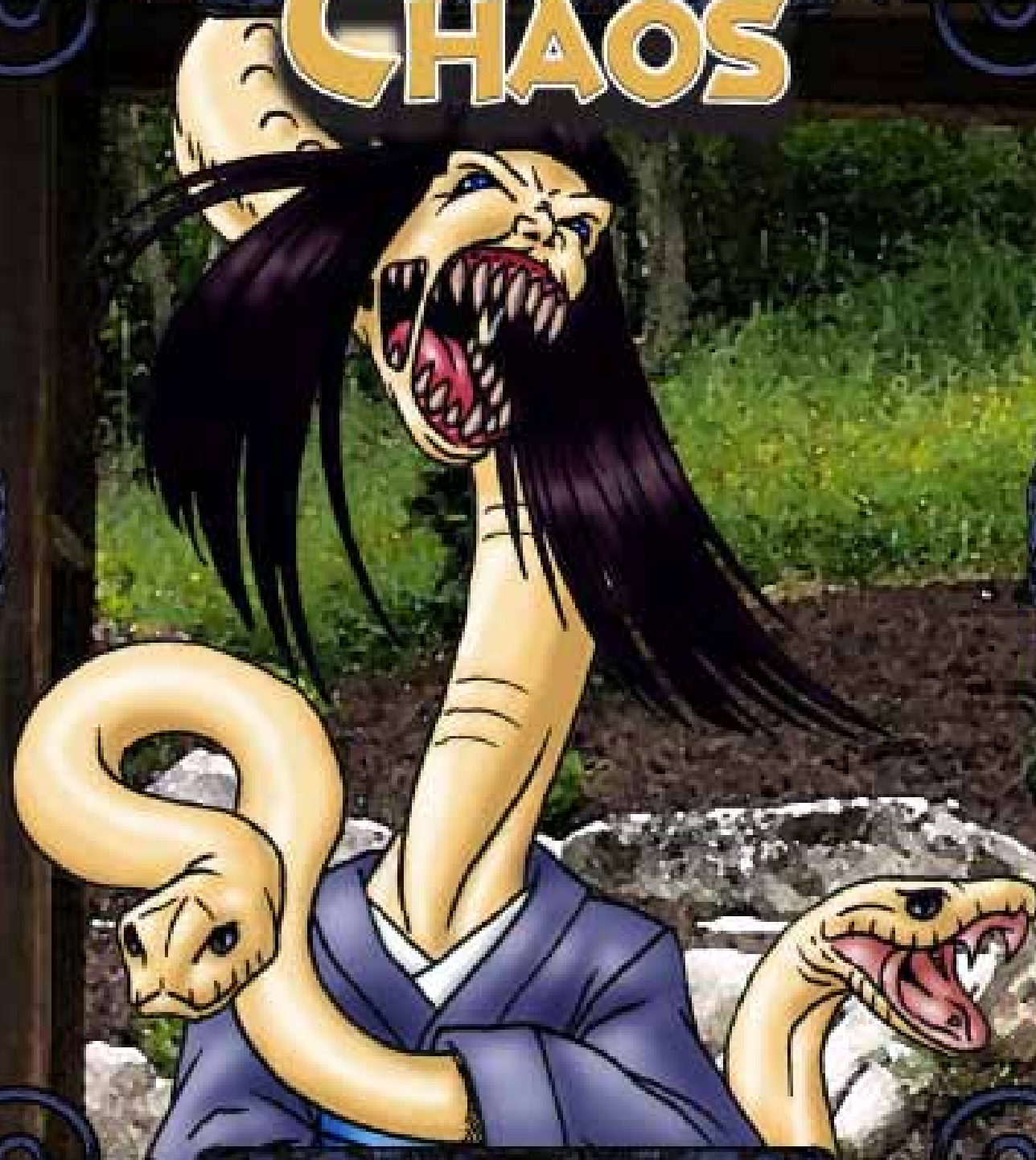




MONSTER MENAGERIE

COVENS OF CHAOS



Sam Hing

FOREWARD

Welcome to *Covens of Chaos*, the ninth in our line of monster books called Monster Menagerie. Each volume in this line presents a small set of monsters tied to a single theme, but spread over a range of CRs. For *Covens of Chaos* that theme is variants of hags, the classic crone-witch of fables and ancient mythology. As an added bonus, author Sam Hing has put together an awesome set of hag-related magic items, spells, and feats to round out your wicked wise women.

Hags are prevalent in many old fables, and are often portrayed as hideous witches who may or may not be human. From the witch who wanted to eat Hansel and Gretel or the tales of Baba Yaga in her flying mortar to the Greek and Norse depictions of the three Moirai (or Fates or Norns), powerful, ugly women of power are common antagonists in many of the stories from which modern fantasy roleplaying games draw inspiration. The very term “hag” evolved from the Old English word *hægtesse*, a word for “witch” that is also the root of the Germanic *hexe*, the origin of the hex powers of the witch character class. Much like witches, hags have a broad range of powers and a bad reputation, though unlike many witches, the hags’ reputation is almost entirely deserved.

While numerous types of hags already exist in the pages of the *Bestiary*, this product expands their options (and CR range) to ensure there’s always a hag appropriate for any adventure. Within these pages you will find everything from hags that just wish to fill their bellies to those dedicated to destroying the powerful servants of the outer plains. From the disgusting and cowardly whitiri (CR 3) to the terrifyingly destructive kalaratri (CR 15), the Covens of Chaos are ready and able to plot against player characters of any level.

So put some more wood around the cauldron, take a big bite of that shiny apple, and tell the children to be home before nightfall. The gwrachods are looking for new trophies, the night filches have their hair woven into nets, and the truies are hungry. The Covens of Chaos are plotting, and you’re not going to like what they have planned!

Owen K.C. Stephens
Winter 2011

ON HAGS AND COVENS

All the creatures presented in *Monster Menagerie: Covens of Chaos* qualify as hags for all prerequisites. When three or more hags of any type gather, they can form a coven to gain increased magical ability. Any combination of hags can form a coven, but green hags are the most common members of such foul gatherings. Whenever all three hags of a particular coven are within 10 feet of one another, all three of them can work together to use any of the following spell-like abilities: *animate dead*, *baleful polymorph* (DC 18), *blight* (DC 17), *bestow curse* (DC 17), *clairaudience/clairvoyance*, *charm monster* (DC 17), *commune*, *control weather*, *dream*, *forcecage*, *mind blank*, *mirage arcana* (DC 18), *reincarnate*, *speak with dead*, *veil* (DC 19), *vision*.

All three hags must take a full-round action to take part in this form of cooperative magic. All coven spell-like abilities function at CL 9th (or at the highest CL available to the most powerful hag in the coven). The save DCs are Charisma-based, and function as if with a Charisma score of 16 unless one of the hags has a higher Charisma score, in which case the spell-like ability DCs are adjusted by that hag's Charisma modifier. At the GM's discretion, certain more powerful hag covens might have additional spell-like abilities (see *Coven Feats* and *Hag Magic*, below).

