



BEASTS OF LEGEND

COLDWOOD CODEX

BY TIM HITCHCOCK & JASON NELSON



About Legendary Games

Legendary Games is an all star team of authors and designers, founded by Clark Petersen of Necromancer Games, Inc. Legendary Games uses a cooperative, team-based approach to bring you, the Paizo fan, the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. So check us out, and Make Your Game Legendary!

Visit us on [Facebook](#) and follow us on Twitter [@legendary_games](#).
www.makeyourgamelegendary.com

Credits

Author: Tim Hitchcock & Jason Nelson

Artist: Jason Juta, Tanyaporn Sangsnit, and Steve Wood

Design and Layout: Liz Courts

Cartography: Todd Gamble

Legendary Games Team Members: Clinton J. Boomer, Matt Goodall, Tim Hitchcock, Jason Nelson, Neil Spicer, Greg Vaughan, and Clark Peterson.

Special Thanks: Erik Mona, Lisa Stevens, James Jacobs and the Paizo staff for their excellent Kingmaker Adventure Path.

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.

Open Content: Subject to designation as Product Identity (see below), the only portion of this Legendary Games product designated as Open Game Content is the rules content (creature stat blocks and names of skills, etc., taken from the Pathfinder Reference Document) as defined in the Open Game License version 1.0a Section 1(d). The front and back cover, back matter, introduction and Credits page, as well all other parts of this product including all text not specifically designated as Open Game Content is not Open Game Content. No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License 1.0a, Section 1(e), and are not Open Content: Legendary Games, the Legendary Games Logo, Adventure Path Plug-In, *Coldwood Codex*, as well as all trademarks, registered trademarks, proper names (including the names of each character, location, item or monster unique to this product), dialogue, plots, storylines, locations, characters, artworks, and trade dress, but excluding any content that is Product Identity of Paizo Publishing, Inc. (Elements that have previously been designated as Open Game Content are not included in this declaration.) Reference in non-Open Game Content (thus not covered by the Open Game License) in this work to content owned by others is not a challenge to their ownership and is used under Fair Use.

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.

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

- 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.
- Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
- 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.
- Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.
- 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.
- 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.
- 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.
- 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.
- COPYRIGHT NOTICE
Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.
Beasts of Legend: Coldwood Codex © 2013, Legendary Games; Author Tim Hitchcock and Jason Nelson.
System Reference Document. © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.
The Hypertext d20 SRD. © 2004, Jans W Carton.
Pathfinder Roleplaying Game Advanced Player's Guide. © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn, James Jacobs, Steve Kenson, Hal Maclean, Rob McCreary, Erik Mona, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, James L. Sutter, Owen Stephens, and Russ Taylor.
Pathfinder Roleplaying Game Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.
Pathfinder Roleplaying Game Ultimate Combat © 2011, Paizo Publishing, LLC; Lead Designer: Jason Bulmahn; Designers: Dennis Baker, Jesse Benner, Benjamin Bruck, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor.
Pathfinder Roleplaying Game Ultimate Magic © 2011, Paizo Publishing, LLC; Lead Designer: Jason Bulmahn; Designers: Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

WHAT YOU WILL FIND INSIDE THE COLDWOOD CODEx

This supplement contains 10 creatures suitable for use in any campaign set within or traveling through the cold, desolate woods of the northern wilds. While ideally suited for adventure paths like *Kingbreaker* or the *Witches of Winter*, these creatures add a delightful bit of novel menace equally split between fey spirits bursting with the raw and wild energies of life and vile undead seething with the power of death. Drawing upon real-world folklore, classic fantasy tropes, and the design skills of two of the top creative minds in the business, the *Coldwood Codex* is an indispensable addition to any GM's monster toolkit.

This is not the first monster product that Legendary Games has produced, and it will certainly not be the last. The *Construct Codex* for our Gothic Adventure Path Plug-Ins has been lavished with praise for its quality and inventiveness, and we hope to bring you many more chapters in our ongoing *Beasts of Legend* series that will equal or exceed it. The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!



JASON NELSON

WELCOME TO ADVENTURE PATH PLUG-INS!

This product is a part of our line of support materials for extended Adventure Path-style campaign play for use with Paizo's Pathfinder Roleplaying Game. When you see the "Adventure Path Plug-In" logo at the top of a Legendary Games product, you can expect it is designed to fit directly with the themes of a particular Adventure Path campaign. The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign. To deliver on that commitment, we've assembled the best of the best of current gaming authors, designers and layout experts so that you can feel comfortable that Legendary Games products will be the most creative, rules-legal and well-designed content you can find. Though Adventure Path Plug-Ins all share a theme with a specific Adventure Path campaign, they are designed to be easily incorporated into your home game regardless of what campaign you may be running.

Adventure Path campaigns contain amazing plots and stories written by the industry's best authors. But those adventures have space restrictions for print publication that often leave space either for alternatives for the busy GM or chances for the GM to personalize his or her game. In a sandbox campaign, disconnected once-per-day encounters and wandering monsters during hexploration can feel like a bit of a grind (or, alternatively, too easy as characters can pour all their resources into every fight), and this adventure provides the opportunity for a more extensive adventure that fits in well alongside their exploration but gives a deeper and more immersive experience of the perils and possibilities of expanding into the savage frontier. At the same time, this adventure slips easily into the footprint of the early campaign as a natural evolution of what the PCs are already doing

and without drawing them away from any of the key themes of the campaign.

HEY, WHAT'S WITH THE NAMES?

You will see us use phrases such as "Kingbreaker Adventure Path" instead of the title of a very popular sandbox-style kingdom-building Adventure Path. Or, you may see us use names such as the "Lost Lands," the "Faerie Queen," the "Horned God of Hunters," the rival "Baron and Baroness of Hookmarsh" to the west, or the "Broken Kingdom" to the north that grants PCs their charter to explore and rule instead of the proper names of specific characters or places from those adventures or gods from the world setting. While we can create compatible products under the Open Game License, we still have to be respectful of certain content Paizo owns. Because we want to be very respectful of their content and work in partnership with them, we use these "replacement phrases." Plus, this helps the product have a more general appeal to those who may be running a home campaign that fits the same themes. In any event, we are 100% confident you know what we are talking about and will have no problem making the required connection.

SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the [Pathfinder Reference Document](#), the official online compendium of game rules, as well as the [d20pfsrd.com](#). If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

INTRODUCTION

This product deals largely with spirits of the living and the dead. In the case of the former, it features a quintet of fey that each brings something new and different. They have none of the whimsical joviality and curiosity of the kind of "Fair Folk" that first come to mind when fey are discussed. These are spirits of wild, raw, and untamed nature, and they are not in the least intimidated by or interested in getting along with the forces of so-called civilization. At low levels, **bokereyders** represent the inversion of humanoids' attempts to tame the wilderness, causing domesticated beasts trained for battles and burdens alike to revert to a wild and even feral state. At the highest levels is the **chernobog**, the Black Lords of the Otherworld, hateful and resentful of the influence of the "new" gods in pushing out the ancient spirits of the land. In between you will find the **naekk**, a seductive rivermaiden whose beguiling song and pleasant countenance put observers in mind of a curious nixies or friendly freshwater mermaid, yet her enticements both lyrical and lascivious are but a lure to draw its prey into a drowning rapture or a phantasmagorical feast of blood. The deliquescent **amadan** is a strange spirit indeed, the living distillate of curses, unluck, and misfortune, walking unseen among those who have avoided misfortune but whispering degenerate urgings wherever they go, collecting unnumbered tears of misery here and sowing them in a new bitter harvest wherever they go. Lastly, the inscrutable **totemoq** is less cruel than the other fey

presented here, if no less invested in the reversion of the world to a more wild and primal state. Born of ancient winters, **totemoq** wish nothing less than the return of the great ice ages, plunging the world into a frozen casket of forever snow.

The balance of these Beasts of Legend are the spirits of the dead, unliving foes of surpassing malice and menace. The ravaging **faleich-wyrm** was created as an undead engine of destruction but proved too powerful and deadly for even its creators to control, now broken free and spreading leech-ridden plague and corruption wherever they go. The ancient and terrible **slough** is an undead druid spreading blight and corruption as they gnaw at the heart of the woodlands and wild lands they once protected. The sadistic **ugrohter** once was fey itself in life, but its lineage has been left far behind, replaced by a murderous impulse to dole out cruelty with deadly ensorcelled needles. Finally, a pair of wights haunt the cold woods, moors, and downs of the north. The **barrow wight** is an undead warlord, deadly skilled with a sword but also with nightmarish sorcerous incantations that make escaping its haunted demesne nearly impossible, unless it lets you escape for its own fell purposes. But woe betide any who seek to carry off even a scrap of its hoarded gold. The **boreal wight** is far less regal, the spirit of the dead abandoned in the depths of the cold woods, its hate making it one with the forest floor where it has lain in a shallow grave, dragging others down to musty death.



A SMALLISH, STUNTED HUMANOID STANDS BEFORE YOU, ITS HAIRLESS FLESH SLOSHING LIQUIDLY IN UNCOUNTABLE JOWLS AND FOLDS, WHILE A SAGGING PANNUS NEARLY HIDES ITS TINY WEBBED FEET FROM VIEW. ITS RHEUMY EYES CLARE MALEVOLENTLY ABOVE A DROOPING MOUTH FILLED WITH HUNDREDS OF NEEDLE-SHARP TEETH, WHILE RIVULETS OF CLOTTED TEARS RUN DOWN EVERY CREASE. ITS MOTTLED, PASTY SKIN IS EVERYWHERE BEADED AND SLICKED WITH BLOOD-TINGED SWEAT THAT DRIPS CONSTANTLY FROM EVERY PORE.

AMADAN

A smallish, stunted humanoid stands before you, its hairless flesh sloshing liquidly in uncountable jowls and folds, while a sagging pannus nearly hides its tiny webbed feet from view. Its rheumy eyes glare malevolently above a drooping mouth filled with hundreds of needle-sharp teeth, while rivulets of clotted tears run down every crease. Its mottled, pasty skin is everywhere beaded and slicked with blood-tinged sweat that drips constantly from every pore.

AMADAN

CR 13

XP 25,600

NE Small fey (aquatic, water)

Init +3; **Senses** blindsense 60 ft., low-light vision; Perception +23

DEFENSE

AC 28, touch 18, flat-footed 25 (+3 Dex, +4 luck, +10 natural, +1 size)

hp 168 (16d6+112)

Fort +15, **Ref** +17, **Will** +20

DR 10/—; **Immune** critical hits, precision-based damage, sneak attacks; **SR** 24

OFFENSE

Speed 20 ft., swim 30 ft.

Melee 2 claws +15 (1d3+6/19–20 plus 1 Con drain), bite +15 (1d4+6/15–20x3 plus 1d6 bleed)

Special Attacks bloodletting bite, tainted tears, bleed (1d6)

Spell-Like Abilities (CL 16th; concentration +22)

At will—blight (DC 21), blindness/deafness (DC 19), contagion (DC 20), control water, crushing despair (DC 20), cup of dust (DC 19), curse water, diminish plants, feast of ashes (DC 18), nightmare (DC 21), plant growth, ray of enfeeblement (DC 17), waves of fatigue

3/day—major curse (DC 22), symbol of pain (DC 21), waves of exhaustion

1/day—break enchantment, giant form I, imprisonment (DC 25)

STATISTICS

Str 23, **Dex** 16, **Con** 22, **Int** 17, **Wis** 19, **Cha** 22

Base Atk +8; **CMB** +13; **CMD** 26

Feats Bleeding Critical, Critical Focus, Improved Critical (bite), Improved Critical (claws), Iron Will, Power Attack, Quicken Spell-Like Ability (crushing despair), Toughness

Skills Acrobatics +22, Bluff +25, Intimidate +22, Knowledge (nature) +22, Perception +23, Sense Motive +20, Stealth +26, Survival +23, Swim +20, Use Magic Device +25

Languages Common, Aklo, Aquan, Sylvan

SQ alternate form, curse of the ages, illluck

ECOLOGY

Environment any cold or temperate

Organization solitary

Treasure standard

SPECIAL ABILITIES

Accursed Veil (Su) Only creatures affected by a curse can perceive an amadan. All creatures not accursed treat them as having total concealment, even if they have blindsight or other exceptional senses. True seeing reveals an amadan and detect evil senses its presence but not its location; however, dust of appearance, faerie fire, glitterdust, and effects that counter invisibility are useless.

Alternate Form (Su) As a standard action, an amadan can squeeze its gelid body into a wormlike form. In this shape, it loses its claw attacks but gains a burrow speed of 30 feet and tremorsense 30 feet. When an uses giant form I, the shape it assumes is always hairy and bestial, with a head like a monstrous bear. If the chosen form has a bite attack, it deals damage as if one size category larger than normal and retains its bloodletting bite special attack in this form. If the assumed form normally does not have a bite attack, the amadan gains a bite attack dealing damage as normal for its size and forfeits its bloodletting bite attack.

Bloodletting Bite (Ex) An amadan's cruel fangs give its bite a critical threat range of 18–20 and a damage multiplier of x3. Bleed damage from its bite stacks with itself and with the Bleeding Critical feat.

Curse of the Ages (Su) Creatures attacking an amadan fall victim to a curse (DC 24 Fortitude negates), beginning to age 1 year for every day that passes. The curse is permanent unless removed, forcing the target to make another Fortitude save at the end of each day to avoid aging an additional year. If the initial save succeeds, an attacker is immune to that amadan's curse for 24 hours.

Illluck (Su) Amadans steal good fortune from those around them, granting themselves a +4 luck bonus to Armor Class and saving throws. Amadans themselves are immune to curses, hexes, and effects that would alter their luck or fortune or force them to reroll their die rolls, and luck bonuses other than their own are suppressed within 30 feet of them. Creatures using curses, hexes, or harmful luck-affecting effects within 30 feet of an amadan affect themselves as well as their intended targets (though spell resistance and saving throws apply normally, if applicable, to resist the effect). Creatures targeting the amadan with such effects (including using area effects that include them in the area) are affected as described above regardless of their distance from the amadan. Creatures targeting themselves with beneficial hexes or luck-altering abilities while

within 30 feet of the amadan must overcome the amadan's spell resistance or the effect is negated.

Tainted Tears (Su) Amadans constantly weep tainted tears suffused with raw curse-energy, not only from their eyes but perspiring them from every fold of their wrinkled flesh. Any creature they strike or that strikes them with a natural weapon, unarmed attack, or any effect that requires touch is affected as *bestow curse* (DC 24). An amadan may choose to make a touch attack to deliver this curse as a standard action, but if it makes its normal attacks this ability affects every attack it makes. Each failed save against its tainted tears has a different effect, determined randomly from those listed for *bestow curse* (or from similar effects, such as minor *spellblights* if the target is capable of casting spells). Creatures with the good subtype, as well as paladins or cleric that have an aura of good, take an additional 2d4 points of damage with every hit. When slain, an amadan collapses into a puddle of corrupted liquid, creating the effect of an *unhallow* spell (caster level 16th), with *deeper darkness* as its companion spell.

An amadan is a living curse, a being of cruel chance and malformed destiny. The first amadans were created by the Eldest fey lords, the spiritual embodiment of misfortune given breath and life, the vengeful emissaries of the Eldest upon those who impugned their honor. An amadan is a living weapon of terror, and few dare speak ill of the fey or their Eldest masters where an amadan might hear, lest they fall under a curse of withering and death, or be spirited off to the fey realms never to be seen again. Since the time of their original creation, however, some have come into being spontaneously, congealing into life from the emotional and magical effluent precipitated along the fringes of the fey realms, especially along borderlands and boundaries that have seen an eternity of feuding, enmity, and generational strife.

Amadans are everything other fey are not, hideous rather than beautiful, bringing sorrow where other fey bring laughter and misery in place of delight, replacing happiness with torment and despair. Amadans are often blamed for all manner of disasters and even small misfortunes. Outsiders and those yet untouched by their power often scoff at the superstitious signs made to avert the attention of an amadan, but those who have felt their bitter affections have learned it does not pay to tempt fate where an amadan is concerned.

An amadan is vaguely humanoid, but alternately shrunken and swollen like a half-melted wax figure. Its skin is pallid and near-translucent, and on close examination every fold and flap bears the impression of an anguished face, the lingering legacy of some accursed ancestor whose residual tragic destiny the amadan has absorbed. Beneath the amadan's skin there is no flesh, no bone, no organs of any kind; its skin is but a membrane holding the turgid distillate of a thousand curses within it. Only an amadan's needle-like fangs and cruel claws are completely, unmercifully solid. Weapons and spells alike often just slide off or through, deforming the amadan's vitreous substance but for a moment before it squelches back to its former shape with scarcely a ripple to mark its passing. Only when slain does this membrane burst, the amadan's

body collapsing like a punctured bladder and dumping its essence upon the ground in a momentary tainted rain.

The boneless body of an amadan is malleable, allowing it to elongate itself like a distended fanged worm. Legends of crop failures perpetrated by amadans claim they gnaw and blight the roots of plants and trees, and that they can be appeased only by burying eggs underground to slake their thirst for destroying nascent life. An amadan can also bloat itself to great size for short durations, taking the semblance of wrinkled and malformed giants of bestial aspect. Amadans generally prefer to remain small, however, the better to pass undetected through communities they pervert and control. While it sometimes amuses them to leave behind great soggy footprints even as they walk unseen, they are reluctant to allow their footsteps to reveal their location in combat with those that cannot see its body.

Amadans are drawn to settled areas, though they prefer small towns and rural communities to bustling cities. They walk freely through villages they claim, posing at first as kindly water spirits. When misfortune inevitably strikes (usually brought on by the amadan itself), the amadan offers to intercede with the spirit world to protect the mortal community, for a price. Its price always seems small at first, but it increases slowly but surely as the amadan points out a litany of supposed slights and transgressions against the fey world. Each new demand it makes to atone for the offense is one small step further toward corruption, but those who object or refuse its demands find themselves suffering mysterious accidents or terrible fates. Whispering doom into the ears of the low and high alike, amadans build cults of misery, tribute, and eventually living sacrifice. Through imprecation and insinuation, amadans drive their unwitting subjects to mounting acts of depravity until their community collapses into madness, savagery, and a bloody orgy of violence, before the amadan moves on in search of new victims, leaves carnage-strewn anarchy in their wake.





DISTURBINGLY, THIS SCRAWNY AND HUNCHED CREATURE RESEMBLES THE MISANTHROPIC RESULTS OF BREEDING A HUMAN WITH A GOAT. CURVED HORNS SPROUT FROM HIS BROW AND JUST BELOW ITS GANGLY WRISTS VESTIGIAL HOOVES PROTRUDE FROM ITS FOREARMS. ITS UNNERVING RECTANGULAR PUPILS FLICKER WITH SOULLESS MALICE.

BOKEREYDER

Disturbingly, this scrawny and hunched creature resembles the misanthropic results of breeding a human with a goat. Curved horns sprout from his brow and just below its gangly wrists vestigial hooves protrude from its forearms. Its unnerving rectangular pupils flicker with soulless malice.

BOKEREYDER

CR 2

XP 600

NE Small fey

Init +6; **Senses** low-light vision scent; **Perception** +8

DEFENSE

AC 16, touch 13, flat-footed 14 (+2 armor, +2 Dex, +1 size)

hp 16 (3d10)

Fort +1, **Ref** +6, **Will** +5; +2 vs poison and disease

OFFENSE

Speed 30 ft.

