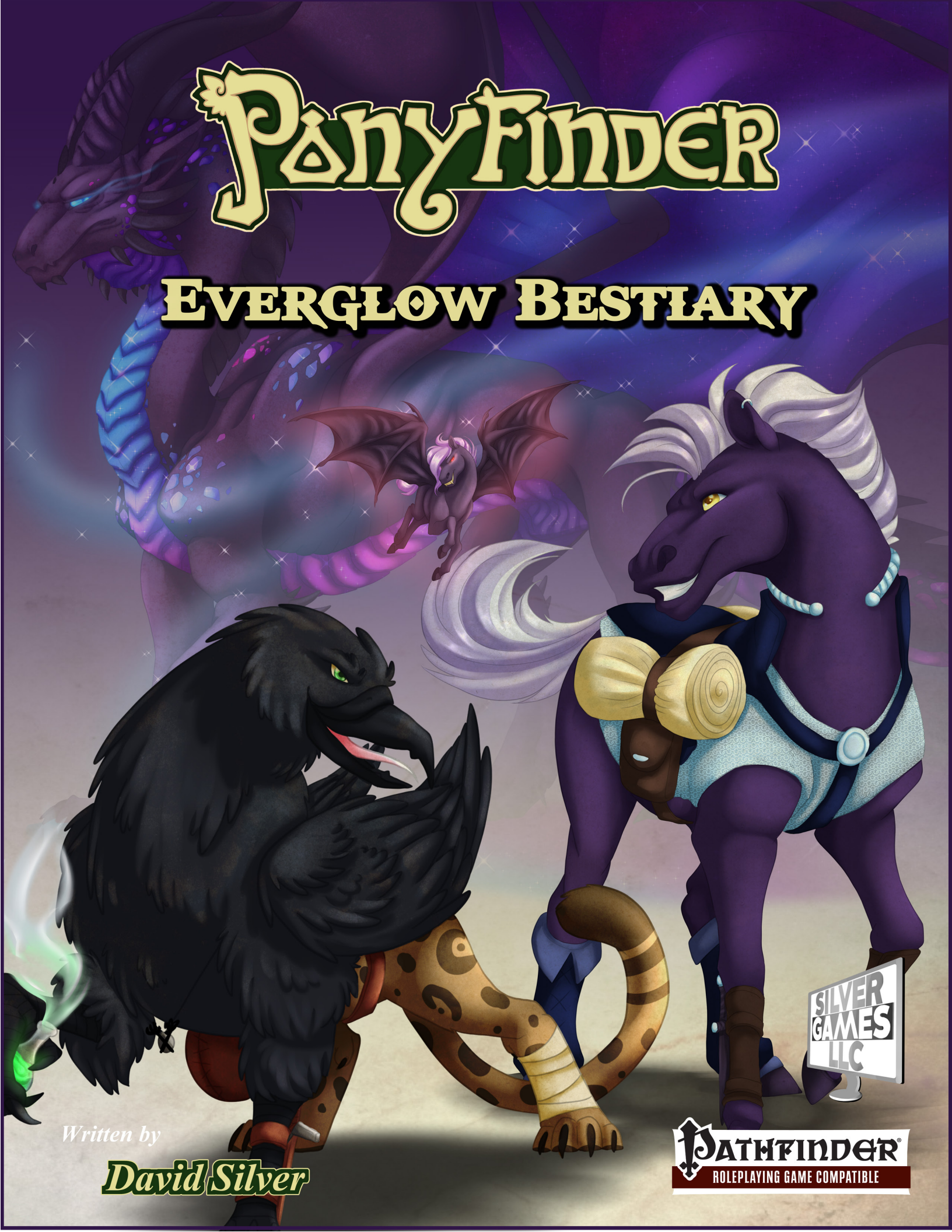


Ponyfinder

EVERGLOW BESTIARY



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Ponyfinder
ROLEPLAYING GAME COMPATIBLE

Everglow Bestiary

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Brass Chaos Bull

Looking like a small bull made from a shiny golden metal, this mechanical beast strikes a sharp hoof at the ground, steam pouring from its nostrils. It looks more than ready to attack.

Brass Chaos Bull CR 6

XP 2,400

Animated object (medium)

CN Medium construct

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception -5

DEFENSE

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)

hp 52 (5d10+25)

Fort +5, **Ref** +7, **Will** +0

Defensive Abilities hardness 10; **Immune** construct traits

OFFENSE

Speed 30 ft.

Melee 2 slams +9 (1d8+4)

SQ Chaos Blink

STATISTICS

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

Base Atk +5; **CMB** +9; **CMD** 21

Feats Toughness

ECOLOGY

Environment Underground and areas of high chaotic influence

Organization solitary or herd (2 to 6)

Treasure None

SPECIAL ABILITIES

Chaos Blink (Sp): This ability takes an entire round to use. During that time the bull is standing still but starting to shimmer and blur. Losing hit points

or failing any save during that time will automatically interrupt the ability. If it is not interrupted the bull will disappear at the start of its next round and reappear in any free square within 400', it can act immediately upon arriving, including making a full attack.

Manufactured using strange chaotic magics, these automata serve as fine 'guard dogs' for any artificer who has more taste than to use organic beasts.



Chaos Ooze

A shimmering pond of wild colors suddenly stirs at your presence. It takes a form much like your own for only a moment before falling back into a puddle of constantly shifting hues.

Chaos Ooze

CR 4

XP 1,200

Chaos ooze

N Large ooze

Init -1; **Senses** blindsight 60 ft.; Perception -5

DEFENSE

AC 10, touch 8, flat-footed 10 (-1 Dex, +2 natural, -1 size)

hp 52 (8d8+16); regeneration 3, lawful

Fort +4, **Ref** +1, **Will** -3

Immune ooze traits

Weaknesses vulnerable to electricity

OFFENSE

Speed 20 ft., climb 15 ft.

Melee slam +9 (1d6+6 plus grab)

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

Special Attacks chaotic embrace, constrict (1d6+4)

STATISTICS

Str 18, **Dex** 8, **Con** 14, **Int** —, **Wis** 1, **Cha** 1

Base Atk +6; **CMB** +11 (+15 grapple); **CMD** 20 (can't be tripped)

Skills Acrobatics -1 (-5 to jump), Climb +12

ECOLOGY

Environment Underground and areas of high magical influence

Organization solitary

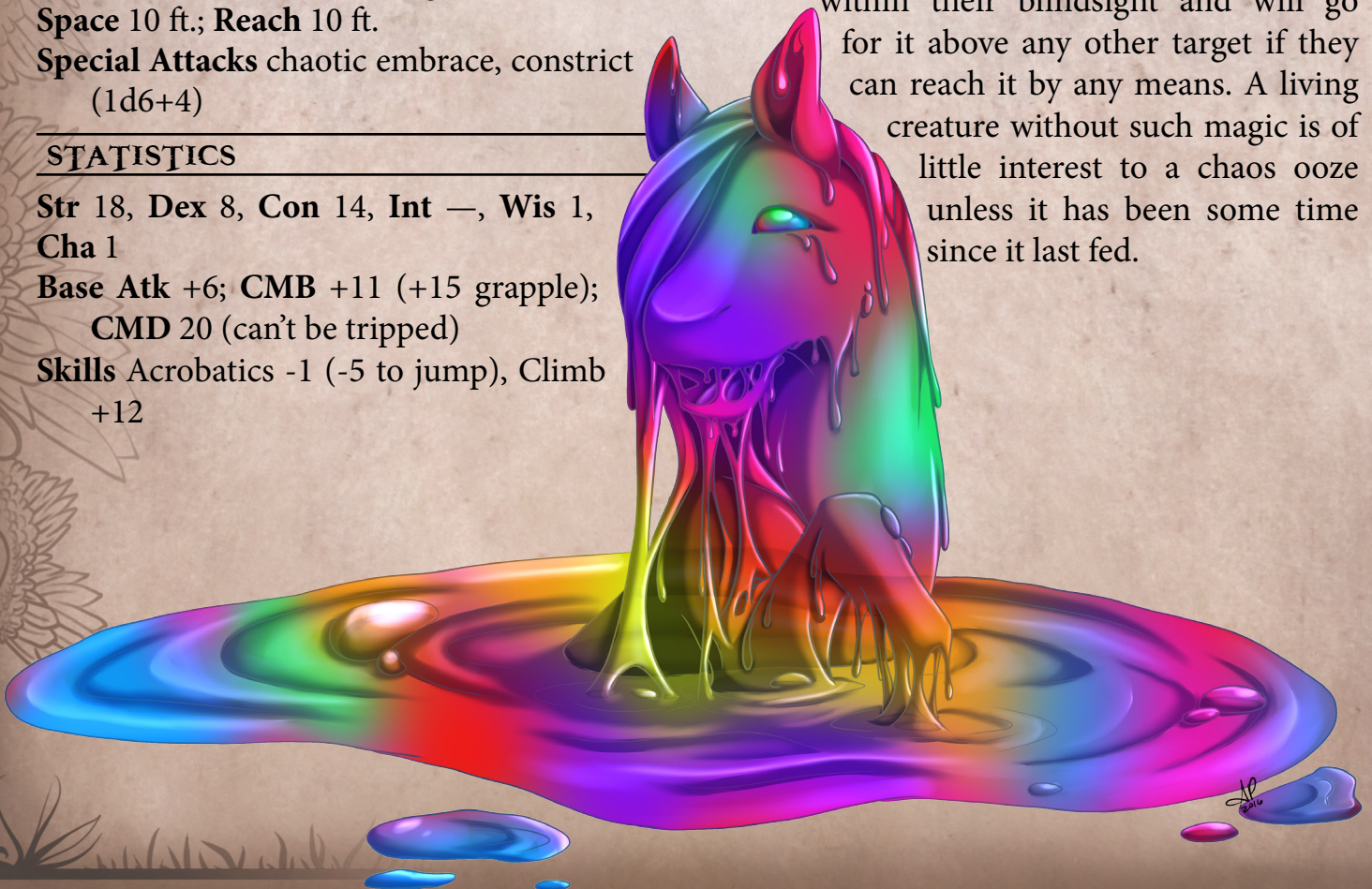
Treasure None

SPECIAL ABILITIES

Chaotic Embrace (At will, DC 16) (Su)

Whenever it enters a grapple, is grappled, or continues a grapple, all creatures so held are subjected to a *dispel magic* effect with a caster level equal to its hit dice and not limited in level. A reflex save avoids this effect for the round. Every dispelled effect gives the chaos ooze 5 temporary hit points.

Some say these are the leftover shreds of power cast off when the Unspoken rose to power. Whatever their true origins, chaos oozes love the taste of orderly magic, and thrive on tearing apart a spell and releasing the energy within. They can sense potentially foiled magic within their blindsight and will go for it above any other target if they can reach it by any means. A living creature without such magic is of little interest to a chaos ooze unless it has been some time since it last fed.



Gem Gnolls

A common foe for ponies across Everglow, Gem Gnolls can seemingly pop out of nowhere with most of their number able to burrow through dirt and soil to launch devastating sneak attacks on otherwise defensible positions. Despite their reputation for being dull-witted, they are fully sapient and clever creatures, especially when it comes to hoarding their favorite of possessions, gems.

Gem Gnoll Raider

A huge hyena ridden by a gem gnoll comes charging towards you. The gem gnoll shouts a war cry echoed by his bestial mount.

Gem Gnoll Raider CR 3

XP 800

Gem Gnoll Fighter 1

Chaotic Evil Medium Humanoid

Init +2; Senses Darkvision 60; Perception +3

DEFENSE

AC 18, Touch 12, flat footed 16 (+2 Dex, +1 Natural, +4 armor, +1 shield)

hp 36 (3d8+1d10+12+1);

Fort +8, Ref +3, Will +2

OFFENSE

Speed 20

Melee Spear +7 (1d8+3 X3)

Ranged Shortspear +5 (1d6+3)

STATISTICS

Str 16, Dex 14, Con 16, Int 10, Wis 13, Cha 7

Base Attack 3 CMB 6 ; CMD 18

Feats Ride-by Attack, Mounted Combat, Power Attack

Skills Climb 4, Handle Animal 2, Intimidate -2, Perception 3, Ride 8, Survival 1, Swim -3

Languages Gnoll

ECOLOGY

Environment Any arm or temperate, or any underground

Organization rider and mount (1 dire hyena), hunting party (1 to 6 raiders all mounted on dire hyena accompanied by 1 to 6 standard hyena).

