

REIGN OF WINTER



BESTIARY

THE SNOW HAD BEEN FALLING ALL NIGHT, LEAVING A BLANKET OF PRISTINE WHITE ACROSS THE FOREST FLOOR. MORE SNOW CLUNG TO THE TREES, DRAGGING THEIR BRANCHES DOWN UNTIL SOME NEARLY BRUSHED THE GROUND BELOW. WITH A RUSTLE, NEARLY A DOZEN RAVENS FLEW FROM THE NEARBY TREES AS TWO OF THE YOUNG FIRS SPRANG TO LIFE. THE TREES REACHED OUT WITH LIMBS GRASPING FOR THE WARMTH OF LIFE, THEIR STICKY SAP DRIPPING FROM THEIR NEAR-FROZEN BRANCHES.

~MARLISS NALATHANE, EXPLORER

BESTIARY

Beasts of the north and creatures of winter's chill fill the pages of this month's Pathfinder Bestiary. From real-world folklore come the selection of whimsical house spirits, and fairy-tale magic inspires the creation of witchcrows. Arctic animals help provide more grounded threats, and the frost firs cast the feel of a creepy evergreen forest into a new, dangerous light.

MORE WINTRY ENCOUNTERS

The random encounter table presented here includes a mix of creatures native to warm climates and those that make their home in the Land of Eternal Winter. During the course of the adventure, the PCs have a 25% chance of a random encounter every 3 hours. If when rolling on this table you get a result that is not appropriate to the climate, the creature can be one that wandered through the portal from one side or the other.

GMs who wish to provide more encounters suitable for a theme of winter and an arctic environment can consult the encounter tables on page 51 of *Pathfinder Campaign Setting: Irrisen, Land of Eternal Winter*. A number of other cold-themed monsters and other Irriseni threats can also be found in Chapter 3 of that book.

A Murderous Crow (CR 3): Casting a dark shadow over those she flies above, Agstarath soars through the skies looking for lone travelers to harass. More specifically, she is always on the hunt for more magical trinkets to add to her hoard. A greater witchcrow (see page 88), Agstarath constantly uses *detect magic* to scan caravans and wanderers to see whether any of their gear glows under the scrutiny of her spell. After finding such an item, she weighs the difficulty of claiming the article for herself against waiting to encounter someone easier to prey upon. However, sometimes the lure of a potent magic item leads Agstarath to get in over her head. When attempting to steal an item from a traveler, she frequently hides among the trees and uses her *ventriloquism* spell-like ability to throw her voice and lead her victim into an ambush. She then casts *vanish* and dives in for a stealthy attack, augmenting her assault with hexes. Though Agstarath is primarily interested in increasing her collection of magic items, those she robs are never found alive, and when their bodies are discovered, their delicious eyes are never intact.

Snare Sisters (CR 4): There are those who eke out a living trapping animals for their pelts, but it's not the best life to be had in the forest. The days are long, the work is filthy, and trespassers and interlopers can scare away prey—or even worse, poach the creatures from right under the trapper's nose. A trapper has to defend her preferred hunting grounds and make constant rounds to check her traps so beasts and other trappers don't take the fruits of her labor. Thayrin (use the stats for a trapper on page 276 of the *Pathfinder RPG GameMastery Guide*) and her three

HELDREN/WALDSBY
ENCOUNTERS

d%	Result	Avg. CR	Source
1–4	1 frost fir	1	See page 84
5–9	1 giant bee	1	<i>Bestiary</i> 2 43
10–14	1d6 goblins	1	<i>Bestiary</i> 156
15–19	1 witchcrow	1	See page 88
20–24	1 boar	2	<i>Bestiary</i> 36
25–29	1d6 stirges	2	<i>Bestiary</i> 260
30–34	1 giant mantis	3	<i>Bestiary</i> 200
35–39	1 lion	3	<i>Bestiary</i> 193
40–44	1 mosquito swarm	3	<i>Bestiary</i> 2 193
45–49	1 moss troll	3	<i>Bestiary</i> 3 273
50–54	1 ogre	3	<i>Bestiary</i> 220
55–59	1d4 Small ice elementals	3	<i>Bestiary</i> 2 114
60–64	1 twigjack	3	<i>Bestiary</i> 2 274
65–69	1d4 wolves	3	<i>Bestiary</i> 278
70–74	1 gray ooze	4	<i>Bestiary</i> 166
75–79	1 mandragora	4	<i>Bestiary</i> 2 185
80–84	1d4 shocker lizards	4	<i>Bestiary</i> 248
85–89	1 yeti	4	<i>Bestiary</i> 287
90–94	1 giant frilled lizard	5	<i>Bestiary</i> 194
95–100	1 polar bear	5	See page 82

sisters Orana, Edyta, and Greta (use the stats for a foot soldier on page 286 of the *GameMastery Guide*) have been working this forest for a few years, and they have snares set throughout the wood. The sisters are paranoid that their unofficial claim on the forest will be violated by poachers, and they grow aggressive toward any strangers who enter the woods—often responding with force before any talk is possible. Those living near the forest have grown afraid to enter because many of the snares are easily large enough to catch a humanoid and hold it fast.

