Rite Publishing Presents

Faces of the Tarnished Souk: An NPC Collection

by Matt Banach and Justin Sluder

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Faces of the Tarnished Souk

An NPC Collection

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Matt Banach's Dedication:
To Corinne, for inspiring and supporting me with love and patience as, month after month, project after project, I laid the bricks which have come to this.

Justin Sluder's Dedication:
To Matt and Steve for putting up with me.

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Table of Contents

Introduction 5

The Faces of the Tarnished Souk 7

Ahnkar-Kosh, the Unstoppable 8
Ar'Hanoht, the Iron Gavel 14
Balduros Thundrsen, the Roaring Hammer 20
Belladonna, the Face of Love Unrequited 25
Bonetongue, Steward of Bad Dreams 31
Brynhild Eirensdottir, the Shining Valkyrie 36
The Dark Lady Ninyantë, the Mistress of Venom 42
Dread Captain Miraxa, Queen Corsair of the Slumbering Sea 49
Elspeth Black, Executive Officer of Blackblade 55
The Ghost-Light that Dreamed, Gozutozawa 63
Gobseck Vaultwright, Meister of the Golden Anvil 69
Jubal D'tirn, the Fool's Champion 75
Kahrvass Fleymbrow, Smith of Burning Desire 81
Khufusiris, the Crooked Sleuth of Unfathered Sin 87
Le Loup Solitaire 92
The Mad Wench Maelgatryx 97
Magnus Thrax, Sculptor of War 105
Nameless Nil, the Beggar of Self 109
Nix Ra Bael, Dreamkiller 116
Perfect Aneshka, Fate's Immaculate Blade 121
Po'Kesteros, the Lostling 126
Primus Gearheart, the Clockwork King 134
Smiles-Under-the-Bed 139
Ur-Shogga, the All-Consuming Thought 146
Vhulgus Sangrevorro, the Endless Dandy 152
Viscount Zanzig, the Crystal Seer, High Prognosticator of Sarnath 160
Xoti, the Usurper 165
Yog'vhus'chuul, Harbinger of the Deeping Void 172
Z.Z. Grimshanks, the Knave of Sharp Seconds 179
Zara, the Girl Who Died Dreaming 184

Archetypes, Races, Templates and Traits 191

Archetypes 192
Races 200
Templates 204
Traits 244

Equipment, Magic Spells, Items, and Monsters 258
Equipment and Magic Spells 259
Magic Items 264
Laughing Lucky, the Vanishing Bard of Bedlam 288
Monsters 290
Ur-Shogga's Host Bodies 294

Tarnished Souk Appendix 305
Appendix I: Setrai Tkossirk, the Whispered Word of Dream 305
Appendix II:
Profession Table 316
CR Table 319
Other Campaign Settings 316

In the mysterious Realm of Dream, across the wild tides of the Slumbering Sea, sits the isle of the Coliseum Morpheuon – an arena of terror and bloodsport, lorded over by the diabolically charismatic and delightfully depraved Khan of Nightmares. Hordes of strange and powerful beings flock to the Coliseum regularly, drawn by the promise of riches, glory, and a cup that runneth over with wishes.

Sprawling in the shadow of this epic arena is the Tarnished Souk, a marketplace beyond compare, the ultimate bazaar of the bizarre, where any good, any service, and even dreams themselves can be bought and sold. Within these sinister streets lurks a rogue's gallery of weird and wild scoundrels plying their trade, selling their wares to any folk rich or foolish enough to pay the price.

This book is a collection of those myriad merchants – the *Faces of the Tarnished Souk*.

Greetings.
This ain't your pappy's NPC book.

Collected herein are the most unique, wild, and beautifully dangerous characters we could imagine.

And we can imagine quite a bit.

Each of these NPCs has their own role to play in the dreamy marketplace of the Tarnished Souk – most are merchants vending goods and services, some are deadly private contractors, and a few, vagrants and scavengers. But they are so much more – within these pages are heroes, villains, allies, rivals, employers, gladiators, bounty hunters, monsters, masterminds, generals, lovers, haters, angels, heralds, avatars, minstrels, a stray cat, and more than one harbinger of the apocalypse. Use them.

At their most basic, you can use these NPCs to present a dizzyingly diverse buffet of options for your characters' shopping expeditions. One ingenious way to access the Tarnished Souk without having to leave your home campaign is this: Whenever the PCs go to sleep, they may dream themselves to the Tarnished Souk, located conveniently in the realm of Dream. There, they can browse and purchase their goods from the merchants of the Souk; when the PCs wake, the money they have spent is gone from their pockets and their newly purchased goods are there, waiting on their pillows. These vendors sell it all: animals, alchemy, arbitration, armies, armor, assassination, banking, bodyguarding, burials, clothes, companionship, constructs, crafts, curses, death, dreams, fortunes, gladiators, guidance, healing, information, liquor, luck, magic, nightmares, poison, songs, taxidermy, transportation, weapons, you name it. One even makes a truly divine spicy fish stew!

At its purest, *Faces of the Tarnished Souk: An NPC Collection* is the ultimate companion for any *Coliseum Morpheuon* game, or any campaign touching the madcap plane of Dream. Each character utilizes the reality-bending rules for "dreamburning," with hopes, aspirations, and goals listed for every soul. Furthermore, the backgrounds, schemes, and suggestions for use for each NPC contemplate a campaign in Dream, with extensive interrelations between characters within the series and regular reference back to *Coliseum Morpheuon*'s pivotal characters, plots, and grand events.

But even if you're not playing a campaign set in Dream, we designed these characters to be useful and usable anywhere. Coming from dozens of races with backgrounds and future schemes that stretch across the multiverse, there is no reason these personalities cannot appear in any fantasy realm. And of course, anything can fit anywhere if you're inclined to make a few changes – feel free to tinker around and make these NPCs your own!

One thing these characters are not, is simple – both in terms of their emotionally rich backstories and their staggeringly diverse abilities. Rules wizard Justin Sluder has, time and again, outdone himself in terms of exploding expectations and completely redefining the art of the character sheet. Furthermore, with most characters having a high-level version above CR 20, empowered by all the templates and 3rd-party published mechanics we could find, *here there be dragons*. If your average NPC is a well-built car, the Faces of the Tarnished Souk are nuclear-powered Apache attack helicopters. If your gaming group includes players who claim to have seen it all, this is the book for you. They are *definitely* not ready for this.

