



MONSTER MENAGERIE

WINTER RAVAGERS



Stan! Hyrum Savage & Owen K. C. Stephens

FOREWORD

Welcome to *Winter Ravagers*, the first in Rogue Genius Games' new *Monster Menagerie* line of monster products. The plan is for every *Monster Menagerie* to offer a set of monsters that match a theme, with full write-ups, simple index card style summaries for use at the game table, and printable standee figures for every monster. But while future versions will feature typical fantasy adventure themes—fiends and cultists, dark fey, creatures from the subterranean kingdoms—*Winter Ravagers* is focused on a less common trope.

Because we're "Geniuses," and because the spirit of the holiday season moved us, we decided to make this very first product a little different from the line that will eventually follow. (Which, I admit, is not How Things Are Normally Done.) Everything in this book grows out of and is linked to the winter holidays. The creatures are ideal for adventures tied to Yuletide, Saturnalia, the Great Hunt, or any cold-weather gift-giving celebration you use in your campaigns, but most can also be used in other adventures set in arctic or merely wintry climes.

While it all started with the krampus, I think it was the Whip Father that sold us on this idea. Both are based on real-world legends—though we've definitely given the monstrous versions presented here our own spin—and both are really freaking scary. With those as a basis, we decided there really were enough winter-holiday-themed creatures to fill a book with entries that were both evocative of Yuletide myths **and** good hooks for a fantasy adventure. Some of our choices are designed more as nuisances than combat challenges (see the cobbler elf), and we did push the boundaries of the absurd (*cough*-dire-flying-reindeer-*cough*), but we wrote each with an eye to what would be fun and useful in festive adventures.

So please, crack open what may be our only *Monster Menagerie* with a holiday-motif, drink some hot cider, and start plotting how to best surprise a group of adventures with a rumor-spreading snake, witch-in-maid's-clothing, or antlered airborne quadruped.

Owen K.C. Stephens
December, 2009

AUTUMN KING

This emaciated figure looks like a human skeleton dressed in bone-tight chain mail. In place of a skull it has a jack-o-lantern that glows from within with an eerie light.

AUTUMN KING

CR 18

XP 153,600

CN Medium fey

Init +12; **Senses** low-light vision, true seeing; Perception +39

Aura glamour (30 ft., DC 28), stunning gaze (30 ft., DC 28);

DEFENSE

AC 35, touch 30, flat-footed 23 (+12 Dex, +8 insight, +5 natural); +4 *defending weapon*, Dodge, Mobility

hp 210 (20d10+100), fast heal 20; **DR** 15/cold iron and magic

Fort +15, **Ref** +24, **Will** +20

SR 31

Immune disease, freedom of movement, poison

OFFENSE

Speed 40 ft.

Melee +4 *icy burst defending longsword of speed* +35/+35/+30 (1d8+19 plus 1d6 cold/17-20 plus 1d10 cold); or

Melee Power Attack with +4 *icy burst defending longsword of speed* +28/+28/+23 (1d8+26 plus 1d6 cold/17-20 plus 1d10 cold); or

Ranged +4 *seeking shocking burst composite longbow* (+7 Str bonus) *of speed* with silver arrows +35/+35/+30 (1d8+18 plus 1d6 electricity/19-20/x3 plus 2d10 electricity); or

Ranged Rapid Shot with +4 *seeking shocking burst composite longbow* (+7 Str bonus) *of speed* with silver arrows +33/+33/+33/+28 (1d8+18 plus 1d6 electricity/19-20/x3 plus 2d10 electricity)

Special Attacks stunning gaze

Spell-Like Abilities (CL 20th)

Constant—*speak with animals*, *speak with plants*

At will—*awaken*, *bestow curse* (+22 melee touch, DC 22), *charm monster* (DC 22), *command plants* (DC 22), *detect thoughts* (DC 20), *displacement*, *entangle* (DC 19), *greater dispel magic*, *greater invisibility*, *greater teleport*, *haste*, *knock*, *mass hold monster* (DC 27), *persistent image* (DC 23), *polymorph* (self only), *water breathing*

3/day—*animate plants* (DC 25)

1/day—*commune with nature*, *harm* (+22 melee touch, DC 24), *heal*

STATISTICS

Str 24, **Dex** 34, **Con** 25, **Int** 24, **Wis** 26, **Cha** 26

Base Atk +10; **CMB** +17; **CMD** 28

Feats Dodge^B, Great Fortitude^B, Improved Critical (longsword), Mobility, Point Blank Shot, Power Attack, Precise Shot, Rapid Shot, Shot on the Run, Spring Attack, Weapon Finesse, Weapon Focus (longsword)

Skills Appraise +16, Bluff +31, Diplomacy +35, Disguise +23 (+25 acting), Intimidate +10, Knowledge (arcana) +22, Knowledge (nature) +30, Perception +39, Perform (oratory, wind) +39, Sense Motive +31, Spellcraft +24, Stealth +35, Survival +16 (+18 in aboveground natural areas)

Languages Common, elven, sylvan

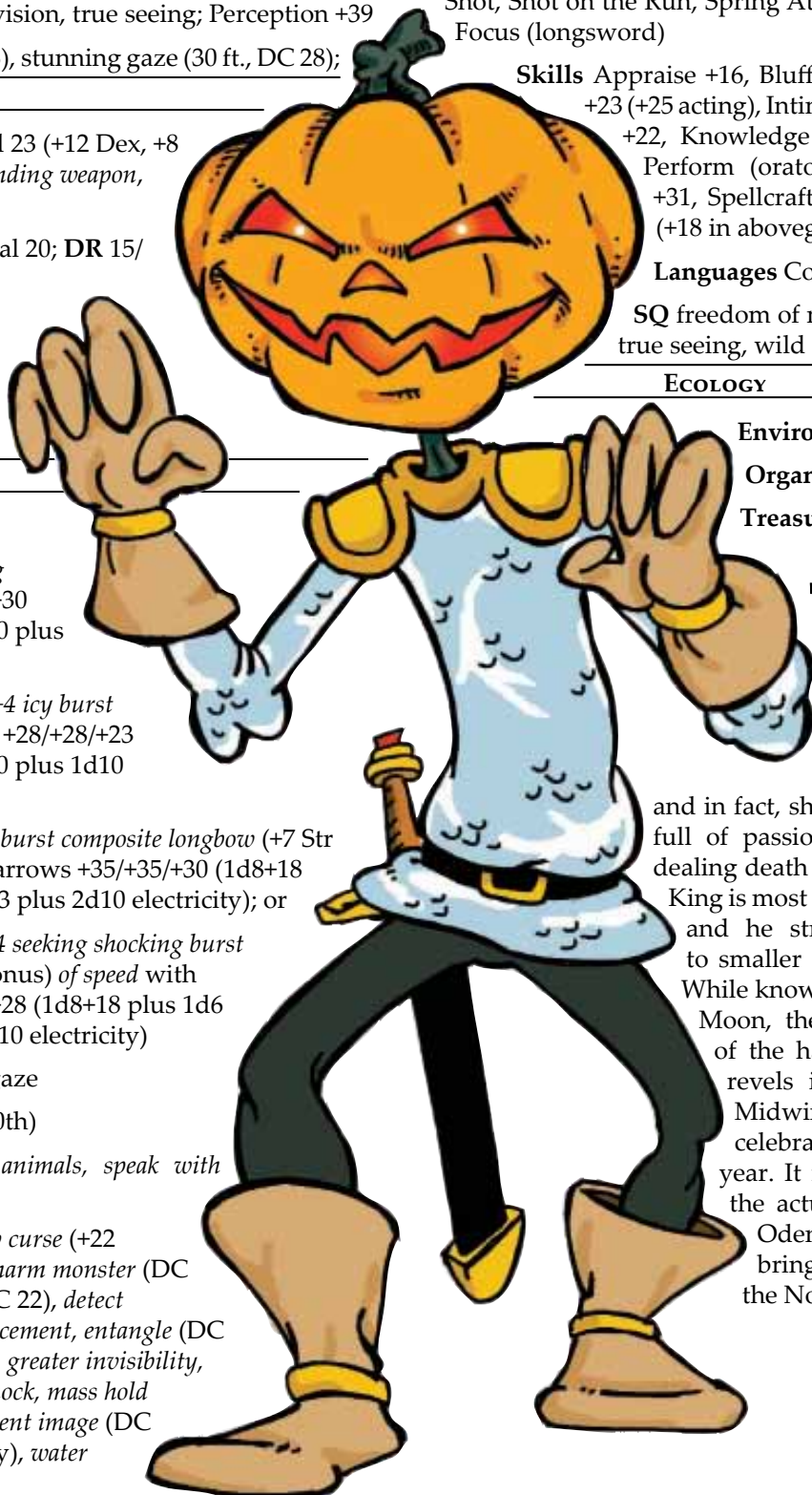
SQ freedom of movement, otherworldly grace, true seeing, wild empathy +34