Tavern Tussle (CR 5): No matter how small and calm a tavern is, eventually someone is going to drink too much and misinterpret what a fellow patron just said, and before you know it, tables are knocked over and punches are being thrown. In communities large enough to have a city guard, when a tavern's bouncer can't contain a fight, the guards might get involved. In more rural communities, however, the tavern owner often lets a fight run its course—hoping all involved take their lumps and nurse regret the next morning along with their hangovers. Times have been rough and tensions stretched to their breaking points, so many villagers are deep in their cups. Strangers poking around town always get the regulars suspicious, so any misstep can cause a full-blown bar brawl. Tonight, four surly men (use the stats for a drunkard on page 303 of the *GameMastery Guide*) are more than ready to oblige anyone looking for trouble.




REIGN OF WINTER

ARCTIC ANIMALS

Survival in the extreme cold is difficult for most creatures. Only a few have evolved into apex predators in this harsh climate.

BEAR, POLAR

Red gore stains this bear's muzzle, creating a striking contrast against its white fur.

POLAR BEAR CR 5   

N Large animal
Init +3; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 20, touch 12, flat-footed 17 (+3 Dex, +8 natural, -1 size)
hp 52 (5d8+30)
Fort +10, **Ref** +7, **Will** +4

OFFENSE

Speed 40 ft., swim 20 ft.
Melee bite +9 (1d8+7), 2 claws +9 (1d6+7 plus grab)
Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 25, **Dex** 17, **Con** 23, **Int** 2, **Wis** 16, **Cha** 10
Base Atk +3; **CMB** +11 (+15 grapple); **CMD** 24 (28 vs. trip)
Feats Endurance, Run, Skill Focus (Survival)
Skills Perception +8, Survival +8, Swim +19; **Racial Modifiers** +8 Swim

ECOLOGY

Environment cold coastlines and plains
Organization solitary or pair
Treasure none

Polar bears swim along frigid coasts and wander






icy plains looking for prey. They often eat seals plucked from holes in the ice, but will attack any creature when desperate or provoked. Unlike most animals, polar bears show little fear, and can be dangerous scavengers around arctic settlements. They can easily avoid conflict by plunging into the icy waters, which they often do instead of engaging every threat. A polar bear's blubber gives it buoyancy, and its long neck keeps its head above water. Oversized paws with webbed toes propel it along steadily, and a polar bear can swim over 100 miles in a single day.

Some arctic clans hunt polar bears as a significant source of food, and use the furs and bones for clothes and vital tools. Many of these cultures hold the bears sacred, and honor their deaths with rituals and ceremonies. Polar bears live, on average, 15–20 years, but arctic peoples have known individual bears that lived as long as 40 years. One of the largest animal predators to stalk the ice, an adult male polar bear can weigh 800 to 1,200 pounds, with females weighing 350 to 650 pounds.

WEASEL, GIANT

This massive weasel moves smoothly across the ground, almost slithering like a snake, before pouncing with teeth bared.

GIANT WEASEL CR 3   

XP 800
N Large animal
Init +3; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 15, touch 12, flat-footed 12 (+3 Dex, +3 natural, -1 size)
hp 34 (4d8+16)
Fort +8, **Ref** +7, **Will** +2

OFFENSE

Speed 40 ft., climb 20 ft.
Melee bite +6 (1d8+4 plus attach and bleed), 2 claws +6 (1d6+4)
Space 10 ft.; **Reach** 5 ft.
Special Attacks bleed (1d4)

STATISTICS

Str 19, **Dex** 17, **Con** 18, **Int** 2, **Wis** 12, **Cha** 11
Base Atk +3; **CMB** +8; **CMD** 21 (25 vs. trip)
Feats Skill Focus (Perception), Stealthy
Skills Climb +16, Escape Artist +5, Perception +8, Stealth +5,

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Survival +2 (+6 when tracking by scent); **Racial Modifiers**
+4 Survival when tracking by scent

ECOLOGY

Environment any

Organization solitary or pair

Treasure none

The weasel family includes a long list of common mammals such as ferrets, minks, ermines, polecats, and stoats. All of them, on rare occasions, produce giant varieties. Opportunistic carnivores, weasels prefer their food live, or at least fresh. To maintain their high metabolism they must consume close to 40% of their body weight per day, so giant weasels hunt a wide variety of creatures. Though generally fearful of sentient creatures, giant weasels aggressively protect their territory.

Weasels fight by attaching themselves to their foes with their sharp incisors and then ripping open their victims' flesh with teeth and claws. Using this tactic, giant weasels can take down large animals, such as elk and moose, and attack other predators if they can take them by surprise.

Weasels can be found in almost any climate, from jungles to the arctic. Exceptional climbers, they are equally at ease moving overland or scrambling up rocky cliffs, and can even swim if necessary. Giant weasels make their homes in abandoned dens and burrows, and often bring back fur from their prey to line nests. Most weasels mate in the spring and give birth to litters of four to 10 young in the early summer.

Giant weasels' coats range from red to brown and sometimes gray; their underbellies are usually a lighter color, often white. They also exhibit a wide variety of markings ranging from stripes to masks, and some molt during the winter, producing a pure white coat. The proportion of the head and jaw varies among various subspecies. During mating season and when frightened, weasels release a pungent musk. Though it's offensive to most creatures, it's not debilitating like a skunk's musk.

In folk tales and among hunters and trappers, weasels have a reputation for being exceptionally clever. Elders warn of giant weasels making off with human children, just as small weasels steal the eggs of birds. Giant weasels grow to up to 9 feet in length from nose to the base of their tails, which can grow to almost the length of their bodies. They weigh upward of 300 pounds.

Giant Weasel Companions

Starting Statistics: **Size** Medium; **Speed** 40 ft.; **AC** +1 natural armor; **Attack** bite (1d6), 2 claws (1d4); **Ability Scores** Str 13, Dex 19, Con 13, Int 2, Wis 12, Cha 11; **Special Qualities** low-light vision, scent

7th-Level Advancement: **Size** Large; **AC** +2 natural armor; **Attack** bite (1d8), 2 claws (1d6); **Ability Scores** Str +8, Dex -2, Con +4; **Special Attacks** attach

WOLF, TIMBER

A chilling chorus of howls echoes through the air as a massive, white-furred wolf emerges.

TIMBER WOLF

CR 2



XP 600

N Medium animal

Init +4; **Senses** low-light vision, scent; Perception +10

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 Dex, +4 natural)

hp 17 (2d8+8)

Fort +7, **Ref** +7, **Will** +3

OFFENSE

Speed 30 ft.

Melee bite +4 (1d6+4 plus trip)

STATISTICS

Str 17, **Dex** 19, **Con** 19, **Int** 2, **Wis** 16, **Cha** 10

Base Atk +1; **CMB** +4; **CMD** 18 (22 vs. trip)

Feats Skill Focus (Perception)

Skills Perception +10, Stealth +8; **Racial Modifiers** +4 Survival when tracking by scent

ECOLOGY

Environment cold forest or mountains

Organization solitary, pair, or pack (3–20)

Treasure none

Timber wolves range in color from white to gray to pitch black. The largest males can weigh 175 pounds. Timber wolves typically have longer legs and bigger paws to help traverse the difficult terrain in which they live. More importantly, their proportionally larger heads, held up by powerful neck muscles, allow them to drag down sizable herd animals.

Hunts begin with a communal howl to unite the pack. They chase their prey over vast distances—sometimes over 50 miles—wearing prey down with fear and exhaustion. Using jaws capable of crushing bones and snapping spines, several timber wolves at a time might latch on to a victim and drag it to the ground. Their speed and pack instincts let them use coordinated attacks, flanking, and hit-and-run maneuvers.

Group howling helps bind the pack together. The howls can be used for calling the pack to the hunt, determining the location of other pack members, communicating food sources, and even determining social order. Howls can be heard over vast distances and help establish a pack's territory, which averages 350 square miles.

The power and majesty of timber wolves inspire many sentient races. For civilized folk, the wolf has come to embody a primitive evil, often playing the role of a villain in fairy tales. This has earned the animal an undeserved reputation for aggression. Among northern peoples, the wolf symbolizes strength and prowess in battle. Many tribes revere wolf totems, and some even claim in their folklore to be originally descended from wolves.

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FROST FIR

The faint scent of pine sap accompanies this vaguely tree-shaped creature, which stands on two towering trunklike legs. Its arms resemble the branches of a snow-laden conifer.

