

## Jamila (all tiers)

Female janni aristocrat 1 (Pathfinder RPG Bestiary 141)

N Medium outsider (native)

**Init** +6; **Senses** darkvision 60 ft.; **Perception** +11

### DEFENSE

**AC** 24, **touch** 13, **flat** 21 (7 arm., 2 Dex, 1 dg, 1 nat, 3 shld)

**hp** 60 (7 HD; 1d8+6d10+22)

**Fort** +8, **Ref** +8, **Will** +6

**Resist** fire 10

### OFFENSE

**Speed** 20 ft., **fly** 15 ft. (perfect)

**Melee** +1 longsword +12/+7 (1d8+6/19-20) or  
dagger +11/+6 (1d4+5/19-20)

**Ranged** mwk composite longbow +9/+4 (1d8+3/x3)

**Special Attacks** change size

**Spell-Like Abilities** (CL 8th; concentration +10)

**3/day**—invisibility (self only), plane shift, speak with animals

**1/day**—create food and water, ethereal jaunt (for 1 hour)

### STATISTICS

**Str** 20, **Dex** 14, **Con** 15, **Int** 14, **Wis** 13, **Cha** 14

**Base Atk** +6; **CMB** +11; **CMD** 24

**Feats** Combat Reflexes, Dodge, Improved Initiative, Mobility, Toughness

**Skills** Acrobatics -3 (-7 to jump), Appraise +10, Diplomacy +12, Fly +15, Handle Animal +8, Knowledge (local) +6, Knowledge (planes) +12, Linguistics +7, Perception +11, Sense Motive +11, Spellcraft +12, Stealth +1

**Languages** Aquan, Auran, Common, Ignan, Terran; telepathy 100 ft.

**SQ** elemental endurance

**Combat Gear** potion of cure light wounds, potions of haste (3; Subtier 4-5 only), scrolls of elemental speech;

**Other Gear** +1 chainmail, +1 heavy steel shield, +1 longsword, daggers (2), mwk composite longbow (+3 Str) with 20 arrows, belt of giant strength +2, cloak of resistance +1, tourmalines

## First World Giant Frogs (2) (Low)

N Medium animal (fey)

**Init** +1; **Senses** low-light vision, scent; **Perception** +3

### DEFENSE

**AC** 12, **touch** 11, **flat** 11 (+1 Dex, +1 natural)

**hp** 15 (2d8+6)

**Fort** +6, **Ref** +6, **Will** -1

**Resist** cold 5, electricity 5; **SR** 6

### OFFENSE

**Speed** 30 ft., **swim** 30 ft.

**Melee** bite +3 (1d6+2 plus grab), tongue +3 touch (grab)

**Space** 5 ft.; **Reach** 5 ft. (15 ft. with tongue)

**Special Attacks** pull (tongue, 5 ft.), swallow whole (1d4 bludgeoning damage, AC 10, 1 hp)

### STATISTICS

**Str** 15, **Dex** 13, **Con** 16, **Int** 6, **Wis** 8, **Cha** 6

**Base Atk** +1; **CMB** +3 (+7 grapple); **CMD** 14 (18 vs. trip)

**Feats** Lightning Reflexes Skills Acrobatics +9 (+13 to jump), Perception +3, Stealth +5, Swim +10

**SQ** first world rejuvenation

### SPECIAL ABILITIES

Frst world rejuvenation does not matter here.

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## 4-Player Adjustment

The younger frog will not use its tongue attack, the grab on its bite, or its swallow whole ability.

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## Swallow Whole

If the frog begins its turn with an opponent grappled in its mouth, it can attempt a new combat maneuver check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage.

The opponent can be up to one size category Smaller than the swallowing creature. Being swallowed causes a creature to take damage each round. The amount and type of damage varies and is given in the creature's statistics.

A swallowed creature keeps the grappled condition, while the creature that did the swallowing does not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon, or it can just try to escape the grapple. If a swallowed creature cuts its way out, the swallowing creature cannot use swallow whole again until the damage is healed. If the swallowed creature escapes the grapple, success puts it back in the attacker's mouth, where it may be bitten or swallowed again.

