

# JADE REGENT



## BESTIARY

“WOULD THAT WE HAD DRAGONS. OR, AT LEAST, DRAGONS OF THE KINDS THEY TELL OF IN THE SOUTH—THINGS NOBLE AND AWESOME EVEN IN THE DEALING OF DEVASTATION. OUR LAND IS NOT NAMED FOR SUCH THINGS. HERE DEATH IS RARELY BEAUTIFUL OR PROUD. HERE GROWN MEN DIE OF THE COLD AND FOR WANT OF FOOD. HERE BEASTS KNOCK IN OUR DOORS TO MAKE OFF WITH OUR CHILDREN. HERE OUR WYRMS ARE NOT CREATURES OF EPICS AND SONGS—THEY ARE DEGENERATES OF A TIME PAST, DISASTERS OF THE UNNATURAL, CURSE BEARERS, RAMPAGERS, AND CORPSE EATERS. IS IT ANY SURPRISE, THEN, THAT OUR DRAGONSLAYERS ALL LIE DEAD?”

—INDLAD AHL OF JOL, *TEARS OF THE GRUNGIR*

## BESTIARY

The legends and terrors of the Lands of the Linnorm Kings take shape in this month's entry into the Pathfinder Bestiary. Born from the icy plains and taiga of the deadly northlands, these creatures can make excellent optional encounters as the PCs travel toward Kalsgard in this month's adventure, "Night of Frozen Shadows."

## CARAVAN ENCOUNTERS

As the caravan travels through the dangerous lands of northern Varisia and into the Lands of the Linnorm Kings, there is a 15% chance of an encounter each day. Encounters indicated with an asterisk (\*) have a 50% chance of occurring at night while the caravan is camped. All other encounters occur while the caravan is on the move. No encounters occur if the caravan camps at a settlement. If an encounter occurs, roll on the Varisia to Kalsgard Caravan Encounters table to see what the PCs will face. Note that all of the following encounters are caravan encounters and use the caravan combat rules found in the *Jade Regent Player's Guide*.

**Flooded Bridge:** While maps clearly show a bridge here, all that's visible now is a raging river and a few wooden posts. There's no better ford within a week's travel, so if the caravan doesn't want to turn back, it must try to cross here. Crossing the river requires three DC 16 Security checks. A failed check causes the caravan to lose 1d6 miles of travel from its daily total for every point the check is below the DC. If a check is failed by 5 or more, the caravan also takes 3d6 hit points of damage and loses 1 randomly determined unit of cargo before making it across.

**Fog Raid (CR 4):** An extremely heavy fog rolls in as evening sets, reducing visibility below 50 feet and making the nighttime camp much darker than usual. A local group of brigands, familiar with the regional evening fog, uses this opportunity to attempt to sneak into camp and steal cargo. The caravan must make a DC 19 Security check to notice the thieves before they enter the camp. If the check fails by 5 or more, the thieves steal 1d6 random units of cargo and sneak back into the night undiscovered. If the check fails by 4 or less, the thieves acquire a single random unit of cargo before being spotted and attempting to flee, giving the caravan only a single round of combat to defeat them (AC 15; hp 30; Attack +6; Damage 3d4+6). If the Security check is successful, the thieves are discovered before they acquire any cargo, and the caravan loses nothing unless it is defeated in the ensuing fight. The thieves attempt to flee as soon as they lose half their hit points.

**Forest Drakes\* (CR 4):** A small rampage of forest drakes swoops in to attack the caravan (AC 17; hp 40; Attack +8; Damage 4d6+2). Because the drakes can attack from the sky, the caravan must succeed at a DC 15 Security check

VARISIA TO KALSGARD  
CARAVAN ENCOUNTERS

d% Roll	Encounter
01-15	Flooded bridge
16-40	Stranded travelers
41-50	Fog raid
51-65	Forest drakes*
66-90	Trolls*
91-100	Woolly rhino stampede

to notice this ambush in time to react. If this check fails, the caravan takes a -2 penalty to its Armor Class and on attack rolls for the first round of combat. Since the drakes can create an acid mist and boost their speed, escaping combat with the forest drakes requires two DC 17 Stability checks if the caravan opts to flee.

**Stranded Travelers:** A group of five travelers huddles in a camp. Their pack train (a less hardy version of a caravan with only beasts of burden, and no wagons) has lost too many animals to continue forward, and the travelers do not wish to turn back. If your caravan agrees to carry them to the next major settlement, they will each pay the caravan 100 gp. The travelers can only take the role of passengers.