Treasure NPC Gear (Masterwork Spear, armored coat, 3*shortspear, exotic military saddle (dire hyena), gem encrusted shield, various gems.

The raider is always mounted on a Dire Hyena, using the usual statistics from the *Pathfinder Bestiary*. You should factor in the combined threat of both mount and rider when balancing any encounter including the raider.

In combat the raider will try to use his Ride-by Attack ability to harass isolated players without being attacked himself. The description of Ride-by Attack is unclear so we recommend ruling that the person with it has to move in a straight line through any square adjacent to the target. They can make the attack from the first square during that move where they are able to reach the target.



Keeper of the Flames

Looking thin almost to the point of emaciation, this hide covered creature resembles a wolf or hyena biped. Its grin is unsettling, a smile showing off fangs that look perfectly up to the task of rending flesh from bone. The long mane of fur leading down their back looks singed in places, woven thickly with gems.

Keeper of the Flames CR 8

XP 4,800

Gem gnoll druid 7

CN Medium humanoid (gnoll)

Init +5; **Senses** darkvision 120 ft.; Perception +12

DEFENSE

AC 19, touch 11, flat-footed 18 (+7 armor, +1 Dex, +1 natural)

hp 82 (10d8+37)

Fort +9, **Ref** +6, **Will** +9; +4 vs. fey and plant-targeted effects

OFFENSE

Speed 30 ft. (20 ft. in armor), burrow 20 ft.

Melee +1 *longspear* +10/+5 (1d8+4/×3)

Special Attacks wild shape 2/day

Domain Spell-Like Abilities (CL 7th; concentration +10)

6/day—acid dart (1d6+3 acid)

Druid Spells Prepared (CL 7th; concentration +10)

4th—*flame strike* (DC 17), *spike stones*^D (DC 17)

3rd—*furrier, pup shape*^{UC} (2, DC 16), *spiked pit*^{D,APG} (DC 16)

2nd—*bull's strength* (2), *burning gaze*^{APG} (DC 15), *create pit*^{D,APG} (DC 15), *flame blade*

1st—*cure light wounds* (2), *magic stone*^D, *mutating gift* (2, DC 14), *pass without trace* 0 (at will)—*create water* (2), *flare* (DC 13), *know direction*

D Domain spell; **Domain** Earth (Caves domain subdomain)

STATISTICS

Str 14, **Dex** 12, **Con** 16, **Int** 8, **Wis** 16, **Cha** 12

Base Atk +7; **CMB** +9; **CMD** 20

Feats Combat Casting, Deep Sight^{APG}, Improved Initiative, Power Attack

Skills Acrobatics -3 (-7 to jump), Appraise +6, Handle Animal +6, Perception +12, Spellcraft +6, Stealth +2, Survival +11

Languages Common, Druidic, Gnoll

SQ nature bond (Caves domain^{APG}), nature sense, trackless step, wild empathy +8, woodland stride

Combat Gear *potion of cure serious wounds* (2); **Other Gear** +1 *ironwood chainmail*, +1 *longspear*, flint and steel, pot, spell component pouch

SPECIAL ABILITIES

Acid Dart 1d6+3 acid (6/day) (Sp) As a standard action, ranged touch attack deals acid damage to foe in 30 ft.

Combat Casting +4 to Concentration checks to cast while on the defensive.

Trackless Step (Ex) You do not leave a trail as you move through natural surroundings.

Wild Empathy +8 (Ex) Improve the attitude of an animal, as if using Diplomacy.

Woodland Stride (Ex) Move through undergrowth at normal speed.

Keepers of the Flames are a central figure in a den. They care not for the individual struggles or fights among packmates, but instead guide their brethren, bringing fire to warm, fire to cook, and fire to kill. Not to be underestimated in physical traits, however, they are always prepared to stand their ground and defend the den from outside attackers.



War Leader

A heavy-set bipedal shaggy creature of canine or hyena descent bares its jagged teeth at you, a heavy pick held firmly in paws just a little too large for its frame at the end of sinewed arms. Distracting from its physical prowess are a small collection of scattered gemstones woven into its fur.

War Leader

CR 3

XP 800

Gem gnoll barbarian 2

CE Medium humanoid (gnoll)

Init +1; Senses darkvision 60 ft.; Perception +7

DEFENSE

AC 16, touch 11, flat-footed 15 (+4 armor, +1 Dex, +1 natural)

hp 38 (5 HD; 3d8+2d12+12)

While Raging: AC 14, 10 temporary hit points

Fort +6, **Ref** +4, **Will** +1(+2 while raging)

Defensive Abilities uncanny dodge

OFFENSE

Speed 40 ft., burrow 20 ft.

Melee mwk heavy pick +7 (1d6+12/×4) or mwk heavy pick +9 (1d6+12/×4) (full attack)

While Raging mwk heavy pick +9 (1d6+15/×4) or mwk heavy pick +11 (1d6+15/×4), bite +3 (1d4+5)

Special Attacks rage (8 rounds/day), rage power (animal fury)

STATISTICS

Str 18, **Dex** 12, **Con** 14, **Int** 8, **Wis** 10, **Cha** 6

Base Atk +4; **CMB** +6; **CMD** 19

Feats Furious Focus^{APG}, Power Attack

Skills Acrobatics -1 (+3 to jump), Appraise +5, Climb +6, Perception +7, Survival +4

Languages Common, Gnoll

SQ fast movement

Other Gear chain shirt, mwk heavy pick

ECOLOGY

Environment Warm or temperate aboveground, or any underground

Organization solitary, pair, hunting party (1 war leader, 2–5 gem gnolls and 1–2 hyenas), band (10–100 adults plus 50% noncombatant children, 1 war leader of 3rd level per 20 adults, 1 keeper of the flame or other gem gnoll of 4th–6th level, and 5–8 hyenas), or tribe (20–200 plus 1 war leader of 3rd level per 20 adults, 1 or 2 gem gnolls of 4th or 5th level, 1 keeper of the flame or other gem gnoll of 6th–8th level, 7–12 hyenas, and 4–7 hyaenodons)

Treasure NPC Gear (masterwork heavy pick, chain shirt, other treasure)

SPECIAL ABILITIES

Animal Fury (Ex) Gain a d4 bite attack while raging

Furious Focus If you are wielding a weapon in two hands, ignore the penalty for your first attack of each turn.

Power Attack -2/+4 You can subtract from your attack roll to add to your damage. (Included in stats)

Uncanny Dodge (Ex) Retain Dex bonus to AC when flat-footed.

Out of the rabble of the average gem gnolls arise the war leaders, proving their worth in viciousness and their ability to lead their fellows to victory and back with the fewest losses. Unlike many war-loving savage races, gem gnolls are known to turn against leaders who don't see to the victory of those around them, but they are just as quick to applaud and celebrate a war leader that brings them prosperity.



Gem Troll

A hulking form lumbers towards you looking like an oversized hyena-biped. Raising horribly filthy talons, its fang-filled grin sends every hair you have on end.

Gem Troll

CR 5

XP 1,600

CE Large humanoid (giant)

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +8

DEFENSE

AC 16, touch 11, flat-footed 14; (+2 Dex, +5 natural, -1 size)

hp 63 (6d8+36);
regeneration 5
(acid or fire)

Fort +11, **Ref** +4, **Will** +3

OFFENSE

Speed 30 ft. Burrow 20ft.

Melee bite +7 (1d8+4), 2
claws +7 (1d6+4)

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

Special Attacks rend (2 claws,
1d6+7)

STATISTICS

Str 19, **Dex** 14, **Con** 23, **Int** 8, **Wis** 9, **Cha** 6

Base Atk +4; **CMB** +10; **CMD** 22

Feats Intimidating Prowess, Iron Will, Skill
Focus (Perception)

Skills Intimidate +9, Perception +8

Languages Giant, Gnoll

ECOLOGY

Environment any

Organization solitary, gang (2-4), tribe (2-4
gem trolls and 5-20 gem gnolls)

Treasure 1d4*100 gp worth of gems

Because of their regenerative abilities, gem trolls are just as fearless as other trolls. They are

smart enough though to recognise the threat posed by flame or acid and will try to avoid such attacks, or withdraw from the fight for long enough to regenerate before returning.

Gem trolls were originally formed by the interbreeding of gem gnolls and trolls. While still rare they have formed a new sub-species and are successfully breeding and reproducing themselves. They are spreading slowly throughout gem gnoll lands where they are feared and respected in equal measure.

Gem trolls are not quite as strong as their troll ancestors, but are also not quite so stupid. Their claws have inherited the digging abilities of gem gnolls and are capable of digging through earth as easily as flesh.



Griffons

Xenophobic beyond the point of reason, these cultists work in and around the griffon empire to push their agenda both upon fellow griffons and outsiders alike. Believing that the griffon race is weakened by outside influences, they primarily target pegasi and cloven since of the races, they have had both the most impact on griffons and they are closer. A dark smear on an otherwise noble race, the cult work always in the shadows until just the right moment to strike.

Cult Bodyguard

Silent apart from the clanks of their armor, this steel-wrapped pony advances on you, bringing the hooked tip of their lance to bear.

Cult Bodyguard

CR 4

XP 1,200

Pony (pegasus) fighter 5

N Medium fey (ponykind)

Init +6; **Senses** low-light vision; **Perception** +5

DEFENSE

AC 23, touch 12, flat-footed 21 (+9 armor, +2 Dex, +2 shield)

hp 28 (5d10+1)

Fort +3, **Ref** +3, **Will** +2 (+1 vs. fear)

OFFENSE

Speed 40 ft. (30 ft. in armor)

Melee mwk hooked lance +6 (1d8+1/×4)

Special Attacks weapon training (pole arms +1)

STATISTICS

Str 9, **Dex** 15, **Con** 9, **Int** 13, **Wis** 12, **Cha** 8

Base Atk +5; **CMB** +7 (+9 trip); **CMD** 16 (22 vs. trip)

Feats Agile Maneuvers, Combat Expertise,

Combat Reflexes, Improved Initiative, Improved Trip, Pack Attack^{UC}, Tandem Trip^{UC}

Skills Fly +3, Perception +5, Profession (Slave) +8, Survival +6

Languages Common, Sylvan

SQ armor training 1, brand of destiny, cloud walker, fingerless, unique destiny, winged flight, fatigued

Other Gear full plate (destroyed if removed), heavy wooden shield, mwk hooked lance^{UC}, *mask of obedience (cannot be removed)*, saddle rack

ECOLOGY

Environment Cool to warm mountains, low grounds surrounding mountains

Organization scouting party (2-4 cultists, cult bodyguard), raiding party (indoctrinator, 4-8 cultists, 1-2 cult bodyguard), slave tradehouse (2-3 indoctrinators, 6-12 cultists, 3-6 cult bodyguards, 20-100 slaves)

Treasure NPC Gear (masterwork hooked lance, saddle rack, heavy wooden shield)

SPECIAL ABILITIES

Cloud Walker (Su) The creature treats any kind of cloud or fog as if it were solid.

Combat Reflexes (3 AoO/round) Can make extra attacks of opportunity/rd, and even when flat-footed.

Improved Trip You don't provoke attacks of opportunity when tripping.

Pack Attack Ally's attack allows you to take a 5-foot step

Tandem Trip When you make a trip against an opponent threatened by any ally, roll twice and take the higher result

Fatigued Unable to remove their armor, these warrior-slaves are always fatigued, gaining a -2 to Str and Dex at all times and can neither run nor charge.