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## Pull

Can make a free combat maneuver check with a successful attack. If successful, this check pulls a creature closer. This ability only works on creatures of a size equal to or smaller than the pulling creature. Creatures pulled in this way do not provoke attacks of opportunity and stop if the pull would move them into a solid object or creature.

## First World Goliath Frogs (2) (High)

N Large animal (fey)

**Init** +3; **Senses** low-light vision, scent; **Perception** +10

### DEFENSE

**AC** 19, **touch** 12, **flat** 16 (+3 Dex, +7 natural, -1 size)

**hp** 42 each (4d8+24)

**Fort** +10, **Ref** +9, **Will** +3

**Resist** cold 5, electricity 5; **SR** 9

### OFFENSE

**Speed** 30 ft., **climb** 20 ft., **swim** 30 ft.

**Melee** bite +8 (2d6+9 plus grab), tongue +8 (grab plus pull)

**Space** 10 ft.; **Reach** 5 ft. (15 ft. with tongue)

**Special Attacks** fast swallow, pull (tongue, 5 ft.), swallow whole (1d6 bludgeoning damage, AC 13, 4 hp)

### STATISTICS

**Str** 23, **Dex** 17, **Con** 22, **Int** 6, **Wis** 14, **Cha** 10

**Base Atk** +3; **CMB** +10 (+14 grapple); **CMD** 23 (27 vs. trip)

**Feats** Lightning Reflexes, Skill Focus (Acrobatics)

**Skills** Acrobatics +14 (+22 to jump), Climb +18, Perception +10, Stealth +7, Swim +14

**SQ** first world rejuvenation

### SPECIAL ABILITIES

Frst world rejuvenation does not matter here.

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## 4-Player Adjustment

The younger frog will not use its tongue attack, the grab on its bite, or its swallow whole ability.

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## Fast Swallow

The creature can use its swallow whole ability as a free action at any time during its turn, not just at the start of its turn.

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## Swallow Whole

If the frog begins its turn with an opponent grappled in its mouth, it can attempt a new combat maneuver check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage.

The opponent can be up to one size category Smaller than the swallowing creature. Being swallowed causes a creature to take damage each round. The amount and type of damage varies and is given in the creature's statistics.

A swallowed creature keeps the grappled condition, while the creature that did the swallowing does not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon, or it can just try to escape the grapple. If a swallowed creature cuts its way out, the swallowing creature cannot use swallow whole again until the damage is healed. If the swallowed creature escapes the grapple, success puts it back in the attacker's mouth, where it may be bitten or swallowed again.

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## Pull

Can make a free combat maneuver check with a successful attack. If successful, this check pulls a creature closer. This ability only works on creatures of a size equal to or smaller than the pulling creature. Creatures pulled in this way do not provoke attacks of opportunity and stop if the pull would move them into a solid object or creature.

## Daisag (low)

Female First World variant vanara ranger 2

CN Medium humanoid (fey, vanara)

**Init** +3; **Senses** low-light vision; **Perception** +6

### DEFENSE

**AC** 16, **touch** 13, **flat** 13 (+3 armor, +3 Dex)

**hp** 19 (2d10+4)

**Fort** +4, **Ref** +6, **Will** +1

**Immune** cold Resist electricity 5; **SR** 6

### OFFENSE

**Speed** 30 ft., **climb** 20 ft.

**Melee** dagger +4 (1d4+2)

**Ranged** mwk composite longbow +6 (1d8+2/×3)

*Deadly Aim*: longbow +5 (1d8+4/×3)

**Special Attacks** combat style (archery), favored enemy (gnomes +2)

### STATISTICS

**Str** 14, **Dex** 17, **Con** 13, **Int** 8, **Wis** 12, **Cha** 10

**Base Atk** +2; **CMB** +4; **CMD** 17

**Feats** Deadly Aim, Point-Blank Shot Skills Acrobatics +7, Climb +15, Perception +6, Stealth +5, Survival +6, Swim +7; Racial Modifiers +2 Acrobatics, +2 Stealth