Covens make an excellent plot device for GMs, both as a way to increase the overall power of hags (which might otherwise be overwhelmed if encountered alone), and as an ongoing antagonist. Even if the player characters have an excellent track record of killing every foe they face in their first encounter, a coven allows forces to move against the PCs long after individual members are dead. A GM can name a coven (the Wicked Sisters, Charnel Daughters, or Council of Wisdom are all more mysterious and intriguing for PCs to struggle against than "a bunch of hags in the woods"), and use them as the force behind any required plot point. Hag covens seek power, food, influence, and wealth much as more common secret societies do, but back those desires with inhuman intellect and might, as well as supernatural powers. A specific coven can also scale with a group of characters, as lower-CR hags are defeated and the

more powerful sisters of the coven become involved. The PCs may first encounter the Pale Circle as just three whitiri working together to feed off traders from an old trail, but those hags may well be working for much more wise and wicked hags from hu'pochtli to a trio of gwrachod with witch levels, and the more trouble the PCs make for the Pale Circle, the more, higher-level witches come to put them down.



BANGUNGOT

A corpulent woman gazes at you with hungry eyes. Her massive rolls of fat seem to move with a disgusting life of their own. She smiles with an oversized, toothless mouth, and waggles a finger pointedly in your direction.

BANGUNGOT CR 6

XP 2,400

CE Medium Monstrous Humanoid

Init +1; Senses darkvision 60 ft.; Perception +12

DEFENSE

AC 17; touch 11, flat-footed 16 (+1 Dex, +6 natural)

hp 66 (7d10+28)

Fort +4, Ref +7, Will +7

SR 17

OFFENSE

Speed 20 ft.

Melee spearfinger +11 (1d8+3 plus bleed), and slam +10 (1d6+3)

Space 5 ft.; Reach 5 ft.; 10 ft. with spearfinger

Special Attacks bleed (1d4)

Spell-like Abilities (CL 7)

At will—death knell (DC 15), fear (DC 17), ghost sound, levitation

1/day—touch of idiocy (DC 14)

STATISTICS

Str 17, Dex 12, Con 19, Int 14, Wis 13, Cha 17

Base Atk +7; CMB +10; CMD 22

Feats Combat Expertise, Step Up, Vital Strike, Weapon Focus (spearfinger)

Skills Climb +13, Craft (any one) +12, Intimidate +13, Perception +12, Stealth +11, Survival +12

Languages Common, Giant, Goblin

SQ summon the digested

ECOLOGY

Environment any

Organization solitary or coven (3 hags of any kind)

Treasure standard

SPECIAL ABILITIES

Summon the Digated (Su): A bangungot may, as a full round action, vomit forth

up to its hit dice in skeletons once per day. No one of these skeletons can have more HD than half the hag's total HD. A 7 HD bangungot may vomit up two 3 HD skeletons and a 1 HD skeleton, seven 1 HD skeletons, or any combination of skeletons no more than 3 HD totaling no more than 7 combined total HD. The skeletons are under complete control of the hag, and deal an additional 1d6 points of acid damage on a successful strike, or if they are struck by an unarmed attack or natural weapon.

Loathsome in the extreme, bangungots haunt the darkness outside primitive settlements and city walls, always watching for lone humanoids to feast upon. They leave nothing but a bloodstain, eating all of their victims, and taking even the most useless of possessions. These are often stashed between the hag's massive rolls of fat, to be used as bait, bribes or trade as she needs.

Bangungots hate extended combat, leaving that to the cursed remains of its past victims.

The skeletons that it vomits forth are mostly made up of humanoids, although animals and stranger creatures are often intermixed.

They drip with the stomach acids of the bangungot, and surround her victims, while the hag attacks at a safe distance with her spearfinger.

Bangungots have a bawdy sense of humor, and know full well that most creatures find both their appearance and habits disgusting. Locally they may be called spearfingers, or raw gums. They freely take part in covens, giving their skeletal foot soldiers in return for increased magic power, and the backing of the other hags.



GWRACHOD

This horrifyingly ugly woman has flesh like teak. Fangs jut from her thick lips, and small horns sprout from the warts of her face. A tail tipped with a jagged spike twitches behind her. With a sudden rush she is upon you.

GWRACHOD

CR 13

XP 25,600

LE Medium Monstrous Humanoid

Init +7; Senses darkvision 90 ft., scent; Perception +22

DEFENSE

AC 28; touch 20, flat-footed 25 (+3 Dex, +7 deflection +8 natural)

Immune any one energy (see text)

hp 174 (12d10+108)

Fort +15, **Ref** +11, **Will** +13

SR 24

OFFENSE

Speed 30 ft.; sprint

Melee 2 slams +18 (2d4+8 plus 1d6 energy), bite +18 (1d6+8 plus bleeding bite), sting +13 (1d6+4 plus poison)

Ranged composite longbow +15/+10/+5 (1d8+8/x3)

Special Attacks bleeding bite, elemental essence, poison

Spell-like Abilities (CL 12)

At will—*detect magic*, *guidance*, *speak with dead*

3/day—*bane* (DC 17), *death knell* (DC 18), *discern lies* (DC 20)

2/day—*animate dead*, *giant vermin*, *poison* (DC 20)

1/day—*bestow curse* (DC 19), *blade barrier* (DC 22), *rusting grasp*

STATISTICS

Str 26, **Dex** 16, **Con** 28, **Int** 21, **Wis** 19, **Cha** 23

Base Atk +12; **CMB** +22; **CMD** 35

Feats Combat Expertise, Critical Focus, Deadly Finish*, Great Fortitude**, Improved Initiative, Intimidating Prowess, Power Attack

*indicates a feat found in *Ultimate Combat*

**bonus feat

Skills Acrobatics +15, Bluff +18, Intimidate +29, Knowledge (religion) +17, Perception +10, Sense Motive +18, Spellcraft +17, Stealth +14, Survival +20

Languages Aklo, Common, Draconic, Dwarven, Giant, Sylvan, Terran

SQ enchant bodyparts, sprint

ECOLOGY

Environment any

Organization solitary or coven (3 hags of any kind)

Treasure double standard

SPECIAL ABILITIES

Bleeding Bite (Ex): The saliva of gwrachod thins the blood of its victims, causing any piercing or slashing wounds that the victim receives after the bite to bleed for 1d6 points of damage per wound every round. The victim may make a Fortitude save, DC 26, after the first hour to end the effect, with a cumulative +1 to the save for each attempt after the first, to end the effect. Creatures immune to bleed damage are immune to this effect.

Elemental Essence (Su): Gwrachod are spiritually tied to their lands, and their souls embody the darker aspects of the environment. Each of these hags gains immunity to acid, cold, fire, or electricity, and adds 1d6 points of the same type of damage to its slam attacks, or to any weapon it wields.

Enchant Bodyparts (Su): Gwrachods can create any magic item made out of the body parts of a fallen foe as if it had whatever item creation feats and spells necessary. Any other materials or costs must be paid normally.

Poison (Ex): Sting-injury, save Fortitude DC 23; frequency 1/round for 4 rounds; effect 1d4 Dex damage, and double vision, granting a 20% miss chance to attack rolls, cure 1 save

Sprint (Ex): Once per hour, a gwrachod can move at ten times its normal speed (300 ft) when it makes a charge.

Gwrachods (pronounced kai-leech) are the spawn of an ancient coven of witches, cursed by the gods for their cruelty and deviousness. They pass down their ancient hatred of the gods, the other races, and themselves to their descendants. Gwrachods make excellent generals, bodyguards, and torturers, although they respect no one, including their employers.

A gwrachod is a fearless fighter, attacking with utter ruthlessness, maximizing the suffering of her foes. They attempt to observe their enemies carefully, aiming to destroy them as quickly and completely as they can. If they are forced to flee, they will spend years planning brutal revenge. They tend to dominate any coven that they are in, due to both their power and contempt of their sisters.