ECOLOGY

Environment forest (cold)

Organization solitary

Treasure standard



The Autumn King is a ruler of the fey courts, sharing power depending on the season. He does not have the fiery passion of the Summer King, or the cold hearted dispassion of the King of Winter and in fact, shares elements of both, one day full of passion and rage, the other coldly dealing death for a small slight. The Autumn King is most often found in secluded forests, and he strongly avoids cities, keeping to smaller settlements deep in the forest. While known as the Lord of the Gatherer's Moon, the holiday celebrating the end of the harvest, the Autumn King also revels in the festivities surrounding Midwinter Night, a week of festivals celebrating the longest night of the year. It is a time of feasting, when on the actual night of Midwinter, Jolnir Odenson, known as the Giftgiver, brings presents to the children of the Northlands.

BADALISC

This olive colored snake-like creature is as large as a small pony, has sharp spines down its back and eyes that gleam with malevolence and greed.

BASALISC

CR 8

XP 4,800

LE Large magical beast

Init +5; **Senses** darkvision 60 ft., detect thoughts; Perception +19

DEFENSE

AC 22, touch 15, flat-footed 16 (+5 Dex, +1 dodge, +7 natural, -1 size)

hp 85 (10d8+40)

Fort +7, **Ref** +10, **Will** +9 (+11 vs. charm effects)

Defensive Abilities guarded thoughts; **Immune** poison

OFFENSE

Speed 40 ft.

Melee bite +8 (2d4+2 plus poison)

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

Spells Known (CL 7th)

3rd (5/day)—*displacement*, *major image* (DC 16)

2nd (7/day)—*cat's grace*, *hypnotic pattern*, *invisibility*,

1st (7/day)—*expeditious retreat*, *ray of enfeeblement* (DC 14), *shield*, *silent image*, *sleep* (DC 14)

0 (6/day)—*daze*, *detect magic*, *light*, *mage hand*, *open/close*, *prestidigitation*, *read magic*

STATISTICS

Str 14, **Dex** 21, **Con** 18, **Int** 16, **Wis** 15, **Cha** 17

Base Atk +7; **CMB** +10; **CMD** 26 (can't be tripped)

Feats Alertness, Combat Casting, Dodge, Eschew Materials^B, Lightning Reflexes, Stealthy

Skills Bluff +13, Diplomacy +9, Disguise +9, Escape Artist +13, Intimidate +12, Knowledge (arcana) +13, Perception +19, Sense Motive +10, Spellcraft +12, Stealth +18

Languages Common, Abyssal

ECOLOGY

Environment forest (cold)

Organization solitary or nest (2–4)

Treasure standard

SPECIAL ABILITIES

Detect Thoughts (Su) A badalisc can continuously use *detect thoughts* as per the spell (caster level 9th; Will DC 18 negates). The save DC is Charisma-based.

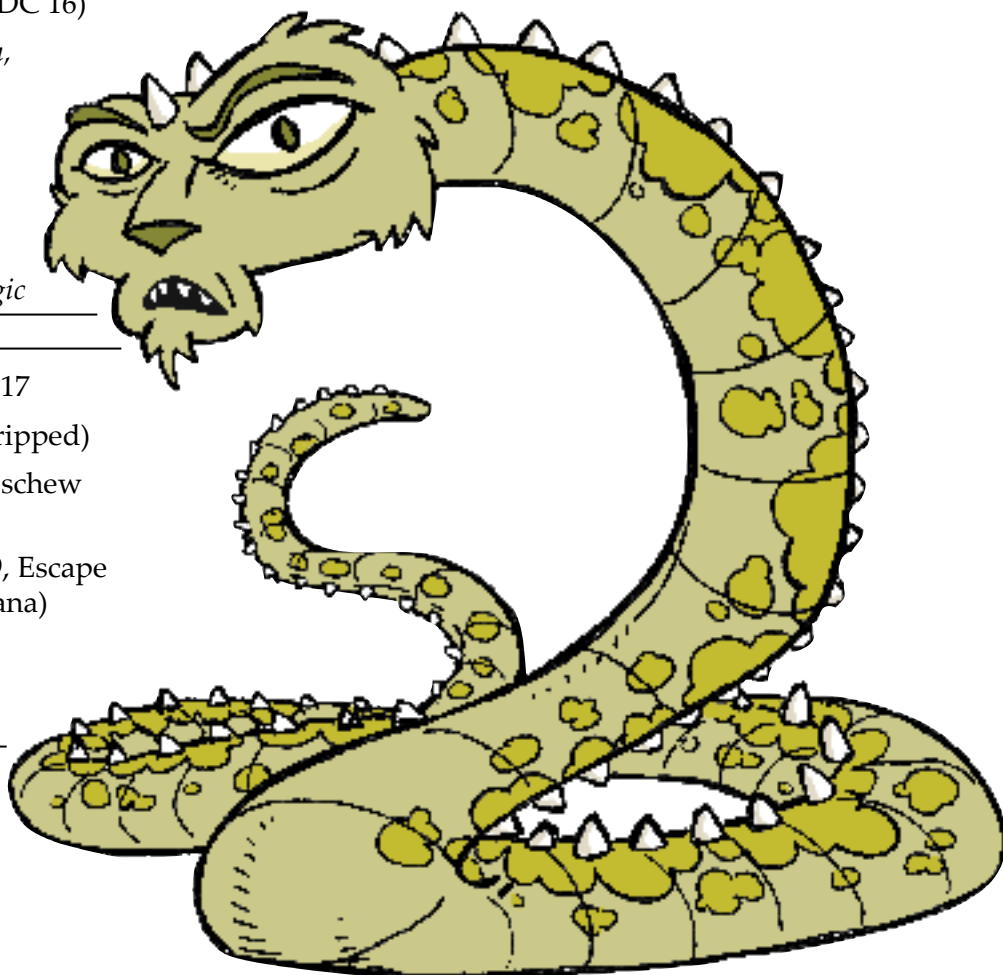
Guarded Thoughts (Ex) Badalisc's are immune to any form of mind reading, such as that granted by *detect thoughts*. This ability also grants a +2 racial bonus on all saves against charm effects.

Poison (Ex) Bite—injury; *save* Fort DC 19; *frequency* 1 round; *effect* sleep for 2d4 minutes; *cure* 1 save.

Spells Badaliscs cast spells as 7th-level sorcerers.

The badalisc is a snake-like creature with leathery greenish-gray skin and sharp spines running down its back. It stands roughly 9 feet tall and has a cat-like snout and face, a forked tongue, and large fangs.