**Trolls\* (CR 5):** A pack of trolls attacks the caravan (AC 18; hp 55; Attack +10; Damage 4d8). The trolls regenerate 5 hit points per round unless caravan members make some effort to attack with acid or fire (expending one provision to fight with alchemist's fire or torches, spellcasters expending their highest-level spell slot for arcane attacks, heroes using flaming weapons, etc.). The caravan must make a DC 15 Resolve check each round members attempt to damage the trolls with acid or fire. On a successful check, all the caravan's damage is treated as acid or fire; on a failed check, only half the damage dealt counts as acid or fire. The trolls fight until they are reduced to 15 or fewer hit points they can't regenerate, then flee. The caravan can make one additional attack on the round the trolls use to retreat.

**Woolly Rhinos (CR 6):** A stampede of wild woolly rhinos thunders across the path of the caravan. This event is treated as a combat with the rhinos (AC 19; hp 70; Attack +12; Damage 4d10). On the first round of combat, the woolly rhinos deal double damage on a successful attack. The stampede only lasts 5 rounds, at which point the rhinos charge off even if they are not defeated. For every 10 hit points of damage dealt to the woolly rhinos, one is killed and can be salvaged for 1 cargo unit of food (10 provisions).

# JADE REGENT

## GARE LINNORM

An enormous draconic head rises up atop a massive serpentine neck wider than a galleon's mainmast. Seemingly endless coils break the water's surface around it, only hinting at the monster's terrifying size, as it opens its steam-shrouded maw with a hiss.

**GARE LINNORM** CR 15 

XP 51,200

CE Gargantuan dragon (aquatic)

**Init** +9; **Senses** darkvision 60 ft., low-light vision, scent, true seeing; Perception +24

### DEFENSE

**AC** 30, touch 30, flat-footed 25 (+5 Dex, +19 natural, -4 size)

**hp** 229 (17d12+119); regeneration 10 (cold iron)

**Fort** +17, **Ref** +15, **Will** +14

**Defensive Abilities** freedom of movement; **Immune** curse effects, dragon traits, fire, mind-affecting effects, paralysis, poison, sleep; **SR** 26

### OFFENSE

**Speed** 40 ft., swim 100 ft.

**Melee** bite +26 (2d8+13/19-20 plus poison), 2 claws +26 (2d6+13), tail slap +21 (2d8+6 plus grab)

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

**Special Attacks** breath weapon (60-ft. cone, 17d8 fire damage, Reflex DC 25 half, usable every 1d4 rounds), constrict (tail, 2d8+19), death curse, poison

### STATISTICS

**Str** 36, **Dex** 20, **Con** 25, **Int** 5, **Wis** 18, **Cha** 21

**Base Atk** +17; **CMB** +34 (+38 grapple); **CMD** 68 (can't be tripped)

**Feats** Critical Focus, Greater Vital Strike, Improved Critical (bite), Improved Initiative, Improved Vital Strike, Power

Attack, Snatch, Staggering Critical, Vital Strike

**Skills** Climb +27, Perception +24, Stealth +2, Swim +41

**Languages** Aklo, Draconic, Sylvan

**SQ** amphibious

### ECOLOGY

**Environment** cold rivers

**Organization** solitary

**Treasure** triple

### SPECIAL ABILITIES

**Breath Weapon (Su)** Once every 1d4 rounds as a standard action, a gare linnorm can breathe a 60-foot cone of scalding steam, dealing 17d8 points of fire damage to all creatures struck (Reflex DC 25 halves). This steam then hangs in the air for 1 round after the linnorm creates it. Creatures in the area of effect or that enter the area take an additional 6d6 points of fire damage the second round (Reflex DC 25 negates). In addition, the cloud of steam acts as the spell *solid fog*, with a caster level equal to the linnorm's HD. The save DC is Constitution-based.

**Death Curse (Su)** When a creature slays a gare linnorm, the slayer is affected by the curse of the drowning gasp.

*Curse of the Drowning Gasp:* save Will DC 22; effect anytime

the creature imbibes a liquid of any kind, its lungs fill with water and it begins to drown. Treat this as the spell *suffocation\** (DC 19 Fort save to resist), with a caster level equal to the linnorm's Hit Dice. The save DC for the curse is Charisma-based.

\* See page 248 of the *Advanced Player's Guide*.

**Freedom of Movement (Ex)** A gare linnorm is under the constant effect of *freedom of movement*, as the spell of the same name. This effect cannot be dispelled.

**Poison (Su)** Bite—*injury*; save Fort DC 25; *frequency* 1/round for 10 rounds; *effect* 3d6 fire damage and 1d6 Dex drain; *cure* 2 consecutive saves. The save DC is Constitution-based.

**True Seeing (Ex)** A gare linnorm has *true seeing*, as the spell of the same name. This effect cannot be dispelled.

So named for a northern word for “river,” a gare linnorm's body resembles that of a gigantic serpent, save for two muscular forelimbs. The creature's head is long and angular, with crests that it uses to break through ice in its never-ending search for food. A gare linnorm's hide is a dull gray color akin to tarnished silver, with a slightly paler underbelly. Unlike many linnorms, a gare linnorm has a smooth hide, allowing it to slip easily through water and ice holes.