Cultist Bodyguard



Griffon Cultist



These mind-broken ponies, forever robbed of flight by the heavy armor that has been riveted onto them are silent under the masks they wear. The mask itself would fetch a hefty price, if it could ever be removed, but the key that fits it is neither kept on the slave or their owner. Unswerving in their obedience to their griffon master, they will fight until death at their command. Intelligent despite their trained devotion, they will work together to bring a foe down and secure them for their masters.

Griffon Cultist

A raven-looking griffon, looking grim and haughty, they don't seem to carry weapon and, rather than immediately attacking, seem more interested in talking.

Griffon Cultist

CR ½

XP 200

Griffon (scavenger aspect) sorcerer 1

LE Medium fey (griffon)

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

DEFENSE

AC 10, touch 10, flat-footed 10

hp 4 (1d6+1)

Fort +0, **Ref** +0, **Will** +2

OFFENSE

Speed 30 ft., fly 40 ft. (poor)

Melee bite +1 (1d6+1)

Ranged light crossbow +0 (1d8/19-20)

Bloodline Spell-Like Abilities (CL 1st; concentration +1)

3/day—laughing touch

Sorcerer Spells Known (CL 1st; concentration +1)

1st (3/day)—*hypnotism* (DC 14), *vanish*^{APG} (DC 11)

0 (at will)—*detect magic*, *light*, *mage hand*, *ray of frost*

Bloodline Fey

STATISTICS

Str 12, **Dex** 10, **Con** 11, **Int** 11, **Wis** 10, **Cha** 11

Base Atk +0; **CMB** +1; **CMD** 11 (15 vs. trip)

Feats Eschew Materials, Spell Focus (enchantment)

Skills Bluff +4, Fly +0

Languages Common

SQ cloud walker, winged flight

Combat Gear *potion of cure light wounds*;

Other Gear crossbow bolts (10), light crossbow, wooden symbol of Crossed and Bound Tallons, fetters (barbed)^{ARG} (6), manacles (barbed)^{ARG} (6)

ECOLOGY

Environment Cool to warm mountains

Organization Solitary, raiding party (2-4 cultists, cult bodyguard), slave caravan (8-14 cultist, 2-4 cult bodyguards, 30-50 non-griffon slaves)

Treasure NPC Gear (light crossbow and bolts, fetters, manacles, *potion of cure light wounds*, other treasure)

SPECIAL ABILITIES

Cloud Walker (Su) The creature treats any kind of cloud or fog as if it were solid.

Laughing Touch (4/day) (Sp) As a standard action, if melee touch hits, foe can take only move actions for 1 rd.

The Cult of the Bound Griffons worship an ideal above all others. They believe that the trading and befriending of outside races has weakened and subjugated their whole race. Working mostly within their own empire, these followers seem more bent toward subjugation of other species than outright destruction. Employing mind-warping magics, they seek the day they can throw away their symbol and claim the griffon race as being bound no more.

Griffon Indoctrinator

Leading a mismatched band of creatures, a lone raven-headed griffon smiles as he meets you. "More friends." They look quite pleased indeed.

Griffon Indoctrinator CR 6

XP 2,400

Griffon (scavenger aspect) sorcerer 7

LE Medium fey (griffon)

Init +4; Senses low-light vision; Perception +1

DEFENSE

AC 10, touch 10, flat-footed 10

hp 38 (7d6+14)

Fort +3, Ref +2, Will +5

OFFENSE

Speed 30 ft., fly 40 ft. (poor)

Melee bite +5 (1d6+3)

Ranged +1 light crossbow +4 (1d8+1/19-20)

Bloodline Spell-Like Abilities (CL 7th; concentration +9)

5/day—laughing touch

Sorcerer Spells Known (CL 7th; concentration +9)

3rd (4/day)—*deep slumber* (DC 19), *rage*, *suggestion* (DC 19)

2nd (7/day)—*adoration*^{UC}, *blur*, *hideous laughter* (DC 18), *hypnotic pattern* (DC 14)

1st (7/day)—*entangle* (DC 13), *grease*, *hypnotism* (DC 17), *mage armor*, *magic missile*, *vanish*^{APG} (DC 13)

0 (at will)—*arcane mark*, *bleed* (DC 12), *detect magic*, *light*, *mage hand*, *ray of frost*, *read magic*

Bloodline Fey

STATISTICS

Str 14, Dex 10, Con 13, Int 14, Wis 10, Cha 14

Base Atk +3; CMB +5; CMD 15 (19 vs. trip)

Feats Combat Casting, Eschew Materials, Flyby Attack, Greater Spell Focus (enchantment), Improved Initiative, Spell Focus (enchantment)

Skills Bluff +12, Diplomacy +9, Fly +6, Perception +1, Spellcraft +11

Languages Common

SQ cloud walker, winged flight, woodland stride

Combat Gear *oil of darkness*, *potion of cure moderate wounds*, *potion of darkvision*; Other Gear crossbow bolts (10), +1 light crossbow, *crown of blindness*^{APG}, fetters - masterwork (barbed)^{ARG} (6), manacles masterwork (barbed)^{ARG} (6), wooden symbol of Crossed and Bound Tallons

ECOLOGY

Environment Cool to warm mountains, low grounds surrounding mountains

Organization Solitary, raiding party (indoctrinator, 4-8 cultists, 1-2 cult bodyguard), slave tradehouse (2-3 indoctrinators, 6-12 cultists, 3-6 cult bodyguards, 20-100 slaves)

Treasure NPC Gear (+1 crossbow and bolts, fetters, manacles, *potion of cure moderate wounds*, *potion of darkvision*, *oil of darkness*, *crown of blindness (cursed)*, other treasure)

SPECIAL ABILITIES

Cloud Walker (Su) The creature treats any kind of cloud or fog as if it were solid.

Flyby Attack You can take a standard action during your move action while flying.

Laughing Touch (5/day) (Sp) As a standard action, if melee touch hits, foe can take only move actions for 1 rd.

Woodland Stride (Ex) Move through undergrowth at normal speed.

This canny and calm enchanter will always be accompanied by slaves, creatures whose will they have broken and worn down until the only light in their lives is servitude. Always seeking to show griffons how much better than the other races they are, these higher-ranking followers of the Cult of the Bound Griffons

will often happily try and trade with those they meet, seeking to sell the crown they carry to the

bravest and strongest 'lesser beasts' they meet, returning later to capture their newest slave.



Lightning Clockwork

Pony

Resembling a clockwork pony, this creature's eyes crackle with electricity, quickly leading you to realize that they are not likely to want to make friends.

Lightning Clockwork Pony CR 6

XP 2,400

CE Medium construct

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +10

DEFENSE

AC 19, touch 12, flat-footed 17 (+5 armor, +2 Dex, +2 natural)

hp 64 (8d10+20)

Fort +4, **Ref** +6, **Will** +4

Defensive Abilities hardness 5; Immune construct traits; Immune electricity

OFFENSE

Speed 40 ft.

Melee 2 hooves +10 (1d8+3+2d6 electricity)

Spell-Like Abilities (CL 8th; concentration +8)

At will—call lightning (DC 15)

2/day—lightning bolt (DC 15)

STATISTICS

Str 16, **Dex** 14, **Con** —, **Int** 12, **Wis** 14, **Cha** 10

Base Atk +8; **CMB** +11; **CMD** 23 (27 vs. trip)

Feats Elemental Focus, Great Fortitude, Lightning Reflexes, Spell Focus (evocation)

Skills Acrobatics +9 (+13 to jump), Intimidate +8, Perception +10

Languages Sylvan

Other Gear +1 lesser electricity resistance lamellar (leather) armor

ECOLOGY

Environment Any

Organization solitary, pair or squad (1 or 2 Lightning Clockwork Ponies accompanied by 1 to 10 Clockwork Ponies or 1 to 5 Lightning Elementals)

Treasure None

SPECIAL ABILITIES

Lightning Hooves (Ex) The lightning clockwork pony's attacks deal 2d6 electricity damage in addition to their normal damage.

Lesser Electricity Resistance adds 2000gp to the value of a set of armour and absorbs the first 5 points of electricity damage from any attack on the wearer.

When the curse struck down the ponies who dared to challenge the gods some were hit harder than others. Twisted by storms of magic they emerged as fully mechanical beings driven by malice and rage. With energy still surging through their clockwork frames they can call lightning and shape it to their bidding.



Mahr

Resembling a flutter in size, this tiny bat-winged pony is more intent on mayhem. With a red glow in its tiny eyes, it flaps tiny wings and advances.

Mahr

CR 2

XP 600

Mahr

CE Tiny outsider (chaotic, demon, evil, extraplanar)

Init +5; Senses darkvision 60 ft.; Perception +7

DEFENSE

AC 15, touch 13, flat-footed 14 (+1 Dex, +2 natural, +2 size)

hp 13 (3d10-3); fast healing

Fort +0, Ref +4, Will +4

DR 5/cold iron or good; Immune electricity, poison; Resist acid 10, cold 10, fire 10

OFFENSE

Speed 25 ft., fly 45 ft. (good)

Melee bite +4 (1d3-1) + poison, 2 hooves -1 (1d2-1)

Space 2½ ft.; Reach 0 ft.

Special Attacks poison

Spell-Like Abilities (CL 3rd; concentration +4)

At will—*detect magic*, *invisibility (self only)*, *lullaby* (DC 11)

1/day—*sleep* (DC 12)

STATISTICS

Str 8, Dex 12, Con 8, Int 13, Wis 12, Cha 13

Base Atk +3; CMB +2; CMD 11 (15 vs. trip)

Feats Acrobatic, Improved Initiative

Skills Acrobatics +9 (+5 to jump), Bluff +7, Fly +17, Perception +7, Spellcraft +7, Stealth +15, Use Magic Device +7

Languages Abyssal, Sylvan

SQ fever dream

Other Gear gems (worth 35 gp)

ECOLOGY

Environment any (abyss)

Organization Solitary or pair

Treasure gems worth ~35gp

SPECIAL ABILITIES

Fever Dream (1/day) (Su) Once per day a Mahr may infect the dreams of a single fey creature they touch, plaguing them with nightmares and fear. The subject will awaken normally but be fatigued for 24hrs. The dreams of mages are particularly sweet, any arcane spells cast by the subject

Poison: - Injury (DC 9) (Ex) Poison—Injury; save Fort DC 9; freq 1/rd rd; effect sleep for 2d4 rounds; cure 2 saves.

Mahr seek only to mess with ponies. They love it. Using stealth and sneakiness, the tiny demons will seek to bring their foes to a catatonic state and invade the dreams of the most tasty-looking adventurer. Of course, if their spells are rebuffed, they will resort to fangs and hooves to beat a foe into submission, an unconscious foe is still a sleeping foe. Upon awaking from their time spent at the tender hooves of a mahr, even if not subject to a fever dream, ponies will find their tail tied in enough knots that it will take a week of time to untangle.

Once a mahr finds a snack it likes the taste of, it will frequently follow them for quite some time, avoiding confrontation and using stealth to seek the sleeping meal.



Marching Horde

Spitting smoke and ash, their limbs wreathed in fire, a red-maned horror of a pony looks ready to attack. Their form covered in scars and wounds that though healed, their front hooves are twisted into talons and their mouth, curved into a cruel and sadistic smile, reveals large fangs.

Marching Horde

CR 8

XP 4,800

Marching Horde

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +6; **Senses** darkvision 60 ft.; **Perception** +13

DEFENSE

AC 23, touch 12, flat-footed 21 (+2 armor, +2 Dex, +9 natural)

hp 104 (11d10+44)

Fort +11, **Ref** +5, **Will** +6

Defensive Abilities Blood of Hate; **DR** 10/ good or cold iron; **Immune** electricity, poison, acid; **Resist** cold 10, fire 10; **SR** 18

OFFENSE

Speed 40 ft.

Melee bite +13 (1d8+11), 2 claws +14 (1d6+11), 2 hooves +8 (1d4+5)

Special Attacks rend (2 claws, 1d3+7)

STATISTICS

Str 20, **Dex** 15, **Con** 18, **Int** 13, **Wis** 8, **Cha** 11

Base Atk +11; **CMB** +16; **CMD** 28 (32 vs. trip)

Feats Dazzling Display, Gory Finish^{UC}, Improved Initiative, Intimidating Prowess, Power Attack, Weapon Focus (claw)

Skills Acrobatics +13 (+17 to jump), Climb +16, Intimidate +19, Perception +13, Sense Motive +13, Spellcraft +11, Survival +7, Use Magic Device +13

Languages Abyssal, Celestial, Draconic

SQ born of flame, chilling shock

Other Gear *unholy bracers of rage* (*Bracers of Armor* +2), iron unholy symbol of Apep

ECOLOGY

Environment any (abyss)

Organization Pair, skirmish (4-12 marching horde), army (20-50 marching hoard), hoard (100+ marching hoard)

Treasure NPC Gear (+2 *bracers of armor*, other treasure)

SPECIAL ABILITIES

Born of Flame (Su) A Marching Horde has fire resistance, but the element of their birth strengthens and fuels them. Upon taking fire damage, a Marching Horde enters a Rage, as per the barbarian ability, until the end of its next turn. They still take the damage and leaving the rage does not fatigue them.

Chilling Shock (Su) Where fire brings strength, cold slows. Upon taking cold damage a Marching Horde will become slowed, as per the spell, until the end of its next turn. They still take the damage.

Blood of Hate (DC 19) (Ex) Creatures that strike the demon in combat with a piercing or slashing weapon must make a fortitude save or, until the end of their next turn, must attack a random adjacent target, friend or foe. If none are adjacent, they will engage the nearest target. This save is constitution based.

The Marching Horde are a nameless mass of demons that seek just one thing, battle. Their mighty queen they saw leave them, rising to fight the very gods themselves. During her battle, the horde sought their own wars, attempting to mirror the reflections of her fight with the gods in their own lesser battles. She never returned to them, she didn't answer their calls, or appear when they slaughtered armies in her name. Reluctantly, the demonic warhost turned to another great demon, swearing to Apep's name that they will avenge their fallen queen.



Reptilin Shaman

Looking brutal and mean, this armed snake-creature waves its long-spear and calls out in an unknown language, pausing just a moment, ready to attack.

Reptilin Shaman

CR 4

XP 1,200

Reptilin shaman 2

N Large Fey (reptilian)

Init +4; **Senses** low-light vision; Perception +5; Tremorsense 10 ft.

DEFENSE

AC 13, touch 9, flat-footed 13 (+4 armor, -1 size)

hp 30 (4 HD; 2d8+2d10+10)

Fort +5, **Ref** +3, **Will** +4

OFFENSE

Speed 20 ft. (15 ft. in armor), climb 20 ft., swim 15 ft.

Melee obsidian longspear (reach) +6 (2d6+6/×3) or

tail slap +6 (1d6+6 plus grab, primary)

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

Special Attacks constrict (1d4+4), hexes (tongues^{APG}, ward^{APG})

Shaman Spells Prepared (CL 2nd; concentration +3)

1st—*entangle* (DC 12), *goodberry*, *mutating gift* (DC 12); *charm animal*^S (DC 12)

0 (at will)—*create water*, *purify food and drink* (DC 11), *read magic*, *stabilize*

S spirit magic spell; **Spirit** Nature (Wandering Spirit)

STATISTICS

Str 18, **Dex** 11, **Con** 15, **Int** 9, **Wis** 12, **Cha** 8

Base Atk +3; **CMB** +8 (+12 grapple); **CMD** 18 (can't be tripped)

Feats Extra Hex^{APG}, Improved Initiative

Skills Acrobatics +2 (-6 to jump), Bluff +2, Climb +13, Handle Animal +5, Perception

+5, Swim +13

Languages Reptim

SQ spirit animal (snake, viper), storm burst

Other Gear hide armor, obsidian longspear, trail rations (2), waterskin

ECOLOGY

Environment tropical forest/jungle

Organization Solitary, pair (master and apprentice shaman, apply the young simple template to one), village (8-12 reptilin stranglers, 1 reptilin shaman, 10-40 adult reptilin plus 50% children)

Treasure NPC Gear (hide armor, fragile longspear, rations, waterskin, other treasure)

SPECIAL ABILITIES

Grab (Large, Tail Slap) (Ex) You can start a grapple as a free action if you hit with the designated weapon.

Spirit Animal (spirit animal (snake, viper)) If spirit animal is slain, cannot use spirit magic or prepare new spells.

Storm Burst (2/day) (Su) As a standard action, foe in 30 ft treats all others as concealed for 1 rd.

Tongues (2 minutes/day) (Su) Understand any spoken language, as comprehend languages.

Ward +2 (1 at a time) (Su) Ward another, granting +2 to AC and saves until hit or fail a save.

Arcane Familiar

Viper snake

N Tiny magical beast (animal)

Init +3; **Senses** low-light vision, scent; Perception +9

DEFENSE

AC 17, touch 15, flat-footed 14 (+3 Dex, +2 natural, +2 size)

hp 15 (1d8-1)

Fort +2, **Ref** +6, **Will** +4

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee bite +8 (1d2-3 plus poison)

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

Special Attacks poison

STATISTICS

Str 4, **Dex** 17, **Con**

8, **Int** 6, **Wis** 13,

Cha 2

Base Atk +3;

CMB +4;

CMD 11 (can't
be tripped)

Feats Weapon

Finesse^B

Tricks Attack,

Down, Fetch,

Heel, Hunting,

Seek, Track

Skills Acrobatics +8

(+4 to jump), Climb

+15, Handle Animal

-1, Perception +9,

Stealth +15, Swim +15;

Racial Modifiers +4

Perception, +4 Stealth

SQ hunting, improved

evasion, spirit animal

(nature)

SPECIAL ABILITIES

Hunting [Trick]

The animal

has been trained for hunting.

Low-Light Vision See twice as far as a human in dim light, distinguishing color and detail.

Poison (DC 9) (Ex) Poison: Bite—injury; save Fort DC 9; frequency 1/day for 6 days; effect 1d2 Con; cure 1 save.

Spirit Animal (Nature) Move through undergrowth without harm/slowing & no Fly penalties up to windstorm strength.

Unlike their fellow Reptilin's, the shaman of the tribes believe that there are other intelligent creatures and have begun to search for proof. Their initial meeting with any creature will be to demand they speak words and then use their Tongues ability to try and discern if their foe has intelligence. Of course, even if they find intelligent creatures, that doesn't mean they will not react to hostility.



Reptilin Strangler

A long, fierce, snake-like reptile wearing hides has two arms holding a crude long-spear with a dark black stone as the point. It yells something unintelligible and, getting no response, attacks.

Reptilin Strangler CR 3

XP 800

Reptilin barbarian (unchained) 1

N Large Fey (reptilian)

Init +4; **Senses** low-light vision; **Perception** +5; **Tremorsense** 10 ft.

DEFENSE

AC 13, touch 9, flat-footed 13 (+4 armor, -1 size)

hp 24 (3 HD; 2d10+1d12+7)

Fort +7, **Ref** +3, **Will** +1

OFFENSE

Speed 30 ft. (20 ft. in armor), climb 20 ft., swim 15 ft.

Melee obsidian longspear (reach) +5 (2d6+9/x3) or tail slap +5 (1d6+9 plus grab, primary)

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

Special Attacks rage (6 rounds/day), constrict (1d4+4)

STATISTICS

Str 18, **Dex** 11, **Con** 15, **Int** 9, **Wis** 12, **Cha** 8

Base Atk +3; **CMB** +7 (+11 grapple); **CMD** 18 (can't be tripped)

Feats Improved Initiative, Power Attack

Skills Acrobatics +2 (-2 to jump), Climb +13, Perception +5, Swim +13

Languages Reptim

SQ fast movement

Other Gear hide armor, obsidian longspear, trail rations (2), waterskin

ECOLOGY

Environment tropical forest/jungle

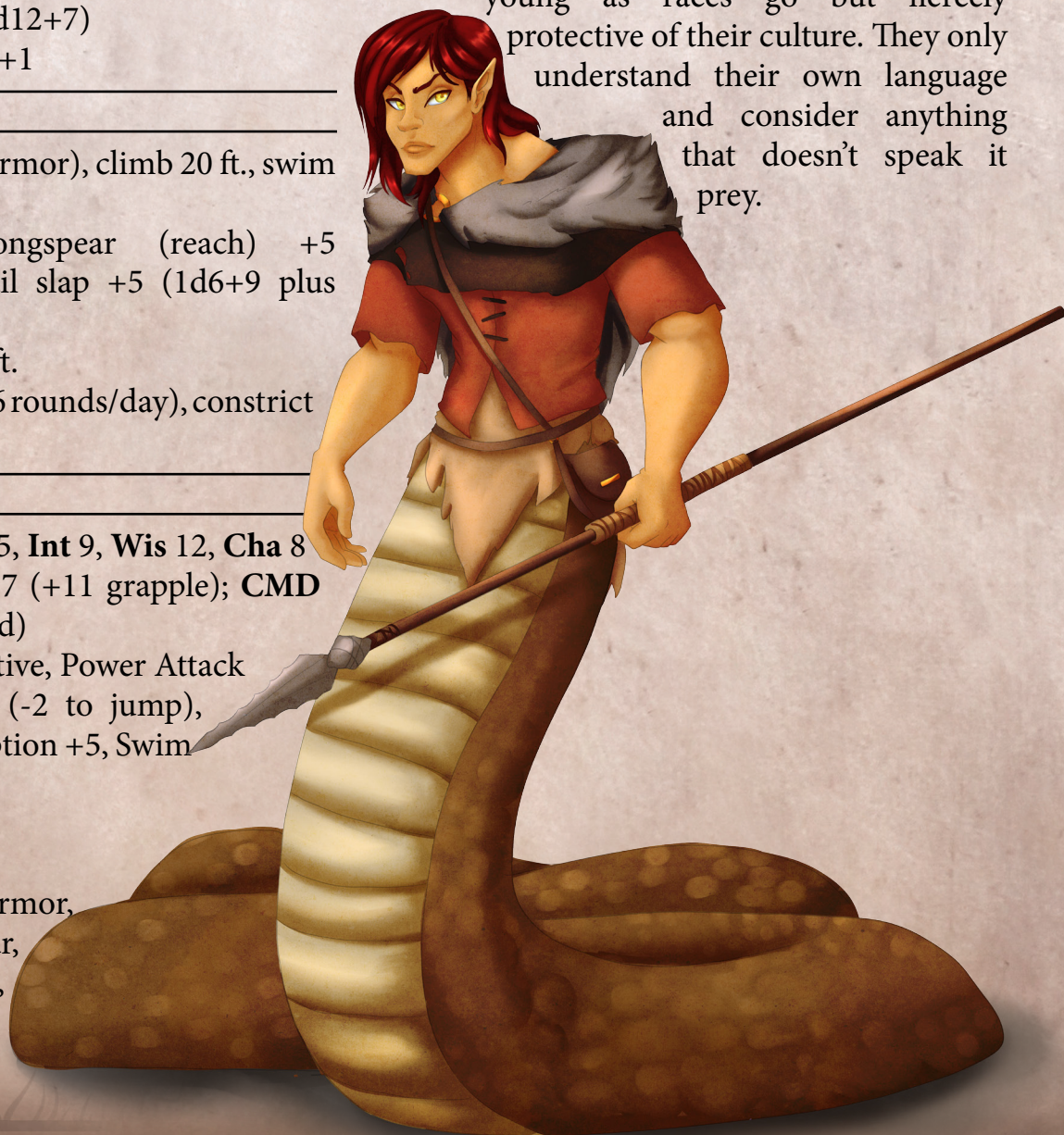
Organization Solitary, pair, hunting party (4-6 reptilin stranglers), village (8-12 reptilin stranglers, 1 reptilin shaman, 10-40 adult reptilin plus 50% children)

Treasure NPC Gear (hide armor, fragile longspear, rations, waterskin, other treasure)

SPECIAL ABILITIES

Grab (Large, Tail slap) (Ex) Can start a grapple as a free action if you hit with the designated weapon.