Melee heavy pick +5 (1d4+1/x4)

Spell-Like Abilities (CL 4th; concentration +3)
3/day—*Speak with animals* (domesticated animals only)

STATISTICS

Str 13, **Dex** 14, **Con** 10, **Int** 11, **Wis** 12, **Cha** 8

Base Atk +3; **CMB** +3; **CMD** 15

Feats Improved Initiative, Weapon Focus (heavy pick)

Skills Acrobatics +8, Climb +6, Handle Animal +3 (+7 domesticated animals), Perception +8, Ride +6 (+10 domesticated animals), Stealth +13, Survival +4; **Racial Modifiers** +4 Handle Animal domesticated animals, +4 Ride domesticated animals

Languages Common

Gear leather armor, heavy pick

ECOLOGY

Environment temperate to cold forests, hills, and mountains

Organization solitary, pair, or gang 3–8

Treasure standard

SPECIAL ABILITIES

Goat Companion: A bokereyder gains a goat animal companion as a druid of a level equal to its hit dice. The companion also serves as his mount.

Beast Gaze (Sp) A bokereyder can stare into the eyes of a domesticated animal and turn it feral. If the animal meets the bokereyder's gaze it must make a DC 11 Will save or animal becomes agitated and hostile, behaving like a wild beast. If previously trained, the animal forgets all its tricks. Thereafter, the DC to influence the feral animal with Handle Animal and wild empathy checks increases by +4. The save DC is Wisdom-based. The feral state is permanent; however, the animal can be re-domesticated with a *calm animals* or *calm emotions* spell followed by a successful DC 20

Handle Animal check. Likewise, the feral state can be removed with a *break enchantment* or *remove curse* spell. Once re-domesticated, the animal slowly regains any tricks it knew prior to being turned feral at the rate of 1 trick per day. All tricks are regained in the order they were learned.

With their unnervingly goat-like features bokereyders share a few physical similarities to tieflings, with thick curling horns, long faces, rectangular pupils, and great scraggly beards. While they are sometimes mistaken for animals or bestial humanoids, they have only minimal connection to the natural world. Noted for their brutish behavior and foul tempers, they rarely interact with humanoid races, except through violence.

Sinister and malicious, bokereyders trace their ancestry to the outcasts of primitive tribes that rose during the dawn of humanity. Those criminals, thieves, and murders exiled from the first nomadic tribes bonded together in wild and violent gangs. Some tales imply that these outcasts lay with their beasts while other speculate they formed pacts with maleficent spirits that bestowed upon them their dark powers and warped their features making them wholly inhuman.

Bokereyders organize themselves in loose nomadic tribes lorded over by a dominant alpha male. An individual's status is determined by his strength and cunning. For this reason, constant infighting erupts as each tribe member struggles to claim his status. Leaders live only as long as they can defend themselves against rivals. Conflicts for leadership typically result in death, with winners proudly wearing the horns of those they have defeated in combat. Only during raids do tribal members interrupt their infighting.

Having no magical talent and limited intelligence, bokereyders tribes survive entirely upon plunder taken from violent raids. Gleefully engaging in both theft and murder, they pillage easy targets such as small, undefended villages located in remote and isolated regions. They live in mountainous, hilly regions and are rarely active during the day. Bokereyders are omnivores, and they have been known to scavenge and eat their victims.

Bokereyders possess the ability to communicate with domesticated animals such as cows, dogs, goats, pigs, horses, and sheep, and use their talent and guile to turn these animals from their static lives of servitude back in to free-thinking, wild feral beasts. They empathize most with goats and often raise large, feral versions of these animals as mounts. They are talented riders and take great care in grooming their mounts. Bokereyders give their mounts elaborate burial rituals for they believe that when their mounts die, the animal's soul merges with their own, making them stronger and more powerful.

Bokereyder Feral Goat Companion Statistics: **Init** +3; **Senses** low-light vision; **Perception** +1; **AC** 14, touch 13, flat-footed 11 (+3 Dex, +1 natural); **hp** 13 (3d8); **Fort** +3, **Ref** +6, **Will** +2; **Speed** 40 ft.; **Melee** gore +2 (1d6); **Str** 11, **Dex** 16, **Con** 10, **Int** 2, **Wis** 13, **Cha** 7; **Base Atk** +2; **CMB** +2 (+4 bull rush); **CMD** 15 (17 vs. bull rush, 19 vs. trip); **Special Qualities** link, low-light vision, scent, share spells.



POISED AS IF READY TO POUNCE, THIS MAMMOTH, FIENDISH BEAST-THING GLARES WITH FIRE-RED EYES. ITS FLESHY FACE RESEMBLES A SKINNED GRIZZLY BEAR FITTED WITH JAGGED, CRUEL-LOOKING STAG'S HORNS. FROM THE THICK CABLES OF MUSCLE WOUND AROUND ITS SHOULDERS STRETCH A PAIR OF BROAD, LEATHERY BAT-LIKE WINGS.

CHERNOBOG

Poised as if ready to pounce, this mammoth, fiendish beast-thing glares with fire-red eyes. Its fleshy face resembles a skinned grizzly bear fitted with jagged, cruel-looking stag's horns. From the thick cables of muscle wound around its shoulders stretch a pair of broad, leathery bat-like wings.

CHERNOBOG

CR 18

XP 153,600

CE Huge fey (chaotic)

Init +7; **Senses** darkvision 120 ft., low-light vision, scent, smell divinity 120 ft.; Perception +27

Aura darkness 120 ft., fear aura (60 ft., DC 28)

DEFENSE

AC 31, touch 11, flat-footed 28 (+3 Dex, +20 natural, -2 size)

hp 276 (24d6+192); regeneration 10 (cold iron, magic)

Fort +15, **Ref** +17, **Will** +18

Defensive Abilities ferocity, **DR** 15/cold iron, magic; **Immune** cold, poison; **SR** 29

OFFENSE

Speed 30 ft., fly 30 ft. (average)

Melee bite +20 (2d6+9), gore +18 (2d6+4/19-20), 2 claws +18 (1d8+4)

Space 15 ft.; **Reach** 15 ft.

Special Attacks rend (2 claws, 1d8+13)

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

At will—true seeing, tree stride

5/day—ash storm (DC 21), charm monster (DC 20), thorn body, wall of thorns

3/day—hungry pit (DC 22)

1/day—earthquake (DC 24), summon (level 9, 2d6 redcaps or other evil fey 100%)

STATISTICS

Str 28, **Dex** 17, **Con** 25, **Int** 20, **Wis** 19, **Cha** 24

Base Atk +12; **CMB** +23 (+25 bull rush); **CMD** 36 (38 vs. bull rush)

Feats Blind-Fight, Diehard, Improved Bull Rush, Improved Critical (gore), Improved Initiative, Multiattack, Power Attack, Toughness, Vital Strike, Weapon Focus (gore), Weapon Focus (bite), Weapon Focus (claw)

Skills Acrobatics +16, Climb +22, Craft (instruments) +12, Diplomacy +26, Fly +22, Intimidate +23, Knowledge (geography) +24, Knowledge (local) +20, Knowledge (nature) +24, Perception +27, Perform (wind) +30, Sense Motive +27, Sleight of Hand +22, Spellcraft +25, Stealth +10, Swim +28, Use Magic Device +30

Languages Common, Sylvan, Undercommon; telepathy 30 ft

Combat Gear great horn of wild reclamation

ECOLOGY

Environment forests, hills, and mountains

Organization solitary

Treasure standard

SPECIAL ABILITIES

Great Horn of Wild Reclamation (Sp) All

chernobogs carry upon their person a gruesome wind instrument fashioned from a humanoid's spine. When playing the *horn*, a chernobog can focus and empower the tones he creates with his magic. Blowing upon the instrument produces a low and somber drone, while finger holes allow the chernobog to chromatically manipulate its pitch within the range of about two octaves. The instrument's tones produce two distinct effects.

First, while the tones the instrument produces do not drown out human speech, they interfere with a divine spellcaster's verbal components. Within a 300-ft. radius, any divine spellcaster attempting to cast a spell with a verbal component must succeed a DC 30 Spellcraft check or lose the spell. The DC for the Spellcraft check is Charisma-based.

The second effect is far more potent. While performing uninterrupted, the chernobog can call into his service all plants within the immediate area, and command them to entangle his opponents as per the animate plants spell (CL 20th). On the following round, the plants begin constricting entangled opponents and boring their roots into their bodies, dealing 6d6 points of damage per round. The animate plants effect lasts for as long at the chernobog continues playing plus a number of additional rounds equal to his Charisma modifier. Without the *great horn*, the chernobog cannot create the specific tones needed to produce either of these effects effect.

The *great horn* itself is a masterwork instrument and if destroyed, a chernobog can craft a replacement with 1 week of labor. A *great horn* has a hardness of 8, 40 hp, and a Break DC 35. If a chernobog is slain, his *great horn* turns to dust.

Implant Iron Thorn (Ex) Three times per day, as a touch attack, a chernobog can magically implant a target with a pestilential and parasitic iron thorn seed. The seed germinates 24 hours after implantation, causing iron thorns to sprout and grow inside the target's body (DC 28 Fortitude negates). The growing seed deals 1d4 Constitution points per day until it slays the host. The plants' thorns jut from the flesh, painfully tearing their way out and animating the corpse as an iron thorn zombie (see template below).

The seed also interferes with magical healing and any healing spells cast upon a seed infested victim restore only half their total amount of hit points.

Removing ability damage caused by the growing seed doesn't stop the seed from growing and only delays the inevitable. Only destroying or removing the seed itself halts the transformation process. A remove disease spell destroys the seed. Likewise

a DC 30 Heal check can successfully remove the seed, however the invasive surgical procedure is extremely bloody and the seed removal deals 3d6 points of damage to the victim.

Smell Divinity (Sp) A chernobog can smell out and immediately identify any creature with a divine aura, any objects crafted by divine magic, or holy symbols within 120 feet.

Spontaneous Summons (Su) A chernobog can spend a use of any of his spell-like abilities to instead summon one or more wild beasts as if he'd cast a *summon nature's ally* spell. The spell's level is determined by the spell-level of the spell-like power as if cast by a 20th level druid. A chernobog can summon multiple allies at the same time, up to a maximum number of summoned creatures equal to his Charisma modifier.

Chernobogs, the Black Lords of the Otherworld, stand as some of the most powerful and capriciously malevolent of the nightmare fey. Monstrous creatures, they are near demonic in appearance, standing nearly 20 feet tall and weighing several thousand pounds. Where a chernobog treads, darkness falls and the lands transform into twisted nightmares filled with thorns bushes, venomous vermin, wild beasts, and wicked fey.