A gare linnorm can grow as long as 60 feet, typically weighs 11,000 pounds, and can live for over 1,000 years.

## ECOLOGY

Little can compare to the power and efficiency of a gare linnorm in the regions where these beasts dwell. Like all linnorms, gare linnorms are relatively unintelligent compared with their chromatic and metallic cousins, but what these beasts lack in intelligence and spellcasting ability they make up for in brute strength, savage fury, and dangerous cunning. Despite dwelling in water, gare linnorms have an innate ability to raise their body temperature so dramatically that the creatures are immune to even the hottest flames. Gare linnorms use this ability to keep warm when hunting through rivers and waterways buried beneath feet of ice, which the creature can come bursting through with surprising speed and force when it detects prey above. A gare linnorm's breath weapon is similarly linked to this internal fire. Small gill-like vents along the creature's serpentine body pass water through the dragon, which is heated to extreme temperatures en route to the linnorm's mouth. The gare linnorm then expels the water through a series of muscular chambers that turn the water into a gout of steam hot enough to scald flesh and warp armor. The difference in temperature between the inside of the linnorm's mouth and the cold air of its homelands causes the steam to condense into a massive cloud of vapor that persists afterward and, because of the linnorm's magical nature, achieves an almost solid state, hampering movement throughout its area.

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In addition to its deadly breath weapon, a gare linnorm's fangs are infused with potent venom. A creature bitten by the dragon is bathed in an eerie blue-white aura that burns like the hottest alchemist's fire. Meanwhile the poison attacks the nervous system with debilitating pain, gradually slowing the target's reflexes and motor functions until total paralysis sets in.

Gare linnorms prefer to hunt large prey, as fish and other small underwater creatures don't provide enough food to sate their enormous appetites. As a result, gare linnorms hunt not just larger, land-bound creatures like elk or moose, but even large predatory animals like brown bears and dire wolves when such creatures come to the water's edge to drink or cross. When hunting, a gare linnorm attempt to attack with surprise as it breaks through ice or emerges from the water. It bites first to poison its prey, then strikes with its tail, using its massive coils to crush its prey or drag it into the water, where any creature affected by the linnorm's poison soon drowns as the venom takes hold. Hunters and sages who have witnessed gare linnorms feeding recount stories of these monsters taking on entire herds of mammoths or woolly rhinos, often crushing one animal in its coils and goring another while others burn within the dragon's steaming breath. After feeding, gare linnorms retreat to their riverbed dens to sleep, often for days at a time.

## HABITAT AND SOCIETY

Gare linnorms are always solitary. Their immense appetites and brutal tempers make most habitats strain to support even one, and a gare linnorm's territory can encompass a labyrinth of rivers and inlets exceeding 1,000 square miles. Males and females do not even join for reproduction. Instead, after a short period of voracious hunting and gorging, a female gare linnorm travels to the fringes of her territory to find a deeply frozen lake or section of river. The female then uses her breath weapon to melt a portion of the ice before laying a single egg and letting it float to the underside of the ice, still far beneath the surface. Next, the female stands guard until the water refreezes, encasing and protecting her egg, before returning to the heart of her territory. Any passing male can sense the egg, even within its icy shell, and uses his breath to free and fertilize it, after which he carries the fertilized egg beyond his own territory and deposits it deep in the mud and silt of a riverbed. The egg gestates for 6 months before hatching. A hatchling gare linnorm is the size of an adult crocodile and survives on fish and birds for the first few months.

Growth is rapid, with the linnorm reaching half its adult length within 2 years, when it begins to hunt larger land creatures, its breath weapon and venom now at full potency. Reproductive maturity is achieved after the first century, with females producing an egg just once every century.

Despite their fearsome reputations, gare linnorms are sometimes hunted by the brave or the foolhardy. In the Lands of the Linnorm Kings, would-be kings who kill a gare linnorm are afforded extra prestige, as such combat often requires fighting the beast both on land and on or beneath the surface of the water. Frost giants are also known to hunt gare linnorms, but invariably target hatchlings or the very young, raising the captive dragons as powerful sentries and loyal companions that are often more dangerous than the giant's entire clan.



# JADE REGENT

## NOGITSUNE

This fox-headed humanoid has a sleek, feminine form that moves with seductive grace. As she steps into a defensive posture, a mass of bushy tails flicks at the air above her back and she reveals teeth flecked with blood.