The badalisc thrives on strife and murder, spending its time traveling from village to village, spreading vile rumors with the hope of causing sufficient ill-will among the villagers that eventually one will turn to murder. Although many believe them to be the creation of the arch-devil Akish, badalisc are in fact naturally occurring creatures of the world who were enticed into the service of the Lady of Lies and now work to spread misery and woe throughout the Northlands.



COBBLER ELVES

This creatures looks like a tiny, jolly, aged sprite of some plumpness.

COBBLER ELF

CR 5

XP 1,600

N Tiny Fey

Init +5; **Senses** low-light vision; Perception +9

DEFENSE

AC 18, touch 18, flat-footed 12 (+5 Dex, +1 dodge, +2 size)

hp 18 (4d6+4)

Fort +2, **Ref** +9, **Will** +6

Defensive Abilities invisibility; **DR** 10/cold iron; **SR** 15

OFFENSE

Speed 20 ft., burrow 20 ft.

Melee warhammer +2 (1d6-2)

Space 2.5 ft.; **Reach** 0 ft.

Spell-Like Abilities (CL 8th)

Constant—*mage hand*, *pass without trace*

At will—*dancing lights* (DC 13), *detect poison*, *locate creature*, *mending*, *unseen servant*

3/day—*create food and water*, *dimension door* (self and other cobbler elves only), *invisibility*, *make whole*

1/day—*fabricate*

STATISTICS

Str 6, **Dex** 20, **Con** 13, **Int** 17, **Wis** 14, **Cha** 17

Base Atk +2; **CMB** -2; **CMD** 14

Feats Dodge, Master Craftsman (add +2 to one Craft or Profession)

Skills Acrobatics +9, Craft (any 2) +10, Escape Artist +12, Knowledge (local) +10, Perception +9, Profession (any 1) +15, Sense Motive +9, Stealth +15, Use Magic Device +10

Languages Common, Sylvan

SQ change object

ECOLOGY

Environment forest (any)

Organization solitary, family (4-8), or guild (20-80)

Treasure standard

SPECIAL ABILITIES

Change Object (Su): Once per day, a cobbler elf can change any one unattended, mundane item of equipment into something else. This change requires 10 minutes of uninterrupted work and the cobbler elf must have its

toolkit, but the change is magic in nature. The new form of the item is determined randomly, using the table below. Cobbler elves can use this power on any nonmagical worked item or material including weapons, armor, food, clothing, adventurer's equipment, and even vehicles as long as the item is not in its raw, natural form and does not weigh more than 600 lbs.

Change Object Results (roll a d10)

1	Item is unrecognizable, useless, and unrepairable.
2	Item has been reconfigured into a "do nothing," a device that has a crank that causes moving parts to spin and flap, but which does nothing. A DC 15 check of the appropriate Craft skill can reassemble it into its original form.
3	Item has been reconfigured into an oddly shaped, useless lump. A DC 15 check of the appropriate Craft skill can reassemble it into its original form, and a <i>make whole spell</i> can return it to its normal use and form.
4	Item has been reconfigured into a randomly selected item from the adventuring gear section of Table 6-9: Goods And Services from Chapter Six of the <i>Pathfinder Roleplaying Game Core Rulebook</i> .
5	Item is replaced with two items designed for creatures one size smaller.
6	Item becomes a carriage, decorated to look like whatever the item originally was.
7	Item is replaced by a pair of high-quality footwear matching the foot-shape and clothing style of its original owner. While wearing this footwear, the original owner gains a +1 competence bonus to all Acrobatics, Climb and Swim checks.
8	In addition to retaining its normal use, the item also now functions as a randomly selected item from the adventuring gear section of Table 6-9: Goods And Services from Chapter Six of the <i>Pathfinder Roleplaying Game Core Rulebook</i> . To determine the weight of the new dual-function item, combine the weight of both items it can now function as. Its value is double the cost of both items combined.
9	Item is functionally unchanged but is now adorned with (carvings, gilding, painted scrollwork, enamel), increasing it's value by 25%.
10	Item becomes masterwork. If the item is not a weapon or suit of armor, it now grants a +2 circumstance bonus to one skill related to its use. If item already grants a circumstance bonus to a skill (such as a climber's kit), that bonus increases by +2.

Cobbler elves are also known as brownies, tomte, and the wee folk. Though they live in forests throughout the world, they are most common in the Northlands, and in forests that have many small, isolated villages. Cobbler elves are driven to craft, repair, and tinker, whether

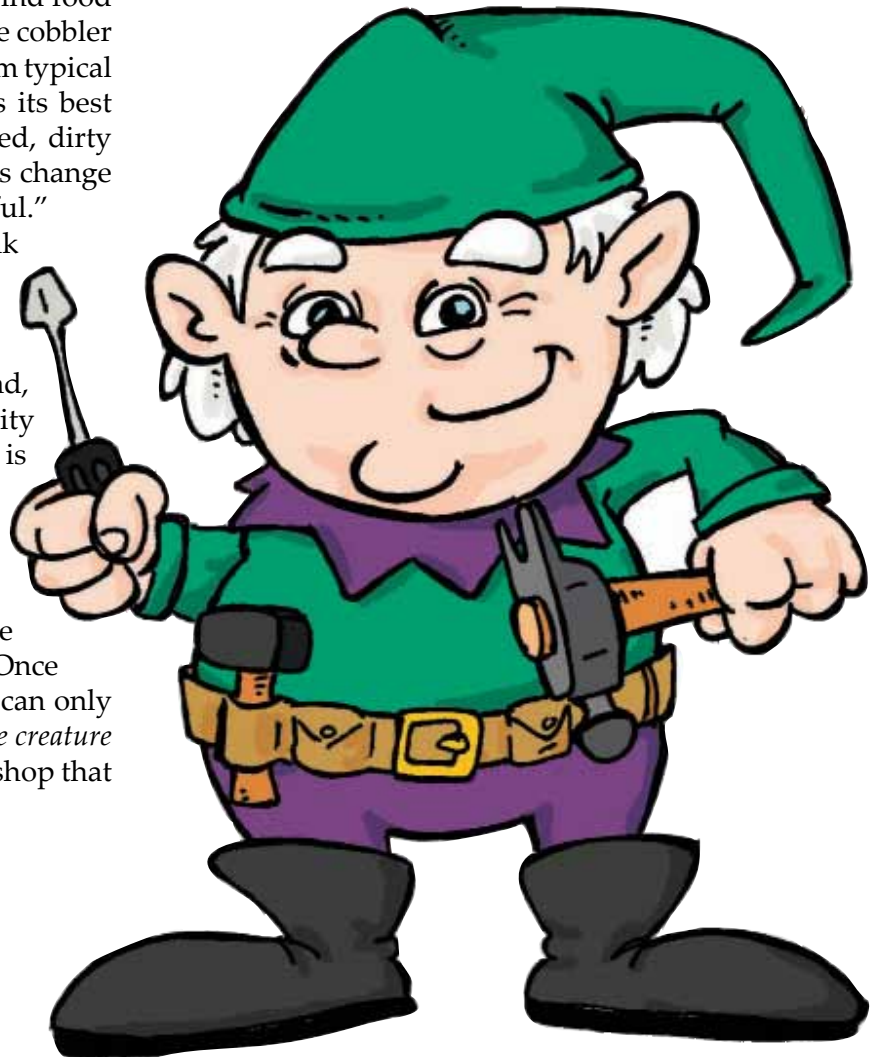
their skills are needed or not. This makes them useful to craftsmen who can learn to take advantage of their natural talents, and an annoyance to anyone they focus on who cannot manage to amuse and appease them.