**Languages** Common, Vanaran

**SQ** first world rejuvenation, prehensile tail, track +1, wild empathy +0

**Combat Gear** potion of cure light wounds, potion of jump;

**Other Gear** sleep arrow (+1; DC 11 Will), mwk composite longbow (+2 Str) with 40 arrows, mwk studded leather armor

### SPECIAL ABILITIES

**First World Rejuvenation** (Su)

**Prehensile Tail** (Ex) A vanara has a long, flexible tail that she can use to carry objects. She cannot wield weapons with her tail, but the tail allows her to retrieve a small, stowed object carried on her person as a swift action.

## Hounds (2) (1 w/4 players)

First World variant porcupine

N Tiny animal (fey)

**Init** +2; **Senses** low-light vision; **Perception** +5

### DEFENSE

**AC** 16, **touch** 14, **flat** 14 (+2 Dex, +2 natural, +2 size)

**hp** 7 (1d8+3)

**Fort** +5, **Ref** +6, **Will** +1

**Defensive Abilities** quills;

**Resist** cold 5, electricity 5; **SR** 4

### OFFENSE

**Speed** 30 ft.

**Melee** tail slap +4 (1d3+3)

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

### STATISTICS

**Str** 15, **Dex** 14, **Con** 16, **Int** 4, **Wis** 13, **Cha** 9

**Base Atk** +0; **CMB** +0; **CMD** 12 (16 vs. trip)

**Feats** Lightning Reflexes

**Skills** Acrobatics +10, Perception +5;

**SQ** first world rejuvenation

### SPECIAL ABILITIES

**Quills (Ex)** A creature that attacks with natural weapons or an unarmed strike takes 1 point of piercing damage. A creature that grapples a hound takes 1d3 points of piercing damage each round it does so.

## Hazard: Season Changes

**Roll a d4 at the top of each round:**

**1 (Winter):** The icy ground results in difficult terrain.

**2 (Spring):** Clouds of pollen clog noses and mouths, imposing a 20% spell failure chance on all spells with verbal components.

**3 (Summer):** Rampant undergrowth makes footwork difficult, imposing a -2 penalty on melee attack rolls.

**4 (Fall):** Swirling leaves impose a -2 penalty on ranged attack rolls.

### Identifying the Effects

- Easy Knowledge (nature or planes) or Survival check to anticipate effects.
- Enemies are not subject to the effects on this table.

## Daisag (high)

First world variant vanara ranger 5

CN Medium humanoid (fey, vanara)

**Init** +4 (+6 favored T); **Senses** low-light vision; **Per.** +9

### DEFENSE

**AC** 18, **touch** 14, **flat** 14 (+4 armor, +4 Dex)

**hp** 40 (5d10+10)

**Fort** +5, **Ref** +8, **Will** +2

**DR** 5/cold iron; **Immune** cold; **Resist** electricity 10; **SR** 10

### OFFENSE

**Speed** 30 ft., **climb** 20 ft.

**Melee** dagger +7 (1d4+2)

**Ranged** +1 composite longbow +9 (2d6+3/×3)

**Deadly Aim:** longbow +7 (2d6+7/×3)

**Deadly & Rapid:** +5/+5 (2d6+7/×3)

**Deadly & Rapid & P.B.:** +6/+6 (2d6+8/×3)

**Special Attacks** combat style (archery), favored enemies (fey +2, gnomes +4)

**Ranger Spells Prepared** (CL 2nd; concentration +3)

**1st**—gravity bow APG, speak with animals

**Base Statistics** Without gravity bow, Daisag's statistics are mwk composite longbow +9 (1d8+1/×3).

### STATISTICS

**Str** 14, **Dex** 18, **Con** 13, **Int** 8, **Wis** 12, **Cha** 10

**Base Atk** +5; **CMB** +7; **CMD** 21

**Feats** Deadly Aim, Endurance, Point-Blank Shot, Precise Shot, Rapid Shot Skills Acrobatics +11, Climb +18, Perception +9, Stealth +6, Survival +9, Swim +10

