



THE **CRUYLTIDE CUR**

It has made a list and checked it twice. It already knows who has been naughty or nice.

CRUYLTIDE CUR

The vast northern reaches are a nearly uninhabitable landscape to those that don't adapt to their hazards. It's no surprise that tucked deep within this land of ice and snow where only the brave and foolish may go, that beasts we have never even dreamed of dwell. It's difficult to know how many creatures of these rime whipped lands we are unaware of, but some of those that we've heard of are enough to chase all but the most foolhardy adventurers away. One such creature that has been known to stalk these lands is especially attuned to what people truly feel in their core. It seems to know whether someone has evil or destruction in their heart and will pursue those it deems unfit to the edges of its domain. Some think it a demon, while others see it to be a malformed beast of some ill creation. What is sure is that these cruel Curs stalk the lands in search of the naughty, ready to snuff their flame and leave them ice cold.

A being of seemingly true neutrality, Cruyltide Curs seek to weigh the measure of those that are unlucky enough to

cross their paths. If a Cur believes you have ill intent in your heart, it is impossible to hide from their learned gaze. Many are hesitant to assign intelligence to something so monstrous, but it can't be denied that the beasts do seem to possess an understanding of what makes a being tick. Whether it is emotional intelligence, or something beyond our understanding, Curs care only to protect their lands and seek those that would bring ruin to their tundra.

Curs are known to be especially cruel to those with evil in their heart. There are tales of Curs toying with their prey and keeping them deep within their frozen lairs for long periods of time, slowly whittling away at their sanity until they break the being's will. Only once the cur feels its prey has truly given up will it finally end their suffering. This cruelty has earned them the title which has been bestowed upon them by those who dwell in the Cur's lands. People of the north say that the Cur knows when you're sleeping and knows when you're awake. They firmly believe that it knows if you have been bad or good and use these tales to implore their

CRUYLTIDE CUR

CREATURE 9

UNCOMMON N LARGE BEAST

Perception +18; darkvision, alignment sense

Skills Athletics +20, Intimidation +20

Str +7, **Dex** +4, **Con** +6, **Int** -4, **Wis** +4, **Cha** +3

Alignment Sense The Cur has a list and checks it twice. It knows the alignment of any creature that it can see.

AC 28; **Fort** +23, **Ref** +21, **Will** +15

HP 151; **Immunities** Cold

Freezing Presence (aura, cold) 20 feet. The area around the Cur is a freezing maelstrom of whipping winds and snow. Creatures other than the Cur treat this area as difficult terrain. Creatures that start their turn within this aura take 5d6 cold damage (DC 25 basic Fortitude save).

Speed 25 feet

Melee ♦ claws +21 (agile, reach 10 feet), **Damage** 2d6+9 slashing plus 1d8+4 cold

Melee ♦ jaws +19, **Damage** 2d8+11 slashing

Candy Pain ♦ (manipulate); **Requirement** The Cur hit a living creature with a jaws Strike on its previous action;

Effect The Cur snaps off one of its candy cane teeth in the creature. At the start of that creature's turn for the next 3 rounds, they must attempt a DC 25 Fortitude save turning to coal and becoming petrified for 1 minute on a failure. A creature can use one action with the manipulate trait to attempt to remove the tooth (DC 23 Athletics check), ending the effects on a success.

Sleighter ♦ (concentrate, envision); **Requirement** The Cur's previous action caused a Chaotic or Evil aligned creature to fall unconscious or die; **Effect** The Cur consumes some of the creature's life force regaining 3d8+10 Hit Points.

Holiday Fear ♦♦ (auditory, mental); **Frequency** Once per minute; **Effect** The Cur lets out a mighty bugle. Creatures within 60 feet of the Cur that can hear it must attempt a DC 25 Will save.

Critical Success The creature is unaffected.

Success The creature is frightened 1.

Failure The creature is frightened 2 and fleeing for 1 round.

Critical Failure As failure, but the creature is fleeing for 3 rounds.

children to be good merely for the sake of goodness. While the Curs have kept children in line for years in this manner, there will always be those who seek something that is not theirs to take. The vast northern reaches hold a number of long forgotten treasures and tempting stories of a fey that can grant the whole world gifts in one night. For those that come seeking these riches, the Cur will be waiting and watching to judge their worth.

While Curs are solitary in nature, it is known that they will converge to take on particularly dangerous evils that journey into their lands. Befriending a Cur is a dangerous task to take upon oneself. Any adventurer foolish enough to take on such a task must prove themselves to be pure of heart and intent, lest they find themselves on the wrong end of the Cur's petrifying bite. Steel your mettle and resolve yourself to good, for the Cur is coming to town.

TACTICS

Curs are typically stalkers that will seek to attack at the most opportune time to make sure they are successful in defending their lands. Many may misunderstand the intention of the Cur when it first appears to the party. Some will take it to be an enemy immediately and seek to engage in combat.

- Holiday Fear should be used early in the fight to set the tone and intensity of combat.
- Sleighter is a particularly powerful ability if there are multiple chaotic or evil members of the opposing party. The Cur will furiously focus that creature down first to use its healing.
- Candy Pain is the signature ability of the Cur and should be used early and often to keep the party wasting actions to try to get away from this petrification.

SUGGESTED PAIRINGS

While Curs are typically solitary in the lands that they stalk and protect, that doesn't mean they're the only hazard in the area.

- Consider the nature of the environment in which the Curs stalk. You might set a fight on an icy lake crossing with breaking ice, or during a powerful blizzard which limits visibility. Curs inhabit harsh lands. Use that to set memorable encounters.
- If you need to supplement the fight with other creatures, consider having ice adjacent fey that are drawn to the magical prowess of the Cur invade the fight.



CRUYLTIDE KRIS

ITEM 9

UNCOMMON MAGICAL

Price 680 gp

Usage held in 1 hand; Bulk L

This short, but incredibly sharp +1 striking frost kris is surprisingly festive for something that looks so deadly. Smelling of sickly sweet candy, this blade is composed of a hardened, but brittle white substance wrapped with another layer that is a striking shade of red. It is always slightly sticky to the touch. The crossbar and handguard are adorned with deep green leaves and what appears to be a gnarled form of antler.

Activate-Candy Pain ♦ manipulate; **Requirement** Your previous action was a successful Strike with this weapon against a living creature; **Effect** You twist the blade, snapping it off and leaving it embedded in the creature where it begins to melt. At the start of that creature's turn for the next 3 rounds, they must attempt a DC 25 Fortitude save turning to coal and becoming petrified for 1 minute on a failure. A creature can use one action with the manipulate trait to attempt to remove the tooth (DC 23 Athletics check), ending the effects on a success. When broken, this weapon ceases to function as a kris. The blade regenerates during your daily preparations after 2d8+3 days.

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