FROST FIR

CR 1



XP 400

NE Medium plant (cold)

Init +0; Senses low-light vision; Perception +5



DEFENSE

AC 13, touch 10, flat-footed 13 (+3 natural)

hp 15 (2d8+6)

Fort +6, Ref +0, Will +1

DR 2/slashing; Immune cold, plant traits

Weaknesses vulnerable to fire

OFFENSE

Speed 30 ft.

Melee slam +3 (1d6+3 plus sticky resin)

Special Attacks sticky resin

STATISTICS

Str 15, Dex 10, Con 16, Int 11, Wis 12, Cha 9

Base Atk +1; CMB +3 (+5 disarm, grapple and steal); CMD 13

Feats Power Attack, Skill Focus (Intimidate)^B

Skills Intimidate +4, Perception +5, Stealth +6 (+12 in forests);

Racial Modifiers +2 Stealth (+6 in forests)

Languages Sylvan, Treant

SQ freeze

ECOLOGY

Environment cold and temperate forests

Organization solitary, pair, stand (3–6), or grove (7–12)

Treasure standard

SPECIAL ABILITIES

Sticky Resin (Ex) A frost fir's bark

constantly exudes a sticky resin that aids its combat maneuvers and natural attacks. The resin grants a

frost fir a +2 circumstance bonus on all disarm, grapple, and steal combat maneuvers, as well as on saving throws against effects that cause it to drop something it is holding. Any creature that is damaged by a frost fir's slam attack, deals damage to a frost fir with a

natural weapon or unarmed attack, or otherwise touches a frost fir (including with a grapple maneuver), must succeed at a DC 13 Reflex save or be coated with the frost fir's sticky resin. A creature affected by this resin takes a –2 penalty on all attack rolls and concentration checks (penalties from multiple contacts do not stack). Any enemy grappled by a frost fir takes a –2 penalty on attempts to break the grapple and to escape using the Escape Artist skill. Strong alcohol, universal solvent, or any amount of fire damage dealt to a creature coated in resin removes the resin. The save DC is Constitution-based.

Little known outside the colder climes and higher elevations of the world, the malevolent tree creatures known as frost firs keep to themselves and disdain any who intrude upon their forested realms. Prevailing theories among scholars suggest the species descended from treants long ago, a derivative offshoot with an exclusive affinity for evergreen trees. But despite sharing a common language, frost firs actually disdain treants, citing philosophical differences. This revelation has caused

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others to posit that frost firs originated as an entirely separate species, born of the enigmatic First World where plants walk and speak as freely as other creatures.

The grim-minded frost firs are as cold and impassive as the windswept ice and rocks they call home. They care little for other creatures or societies, keeping their distance at all times and actively driving away any who dare to approach their groves during a reproductive cycle. Frost firs also have an especial hatred for those who create or rely upon open flames for warmth. Northern travelers often tell tales of frost fir attacks on their caravans, usually initiated with a smothering, snowy assault on any campfires. These attacks always come at night, and the frost firs never relent until such interlopers completely withdraw from their lands.

Frost firs make staunch combatants, specializing in stealthy forms of guerrilla warfare. They often utilize pit traps to capture the unwary, or draw their victims into ambushes facilitated by their ability to appear as normal trees. After grappling and pinning opponents, frost firs often take them prisoner and escort them back to a frost fir grove to be butchered and used to fertilize the soil for frost fir young. Frost firs craft any remaining bones into crude trophies and gruesome signposts marking their territory and warning away others. As a result, few species treat with frost firs, and any act of Diplomacy with them automatically faces a starting attitude of unfriendly.

ECOLOGY

Frost firs have no individual gender and reproduce asexually, developing both male and female cones that grow along their inner limbs near their thin torsos. The male cones produce pollen for the female cones, which close and gestate for a full year before the seeds are ready to sprout. To facilitate this process, frost firs often stand together on high outcroppings or in windswept passes during an especially reverent period they call Highwind. This allows a maximized sharing of pollen between multiple members of a grove, though a single frost fir can create its own offspring. Indeed, many groves have sprung from a lone frost fir capable of creating as many as six seed cones in a single reproductive cycle. Such progenitors often earn the title of Elder Fir among their own kind, which carries a significant status when representing the grove in external matters (see below).

Once a frost fir's fertilized cones fully mature, it clears an area of sacred ground, removing any residual snow or ice so it can plant its seedlings. Groves often band together to share in the responsibility of protecting these offspring, and aggressively defend such plots from intruders. Frost fir seedlings grow much like sprouting evergreen trees for their first two years, incapable of moving and sustained primarily by nourishment derived from the soil and sun. Caretakers of these seedlings refer to this time as the

FROST FIRS IN ALCHEMY

Some alchemists prize frost firs for their sticky resin and easily combustible branches. When used as a component in manufacturing tanglefoot bags, a frost fir's resin increases the DC of the bag's Reflex save by 2 and extends the duration of the goo's entangling effect by 1 round. Frost fir resin can also aid in the crafting of tindertwigs, reducing the Craft DC from 20 to 15 and cutting the raw material cost in half.

Loaming, and they often place carrion or other organic detritus around the grove to better fertilize the frigid soil and encourage more rapid growth. Some even hunt living creatures to ensure a supply of carcasses for this effort.

Following 2 years of sustained growth, a young frost fir finally becomes ambulatory enough to join the rest of the grove as a contributing member. Its lifespan extends about 50 years thereafter, and it can bear offspring for only about half that time. Occasionally, a frost fir's development remains stunted during the Loaming process and it fails to uproot itself. Such a child continues to grow as a regular evergreen tree, but never gains sentience. The frost firs often revisit sites where these trees grow to mourn their loss.

HABITAT & SOCIETY

Frost firs form communal groves of no more than 12 members at a time, banding together until their numbers grow large enough for a group to separate and establish a new grove. They always make their homes in colder climes where other creatures are less plentiful, choosing the most inhospitable conditions in an effort to further deter intruders. Most frost firs prefer to keep their groves small to attract less attention, and purposefully separate into multiple groves to maximize the survival chances of their species. Only in times of great conflict do multiple groves join forces. Such gatherings have given rise to legends of entire forests disappearing or growing up from an empty field overnight—usually followed by great devastation visited upon whatever stirred up the frost firs' ire.

Within frost fir society, Elder Firs carry a high degree of respect between groves, serving as representatives not only among their own kind, but also to the outside world. They coordinate reproductive cycles with other frost firs to replenish any losses a grove endures, and guide the decision-making regarding the establishment of new groves. Sometimes they grow larger than the other members of the grove, gaining the giant template while taking class levels in druid. Such leaders always select the Plant domain for their nature bond. Elder Firs who obtain the thousand faces class ability use the guises of Medium humanoids to spy upon and interact with nearby settlements to ensure no one encroaches on their lands.




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HOUSE SPIRITS

These sometimes-helpful fey creatures bind themselves to rural families and live among them. Some bear a resemblance to the family's ancestors, a similarity that grows more obvious the longer they are in the family's service. House spirits use their compression ability and invisibility to stay out of the sight of those they live among.

DOMOVOI

Barely knee high, this small creature looks like a hairy old man who is mostly beard.




Domovoi	CR 3	  
XP 800		
CG Tiny fey		
Init +6; Senses low-light vision; Perception +7		
DEFENSE		
AC 17, touch 15, flat-footed 14 (+2 Dex, +1 dodge, +2 natural, +2 size)		
hp 27 (5d6+10)		
Fort +3, Ref +6, Will +5		
DR 5/cold iron; SR 14		
OFFENSE		
Speed 20 ft.		
Melee club +4 (1d3)		
Special Attacks telekinesis		
Spell-Like Abilities (CL 5th; concentration +7)		
At will— <i>invisibility</i> , <i>lullaby</i> (DC 12), <i>mage hand</i> , <i>mending</i> , <i>prestidigitation</i>		
3/day— <i>reduce person</i> (DC 13), <i>sleep</i> (DC 13)		
1/week— <i>augury</i>		
STATISTICS		
Str 10, Dex 15, Con 14, Int 9, Wis 13, Cha 15		
Base Atk +2; CMB +2; CMD 13		
Feats Dodge, Improved Initiative, Mobility		
Skills Acrobatics +7, Bluff +8, Diplomacy +8, Handle Animal +7, Knowledge (local) +4, Perception +7, Sense Motive +7, Stealth +17		
Languages Common, Sylvan		
SQ change shape (cat or dog; <i>beast form I</i>), compression		
ECOLOGY		
Environment any land		
Organization solitary or gathering (2–6)		
Treasure none		
SPECIAL ABILITIES		
Telekinesis (Su) A domovoi defends itself and its home through telekinesis. This ability functions as the spell <i>telekinesis</i> , usable at will, with a caster level equal to the domovoi's Hit Dice (CL 5 for most domovoi). A typical domovoi has a ranged attack roll of +5 when using telekinesis to hurl objects or creatures, and can use the ability on objects weighing up to 50 pounds. If a domovoi attempts to hurl a creature with this ability, that creature can resist the effect with a successful DC 14 Will save. The save DC is Charisma-based.		