Cobbler elves are driven to craft, and become depressed and listless if prevented from doing so. Though a few supernatural beings have managed to create workshops to keep whole guilds of cobbler elves occupied, most cobbler elves spend their lives looking for a place or group that can use their talents. If a cobbler elf finds a workshop that leaves materials and plans that match its Craft or Profession skills, it works on such items through the night (using its *fabricate* spell-like ability first, then normal Craft checks). The cobbler elf returns nightly, expecting to find small snacks and drink left out as payment. If this is the case, and materials continue to be left out, the cobbler elf secretly crafts in the nighttime hours of the shop happily for years.

However, such synergist situations go wrong more often than they go right. Cobbler elves are secretive, and refuse to be captured, spotted or negotiated with (though they do make allowances for humanoid children, who after all can't be expected to know better). If a cobbler elf can't find a workshop that matches its skills, or enough materials aren't laid out each night, or it doesn't find food and drink each night, it becomes more chaotic. The cobbler elf attaches itself to whatever group it can find (from typical homes to inns to adventuring groups), and tries its best to make itself useful. Damaged items are mended, dirty things are cleaned, but the cobbler elf also uses its change item ability each night, in order to be "extra helpful."

If the cobbler elf does not find food and drink laid out, it helps itself to whatever can be dug out of packs or removed from cupboards. Always cautious, cobbler elves eat nothing without first checking it for poison. If no food is to be found, the cobbler elf may use its change object ability on whatever seems most valued by the host it is following, to prompt them to notice its efforts and feed it. A cobbler elf that feels threatened does not give up, instead it sneaks in, using its *invisibility* and *dimension door* abilities to ensure that it is not caught, and again uses its change object on the most prized possessions it can find. Once a cobbler elf has attached itself to a given host it can only be gotten rid of by losing it (difficult with its *locate creature* ability, but not impossible), or stopping at a craft shop that more clearly needs its assistance.

A community of cobbler elves is known as a guild, and it ruled by a guildmaster (a 6th level expert with item creation feats based off its Master Craftsman feat). A cobbler elf guild can only exist if there is a nearby humanoid community that has multiple craftsmen who have learned to coexist with the cobbler elves. In such communities, at the winter solstice, the cobbler elves sneak into the homes of families who have put out small treats for them to enjoy throughout the year, and leave crafted gifts for the household. The cobbler elves expect to find small treats and cream left out for them on this night, and smear soot over the walls of any house that does not provide such offering (though a house that has otherwise been kind still receives its solstice gifts as well).



FLYING REINDEER, DIRE

The head of this huge quadruped is topped with massive horns, growing into complex curls and jutting out in all directions.

FLYING REINDEER, DIRE

CR 7

XP 3,200

N Large animal

Init +5; **Senses** low-light vision, scent; Perception +12

DEFENSE

AC 18, touch 9, flat-footed 17 (+1 Dex, +8 natural, -1 size)

hp 95 (10d8+50)

Fort +12, **Ref** +8, **Will** +4

OFFENSE

Speed 40 ft., (may have fly 30 ft., see below)

Melee gore +13 (1d8+7), 2 hooves +13 (1d4 +7)

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

STATISTICS

Str 24, **Dex** 12, **Con** 20, **Int** 2, **Wis** 13, **Cha** 11

Base Atk +7; **CMB** +15; **CMD** 26 (30 vs. trip)

Feats Improved Bull Rush, Improved Initiative, Iron Will, Power Attack, Skill Focus (Perception)

Skills Perception +12, Fly +19

ECOLOGY

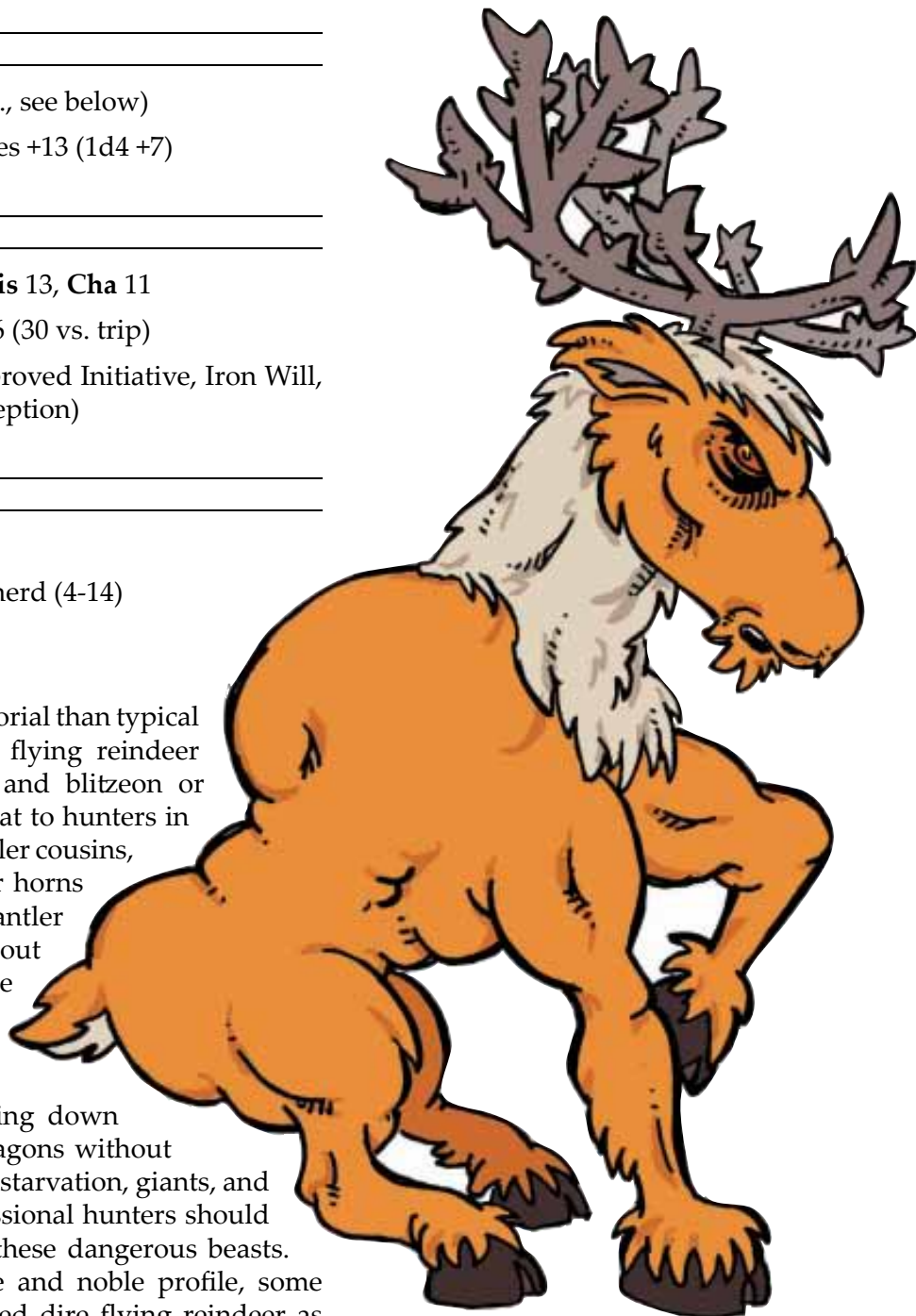
Environment forests (cold)

Organization solitary, pair, or herd (4-14)

Treasure special (see below)

Much larger and more territorial than typical flying reindeer, the dire flying reindeer (also known as megacaribou and blitzeon or “thunder deer”) is a major threat to hunters in northern forests. Like their smaller cousins, dire flying reindeer retain their horns throughout the year, each antler constantly growing throughout the creature’s life. Unlike smaller herbivores, dire flying reindeer often track down and attack threats they discover to their territory, facing down cave bears and even young dragons without fear. Only tribes on the brink of starvation, giants, and well-equipped parties of professional hunters should consider trying to take down these dangerous beasts. Because of their proud stature and noble profile, some northern tribes even worshipped dire flying reindeer as gods

Despite the title “flying reindeer,” blitzeon do not have any natural fly rate. However, during winter seasons they do naturally graze on barks, rare herbs and naturally fermented berries that mix in their complex four-chambered stomachs to form *fly potions* within their digestive systems. A dire flying reindeer encountered during winter months has a 25% chance to be under the effects of such a natural potion, giving it a fly speed of 30 feet. If slain, such a reindeer will have enough potion in its stomach to tap off 1-4 *fly potions*, though it takes some skill (DC 20 Nature check) to remove these without ruining them.