Gwrachods take on the traits of the lands in which they were born, fundamentally infusing them with its power. A gwrachod making its lair on a mountain peak may have an aspect of the storms that lash her home, being quick to rage, storm gray flesh, glowing yellow eyes, and lightning dancing about her palms, where a hag native to a glacial snowfield will be icy cold, have blue-white skin, pale eyes, and frost covered fists.

Gwrachods take trophies from nearly every creature they slay, twisting them with their innate powers into gory artifacts. Hands of glory, masks of the skull, and leather armor made from humanoid skin are all common to the hags and their allies, although a great many items can be fashioned in such a way, such as belts of dwarvenkind created from tanned dwarf flesh and beards.

HU'POCHTLI

This savage female's leathery hide is streaked with gore and paint. In one hand she clutches a flaming spear in the form of a serpent. Hatred flows around her in an almost physical tempest.

Hu'POCHTLI

CR 9

XP 6,400

CE Medium Monstrous Humanoid

Init +7; Senses darkvision 120 ft.; Perception +15

Aura raging (50 ft.)

DEFENSE

AC 23; touch 14, flat-footed 19 (+3 Dex, +1 Dodge, +9 natural)

hp 115 (11d10+55)

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

Resist fire 10

SR 20

OFFENSE

Speed 40 ft.

Melee flaming spear +18 (1d8+6 plus 1d6 fire), and bite +12 (1d6+6), or 2 claws +17 (1d4+6), and bite +17 (1d6+6)

Special Attacks rend (2 claws 1d4+9)

Spell-like Abilities (CL 11)

At will-bleed (DC 15), *summon monster I*
3/day-detect thoughts (DC 17), *entangle* (DC 16), *mad monkeys**, *rain of frogs**, *summon monster II*
2/day-arboreal hammer*, *beast shape II*, *magic missile*, *summon monster III*

1/day-blink, *charm monster* (DC 19), *haste*, *summon monster IV*, *summon monster V*

*Indicates a spell found in *Ultimate Magic*.

STATISTICS

Str 22, **Dex** 16, **Con** 18, **Int** 13, **Wis** 17, **Cha** 21

Base Atk +11; **CMB** +17; **CMD** 30

Feats Dodge, Combat Expertise, Power Attack, Toughness, Weapon Focus (spear)

Skills Climb +18, Craft (traps) +13, Intimidate +19, Perception +15, Stealth +18, Survival +16

Languages Common, Giant, Sylvan

SQ blood healing, raging aura, serpent spear

ECOLOGY

Environment tropical forests

Organization solitary or coven (3 hags of any kind)

Treasure standard

SPECIAL ABILITIES

Blood Healing (Su): When a hu'pochtli injures a creature with blood with any slashing weapon, including its natural weapons, it immediately heals 1d4+2 hit points. If uninjured, the hag instead gains a +2 morale bonus to its next attack. If the hu'pochtli has at least 50% of her body submerged in blood it heals 2d4+4 points of damage every round it is submerged. If the hag is uninjured, it gains a +5 to all its skill checks for the next hour.

Raging Aura (Su): All of the hu'pochtli allies that remain within 50 ft of the hag are treated as if they were under the effect of a rage spell. Unwilling targets may make a DC 20 Will save to resist. Monsters summoned by the hu'pochtli cannot resist this ability.

Serpent Spear (Su): The spear used by a hu'pochtli is a living venomous snake (Bestiary), transformed by the hag's innate magic. The hag may cast down the spear at any time, at which times it becomes a venomous snake that is treated as if it was the hu'pochtli's animal companion, with the hag's HD as its druid level. The snake loses the flaming property when out of its spear form. If the snake is killed, or the spear is sundered, the hu'pochtli may recreate it in 24 hours.

Hu'pochtli are hateful jungle witches, existing to raid those nearby and sacrifice captives in bloody moonlit rituals. They frequently subjugate tribes of humanoids to act as their private army, and warriors that fail to take prisoners are killed in their place. It is believed by many that the hags do not offer up the blood and hearts of their foes to any dark powers, as much as simply to themselves.

Hu'pochtli lust after battle, freely attacking groups of lesser creatures and leaving them in bloody ruins. They are more cunning with powerful foes, using hordes of lesser creatures and dark magics before moving in for the kill. Despite their love of battle, hu'pochtli are honorless creatures, and avoid a fair fight with an equally matched creature if possible.

In their ever important quest to maximize their power, hu'pochtli frequently take class levels in fighter, ranger, druid, or summoner. It is possible to draw upon the hag's jungle knowledge, if she is brought the head of a powerful monster or warrior, especially if they were a thorn in the hag's side. Hu'pochtli tend to be the most dominant member of any coven that they are a member of; otherwise they act as a powerful general and war leader.



KALARATRI

This towering woman has jet black skin and eyes that glow a fierce red. Six powerful arms sprout from her torso. Her mouth bristles with a seemingly impossible amount of teeth and tusks. She wears a skirt of humanoid arms that, to your horror, still grasp at the world around them.

KALARATRI

CR 15

XP 51,200

CN Large Monstrous Humanoid

Init +8; Senses darkvision 120 ft. true seeing; Perception +29

Aura cowering (100 ft., DC 27)

DEFENSE

AC 31; touch 13, flat-footed 27 (+4 Dex, +22 natural, -1 size)

hp 216 (16d10+128)

Fort +9, **Ref** +14, **Will** +20

DR 10/cold iron; Immune cold, poison; Resist acid 10, electricity 10, fire 10

SR 26

OFFENSE

Speed 30 ft.

Melee 6 slams +22 (1d6+6), and bite +22 (1d8+6 plus poison), or +2 longsword +23/+18/+13/+8 (2d6+8/17-20) and 5 +2 longswords +23 (2d6+8/17-20), and bite +17 (1d8+6 plus poison)

Ranged 3+1 composite longbows +20/+15/+10/+5 (2d6+6/x3)

Special Attacks cowering aura, multiweapon mastery, outsider bane, poison

Spell-like Abilities (CL 16)

Constant-tongues, true seeing

At will-dancing lights, fear (DC 20), fly

3/day-animate dead, awaken, black tentacles, cone of cold (DC 24), shadow step**

2/day-Anthropomorphic animal** (DC 22), flame strike (DC 24), greater invisibility, holy smite (DC 23), unholy blight (DC 23)

1/day-chain lightning (DC 25), curse, major** (DC 29), enervation (DC 23), legend lore, wrathful mantle*

Spells Known (CL 16)

8th (2/day)-antimagic field, orb of void (DC 27)**

7th (3/day)-destruction (DC 26), summon monster VII, symbol of stunning (DC 26)

6th (4/day)-animate objects, banishment (DC 25), heal, harm (DC 25)

5th (6/day)-break enchantment, greater command (DC 24), fickle winds**, righteous might, slay living (DC 24), symbol of pain (DC 24)

4th (6/day)-control summoned creature** (DC 23), dimensional anchor, dismissal (DC 23), inflict critical wounds (DC 23), terrible remorse** (DC 23)

3rd (6/day)-agonize** (DC 22), bestow curse (DC 22), cause serious wounds (DC 22), dispel magic, protection from energy, searing light

2nd (7/day)-align weapon, bear's endurance, bull's strength, cat's grace, eagle's splendor, grace*, owl's wisdom

1st (8/day)-bane (DC 20), command (DC 20), doom (DC 20), entropic shield, murderous command** (DC 20), protection from evil, protection from good

0 (at will)-bleed (DC 19), detect magic, flare (DC 19), guidance, light, read magic, resistance, spark* (DC 19), stabilize

* Indicates a spell found in *Advanced Player's Guide*

** Indicates a spell found in *Ultimate Magic*

STATISTICS

Str 22, **Dex** 18, **Con** 27, **Int** 18, **Wis** 30, **Cha** 29

Base Atk +16; **CMB** +22; **CMD** 36

Feats Combat Reflexes, Critical Focus, Great Fortitude, Greater Spell Penetration, Improved Critical (longsword), Improved Initiative, Power Attack, Spell Penetration

Skills Climb +25, Intimidate +28, Knowledge (arcane, religion) +20, Perception +29, Sense Motive +26, Stealth +19, Survival +23

Languages Abyssal, Celestial, Common, Draconic, Giant, Infernal; telepathy 100 ft.