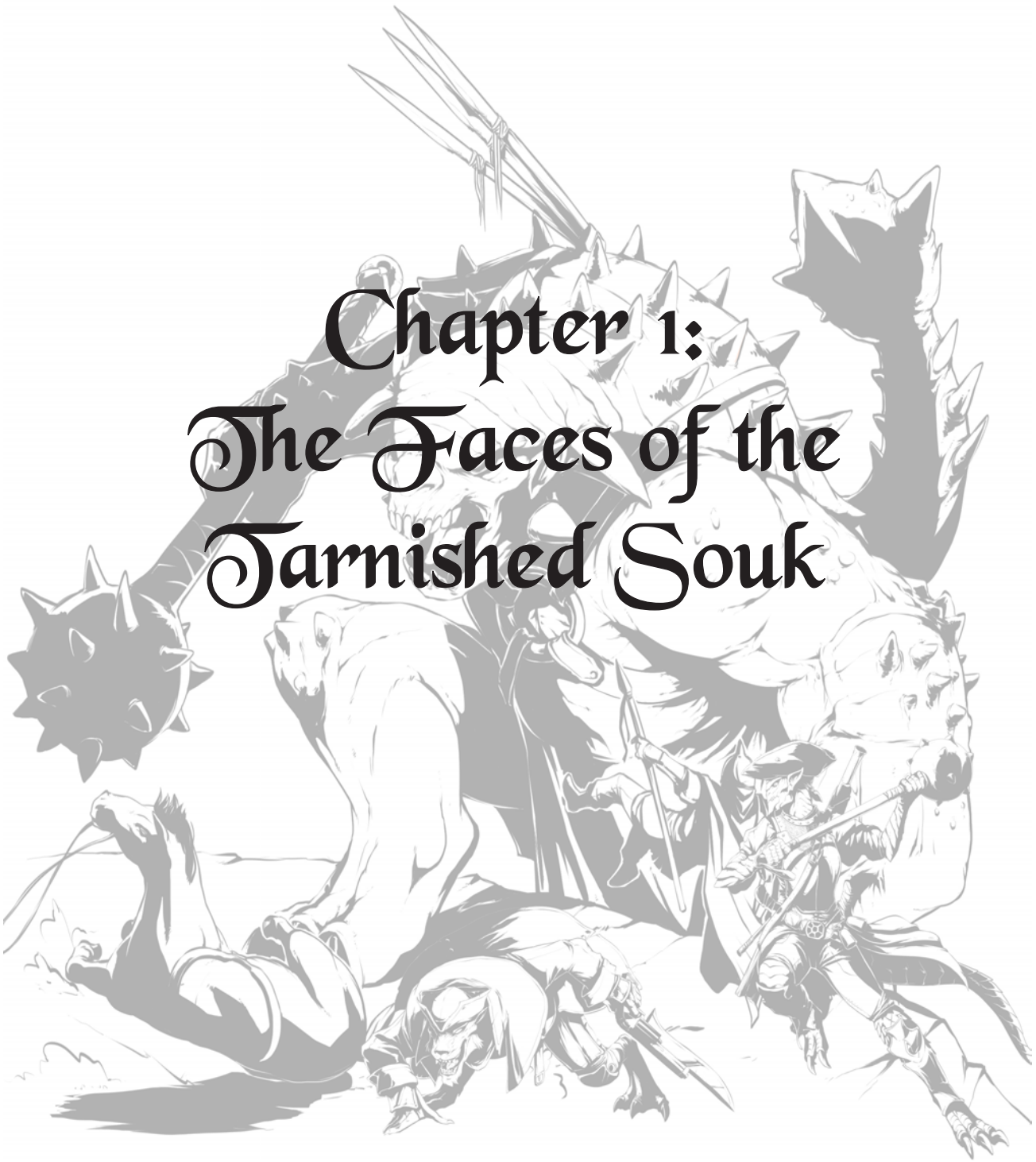
Remember though that while there are the complex high challenge rating versions of NPCs, Faces of the Tarnished Souk also includes medium and low level versions, as well, so that this book is useful at all levels of play — plus, the NPCs can grow as the PCs grow.

Above all, enjoy. Creating this motley crew over the past two and a half years has been a labor of love, but the only thing more rewarding than seeing each of these personalities take shape on paper is learning about the ways in which they have been used. Take up this book, make these characters your own, and drop us a line sometime about your adventures.

Game on & dream on,

~Matt Banach

Chapter 1: The Faces of the Tarnished Souk



Ahnkar-Kosh, The Unstoppable

Ahnkar-Kosh forsook a life of unprincipled slaughter and animalistic hedonism to zealously take up the shield of a bodyguard. With his scaly flesh barely visible at all beneath layer upon layer of gleaming plate armor, his snarling muzzle and cold, reptilian eyes hint that beneath all the fortifications is a beast best left contained. Legendary for his fortitude and impenetrability, the street minstrels and barkers of the Tarnished Souk tout that mountains and castle walls pray to him for strength - or, at least, that they should. Actually quite humble, Ahnkar-Kosh seeks to balance and redeem his savage soul through absolute professionalism as a bodyguard, and his unswerving dedication to that sacred duty outweighs any other consideration in his existence. When dealing with his clients he is terse and disapproving of unnecessary talk but to anyone other than his client he stands mute except when growling a warning that may be the only precursor to overwhelming violence. After years of looming silently behind the Coliseum's most powerful figures, Ahnkar-Kosh knows a surprising amount about the martial capabilities of most of the benefactors and their bodyguards; he never, ever reveals the secrets of his former clients, though he may use his insider information when calculating his own defenses and strategies. Gravely intimidating in both sight and sound, the seismic clomping of his taloned feet and the constant scraping of his vicious spiked tail swooping behind him can sometimes be heard for blocks away. Ahnkar-Kosh's sleep has recently been disturbed by prophetic dreams that hint cryptically at powerful destinies intertwining with his own fate, but he keeps these troubling dreams a secret lest their revelation undermine his unshakable reputation.

Dreamburning and Ahnkar-Kosh

Hope: Ahnkar-Kosh hopes to attain true self-mastery and inner peace, forever evolving beyond and leaving behind an earlier lifetime in which he was ruled by his base animal desires.

Aspiration: When fate and his strict personal code finally allow him, Ahnkar-Kosh aspires to leave the bodyguarding business and retire to a strong and beautiful castle he will build on the cornerstone of his there-to-be-retired shield, Bulwark.

Goal: Ahnkar-Kosh secretly wishes that people wouldn't be so afraid of him and would like to be the kind of man to whom people smile and wave when he walks down the street. Tragically, he does little to pursue this goal; he is so concerned that such "weakness" might betray him that he intimidates nearly everyone around him anyway out of habit and for fear of rejection.

In the Tarnished Souk

When seen about the Tarnished Souk, Ahnkar-Kosh is almost always in the company of his current client, sternly standing watch while deals go down or cautiously escorting the client through crowds which part for him with no more than a growl. During brief moments of leisure time between jobs, the hulking brute enjoys the simple pleasures of browsing the Souk for snacks and sunning himself in the public squares. When he chooses to make himself available for hire, Ahnkar-Kosh can be found resting his bulk on the sturdy stone rail of the Witch-Drowning Fountain, helmet in hand and a single everburning candle set alight beside him to signal that prospective clients may approach and ask his price. The Unstoppable always insists on full payment up front (though not always in gold) and simple, unambiguous, and finite terms of service. Once Ahnkar-Kosh is hired, word of mouth spreads quickly amongst the gossips of the Souk that the new client is now "under Kosh", an expression synonymous with 'untouchable'.

How to use (and how not to use) The Unstoppable

- An ally desperately needs more protection than the PCs themselves can provide. The Unstoppable is currently on a job, protecting a client threatened by assassins. The PCs must go on the offensive to eliminate the threat so that The Unstoppable will be honorably released from his contract and be available for hire by the PCs' ally.
- The Unstoppable is between jobs. The PCs are tasked with finding and hiring The Unstoppable to protect: their benefactor - plots are coming to a head and the benefactor desires extra protection; anyone other than their benefactor's adversary - a move against the adversary is imminent; the Pasha of Swirling Ashes - if the PCs are secretly working against the Pasha (see Coliseum Morpheuon, Chapter 10, "The Pasha's Riches"), they may deliberately sabotage their own attempt to hire The Unstoppable.

Ahnkar-Kosh, The Unstoppable CR 21

XP 409,600

Male dreadnaught protector quickling manimal ankylosaurus armiger 8

N Huge monstrous humanoid (augmented animal)

Init +16; **Senses** low-light vision, scent; Perception +29

Defense

AC 64, touch 22, flat-footed 55 (+13 armor, +5 deflection, +4 Dex, +5 dodge, +2 insight, +18 natural, +9 shield, –2 size)

hp 405 (15 HD; 10d10+8d12+288) fast healing 1

Fort +30, **Ref** +22, **Will** +24

Defensive Abilities bulwark, create distraction, reflect, shield of destiny; **DR** 11/— and 18/magic; **Immune** charm, compulsion, disease, mind-affecting effects, poison, paralysis, stunning; **Resist** acid 30, cold 30, electricity 30, fire 30, sonic 20; **SR** 32

Offense

Speed 80 ft.