These reptiles are a newly evolved species, young as races go but fiercely protective of their culture. They only understand their own language and consider anything that doesn't speak it prey.



Rift Dragon

A reptilian creature with agitated looking wings shimmers with the energy around it. Sharp claws swipe at the air as it bares the sharp blades that fill its snout.

Rift Dragon

CR 5

XP 1,600

CN Medium dragon

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +7

DEFENSE

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)

hp 42 (5d12+10)

Fort +6, **Ref** +6, **Will** +3; -4 against psychic spells and effects

DR 10/wood; **Immune** paralysis, sleep; **Resist** divine power 10, fire 5

Weaknesses vulnerable to psychic magic

OFFENSE

Speed 30 ft., fly 60 ft. (good)

Special Attack rift breath (DC 14, 5d6, 30' cone)

Melee bite +9 (1d6+4), claw +9 (1d4+4), claw +9 (1d4+4)

Sorcerer Spells Known (CL 5th; concentration +6)

2nd (4/day)—*false life, invisibility*

1st (7/day)—*fair shot, mage armor, protection from law, shield*

0 (at will)—*acid splash, dancing lights, detect magic, mage hand, mending, prestidigitation*

STATISTICS

Str 18, **Dex** 14, **Con** 14, **Int** 12, **Wis** 8, **Cha** 12

Base Atk +5; **CMB** +9; **CMD** 21 (25 vs. trip)

Feats Death From Above^{UC}, Stealthy, Surprise Attack

Skills Escape Artist +4, Fly +10, Knowledge (planes) +9, Linguistics +9, Perception +7, Sense Motive +7, Spellcraft +9, Stealth +12,

Survival +6

Languages Aquan, Common, Draconic, Dwarven, Ignan, Sylvan

ECOLOGY

Environment Anywhere more than one plane touches.

Organization solitary, pair, or flight (2 rift dragons within one age category and 1-2 rift dragon wyrmlings (rift dragon with young template))

Treasure Double

SPECIAL ABILITIES

Damage Reduction (10/wood) You have Damage Reduction against all except Wood attacks (this includes weapons with a wooden shaft, such as arrows, bolts, spears, and javelins).

Death from Above Gain +5 bonus on attack rolls when charging from higher ground or flying

Surprise Attack During the surprise round, you can take a full round of actions if you can normally act.

Vulnerable to Psychic Magic You take a -4 penalty on saves vs. psychic spells and effects.

Rift Breath Only usable while inside an area charged with elemental energy, and coinciding with the same energy type, rift breath can be used every 1d4 rounds from the last time it was used. Saving throw is based on constitution.

Rift dragons are drawn to, and some suggest born from, elemental imbalances. Anywhere the elemental planes clash and cross with the prime material a rift dragon may appear, and will act to defend it from interference. They have a strong resistance to the direct touch of the divine, and to the forged metal of civilization, as if made to counter sentience itself.

Left to their own devices, they will attempt

to become rulers of any given location of planar interference, drawing on the power of the friction generated between two competing planes of reality. They fiercely defend such places and will attack foolhardy adventurers or soldiers who attempt to dispel such dangerous places.

Approached carefully, and making no attempt to harm their home, rift dragons can be spoken with and even enjoy a good conversation. Not inherently evil, they can be reasoned with, but they are as mercurial as the disturbances they call home.

Rift Dragon, Greater CR 8

XP 4,800

Rift dragon

CN Medium dragon

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +12

DEFENSE

AC 21, touch 12, flat-footed 19 (+2 Dex, +9 natural)

hp 90 (10d12+30)

Fort +10, **Ref** +9, **Will** +6; -4 against psychic spells and effects

DR 15/wood; **Immune** paralysis, sleep; **Resist** divine power 20, fire 10

Weaknesses vulnerable to psychic magic

OFFENSE

Speed 30 ft., fly 90 ft. (good)

Special Attack rift breath (DC 18, 10d6, 30' cone), rend(2 claws, 1d4+7)

Melee bite +15 (1d6+5), claw +15 (1d4+5), claw +15 (1d4+5)

Sorcerer Spells Known (CL 10th; concentration +12)

5th (3/day)—*persistent image* (DC 17)

4th (5/day)—*dragon's breath*^{APG} (DC 16), *earth glide*^{ARG}

3rd (6/day)—*clairaudience/clairvoyance*, *dispel magic*, *haste*



2nd (7/day)—*blur, darkness, false life, invisibility*

1st (7/day)—*disguise self, fair shot, mage armor, protection from law, shield*

0 (at will)—*acid splash, arcane mark, dancing lights, detect magic, mage hand, mending, open/close (DC 12), prestidigitation, read magic*

STATISTICS

Str 20, **Dex** 14, **Con** 16, **Int** 12, **Wis** 8, **Cha** 15
Base Atk +10; **CMB** +15; **CMD** 27 (31 vs. trip)
Feats Death From Above^{UC}, Empower Spell, Focused Spell^{APG}, Stealthy, Surprise Attack
Skills Diplomacy +8, Escape Artist +4, Fly +11, Knowledge (planes) +14, Linguistics +9, Perception +12, Sense Motive +12, Spellcraft +14, Stealth +19, Survival +10, Use Magic Device +7

Languages Aquan, Common, Draconic, Dwarven, Ignan, Sylvan

SPECIAL ABILITIES

Damage Reduction (15/wood) You have Damage Reduction against all except Wood attacks (this includes weapons with a wooden shaft, such as arrows, bolts, spears, and javelins).

Death from Above Gain +5 bonus on attack rolls when charging from higher ground or flying

Surprise Attack During the surprise round, you can take a full round of actions if you can normally act.

Vulnerable to Psychic Magic You take a -4 penalty on saves vs. psychic spells and effects.

Rift Breath Only usable while inside an area charged with elemental energy, and coinciding with the same energy type, rift breath can be used every 1d4 rounds from the last time it was used. Saving throw is based on constitution.

Rift Dragon, Elder

CR 14

XP 38,400

Rift dragon, elder

CN Large dragon

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +16

DEFENSE

AC 29, touch 10, flat-footed 28 (+1 Dex, +19 natural, -1 size)

hp 161 (14d12+70)

Fort +14, **Ref** +10, **Will** +8; -4 against psychic spells and effects

DR 20/wood; **Immune** paralysis, sleep; **Resist** acid 10, cold 10, divine power 20, electricity 10, fire 10

Weaknesses vulnerable to psychic magic

OFFENSE

Speed 30 ft., fly 90 ft. (good)

Melee bite +22 (1d8+9), 2 claws +22 (1d6+9), tail slap +17 (1d6+4), 2 wings +17 (1d6+4)

Space 10 ft.; **Reach** 5 ft (10 ft with bite).

Special Attacks rend (2 claws, 1d6+13), rift breath (DC 22, 14d6, 30' cone)

Sorcerer Spells Known (CL 14th; concentration +17)

7th (3/day)—*prismatic spray*

6th (5/day)—*chain lightning (DC 19), mass eagle's splendor*

5th (6/day)—*hold monster (DC 18), persistent image (DC 18), wall of force*

4th (6/day)—*dragon's breath^{APG} (DC 17), earth glide^{ARG}, ice storm, greater invisibility*

3rd (7/day)—*clairaudience/clairvoyance, dispel magic, haste, tongues*

2nd (7/day)—*blur, darkness, false life, invisibility, resist energy*

1st (7/day)—*disguise self, fair shot, mage armor, protection from law, shield*

0 (at will)—*acid splash, arcane mark, dancing lights, detect magic, mage hand, mending, open/close (DC 13), prestidigitation, read*

magic

STATISTICS

Str 28, **Dex** 12, **Con** 20, **Int** 12, **Wis** 8, **Cha** 17

Base Atk +14; **CMB** +24; **CMD** 35 (39 vs. trip)

Feats Death From Above^{UC}, Empower Spell, Focused Spell^{APG}, Silent Spell, Stealthy, Still Spell, Surprise Attack

Skills Diplomacy +9, Escape Artist +3, Fly +14, Knowledge (arcana) +14, Knowledge (planes) +14, Linguistics +9, Perception +16, Sense Motive +16, Spellcraft +18, Stealth +14, Survival +10, Use Magic Device +8

Languages Aquan, Common, Draconic, Dwarven, Ignan, Sylvan

SPECIAL ABILITIES

Damage Reduction (20/wood) You have Damage Reduction against all except Wood attacks (this includes weapons with a wooden shaft, such as arrows, bolts, spears, and javelins).

Death from Above Gain +5 bonus on attack rolls when charging from higher ground or flying

Surprise Attack During the surprise round, you can take a full round of actions if you can normally act.

Vulnerable to Psychic Magic You take a -4 penalty on saves vs. psychic spells and effects.

Rift Breath Only usable while inside an area charged with elemental energy, and coinciding with the same energy type, rift breath can be used every 1d4 rounds from the last time it was used. Saving throw is based on constitution.

Rift Dragon, Great Wurm CR 18

XP 153,600

Great wurm rift dragon

CN Huge dragon

Init +0; **Senses** blindsense 30 ft., darkvision 60 ft., low-light vision; **Perception** +16

DEFENSE

AC 33, touch 8, flat-footed 33 (+25 natural, -2 size)

hp 304 (21d12+168)

Fort +19, **Ref** +12, **Will** +11; -4 against psychic spells and effects

DR 10/non-wood, 20/wood; **Immune** paralysis, sleep; **Resist** acid 10, cold 10, divine power 20, electricity 10, fire 10

Weaknesses vulnerable to psychic magic

OFFENSE

Speed 30 ft., fly 90 ft. (good)

Melee bite +26 (1d8+25), 2 claws +27 (1d6+25), tail slap +21 (1d6+12), 2 wings +21 (1d6+12)

Space 15 ft.; **Reach** 10 ft.

Special Attacks rend (2 claws, 1d6+19), rift breath (DC 32, 21d6, 30' cone)

Sorcerer Spells Known (CL 14th; concentration +17)

7th (3/day)—*prismatic spray*

6th (5/day)—*chain lightning* (DC 19), *mass eagle's splendor*

5th (6/day)—*hold monster* (DC 18), *persistent image* (DC 18), *wall of force*

4th (6/day)—*dragon's breath*^{APG} (DC 17), *earth glide*^{ARG}, *ice storm*, *greater invisibility*

3rd (7/day)—*clairaudience/clairvoyance*, *dispel magic*, *haste*, *tongues*

2nd (7/day)—*blur*, *darkness*, *false life*, *invisibility*, *resist energy*

1st (7/day)—*disguise self*, *fair shot*, *mage armor*, *protection from law*, *shield*

0 (at will)—*acid splash*, *arcane mark*, *dancing lights*, *detect magic*, *mage hand*, *mending*, *open/close* (DC 13), *prestidigitation*, *read magic*

STATISTICS

Str 36, **Dex** 10, **Con** 24, **Int** 12, **Wis** 8, **Cha** 17

Base Atk +21; **CMB** +30; **CMD** 46 (50 vs. trip)

Feats Death From Above^{UC}, Empower Spell, Focused Spell^{APG}, Power Attack, Silent Spell, Stealthy, Still Spell, Stunning Assault^{APG}, Surprise Attack, Toughness, Weapon Focus (claw)

Skills Bluff +18, Diplomacy +21, Escape Artist +2, Fly +11, Intimidate +18, Knowledge (arcana) +14, Knowledge (planes) +14, Linguistics +9, Perception +16, Sense Motive +16, Spellcraft +18, Stealth +9, Survival +10, Use Magic Device +21

Languages Aquan, Common, Draconic, Dwarven, Ignan, Sylvan

SPECIAL ABILITIES

Damage Reduction (20/wood) You have Damage Reduction against all except Wood attacks (this includes weapons with a wooden shaft, such as arrows, bolts, spears, and javelins).