SQ skirt of hands, skulls of mystery

ECOLOGY

Environment any

Organization solitary or coven (3 hags of any kind)

Treasure double (6 +2 longswords, other treasure)

SPECIAL ABILITIES

Cowering Aura (Su): All living creatures within 100 feet with HD equal to half or less than the kalaratri's HD total that fail a Will save fall prone before the hag, and gain the cowering condition, until they are attacked by the hag or her allies. A creature with HD greater than half the kalaratri's must make a Will save or be shaken until attacked by the hag or her allies. A creature that makes its Will save is immune to the kalaratri's aura for 24 hours. This is a mind-affecting fear attack.



Multiweapon Mastery (Ex): A kalaratri never takes penalties to her attack roll when fighting with multiple weapons.

Outsider Bane (Su): Kalaratri battling an outsider gains the bane effect to all its attacks, regardless of the type of outsider it is attacking.

Poison (Ex): Bite-injury, save Fortitude DC 26; frequency 1/round for 6 rounds; effect 1d8 Str damage, cure 2 saves

Skirt of Hands: The skirt that every kalaratri wears is made of the severed arms of assorted humanoid creatures the hag has slain. The arms grasp things at her will, and can perform fairly complex actions, although they do not have the ability to use weapons. The skirt confers a +10 competence bonus on any grapple check the hag performs, and can trigger one spell completion item every round, typically the skulls that every kalaratri owns. If removed from the hag it will attempt to hinder whoever possesses it in any way possible, only to become a pile of rotting flesh in a week's time.

Skulls of Mystery: The skulls of the first three intelligent creatures a kalaratri kills undergo a mystic transformation, becoming as hard as steel, and gaining a rune that glows with ghostly flame. The hag can hold these skulls together, making different combinations of runes to create spell effects. Each kalaratri can cast either divine spells drawn from the antipaladin, cleric/oracle, or inquisitor spells lists, and may never use her skulls to perform the other type of magic. (For example a kalaratri that takes levels in wizard cannot use her skulls to cast her wizard class spells, which she must take the normal casting time to complete.) The number of such spells the hag knows is that of a sorcerer equal to her hit dice.

Using the skulls of mystery requires the hag to use at least two free hands, or her skirt of arms; and may be activated once per round as part of a full attack action in addition to the hag's normal attacks. The skulls will not function for any being other than the kalaratri that created them, although they retain their runes until destroyed.

Kalaratri are powerful hags that pursue agendas beyond the mortal ken. Most kalaratri do not actively pursue evil ends so much as they seem to await some dark event while ruthlessly destroying any extraplanar beings of which they become aware. When a kalaratri does actively plot, they are driven to destroy powerful lords, tyrants, leaders and organizers of all kinds. Sages whisper that these hags are fated to be the destroyers of all things at the end of time, and guard the world from creatures that would prevent, or usurp that long awaited task.

Kalaratri are engines of destruction in battle, with the might to battle all but the greatest of demons to a standstill. Their ability to unleash devastating blows and earthshaking magics at the same moment makes them deadly to most mortal foes, and they deal with those that cannot simply be destroyed with guile and trickery. Many a company of heroes sent against an epic dragon, or mighty devil are actually hired and controlled by a kalaratri.

A single kalaratri guards a territory of several hundred miles, where they seem to maintain a balance of sorts. They ignore day to day life, hidden away in caves, or deep in the wilderness, only to emerge to hunt down a powerful outsider. They take no notice of what gets destroyed during their battles, and many humanoids view these beings as dark guardians, or a necessary evil. In the largest cities there may be ancient temples dedicated to a kalaratri, where people pray that the hag remains at rest. If aroused, the hag will destroy large parts of the city, claiming many lives, as punishment before resealing herself behind the heavy doors of her home.

A kalaratri that is part of a coven uses her lesser sisters as her eyes and hands to affect the world on a smaller scale than her appearance would typically allow. Sometimes the lesser hags share the kalaratri's mysterious purpose; other times they simply seem to live in terror of their sister. Night hags show the kalaratri great respect, and refuse to speak of them.

NIGHT FILCHER

This gray skinned hag has reeking matted hair, and softly glowing eyes. It moves from shadow to shadow, clutching a net made from its own filthy hair.

NIGHT FILCHER

CR 6

XP 2,400

CE Medium Monstrous Humanoid

Init +3; Senses darkvision 60 ft.; Perception +15

DEFENSE

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

hp 67 (9d10+18)

Fort +5, **Ref** +11, **Will** +9

SR 17

OFFENSE

Speed 40 ft.

Melee touch +11 (1d6+3 plus agony)

Ranged +3 hagshair net* +15 (entangle)

*See the *New Items* section, below

Special Attacks agony, spastic gaze

Spell-like Abilities (CL 9)

At will-dancing lights, daze (DC 14), ghost sound

3/day-fly, hold monster (DC 19), knock

2/day-illusory wall (DC 18)

1/day-beast shape I, locate creature

**Indicates a spell found in *Ultimate Combat*

STATISTICS

Str 15, **Dex** 17, **Con** 14, **Int** 18, **Wis** 16, **Cha** 19

Base Atk +9; **CMB** +11, +16 with net; **CMD** 24

Feats Lightning Reflexes, Net Adept**, Net Maneuvering**, Net Trickery**, Skill Focus (Stealth)

**Indicates a feat found in *Ultimate Combat*

Skills Craft (weapons, torture devices) +16, Disable Device + 15, Intimidate +16, Knowledge (arcane, torture) +13, Perception +15, Stealth +18

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

SQ transformation

ECOLOGY

Environment any

Organization solitary plus 2d10 transformed or coven (3 hags of any kind)

Treasure standard

SPECIAL ABILITIES

Agony (Su): The touch of a night filcher creates blue-black sparks that fill its victim with terrible pain. Creatures touched must make a DC 16 Fortitude save or be staggered for 1d4 rounds.

Spastic Gaze (Su): Seizures, 30 feet, Fortitude DC 18 negates. The save DC is Charisma-based. Living creatures meeting the glowing gaze of a night filcher must make a Fortitude save or suffer wracking seizures, causing them to gain the entangled condition. Victims may make a new saving throw each round, gains a cumulative +1 bonus each round. Once a target has made a save against the hag's spastic gaze, it is immune to the effect for 24 hours.

Transformation (Su): A night filcher can transform any Small, Medium, or Large humanoid into a twisted minion. This process of mystic, mental, and physical torture requires the victim to be helpless, and takes a week per size category of the victim. Small victims use the statistics of goblins, Medium victims use the statistics of bugbears, and Large victims use the statistics of ogres. The hag may attempt to leave a portion of any class levels the victim possessed, by making a Knowledge (torture) check, with a DC of 15 + the victims class level. Success leaves the victim with a quarter of any class levels it possessed, depending on its new alignment and statistics.