Melee *Guillotine* +31/+26/+21/+16 (4d6+19/19-20/x3), tail +26 (3d6+7 plus stun), or *Guillotine* +24/+24/+19/+14/+9 (4d6+19/19-20/x3), tail +19/+19 (3d6+12 plus stun)

Ranged *huge +3 keen repeating light crossbow of distance* + (3d6+3/17-20)

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

Special Attacks felling strike (2/day), punishing strike (2/day, +3 to attack, +18 to damage), rapid attacks

Spell-Like Abilities (CL 18th; concentration +21)

Constant—*detect poison*

4/day—*haste* (self only)

Tactics

Before Combat Given time to prepare, The Unstoppable learns as much about his opponents and prepares for them accordingly. Though he works as a bodyguard within the plane of Dreams, he has connections across many planes, and there are nearly a countless number of beings owning him favors.

During Combat The Unstoppable fights to defend his protectee. If allowed, he makes use of his crossbow before resorting to his axe. If presented with a mass of weak, easily hit foes, he uses power attack combined with rapid attacks. He often actives his shield and wields his axe two-handed (see below).

Morale The Unstoppable withdraws only at the command of his protectee, or if his protectee is dead and he cannot defeat those who killed his protectee.

Statistics

Str 40, **Dex** 26, **Con** 42, **Int** 16, **Wis** 23, **Cha** 16

Base Atk +16; **CMB** +33; **CMD** 63 (73 with Citadel)

Feats Dodge[B], Endurance[B], Greater Vital Strike, Improved Critical (battleaxe), Improved Initiative[B], Improved Vital Strike, Mobility[B], Multiattack, Oversized Weapon, Power Attack, Quick Draw[B], Feats Dodge[B], Endurance[B], Greater Vital Strike, Improved Critical (battleaxe), Improved Initiative[B], Improved Vital Strike, Mobility[B], Multiattack, Oversized Weapon, Power Attack, Quick Draw[B], Shield Focus, Spring Attack[B], Vital Strike, Weapon Focus (battleaxe)

Skills Acrobatics +31 (+51 jumping), Climb +28, Diplomacy +24, Intimidate +24, Knowledge (engineering) +24, Linguistics +21, Perception +29, Sense Motive +27, Stealth +18, Survival +17, Swim +28, Use Magic Device +21 ;

Racial Modifiers +10 Acrobatics, +2 Perception

Languages Common, Infernal

SQ animal blood, armiger talents (armor training x2, citadel), change shape, perceptive, secret keeper

Gear Guillotine, *huge +3 keen composite* (+10 Str) *longbow of distance* with 60 arrows, *Citadel, Bulwark, belt of physical perfection* +4, *bracers of resistance +5, cloak of elvenkind, efficient quiver, helm of mental superiority +4* (Linguistics, Use Magic Device), *ring of protection +5*, *ring of sustenance*, various other magical and nonmagical items, especially limited use items

Special Abilities

Animal Blood (Ex) Ahnkar-Kosh counts as both an animal and a monstrous humanoid for the purpose of spells, abilities, and other effects. It is allowed a Will save to resist spells and effects which specifically target animals, even if the effect doesn't normally allow a save. The DC for such a save equals 10 + the spell's level + the caster's appropriate ability modifier. For an effect that isn't a spell, the DC is 15. Success renders it immune to that particular effect for 24 hours.

Armiger Talents Being an armiger the Unstoppable has the following abilities.

Armor Training (Ex) Ahnkar-Kosh The Unstoppable has armor training two, as a fighter.

Citadel (Ex) This talent allows The Unstoppable to count as hard cover for all adjacent allies, rather than only being soft cover (as described in the bulwark ability). He must be conscious and able to take actions to grant this benefit. In addition, as a move action, The Unstoppable can grant an adjacent ally 1d8+4 temporary hit points. He can use this ability 9 times per day.

Armored DR (Ex) While wearing medium or heavy armor, Ahnkar-Kosh gains DR 1/—. This adds to the hardness of any medium or heavy armor he wears, should they be subject to damage.

Bulwark (Ex) Ahnkar-Kosh is adept at providing defensive aid to those around him. Any ally adjacent to him is treated as having soft cover, even against attacks Kosh is unaware of. This ability does not grant Kosh soft

cover, unless he is adjacent to another armiger, then they both gain the benefit of this ability.

If Ahnkar-Kosh is unconscious or unable to take actions, for whatever reason, adjacent allies do not gain the benefit of this ability.

Change Shape (Su) Ahnkar-Kosh can take the form of his protectee 1/day as if using polymorph.

Create Distraction (Su) 1/day, as a standard action, Ahnkar-Kosh is able to create a major illusion (an explosion, an attractive companion, an insulting image, etc.) as a mislead spell that serves to distract its opponents and allow its protectee to escape. The mislead spell only effects his protectee, and not Ahnkar-Kosh himself.

Defensive Maximization (Ex) Ahnkar-Kosh has learned to get more from his armor, receiving a +1 bonus to his armor bonus to armor class while wearing medium or heavy armor.

Discern Protectee (Sp) Ahnkar-Kosh always knows the direction where his protectee is located, as long as they are on the same plane. This functions as locate creature (CL 15th).

Harm's Way (Ex) Once per round, as an immediate action, if Ahnkar-Kosh is in a square adjacent to his protectee and the protectee is subject to an attack, including an area effect, Ahnkar-Kosh can subject himself to the attack in the protectee's stead and the protectee takes no damage. Attacks against Ahnkar-Kosh are resolved normally, including to hit rolls and saving throws.

Perceptive (Ex) Perception and Sense Motive are class skills for Ahnkar-Kosh. Additionally, he has bonus ranks in Perception and Sense Motive equal to his total hit dice.

Protectee Ahnkar-Kosh gains a number of benefits while protecting a specific individual or individual holding a special title or office. This individual is chosen by the GM, if this creature dies Ahnkar-Kosh loses all benefits of this template, unless the office or title is transferred to another creature.

Quick Strap (Ex) Ahnkar-Kosh has spent countless hours donning and removing armor from himself and others he can don armor in 1/3 the regular time, and requires no assistance to don half-plate or full-plate.

He can grant these time reductions for donning, donning hastily, and removing armor for up to two adjacent allies. He must take a full-round action to assist these allies. Ahnkar-Kosh can assist others while donning his own armor.

Reflect (Ex) Ahnkar-Kosh can maximize the protection his armor gives him to reduce damage area attacks deal him. He only takes half damage from any attack, spell, or ability that allows a Reflex save while wearing heavy armor. He is still allowed a Reflex save, he simply takes half of whatever damage would normally be inflicted upon him. If the attack, spell, or ability has a non-damaging effect, he suffers the appropriate effect based on his save.

Safeguard (Ex) The Unstoppable's defensive instincts have become so great that he can intercept attacks aimed at his allies. Once per day, The Unstoppable can swap places with an adjacent ally who has been struck by an attack as an immediate action. He can make this decision after seeing the damage dealt by the attack to his ally. This prevents the original target from suffering any damage or effect from the attack. Instead, he becomes the target of the attack, and is automatically hit and damage by it. This is true even if the original attack roll wouldn't have hit him. He does, however, gain the benefit of his own saving throws, DR and resistance against effect that allow such defenses. He and the original target actually trade positions as a result of this ability.

He must be conscious and able to move, and cannot be flat-footed, to use this ability. Only attacks and effects that require attack rolls can be intercepted with safeguard. He can use this ability on allies up to one size larger than himself, but it must be possible for the ally to stand in the space originally occupied by himself.

Secret Keeper (Ex) Ahnkar-Kosh's mind is immune to all attempts to learn information about his protectee. Even speak with dead will not reveal any information about the protectee.