The work never ends for those who live on farms or in small villages, and the wise often seek the aid of the fey-folk while pursuing their daily chores. A family might leave a piece of bread under the stove or an old boot in the closet to attract a domovoi to their home. Domovoi help with small tasks like churning butter and mending clothes, but mostly protect the home from intruders and misfortune.

A domovoi appears as small, old man no more than 2 feet high, covered in hair and with a long, shaggy beard. These helpful fey can also tell the fate of the family they protect, but grow annoyed when asked to do so too often.

DVOROVOI

A wild mop of hair tops this small humanoid creature's head. It has prominent, gleaming eyes, and a toothy grin.

Dvorovoi	CR 4	  
XP 1,200		
CN Small fey		
Init +3; Senses low-light vision, scent; Perception +9		
DEFENSE		
AC 17, touch 14, flat-footed 14 (+3 Dex, +3 natural, +1 size)		
hp 38 (7d6+14)		
Fort +4, Ref +8, Will +6		
DR 5/cold iron; SR 15		
OFFENSE		
Speed 30 ft.		
Melee pitchfork +6 (1d8+3)		
Ranged pitchfork +7 (1d8+3)		
Spell-Like Abilities (CL 6th; concentration +9)		
Constant— <i>speak with animals</i>		
At will— <i>charm animal</i> (DC 14), <i>hide from animals</i> , <i>invisibility</i>		
3/day— <i>break</i> ^{APG} (DC 14), <i>reduce person</i> (DC 14)		
1/day— <i>entangle</i> (DC 14)		
STATISTICS		
Str 15, Dex 16, Con 14, Int 9, Wis 13, Cha 16		
Base Atk +3; CMB +4; CMD 17		
Feats Catch Off-Guard, Combat Reflexes, Throw Anything, Two-Handed Thrower ^{UC}		
Skills Acrobatics +10, Bluff +10, Diplomacy +9, Handle Animal +13, Knowledge (nature) +5, Perception +9, Sense Motive +6, Stealth +16, Survival +3; Racial Modifiers +4 Handle Animal		
Languages Common, Sylvan; <i>speak with animals</i>		
SQ compression, oversized weapons, wild empathy +18		
ECOLOGY		
Environment any land		
Organization solitary or gathering (2–6)		
Treasure none		
SPECIAL ABILITIES		
Oversized Weapons (Ex) A dvorovoi can wield weapons sized for Medium creatures without penalty.		
Wild Empathy (Ex) This ability works like the druid ability of the same name. The dvorovoi's total bonus includes a +8 racial bonus.		




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Just as the domovoi protect the home, the dvorovoi protect a villager's yard and pasture. Some farmers try to lure dvorovoi to their farmsteads by leaving an offering of bread, sheep's wool, or shiny trinkets. When the owner of a farmstead with a dvorovoi purchases a new animal, he leads it through the yard to introduce it to the dvorovoi, hoping to gain the fey creature's approval of the new livestock.

Though undeniably useful to have around for feeding the cattle and keeping predators away from flocks, dvorovoi can be capricious. Dvorovoi despise any white animal, and will never tolerate a white-furred horse or cow in their presence. For unknown reasons, dvorovoi doesn't hold this same grudge toward white chickens.

OVINNIK

Covered in sleek black fur, this vaguely feline humanoid holds flickering flames in its clawed hand.

OVINNIK	CR 2			
XP 600				
CN Tiny fey				
Init +3; Senses darkvision 60 ft., low-light vision, scent; Perception +9				
DEFENSE				
AC 17, touch 15, flat-footed 14 (+3 Dex, +2 natural, +2 size)				
hp 22 (4d6+8)				
Fort +3, Ref +7, Will +6				
DR 2/cold iron; Resist fire 5				
OFFENSE				
Speed 30 ft., climb 20 ft.				
Melee 2 claws +7 (1d3+1)				
Special Attacks luck touch, sneak attack +1d6				
Spell-Like Abilities (CL 4th; concentration +7) At will— <i>daze</i> (DC 13), <i>produce flame</i> 1/month— <i>divination</i>				
STATISTICS				
Str 12, Dex 17, Con 15, Int 9, Wis 14, Cha 16				
Base Atk +2; CMB +3; CMD 14				
Feats Go Unnoticed ^{APG} , Weapon Finesse				
Skills Acrobatics +8, Climb +9, Escape Artist +10, Intimidate +5, Knowledge (local) +4, Knowledge (nature) +4, Perception +9, Stealth +18				
Languages Common, Sylvan				
SQ compression				
ECOLOGY				
Environment any land				
Organization solitary				
Treasure none				
SPECIAL ABILITIES				
Luck Touch (Su) With a claw attack or touch attack, an ovinnik can alter a creature's luck. If the target fails a DC 14 Will save, it either gains a +4 bonus or takes a -4 penalty				

(ovinnik's choice) on its next three d20 rolls. The target can choose to automatically fail the saving throw, but must choose before it knows whether the touch will be beneficial or harmful. The save DC is Charisma-based.