GRINJ

This massive figure appears to be a green, fur-covered humanoid with broad shoulders, long clawed hands and a mouth full of razor-sharp teeth.

GRINJ

CR 7

XP 3,200

LN Large outsider (native) (cold)

Init +5; **Senses** darkvision 60 ft., scent; Perception +19

DEFENSE

AC 22, touch 10, flat-footed 21 (+1 Dex, +12 natural, -1 size)

hp 85 (9d10+36)

Fort +10, **Ref** +4, **Will** +8

Immune cold

Vulnerabilities fire

OFFENSE

Speed 40 ft., climb 20 ft.

Melee 2 claws +13 (2d6+5) and bite +13 (1d6+5)

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

Spell-Like Abilities (CL 14th)

At will—*alter self*, *greater magic weapon*

1/day—*permanency*

STATISTICS

Str 21, **Dex** 12, **Con** 18, **Int** 15, **Wis** 15, **Cha** 14

Base Atk +9; **CMB** +15; **CMD** 26

Feats Alertness, Craft Magic Arms and Armor, Improved Initiative, Lunge, Skill Focus (Perception)

Skills Appraise +14, Bluff +14, Climb +25, Craft (weapons) +14, Handle Animal +14, Knowledge (engineering) +14, Perception +19, Sense Motive +4, Spellcraft +14

Languages Aklo, Common, Dwarven, Terran, Undercommon

ECOLOGY

Environment cold mountains or hills

Organization solitary

Treasure standard

SPECIAL ABILITIES

Keen Hearing (Su): A grinj takes no range penalties to hear anything within a mile, and can make Perception checks to hear things within ten miles at only a -1/mile penalty. Sounds more than ten miles away cannot be heard.

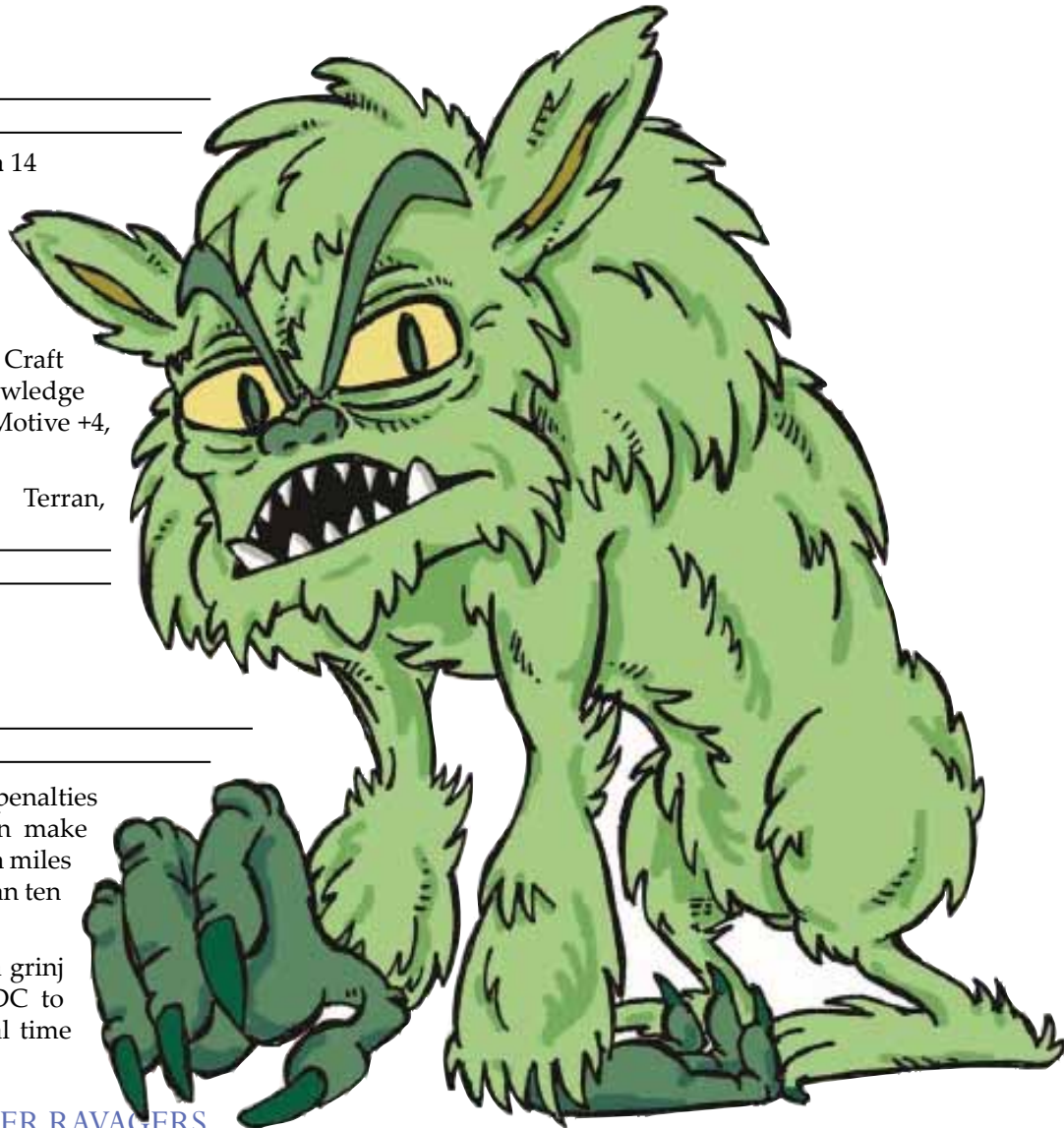
Master Smith (Ex): Anything crafted by a grinj is masterwork. There is no additional DC to the grinj's craft checks, and no additional time

required in crafting, though the raw materials for the masterwork component must be paid. A grinj also adds its Hit Dice to any Spellcraft check made to craft a magic item.

Grinj are rare creatures related to genies, but not considered a form of geniekind. They are not inherently evil but are surly, hermitlike, territorial, short-tempered and antisocial. Unfortunately they are also master smiths of rare skill, and tend to pick mountain caves and valley homes with resources appealing to humanoid settlements. As a result, many communities live in the shadow of a grinj. Grinj do not, as a rule, make good neighbors.

Grinj are particularly angered by loud revelry. While the day-to-day sounds of life annoy them, most grinj accept such noise as inevitable, and not much different from sounds made by animals and natural events. But celebrations of any kind within 10 miles of a grinj's lair are likely to rouse it to great anger, and may bring about an attack. If a grinj believes it cannot drive off a community, it may use its natural cunning and alter self ability to try to ruin any festivities, in a desperate bid for quiet.

While it is difficult for a group or individual to befriend a grinj (grinj always have an initial attitude of hostile), once a grinj is brought to a helpful attitude it remains helpful unless mistreated. A very few villages have managed this task, and find a grinj makes a powerful ally.



KRAMPUS

This demonic-looking figure stands like a man but has large goat-like horns, patchy fur, and a mouth full of sharp teeth.

KRAMPUS

CR 4

XP 1,200

N Medium monstrous humanoid (cold)

Init +1; **Senses** darkvision 60 ft., scent; Perception +10

DEFENSE

AC 17, touch 10, flat-footed 16 (+1 Dex, +7 natural, -1 size)

hp 45 (6d10+12)

Fort +6, **Ref** +6, **Will** +6

Immune cold

Weaknesses vulnerability to fire

OFFENSE

Speed 40 ft., climb 30 ft.