### NOGITSUNE

CR 7



XP 3,200

NE Medium outsider (kitsune, native, oni, shapechanger)

**Init** +7; **Senses** darkvision 60 ft., scent; Perception +13

### DEFENSE

**AC** 21, touch 18, flat-footed 13 (+7 Dex, +1 dodge, +3 natural)

**hp** 80 (7d10+42); regeneration 5 (acid or fire)

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

**Defensive Abilities** evasion; **SR** 18

### OFFENSE

**Speed** 50 ft., **climb** 50 ft.

**Melee** bite +14 (1d6+4), 2 claws +14 (1d4+2 plus poison)

**Ranged** mwk dart +15/+10 (1d4+4 plus poison)

**Special Attacks** contagious whisper, sneak attack +3d6

**Spell-Like Abilities** (CL 7th; concentration +11)

Constant—*detect thoughts* (DC 16)

At will—*feather fall*, *jump*, *obscuring mist*

1/day—*displacement*, *haste*, *shadow walk*

### STATISTICS

**Str** 18, **Dex** 25, **Con** 22, **Int** 17, **Wis** 16, **Cha** 19

**Base Atk** +7; **CMB** +11; **CMD** 29

**Feats** Dodge, Mobility, Spring Attack, Weapon Finesse

**Skills** Acrobatics +17 (+25 jump), Appraise +5, Bluff +14, Climb +16,

Diplomacy +7, Disable Device +16, Disguise +13, Escape

Artist +17, Knowledge (arcana) +5, Knowledge (local) +6,

Perception +13, Sense Motive +11, Sleight of Hand +10,

Stealth +17, Swim +5

**Languages** Common, Draconic, Fey, Giant

**SQ** change shape (Small or Medium humanoid or animal, *alter self* or *beast shape I*), fleet distraction, poison use

### ECOLOGY

**Environment** any urban

**Organization** solitary

**Treasure** double (four masterwork darts, 5 doses of blue whinnis poison, other treasure)

### SPECIAL ABILITIES

**Contagious Whisper (Su)** As a standard action, a nogitsune can influence a target she speaks to as per the spell *suggestion*. The target must succeed at a DC 17 Will save or be affected by this effect. In addition to being subject to *suggestion*'s normal effects, any creature affected by the contagious whisper can pass the enchantment on to other targets. Doing so requires the target to communicate the nogitsune's *suggestion*, forcing the new target to save as if it were the initial target. If such a secondary target resists the contagious whisper, it is unaffected, but this does not remove the *suggestion* from the initial target. Failing

the save puts another creature under the nogitsune's compulsion. Newly affected creatures are also able to spread the *suggestion*. A nogitsune's compelling whisper can affect a number of creatures equal to the its Hit Dice and lasts for a number of hours equal to its Hit Dice.

Creatures that successfully save versus the nogitsune's compelling whisper (as a primary or secondary target) cannot be affected by that particular nogitsune's compelling whisper for 24 hours. The save DC is Charisma-based.

**Fleet Distraction (Su)** A nogitsune can make a Bluff check or use its *obscuring mist* spell-like ability as a swift action in any round in which it moves up to half its base land speed.

**Poison Use (Ex)** Nogitsune are skilled in the use of poison and never risk accidentally poisoning themselves. Their aptitude is such that they often paint their weapons and nails with blue whinnis.

*Blue Whinnis*: injury; *save* Fort DC 14; *frequency* 1/round for 2 rounds; *initial effect* 1 Con damage; *secondary effect* unconsciousness for 1d3 hours; *cure* 1 save

Nogitsune are created when oni spirits take over the bodies of kitsune (sagacious humanoid fox-creatures). The resultant possession creates a creature with the kitsune's foxlike grace and cunning and infuses it with the destructive power of an oni. Nogitsune are always female, and resemble shapely humans with a covering of fur and a fox's head. A nogitsune's fur color varies and can be orange and white, grey, pure white, or even black. Whenever nogitsune use their shapechanging abilities to assume a humanoid form, they still evince somewhat pointed, vulpine features. In addition, any hair on their assumed form betrays the natural coloration of their pelts. Nogitsune stand between 5 and 5-1/2 feet tall and weigh just over 100 pounds.

More details on kitsune can be found in *Pathfinder Campaign Setting: Dragon Empires Gazetteer*.

## ECOLOGY

Oni manifest themselves in different ways based on the creatures they take as vessels for their depraved wrath. They take particular joy in corrupting kitsune to form nogitsune, delighting in turning the mystical creatures into deadly killers and spreaders of woe. Most nogitsune become spies or assassins. Though they need no real reason to kill others, the coin they receive for their services allows them to afford the other vices they enjoy, such as pleasures of the flesh and excesses of drink and narcotics (when available). Nogitsune are deft killers because of their speed, grace, and spell-like abilities. Those who have seen them and lived tell tales of these oni running toward walls at blinding speed and then simply continuing upward to vault the wall's crown as if it were no more difficult to walk on than the ground. Still others

claim that nogitsune can dive into a shadow like a pool of water and disappear, while others mention the cloud of smoke that nogitsune often use to escape pursuit, even when running full speed.