Shield of Destiny (Su) An attack that would reduce Ahnkar-Kosh below 0 hp, killing or destroy him, is negated unless he is using Harm's Way or performing some other type of heroic sacrifice to defend his protectee (Subject to GM Adjudication).

Stun (Ex) Ahnkar-Kosh's tail can deliver a powerful, stunning blow. A creature struck by this attack must make a DC 34 save or be dazed for 1 round. If the strike is a critical hit and the target fails its save, it is instead stunned for 1d4 rounds. The save DC is Strength-based.

Other Versions of the Unstoppable

Ahnkar-Kosh CR 14

XP 38,400

Male protector quickling manimal ankylosaurus fighter 5

N Huge monstrous humanoid (augmented animal)

Init +13; **Senses** low-light vision, scent discern protectee; Perception +24

Defense

AC 46, touch 17, flat-footed 39 (+10 armor, +2 Dex, +5 dodge, +2 insight, +14 natural, +5 shield, –2 size)

hp 247 (15d10+165); fast healing 1

Fort +18, **Ref** +14, **Will** +13 (+14 vs. fear)

Defensive Abilities bravery, create distraction, shield of destiny; **DR** 7/—; **Immune** charm, compulsion; **Resist** acid 20, cold 20, electricity 20, fire 20, sonic 20

Offense

Speed 80 ft.

Melee *gargantuan +1 battleaxe* +25/+20/+15 (4d6+12/19-20/x3), tail +20 (3d6+5 plus stun) or *gargantuan +1 battleaxe* +16/+16/+11/+6 (4d6+20/19-20/x3), tail +11/+11 (3d6+9 plus stun)

Ranged *huge +1 composite* (+10) *longbow* +18/+18/+13/+8 (3d6+11)

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

Special Attacks rapid attacks, weapon training (axes +1)

Spell-Like Abilities (CL 14th; concentration +14)

Constant—*detect poison*

Tactics

During Combat Ahnkar-Kosh fights to defend his protectee. If allowed, he makes use of his bow before resorting to his axe. If presented with a mass of weak, easily-hit foes, he resorts to using power attack combined with rapid attacks.

Morale Ahnkar-Kosh withdraws only at the command of his protectee, or if his protectee is dead and he cannot defeat those who killed his protectee.

Statistics

Str 31, **Dex** 21, **Con** 31, **Int** 12, **Wis** 19, **Cha** 10

Base Atk +14; **CMB** +26; **CMD** 48

Feats Combat Reflexes[B], Critical Focus, Dodge[B], Endurance, Improved Critical (battleaxe)[B], Improved Initiative[B], Intimidating Prowess, Mobility[B], Multiattack, Oversized Weapon, Power Attack, Quick Draw[B], Shield Focus, Spring Attack[B], Toughness, Weapon Focus (battleaxe)[B]

Skills Acrobatics +15, Climb +10, Intimidate +28, Perception +24, Sense Motive +22, Stealth +2, Survival +17, Swim +10 ; Racial Modifiers +10 Acrobatics, +2 Perception

Languages Common, Infernal

SQ animal blood, armor training 1, change shape, perceptive, secret keeper

Gear *gargantuan +1 battleaxe, huge +1 composite* (+10 Str) *longbow* with 60 arrows, *huge +1 full-plate, huge +1 tower shield, belt of incredible dexterity +2, efficient quiver*

Special Abilities

Animal Blood (Ex) Ahnkar-Kosh counts as both an animal and a monstrous humanoid for the purpose of spells, abilities, and other effects. He is allowed a Will save to resist spells and effects which specifically target animals, even if the effect doesn't normally allow a save. The DC for such a save equals 10 + the spell's level + the caster's appropriate ability modifier. For an effect that isn't a spell, the DC is 17. Success renders it immune to that particular effect for 24 hours.

Change Shape (Su) Ahnkar-Kosh can take the form of his protectee 1/day as if using polymorph.

Create Distraction (Su) 1/day, as a standard action, Ahnkar-Kosh is able to create a major illusion (an explosion, an attractive companion, an insulting image, etc.) as a mislead spell that serves to distract his opponents and allow his protectee to escape. The mislead spell only effects his protectee, and not Ahnkar-Kosh himself.

Discern Protectee (Sp) Ahnkar-Kosh always knows the direction in which his protectee is located, as long as they are on the same plane. This functions as locate creature (CL 15th).

Harm's Way (Ex) Once per round, as an immediate action, if Ahnkar-Kosh is in a square adjacent to his protectee and the protectee is subject to an attack, including an area effect, Ahnkar-Kosh can subject himself to the attack in the protectee's stead and the protectee takes no damage. Attacks against Ahnkar-Kosh are resolved normally, including to hit rolls and saving throws.

Perceptive (Ex) Perception and Sense Motive are class skills for Ahnkar-Kosh. Additionally, he has bonus ranks in Perception and Sense Motive equal to his total hit dice.

Protectee Ahnkar-Kosh gains a number of benefits while protecting a specific individual or individual holding a special title or office. This individual is chosen by the GM; if this creature dies Ahnkar-Kosh loses all benefits of the protector template, unless the office or title of the protectee is transferred to another creature.

Secret Keeper (Ex) Ahnkar-Kosh's mind is immune to all attempts to learn information about his protectee. Even speak with dead will not reveal any information.

Shield of Destiny (Su) Any attack that would reduce Ahnkar-Kosh below 0 hp, kill, or destroy him is negated unless he is using Harm's Way or performing some other type of heroic sacrifice to defend his protectee (Subject to GM Adjudication).

Stun (Ex) Ahnkar-Kosh's tail can deliver a powerful, stunning blow. A creature struck by this attack must make a DC 27 Fortitude save or be dazed for 1 round. If the strike is a critical hit and the target fails its save, it is instead stunned for 1d4 rounds. The save DC is Strength-based.

Kosh CR 7

XP 3,200

Male manimal ankylosaurus

N Huge monstrous humanoid (augmented animal)

Init +0; **Senses** low-light vision, scent; Perception +14

Defense

AC 22, touch 8, flat-footed 22 (+14 natural, –2 size)

hp 95 (10d10+40)

Fort +8, **Ref** +7, **Will** +8

Offense

Speed 30 ft.

Melee mwk huge morningstar +14/+9 (3d6+21), tail +11 (3d6+7 plus stun)

Ranged huge javelin +8 (3d6+8)

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

Tactics

During Combat Kosh most often fights with reckless abandon, utilizing power attack.

Morale Kosh withdraws when reduced to less than 20 hit points.

Statistics

Str 27, **Dex** 10, **Con** 17, **Int** 10, **Wis** 13, **Cha** 12
Base Atk +10; **CMB** +20; **CMD** 30
Feats Endurance, Intimidating Prowess, Multiattack, Power Attack, Toughness
Skills Climb +21, Intimidate +22, Perception +14, Stealth +5
Languages Common
SQ animal blood
Gear mwk huge morningstar, huge javelin (3)

Special Abilities

Animal Blood (Ex) Kosh counts as both an animal and a monstrous humanoid for the purpose of spells, abilities, and other effects. He is allowed a Will save to resist spells and effects which specifically target animals, even if the effect doesn't normally allow a save. The DC for such a save equals 10 + the spell's level + the caster's appropriate ability modifier. For an effect that isn't a spell, the DC is 16. Success renders him immune to that particular effect for 24 hours.

Stun (Ex) Kosh's tail can deliver a powerful, stunning blow. A creature struck by this attack must make a DC 23 save or be dazed for 1 round. If the strike is a critical hit and the target fails its save, it is instead stunned for 1d4 rounds. The save DC is Strength-based.

