

Sample file

# Devious NPCs and Curious Creatures

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Devious NPCs and Curious Creatures is a document designed to give GM's interesting creatures and NPCs to mesh in to their ongoing Pathfinder games. The creatures and NPCs are designed for low to mid-level campaigns.

These NPCs and creatures are a bit different from what one may normally encounter and should give the PCs a chance to include some role playing in to their encounters, rather than a basic combat with the same old creatures and NPCs.

GMs are of course free to use these creatures and NPCs however they see fit, and should always remember that above all they and the players should be entertained and have a good time playing.

Included with every creature or NPC is at least one hook – an idea that can be used to make the PCs actively interested in an outcome further than simply slaying the beast or overcoming a singularly evil NPC.

These hooks can make the game that much more interesting by putting the PCs into a position where morals need to come in to play and the alignment of their characters should encourage active role playing.

In addition to unique Creatures and NPCs, you will also find several adventure seeds – ideas which can be dropped in to your current game, perhaps to germinate in to a reoccurring theme or simply for use as a one off idea.

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# CREATURES

## BEAST OF A THOUSAND BROKEN HEARTS

*"All that you love most in this world will be taken from you. I do this under command and not of my own free will"*

Beast of a Thousand Broken Hearts  
XP \* CR \*

Medium Outsider  
Init (\*)+2

### DEFENSE

HP: \*

AC \*

Touch \*, Flat-footed \*

Fort \*, Ref \*, Will \*

Defensive Abilities: Undead Traits

### OFFENSIVE

Speed: 30 feet

Melee: Club 1d6

Space/Reach: 5 ft./5 ft.

Special Attacks: none

### SPECIAL ABILITIES

TELEPORT (SU) TWICE DAILY

TRUE RESURRECTION (SU)

STATIC MIMICRY

### STATISTICS

**Str \***, **Dex \***, **Con \***,

**Int \***, **Wis \***, **Cha \***

Base Attack \*; CMB \*; CMD \*

Skills: \*

Languages: All

### ECOLOGY

Environment: any

Organization: solitary

Treasure: -

### DESCRIPTION

The Beast of a Thousand Broken Hearts is the stuff of true nightmare; a creature of ether and sorrow who is forever compelled to commit the most atrocious crimes – destroying the idea of love, individual by individual.



No one knows where the Beast was originally called from. What is known is that whoever summoned it first brought wreck and ruin to their life.

The Beast of a Thousand Broken Hearts appears as a female, angelic creature with flowing brown hair and the wings of a crow.

It is always crying, its tears carving glowing rivulets in its face which fade slowly over time. Each time it is summoned it sheds one tear for every life it has destroyed.

The Beast of a Thousand Broken Hearts can be summoned by throwing a diamond of at least 5000 GP value into the center of a fire whose coals are red hot. At that time the invoker says: