

Nudel the Devourer

Female half-orc barbarian 7/druid 8
NE Medium humanoid (human, orc)
Init +5; **Senses** Perception +20
Languages Common, Druidic, Orc

DEFENSE

AC 37, touch 14, flat-footed 36 (+13 armor, +1 Dex, +3 deflection, +4 natural, +6 shield); +2 dodge bonus vs. traps
hp 209 (15 HD); 239 hp when raging
Fort +22, **Ref** +14, **Will** +15; +4 vs. fey/plant magic, +2 vs. traps
Defensive Abilities improved uncanny dodge, resist nature's lure, trap sense +2; **DR** 1/–

OFFENSE

Speed 20 ft. (4 squares); run ×3
Melee mwk flail +22/+17/+12 (1d8+8) or
mwk flail +24/+19/+14 (1d8+10) while raging, or
mwk heavy shield +22/+17/+12 (1d4+8) or
mwk heavy shield +24/+19/+14 (1d4+10) while raging
Ranged by weapon +18/+13/+8
Special Attacks pounce (1/day), rage (22 rounds/day), rage powers (greater guarded life 14, moment of clarity), wild shape 4/day
Druid Spells Prepared (CL 8th; Concentration +10)
4th (3/day) – *aspect of the stag*^{B APG}, *strong jaw*^{APG} (2)
3rd (4/day) – *blood scent*^{ARG}, *communal resist energy*^{UC}, *haste*^B, *ward of the season*^{ARG}
2nd (5/day) – *animal messenger*, *chameleon stride*^{B APG}, *eagle eye*^{APG}, *lesser restoration*, *tree shape*
1st (6/day) – *ant haul*^{APG}, *commune with birds*^{ARG}, *detect animals or plants*, *mount*^B, *speak with animals*, *stone shield*^{ARG}
0 (at will) – *create water*, *detect magic*, *guidance*, *light*

Domain Plains

STATISTICS

Abilities Str 26 (+8), Dex 20 (+5), Con 22 (+6), Int 10 (+0), Wis 14 (+2), Cha 7 (–2)
Base Atk +13; **CMB** +21; **CMD** 41
Feats Armor Proficiency (heavy), Craft Wondrous Item, Endurance^B, Furious Finish, Improved Natural Attack (bite), Improved Vital Strike, Natural Spell, Vital Strike, Wild Speech
Skills Climb +15, Knowledge (arcana) +5, Knowledge (nature) +10, Perception +20, Spellcraft +18, Survival +22, Swim +15; **Armor Check Penalty** –6
SQ fast movement, migrating herd, nature bond (plains domain), nature sense, sacred tattoo, shaman's apprentice, skilled, trackless step, weapon familiarity, wild empathy +6, woodland stride
Combat Gear *potion sponges of fly* (3); **Other Gear** +4 *wild dragonhide plate*, +4 *wild heavy dragonhide shield*, *amulet of natural armor* +4 (doubles as a +1 *furious amulet of mighty fists*), *belt of physical perfection* +6, *boots of the cat*, *cloak of resistance* +4, *druid's vestments*, holly and mistletoe, masterwork flail, *polymorphic pouch*, *ring of protection* +3, spell component pouch, tender (697gp)
Encumbrance light 306 lb., medium 613 lb., heavy 920 lb.; **Weight Carried** 71 lb. 3 oz. (excluding tender)

SPECIAL ABILITIES

Fast Movement (Ex) Your land speed is faster than the norm for your race by +10 feet. This benefit applies only when you are wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying your speed because of any load carried or armor worn. This bonus stacks with any other bonuses to your land speed.



Greater Guarded Life (Ex) While raging, if you are reduced below 0 hit points, 2 hit points of lethal damage per barbarian level is converted to nonlethal damage. If you are at negative hit points due to lethal damage, you immediately stabilize.

Improved Uncanny Dodge (Ex) You cannot be caught flat-footed, even if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized or when an opponent successfully uses the feint action against you. You also cannot be flanked. This denies a rogue their sneak attack, unless they are 8th-level or higher.

Migrating Herd (Su) When you summon an aurochs, bison, elephant, horse, mastodon, pony, or similar quadruped herbivore with a summoning spell, the duration of the spell is increased by 100% (this does not stack with Extend Spell). The creature's land speed is increased by 10 feet.

Moment of Clarity (Ex) You may choose to not gain any benefits or take any of the penalties from rage for 1 round. Activating this power is a swift action. This includes the penalty to Armor Class and the restriction on what actions can be performed. This round still counts against your total number of rounds of rage per day. This power can only be used once per rage.

Nature Sense (Ex) You gain a +2 bonus to knowledge: nature checks and Survival checks (included above).