Armiger Base Class:

Source: The Genius Guide To: The Armiger. Copyright 2010, Super Genius Games. Author: Owen K.C. Stephens.

Arhanoht, the Iron Gavel

Once serving zealously as an archangel of the highest planes of order, Arhanoht suffered a devastating fall from grace but now works to redeem himself as a respected arbiter of the streets. Strolling through the aisles of the Tarnished Souk wearing only the tattered robes of a wandering monk, the iron-bodied inevitable's tattooed, well-muscled form and expressionless face-plate make him an intimidating sight. Possessing both the ability to extract the unvarnished truth and the might of arms necessary to enforce his judgments, he has a reputation as both an incorruptible judge and a relentless inquisitor.

While he humbly professes that his only goal is to see justice done, Ahranoht secretly burns like a brand with a selfish desire to regain the full measure of his righteous power and regain the love of the powers who originally cast him out of the lawful realms. When dealing with others, he maintains the dispassionate calm of a wizened master, speaking in a steely tone that, despite its evenness, hints at his willingness to commit violence if required.

In addition to being an accomplished loremaster in every subject, Arhanoht knows a great deal about both past and recent crimes of the Coliseum Morpheuon, such guilt-ridden knowledge gleaned from either informants or his own interrogations.

The mere scent of burning incense from Arhanoht's ever-swinging censer (itself a potent weapon) is enough to silence the clamor of the Tarnished Souk – a reaction of fear, respect, and the prudent choice of many not to run their mouths while inconveniently within the arbiter's aura of truth. Rather than resent Arhanoht's unsanctioned assumption of authority within his domain, the Khan of Nightmares humors and permits Arhanoht to unofficially adjudicate disputes in the Tarnished Souk. The Khan feels so secure because he long ago tricked Arhanoht into swearing an oath never to raise a hand against the Khan nor enter the Chimeric Amphitheater – a secret, shameful limitation that Arhanoht avoids talking about but will nonetheless never lower himself by breaking.

Dreamburning and Arhanoht

(None): Ahranoht's dreams shattered into a million pieces when he fell from the lawful realms and crashed, badly broken, into the Slumbering Sea. He has no dreams, per the Dream-Barren trait.

In the Tarnished Souk

The Shrine of Law Ironclad is a modest blackwood pagoda on the edge of the Tarnished Souk, set in the midst of a large flagstone training yard where monk disciples meditate, practice martial arts, or read – sometimes doing all three at once. Inside the pagoda's paper walls are spartan living accommodations and furniture, completely overshadowed by high shelves overflowing with books and scrolls. Arhanoht rarely holds court or receives guests on the property, preferring to ask his questions and render his judgments on the streets and in public squares.

Lore

Characters may learn the following information via Diplomacy (Gather Information) or Knowledge (Local) skill checks:

DC 15 Arhanoht is a unique kolyarut, an inevitable from the planes of law. He acts as judge of the Souk.

DC 20 He is an inquisitor, a monk, an exemplar of his kind, a suzerain (natural leader), and a time seer. He says, "Truth is like smoke. It rises from the ashes of the worldly."

DC 25 He is a fearless hand-to-hand combatant and is extremely durable. He is an irresistible interrogator due to his spells and his constant aura of truth.

DC 35 His insights into the future are fallible, suffering from conflicting visions. He is most vulnerable to chaotic adamantine weapons.

DC 40 He was broken and cast out of the lawful planes for obsessing about the uncertainties of the future instead of the realities of the present and past. Other inevitables believe that, as a time seer, he will one day become chaotic.

How To Use Arhanoht, the Iron Gavel

- Arhanoht is a force for order in the otherwise lawless and cutthroat Tarnished Souk. He punishes oathbreakers and settles disputes for those who don't wish to draw the cruel attention of the Khan of Nightmares or his Hounds, who care little about right and wrong. But GMs should roleplay his great power with restraint – only the Khan is the Khan.
- After a public brawl near a café, the PCs are accused of "violating the sanctity of a meal" – one of the few taboos of the island. Arhanoht arrives to judge and penalize them, and will be more severe if they resist.
- Arhanoht can preside over other courtroom-type drama, with the PCs involved as advocates, witnesses, culprits, or just spectators: broken promises and contract disputes between merchants, slavers, benefactors, or gladiators; a hungry urchin caught stealing bread (Arhanoht is pitiless); argument over the emancipation of oneirobound slaves; etc.

Arhanoht, the Iron Gavel CR 21

XP 409,600

Exemplar suzerain time seer lesser kolyarut inquisitor 13/**monk** 3

LN Medium outsider (extraplanar, inevitable, lawful)

Init +22; **Senses** darkvision 40 ft., low-light vision, detect alignment, detect chaos, discern lies; Perception +39

Aura truth

Defense

AC 49, touch 34, flat-footed 49 (+8 armor, +8 Dex, +2 dodge, +6 natural, +1 shield, +14 Wis)

hp 485 (24 HD; 8d10+16d8+277); regeneration 5 (chaotic)

Fort +32, **Ref** +22, **Will** +36; +2 vs enchantment

Defensive Abilities constructed, dauntless courage, enhanced durability, evasion, stalwart, uncanny dodge; **DR** 10/adamantine and chaotic; **SR** 22

Offense

Speed 50 ft.

Melee *Hammer of Justice* +31/+31/+26/+21/+16 (1d10+19/19–20) or 2 slams +27 (1d8+10) or flurry of blows +25/+25/+20/+15/+10 (1d6+10)

Special Attacks flurry of blows, greater bane, judgment 5/day, second judgment, stunning fist (8/day, DC 27)

Inevitable Spell-Like Abilities (CL 11th; concentration +19)

Constant—*detect chaos*

At will—*cause fear* (DC 19), *invisibility* (self only, can't move), *locate creature, ray of enfeeblement* (DC 18)

3/day—*discern lies* (DC 21), *forced repentance** (DC 21), *hold person* (DC 20), *suggestion* (DC 20)

1/day—*blood biography** (DC 20), *hold monster* (DC 22), *mark of justice*

1/week—*geas/quest*

Time Seer Spell-Like Abilities (CL 24th; concentration +32)

At will—*augury*

1/day—*true strike, vision*

Inquisitor Spells Known (CL 18th; concentration +32)

5th (4/day)—*flame strike* (DC 29), *righteous might*

4th (6/day)—*denounce** (DC 28), *freedom of movement, greater brand** (DC 28), *spell immunity*

3rd (7/day)—*cure serious wounds, dimensional anchor, dispel magic, retribution** (DC 27), *seek thoughts** (DC 27)

2nd (9/day)—*bloodhound**, *confess** (DC 26), *follow aura**, *see invisibility, silence* (DC 26)

1st (9/day)—*alarm, cure light wounds, divine favor, expeditious retreat, shield of faith, tireless pursuit**

0 (at will)—*brand** (DC 24), *detect magic, guidance, light, read magic, sift**

Tactics

Before Combat Arhanoht attempts to reason wisely, then tries to intimidate those who challenge his logic (or are disrespectful). If in public, he casts denounce to turn the crowd against his opponents. He casts righteous might before entering melee.

During Combat Arhanoht singles out the leader of a group, or the most vocal member, seeking to make an example of them. He activates the concealing smoke effect of *Hammer of Justice* and his inquisitor judgments. He attacks repeatedly with Hammer of Justice, making a Whirlwind Attack if he can strike 3 or more opponents, and casting flame strike if pressed or as a brutal finishing move.

Morale If reduced below 100 hit points, Arhanoht makes use of his hold monster spell-like ability and then moves until he is out of sight, then using his invisibility spell-like ability.