Although they often don human form to disguise themselves for the purpose of infiltration, nogitsune prefer to stalk and kill prey in their natural form. This gives the creatures the choice of whether to use manufactured weapons or their own sharp claws and deadly bite. When wielding weapons, all nogitsune enjoy using poison, whenever possible employing toxins and venoms that do not kill outright (unless a contract so requires it) but rather render the victims unconscious or helpless. This gives the oni the joy of dealing the killing blow with their jaws and slaking their bloodlust in abject savagery.

A nogitsune's most feared weapon, however, is its contagious whisper. This powerful compulsion, often whispered into the victim's ear in honeyed tones, not only forces the targeted creature to believe whatever lie the nogitsune crafts, but also infects the subject of the contagious whisper with a corruptive echo of deceit that causes the victim to unknowingly pass on the nogitsune's suggestion to others. Nogitsune may use this ability to convince a successive series of servants to open all of the doors to a well-guarded castle, or to make a host of witnesses believe they saw an innocent man commit a brutal crime that was really the oni's own handiwork.

### HABITAT & SOCIETY

Nogitsune inhabit large urban areas, where they can have their pick of a nearly endless stream of victims. Occasionally they will inhabit a town or village in the countryside, but such locales are always in the shadow of a large castle or estate that can provide additional opportunities to stalk and murder others. Wherever they choose to dwell, nogitsune lair in the seediest districts, where drugs, brothels, and crime are rampant. These areas not only discourage chase by would-be pursuers, but also place the oni in the midst of people who society generally doesn't miss if and when a contract doesn't slake the creature's bloodlust.

Those looking to hire a nogitsune can do so, but such a practice is both costly and dangerous. Although little binds a nogitsune to its accepted contract when it receives payment, most nogitsune happily carry out their orders for the sheer joy of bringing death to another. But many who foolishly hire nogitsune to do their killing find themselves the next victim once the initial target is slain. Nogitsune have little honor, and such treachery not only feeds their bloodlust, but also leaves fewer witnesses.

Nogitsune prefer to lead solitary lives and be in command of their own foul fates. Thus, most avoid

associating with more powerful creatures, other oni, or even other nogitsune. Those honorable samurai and good ninja who have fought and killed nogitsune recount seeing a conflicted and turbulent anger within the creatures, as if the once-righteous kitsune within a nogitsune constantly battles to reassert control. Although there is no record of such a reversal occurring, many believe that these malevolent oni drown themselves in death and bloodshed in order to extinguish the last vestiges of the creatures they were before.



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## SELKIE

*This beautiful woman changes shape rapidly to become a sleek, aquatic creature with a gray hide of short fur. Her webbed hands end in sharp claws, and her jaws open unnaturally wide to reveal pointed teeth.*

**SELKIE**

**CR 5**



**XP 1,600**

CN Medium monstrous humanoid (aquatic, shapechanger)

**Init** +7; **Senses** darkvision 60 ft., scent; Perception +8

### DEFENSE

**AC** 18, touch 13, flat-footed 15 (+3 Dex, +5 natural)

**hp** 45 (6d10+12)

**Fort** +4, **Ref** +8, **Will** +5

**Resist** cold 10

### OFFENSE

**Speed** 20 ft., swim 50 ft.

**Melee** bite +10 (1d8+6/19–20), 2 claws +10 (1d6+2)

**Special Attacks** puncturing teeth, shake

### STATISTICS

**Str** 18, **Dex** 17, **Con** 14, **Int** 13, **Wis** 10, **Cha** 19

**Base Atk** +6; **CMB** +10; **CMD** 23

**Feats** Combat Reflexes, Deceitful, Improved Initiative

**Skills** Bluff +15, Disguise +11, Perception +8, Sense Motive +4, Stealth +10, Swim +21

**Languages** Aquan, Common

**SQ** change shape (any Small or Medium humanoid, *alter self*), echo of reason, hold breath

### ECOLOGY

**Environment** any ocean

**Organization** solitary, pair, or pack (3–14)

**Treasure** standard

### SPECIAL ABILITIES

**Echo of Reason (Su)** A selkie can instinctively alter the intonation of its voice to make anything it says sound more pleasing to those who understand it. When using the Bluff skill, a selkie treats its lies as one step more believable for the purposes of bonuses or penalties on the check.

**Hold Breath (Ex)** A selkie can hold its breath for a number of rounds equal to 6 × its Constitution score before it risks drowning.