The transformed have stretched and twisted frames, scarred gray flesh, and are covered in long matted hair. In their warped minds, the hag is their mother and their goddess, and they serve her without question. This effect can be reversed with a remove curse, break enchantment, heal, or similar effect. Once broken, the minion falls into a coma for 1d4 weeks, slowly reverting to its original class and condition.

Cautious urban predators, night filchers prefer to cower close to, or hidden within the settlements of humanoids, giving the hags a steady stream of both food and minions. Most of a night filcher's victims never see her lurking in the shadows, waiting to strike. The luckiest of the taken are rapidly butchered to feed the hag and her "family". Those unfortunates that catch the filcher's eye are slowly, painfully, transformed into something less than what they were.

Night filchers avoid fair combat, fleeing from foes that notice them observing from the dark. The hags prefer to attack lone targets, weakening them with touch and gaze attacks, then dragging them off to a secure nest. Only if the night filcher has her gang of minions around her will she dare to attack a larger group.

Night filchers press to join any nearby covens, promising dark secrets and a steady stream of cannon fodder. Their sister hags only grudgingly accept these offers, as the filchers tend to be mentally unstable, having delusions that their transformed slaves are its actual "family," and focusing more on stealing and transforming children than the coven's main goals.



ROKUROKUBI

What was once an exotically beautiful woman transforms before your eyes; her pale face becomes that of a hag, perched on the end of an elongated neck. Four snake heads, dripping venom from their fanged mouths, wriggle from beneath her robes to replace her arms and legs.

ROKUROKUBI

CR 7

XP 3,200

CE Medium Monstrous Humanoid (shapechanger)

Init +11; Senses darkvision 120 ft., scent; Perception +19

DEFENSE

AC 21; touch 17, flat-footed 14 (+7 Dex, +4 natural)

hp 85 (10d10+30)

Fort +6, **Ref** +14, **Will** +13

Immune poison; SR 18

OFFENSE

Speed 30 ft. (Swim 30 ft. in snake form)

Melee Bite +17 (1d6+4 plus poison), and 4 snake heads +17 (1d4+4 plus poison) or shortsword +17/+12 (1d6+4/19-20)

Ranged 4 venom spits +17 ranged touch (poison and blindness)

Space 5 ft.; Reach 5ft.; 10 ft. with snake heads; 20 ft. with bite

Special Attacks poison, venom spit

Spell-like Abilities (CL 10)

At will—*disguise self*, *suggestion* (DC 19)

3/day—*alter self*, *charm monster* (DC 20), *charm person* (DC 17)

2/day—*magic missile*, *major image* (DC 19), *pernicious poison**, *poison* (DC)

1/day—*demand* (DC 24), *rain of frogs**, *mass suggestion* (DC 22)

*Indicates a spell found in *Ultimate Magic*

STATISTICS

Str 18, **Dex** 24, **Con** 16, **Int** 21, **Wis** 23, **Cha** 23

Base Atk +10; **CMB** +14; **CMD** 31

Feats Ability Focus (snake venom), Combat Reflexes, Improved Initiative, Skill Focus (Bluff), Weapon Finesse

Skills Acrobatics +17, Bluff +19, Climb +16, Craft (any one) +18, Diplomacy +16, Intimidate +19, Knowledge (nobility) +15, Perception +19, Sense Motive +16, Stealth +20, Swim +8 (+16 in serpent form)

Languages Aquan, Common, Draconic, Giant, Goblin, Sylvan, Undercommon

SQ elongate, serpent form

ECOLOGY

Environment any warm

Organization solitary or coven (3 hags of any kind)

Treasure standard

SPECIAL ABILITIES

Elongate (Ex): A rokurokubi can elongate or retract its neck up to twenty feet as a standard action. When the hag elongates her neck, her face grows distorted, with glowing eyes, deep wrinkles, and a distended, fang filled mouth.

Poison (Ex): Bite-injury, save Fortitude DC 18; frequency 1/round for 4 rounds; effect 1d4 Dex damage, cure 1 save; snake head venom: Bite-injury, save Fortitude DC 20; frequency 1/round for 6 rounds; effect 1d4 Con damage, cure 1 save

Serpent Form (Su): Rokurokubi can take the form of a large snake at will, as a standard action. It may choose to retain its secondary snake heads when it changes shape, although it requires another standard action to conceal or form them, if it chooses to do so after changing forms. The hag gains a swim speed of 30 in this form.

Venom Spit (Ex): A rokurokubi's snake heads can each spit its venom up to 20 feet as a ranged touch attack in place of biting. If it hits, the victim is affected by the poison like normal, and must make a DC 19 Fortitude save or be blinded for 1d4 hours.

Rokurokubi are subtle creatures as far as hags go, tempting and seducing their way to power. They enjoy the terror that their transformation causes, finding it as pleasurable as the flesh and blood that they spill. Their human form is always as appealing as their hag form is grotesque. A rokurokubi may be well known in local noble circles, sometimes even marrying into a powerful family, and slipping out at night to stalk the streets. If discovered by an "ally" of their humanoid guise, a rokurokubi often claims to be the victim of a horrible curse, and may even blame her "condition" on the actions of her political enemies (or a group of strange adventurers who have just entered town).

Rokurokubi find true combat distasteful, preferring assassination to battle. Despite their native subtlety, they are vicious in combat, injecting their prey with a vile cocktail of venom. If they know that they will be seeing battle, they secure as many allies as they can through magic and bribes, and have no qualms about leaving their companions to die if it secures their own escape.

Rokurokubi are rare creatures, and are highly sought after by hag covens. Their natural shapeshifting abilities allow them to influence the local populations in ways that most hags cannot easily do, and their focus on enchantment magics ensures a steady stream of allies... and food for the coven's caldrons.



TRUEIE

This creature appears to be a tall emaciated woman, with the head of a boar.

TRUEIE

CR 7

XP 3,200

CE Medium Monstrous Humanoid

Init +1; Senses dark vision 60 ft., scent; Perception +15

DEFENSE

AC 18; touch 11, flat-footed 17 (+1 Dex, +8 natural)

hp 95 (10d10+40)

Fort +7, **Ref** +8, **Will** +9

SR 18

OFFENSE

Speed 40 ft.

Melee staff +16 (2d6+5), and gore +10 (1d8+2)

Spell-like Abilities (CR 10)

At will-shillelagh

3/day-animal messenger, pass without trace

2/day-greater magic fang, spike growth (DC 16)

1/day-tree shape

STATISTICS

Str 20, **Dex** 13, **Con** 18, **Int** 12, **Wis** 15, **Cha** 17

Base Atk +10; **CMB** +15; **CMD** 26

Feats Alertness, Critical Focus, Skill Focus (Survival), Vital Strike

Skills Climb +18, Intimidate +16, Perception +15, Stealth +14, Survival +18

Languages Common, Giant

ECOLOGY

Environment forest or plains

Organization solitary or coven (3 hags of any kind)

Treasure standard

SPECIAL ABILITIES

Rage (Ex): If a trueie takes more than 10 points of damage in combat, or is around other beings that are eating without being given food when it is not, it will fly into a rage, gaining a +3 morale bonus on all melee attack and damage rolls, and -2 to AC. It attacks until either itself or all its opponents are dead. A trueie cannot voluntarily end its rage.