Statistics

Str 30, **Dex** 26, **Con** 30, **Int** 24, **Wis** 38, **Cha** 26

Base Atk +17; **CMB** +28 (+32 disarm, trip); **CMD** 59 (61 vs. disarm, trip)

Feats Additional Traits* (dream-barren, killer), Combat Expertise, Combat Reflexes[B], Dodge[B], Extended Bane, Extra Cohort, Greater Disarm, Greater Trip, Improved Disarm, Improved Trip, Improved Unarmed Strike[B], Lasting Judgment, Leadership[B], Lookout[B*], Mobility, Outflank[B*], Shielded Caster[B*], Spring Attack, Stunning Fist[B], Swap Places[B*], Whirlwind Attack

Skills Acrobatics +29, Diplomacy +33, Intimidate +39, Knowledge (arcana, dungeoneering, engineering, geography, history, local, nature, nobility, planes, religion) +33, Perception +39, Sense Motive +45, Stealth +29, Survival +35; Racial Modifiers +4 Diplomacy, +4 Intimidate, +5 Knowledge (all), +5 Spellcraft to identify spells being cast

Languages truespeech (tongues, CL 18th)

SQ born to lead, change self (medium humanoid; alter self), conflicted vision, cunning initiative, customizations, domain (Knowledge), enchanting presence, fast movement, inspiring example, maneuver training, monster lore, perfect health, preternatural knowledge, solo tactics, stirring speech, teamwork feats, track +6

Gear *Hammer of Justice, greater bracers of determination, rags of resistance* +5 (as cloak)

Special Abilities

Aura of Truth (Su) Creatures within 30 ft. of Arhanoht must make a successful Will save (DC 36) or they are unable to intentionally lie. The save DC is Wisdom-based.

Cunning Initiative (Ex) Arhanoht adds his Wisdom bonus on initiative checks, in addition to his Dexterity modifier.

Customizations (Ex) Arhanoht is a powerful, one of a kind creature. His cracked adamantine skin grants him DR 10/adamantine and chaotic. He is proficient with meteor hammers instead of bastard swords. His spell-like abilities also vary from those of other kolyaruts. He gains a +4 racial bonus to Intimidate instead of Disguise.

Detect Alignment (Sp) At will, Arhanoht can use

detect chaos, detect evil, detect good, or detect law, but only one of these at any given time.

Discern Lies (Sp) Up to 13 rounds each day, as an immediate acation, Arhanoht can discern lies, as the spell. These rounds need not be used consecutively.

Domain Arhanoht has all Knowledge skills as class skills, and can use the lore keeper (DC 42) ability of the knowledge domain as a 13th-level cleric.

Enhanced Durability (Ex) Arhanoht does not fall unconscious until reduced to -22 hit points, and does not die until reduced below -54 hit points.

Greater Bane (Su) As a swift action, Arhanoht can imbue one of his weapons with the bane weapon special ability for up to 27 rounds each day that need not be used consecutively. He can change the target of the bane ability as a swift action. Unlike regular bane, this ability deals +4d6 damage.

Judgments (Su) As a swift action, Arhanoht gains one of the following abilities, and can switch abilities as a swift action once per round. These abilities end as soon as combat ends.

Destruction Arhanoht gains a +5 sacred bonus on all weapon damage rolls.

Healing Arhanoht gains fast healing 5.

Justice Arhanoht gains a +3 sacred bonus on all attack rolls.

Piercing Arhanoht gains a +5 sacred bonus on concentration checks and caster level checks to overcome a target's spell resistance.

Protection Arhanoht gains a +3 sacred bonus to Armor Class, +6 against attack rolls to confirm critical hits.

Purity Arhanoht gains a +3 sacred bonus to all saving throws.

Resiliency Arhanoht gains DR 3/lawful.

Resistance Arhanoht gains resist 10 to either acid, cold, electricity, fire, or sonic damage.

Smiting Arhanoht's weapons count as magic for the purpose of bypassing damage reduction.

Monster Lore (Ex) Arhanoht gains his Wisdom modifier on all Knowledge skill checks in addition to his Intelligence modifier when making skill checks to identify the abilities and weaknesses of creatures.

Second Judgment (Ex) Whenever Arhanoht uses his judgment ability, he selects two different judgments, instead of one. This only consumes one use of his judgment ability. As a swift action, he can change one of these judgments to another type.

Solo Tactics (Ex) For the purpose of gaining the benefit of his teamwork feats, Arhanoht's allies are treated as possessing the same teamwork feats as him. This ability does not actually grant his allies any bonuses from these feats.

Stalwart (Ex) Arhanoht can use mental and physical resiliency to avoid certain attacks. If he makes a Fortitude or Will saving throw against an attack that has a reduced effect on a successful save, he instead avoids the effect entirely. This ability can only be used if Arhanoht is wearing light armor, medium armor, or no armor. He does not gain the benefit of the stalwart ability while unconscious.

Stern Gaze (Ex) Arhanoht gains a +6 morale bonus to all Intimidate and Sense Motive skill checks.

Teamwork Feats Arhanoht has gained four teamwork feats as bonus feats. Fourteen times each day, as a standard action, he can change Shielded Caster, gaining a different teamwork feat.

*****_See the Pathfinder Roleplaying Game Advanced Player's Guide._

Other Versions of Aranoht

Arhanoht, The Dented Judge CR 12

XP 19,200

Broken exemplar time seer lesser kolyarut inquisitor 5/monk 3

LN Medium outsider (broken*, extraplanar, inevitable, lawful)

Init +17; **Senses** darkvision 40 ft., low-light vision, detect alignment, detect chaos, discern lies; Perception +25

Aura truth

Defense

AC 38, touch 29, flat-footed 38 (+4 armor, +7 Dex, +2 dodge, +4 natural, +1 shield, +10 Wis)

hp 293 (16 HD; 8d10+8d8+149); regeneration 5 (chaotic)

Fort +22, **Ref** +14, **Will** +24; +2 vs enchantment

Defensive Abilities constructed, enhanced durability, evasion, uncanny dodge; **DR** 8/adamantine and chaotic; **SR** 20

Offense

Speed 45 ft.

Melee *+2 meteor hammer of speed* +19/+19/+14/+9 (1d10+6/19–20), or 2 slams +17 (1d8+4)

Special Attacks bane, flurry of blows, judgment 2/day, stunning fist (6/day, DC 27)

Inevitable Spell-Like Abilities (CL 10th; concentration +14)

Constant—*detect chaos*

At will—*cause fear* (DC 15), *invisibility* (self only, can't move), *locate creature, ray of enfeeblement* (DC 14)

3/day—*discern lies* (DC 17), *forced repentance** (DC 17), *hold person* (DC 16), *suggestion* (DC 16)

1/day—*blood biography** (DC 16), *hold monster* (DC 18), *mark of justice*

1/week—*geas/quest*

Time Seer Spell-Like Abilities (CL 15th; concentration +19)

At will—*augury*

1/day—*true strike, vision*

Inquisitor Spells Known (CL 10th; concentration +20)

2nd (5/day)—*bloodhound**, *confess** (DC 21), *follow aura**

1st (7/day)—*cure light wounds, divine favor,*

*expeditious retreat, tireless pursuit**
o (at will)—*brand** (DC 19), *detect magic, guidance, light, read magic, sift**

Tactics

Before Combat Arhanoht attempts to reason wisely, then tries to intimidate those who challenge his logic (or are disrespectful), possibly using suggestion to suggest a peaceful resolution.

During Combat Arhanoht singles out the leader of a group, or the most vocal member, seeking to make an example of them, using his bane ability and inquisitor judgments. He alternates between Stunning Fist attacks and full attacks with his *meteor hammer*.

Morale If reduced below 60 hit points, Arhanoht makes use of his hold monster spell-like ability and then moves until he is out of sight, then using his invisibility spell-like ability.