Melee 2 claws +10 (2d4+4 plus 1d6 cold), bite +10 (1d6+4 plus 1d6 cold)

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

Special Attacks cold aura, rend (2 claws, 2d4+6 plus 1d6 cold)

STATISTICS

Str 19, **Dex** 12, **Con** 15, **Int** 9, **Wis** 12, **Cha** 10

Base Atk +6; **CMB** +11; **CMD** 22

Feats Cleave, Great Fortitude, Power Attack

Skills Climb +21, Intimidate +9, Perception +10, Stealth +1 (+9 in snow); **Racial Modifiers** +4 Stealth (+12 in snow)

Languages Common

ECOLOGY

Environment forest (cold)

Organization solitary, pair, or tribe (3–8)

Treasure standard

SPECIAL ABILITIES

Cold Aura (Su) A krampus' body generates an aura of intense cold, dealing 1d6 points of cold damage to any creature within 5 feet at the beginning of the krampus' turn or whenever it hits a foe with its claws or rend attack.

The word "krampus" originates from the Northlander word for claw, the primary weapon of the krampus. Often thought of as a demonic outsider, the krampus is in fact a non-magical creature native to the area. Most krampus try to avoid populated areas, but as civilization encroaches on their territories, the krampus have had to defend themselves and their territory, and many turning to outright destruction as a way to drive settlers away. In larger cities and more civilized areas, teenagers will often dress as a krampus during the festivities leading up to Midwinter Night, using their poorly made costumes to frighten younger children and warn them to be well behaved or "the krampus will get you!"



PERCHTA

This creature appears as a beautiful woman with a bright and beautiful visage. Its true form however is that of a horrid creature with fangs, tusks, and a long horse-like tail.

PERCHTA

CR 5

XP 1,600

CE Medium monstrous humanoid

Init +1; **Senses** darkvision 90 ft.; Perception +15

DEFENSE

AC 19, touch 11, flat-footed 18 (+1 Dex, +8 natural)

hp 58 (9d10+9)

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

SR 16

OFFENSE

Speed 30 ft., swim 30 ft.

Melee 2 claws +13 (1d6+4 plus weakness)

Spell-Like Abilities (CL 9th)

Constant—*pass without trace*, *tongues*

At will—*dancing lights* (DC 13), *ghost sound* (DC 12), *detect thoughts*, *invisibility*, *pyrotechnics* (DC 14), *tree shape*, *whispering wind*

STATISTICS

Str 19, **Dex** 12, **Con** 12, **Int** 15, **Wis** 13, **Cha** 14

Base Atk +9; **CMB** +13; **CMD** 24

Feats Alertness, Blind-Fight, Combat Casting, Deceitful, Great Fortitude

Skills Bluff +13, Disguise +13, Knowledge (arcana) +11, Perception +15, Sense Motive +9, Stealth +13, Swim +18

Languages Common, Aklo, Giant

SQ change shape (alter self, Small or Medium humanoid)

ECOLOGY

Environment forest (cold)

Organization solitary or coven (3 hags of any kind)

Treasure standard

SPECIAL ABILITIES

Weakness (Su) A perchta's claws sap strength from those she strikes. Each time a perchta hits a foe with her claw attack, the victim takes 2 points of Strength damage unless he resists the weakness with a DC 16 Fortitude save. Alternatively, a perchta can attempt to inflict even greater weakness on a foe by making a touch attack—this variant requires a standard action, and cannot be attempted in the same round the hag makes claw attacks. The opponent

touched must succeed on a DC 16 Fortitude save or take 2d4 points of Strength damage. The save DC is Charisma-based.

According to many bards, the creatures known as the perchta were originally nature spirits or demi-gods, often thought to have been a part of the Wild Hunt, who have been corrupted by demons of the Abyss and are now servants of evil. Whether or not that's true, the perchta are feared creatures most often found in the Northlands, said to wander the lands during the depths of winter. Many children believe that on the final night of the Midwinter festival a perchta will enter their homes in search of a gift of fish and gruel. If this offering is not left out, they say that the children of the house will be killed, their bellies slit open, the stomach and guts removed and the hole stuffed with straw and pebbles. This is most likely a tool parents use to keep children obedient. Hopefully.



THE WHIP FATHER

This sinister looking man is dressed in dark leather robes and has scraggly unkempt hair and a long beard. He is armed with a cruel looking whip, long claws, and wears a wicker backpack where he places the children he has been sent to collect.

WHIP FATHER

CR 7

XP 3,200

CE Medium outsider (chaotic, evil, extraplanar)

Init +3; **Senses** darkvision 60 ft., detect good; Perception +21,

DEFENSE

AC 20, touch 13, flat-footed 17 (+3 Dex, +2 leather robes, +5 natural)

hp 89 (9d10+40)

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

DR 10/cold iron or good; **Immune** electricity, fire, poison; **Resist** acid 10, cold 10; **SR** 18

OFFENSE

Speed 30 ft.

Melee 2 claws +11 melee (1d6+1), +2 *lash of pain* +11/+6/+1 melee (1d6+3, unholy, and entangle)

Special Attacks lash of pain

Spell-Like Abilities (CL 12th)

Constant—*detect good, tongues*

At will—*detect thoughts* (DC 20), *ethereal jaunt* (self plus 100 lbs.), *greater teleport* (self plus 100 lbs.)

1/day—*dominate person* (DC 23), *summon* (level 3, 1d3 dretches 50%)

STATISTICS

Str 13, **Dex** 17, **Con** 20, **Int** 18, **Wis** 14, **Cha** 27

Base Atk +8; **CMB** +11; **CMD** 22

Feats Improved Initiative, Iron Will, Weapon Finesse, Weapon Focus (whip)

Skills Bluff +27, Diplomacy +19, Disguise +19, Escape Artist +11, Fly +14, Intimidate +16, Knowledge (local)+15, Perception +21, Sense Motive +13, Stealth +14; **Racial Modifiers** +8 Bluff, +8 Perception

Languages Abyssal, Celestial, Common, *tongues*, telepathy 100 ft.

SQ whip mastery (lash of pain)

ECOLOGY

Environment any

Organization solitary

Treasure double

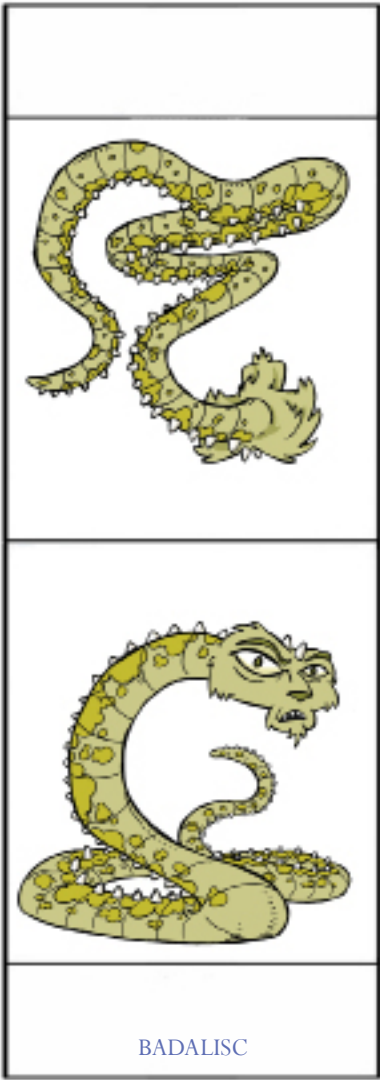
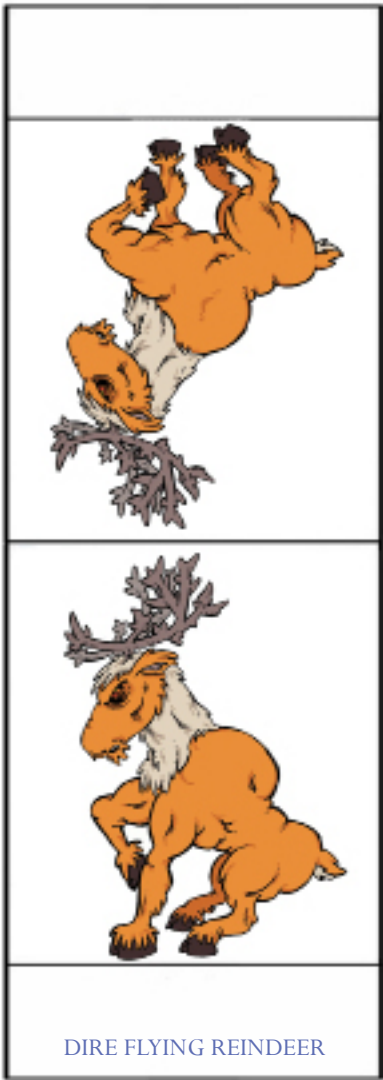
SPECIAL ABILITIES