**Puncturing Teeth (Ex)** A selkie's teeth allow it to concentrate great force in a small area. A selkie adds 1-1/2 times its Strength modifier to its bite attack and threatens a critical hit on a roll of 19–20.

**Shake (Ex)** On a successful critical hit with its bite attack, a selkie shakes its victim back and forth with a jarring motion that can disorient the target. Creatures shaken by a selkie must succeed at a DC 15 Fortitude save or be dazed for 1 round. Even on a successful save, the target still takes a –2 penalty on all attack rolls and skill checks for 2 rounds. A selkie can use this ability on any Large or smaller creature. The save DC is Constitution-based.

Selkies are clever and brutal seal-like humanoids that often inhabit the colder oceans of the world. Although capable predators, selkies are best known for their mysterious shapechanging ability, which allows them to come ashore in the guise of land dwellers and even live among other races before luring their victims beneath the waves to drown. In its natural form, a selkie has webbed, clawed hands and a muscular trunk ending in broad flippers. A selkie's head is a blend of human and seal, with large eyes and a mouth full of curved teeth. Selkies' coats range from chestnut brown to slate, dappled with darker spots of gray. Male selkies grow to a length of 6-1/2 feet, but can weigh up to 300 pounds because of the extra fat the creatures need to survive in colder climes. Females are slightly shorter and slimmer. Selkies typically live up to 75 years.

## ECOLOGY

Selkies can inhabit waters of any climate, but are best adapted to live in colder oceans and inlets. A selkie's body is extremely well muscled, but those muscles sit beneath a sheaf of fat that insulates the creature in places where even saltwater freezes. This natural resilience to cold is so strong that even magical frost and ice can bounce harmlessly off of a selkie's hide.

Selkies prey mostly on waterfowl, fish, and other small marine animals. When traveling in packs, selkies have been known to kill and eat large sharks and even small whales, but this is rare, as a selkie's need to keep its arms at its sides while swimming hinders the use of its claws when hunting. A selkie's webbed fingers are flexible,



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with opposable thumbs, but the creatures normally use their claws only when locked in combat with either a competing predator or particularly resilient prey. Usually, however, a selkie's bite is more than enough to repel attackers or bring down enemies. A selkie's jaw is flexible, and can open to almost 160 degrees, allowing it to clamp down on prey even larger than itself. Additionally, as selkies do not have the necessary molars to grind meat, the creatures shake their prey in an effort to tear and shred their food into more digestible pieces. For this reason, the muscles along a selkie's neck are among the most powerful in its body.

Selkies also have supernatural powers at their disposal. All selkies can change their shape at will, shifting to take the form of any humanoid close to their size or slightly smaller. Some selkies use this ability to slip quietly into coastal settlements or onto large ships to steal food or other useful items such as nets. More often, though, selkies use their shapechanging abilities for mischief. A favorite tactic of selkies is to take the shape of a young woman or child and then thrash through the water near ships or piers, begging for help. When someone attempting to rescue the imperiled person gets close enough, the selkie returns to its natural form to attack. Especially malevolent selkies use this tactic in packs, letting one of their own act as bait while the others attack rescuers, making their presence known so that the apparent victim's danger seems all the more real.

Selkies are aided in their efforts to trick and beguile others by their uncanny ability to mimic human emotions when speaking. This ability allows selkies to add the perfect intonation, pitch, and emphasis to any words they speak, making it difficult for listeners to disbelieve even the most outlandish stories and tales.

## HABITAT & SOCIETY

The true nature and origin of selkies puzzle scholars the world over. Observers first thought them to be a rare breed of oceanic lycanthropes, while others thought they were merfolk who had learned the arcane arts of transmutation. While many of these theories are nothing more than stories, varied rumors persist, with almost every coastal town and village claiming its own myths regarding the origin of the selkies to be the truth. Selkies enjoy propagating these stories during their time ashore and are usually the source of the most outlandish claims about their own nature, such as the tale that their ability to change shape comes from slipping out of a separate skin to enjoy their human form.

Despite their mischievous and often cruel ways, many selkies journey onto shore out of simple loneliness. In the ocean, selkies are solitary for the majority of their lives. Males and females come together briefly during their spring mating season, when the female gorges herself on food of all kinds and then finds a secluded cave or beach to birth a single pup. The mother then fasts as her pup