Statistics

Str 28, **Dex** 24, **Con** 27, **Int** 18, **Wis** 31, **Cha** 18
Base Atk +13; **CMB** +22 (+24 trip); **CMD** 50 (52 vs. trip)
Feats Additional Traits* (dream-barren, killer), Combat Expertise, Combat Reflexes[B], Dodge[B], Extended Bane, Improved Disarm, Improved Trip, Improved Unarmed Strike[B], Lasting Judgment, Mobility, Outflank[B], Spring Attack, Stunning Fist[B]
Skills Acrobatics +16, Diplomacy +17, Intimidate +19, Knowledge (arcana, dungeoneering, engineering, geography, history, local, nature, nobility, planes, religion) +19, Perception +25, Sense Motive +27, Stealth +20, Survival +19; Racial Modifiers +4 Diplomacy, +4 Intimidate, +5 Knowledge (all), +5 Spellcraft to identify spells being cast
Languages truespeech (tongues, CL 18th)
SQ change self (medium humanoid; alter self), conflicted vision, cunning initiative, customizations, domain (Knowledge), fast movement, maneuver training, monster lore, perfect health, preternatural knowledge, solo tactics, teamwork feats, track +2
Gear *+2 meteor hammer of speed, lesser bracers of determination, rags of resistance +2* (as cloak)

Special Abilities

Aura of Truth (Su) Creatures within 30 ft. of Arhanoht must make a successful Will save (DC 27) or they are unable to intentionally lie. The save DC is Wisdom-based.

Bane (Su) As a swift action, Arhanoht can imbue one of his weapons with the bane weapon special ability for up to 15 rounds each day that need not be used consecutively. He can change the target of the bane ability as a swift action.

Cunning Initiative (Ex) Arhanoht adds his Wisdom bonus on initiative checks, in addition to his Dexterity modifier.

Customizations (Ex) Even broken, Arhanoht is a powerful, one of a kind creature. His cracked adamantine skin grants him DR 8/adamantine and chaotic. He is proficient with meteor hammers instead of bastard swords. His spell-like abilities also vary from those of other kolyaruts. He gains a +4 racial bonus to Intimidate instead of Disguise.

Detect Alignment (Sp) At will, Arhanoht can use detect chaos, detect evil, detect good, or detect law, but only one of these at any given time.

Discern Lies (Sp) Up to 5 rounds each day, as an immediate acation, Arhanoht can discern lies, as the spell. These rounds need not be used consecutively.

Domain Arhanoht has all Knowledge skills as class skills, and can use the lore keeper (DC 30) ability of the knowledge domain as a 5th-level cleric.

Enhanced Durability (Ex) Arhanoht does not fall unconscious until reduced to -16 hit points, and does not die until reduced below -43 hit points.

Judgments (Su) As a swift action, Arhanoht gains one of the following abilities, and can switch abilities as a swift action once per round. These abilities end as soon as combat ends.

Destruction Arhanoht gains a +2 sacred bonus on all weapon damage rolls.

Healing Arhanoht gains fast healing 2.

Justice Arhanoht gains a +2 sacred bonus on all attack rolls.

Piercing Arhanoht gains a +2 sacred bonus on concentration checks and caster level checks to overcome a target's spell resistance.

Protection Arhanoht gains a +2 sacred bonus to Armor Class.

Purity Arhanoht gains a +2 sacred bonus to all saving throws.

Resiliency Arhanoht gains DR 2/magic.

Resistance Arhanoht gains resist 4 to either acid, cold, electricity, fire, or sonic damage.

Smiting Arhanoht's weapons count as magic for the purpose of bypassing damage reduction.

Monster Lore (Ex) Arhanoht gains his Wisdom modifier on all Knowledge skill checks in addition to his Intelligence modifier, when making skill checks to identify the abilities and weaknesses of creatures.

Solo Tactics (Ex) For the purpose of gaining the benefit of his teamwork feats, Arhanoht's allies are treated as possessing the same teamwork feats as him. This ability does not actually grant his allies any bonuses from these feats.

Stern Gaze (Ex) Arhanoht gains a +2 morale bonus to all Intimidate and Sense Motive skill checks.

Teamwork Feats Arhanoht has gained Outflank as a bonus feat. Ten times each day, as a standard action, he can change this teamwork feat, gaining a different teamwork feat.

Arhanoht, The Broken Law CR 6

XP 2,400

Broken (x3) exemplar lesser kolyarut

LN Medium outsider (broken, extraplanar, inevitable, lawful)

Init +5; **Senses** darkvision 20 ft., low-light vision, detect chaos; Perception +13

Aura truth

Defense

AC 16, touch 15, flat-footed 11 (+5 Dex, +1 shield)

hp 128 (8d10+48); regeneration 1 (chaotic)

Fort +10, **Ref** +7, **Will** +10

Defensive Abilities constructed, enhanced durability; **DR** 4/adamantine and chaotic; **SR** 16

Offense

Speed 25 ft.

Melee *+1 meteor hammer* +11/+6 (1d10+4/19–20), or 2 slams +10 (1d8+3)

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

Constant—*detect chaos*

At will—*cause fear* (DC 13), *invisibility* (self only, can't move), *locate creature*, *ray of enfeeblement* (DC 10)

3/day—*discern lies* (DC 13), *forced repentance** (DC 13), *hold person* (DC 12), *suggestion* (DC 12)

1/day—*blood biography** (DC 12), *hold monster* (DC 14), *mark of justice*

1/week—*geas/quest*

Tactics

Before Combat Arhanoht, in his badly broken state, attempts to avoid hostilities through parley and tries to deter aggressors by using his cause fear, hold monster and suggestion spell-like abilities.

During Combat Arhanoht fights defensively and uses his hold person spell-like ability to stop melee combatants.

Morale If reduced below 25 hit points, Arhanoht makes use of his hold monster spell-like ability and then moves until he is out of sight, which is when he uses his *invisibility* spell-like ability.

Statistics

Str 24, **Dex** 20, **Con** 23, **Int** 14, **Wis** 23, **Cha** 14

Base Atk +8; **CMB** +15 (+17 disarm, trip); **CMD** 30 (32 vs. disarm, trip)

Feats Additional Traits* (dream-barren, killer), Combat Expertise, Improved Disarm, Improved Trip

Skills Acrobatics +10, Diplomacy +11, Intimidate +11, Knowledge (planes) +7, Perception +13, Sense Motive +13, Stealth +10, Survival +11; Racial Modifiers +4 Diplomacy, +4 Intimidate

Languages truespeech (tongues, CL 16th)

SQ change self (medium humanoid; alter self), customizations, perfect health

Gear *+1 meteor hammer, rags of resistance +1* (as cloak)

Special Abilities

Aura of Truth (Su) Creatures within 30 ft. of Arhanoht must make a successful Will save (DC 19) or they are unable to intentionally lie. The save DC is Wisdom-based.

Customizations (Ex) Even broken, Arhanoht is a powerful, one of a kind creature. His cracked adamantine skin grants him DR 4/adamantine and chaotic. He is proficient with meteor hammers instead of bastard swords. His spell-like abilities also vary from those of other kolyaruts. He gains a +4 racial bonus to Intimidate instead of Disguise.

Enhanced Durability (Ex) Arhanoht does not fall unconscious until reduced to -10 hit points, and does not die until reduced below -31 hit points.