Ferocious, clever, and brutal chernobogs embody the stark and emotionless cruelty of nature, which many mortals falsely believe is deliberate. The chernobog's need to inflict wanton destruction upon humans and other being belonging to civilized cultures makes them the bane of civilization. Still, they find some humans to be excellent pawns, and readily lure and tempt individuals to their causes, particularly those of weak will and shattered moral compass. Chernobogs tempt such individuals with gold, magic driving them to commit wanton acts of destruction against humanity.

Chernobogs harbor an extreme loathing for deities, particularly nature gods who arrogantly believe they hold dominion over the fey. Able to smell the stink of divinity, they eagerly attempt to snuff it out at every opportunity. Chernobogs define life through death and hold death as all-important to both change and survival. Likewise, they bare malice against any creature bold enough to think they can withstand the fury of nature. Rot and decomposition are to them, sacred. For this reason, they despise both undead and healing magic. Despite their animosity for deific authority, many chernobogs are themselves worshipped by evil fey that flock to their service. Some chernobogs claim entire kingdoms and grow great castles of thorns from which they sadistically lord over courts of groveling sycophantic evil fey.

When entering into conflict, a chernobog relies on the magic of his great horn to disable opponents from a distance while summoning evil fey to riot and rampage. Still, a chernobog can more than hold his own during a melee encounter. With all the fury of nature itself, it charges down upon enemies, savaging them with bestial attacks, goring and rending, and gleefully sowing the earth with the blood of their foes.

IRON THORN ZOMBIE

An iron thorn zombie is a freshly slain corpse animated by the iron thorn plant. Treat an iron thorn zombie as a standard zombie, but with the following special qualities.

Plant Traits (Ex) This zombie's animation is provided not by necromancy but by the plant that grows throughout its body. Iron thorn zombies lack undead traits, but gain plant traits. They are treated as plants, not undead, for the resolution of magical effects and attacks. Channel energy cannot harm an iron zombie, for example, nor does negative energy heal an iron thorn zombie.

Thorn Spikes (Ex) Long sharpened thorn spikes jut from the zombie's flesh. The zombie's slam attacks deals an additional 1d6 points of piercing damage, while anyone attempting to grapple the zombie takes 2d6 piercing damage.





WITH RAGING FURY THE TERRIFYINGLY MONSTROUS ROTTING CORPSE OF A 40-FOOT-LONG SNAKE WITH A DRAGON'S HEAD AND WICKEDLY CLAWED FOREARMS RISES UP UPON ITS GREAT SERPENTINE COILS. TINY GRAY MAGGOTS SWARM ITS PUTRESCENT FLESH, AS IF DRIVING THE LIFELESS BEAST TO INFERNAL INSANITY.

FALEICH-WYRM (UNDEAD TATZYLWYRM)

With raging fury the terrifyingly monstrous rotting corpse of a 40-foot-long snake with a dragon's head and wickedly clawed forearms rises up upon its great serpentine coils. Tiny gray maggots swarm its putrescent flesh, as if driving the lifeless beast to infernal insanity.

FALEICH-WYRM

CR 16

XP 76,800

CE Gargantuan undead

Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +13

DEFENSE

AC 31, touch 8, flat-footed 29 (+2 Dex, +23 natural, -4 size)

hp 241 (23d8+138)

Fort +14, **Ref** +11, **Will** +17

Defensive Abilities channel resistance +6;

Immune paralysis, sleep, undead traits; **SR** 27

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +23 (2d8+10 plus grab), 2 claw +23 (2d6+10)

Space 20 ft.; **Reach** 20 ft.

Special Attacks breath weapon (60-ft. cone, poison cloud, Fortitude DC 26, usable every 1d4 rounds), pounce, rake (2 claws +5, 2d8+2), swallow whole (4d6 bludgeoning damage, AC 21, 24 hp)

STATISTICS

Str 30, **Dex** 15, **Con** —, **Int** 5, **Wis** 14, **Cha** 21

Base Atk +17; **CMB** +31 (+33 bull rush, +35 grapple); **CMD** 43 (45 vs. bull rush, can't be tripped)

Feats Awesome Blow, Blind-Fight, Critical Focus, Great Fortitude, Improved Bull Rush, Iron Will, Lightning Reflexes, Nimble Moves, Power Attack, Staggering Critical, Stealthy, Toughness

Skills Climb +28, Escape Artist +4, Intimidate +13, Perception +13, Stealth -2 (+4 in dense vegetation); **Racial Modifiers** +6 Stealth in dense vegetation

Languages Common (can't speak)

ECOLOGY

Environment cold

Organization solitary

Treasure standard

SPECIAL ABILITIES

Faleich-wyrm poison: *Breath*—inhaled; *save* Fort DC 26; *frequency* 1/round for 6 rounds; *effect* 2d4 Str damage; *cure* 2 saves. The save DC is Charisma-based.

Leech-Infested (Ex) Faleich-wyrms host hordes of minute pale-fleshed leeches that crawl throughout its undead flesh. Whenever a living creature comes into direct physical contact with the Faleich-wyrm's undead flesh they risk becoming infested with these parasites (see leeches of madness

section for details). For a melee attack, the risk of infestation is negligible, however anyone grappling with or swallowed by the wyrm is automatically infested.

In centuries past, the king of the wild Northlands entreated a cabal of sinister necromancers known as the Faleich-Mar to create for him the penultimate undead war-beast to obliterate and devour the armies of his enemies to the south. To meet his request, the Faleich-Mar bred monstrous-sized tatzlwyrms, infested them with undead leeches that drove the creatures insane, turning them into raging violent beasts before slaying them. When necromancers raised their corpses, the result proved undeniably destructive. Yet the arcane madness that once afflicted their living brains caused their deterioration, making them impossible to control in undeath. Once risen, the monstrous undead wyrms rampaged through the wildlands, sowing paths of destruction and terror. The best the necromancers could hope for was to point their volatile creations south and hope they encountered as few of their own peoples' settlements as possible before they reached enemy territory. After numerous trials and failures, the king ordered the Faleich-Mar to abandon their efforts. Undaunted, and driven by their own desires the Faleich-Mar continued their research, slowly moving across the Northlands, seeking out remote areas to perform their work.

Each time, the results were equally chaotic and destructive. The king tried to condemn their work, until it was revealed that he had initially commissioned the cabal to construct the monstrous creatures. This revelation broke the trust of the kingdom and inspired revolt and rebellion throughout the northlands. Publicly demonized and shunned, the Faleich-Mar were driven underground where they continued their work in secrecy. The necromancers believing they were close gaining absolute control over their ghastly creations and that once mastered, they could use the beasts to wrest the rule from blood-born kings and seize control of the Northlands for themselves. To retain secrecy, they altered the raising ritual, placing the undead creatures in a sort of stasis. This allowed the cabal to create hundreds of Faleich-wyrms that they could later raise simultaneously, using a single final ritual.

What happened next remains a mystery. The cabal disappeared, taking their secrets with them. Whether the necromancers completed the awakening ritual and how many of the fearsome undead creatures they created are both unknown. Still, when these sleeping giants awaken, there exists little doubt as to the wrath and might of the Faleich-Mar.

At present, these giant undead tatzlwyrms or Faleich-wyrms, rest in secluded areas; hidden from the world in great stone temples, caverns, or massive burial mounds. Left behind by their creators, they remain dormant until the unlucky or overly curious accidentally awaken them. Created over the span of several decades, the awakening processes vary, but generally consist of a few runes which when read aloud, cause the beast to rise. Once awakened, the creature flies into an unstoppable rampage of destruction. Rumors remain that at one of these locations, there exists a powerful ritual that if properly executed will simultaneously awaken all these creatures at once.

A Faleich-wyrm is 40 to 50 feet in length and weighs over 100 tons. Their great scales are a moldering brownish-green and its

LEECHES OF MADNESS

Created by the Faleich-Mar, these undead leeches seek out intelligent life and latch into their flesh, attacking the nervous system and brain function and transforming the hosts into mindless, suicidal beasts. A living creature infested with these leeches must make a DC 26 Will save or lose control of its actions and attack the nearest creature as if under the effect of a *murderous command* spell. Furthermore, each round the leech-infested host must make a DC 26 Fortitude save or lose 1d3 points of Constitution. Both saves are Charisma-based.

The leeches can be removed with a *cure disease* spell or by submerging the host in brine. If the infested host takes damage from spells with the fire descriptor, the leeches go dormant for 1d6 rounds. While dormant, the host's mental faculties return to normal and the leeches do not continue to drain his Constitution; however, after the dormancy period ends the host must make a new saving throw each round to avoid madness and Constitution drain.

dried leathery flesh clings tightly to its skeletal, undead frame. They exist only to reap destruction and once awakened rampage without stopping, attacking anything, living or dead within their path. Still, Faleich-wyrms tend to target living things first and once attracted to a live target continue to hunt it down until they rend it into tiny pieces.





A LITHE HUMANOID WITH PALE GREEN SKIN AND LONG HAIR THE COLOR OF MOSS SPLASHES IN THE WATER. ITS LOWER BODY TAPERS INTO A LONG, SLENDER EEL-LIKE TAIL THE COLOR OF A MUDDY, ALGAE-SLICKED LOG.

A lithe humanoid with pale green skin and long hair the color of moss splashes in the water. Its lower body tapers into a long, slender eel-like tail the color of a muddy, algae-slicked log.

NAEKK

CR 7

XP 3200

CE Medium fey (aquatic, shapechanger)

Init +5; **Senses** low-light vision, tremorsense 120 feet (in water only); Perception +10

DEFENSE

AC 20, touch 16, flat-footed 14 (+5 Dex, +1 dodge, +4 natural)

hp 65 (10d6+30)

Fort +6, **Ref** +12, **Will** +9

DR 10/cold iron

OFFENSE

Speed 10 ft., swim 50 ft.