**Languages** Common, Vanaran

**SQ** favored terrain (forest +2), first world rejuvenation, hunter's bond (companions), prehensile tail, track +2, wild empathy +5

**Combat Gear** potion of cure moderate wounds, potion of jump;

**Other Gear** sleep arrows (2), +1 composite longbow

### SPECIAL ABILITIES

**First World Rejuvenation** (Su)

**Prehensile Tail** (Ex) A vanara has a long, flexible tail that she can use to carry objects. She cannot wield weapons with her tail, but the tail allows her to retrieve a small, stowed object carried on her person as a swift action.

## Hounds (2) (1 w/4 players)

First World variant giant porcupine

N Medium animal (fey)

**Init** +1; **Senses** low-light vision; **Perception** +6

### DEFENSE

**AC** 13, **touch** 11, **flat** 12 (+1 Dex, +2 natural)

**hp** 22 (3d8+9)

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

**Defensive Abilities** quills; **Resist** cold 5, electricity 5; **SR** 7

### OFFENSE

**Speed** 40 ft.

**Melee** tail slap +6 (2d6+4)

### STATISTICS

**Str** 17, **Dex** 12, **Con** 16, **Int** 4, **Wis** 13, **Cha** 5

**Base Atk** +2; **CMB** +5; **CMD** 16 (20 vs. trip)

**Feats** Lightning Reflexes, Weapon Focus (tail slap)

**Skills** Acrobatics +10, Perception +6;

### SPECIAL ABILITIES

**First World Rejuvenation** (Su)

**Quills (Ex)** A creature that attacks one of Daisag's hounds with light or one-handed melee weapons, natural weapons, or an unarmed strike takes 1d3 points of piercing damage. A creature that grapples a hound takes 2d4 points of piercing damage each round it does so.

## Hazard: Season Changes

**Roll a d4 at the top of each round:**

**1 (Winter):** The icy ground results in difficult terrain.

**2 (Spring):** Clouds of pollen clog noses and mouths, imposing a 20% spell failure chance on all spells with verbal components.

**3 (Summer):** Rampant undergrowth makes footwork difficult, imposing a -2 penalty on melee attack rolls.

**4 (Fall):** Swirling leaves impose a -2 penalty on ranged attack rolls.

### Identifying the Effects

- Easy Knowledge (nature or planes) or Survival check to anticipate effects.
- Enemies are not subject to the effects on this table.

## Assassin Vine (low)

First World assassin vine

N Large plant (fey)

**Init** +0; **Senses** blindsight 30 ft., low-light vision; **Per.** +1

### DEFENSE

**AC** 15, **touch** 9, **flat** 15 (+6 natural, -1 size)

**hp** 30 (4d8+12)

**Fort** +7, **Ref** +1, **Will** +2

**Immune** electricity, plant traits; **Resist** cold 10, fire 10; **SR** 8

### OFFENSE

Speed 5 ft.

**Melee** slam +7 (1d8+7 plus grab)

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

**Special Attacks** constrict (1d8+7), entangle

### STATISTICS

**Str** 20, **Dex** 10, **Con** 16, **Int** –, **Wis** 13, **Cha** 9

**Base Atk** +3; **CMB** +9 (+13 grapple); **CMD** 19 (can't be tripped)

**Skills** Acrobatics +0 (-12 to jump)

**SQ** camouflage, first world rejuvenation

### SPECIAL ABILITIES

**Camouflage** (Ex) Since an assassin vine looks like a normal plant when at rest, a DC 20 Perception check is required to notice it before it attacks for the first time. Anyone with ranks in Survival or Knowledge (nature) can use either of those skills instead of Perception to notice the plant.