Damage Reduction (10/non-wood) Damage

Reduction against Wooden weapons.

Death from Above Gain +5 bonus on attack rolls when charging from higher ground or flying

Surprise Attack During the surprise round, you can take a full round of actions if you can normally act.

Vulnerable to Psychic Magic You take a -4 penalty on saves vs. psychic spells and effects.

Rift Breath Only usable while inside an area charged with elemental energy, and coinciding with the same energy type, rift breath can be used every 1d4 rounds from the last time it was used. Saving throw is based on constitution.



Skeletal Pony Slinger

The clank and clack of bones reveals the location of this skeletal perversion of death. The sound of a spinning sling is heard as its bottom jaw lowers revealing the most horrible of smiles.

Skeletal Pony Slinger CR 2

XP 600

Pony skeletal champion warrior 1

NE Medium undead

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 13, touch 11, flat-footed

12 (+1 Dex, +2 natural)

hp 18 (3 HD; 2d8+1d10+4)

Fort +2, **Ref** +1, **Will** +3; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities channel resistance +4; **DR** 5/bludgeoning; **Immune** cold, undead traits

OFFENSE

Speed 40 ft.

Melee 1 bite +4 (1d4+2)

Ranged sling +3 (1d4+2)

STATISTICS

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

Base Atk +2; **CMB** +4; **CMD** 15 (19 vs. trip)

Feats Endurance, Improved Initiative, Point-Blank Shot, Precise Shot, Toughness

Skills Acrobatics +1 (+5 to jump)

Languages Common, Sylvan

SQ brand of destiny, earth-bound, fingerless, unique destiny

Other Gear short sword, pony sling

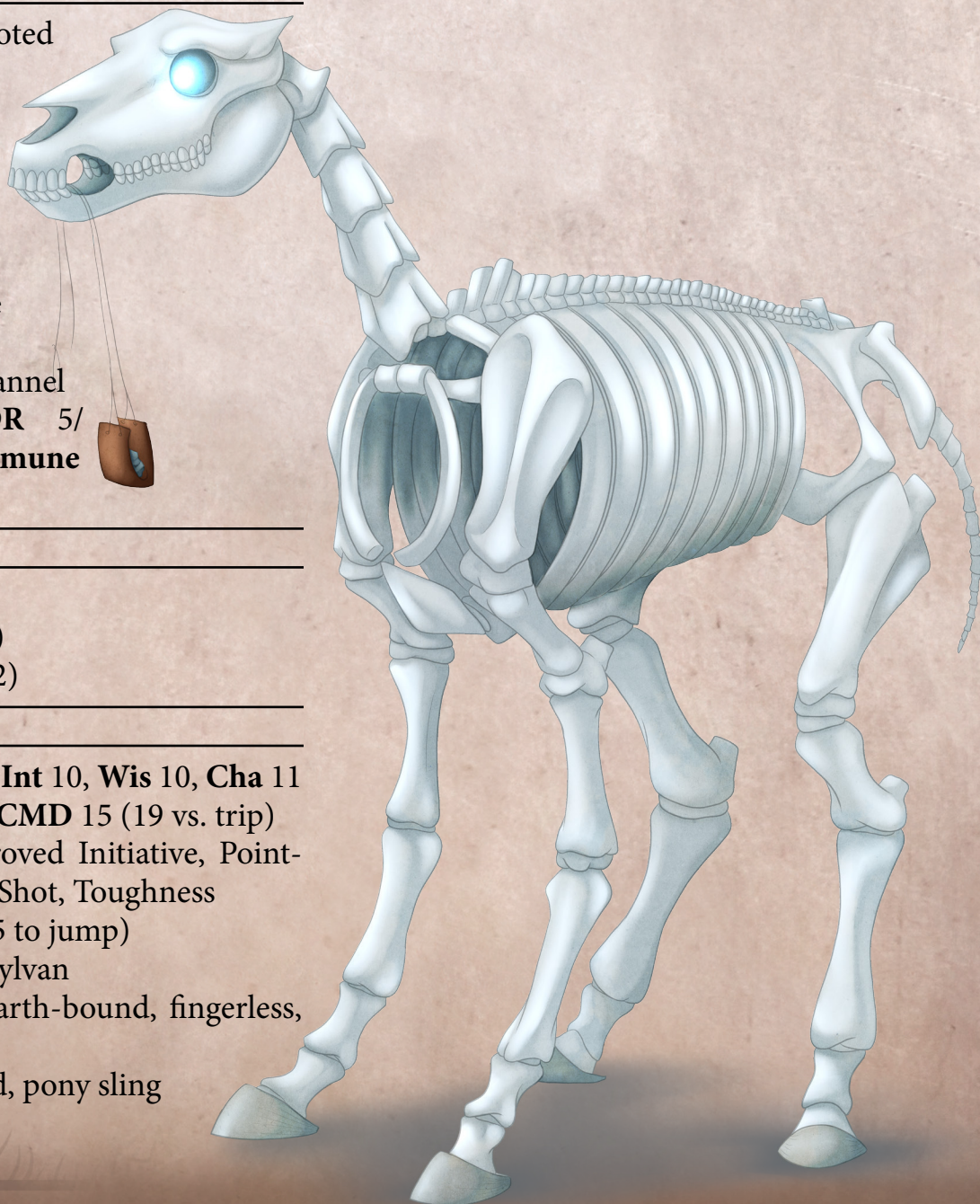
ECOLOGY

Environment Any

Organization Any

Treasure None

Hateful of all life, these mindless undead skeletons have been equipped, whether before or after death, with a curious device that allows them to work a sling despite their lack of hands.



Werebat Rogue

Almost affable and cheery in their greeting, nothing can cause you to shake the feeling that this pony is hiding something more than a dagger.

Werebat Rogue

CR 5

XP 1,600

Pony werebat 3/rogue (unchained) 3
(*Pathfinder Unchained*)

Pony Form

NE Medium fey (ponykind, shapeshanger)

Init +6; **Senses** low-light vision; **Perception** +9

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

hp 45 (6 HD; 3d8+3d10+15)

Fort +5, **Ref** +7, **Will** +2; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities danger sense +1, evasion

OFFENSE

Speed 40 ft.

Melee mwk dagger +7 (1d4+2/19-20)

Special Attacks sneak attack (unchained) +2d6

STATISTICS

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

Base Atk +4; **CMB** +4; **CMD** 16 (20 vs. trip)

Feats Dedicated Adversary, Endurance, Equipment Trick (cloak), Improved Initiative, Quick Draw, Weapon Finesse

Skills Acrobatics +9 (+13 to jump), Appraise +8, Bluff +10 (+12 vs. Pony), Climb +4, Diplomacy +1, Disable Device +10, Disguise +10, Fly +10, Perception +9 (+11 vs. Pony), Sense Motive +0 (+2 vs. Pony), Sleight of Hand +10, Stealth +10, Survival +8 (+10 vs. Pony)

Languages Common, Dwarven, Gnoll, Sylvan

SQ brand of destiny, earth-bound, fingerless, rogue talent (bleeding attack +2), trapfinding +1, unique destiny, Change Shape, Control Curse, Infectious Bite, Surge of the Wild

Combat Gear *potion of barkskin* +2, *potion of cure moderate wounds*, *potion of darkvision*;
Other Gear mwk chain shirt, mwk dagger, mwk thieves' tools (mouth)



Hybrid Form

NE Large fey (ponykind, shapechanger)

Init +6; **Senses** low-light vision; Perception +9

DEFENSE

AC 15, touch 11, flat-footed 13 (+4 armor, +2 Dex, -1 size)

hp 51 (6 HD; 3d8+3d10+21)

Fort +6, **Ref** +7, **Will** +2; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities danger sense +1, evasion

OFFENSE

Speed 40 ft., fly 40 ft. (average)

Melee mwk dagger +7 (1d6+3/19-20), bite +6 (1d6+3 + **Infectious Bite**), 2 claws +6 (1d4+3)

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

Special Attacks sneak attack (unchained) +2d6

STATISTICS

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

Base Atk +4; **CMB** +8; **CMD** 20 (24 vs. trip)

Feats Dedicated Adversary, Endurance, Equipment Trick (cloak), Improved Initiative, Quick Draw, Weapon Finesse

Skills Acrobatics +9 (+13 to jump), Appraise +8, Bluff +10 (+12 vs. Pony), Climb +7, Diplomacy +1, Disable Device +10, Disguise +10, Fly +8, Perception +9 (+11 vs. Pony), Sense Motive +0 (+2 vs. Pony), Sleight of Hand +10, Stealth +6, Survival +8 (+10 vs. Pony)

Languages Common, Dwarven, Gnoll, Sylvan
SQ brand of destiny, earth-bound, fingerless, rogue talent (bleeding attack +2), trapfinding +1, unique destiny, Change Shape, Control Curse, Infectious Bite, Surge of the Wild

Combat Gear *potion of barkskin* +2, *potion of cure moderate wounds*, *potion of darkvision*;

Other Gear mwk chain shirt, mwk dagger, mwk thieves' tools (mouth)

ECOLOGY

Environment any (Everglow)

Organization Solitary, pair, gang (3-5 werebats)

Treasure NPC Gear (masterwork dagger, masterwork chain shirt, masterwork mouth thieves' tools, +2 *potion of barkskin*, *potion of cure moderate wounds*, *potion of darkvision*, other treasure)

SPECIAL ABILITIES

Change Shape (Su) Werebats have three forms—a fey form, an animal form, and a hybrid form. Equipment does not meld with the new form between fey and hybrid form, but does between those forms and animal form. A werebat with the Natural Werebat trait can shift to any of its three forms as a move-equivalent action others can assume animal or hybrid form as a full-round action by making a DC 15 Constitution check, or their fey form as a full-round action by making a DC 20 Constitution check. On nights when the full moon is visible, werebat without the Natural Werebat trait gains a +5 morale bonus to Constitution checks made to assume animal or hybrid form, but a -5 penalty to Constitution checks made to assume fey form. Such werebats reverts to their fey form automatically with the next sunrise, or after 8 hours of rest, whichever comes first. A slain werebat reverts to its fey form, although it remains dead.

When shapechanged to their hybrid or animal forms, a werebat gains +3 str, +2 dex and +1 con and becomes large (if they are not already so). You gain the shapechanger subtype in all forms.

Control Curse (Su) As a werebat gains mastery over the wild nature of their curse, they become better at remaining in the form they wish. At second level a werebat adds +2 to any constitution checks made to assume or resist their Change Shape ability.

They gain a further +2 at level four.

Dedicated Adversary (Pony) +2 to Attack and Damage vs. creature chosen, and some skills.

Infectious Bite (Su) As a werebat embraces more of its wild nature, its curse becomes transferable via bite. This curse can only affect fey creatures of small to large size.

Werebat's Curse (Su) *Type* curse, injury; *Save* Fortitude DC 15 negates, Will DC 15 to

avoid effects; *Onset* the next full moon; *Frequency* on the night of every full moon; *Effect* target feels the pull of the moon and rails against a need to attack and devour. If the will save is failed by 5 or less, target suffers confusion during the whole night. If they failed by 5 or more, they will attack the nearest target in animalistic rage.

Quick Draw Draw weapon as a free action (or move if hidden weapon). Throw at full rate of attacks.

Sneak Attack (Unchained) +2d6 Attacks deal extra dam if flank foe or if foe is flat-footed.

Surge of the Wild (Su) Werebats gain experience with their alternate forms, granting them +2 str and +2 con when in hybrid or animal form.



Hunting for prey in the shadows of cities and wilderness alike, a werebat rogue would trust none so much as their dagger. Using guile and opportunity to catch a mark off-guard they would assist a fellow pony so far as is required to get them to turn their back.