Melee claw +7 (1d4+2 plus grab), bite +7 (2d4+2),

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

Special Attacks riversong, mournful cry, phantasmagoric bite, constrict (1d4+2)

STATISTICS

Str 14, **Dex** 20, **Con** 17, **Int** 11, **Wis** 14, **Cha** 19

Base Atk +5; **CMB** +10 (+14 grapple); **CMD** 23 (27 vs. trip)

Feats Agile Maneuvers, Dodge, Mobility, Spring Attack, Stealthy

Skills Bluff +17, Escape Artist +30, Handle Animal +10, Intimidate +15, Knowledge (nature) +7, Perception +10, Perform (sing) +15, Stealth +22, Swim +15; Racial +8 Escape Artist

Languages Aquan, Sylvan

SQ change shape (Small or Medium animal, *beast shape I*)

ECOLOGY

Environment cold freshwater

Organization solitary or rine (2-4)

Treasure standard (double coins)

SPECIAL ABILITIES

Mournful Cry (Su) As a standard action, a naekk can utter an anguished wail that affects creatures within 30 feet as *crushing despair* for 10 minutes (Will DC 19 negates). Fey are immune, and creatures that save are immune to that naekk's mournful cry for 24 hours. This is a mind-affecting sonic effect. The save DC is Charisma-based.

Phantasmagoric Bite (Su) If a naekk hits a creature fascinated by its riversong with its bite, the target perceives the naekk's jaws to unhinge into an impossibly large maw that threatens to engulf and swallow him completely. This terrifying phantasm affects the target as *phantasmal killer* (DC 19 Will negates, DC 19 Fortitude partial). A creature that saves is immune to that naekk's phantasmagoric bite for 24 hours. The target's

fascinate effect ends after the naekk makes this attack. The save DC is Charisma-based.

Riversong (Su) As a standard action, a naekk can sing a hauntingly beautiful melody that beckons listeners towards the nearest body of water, creating a moving fascinate effect similar to *rainbow pattern* (DC 19 Will save negates) for creatures hearing (rather than seeing) it. Affected creatures are drawn toward the nearest body of standing or running water that is at least 5 feet across at which point a second save is allowed. If this save succeeds, the affected creature remains at the water's edge, fascinated by the ripple and flow of the water. If the second save fails, the creature hurls itself into the water and must begin making Constitution checks each round to avoid *drowning*. The creature remains fascinated even while at risk of drowning and sinks 5 feet deeper into the water each round (and may be pulled downstream by moving water, since he cannot swim while fascinated), but it can attempt a new saving throw at the end of its turn each round after the first to end the fascinate effect. This is a mind-affecting sonic effect, and creatures that save are immune to that naekk's riversong for 24 hours. The save DC is Charisma-based.

Naekks are malicious water-spirits infamous for their beautiful, ethereal voices that echo in the tinkling rush of flowing water or even in the faint dripping or lapping of still water in subterranean lakes and pools. The entrancing music of the naekk calls travelers to the water's edge and captivates many to cast themselves into the water in quest of the source of the angelic refrains they hear. Some stop short of immersion and simply sit entranced at the water's edge, where they may see the lithe and beautiful naekk dancing upon the currents below.

Naekks' upper bodies are beautiful by human standards, with delicate elfin features and eyes and hair of deepest sparkling green. However, their visage changes radically whenever they open their mouths, which are filled with hundreds of jagged green teeth, or distend their unnaturally long arms to grasp their prey. Naekks are known to hoard precious metals, but even among the greedy only the foolish seek them out, as their cry is said to be an omen of death.





THE OVERWHELMING STENCH OF DECAY SURROUNDS THIS GRISTLY WALKING CORPSE. ADORNED IN THE JEWELRY AND HEADADDRESS OF AN ANCIENT SHAMAN AND TATTOOED WITH DRUIDIC SYMBOLS, THE CREATURE'S UNDEAD FLESH ROTS AND PEELS FROM ITS BONES.

SLOUGH

The overwhelming stench of decay surrounds this gristly walking corpse. Adorned in the jewelry and headdress of an ancient shaman and tattooed with druidic symbols, the creature's undead flesh rots and peels from its bones.

SLOUGH

CR 14

XP 38,400

Female human druid 13

NE Medium undead (augmented humanoid, human)

Init +5; **Senses** darkvision 60 ft.; Perception +25

Aura stench (DC 18, 2d6 rounds)

DEFENSE

AC 25, touch 11, flat-footed 24 (+1 Dex, +13 natural, +1 shield)

hp 121 (13d8++59)

Fort +11, **Ref** +5, **Will** +14; +4 vs. fey and plant-targeted effects

Defensive Abilities channel resistance +4; **DR** 15/bludgeoning and magic; **Immune** cold, electricity, poison, undead traits; **Resist** acid 20

OFFENSE

Speed 30 ft.

Melee touch +4 (1d8+6 plus withering curse)

Special Attacks withering curse (DC 18), acid dart (1d6+6 acid, 9/day), wild shape 5/day

Druid Spells Prepared (CL 13th; concentration +19)

7th—creeping doom (DC 23), elemental body IV^D (earth only)

6th—antilife shell, dust form, stone tell, stoneskin^D

5th—baleful polymorph (DC 21), insect plague, stoneskin, unhallow, wall of stone^D

4th—blight (DC 20), dispel magic, giant vermin, rusting grasp x2, spike stones^D (DC 20)

3rd—contagion x2 (DC 19), fungal infestation (DC 19), spike growth (DC 19), spit venom (DC 19), stone shape^D

2nd—barkskin (already cast), bull's strength, feast of ashes (DC 18), pox pustules (DC 18), unshakable chill x2 (DC 18), soften earth and stone^D

1st—charm animal (DC 17), entangle (DC 17), longstrider, magic stone^D, obscuring mist, ray of sickening x2 (DC 17)

0 (at will)—detect magic, know direction, read magic, spark (DC 16)

STATISTICS

Str 10, **Dex** 12, **Con** —, **Int** 15, **Wis** 22, **Cha** 16

Base Atk +9; **CMB** +9; **CMD** 20

Feats Brew Potion, Combat Casting, Craft Wondrous Item, Eschew Materials, Improved Initiative, Natural Spell, Stealthy, Toughness

Skills Climb +8, Escape Artist +2, Fly +8, Handle Animal +11, Intimidate +14, Knowledge (arcana) +9, Knowledge (geography) +11, Knowledge (nature) +13, Knowledge (religion) +9, Perception

+25, Ride +7, Sense Motive +25, Spellcraft +18, Stealth +21, Survival +19, Swim +6; Racial Modifiers +8 Perception, +8 Sense Motive, +8 Stealth

Languages Druidic, Sylvan

SQ rejuvenation, nature bond (Earth domain), nature sense, wild empathy +16, woodland stride, trackless step, a thousand faces

Combat Gear staff of swarming insects; **Other**

Gear light wooden shield, amulet of natural armor +2

ECOLOGY

Environment any hills, forests, or mountains

Organization solitary, tribe (one slough and 12-24 evil humanoids) or cabal 2d4

Treasure NPC gear

A slough is powerful undead creature, a former ex-druid that steals her power directly from the earth she once swore to protect. To sustain herself in undeath a slough manipulates a specially prepared dolmen known as a *weirdstone* to siphon life from the earth, which she then feeds upon to empower for her own dark and malevolent existence.

All slough begin as mortal druids who become corrupted by using *weirdstones*. Though the *weirdstone* can supply a mortal with great power, using these artifacts also drains the life energy of a mortal user, eventually slaying that individual and forcing its body into a constant cycle of decomposition and regeneration. Upon dying, the mortal sheds her skin and transforms into a slough.

Unlike most undead, sloughs show great discontent at the thought of becoming pent up in musty underground tombs or web-filled catacombs. Instead, sloughs tend to be nomadic, for their survival depends of draining untainted lands. If a slough remains too long in the same area, she completely drains the earth, turning it to near lifeless salt bogs filled with zombie beasts. Often times, slough will gather followers, such as primitive humanoid tribes, and promise them power in exchange for sacrifices. These groups travel at night and each dawn when they arrive at a new location, erect a massive tent for their lord. The slough lord typically remains inside the tent, while his followers bring their issues and sacrifices before him. Sloughs also meet informally, drawn by their weirdstones to ancient caves where lost civilizations of beast-men performed blood rituals documented in pictographic paintings and ancient runes lining the cavern walls. In these sacred caves also hide the secrets of the dolmens and manipulating the brutal and earth-draining magic practiced by the first slough lord. There are also unconfirmed rumors that describe a book of wood-carved plates and sealed with a thick wooden cover sealed with hardened amber. The book contains several lost spells of great concern to the slough and slough magic.

Less frequently, a group of sloughs may form a cabal. Cabals perform group rituals in which they combine their weirdstones by placing them into mystic circles to capture even greater earth energies. Cabals usually don't last long, and more often than not, when they dissolve their power hungry members immediately begin plotting against each other.

THE SLOUGH'S WEIRDSTONE

A *weirdstone* is magical item that serves as the source of the slough's mystic power. A typical *weirdstone* is a roughly egg-shaped boulder about three cubic feet in volume and entirely scribed with strange runes. *Weirdstones* weigh roughly 4,000 lbs.

Blasphemous versions of dolmen and similar druidic stones, the slough's *weirdstone* draws energy directly from the earth. This allows the slough to use the earth's energies to restore her own druid powers even though she herself is an abomination that violates the druidic code. A slough may create her own *weirdstone*, but almost as often these stones get passed down through the ages. Still, a slough can craft a *weirdstone* using the Craft Wondrous Items feat. A slough must be able to cast 7th level druid spells. Creating a *weirdstone* costs

120,000 gp and allows a slough to cast spells as a druid with a caster level equal to the slough's former druid level or the druid level of the *weirdstone*'s creator at the time of creation, whichever is lower.

Living ex-druids can also use a *weirdstone* to gain druidic powers, though in doing so the *weirdstone* also drains them of life. To use a *weirdstone* effectively the ex-druid must spend eight hours in meditation and then make Spellcraft check DC 10 + the *weirdstone*'s caster level. If successful, for the next 24 hours the individual gains the benefits of the *weirdstone*, but they permanently loses 1 point of Constitution. Constitution loss sacrificed to a *weirdstone* cannot be restored in any manner. In this manner, those who continually use *weirdstone*'s eventually die and become slough themselves.

