

Fox Woman

A fox woman is a shape changer which has three forms, an elven woman, a natural hybrid fox/woman (vixen) form, and a fox form. They are extremely self-centered and vain. Fox women are solitary creatures preferring to live in areas remote from civilization where they usually lair in an isolated cottage or other similar structure. They are almost never found with other's of their kind although they may occasionally be encountered as a mother/daughter pair.

In their elven form they appear as a beautiful elven woman. If examined carefully they will exhibit some telltale signs of their actual nature, a small fox tail and silver streaked hair. In their vixen form they have the head of a fox and their bodies are covered in soft fur. In their fox form they appear to be a normal fox of somewhat large size and their eyes show a spark of unnatural intelligence. Both the elven and vixen forms are capable of using weapons. In the fox form their only melee attack is their bite.

Fox Woman

Level 7 Controller

Medium fey humanoid
(shapechanger)

X P 300

Initiative +3

Senses Perception +8,
low-light vision

HP 63; Bloodied 31

AC 21; Fortitude 19, Reflex 24, Will 29

Speed 7

Longsword (standard, at-will) * Weapon

+19 vs. AC; 1d8+5 damage

Bite (standard, at-will) * Weapon

+19 vs. AC; 1d8+2 damage and the target is slowed until the end of the fox woman's next turn.

Beguile (standard, recharge 4,5,6) * Charm

+11 vs. Will; The target is dominated (save ends).

Magic Missile (standard, at-will) * Force

+12 vs. Reflex; Ranged 20; 2d4+8 damage.

Change Shape (minor; at-will) * Polymorph

A fox woman can change its shape at will to appear as either a unique elvish woman or an ordinary silver fox. In

elvish form the fox woman loses her bite attack.

Alignment Unaligned Languages Common, Elvish

Skills Stealth +10, Nature +9, Arcana +8, Bluff +13

Str 11 (+3) Dex 14 (+5) Wis 9 (+2)

Con 13 (+4) Int 17 (+6) Cha 20 (+8)

Equipment Longsword

Fox Woman Tactics

A fox woman will initially use her beguile power on the strongest or closest character and then use the character to kill or occupy the attention of enemy strikers. She will then use her magic missile power and beguile again once it recharges to fight from a distance. If forced into melee combat she will use her bite or if in elven form her longsword. If possible she will flee from melee combat. Fox women usually try to escape any encounter which is going badly for them by transforming to fox form and escaping via some terrain which normal sized opponents cannot traverse.

Seduction

Fox women are able to use their beguiling power in a non-combat situation to produce a powerful charming influence on male humans, half-elves, elves, and eldarin. They will use this power to make these men suggestible and easy to manipulate, playing on their greed, lust, and desire in order to enslave them. This can be roll played using the fox woman's bluff skill vs the victim's insight. When a victim is first under her thrall (for the first several days or weeks) it is possible to break the spell by removing the victim or presenting them with sufficiently convincing evidence of the true situation. After a while the victim will become totally under the influence of the fox woman and might even kill his friends and would certainly sacrifice himself without thought to save his 'love'. This is usually a good mechanism to use as a plot hook, but DMs should feel free to encourage players to go along with it, forcing their friends to rescue their moonstruck comrade(s)!

Fox woman lore

A character knows the following information with a successful Nature or Arcana check

DC 15: Fox women are fey lycanthropic elven women who seek to charm

attractive members of the opposite sex and keep them as lovers. They are adept at magic use. A fox woman in elven form always has a fox tail.

Encounter Groups

A fox woman is typically encountered with several loyal slaves and may also have other trained guardians to assist her in defending her lair.

Level 4 Encounter (XP 1,050)

- 1 Fox woman (level 7 controller)
- 2 Elvish Archers (level 2 artillery)
- 1 Rage Drake (level 5 brute)
- 2 Human Guards (level 3 soldier)