Zombie Pony

A grunting moan is the first sign that this corpse has not been set to ease with Soft Whisper. Rising to limbs animated with dark magics, the beast stares from the rotting flesh that is all that remains of its face. It sounds hungry.

Zombie Pony

CR 1

XP 400

Pony zombie warrior 2

NE Medium undead

Init -1; Senses darkvision 60 ft.; Perception +0

DEFENSE

AC 11, touch 9, flat-footed 11 (-1 Dex, +2 natural)

hp 22 (3 HD; 1d8+2d10+3)

Fort +3, Ref -1, Will +2

Defensive Abilities DR 5/slashing; Immune undead traits

OFFENSE

Speed 40 ft.

Melee bite +4 (1d6+3)

STATISTICS

Str 15, Dex 8, Con —,

Int —, Wis 10, Cha 10

Base Atk +2; CMB +4; CMD (17 vs. trip)

Feats Toughness

Skills Acrobatics -1 (+3 to jump)

SQ staggered

ECOLOGY

Environment Any

Organization Any

Treasure None

SPECIAL ABILITIES

Staggered (Ex) Make only a single move or a single attack action each round.

Raised by necromancers who clearly do not pay the most cursory of lip-service to the goddess of death, this abomination of the forces of nature known simply as a 'zombie' is at once everything that any sane adventurer should fear. Not just death, but the very perversion of it.



Animal Companions

Fey Horse

These elegant horses show clear markers of their fey caretakers and the lands they were raised in. They are extremely difficult to get to grow, let alone breed, outside of such places, so humans and other humanoid races value them at a premium for their endurance and ability to shrug off wounds with fey-like constitutions. They get along instinctually well with ponykind, giving them a +2 to handle animal checks.

STARTING STATISTICS

Size Large;

Speed 50 ft.;

AC +2 natural armor;

Attack bite (1d4), 2 hooves* (1d6);

* This is a secondary natural attack

Str 14, **Dex** 13, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6;

Special Qualities low-light vision, scent.

4TH LEVEL ADVANCEMENT

Str +2, **Con** +2

Special Qualities combat trained; DR 5/Cold Iron

Chaos Ooze

Taming such a creature is quite an undertaking, to say nothing of keeping one happy. If not provided a temporary spell once a day or a permanent one once a week, they become irritable, imparting a -5 to handle animal checks to get them to perform actions. For those brave and/or foolish enough to forge a tenuous bond with such a creature, the rewards are sometimes worth it. Despite its (lack of) intelligence, the chaos ooze can learn 3 tricks or one purpose.

STARTING STATISTICS

Size Large;

Speed 20 ft.;

AC +3 natural armor;

Attack Slam (1d6, grab)

Str 18, **Dex** 8, **Con** 14, **Int** -, **Wis** 1, **Cha** 1

Special Qualities ooze qualities

7TH LEVEL ADVANCEMENT

Str +2, **Con** +4;

Special Qualities constrict, chaotic embrace (see bestiary entry on page 4.)



Ponyquin

This, obviously artificial, simulacra of a ponykind is quite obedient. Its fine and visible joints, when properly cared for, give it an almost uneasy grace. Only those who have lost touch or are in danger of losing touch with their natural side can take such an animal companion. It can be taken by fallen druids and the like who have lost their ability to commune with normal animals.

STARTING STATISTICS

Size Medium;

Speed 40 ft.;

AC +3 natural armor;

Attack 2 Hooves (1d6)

Str 14, **Dex** 12, **Con** -, **Int** 2, **Wis** 1, **Cha** 8;

Special Qualities construct (still qualifies as an animal for purpose of qualifying for effects from its owner)

7TH LEVEL ADVANCEMENT

Str +4, **Dex** +2;

Special Qualities +10 hit points



Simple Template: Living Art

A creature that has the living art template appears as a flat drawing of its standard appearance, sometimes with bright colors and other times missing all colors at all and just appearing as an outline. Some say such creatures are the work of the Author, or at least the result of some great artifact of hers gone awry. A living art's CR increases by 1 only if the base creature has 5 or more HD.

Type The creature gains the construct type but retains any old subtypes and gains its old type as a subtype, allowing it to be affected by effects that target the original type;

Senses gains darkvision 60 ft.;

Defensive Abilities gains a miss chance against all attacks as attacks pass through its hollow points and against its outlandish two-dimensional nature. True sight or other similar effects do not reduce this miss chance;

Hit Dice	Miss Chance
1-4	10%
5-10	30%
11+	50%



Prestige Class: Werebat

Not much is known of the origins of the Fey Werebat curse, but whether by luck or design, this form of lycanthropy seems to be affecting the native creatures of Everglow. Thankfully not quite as quick to spread as it's humanoid-targeting counterpart, it is nonetheless a curse that few would wish to bear.

Hit Dice: d10

Requirements

To qualify to become a Werebat, a character must have the Fey creature type and fulfill either of the following criteria:

Curse: lycanthropy - Must have been bitten by a Werebat Lycanthrope and be suffering from their curse.

Trait: Natural Werebat

Class Skills

The Werebat's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Fly (Dex), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (local) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Swim (Str), and Survival (Wis).

Skill Ranks at Each Level: 6 + Int modifier.

Class Features

Weapon and Armor Proficiency: Werebats are proficient with all simple weapons. They are proficient with light armor, but not with shields.

Change Shape (Su): Werebats have three forms—a fey form, an animal form, and a hybrid form. Equipment does not meld with the new form between fey and hybrid form, but does between those forms and animal form. A werebat with the Natural Werebat trait can shift to any of its three forms as a move-equivalent action others can assume animal or hybrid form as a full-round action by making a DC 15 Constitution check, or their fey form as a full-round action by making a DC 20 Constitution check. On nights when the full moon is visible, werebat without the Natural Werebat trait gains a +5 morale bonus to Constitution checks made to assume animal or hybrid form, but a -5 penalty to Constitution checks made to assume fey form. Such werebats reverts to their fey form automatically with the next sunrise, or after 8 hours of rest, whichever comes first. A slain werebat reverts to its fey form, although it remains dead.

When shapechanged to their hybrid or animal forms, a werebat gains +3 str, +2 dex and +1 con and becomes large (if they are not already so). They also gain a bite and two claw attacks while as a hybrid. When in animal form, a werebat resembles a direbat. You gain

Werebat Prestige Class Level Advancement

Level	BaB	Fort	Ref	Will	Special
1st	+0	+1	+1	+0	Change Shape
2nd	+1	+1	+1	+1	Surge of the Wild, Control Curse (+2)
3rd	+2	+2	+2	+1	Infectious Bite
4th	+3	+2	+2	+1	Infectious Wings, Control Curse (+4)
5th	+3	+3	+3	+2	Perfect Control

the shapechanger subtype in all forms.

Control Curse (Su): As a werebat gains mastery over the wild nature of their curse, they become better at remaining in the form they wish. At second level a werebat adds +2 to any constitution checks made to assume or resist their Change Shape ability. They gain a further +2 at level four.

Surge of the Wild (Su): Werebats gain experience with their alternate forms, granting them +2 str and +2 con when in hybrid or animal form.

Infectious Bite (Su): As a werebat embraces more of its wild nature, it's curse becomes transferable via bite. This curse can only affect fey creatures of small to large size.

Werebat's Curse (Su): *Type* curse, injury; *Save* Fortitude DC 15 negates, Will DC 15 to avoid effects; *Onset* the next full moon; *Frequency* on the night of every full moon.; *Effect* target feels the pull of the moon and rails against a need to attack and devour. If the will save is failed by 5 or less, target suffers confusion during the whole night. If they failed by 5 or more, they will attack the nearest target in animalistic rage.

Infectious Wings (Ex): The werebat's wings strengthen and, as well as flight, they gain the dexterity to use the claws on them to rake targets. Both these wing attacks are only usable while in hybrid or animal form and both can deliver the Werebat's Curse.

Wing (x2) (1d4+Str; *Location:* Melee; Werebat's

Curse

Perfect Control (Su): At fifth level, a werebat has finally mastered the ability to change their form. Werebats with the Natural Werebat trait may shift their form as a swift action and others may do so as a move. They no longer require to make checks to shape change at any time except for the night of a full moon, however on those nights they only require to make the check to remain/become fey.

Traits

Natural Werebat Either one of your parents, or a relative further up your family tree, was a lycanthrope. This curse is dormant in you, merely making you a little more wild-seeming. With slightly elongated and tufted ears, you enjoy a +1 trait bonus to both Perception and Survival.

Armory

Many strange and exotic weapons have found their way to Everglow, often developed by the ponies themselves to survive in this sometimes dangerous land.

Pony Sling

This sling has been adapted to hook over one foreleg of the pony, it is loaded by the mouth and then spun and fired using the leg.

Hoof Crossbow

This is as per a light crossbow, with an almost

Armory of Everglow

(Simple)

Ranged

Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Pony Sling	5 gp	1d3	1d4	x2	50 ft.	—	B	—
Hoof Crossbow	40 gp	1d6	1d8	19-20/x2	80 ft.	4 lbs.	P	—

comically oversized trigger and handle that a pony's fetlock can wrap around and trigger. It can be cocked with hind-hoof triggered levers.

Reptilin Race

While most reptilin are, to put it bluntly, savages, others have chosen to embrace the visitors to their tribes, to find ways that are better than the ways of their own kind. Such reptilin are less versed in their native ways but gain a flexibility of thought and horizon that their forebears lacked.

Resembling an elfin humanoid from the waist up and a long snake from there down, a reptilin carries few traits of the seemingly mixed heritage because they have actually evolved directly from snakes with the aid of magic. Strong and fierce warriors, the snake-people of Everglow are new to the world at large but are increasingly seeing their own place within it.

Tending toward a neutral approach to life, a reptilin leans toward aloofness in all things social but, when matters are reduced to choice regarding life or death, are brutally ruthless.

Reptilin Racial Traits

+2 Str, -2 Int, +2 Wis: Reptilins are naturally strong, and mentally resilient, yet their savage tendencies leave little time for more academic pursuits.

Fey: Reptilin possess the Fey creature type.

Large: Reptilin are large creatures, granting them a +1 bonus to combat maneuver checks and Combat Maneuver Defense, but causing them to take a -1 size penalty to AC and attack rolls, as well as a -4 penalty to Stealth checks.

Low-Light Vision: Reptilin can see twice as far as humans in conditions of dim light.

Normal Speed: Reptilin have a base speed of 30 ft.

Natural Weapons (Ex): Reptilin have a primary natural tail slap attack that deals 1d6 damage.

Languages: Reptilin are a xenophobic race, and begin play with only their native language (Reptilin).

Reptilin Racial Feats

Alert to Threats

As your tail presses down against the ground, you can sense most threats moments before they are able to strike.

Prerequisite: Reptilin, Perception 5 ranks

Benefit: You gain Tremorsense 10 ft.

Putting on the Squeeze

Your body surges with muscle memories of your kin and you feel an adeptness with your tail that more evolved reptilin lack.

Prerequisite: Reptilin, BaB +6, Questing Tail

Benefit: You gain the constrict special attack, dealing 1d4 crushing damage.

Questing Tail

More dexterous and stronger than usual, your tail gains a use above simply moving you around.

Prerequisite: Reptilin, BaB +3

Benefit: Your tail slap attack gains the grab special attack.

Sea Slithering

Swift as the waves, you can glide through water like a predator born to it.

Prerequisite: Reptilin, Swim 5 ranks

Benefit: You gain a swim speed of 15 ft.

Stone Slithering

Your movement is so sure, even rocks and steep inclines prove no trouble for you.

Prerequisite: Reptilin, Climb 5 ranks

Benefit: You gain a climb speed of 20 ft.

Sure Slithering

A master of terrain, your tail provides a steady support for you no matter how difficult things may become.