CREATING A SLOUGH

"Slough" is an acquired template that can be added to any living creature (referred to hereafter as the base creature), provided it can create or otherwise acquire a *weirdstone*. A slough retains all the base creature's statistics and special abilities except as noted here.

CR: Same as the base creature + 2.

Alignment: Any evil.

Type: The creature's type changes to undead. Do not recalculate base attack bonus, saves, or skill ranks.

Senses: A slough gains darkvision 60 ft.

Armor Class: A slough gains a +6 natural armor bonus or the base creature's natural armor bonus, whichever is better.

Hit Dice: Change all of the creature's racial Hit Dice to d8s. All Hit Dice derived from class levels remain unchanged. As undead, sloughs use their Charisma modifiers to determine bonus hit points (instead of Constitution).

Defensive Abilities: A slough gains a natural armor bonus equal to half its hit dice plus its Charisma bonus, channel resistance +4, DR 15/bludgeoning and magic, and immunity to cold and electricity (in addition to those granted by its undead traits). The slough also gains the rejuvenation defensive ability.

Rejuvenation (Su): When a slough is destroyed, its body rapidly decomposes and the weirdstone immediately begins absorbing her essence creating a foul and putrescent smelling bog that surrounds stone. This process takes about a month. The bog begins as a shallow bog covering a 10-foot-square area and spreads at the rate of an additional 10 square feet per day. For every 40 square feet of bog that emerges, 10 square feet turn to deep bog. After about a month passes, the slough emerges from the bog fully healed (albeit without any gear it left behind on its old body), usually with a burning need for revenge against those who previously destroyed it.

Melee Attack: A slough has a touch attack that it can use once per round as a natural weapon. A slough fighting without weapons uses its natural weapons (if it has any) in addition to its touch attack (which is treated as a primary natural weapon that replaces one claw or slam attack, if the creature has any). A slough armed with a weapon uses its weapons normally, and can use its touch attack as a secondary natural weapon.

Damage: A slough's touch attack uses negative energy to deal 1d8 points of damage to living creatures + 1 point of damage per 2 Hit Dice possessed by the slough. As negative energy, this damage

can be used to heal undead creatures. A slough can take a full-round action to infuse itself with this energy, healing damage as if it had used its touch attack against itself.

Special Attacks: A slough retains all of the special attacks of the base creature and also gains the special attack described below. Save DC is equal to 15 + 1/2 slough's HD + slough's Cha modifier.

Withering Curse (Su) Any living creature struck by a slough's touch attack must succeed a Fortitude save or be stricken by a wasting curse that drains its life essence. Thereafter, victim continues to wither away at the rate of 1d4 points of Strength (or 1d4 points of Constitution for plants) per round. The afflicted victim can attempt a new Fortitude save each round to negate damage for that round, however the withering continues until the victim is either cured or her ability score drops below 0. If the ability score drops below 0, the victim turns to dust as per a disintegrate spell. Drained ability scores can be healed, however simply healing ability score damage doesn't end the withering curse, and on the following round the withering begins anew. Withering curse can be permanently removed with remove curse or break enchantment. The Fortitude save against the withering curse is Charisma-based.

Abilities: Int +2, Wis +2, Cha +2. Being undead, a slough has no Constitution score.

Skills: Sloughs have a +8 racial bonus on Perception, Sense Motive, and Stealth checks. A slough always treats Intimidate, Knowledge (arcana), Knowledge (religion), Perception, Sense Motive, and Stealth as class skills. Otherwise, skills are the same as the base creature.

Special Qualities: A slough gains the special quality described below.

Stench Aura (Su): All sloughs gain the stench universal monster ability. The Fortitude save against the stench is 10 + 1/2 HD + CHA mod + the slough's Charisma modifier.

Undead Wild Shape (Sp): A slough retains her ability to wild shape; however any creature form she takes changes its base type from animal to undead. The creature's new stats remain as described in the spell beast shape II except that the undead form Small- and Medium-sized creatures gain 1d10 temporary hit points while large creatures gain 2d10 temporary hit points. The new form also gains the fast strikes ability allowing him to use a full-attack action to make one additional melee attack at its highest base attack bonus.



FLOATING WITHIN A MINIATURE BLIZZARD IS A STRANGE NEARLY DISEMBODIED FACE, RESEMBLING AN ABORIGINAL CEREMONIAL MASK OF POLISHED WOOD AND BONE, SURROUNDED BY A BEADED AND BRAIDED FRINGE. COLD BLUE LIGHT GLEAMS IN ITS DARK EYEHOLE, AND A BARELY VISIBLE EMACIATED BODY THE SIZE OF A DOLL'S FLUTTERS IN THE WIND BEHIND THE MASK, SHROUDED IN A TATTERED, DIAPHANOUS ROBE.

TOTEMOQ

Floating within a miniature blizzard is a strange nearly disembodied face, resembling an aboriginal ceremonial mask of polished wood and bone, surrounded by a beaded and braided fringe. Cold blue light gleams in its dark eyeholes, and a barely visible emaciated body the size of a doll's flutters in the wind behind the mask, shrouded in a tattered, diaphanous robe.

TOTEMOQ

CR 3

XP 800

CN Tiny fey (cold)

Init +4; **Senses** low-light vision; Perception +7

Aura fell whispers 30 ft.

DEFENSE

AC 16, touch 16, flat-footed 12 (+4 Dex, +2 size)

hp 13 (3d6+3)

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

DR 5/cold iron; **Immune** cold

Weaknesses vulnerable to fire

OFFENSE

Speed fly 40 ft. (good)

Ranged +7 two rays of frost (1d3 cold, range 30 feet)

Space 2 1/2 ft.; **Reach** 0 ft.

Spell-Like Abilities (CL 3rd; concentration +5)

At will—*ghost sound* (DC 12), *gust of wind* (DC 14),

mage hand, *ray of frost*, *speak with animals*,

ventriloquism (DC 13), *whispering wind*

1/day—*enthrall* (DC 14), *polar ray*, *quench* (DC 15), *sleet storm*

STATISTICS

Str 1, **Dex** 18, **Con** 13, **Int** 14, **Wis** 13, **Cha** 14

Base Atk +1; **CMB** +3; **CMD** 8

Feats Flyby Attack, Great Fortitude

Skills Acrobatics +10, Bluff +8, Escape Artist +10, Fly +16, Handle Animal +6, Knowledge (geography) +6, Knowledge (local) +6, Knowledge (nature) +6, Linguistics +8, Perception +7, Stealth +18, Survival +5

Languages Aklo, Auran, Common, Giant, Sylvan

SQ fell whispers, snowcloak, stormsight

ECOLOGY

Environment any cold (including temperate regions in winter)

Organization solitary, pair, or gang (3–6)

Treasure standard (no coins)

SPECIAL ABILITIES

Fell Whispers (Su) A totemoq is surrounded by illusory whispers, animal noises, and mysterious and distracting sounds that begin to induce auditory hallucinations. Creatures ending their turn within 30 feet of a totemoq take a -1 penalty to initiative and on skill checks for as long as the totemoq is present and for 1d4 hours thereafter. The fell whispers of multiple totemoqs stack. Animals, plants, and fey are immune to this

effect. The totemoq can suppress or resume these whispers as a free action. This is a sonic, mind-affecting effect that can be negated by *calm emotions*.

Hibernal Sigh (Su) Once per hour, a totemoq can exhale a cloud of enchanted mist in a 10-foot cone-shaped spread or a 5-foot spherical spread centered on an adjacent vertex. Creatures within the mist take 1d6 points of nonlethal cold damage and become fatigued for 1 round; a DC 13 Fortitude save halves damage and reduces fatigue to 1 round. In addition, creatures failing their saving throw contract *cackle fever* after a 1-day incubation period. Fey are immune to this effect, as are creatures with the cold subtype. The save DC is Charisma-based.

Snowcloak (Su) A totemoq's square is always filled with a shroud of snow and mist, granting it concealment and extinguishing torches or smaller nonmagical fires in any square it traverses. The snowcloak provides cover as well as concealment against attacks that deal fire damage. The snowcloak does clearly denote the totemoq's square if other snow or mist is not present, and it may suppress (or resume) this ability as a swift action if it wishes to hide its position.

Stormchaser (Ex) A totemoq's senses and movement are never impaired by natural or magical wind, weather, or precipitation.

Totemoqs are nomadic fey of the winter winds, roaming as the snow-clouds go and seeking ever to extinguish light and heat and return to the world to its proper state of perpetual winter, never spring. Totemoqs are curious about the lands and people through which they travel, settling in one icicle-hung tree, cave, or ledge for some days until they feel they have exhausted the potential for amusement in that place. Independent but sociable, totemoqs frequently trade tales with one another, boasting about their latest exploits and swapping hints about potential allies to call upon (or at least hungry beasts that can be aroused to hunt).

Totemoqs often lurk just outside of warm windows listening to town gossip or stealing things that interest them. Totemoqs are greedy and gluttonous and can be bribed with sweets and liquor, which they can consume in prodigious amounts belying their small size. They also love offerings of beads and fine carvings, and if made friendly can offer information or advice about the lands and people through which they have traveled. Their friendship is ephemeral at best, however, and a totemoq might offer false or misleading information to draw people away from the warmth of hearth and home and into the cold and lonely places of the wilderness, where they become the totemoq's playthings. It douses their lights and disrupts their sleep with illusory sounds of beasts and bandits, whispered voices and faraway music, and always terrible scratching and pawing at windows and tent flaps for days on end. If attacked, they use their magic to call upon their kin or to draw predatory animals and monsters to prey upon those that threaten them.

In combat, totemoqs use stealth and misdirection to separate opponents and avoid counterattack. They dart quickly into and out of combat and will flee if confronted with fire or opponents too numerous or strong to easily defeat. In this case, they lurk at the fringes of their enemy's range, harrying them with their magic and seeking to delay them long enough for creatures they have called to arrive and devour their enemies. If multiple totemoqs are present, they use their *sleet storms* in sequence to blind enemies, with one of their number keeping theirs in reserve to cover a retreat. They will follow creatures that have angered them for days, wearing them down with their fell whispers and infecting them with cackle fever, closing in with allies when their enemies have begun to succumb.