**Entangle** (Su) An assassin vine can, as a free action, cause plants within 30 feet of it to animate and grasp at foes. This ability is otherwise similar to entangle (CL 4th, DC 13). The save DC is Wisdom-based.

**First World Rejuvenation** (Su)

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## Entangled

The character is ensnared. Being entangled impedes movement, but does not entirely prevent it unless the bonds are anchored to an immobile object or tethered by an opposing force. An entangled creature moves at half speed, cannot run or charge, and takes a -2 penalty on all attack rolls and a -4 penalty to Dexterity. An entangled character who attempts to cast a spell must make a concentration check (DC 15 + spell level) or lose the spell.

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## 4-PLAYER ADJUSTMENT

- The vine is sickened.
- Entangle DC is 11.

## Basidirond (high)

First World variant basidirond

N Medium plant (fey)

**Init** +1; **Senses** low-light vision, tremorsense 60 ft.; **Per.** +0

### DEFENSE

**AC** 18, **touch** 11, **flat** 17 (+1 Dex, +7 natural)

**hp** 52 (7d8+21)

**Fort** +8, **Ref** +3, **Will** +2

**DR** 5/cold iron; **Immune** cold, plant traits; **Resist** electricity 10; **SR** 11 **Weaknesses** cold lethargy

### OFFENSE

**Speed** 20 ft.

**Melee** slam +10 (1d8+7 plus spores [dc 16 fort])

**Special Attacks** hallucination cloud, spores

### STATISTICS

**Str** 20, **Dex** 13, **Con** 16, **Int** –, **Wis** 11, **Cha** 1

**Base Atk** +5; **CMB** +10; **CMD** 21 (25 vs. trip)

**Skills** Acrobatics +1 (-3 to jump)

**SQ** fist world rejuvenation

### SPECIAL ABILITIES

**Cold Lethargy** (Ex) Any cold effect that would deal more than 10 points of cold damage slows it for 1d4 rounds.

During this time, the basidirond cannot use its hallucination cloud or spores.

**First World Rejuvenation** (Su)

**Hallucination Cloud** (Ex) As a standard action once per minute, a basidirond can release a cloud of invisible spores in a 20-foot radius. All creatures within the area must succeed at a DC 16 Fortitude save or be affected by powerful hallucinations as long as they remain in the cloud plus 1d4 rounds after leaving the area. A new save must be made each round a creature remains within the affected area. A hallucination cloud persists for 5 rounds before dispersing—a strong wind causes it to disperse immediately. The save DC is Constitution-based. To determine what hallucination is suffered each round, roll 1d6 and consult the following table.

1. You're sinking in quicksand! Fall prone and spend 1 round flailing your arms and legs as if trying to swim.
2. Attacked by a swarm of spiders! Spend a full round action to attack the ground near you with your weapon.
3. An item you hold has turned into a viper! Drop it and flee from the item at top speed for 1 round.
4. You're suffocating! Stand in place, hold your breath, and clutch at your throat for 1 round.
5. You've shrunk to one-tenth your normal size! For 1 round, take no actions and you think monsters can't see you.
6. You're melting! Grasp hold of yourself in an attempt to hold yourself together, and take no actions for 1 round.

**Spores** (Ex) Any creature struck by a basidirond's slam attack is coated with spores. The creature struck must make a DC 16 Fortitude save or these spores take root in his flesh, and particularly in his lungs. The save DC is Constitution-based.

**Basidirond Spores:** Disease—inhaled; save Fort DC 16; frequency 1/round for 6 rounds; effect 1d2 Con damage; cure 1 save.

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## 4-PLAYER ADJUSTMENT

- The plant is sickened.
- Hallucination DC is 14.

## Clortho (low)

Male First World variant faun

CN Medium fey

**Init** +8; **Senses** greensight 60'; scent; see in darkness;

**Perception** +10

### DEFENSE

**AC** 17, **touch** 13, **flat** 13 (+4 Dex, +3 natural)

**hp** 19 (3d6+9)

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

**DR** 2/cold iron; **Resist** cold 5, electricity 5; **SR** 7

### OFFENSE

**Speed** 30 ft.

**Melee** broken glaive +4 (1d10+4)

**Ranged** shortbow +5 (1d6/×3)

**Special Attacks** panpipes

**Spell-Like Abilities** (CL 3rd; concentration +7)

**At will**—ghost sound (DC 14)

**1/day**—hideous laughter (DC 15 [17 Pipes]), sleep (DC 15 [17 Pipes])

### STATISTICS

**Str** 18, **Dex** 18, **Con** 17, **Int** 15, **Wis** 18, **Cha** 19

**Base Atk** +1; **CMB** +5; **CMD** 19

**Feats** Improved Initiative, Weapon Focus (glaive)

**Skills** Acrobatics +11, Bluff +10, Intimidate +7, Perception +10, Perform (wind instruments) +10, Sense Motive +10, Stealth +11, Survival +7

**Languages** Common, Sylvan

**SQ** first world rejuvenation

**Gear** broken glaive, shortbow with 20 arrows, mwk panpipes

### SPECIAL ABILITIES

**First World Rejuvenation** (Su)

**Greensight** (Su) Clortho can see through thick plant matter within 60 feet as though it were transparent. Greenery, leaves, undergrowth, and vines provide no concealment to his sight, though solid wood still blocks his line of sight.

**Panpipes** (Su) Three times per day, a faun can use its masterwork panpipes to augment its spell-like abilities.

Doing so is a swift action that increases the DC of the next spell-like ability it uses on its turn by +2.

**See in Darkness** (Su) Clortho can see perfectly in darkness of any kind, including that created by deeper darkness.

## Garow, Ronronne, and Xox (low)

Male and female First World variant skinwalker ranger 1

CN Medium humanoid (fey, shapechanger, skinwalker)

**Init** +2; **Senses** low-light vision; **Perception** +6

### DEFENSE

**AC** 15, **touch** 13, **flat** 13 (+3 armor, +2 Dex)

**hp** 13 (1d10+3)

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

**Resist** cold 5, electricity 5, fire 5; **SR** 5

### OFFENSE

**Speed** 30 ft.

**Melee** 2 claws +3 (1d4+2)

**Power Attack:** 2 claws +2 (1d4+4)

**Ranged** longbow +3 (1d8/×3)

**Special Attacks** favored enemy (gnomes +2)

**Spell-Like Abilities** (CL 1st; concentration +0)

**1/day**—speak with animals

### STATISTICS

**Str** 15, **Dex** 14, **Con** 15, **Int** 8, **Wis** 14, **Cha** 8

**Base Atk** +1; **CMB** +4; **CMD** 16

**Feats** Power Attack Skills Climb +6, Handle Animal +5, Perception +6, Survival +6, Swim +6;

**SQ** bestial form, first world rejuvenation, track +1, wild empathy +2

**Gear** studded leather armor, longbow with 40 arrows, boots of the cat (Ronronne only), everburning torch

### SPECIAL ABILITIES

**Bestial Form** (Su) A typical skinwalker can change shape to and from a bestial form as a standard action, but these skinwalkers are locked in to their form. The form grants them a +2 racial bonus to Constitution and two claw attacks, both of which are already included in their statistics.

**First World Rejuvenation** (Su)

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## 4-Player Adjustment

Each hunter has a 20% chance of attacking another hunter instead of a PC.