Lash of Pain: The Whip Father is equipped with the *lash of pain*, a whip it can summon forth at will (as a free action), or dismiss

just as easily. This is treated as an exotic light weapon (whip) that has a +2 enhancement bonus to hit and damage and, unlike a true whip, deals 1d6 damage (subdual or regular, wielder's choice), plus another 1d6 of unholy damage to good targets, and is capable of harming armored targets. Like a normal whip, the lash has reach of 15', can be used against adjacent targets, and provokes attacks of opportunity when used, in the same way as a ranged weapon would. The lash of pain's form is tied to the Whip Father: If it leaves his hand, it returns to the Winter Lands in the Abyss immediately. The lash has Hardness 10 and 20 hit points; it is unaffected by fire, cold, sonic, acid, or lightning damage, but can still be sundered. If it is destroyed, the Whip Father cannot summon another one for 1d6 hours.

While the origin of the Whip Father is shrouded in mystery, the most commonly told tale says this demonic figure was once a struggling innkeeper who captured the young sons of the new king in order to rob them. He, along with his wife, stole the gold the princes had on them and then drugged the young nobles, slit their throats, and made a royal stew for the few patrons that visited the inn during the Midwinter festival. On Midwinter's night, Jolnir Odenson entered the inn, discovered what had happened, and killed the innkeeper and his wife, sending both to the Abyss. There the innkeeper was rewarded for what he had done and now he wanders the Northlands, stealing wayward children and killing anyone else unfortunate enough to encounter him.





AUTUMN KING CR 18
CN Medium fey XP 153,600
Initiative: +12 **Senses:** low-light vision, true seeing; Perception +39 **Speed:** 40 ft.
HP 210 (20d10+100), fast heal 20 **Space:** 10 ft.; **Reach** 5 ft. **Saves:** Fort +15, Ref +24, Will +20
AC 35, touch 30, flat-footed 23 (+12 Dex, +8 insight, +5 natural); +4 *defending weapon*, Dodge, Mobility
Feats: Dodge, Great Fortitude, Improved Critical (longsword), Mobility, Point Blank Shot, Power Attack, Precise Shot, Rapid Shot, Shot on the Run, Spring Attack, Weapon Finesse, Weapon Focus (longsword)
Aura glamour (30 ft., DC 28), stunning gaze (30 ft., DC 28); **DR** 15/cold iron and magic; **SR** 31
Melee: +4 icy burst *defending longsword of speed* +35/+35/+30 (1d8+19 plus 1d6 cold/17-20 plus 1d10 cold); or **Ranged** +4 *seeking shocking burst composite longbow* (+7 Str bonus) of speed +35/+35/+30 (1d8+18 plus 1d6 electricity/19-20x3 plus 2d10 electricity)
Spell-Like Abilities (CL 20th) Constant—speak with animals, speak with plants
At will—*anahim*, *bestow curse* (+22 melee touch, DC 22), *charm monster* (DC 22), *command plants* (DC 22), *detect thoughts* (DC 20), *displacement*, *entangle* (DC 19), *greater dispel magic*, *greater invisibility*, *greater teleport*, *haste*, *knock*, *mass hold monster* (DC 27), *persistent image* (DC 23), *polymorph* (self only), *water breathing* 3/day—*animate plants* (DC 25)
1/day—*commune with nature*, *harm* (+22 melee touch, DC 24), *hail*
Base Atk +10; **CMB** +17; **CMD** 28
Skills: Appraise +16, Bluff +31, Diplomacy +35, Disguise +23 (+25 acting), Intimidate +10, Knowledge (arcana) +22, Knowledge (nature) +30, Perception +39, Perform (oratory, wind) +39, Sense Motive +31, Spellcraft +24, Stealth +35, Survival +16 (+18 in above ground natural areas)
Languages: Common, elven, sylvan
SQ freedom of movement, otherworldly grace, true seeing, wild empathy +34 **Special Attacks:** stunning gaze
Immune disease, freedom of movement, poison

BADALISC CR 8
LE Large magical beast XP 4800
Initiative: +5 **Senses:** darkvision 60 ft., *detect thoughts*; Perception +19
HP 85 (10d8+40) **Saves:** Fort +7, Ref +10, Will +9 (+11 vs. charm)
AC 22, touch 15, flat-footed 16 (+5 Dex, +1 dodge, +7 natural, -1 size)
Feats: Alertness, Combat Casting, Dodge, Eschew Materials, Lightning Reflexes, Stealthy
Speed: 40 ft. **Defensive Abilities:** guarded thoughts; **Immune** poison
Melee: bite +8 (2d4+2 plus poison)
Spells Known (CL 7th) 3rd (5/day)—*displacement*, *major image* (DC 16)
2nd (7/day)—*cat's grace*, *hypnotic pattern*, *invisibility*,
1st (7/day)—*expeditious retreat*, *ray of enfeeblement* (DC 14), *shield*, *silent image*, *sleep* (DC 14)
0 (6/day)—*daze*, *detect magic*, *light*, *mage hand*, *open/close*, *prestidigitation*, *read magic*
Base Atk +7; **CMB** +10; **CMD** 26 (can't be tripped) **Str** 14, **Dex** 21, **Con** 18, **Int** 16, **Wis** 15, **Cha** 17
Skills: Bluff +13, Diplomacy +9, Disguise +9, Escape Artist +13, Intimidate +12, Knowledge (arcana) +13, Perception +19, Sense Motive +10, Spellcraft +12, Stealth +18
Languages: Common, Abyssal **Space:** 10 ft.; **Reach** 5 ft.