Pounce (Ex) You may use the pounce special attack once per day.

Rage (Ex) You can rage for 22 rounds per day. Entering a rage is a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive. While in rage, you gain a +4 morale bonus to your Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, you take a –2 penalty to Armor Class. The increase to Constitution grants you 2 hit points per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, you cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. You can end your rage as a free action and are fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. You cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If you fall unconscious, your rage immediately ends, placing you in peril of death.

Resist Nature's Lure (Ex) You gain a +4 bonus on saving throws against the spell-like and supernatural abilities of fey. This bonus also applies to spells and effects that utilize or target plants, such as blight, entangle, spike growth, and warp wood.

Sacred Tattoo You gain a +1 luck bonus on all saving throws (included above).

Shaman's Apprentice You gain Endurance as a bonus feat.

Skilled You gain 1 extra skill rank per level like a human.

Trackless Step (Ex) You leave no trail in natural surroundings and cannot be tracked. You may choose to leave a trail if so desired.

Trap Sense (Ex) You gain a +4 bonus on Reflex saves made to avoid traps and a +4 dodge bonus to AC against attacks made by traps.

Weapon Familiarity You are proficient with greataxes and falchions and treat any weapon with the word "orc" in its name as a martial weapon.

Wild Empathy (Ex) You can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. You roll 1d20 and add your druid level and your Charisma modifier to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use wild empathy, you and the animal must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time. Additionally, you may also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but you take a –4 penalty on the check.

Wild Shape (Su) You have the ability to turn yourself into a variety of creatures and back again four times per day. Your options for new forms include animals of Diminutive to Huge size, Medium elementals, and Small or Medium plant creatures. This ability functions like the beast shape III spell (for animals), the elemental body II spell (for elementals) or as the plant shape I spell (for plant creatures), except as noted here. The effect lasts for 8 hours, or until you change back. Changing form (to animal or back) is a

standard action and doesn't provoke an attack of opportunity. The form chosen must be that of an animal, elemental, or plant creature with which you are familiar. You can communicate normally with other animals of the same general grouping as your new form. While wild shaped, you gain an additional +2 bonus to your natural armor bonus thanks to your favored class bonuses from druid.

Woodland Stride (Ex) You may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at your normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect you.

Nudel (Behemouth Hippopotamus Form)

Female half-orc barbarian 7/druid 8

NE Huge humanoid (human, orc)

Init +3; **Senses** low-light vision; Perception +20

Languages Common, Druidic, Orc

DEFENSE

AC 42, touch 12, flat-footed 41 (+13 armor, +1 Dex, +3 deflection, +11 natural, +6 shield, -2 size); +2 dodge bonus vs. traps

hp 209 (15 HD); 239 hp when raging

Fort +22, **Ref** +12, **Will** +15; +4 vs. fey/plant magic, +2 vs. traps

Defensive Abilities improved uncanny dodge, resist nature's lure, trap sense +2; **DR** 1/-

OFFENSE

Speed 40 ft. (8 squares); 60 ft. without armor

Melee bite +23 (18d8+17 plus grab) with Improved Vital Strike, or
bite +27 (18d8+23 plus grab) with Improved Vital Strike and rage, or
bite +27 (24d8+23 plus grab) with Improved Vital Strike, rage, and *strong jaw*

Ranged by weapon +14

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

Special Attacks as above plus trample (2d6+16 or 4d6+16 with *strong jaw*, DC 17)

Druid Spells as above

STATISTICS

Abilities Str 32 (+11), Dex 16 (+3), Con 22 (+6), Int 10 (+0), Wis 14 (+2), Cha 7 (-2)

Base Atk +13; **CMB** +26 (+30 grappling); **CMD** 42 (46 vs. overrun and trip)

Feats Armor Proficiency (heavy), Craft Wondrous Item, Endurance^B, Furious Finish, Improved Natural Attack (bite), Improved Vital Strike, Natural Spell, Vital Strike, Wild Speech

Skills Acrobatics -3 (+6 when jumping), Climb +18, Knowledge (arcana) +5, Knowledge (nature) +10, Perception +20, Spellcraft +18, Stealth -11, Survival +22, Swim +18; **Armor Check Penalty** -6

SQ as above, plus fast movement

Combat Gear *potion sponges of fly* (3); **Other Gear** *amulet of natural armor* +4 (doubles as a +1 *furious amulet of mighty fists*), *polymorphic pouch*, tender (697gp)

Encumbrance light 12,456 lb., medium 24,912 lb., heavy 37,440 lb.; **Weight Carried** 2 lb. 3 oz. (excluding tender)