Ovinniks make their homes in granaries and drying houses. These thin, sleek, black-furred humanoids stand only a foot high. Their eyes and features seem catlike, but they bark like dogs to scare away thieves. No one knows why an ovinnik chooses to take up residence in a particular farm's threshing house, and few would call on them willingly. A wise farmer placates resident ovinniks with frequent gifts of warm milk, pancakes, or dead roosters. By tradition, before the new year farmers and their families go to the granary to learn their fates for the coming year. The ovinnik touches each of them in turn. If the touch is warm, the person will have good luck; if cold, she will suffer terrible misfortune in the days ahead.



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WITCHCROW

With a raucous cry and a flurry of feathered wings, this jet-black bird takes to the air, an unnatural gleam in its otherworldly eyes.

WITCHCROW CR 1   

XP 400

CE Tiny magical beast

Init +2; **Senses** darkvision 60 ft., *detect magic*, low-light vision; Perception +6

DEFENSE

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

hp 13 (3d10-3)

Fort +2, **Ref** +5, **Will** +2

Resist cold 5

OFFENSE

Speed 20 ft., fly 50 ft. (good)

Melee 2 talons +4 (1d3-1)

Space 2-1/2 ft.; Reach 5 ft.

Spell-Like Abilities (CL 3rd; concentration +4; save DCs are Intelligence-based)

Constant—*detect magic*, *speak with animals* (birds only)

3/day—*perceive cues*^{APG}, *vanish*^{APG}, *ventriloquism* (DC 12)

1/day—*ill omen*^{APG}, *mirror image*

STATISTICS

Str 8, **Dex** 15, **Con** 8, **Int** 13, **Wis** 12, **Cha** 11

Base Atk +3; **CMB** +3 (+5 steal); **CMD** 12 (14 vs. steal)

Feats Combat Expertise, Flyby Attack^B, Improved Steal

Skills Fly +15, Knowledge (arcana) +2, Perception +6, Sleight of Hand +11, Spellcraft +3, Stealth +14; **Racial Modifiers** +8 Sleight of Hand




Languages Aklo, Common; *speak with animals* (birds only)

ECOLOGY

Environment cold and temperate forests and plains

Organization solitary, pair, covey (3-12), or murder (13-30)

Treasure standard

GREATER WITCHCROW CR 3   

XP 800

CE Small magical beast

Init +3; **Senses** darkvision 60 ft., *detect magic*, low-light vision; Perception +9

DEFENSE

AC 15, touch 15, flat-footed 11 (+3 Dex, +1 dodge, +1 size)

hp 32 (5d10+5)

Fort +5, **Ref** +7, **Will** +4

Resist cold 5

OFFENSE

Speed 20 ft., fly 60 ft. (good)

Melee 2 talons +7 (1d6+1)

Special Attacks hexes^{APG} (cackle, evil eye [-2, 6 rounds], misfortune [1 round])

Spell-Like Abilities (CL 5th; concentration +8; save DCs are Intelligence-based)

Constant—*detect magic*, *speak with animals* (birds only)

3/day—*perceive cues*^{APG}, *vanish*^{APG}, *ventriloquism* (DC 14)

1/day—*ill omen*^{APG}, *mirror image*

STATISTICS

Str 12, **Dex** 17, **Con** 12, **Int** 17, **Wis** 16, **Cha** 13

Base Atk +5; **CMB** +5 (+7 steal); **CMD** 19 (21 vs. steal)

Feats Combat Expertise, Dodge, Flyby Attack^B, Improved Steal

Skills Bluff +5, Fly +15, Knowledge (arcana) +6, Perception +9, Sense Motive +6, Sleight of Hand +12, Spellcraft +6, Stealth +15;

Racial Modifiers +8 Sleight of Hand

Languages Abyssal, Aklo, Auran, Common; *speak with animals* (birds only)

SQ apportation

ECOLOGY

Environment cold and temperate forests and plains

Organization solitary, pair, covey (3-12), or murder (13-30)

Treasure standard

SPECIAL ABILITIES

Apportation (Su) In large enough groupings (such as a murder), greater witchcrows can perform a cooperative form of magic once per day to open a glowing ring in one place leading to somewhere else on the planet. This always entails a raucous aerial ritual, usually centered on those that wish to make use of this ability. The ritual functions like a *teleportation circle* (CL 17th), except it requires 1 minute of uninterrupted casting time, the circle doesn't need to be placed on a horizontal surface, and it is not invisible or hard to detect. After coming into existence, the edges of the circle glow and the effect stays in place for 1 minute. Most witchcrows loathe using this power, but some offer it as a service to those in need of quick travel, demanding a high price for such assistance—usually something in the bargainer's possession that is cherished, extremely valuable, and almost always magical.