Unending Hunger (Ex): A trueie's hunger is never sated, and it can eat 5 times its own body weight before stopping. After an hour, it can eat again. If a trueie can fit something into her mouth and break it with a

Strength check she can eat it, including wood, metal, animal waste, rot, ropes, and dirt. A trueie gains a bonus on Strength checks to break things she is trying to eat equal to her hit dice (+10).

Trueies are animalistic hags, too chaotic to be respected by their sisters, and too weak to control a coven through fear. A trueie, while intelligent, tends to spend the greater part of her time looking for food to curb the never ending hunger that plagues the breed. They tend to attack visitors to their twisted forests in hopes they are carrying stores of food, or of turning the visitors themselves into a meal. A trueie prepares for combat before it approaches its prey, casting greater magic fang on itself, and shillelagh on the staff every one of these hags carry. They fully expect to rage once they go into combat, and rarely plan ahead past their first attack.

While they are despised by their sisters, trueies can act as part of a coven, if necessary. Some covens actually prefer a trueie to the harder to control annis, simply because a continual buffet of food will ensure a trueie's loyalty to the coven. Often a coven trueie is more dangerous than a lone one, because her sisters

carefully prepare and equip her to be a useful part of their hateful plots.



WHAITIRI

A withered old crone stands before you, tears of blood streaming down her face. Suddenly she throws back her cloak, revealing an oversized potbelly, contrasting with her otherwise emaciated frame. Bones press so hard from within her stomach that they nearly burst through her flesh.

WHAITIRI

CR 3

XP 1,600

CE Medium Monstrous Humanoid

Init +5; Senses blindsense 60 ft., blindsight 10 ft., scent; Perception +12

DEFENSE

AC 15; touch 11, flat-footed 20 (+1 Dex, +4 natural)

hp 33 (6d10)

Fort +2, **Ref** +6, **Will** +8

SR 14

OFFENSE

Speed 30 ft.

Melee 2 claws +7 (1d4+1)

Special Attacks guffaw

Spell-like Abilities (CL 5)

3/day-doom (DC 13), *entropic shield*

STATISTICS

Str 12, **Dex** 13, **Con** 10, **Int** 15, **Wis** 14, **Cha** 15

Base Atk +6; **CMB** +7; **CMD** 18

Feats Ability Focus (guffaw), Improved Initiative

Skills Climb +10, Intimidate +11, Perception +12,

Stealth +10, Survival +12

Languages Common, Draconic, Giant

SQ blind, cage of bones

ECOLOGY

Environment mountains and hills

Organization solitary or coven (3 hags of any kind)

Treasure standard

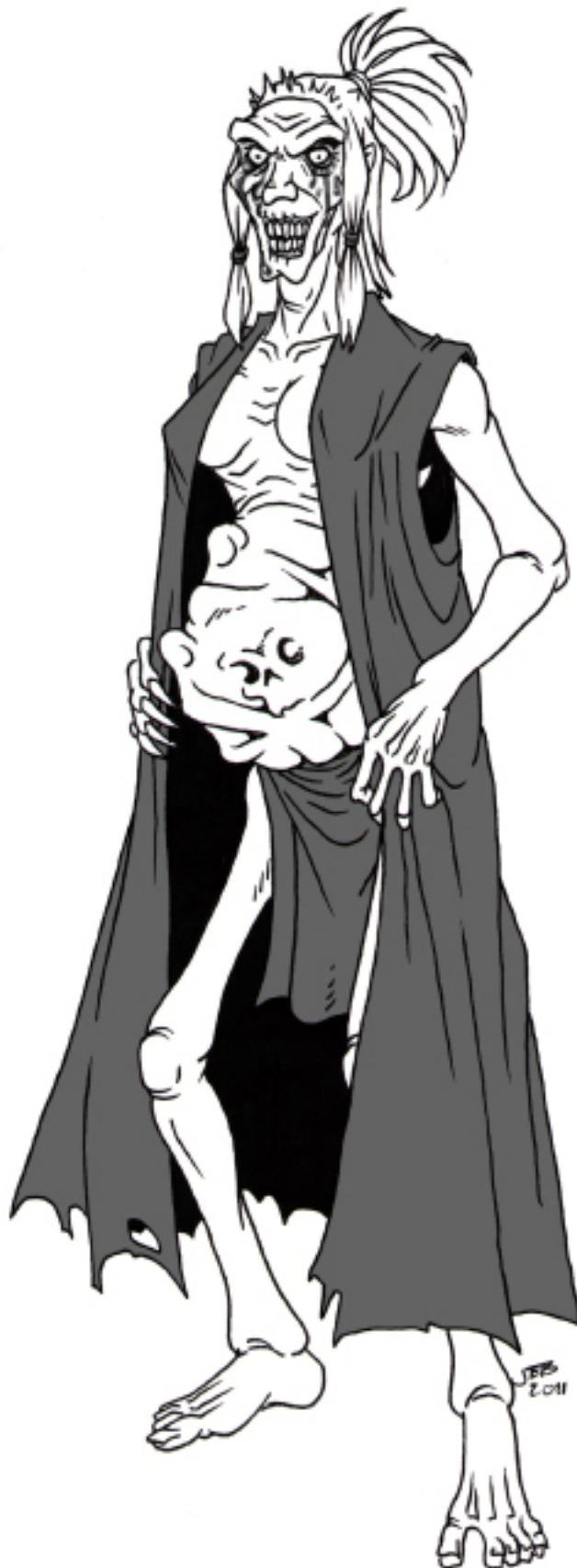
SPECIAL ABILITIES

Blind (Ex): A whitiri is blind, and as such is immune to any sight based attack or effects.

Cage of Bones (Su): Any creature killed and consumed by a whitiri may not be returned to life by any means less than a wish or similar magic, unless the hag is killed and the victim's bones retrieved from her stomach.

Guffaw (Su): Once every 1d4 rounds a whitiri can give a mind numbing laugh. All living creatures that

hear the laugh must make a DC 17 Will save or be paralyzed for 1d4 rounds. Targets making their save are shaken for 1 round instead, and are immune to that whitiri's cackle for 24 hours. This is a fear based effect.



Whaitiri haunt the rolling hills and tall mountains, endlessly looking for victims. They play the part of a blind and helpless old woman, frequently carrying a light walking stick to tap for obstacles in their path. They hide their twisted forms and bloody tears under hooded cloaks, for as long as they can. A whaitiri is often quite pleasant and polite, up until she attacks. A whaitiri will devour their victims entirely, adding their bones to her ever expanding insides. The hags are driven primarily by a desire to feed, and often lurk along merchant trails and wilderness trails seeking weak travelers upon which to feed.

Whaitiri enjoy their privacy, and only grudgingly join a coven. Those that do frequently have levels in various spell-casting classes – those lacking such increases in power are often treated as the coven's errand-runners and bullies by their hag allies.

NEW HAG OPTIONS

NEW ITEMS

Hags make a great number of magical items, both for themselves, and to trade to others. Most are made in ways, and from materials, that are best left unknown to most outsiders.

HAG'S HAIR NET

Aura strong necromancy CL 5th

Slot none; **Price** 68,000 gp **Weight** 8 lbs

DESCRIPTION

A hag's hair net is woven from the filthy hair of a night filcher. The +3 net has a +10 profane bonus to grapple checks against good creatures, and any living creature entangled by the net must make a DC 15 Fortitude save every round or be nauseated for one round. If a hag wields a hag's hair net, it is never counted as unfolded.