## SELKIES IN MYTHOLOGY

The selkie is a creature of Finnish, Irish, and Scottish folklore. Legends depict them as seals that can become human by shedding their seal skin and emerging from the water. Most tales of selkies are romantic, usually with a tragic ending. Most often in these tales, a selkie slips from her skin and emerges from the water only to have a young man steal the skin, forcing the selkie to remain on land and in human form, and to marry the man and bear his children. Circumstances eventually conspire to return the selkie's pelt to her, and she abandons her human family to return to the sea. Other legends portray selkies as little more than wicked temptresses, using their beauty to lure people into the sea to die or be forever whisked away from their homes. This is particularly true of male selkies in myth, who invariably appear as handsome beguilers with great seductive powers over women, particularly the lonely wives of fishermen who have journeyed long and far from home. In either case, the offspring of humans and selkies are supposedly recognizable by their webbed fingers and love for the sea. Anthropologists have theorized that the selkie myth may have sprung from early sightings of the indigenous arctic peoples of the northern parts of Scandinavia, who wore clothing crafted from seal skins and used to float across the waters of northern Europe in long, low kayaks that somewhat resemble seals when seen from a distance.

nurses, feeding off the stored and accumulated fat she attained during mating season. After a few weeks, the pup is ready to swim and hunt alongside its mother, but most selkies are abandoned to hunt and live on their own after 2 to 3 years. Younger selkies then form packs with others of their kind until they can strike out on their own. The selkie lifecycle can have a profound effect on individuals, driving some to bouts of intense cruelty out of a sense of survivalist necessity. These selkies enjoy tricking land dwellers into the water to drown or eat them, and often don the guise of an attractive man or woman to entice a victim into the waves for a moonlight swim. Other selkies, however, do not recover from the early abandonment of their mothers and spend the rest of their lives searching for the company of others and a place to belong. These selkies sometimes use their shapechanging abilities to come ashore and live among other humanoids. In this guise, selkies live, love, and often marry land dwellers, sometimes living the rest of their lives on land. Children of such unions never emerge as selkies but feel an unexplainable yearning for the sea, and often become sailors or fisherfolk so they might quell this strange desire.



# JADE REGENT

## SPIRIT OF ADORATION

This armored woman appears to be carved from living marble, her angelic wings rising behind the shape of a heavenly warrior. In one hand she grips a fearsome glaive, every movement of which paints the air around her with swirls and flourishes of magical energy.

### SPIRIT OF ADORATION

CR 15



XP 51,200

NG Large outsider (extraplanar, good)

**Init** +4; **Senses** darkvision 60 ft., low-light vision; Perception +33

**Aura** charming (30 feet, DC 25)

#### DEFENSE

**AC** 32, touch 20, flat-footed 27 (+6 armor, +6 deflection, +4 Dex, +1 dodge, +6 natural, -1 size)

**hp** 189 (18d10+90); fast healing 5

**Fort** +17, **Ref** +21, **Will** +25

**DR** 10/evil; **Immune** fire, sonic, **Resist** acid 30, electricity 30;

**SR** 26

#### OFFENSE

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

**Melee** +2 *dancing glaive* +24/+19/+14/+9 (2d8+8/x3)

**Ranged** stunning bolt +21 (1d8 plus stun)

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

**Spell-Like Abilities** (CL 18th; concentration +24)

At will—*calm emotions, good hope*

#### STATISTICS

**Str** 18, **Dex** 19, **Con** 20, **Int** 19, **Wis** 22, **Cha** 23

**Base Atk** +18; **CMB** +23; **CMD** 44

**Feats** Blind-Fight, Dodge, Improved Iron Will, Improved

Sunder<sup>8</sup>, Iron Will, Mobility, Skill Focus (Perception),

Step Up, Weapon Focus (glaive), Wind Stance

**Skills** Acrobatics +13 (+17 jump), Bluff +18, Diplomacy +18,

Disguise +15, Fly +18, Handle Animal +15, Heal +15,

Intimidate +18, Knowledge (religion) +13, Perception +33,

Perform (dance) +27, Sense Motive +27, Spellcraft +22,

Stealth +21, Use Magic Device +15

**Languages** Auran, Common, Celestial, Ignan, Shadowtongue

**SQ** bardic magic, change shape (Small or Medium humanoid,

*alter self*), inspiration, unearthly grace

**Gear** +2 *dancing glaive*

#### ECOLOGY

**Environment** any (extraplanar)

**Organization** solitary

**Treasure** standard

#### SPECIAL ABILITIES

**Aura of Charming (Su)** The spirit's aura sways the feelings of creatures within 30 feet that have an attitude of unfriendly or worse. Such creatures must succeed at a DC 25 Will save or be affected by *charm monster* for 1 day. Creatures that attack the spirit must save against the aura, regardless of their attitude. A creature that makes its save is immune to the spirit's aura for 24 hours. The save DC is Charisma-based.

**Bardic Knowledge (Ex)** The spirit adds half her Hit Dice (+9) on all Knowledge checks and may make all Knowledge checks untrained.

**Bardic Magic** Each day, the spirit can cast any three bardic spells of any level and in any combination. Her caster level for these bard spells is 18th. She may select any spells from the bard spell list when using this ability.