Hexes (Su) A greater witchcrow uses hexes as a 5th-level witch. Invariably, these abilities include the cackle, evil eye, and misfortune hexes, and require a successful DC 15 Will save to negate or resist. Witchcrow cackling proves especially unnerving as it sounds like extremely mocking cawing.

The dreaded witchcrow, renowned as a harbinger of ill deeds and misfortune, preys on the weak and spies on the unwary. Clever, manipulative, and avaricious in the extreme, these foul birds have no conscience and know no fear. Witchcrows strive to steal not only victims' most cherished possessions, but their hopes and dreams as well. They delight in bringing anguish, sowing doubt even as they feign friendly advice designed to tear down alliances, dupe the gullible, and compromise the virtuous. Despite their deceptive nature, witchcrows can also hold valuable information—or come by such if paid to retrieve it.

Witchcrows value arcane magic above all else, not simply as practitioners—the birds certainly have their

own innate talent for witchcraft—but also as collectors. In exchange for their services or valuable information, witchcrows trade for scrolls, potions, and other lesser magic items. Even if such items go unoffered, an intense covetous streak drives witchcrows to pilfer these things if they sense them among a bargainer's possessions. Often, they single out arcane casters as targets for thievery, closing on casters from a distance with their *vanish* ability and executing flyby attacks to snatch away any baubles they desire. They carry such loot back to their nests to proudly share stories of their daring raids under the preening adulation of their peers. Prolonged spellcasting (casting spells with a casting time greater than 1 round) often attracts witchcrows in the area. They stalk spellcasters in groups, watching for opportunities to steal from them.

ECOLOGY

Legends claim the first witchcrows spawned in the Dimension of Dreams—hatched from corrupted eggs nurtured by night hags and released onto other planes to carry out misdeeds. Whether this tale is true or not, these birds often keep company with hags. They sometimes treat with more powerful magical beings as messengers, spies, or informants, traveling in groups for mutual protection. Each covey or murder also follows a migratory pattern, moving between sites of power and areas of unusual magic.

Greater witchcrows not only hoard arcane items, but also are dependent on them for reproduction, siphoning away subtle emanations of magical power to aid their gestation process. The likelihood of an egg hatching into a greater witchcrow increases in direct correlation to the time it spends in close proximity to such items. As a result, female witchcrows are much more active in stealing arcane objects for their nests and aggressively fend off rivals to retain any treasure in their possession. Witchcrows can lay a clutch of up to five eggs every year and remain fertile throughout their entire adult lifespan—approximately 20 to 30 years.

As a greater witchcrow nears the end of its life, it experiences an unusual phenomenon called the Dreaming, in which it enters a fugue state lasting nearly a week. During this time, it molts and meditates as it comes to terms with the end of its life and attempts to pinpoint its final resting place. Usually, this is a place it particularly enjoyed in the past. Once the bird determines the location and fixates on it, the remaining members of its group invoke their apportionment to send it there as its life's reward. Thereafter, the others argue and bicker over any magic items left behind by the elder witchcrow.



HABITAT & SOCIETY

Witchcrows have an affinity for colder climes, and often masquerade as normal crows living in the fields and forests near the civilized settlements of other creatures. They particularly seek out magical societies where they can gain greater access to arcane items. On Golarion, this makes witchcrows most prevalent in Irrisen, where they've developed a terrible reputation—enough so that the witches of Irrisen (and the people they rule) both fear and revile the birds, marking them for destruction whenever they find them.

In witchcrow society, greater witchcrows always establish dominance over their lesser kin, rising to lead large congregations of the malicious birds and shepherding them from one habitat to another. Witchcrows always mutually support one another even as they compete for the same resources, following a strict social hierarchy that aggrandizes the most successful thieves among them. Leaders of any given covey collect and dispense the spoils of their activities, assigning arcane treasures to the strongest of their kind during mating season. Those witchcrows that contribute little to the group's success often find themselves with empty nests during these gatherings—or cast out of the flock entirely.