CONSTRUCTION

Requirements Craft Magic Arms and Armor; *desecrate, stinking cloud*; creator must be a hag or have access to a hag's hair; **Cost** 34,000 gp

HAG'S JAWS

Aura moderate necromancy; CL 5th

Slot none; **Price** 30,000 gp; **Weight** 2 lbs

DESCRIPTION

These items consist of the enchanted jaws of a large predator. They may be used in one of two ways;

concealed as traps, or attached to long poles as a weapon. If set out as a trap, it takes a DC 25 Perception or Craft (traps) check to uncover. It attacks the first creature to come within five feet of it, with an attack bonus of +10, dealing 1d8+5 points of damage on a successful hit. If it misses it will continue to attack once per round, as long as a target remains within five feet of the hag's jaws. On a successful hit it will hold its target, grinding its powerful jaws for 1d8 points of damage every round. Getting free of the hag's jaws requires a DC 20 Strength check, or a DC 25 Escape Artist check.

When mounted on a pole, the jaws are treated as a +2 weapon, dealing 1d8 points of damage on a successful hit. The hag's jaws will hold its target as above, or the user may rip the jaws away from the victim as a standard action with a DC 18 Strength check. Ripping the hag's jaw's from a victim deals 1d8 points of damage, and requires the victim to make a Fortitude save, DC 20 + the damage done, or be stunned for one round. It is not unknown for hags to stage twisted gladiatorial bouts, featuring two unarmored humanoids armed with hag's jaws, for the amusement of a coven of hags.

CONSTRUCTION

Requirements Craft Wondrous Item, *greater magic fang*; **Cost** 15,000 gp

MORTAR OF FLYING

Aura moderate transformation CL 3rd

Slot none; **Price** 16,312 gp **Weight** 25 lbs

DESCRIPTION

A mortar of flying consists of a heavy wood or stone mortar, large enough to come to the waist of a Medium humanoid, and a long pestle of equal size. Once a Medium humanoid steps into the mortar, it starts to float three feet above the ground. The user of the mortar of flying may then direct the motion of the mortar, using the pestle similar to a paddle, rowing it through the air. The mortar may float anywhere from a few inches to six feet from the ground, and travels at a speed of 40 feet per round. The pestle may be used as a +1 heavy mace as long as the user is within the mortar.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, Craft Wondrous Item, *levitate*; **Cost** 8,156 gp

MOSQUITO DART

Aura moderate necromancy; CL 5th
Slot -; Price 66,000 gp Weight 1 lb

DESCRIPTION

These gruesome weapons are made from the magically preserved bodies of giant mosquitoes. They act as +2 seeking darts that cling to any living target that they successfully hit. At the start of each round, they deal 1 point of Constitution damage to the target that they are clinging to. After 4 rounds the mosquito dart is filled, and falls off its victim. The mosquito dart is unusable for 24 hours as it slowly absorbs the blood of its victim. The dart may be forced off the victim by a DC 16 Strength check, at which time the dart returns to its user. Any living creature that drinks the blood contained within the mosquito dart gains an enhancement bonus to their Constitution equal to the amount that the dart drained for 24 hours. The mosquito dart gains the broken condition if the blood contained within it is drunk in this way.

CONSTRUCTION

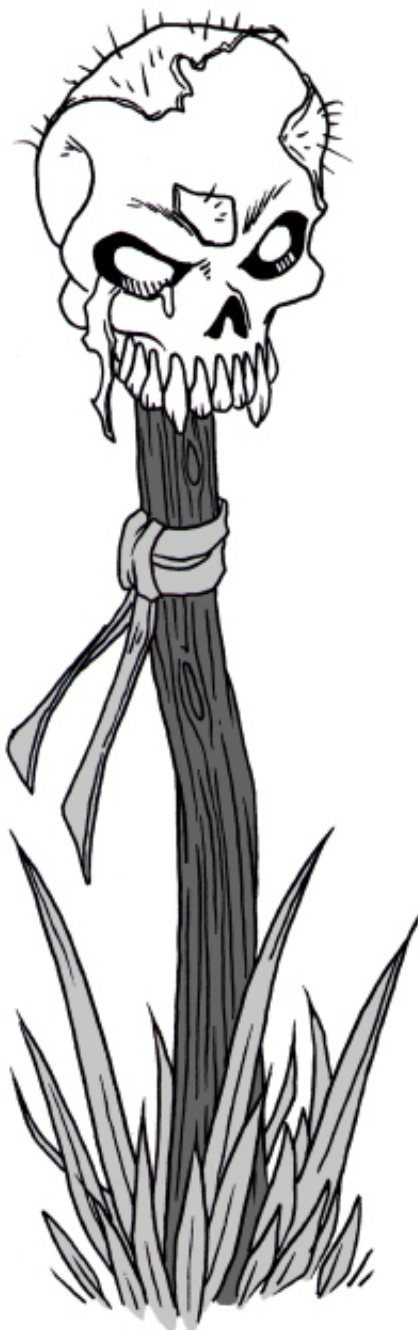
Requirements Craft Magic Arms and Armor; *gentle repose*, *vampiric touch*; Cost 33,000 gp

SKULL OF JUDGMENT

Aura moderate evocation; CL 10th
Slot -; Price 121,000 gp Weight 1 lb

DESCRIPTION

A skull of judgment consists of a humanoid skull on a short pole. Pale light equal to a torch radiates from its eye sockets. The skull is considered the center of an unhallow effect, with the secondary spell within the unhallow effect chosen at the skulls' creation and never affecting the creature holding the skull. The skull has the ability to fire three scorching rays, with a +5 to the users ranged touch attack. This ability can only be used once per day. Legends speak of skulls of judgment enchanted with more powerful spells, such as harm or destruction.



CONSTRUCTION

Requirements Craft Wondrous Item, *light*, *scorching ray*, *unhallow*; Cost 60,500 gp

SKULL OF GAZES

Aura strong transmutation; CL 11th
Slot -; Price 132,000 gp Weight 1 lb

DESCRIPTION

A skull of gazes is often ornately carved, set with gems, or embossed with precious metals. The skull gains the gaze attack of any creature with such an attack that looks deeply into its eye sockets. Any creature looking into the sockets is affected by the gaze, with a -5 to its save if they willingly look into the skulls sockets. A creature holding the skull may make one gaze attack with the skull per round as a standard action. The skull may only hold one gaze attack at a time, and a creature attempting to add its gaze attack to a skull of gazes must first endure the effects of the skulls current gaze attack, if it has one.

CONSTRUCTION

Requirements Craft Magic Wondrous Item, *unnatural theft*; Cost 66,000 gp

WHISPER CATCHER

Aura weak necromancy; CL 5th
Slot -; Price 30,000 gp Weight -

DESCRIPTION

Whisper catchers are a pair of preserved humanoid ears, always coming from the same creature. The right ear is typically concealed in an important location, while the left is carried by the user. The user can clearly hear anything within 30 feet of the right ear through the left, as if she was standing right next to the speaker.

CONSTRUCTION

Requirements Craft Wondrous Item, *clairaudience/clairvoyance*; Cost 15,000 gp

COVEN FEATS

The following feats highlight the inherent strength of the coven, and are another reason why willful and arrogant hags go through the trouble of joining their sisters. Many hags select these feats specifically to increase their influence within a coven, and they are one way lower CR hags sometimes take control of powerful covens.