**Bardic Performance (Su)** The spirit has the bardic performance class ability. She can use bardic performance for 11 rounds per day, and has access to the following abilities: countersong, distraction, fascinate, and inspire courage (+5).

**Inspiration (Su)** The spirit can choose an intelligent creature to inspire and serve as a muse for by giving that creature some token of her power (typically a lock of her hair or a piece of her garment). As long as the spirit retains her favor for this creature and the creature carries the spirit's token, the creature gains a +4 insight bonus on all Will saving throws, Craft checks, and Perform checks. A bard who has the spirit for a muse in this way can use his bardic performance for an additional number of rounds per day equal to the spirit's Charisma bonus. The spirit retains a link to her token and its carrier as if she had cast a *status* spell on the carrier. The spirit can end this effect at any time as a free action, even if she is not on the same plane as the carrier. The spirit may inspire a number of creatures at a time equal to her Charisma bonus.

**Stunning Bolt (Su)** The spirit's stunning bolt is a ray of brilliant divine energy. This attack has a range of 180 feet with no range increment. Any creature that it strikes takes 1d8 points of damage and must succeed at a DC 25 Will save or be stunned for 1d6 rounds. If the target succeeds at this save, it is merely dazzled for 1d6 rounds. The save DC is Charisma-based.

**Unearthly Grace (Su)** The spirit adds her Charisma modifier as a racial bonus on all her saving throws, and as a deflection bonus to her Armor Class.

The Spirit of Adoration is among Shelyn's greatest servants, an intelligent personification of true love, whose power lifts the heaviest heart and overcomes all obstacles. She rarely comes to the mortal world, and it is even rarer for her to enter battle, but when that time comes, it is said that there is nothing she cannot bend or break in pursuit of her goal.

The spirit's true form is that of a 10-foot-tall, angel-winged woman—usually a human but sometimes an elf—dressed in flowing clothes and bearing a shining steel glaive. When interacting with easily frightened mortals (especially children), she uses her shapechanging powers to look like a human or elf of normal height, attractive according to the standards of the local people, but she never makes herself so beautiful as to cause jealousy or inspire inappropriate comments or attention.

When not carrying out Shelyn's will, the spirit enjoys dancing in clouds, across lakes, and on mountaintops, whether on Golarion or Nirvana, ignoring the occasional bolt of lightning that strikes her.

### ECOLOGY

Although she does not need to eat, the spirit loves the occasional taste of food or wine, especially wedding cake and champagne toasts. While she does not need to sleep, she loves to dream, deciding the framework of her dreams before she sleeps and enjoying the mystery of how they play out. Sleeping is the only time she is still, as she loves motion, frequently dancing with joy or gesturing with her hands while speaking. Her primary role is as a messenger of love and beauty, encouraging mortals to pursue love and create art, and for much of her work she is present but invisible, speaking just the right words to accomplish her mission and vanishing thereafter.

The spirit only kills when she absolutely has to, such as when confronted by mindless creatures or irredeemable undead, and even then only if sparing them would create a threat to others. She prefers to let her aura of charming change hostile creatures into temporary allies, giving her time to move aggressive opponents away from innocents and speak words of diplomacy under more amiable conditions. She uses her stunning bolts against creatures she believes can be talked into surrender or peace, reserving her glaive and attack spells for recalcitrant foes and alien or mindless things that absolutely cannot understand love or beauty.

### HABITAT & SOCIETY

The spirit is a creature of love and is open with her emotions to all mortals. She treasures the presence of every infant, child, adult, and animal, and can appreciate the beauty of any landscape, no matter how stark, blasted, or strange. She is generous, compassionate, and tolerant, and those who meet her under pleasant circumstances can't help but agree that she is one of the nicest creatures they've ever met. However, most of her interactions on the mortal world occur when some great love or beautiful work of art is threatened. At these times she grows quiet, her eyes burn with the fire of true love threatened, and her face becomes the stern mask of an artist lost in the moment of finishing her masterpiece. When inspired by this cause, her hands wield glaive, spell, and ray in a beautiful and enthralling dance, as though they move to the very music of creation.

The spirit has an excellent memory for names and faces, and enjoys tracing the family trees of Shelyn's agathion servitors, often recognizing a distant mortal relation 10 generations later. She is friends with all of the

goddess's minions, and shares this affection with their mortal relatives. Though she is not a gossip, she listens to her fellow celestials and is aware of who they've helped in the mortal world; she keeps tabs on those who have benefited from the goddess's favor in the past and, if necessary, might be willing to repay a past favor.

The minions of Zon-Kuthon fill her with pity. Whenever she encounters them, she tries to steal them away to a temple of her creator and have the priests try to cleanse the mental stains of that dark god. She tries this with his divine servants as well, with much more limited success.