The body of a totemoq dissolves into snow after death, but its mask-like skull remains. Treasure hunters often mistake these skulls for handcrafted masks and buy and sell them as trinkets, and this trade in their mortal remains is often cited as the reason totemoqs are rarely friendly with humanoids.

A totemoq can be summoned with *summon nature's ally IV*.





PROPPING ITSELF UPON WHAT APPEARS TO BE A GIANT SCALPEL LEANS A CADAVEROUS PIXIE-LIKE CREATURE WITH GREENISH DECAYING FLESH CRAWLING WITH MAGGOTS. DESPITE A WICKED GRIN, ITS GREY EYES LIE SUNKEN AND DEAD IN ITS WITHERED SKULL.

UGROHTER

Propping itself upon what appears to be a giant scalpel leans a cadaverous pixie-like creature with greenish decaying flesh crawling with maggots. Despite a wicked grin, its grey eyes lie sunken and dead in its withered skull.

UGROHTER

CR 5

XP 1,600

CE Small undead

Init +8; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 17, touch 15, flat-footed 13 (+4 Dex, +2 natural, +1 size)

hp 38 (7d8+7)

Fort +3, **Ref** +6, **Will** +6

DR 3/cold iron; **Immune** undead traits; **SR** 15

OFFENSE

Speed 30 ft.

Melee great scalpel +10 (1d10/18–20) or heavy mallet +10 (1d8/x4) or needles +10 (1d6 plus spells)

Ranged needles +10 (1d6 plus spells)

Special Attacks enspell needles

Spell-Like Abilities (CL 5th; concentration +6)

5/day—*chill touch* (DC 12), *doom* (DC 12)

3/day—*hold person* (DC 13), *mad hallucination* (DC 13)

1/day—*blindness/deafness* (DC 13), *disfiguring touch* (DC 13), *touch of idiocy* (DC 13)

STATISTICS

Str 10, **Dex** 19, **Con** —, **Int** 15, **Wis** 12, **Cha** 13

Base Atk +5; **CMB** +4; **CMD** 18

Feats Improved Initiative, Point-Blank Shot, Quick Draw, Weapon Finesse

Skills Climb +10, Disguise +7, Intimidate +8, Perception +11, Sleight of Hand +11, Spellcraft +12, Stealth +18

Languages Common, Sylvan

SQ heavy weapons

Combat Gear fleshy sack with 10 needles, **Other Gear** great scalpel, heavy mallet

ECOLOGY

Environment cold forests, hills, or mountains

Organization solitary, pair, or gang (2d4)

Treasure standard

SPECIAL ABILITIES

Enspell Needles (Sp) The ugrohter has the ability to imbue its needles with any of its spell-like abilities or (if it has class levels in a spell casting class) any spells it possesses. When using a spell-like ability (or casting a spell), the effect becomes stored within the needle and released when the ugrohter uses the needle to pierce an opponent and the creature takes damage from the attack, the needle can immediately cast the spell on that creature as a free action if the ugrohter desires. The object or individual pierced becomes the

target of the spell-like ability. Imbued needles hold a spell-like ability for 24-hours or until triggered. An ugrohter cannot use spell needles to exceed his daily uses of spell-like abilities; as long as a needle remains imbued with a spell-like ability, the ugrohter cannot prepare a new spell in its place or regain that daily use of a spell-like power.

Heavy Weapons (Ex) An ugrohter can wield weapons sized for Medium creatures without penalty.

Ugrohters are undead fey whose accused souls become trapped upon the Material Plane. Exceedingly malicious, they delight in playing brutal and sadistic pranks that generally involve mutilating people or other fey. Every ugrohter carries around a sack filled with dozens long, needles that the creatures carve from thorns or bones. They use their needles to tack their victims down by the skin before they begin their tortures.

Born sadists, ugrohters trace their origins to the bands of psychotic pixies that in lost eons allied themselves with Kryonis-Athym, a rebellious fey overlord whose radical proposals included bonding with humans in order to expand Otherworld's influence on the mortal planes. In the end, the lords of Otherworld sided against Kryonis, cast him out Otherworld and then slew him. The severing of this bond caused those of his followers who had already taken up residence on the Material Plane to die. These unfortunate fey creatures then rose from the dead, gruesomely transformed into ugrohters.

As a result, these tortured fey creatures turned violent and sadistic. Unable to feel physical pain, ugrohters believe that through pain they might reconnect them selves with the natural world from which they have been cut off. As such they seek to collect the pain and suffering in order to restore their master and in so doing this resurrect themselves.

Pain harvesters, the ugrohters extract and store memories of death, dying, and torment and channel these memories creating storehouses of agony. Though they perceive pain as a human element, they also believe that sin that caused their own anguished damnation. Still, they don't want to undo sin as much as they want to break it; an act they believe they can accomplish by the imposing extreme and painful suffering. Lastly, they use the screams of their victims to proudly measure the violence and sadism of their gristly and torturous experiments.

Ugrohters hunt prey using their enspelled needles to disable their enemies, either by hurling them or shooting them with blowguns. They typically carry several dozen needles in leather sacks stitched together from the skinned faces of their victims. Next, they use giant wooden mallets to hammer more needles into their disabled targets, securely pinning their flesh to nearby objects before slicing these unfortunates to ribbons with their great scalpels.





THIS DEATHLESS WARRIOR STANDS ARRAYED IN THE FADED FINERY OF A DARKLING PRINCE OF OLD, EYES LAMBENT WITH HATE IN THE SHADOWS OF ITS GREAT HELM. IT BRANDISHES A WICKEDLY CURVED BLADE IN A PRACTICED BATTLE STANCE, WHILE AN OCCASIONAL RATTLING BREATH ESCAPES ITS LUNGS IN SHUDDERING MEMORY OF LIFE NOW CORRUPTED, A MISTY EXHALATION BEARING ONLY THE CHILL AND STINK OF THE GRAVE.

WIGHT, BARROW

This deathless warrior stands arrayed in the faded finery of a darkling prince of old, eyes lambent with hate in the shadows of its great helm. It brandishes a wickedly curved blade in a practiced battle stance, while an occasional rattling breath escapes its lungs in shuddering memory of life now corrupted, a misty exhalation bearing only the chill and stink of the grave.

BARROW WIGHT

CR 11

XP 12,800

LE Medium undead

Init +1; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +21

Aura frightful presence (30 ft., DC 22)

DEFENSE

AC 26, touch 11, flat-footed 25 (+10 armor, +1 Dex, +5 natural)

hp 142 (15d8+75)

Fort +10, **Ref** +6, **Will** +12

DR 10/magic and silver; **Immune** cold, undead traits; **SR** 22

OFFENSE

Speed 20 ft.

Melee +1 *falchion* +19/+14/+9 (1d10+10/15–20 plus energy drain) or slam +17 (2d4+9 plus energy drain)

Ranged mwk javelin +13 (1d6+6 plus energy drain)

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

Special Attacks channel drain, chilling glare, create spawn, dream haunting, nightmare touch, energy drain (2 levels, DC 22)

Spell-Like Abilities (CL 15th; concentration +20)

3/day—*deep slumber* (DC 18), *fear* (DC 19), *gaseous form*

1/day—*animate dead*, *chilling fog* (as *acid fog*, but deals cold damage), *control weather*, *guards and wards* (DC 21)

STATISTICS

Str 22, **Dex** 13, **Con** —, **Int** 13, **Wis** 17, **Cha** 20

Base Atk +11; **CMB** +17; **CMD** 28

Feats Blind-Fight, Cleave, Critical Focus, *Furious Focus*, Great Cleave, Improved Critical (*falchion*), Power Attack, Weapon Focus (*falchion*)

Skills Intimidate +20, Knowledge (history) +10, Knowledge (local) +10, Knowledge (nobility) +10, Perception +21, Ride +10, Sense Motive +10, Stealth +22, Survival +10

Languages Common, Dwarven

SQ merciless miser

Other Gear +1 *full plate*

ECOLOGY

Environment any (burial grounds)

Organization solitary

Treasure standard (+1 *falchion*, +1 *full plate*), double items

SPECIAL ABILITIES

Channel Drain (Su) Barrow wights can channel their energy drain ability through melee or ranged weapons they wield.

Chilling Glare (Su) 1d6 points of negative energy damage and 1 Str damage, range 30 feet, Fortitude DC 22 negates Str damage. Creatures within 30 feet can see the barrow wight's cold eyes (and be affected by its gaze) even if the barrow wight has concealment or total concealment (but not if it is has total cover). The barrow wight's position can be pinpointed by seeing its eyes, but the miss chance for concealment or total concealment still applies to attacks against it. Its gaze affects only living creatures.

Create Spawn (Su) Creatures killed by a barrow wight's energy drain rise as ordinary wights that also possess DR 5/magic or silver and have a chilling glare (range 10 feet) equivalent to that of the barrow wight.

Dream Haunting (Sp) By spending one hour in meditation, a barrow wight can use *scrying* (DC 20 Will negates) as a spell-like ability on a creature that has previously failed a save against its nightmare touch. If *scrying* is successful, the barrow wight can also read the target's thoughts as if using *detect thoughts*; no save is allowed against this effect if *scrying* is successful.

In addition, once per day a barrow wight can send dark and haunted dreams into the mind of a creature that it is *scrying*. This functions like *nightmare* (DC 20 Will negates) but also imparts one negative level to a target that fails its saving throw. In addition, if a creature fails its save against this effect on three consecutive nights, the barrow wight can implant a *geas/quest* or *vengeful outrage* effect in the target's mind. No save throw is allowed against this effect if the target has failed three consecutive saves against the *nightmare*.