COVEN MAGIC

Your coven has access to more spells than most.

Prerequisites: Hag or witch that is part of a coven.

Benefit: When you are part of a coven, that coven's available spells are increased. You add one spell per three levels to those your coven can cast. Once these spells have been selected for a specific coven they cannot be changed. Each spell must be from the witch spell list, or a spell list available to a class you have levels in. The highest level spell you can add to a coven is equal to 1/2 the average HD of the coven's members.

COVEN POWER

Your coven raises your magic to new heights.

Prerequisites: Hag or witch that is part of a coven

Benefit: As long as one member of your coven is within 10 feet of you, your spell DCs and caster level increase by 1. If all members of your coven are within 10 feet of you, this bonus is doubled.

HEX KISS

You can pass the power of a hex you know to another member of your coven.

Prerequisites: Hag, Witchy Will

Benefit: As a full-round action, with a touch any member of your coven can give another member of your coven the power of one hex the benefactor has. The hex works at lower of the benefactor's or recipient's HD. The coven member recipient retains the power to use the hex for 24 hours, during which time the benefactor cannot use it.

IMPROVED COVEN MAGIC

Your coven has access to more spells than most.

Prerequisites: Hag or witch that is part of a coven, Coven Magic

Benefit: You add one spell per three levels to those your coven can cast, in addition to those gained from the Coven Magic feat. Once these spells have been selected for a specific coven they can be changed once per month in a ritual requiring all members of the coven and 1 hour of uninterrupted chanting. Each spell must be from the witch spell list, or a spell list available to a class a member of the coven has levels in. The highest level spell you can add to a coven is equal to 1/2 the HD of the coven's highest-level member.

PACK MENTALITY (TEAMWORK)

Your coven has trained together in battle.

Prerequisites: Hag or witch that is part of a coven, BAB +3

Benefit: For every member of your coven that has this feat, and is within 20 feet of you, you gain a +1 cumulative circumstance bonus to your attacks and AC. You lose this bonus immediately if one of your coven members moves out of range, dies, falls unconscious, or is otherwise unable to see or direct you.

SHOCKING APPEARANCE

Your visage is so foul, onlookers are frozen in horror.

Prerequisites: Hag

Benefit: If you have your appearance concealed, whether by deep shadows, a raised hood, or other method, and you suddenly reveal your appearance, any non-hag onlookers must make a Will save, DC 10 + half your HD + your Charisma modifier or be flat footed for one round. A creature can only be forced to make a save against Shocking Appearance once per 24 hours.

WITCHY WILL

You have learned to call upon the power of witchcraft through your hag blood.

Prerequisites: Hag

Benefit: You gain one hex (not major or grand hex), and add your hag HD and witch level together to determine the power of all hexes and witch spells you possess. You count as a witch for all prerequisites.

HAG MAGIC

The magic of hags is often disturbing to the senses of others, manifesting sickly colors, putrid smells, and the like. Hags often take as much delight in plaguing those around them with annoying magical tricks as they do in slaying them. Hags may replace one spell known or spell-like ability with a hag spells of the same or lower level when the hag gains an additional HD or level.

LIVING DEAD

School enchantment; Level cleric 4, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S, M (tooth from a zombie or ghoul)

Range touch

Target one intelligent living creature

Duration 1 hour per level

Saving Throw Will negates; Spell Resistance yes

You cause the target of this spell to believe that it has died, and risen as a flesh hungry ghoul. The victim will avoid sunlight and holy places, although these things cannot actually harm him. The victim gains a bite attack, dealing 1d3 points of damage for a Medium creature, as the spell strengthens the jaw muscles and removes the targets inhibitions about biting living targets. Victims with a natural bite attack deal damage normally.

Targets bitten by the victim are affected by the spell as if the caster had touched them at the time of the bite. This spell can spread throughout a village rapidly, with victims being reinfected as the duration expires on them. When the fell magic finally runs its course, the survivors have to deal with the aftermath of their bloody actions.

RAIN OF LEECHES

School conjuration; Level cleric 5, druid 4, sorcerer/wizard 4, witch 4

Casting Time 1 standard action

Components S, M (a leech)

Range medium (100 ft. + 10 ft./level)

Area cylinder (40 ft. radius, 40 ft. high)

Duration 1d4 rounds per 4 levels

Saving Throw none; Spell Resistance no

You cause torrents of leeches to fall from the sky into the chosen area. The leeches attach themselves to any living beings in the area, slipping under armor and worming through hair. Creatures trapped within

the area of effect take 1d4 points of bleed damage every round, as the leeches suck their blood. This damage continues until the duration expires, or the character takes at least 10 points of fire or cold damage. In addition, the area of effect becomes slick with slime, crushed leeches and blood, as per the *grease* spell.

SPELLSINK

School abjuration; Level sorcerer/wizard 5, witch 6

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./ 2 levels)

Effect 25 ft. radius spread

Duration 1 round per level

Saving Throw no; Spell Resistance see text

You create an area of magical instability that appears as a ghostly inverted whirlpool in the air above you. Any spells or spell completion or triggered items that are cast or used in the area of effect risk being sucked into the sink. The user must make a concentration check, DC 15 + the level of spell or effect cast to avoid the spell being lost. The caster of the *spellsink* gets a +5 to this check.

One round after a spell is lost to the *spellsink*, motes of pure magical energy start to drift down from the *spellsink*, like fine ash. The motes deal 1 point of force damage per level of the spells or effects that triggered them on that round. There is no save to this effect, although spell resistance applies. For example, if a *fireball* and a *chain lightning* were lost to the *spellsink* on round one, on round two motes dealing 9 points of damage would fall, affecting anyone that is in or moves into the area of effect that round. If a *magic missile*, *web*, and *true strike* were lost to the *spellsink* during round two, on round three motes would fall dealing 4 points of damage. No motes will fall if no spells were lost to the *spellsink*.

UNNATURAL THEFT

School transmutation; Level druid 6, witch 6

Casting Time 1 standard action

Components V, S, M (a crystal sphere)

Range medium (100 ft. + 10 ft./level)

Target one creature possessing supernatural abilities

Duration see text

Saving Throw Fortitude negates; Spell Resistance yes

You steal the supernatural ability of the target creature, robbing it of the capability to use that ability. This spell can only target supernatural abilities, having no effect on extraordinary or spell-

like abilities. If the ability causes damage, such as a breath weapon, the damage is limited to your level or hit dice in damage dice, or the amount of damage dice the ability deals, whichever is less. You take one point of Constitution drain that cannot be healed until the *unnatural theft* is ended. You can end the *unnatural theft* at any time, as a full round action, and the spell may be targeted by *dispel magic* and the like as a normal spell; otherwise the effect is permanent. The target of this spell loses the supernatural ability that was stolen until the spell is ended. Any given creature may gain the benefits of a single *unnatural theft* at any one time; additional castings will simply fail.



Spellsink

GO ROGUE!!

CREDITS

Designer:

Sam Hing

Developer:

Owen K.C. Stephens

Production Assistant:

Andy Belmore

Editing:

The Geniuses

Cover Art:

Jacob E. Blackmon

Interior Art:

Jacob E. Blackmon

Graphic Design and Typesetting:

Hyrum Savage and Lj Stephens

Produced by:

Super Genius Games

www.supergeniusgames.com

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Facebook: www.facebook.com/RogueGeniusGames,

Twitter: Owen: @Owen_Stephens,

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