Prerequisite: Reptilin, Stone Slithering, Sea Slithering

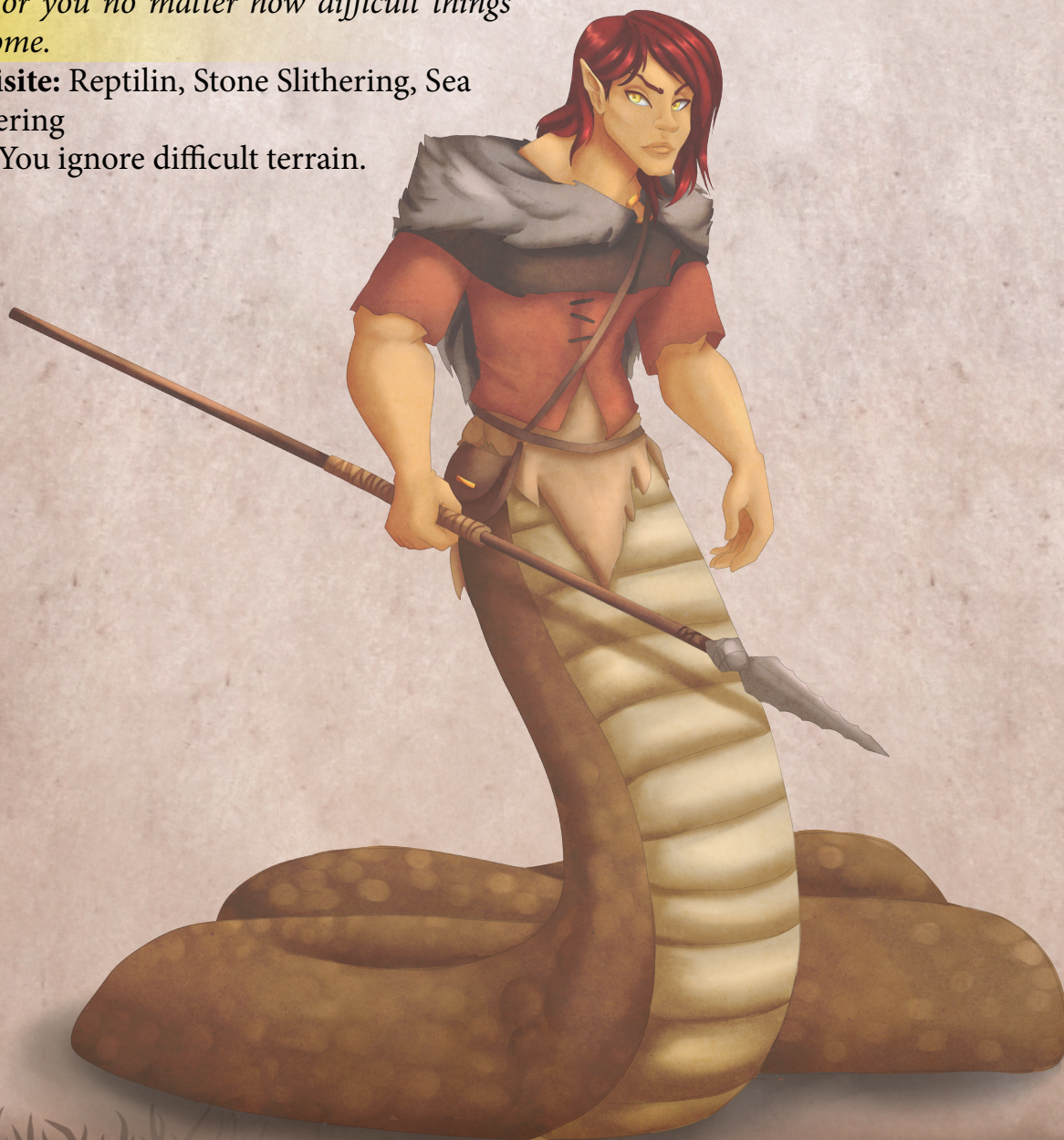
Benefit: You ignore difficult terrain.

Reptilin Character

Traits

Blood of the Wild: You can leave the forest, but the forest never leaves you. Gain a +1 trait bonus to Perception and Survival.

Quick Study: Gain a +1 trait bonus to Linguistics and it becomes a class skill. You also gain Common as a bonus language.



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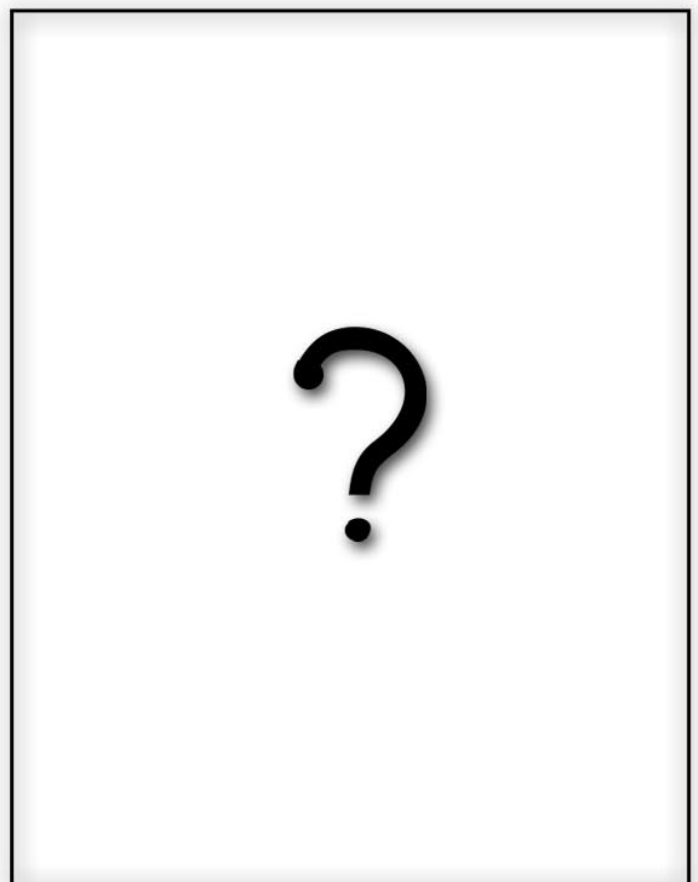
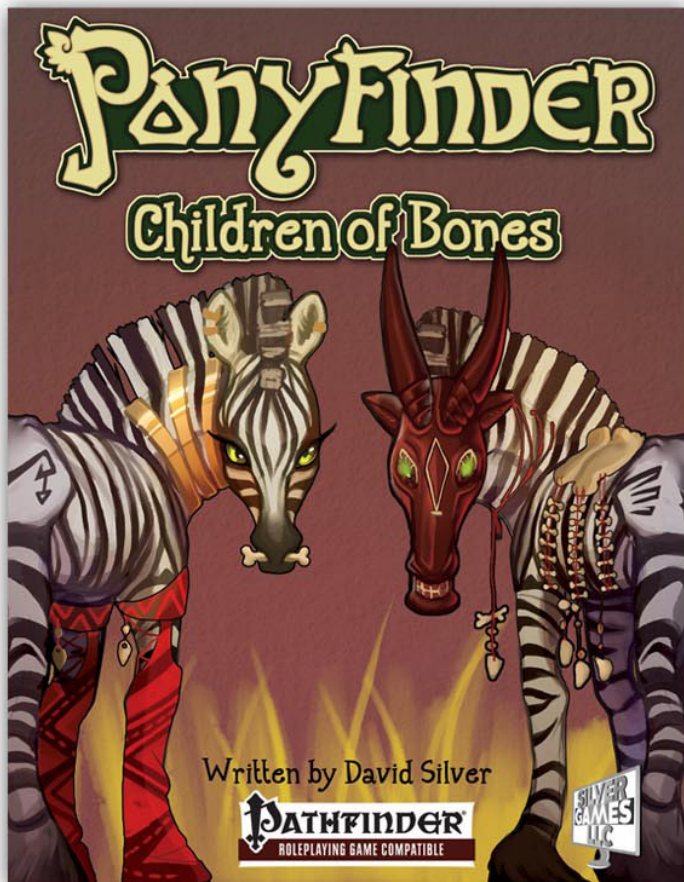
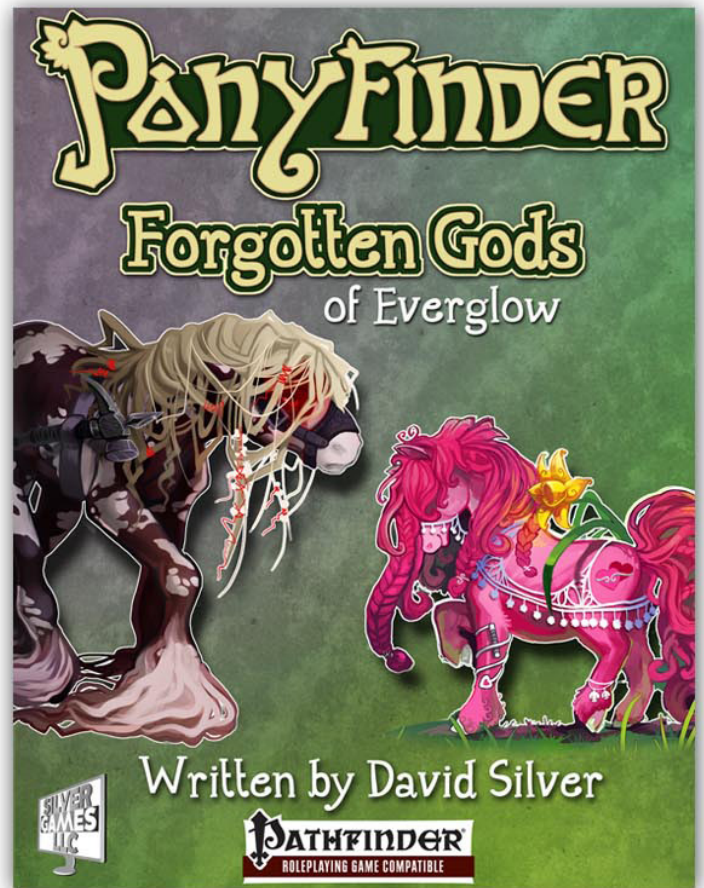
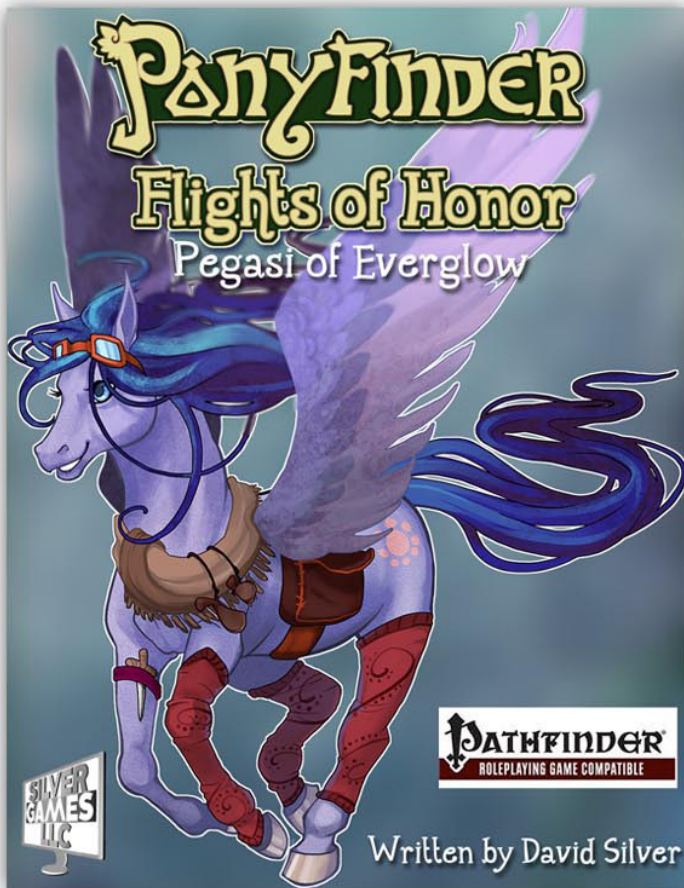
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