## Clortho (high)

Male First World variant satyr

CN Medium fey

**Init** +4; **Senses** greensight 60 feet; scent; see in darkness;

**Perception** +18

### DEFENSE

**AC** 20, **touch** 15, **flat** 15 (+4 Dex, +1 dodge, +5 natural)

**hp** 52 (8d6+24)

**Fort** +5, **Ref** +10, **Will** +8

**DR** 5/cold iron; **Resist** cold 10, electricity 10; **SR** 10

### OFFENSE

**Speed** 40 ft.

**Melee** broken glaive +7 (1d10+4) or  
horns +3 (1d6+4)

**Ranged** shortbow +8 (1d6/×3)

**Special Attacks** pipes (60' DC 18 fear)

**Spell-Like Abilities** (CL 8th; concentration +11)

**At will**—dancing lights

### STATISTICS

**Str** 18, **Dex** 19, **Con** 17, **Int** 12, **Wis** 14, **Cha** 17

**Base Atk** +4; **CMB** +8; **CMD** 23

**Feats** Dodge, Mobility, Skill Focus (Perception), Weapon Focus (glaive)

**Skills** Acrobatics +4 (+8 to jump), Bluff +15, Diplomacy +15, Disguise +9, Intimidate +9, Knowledge (nature) +10, Perception +18, Perform (wind instruments) +19, Stealth +19, Survival +7; Racial Modifiers +4 Perception, +4 Stealth

**Languages** Common, Sylvan

**SQ** first world rejuvenation

**Gear** broken glaive, shortbow with 20 arrows, horn of fog, mwk panpipes

### SPECIAL ABILITIES

**First World Rejuvenation** (Su)

**Greensight** (Su) Clortho can see through thick plant matter within 60 feet as though it were transparent. Greenery, leaves, undergrowth, and vines provide no concealment to his sight, though solid wood still blocks his line of sight.

**Pipes** (Su) Clortho can focus and empower his magic by playing haunting melodies on his panpipes, though his pipes are less versatile than a typical satyr's. When he plays, all creatures within a 60-foot radius must make a DC 18 Will save or be affected by fear. A creature that successfully saves against this effect cannot be affected by the same set of pipes for 24 hours. The save DC is Charisma-based.

**See in Darkness** (Su) Clortho can see perfectly in darkness of any kind, including that created by deeper darkness.

## Garow, Ronronne, and Xox (high)

Male and Female First World variant skinwalker ranger 3

CN Medium humanoid (fey, shapechanger, skinwalker)

**Init** +4 (+6); **Senses** low-light vision; **Perception** +8

### DEFENSE

**AC** 15, **touch** 12, **flat** 13 (+3 armor, +2 Dex)

**hp** 29 each (3d10+9)

**Fort** +5, **Ref** +5, **Will** +3 **Resist** cold 5, elect. 10, fire 10; **SR** 7

### OFFENSE

**Speed** 30 ft.

**Melee** 2 claws +5 (1d6+2)

**Power Attack** 2 claws +4 (1d6+4)

**Ranged** composite longbow +5 (1d8+2/×3)

**Special Attacks** combat style (natural attacks), favored enemy (gnomes +2)

**Spell-Like Abilities** (CL 3rd; concentration +2)

**1/day**—speak with animals

### STATISTICS

**Str** 15, **Dex** 14, **Con** 12, **Int** 8, **Wis** 14, **Cha** 8

**Base Atk** +3; **CMB** +5; **CMD** 17

**Feats** Aspect of the Beast (Wild Instinct), Endurance, Improved Natural Attack, Power Attack

**Skills** Climb +8, Handle Animal +7, Perception +8, Survival +10, Swim +8; Racial Modifiers +2 Handle Animal

**Languages** Common, Sylvan

**SQ** bestial form, favored terrain (forest +2), first world rejuvenation, track +1, wild empathy +4

**Combat Gear** potion of cure light wounds, potion of pass without trace;

**Other Gear** mwk studded leather, composite longbow (+2 Str) with 40 arrows, boots of the cat (Ronronne only), everburning torch

### SPECIAL ABILITIES

**Bestial Form** (Su) A typical skinwalker can change shape to and from a bestial form as a standard action, but these skinwalkers are locked in to their form. The form grants them a +2 racial bonus to Constitution and two claw attacks, both of which are already included in their statistics.

**First World Rejuvenation** (Su)

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## 4-Player Adjustment

Each hunter has a 20% chance of attacking another hunter instead of a PC.