COBBLER ELF CR 5
N Tiny Fey XP 1600
Initiative: +5 **Senses:** low-light vision; Perception +9
HP 18 (4d6+4) **Saves:** Fort +2, Ref +9, Will +6
AC 18, touch 18, flat-footed 12 (+5 Dex, +1 dodge, +2 size)
Feats: Dodge, Master Craftsman (add +2 to one Craft or Profession)
Speed: 20 ft., burrow 20 ft. **Defensive Abilities:** invisibility; **DR** 10/cold iron; **SR** 15
Melee: Melee warhammer +2 (1d6-2)
Spell-Like Abilities (CL 8th) Constant—*mage hand*, *pass without trace*
At will—*dancing lights* (DC 13), *detect poison*, *locate creature*, *mending*, *unseen servants* 3/day—*create food and water*, *dimension door* (self/cobbler elves only), *invisibility*, *make whole* 1/day—*fabricate*
Base Atk +2; **CMB** -2; **CMD** 14 **Str** 6, **Dex** 20, **Con** 13, **Int** 17, **Wis** 14, **Cha** 17
Skills: Acrobatics +9, Craft (any 2) +10, Escape Artist +12, Knowledge (local) +10, Perception +9, Profession (any 1) +15, Sense Motive +9, Stealth +15, Use Magic Device +10
Languages: Common, Sylvan **Space:** 2.5 ft.; **Reach** 0 ft.
SQ change object

FLYING REINDEER, DIRE CR 7
N Large animal XP 3200
Initiative: +5 **Senses:** low-light vision, scent; Perception +12
HP 95 (10d8+50) **Saves:** Fort +12, Ref +8, Will +4
AC 18, touch 9, flat-footed 17 (+1 Dex, +8 natural, -1 size)
Feats: Imp. Bull Rush, Imp. Initiative, Iron Will, Power Attack, Skill Focus (Perception)
Speed: 40 ft., fly 30 ft.
Melee: gore +13 (1d8+7), 2 hooves +13 (1d4 +7)
Base Atk +7; **CMB** +15; **CMD** 26 (30 vs. trip) **Space:** 10 ft.; **Reach:** 5 ft.
Str 24, **Dex** 12, **Con** 20, **Int** 2, **Wis** 13, **Cha** 11
Skills: Perception +12, Fly +19

GRINJ CR 7
LN Large outsider (native) (cold) XP 7200
Initiative: +5 **Senses:** darkvision 60 ft., scent; Perception +19
HP 85 (9d10+36) **Saves:** Fort +10, Ref +4, Will +8
AC 22, touch 10, flat-footed 21 (+1 Dex, +12 natural, -1 size)
Feats: Alertness, Craft Magic Arms and Armor, Improved Initiative, Lunge, Skill Focus (Perception)
Speed: 40 ft., climb 20 ft. **Immune** cold; **Weakness** vulnerability fire
Melee: 2 claws +13 (2d6+5) and bite +13 (1d6+5)
Spell-Like Abilities (CL 14th)
At will—*alter self*, *greater magic weapon*
1/day—*permanency*
Base Atk +9; **CMB** +15; **CMD** 26 **Str** 21, **Dex** 12, **Con** 18, **Int** 15, **Wis** 15, **Cha** 14
Skills: Appraise +14, Bluff +14, Climb +25, Craft (weapons) +14, Handle Animal +14, Knowledge (engineering) +14, Perception +19, Sense Motive +4, Spellcraft +14
Space: 10 ft.; **Reach:** 10 ft.
Languages: Aklo, Common, Dwarven, Terran, Undercommon

KRAMPUS CR 4
N Medium monstrous humanoid (cold) XP 1200
Initiative: +1 **Senses:** darkvision 60 ft., scent; Perception +10
HP 45 (6d10+12) **Saves:** Fort +6, Ref +6, Will +6
AC 17, touch 10, flat-footed 16 (+1 Dex, +7 natural, -1 size)
Feats: Cleave, Great Fortitude, Power Attack
Speed: 40 ft., climb 30 ft. **Immune** cold; **Weakness** vulnerability fire
Melee: 2 claws +10 (2d4+4 plus 1d6 cold), bite +10 (1d6+4 plus 1d6 cold)
Special Attacks: cold aura, rend (2 claws, 2d4+6 plus 1d6 cold)

Base Atk +6; **CMB** +11; **CMD** 22 **Str** 19, **Dex** 12, **Con** 15, **Int** 9, **Wis** 12, **Cha** 10
Skills: Climb +21, Intimidate +9, Perception +10, Stealth +1 (+9 in snow); **Racial Modifiers** +4 Stealth (+12 in snow)
Space: 5 ft.; **Reach:** 5 ft.
Languages: Common

PERCHTA CR 5
CE Medium monstrous humanoid XP 1600
Initiative: +1 **Senses:** darkvision 90 ft.; Perception +15
HP 58 (9d10+9) **Saves:** Fort +6, Ref +7, Will +7
AC 19, touch 11, flat-footed 18 (+1 Dex, +8 natural)
Feats: Alertness, Blind-Fight, Combat Casting, Deceitful, Great Fortitude
Speed: 30 ft., swim 30 ft. **SR** 16
Melee: 2 claws +13 (1d6+4 plus weakness)

Spell-Like Abilities (CL 9th) Constant—*pass without trace*, *tongues*
At will—*dancing lights* (DC 13), *ghost sound* (DC 12), *detect thoughts*, *invisibility*, *pyrotechnics* (DC 14), *tree shape*, *whispering wind*
Base Atk +9; **CMB** +13; **CMD** 24 **Str** 19, **Dex** 12, **Con** 12, **Int** 15, **Wis** 13, **Cha** 14
Skills: Bluff +13, Disguise +13, Knowledge (arcana) +11, Perception +15, Sense Motive +9, Stealth +13, Swim +18
Space: 5 ft.; **Reach:** 5 ft.
Languages: Common, Giant
SQ change shape (*alter self*, Small or Medium humanoid)

WHIP FATHER CR 7
CE Medium outsider (chaotic, evil, extraplanar) XP 3200
Initiative: +3 **Senses:** darkvision 60 ft., detect good; Perception +21
HP 89 (9d10+40) **Saves:** Fort +7, Ref +9, Will +10
AC 20, touch 13, flat-footed 17 (+3 Dex, +2 leather robes, +5 natural)
Feats: Improved Initiative, Iron Will, Weapon Finesse, Weapon Focus (whip)
Speed: 30 ft. **DR** 10/cold iron or good; **Immune** electricity, fire, poison; **Resist** acid 10, cold 10; **SR** 18
Melee: 2 claws +11 melee (1d6+1), +2 lash of pain +11/+6/+1 melee (1d6+3, unholy, and entangle)
Spell-Like Abilities (CL 12th) Constant—*detect good*, *tongues*
At will—*detect thoughts* (DC 20), *ethereal jaunt* (self +100 lbs.), *greater teleport* (self +100 lbs.)
1/day—*dominate person* (DC 23), *summon* (level 3, 1d3 dretches 50%)
Base Atk +8; **CMB** +11; **CMD** 22 **Str** 13, **Dex** 17, **Con** 20, **Int** 18, **Wis** 14, **Cha** 27
Skills: Bluff +27, Diplomacy +19, Disguise +19, Escape Artist +11, Fly +14, Intimidate +16, Knowledge (local) +15, Perception +21, Sense Motive +13, Stealth +14;
Racial Modifiers +8 Bluff, +8 Perception
Space: 5 ft.; **Reach:** 5 ft.
Languages: Abyssal, Celestial, Common, *tongues*, telepathy 100 ft.
SQ: whip mastery (lash of pain)

BRING A GENIUS TO THE TABLE!

CREDITS

Designers:

R. Hyrum Savage and Owen K.C. Stephens

Editor:

Stan!

Cover Illustration:

Stan!

Interior Illustrations:

Stan!

Graphic Design and Typesetting:

R. Hyrum Savage

Produced By:

Rogue Genius Games

www.roguegeniusgames.com

Contents ©2013 Rogue Genius Games

Used with permission.

All logos are the trademark of
Rogue Genius Games All rights reserved.

Published Under the SRD, OGL, and d20 (v 3) License ©2000, Wizards of the Coast, Inc.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

DESIGNATION OF PRODUCT IDENTITY

The Rogue Genius Games company names and logos; the "Monster Menagerie: Winter Ravagers" name and logo, background, and logo; all artwork, trade dress, and graphic design elements;

All game mechanics of Monster Menagerie: Winter Ravagers is Open Game Content as described in Section 1(d) of the License.
OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson. Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Monster Menagerie: Winter Ravagers. Copyright 2009, Rogue Genius Games. Authors: Stan!., R. Hyrum Savage and Owen K.C. Stephens