Merciless Miser (Ex or Sp) Barrow wights burn with jealous greed and cannot abide the loss of the tiniest bit of treasure. A barrow wight can use *locate object* at will as a spell-like ability to find any object taken from its lair, and when pursuing a creature carrying such an item gains the benefits of the *track*, *swift tracker*, and *quarry* class abilities of a 15th-level ranger. If a creature has a stolen object in its possession for 24 hours, these abilities apply even if the creature later disposes of the object, and if the barrow wight slays the target it can use *create treasure map* as a spell-like ability, revealing the last known location of the barrow wight's treasure in addition to the wealth usually revealed by the spell. This is a curse effect

that can be negated by casting *remove curse* or *break enchantment* (caster level check DC 20) upon the stolen item(s).

Nightmare Touch (Su) As a standard action, a barrow wight can make a melee touch attack that plunges the target into dream-haunted slumber for 1d4 hours (DC 22 Will save negates). Upon awakening, the target is affected as a *nightmare* spell. A creature saving is immune to that barrow wight's nightmare touch for 24 hours. This is a mind-affecting sleep effect is a curse and cannot be dispelled, though *break enchantment*, *dispel evil*, or *remove curse* can remove the effect (and prevent the *nightmare* upon awakening) with a successful DC 20 caster level check. A barrow wight may choose whether or not its touch causes energy drain.

Forlorn and fearsome, barrow wights were once warlords or princes of old. While some few came to their current state by the powerful curse of a darkling power, most earned an eternity of unlife through their own dire and dreadful predations, whether in war and conquest or in the oppression and exploitation of their own people. Barrow wights are usually sealed in death within ancient burial grounds, in grand cairns and mausoleums meant as both memorial and remonstrance for future generations of the exploits and final fate of tyrants. Arising into unlife, some barrow wights harbor no grandiose ambitions, preferring to simply lie forever in dark repose upon their funerary biers, surrounded by the treasures carried with them into the afterlife. Despite their seeming quiescence, however, their undead spirit loses none of its potency, and the power of its avarice infuses its resting place as it jealously tallies and catalogues every relic of its former glory, ready to unleash hell itself upon any with the effrontery to dare rob them.

Most barrow wights, however, seek to establish kingdoms of the dead (or rarely of the living), that they may continue their reign in death as in life, sitting enthroned as a lord of old upon thrones hewn from the very living rock. While greed runs deeply in the cold heart of a barrow wight, it is not only avarice but a thirst for power and authority that drives them into their restless undead state. They crave obeisance and honors from others, be they mindless corpses (animate or not), undead spawn, or cowed living minion. The bleak moods of a barrow wight influence the natural world around its barrow as well, allowing them to maintain a rather dismal demesne if they so choose. Cannier barrow wights, however, create pleasant conditions to lure the unwary into their domain, before a sudden change in the weather swathes their land in chill winds, clinging fogs, or driving rain. Lost and terrified victims seeking shelter may be taken captive, spirited away beneath the hills and cairns and turned into living dead bound to the wight's will. Barrow wights sometimes release their captives after a dream-haunted slumber, imparting a bit of their deathless shadow into the target's heart, soul, and mind and corrupting their thoughts and dreams from afar. These unfortunates become the barrow wight's unwitting pawns in undermining its enemies in the waking world or just in sowing misery and despair. Perhaps cruelest of all are those the barrow wight turns loose after their capture, allowing them to hope for rescue or escape from their living nightmare if only they could find their way out of the wight's necropolis, but the twisted

enchantments laid on the wight's barrow subtly steer disoriented victims right back into the dread creature's clutches.





THIS WITHERED CORPSE IS LITTLE MORE THAN A RAGGED SKELETON GROWN THROUGH WITH THORN-VINES AND CREEPERS, ENCRUSTED IN MOSSY SOIL, SHARDS OF BONE AND HORN, AND WET CLUMPS OF EVERGREEN NEEDLES. THE FELL LIGHT IN ITS EYES, HOWEVER, SPEAKS OF A BURNING HATRED FOR THE LIVING AS IT CREEPS STEALTHILY INTO VIEW.

WIGHT, BOREAL

This withered corpse is little more than a ragged skeleton grown through with thorn-vines and creepers, encrusted in mossy soil, shards of bone and horn, and wet clumps of evergreen needles. The fell light in its eyes, however, speaks of a burning hatred for the living as it creeps stealthily into view.

BOREAL WIGHT

CR 4

XP 1,200

NE Medium undead

Init +1; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +7

DEFENSE

AC 16, touch 12, flat-footed 14 (+1 Dex, +1 dodge, +4 natural)

hp 26 (4d8+8)

Fort +3, **Ref** +2, **Will** +4

Defensive Abilities channel resistance +2; **DR** 5/—; **Immune** undead traits; **Resist** cold 10

OFFENSE

Speed 30 ft., burrow 5 ft., climb 30 ft.

Melee 2 claws +5 (1d6+1)

Special Attacks create spawn, disease, needlestorm, thornbind

STATISTICS

Str 12, **Dex** 13, **Con** —, **Int** 10, **Wis** 11, **Cha** 14

Base Atk +3; **CMB** +4; **CMD** 16

Feats Dodge, Weapon Focus (claw)

Skills Climb +16, Perception +7, Stealth +8 (+16 in forest terrain), Survival +7; **Racial Modifiers** +8 Stealth in forest terrain

Languages Common

SQ prickly, rooting, vegetal vulnerability

ECOLOGY

Environment cold or temperate forest

Organization solitary, pair, or clump (3–6)

Treasure standard

SPECIAL ABILITIES

Create Spawn (Su) Any humanoid creature that is slain by a boreal wight may rise as a boreal wight itself in only 1d4 rounds. However, this transformation only occurs if the creature's corpse is buried in the ground or bound with a boreal wight's thornbind ability. If its corpse is unearched or it is freed from the thornbind before the transformation is complete, it is merely dead and does not rise. Spawn are less powerful than typical boreal wights and suffer a –2 penalty on all d20 rolls and checks, as well as –2 hp per HD. Spawn are under the command of the boreal wight that created them and remain enslaved until its death, at which point they lose their spawn penalties and become full-fledged and free-willed boreal wights. They do not possess any of the abilities they had in life.

Disease (Ex) *Claw*—Injury; save Fort DC 14; onset 1 day; frequency 1 day; effect 1d4 Con damage, target must make a second Fort save or 1 point of the damage is drain instead; cure 2 consecutive saves.

Needlestorm (Su) A boreal wight can release an eruption of needles, thorns, jagged stones, and similar detritus from the forest floor in a 15-foot cone-shaped burst or in a spherical burst affecting all squares adjacent to it. Creatures within the needlestorm take 1d4 points of damage and are dazzled for 1 round by flying debris. In addition, if creatures in the area fail a DC 14 Fortitude save they develop a scabrous rot that causes them to become sickened for 1d4 rounds, taking 1 point of damage at the beginning of their turn each round. While this rot continues, the target takes a –2 penalty to saving throws against disease. This is a disease effect. A boreal wight cannot use this ability (or thornbind) again until it spends 1d4 rounds rooting. The save DC is Charisma-based.

Prickly (Ex) Any creature striking a boreal wight with a melee touch attack, unarmed strike, or natural weapon attack, or attempting a bull rush, drag, or grapple combat maneuver against it (whether or not it succeeds) takes 1d4 points of piercing damage and is exposed to its disease. This ability is suppressed after it uses either its needlestorm or thornbind ability until it spends 1d4 rounds rooting.

Rooting (Ex) As a move action, a boreal wight can root itself in the soil or entwine its thorns around a tree, granting it a +4 bonus to its CMD. It also gains regeneration 1 (which is suppressed by fire) at the end of any round it remains rooted. While rooted, a boreal wight cannot move. Releasing its roots is also a move action. A boreal wight can use this ability as a swift action while prone or while burrowing or climbing.

Thornbind (Ex) If a boreal wight strikes a target with both of its claws in the same round, the thorny vines that infest the wight entwine the target and try rooting it to the ground. This deals 1d6 points of piercing and slashing damage to the boreal wight and its target, and the target is affected as if struck by a tanglefoot bag (with hardness 5 if attacked; fire and effects that specifically damage plants or wood bypass this hardness). *Universal solvent* is ineffective against the thorns, but slashing weapons are effective in cutting a trapped creature loose. Like a tanglefoot bag, these vines become brittle and crumble away in 2d4 rounds. A trapped creature takes 1 points of piercing damage at the end of its turn each round (1d4 if it attacks the vines or tries to break free); the trapped creature takes no damage if it remains completely motionless (speaking,

spellcasting with only verbal components, and purely mental actions are allowed). A boreal wight cannot use this ability (or needlestorm) again until it spends 1d4 rounds rooting.

Vegetal Vulnerability (Ex) A boreal wight is vulnerable to effects that specifically affect plant creatures, though it gains a +4 bonus to its saving throw.

Boreal wights are the restless dead left unburied in the evergreen forests of the north. Like common wights, they possess a twisted and malevolent countenance, still vaguely recognizable to those who knew them in life but with leathery and desiccated flesh and eyes that burn with hate for those who yet live. They seek to share their undying pain with any living humanoid creatures they meet, filling the forests with victims who like themselves.

Unlike common wights, the undead flesh of boreal wights bonds in a strange way with the needle-strewn forest floor where their unburied remains are left to rot and corrupt. The tattered and

shriveled remnants of their flesh and garments alike are stained brown and deep green, with bits of earth, jagged stone fragments, gnarled roots, and fallen evergreen needles clinging to them and knitting together into razor-edged vines threaded around and through the wight's flesh.

While boreal wights remember few details of their time among the living, they faintly recall their former habits as well as those things they can no longer enjoy. Their great bitterness at being left to die alone in the wild, far from those comforts of home and family and companionship, drives them to fits of malicious hatred interspersed with long weeks of brooding in despair. These pained reveries are often interrupted only by the advent of new prey to be had, shaking them out of their doldrums and inciting a new rash of violence. Once a boreal wight has taken a victim, ideally having made it his undead slave-spawn, he tracks his target back from whence he came and unleash a reign of terror upon his spawn's former home. This serves in part to garner new spawn, but its greater importance to the boreal wight is to show his new spawn the depths of true suffering to match or exceed his own.