*****See the Pathfinder Roleplaying Game Advanced Player's Guide.*

Balduros Thundrsen, the Roaring Hammer

Once a much-sung adventurer, Balduros long ago "retired" to the island of the Coliseum Mopheuon, and presently reigns as the Tarnished Souk's most accomplished musician, entertainer, and carouser. Strikingly handsome for a dwarf, flamboyant Balduros is quick to flash a toothy smile and shamelessly flaunts his bulging muscles and gleaming golden braids. A virtuoso dancer and percussionist, Balduros is legendary for his ability to seamlessly blend art and violence, breaking hearts and heads alike with his peerless mastery of his raining hammers. Prone to wild mood swings between exuberant mania and crushing depression, Balduros throws himself into music, dance, and drink because these frivolities provide him an outlet during his energetic highs and help him cope with his dismal lows. Though he tries to maintain an image as a cheery bon vivant, Balduros' interactions with others depend wildly on his mercurial mood; while he may begin an evening with thoughtful toasts and mirthful songs, he can switch to dour suspicion and violent outbursts in a single beat. His repertoire of mystical music includes a dangerously unique song that the terrible Khan of Nightmares must dance, if played. Balduros is always making noise, even when he does not intend to: absent-mindedly tapping out rhythms, boisterously clanging his beer stein – even his drunken snoring rumbles like a thunderstorm. When deep in his cups, a morose Thundrsen may spill one of his shameful secrets – that his drunken recklessness cost the lives of half his old adventuring party, and the other half bitterly forsook him for a worthless sot.

Dreamburning and Balduros Thundrsen

Hope: Balduros dreams of losing himself in the perfect dream-song, transcending his troubles to become one with the primal music of the cosmos.

Hope (2nd): Recently, Balduros has dreamt uncertainly of a million pale squirming faces squealing his name, calling him to a vast theater between the stars. He does not know what they want or what they are, but for him it feels good to be wanted.

Aspiration: Balduros longs for the companionship of his old party, picturing them whole and triumphant, clapping him on the back for a job well done.

Goal: Balduros daydreams of being a great dwarven warrior, smashing his foes with pounding hammers and toasting victories with fine, hearty home-brews.

In the Tarnished Souk

Balduros performs nightly in venues all across the Tarnished Souk, and often in the Coliseum and its various arenas. He often opens at the Theater of Triumph, headlines at the sultry Nightshade Palace, or slums it the underground den of The Face. But lately, he's been practicing at the Estragonian Playhouse in the company of a madman.

Lore

Characters may learn the following information via Diplomacy (Gather Information) or Knowledge (Local) skill checks:

DC 15 – The dwarf Balduros Thundrsen is one of the Coliseum Morpheuon's greatest entertainers. He is a peerless drummer, dancer, and drinker.

DC 20 – This charming, advanced dwarf is a bard and master of the thunder dance. Others warn, "He'll give you a pounding headache, one way or another."

DC 25 – His bardic music is a thunderous weapon, and his dance steps make him swift and maneuverable in battle. He is also dangerously charming.

DC 35 – Balduros drinks too much, and his moods swing between reckless exuberance and bitter depression.

DC 45 – Balduros has a dangerous new muse; he has been obsessing over haunting alien rhythms, and seeks a forbidden portal to the far realms, eager to meet his patrons who he claims are awaiting him.

How To Use Balduros Thundrsen

- Bards rock. Use Balduros to highlight the power of music, both as a tool of battle and a means to stir the heart and mind. Play a booming soundtrack at your game, bringing the noise.
- Balduros is a versatile NPC; he can be a quick ally of the party, but he'll twist into a dangerous liability or a direct foe once his dark side rises. He doesn't become 'evil', he just lets his suspicion and anger take over, and he lashes out.
- Balduros has many flaws below the surface: he's emotionally unstable, a drunkard, obsessive about his music, and has terribly low self-esteem despite his bold, boasting personality. He's a reminder that you can't judge a book by its cover.
- If playing "The Dragon's Mate" (Coliseum Morpheuon, Chapter 10): Hired to serenade the couple at a romantic dinner, Balduros ends up falling for the Dragon of the Ghostdance's date himself. The PCs must stop him, divert him, or fight him once he takes umbrage at their block.
- Balduros tells tales of his old adventuring party, including the location of a long-buried treasure he could never bring himself to retrieve.
- Balduros is directing the music for the assassin Nix Ra Bael's mad play, "Awaiting the Yellow King." Deeply inspired by the work, Balduros believes that a full performance will truly validate him as an artist, and he fights to defend it.
- If playing "Sympathy for the Devil" (Coliseum Morpheuon, Chapter 10): The ritual necessary to free the pit fiend Akinshata has a musical component. The PCs must ensure co-conspirator Balduros gets hired to entertain at the Chimeric Amphitheater – and sober enough to play.

Balduros Thundrsen, the Roaring Hammer — CR 18

XP 153,600
Male advanced charming dwarf bard (thunder dancer) 16
CN Medium humanoid (dwarf)
Init +6; **Senses** darkvision 60 ft.; Perception +22

Defense
AC 35, touch 22, flat-footed 28 (+6 armor, +5 deflection, +6 Dex, +1 dodge, +7 natural)
hp 139 (16d8+64)
Fort +14, **Ref** +21, **Will** +18; +4 vs. bardic performance, sonic, and language-dependent
Defensive Abilities well-versed; **SR** 21

Offense
Speed 20 ft.
Melee *+4 distance ghost touch returning light hammer* +20/+15/+10 (1d4+8)
Ranged *+4 distance ghost touch returning light hammer* +22/+17/+12 (1d4+8)
Special Attacks dance of fury, enthrall creature (DC 29), razor's kiss, thunder dance 45 rounds/day (immediate or swift action, DC 29, inspire courage +3, inspire greatness, inspire heroics, leaf on the wind, rain of blows +4, thunderous words 1d8+11, thunderstrike 1d4+16)
Spells Known (CL 16th; concentration +25)
6th (3/day) – *animate objects, mass charm monster* (DC 28)
5th (5/day) – *dream, greater dispel magic, mirage arcana* (DC 27)
4th (6/day) – *cure critical wounds* (DC 26), *dimension door* (DC 26), *dominate person* (DC 26), *greater invisibility* (DC 26), *hold monster* (DC 26)
3rd (8/day) – *dispel magic, glibness, haste* (DC 25), *remove curse*
2nd (8/day) – *blur* (DC 24), *heroism* (DC 24), *silence* (DC 24)
1st (8/day) – *alarm, cure light wounds* (DC 23), *expeditious retreat, identify, silent image* (DC 22)
0 (at will) – *dancing lights, detect magic, ghost sound* (DC 21), *prestidigitation, read magic, summon instrument*

Tactics
Before Combat If Balduros is in a good mood, he attempts to forestall combat by using his enthrall creature ability and/or his charming spells on his supposed enemy, imploring them to share a drink and a song with him, or settle matters with a friendly contest instead of fighting. If Balduros is in a bad mood, he casts animate objects, instilling his fury in surrounding objects that begin to tremble (and later attack) in time to his thunder dance; given time, he also casts heroism and blur on himself.

During Combat Balduros begins a thunder dance immediately, opening combat by slamming all visible foes with his thunderous words. He tries to remain mobile throughout combat, dancing and whirling in circles as he makes mobile full attacks combining dance of fury and rain of blows. He enjoys kicking adjacent opponents with his donkey boots to create space to maneuver. Should he take damage, he'll use leaf on the wind to buy time and heal mid-combat.

Morale Balduros is no fanatic, and will quit a combat that has turned against him. If reduced to 50 hit points or fewer, Balduros tries to escape via dimension door, expeditious retreat, or attempting to charm his foes to end combat. Highly emotional, he is not too proud to weep and beg for his life.

Statistics
Str 18, **Dex** 22, **Con** 18, **Int** 16, **Wis** 16, **Cha** 32
Base Atk +12; **CMB** +16; **CMD** 38
Feats Bounding Hammer, Dance of the Wind, Dance with Alacrity, Dodge, Flowing Fury, Mobility, Quick Draw, Wardance
Skills Appraise +22, Craft (alchemy) +22, Craft (traps) +15, Diplomacy +30, Disguise +21, Escape Artist +25, Knowledge (arcana, planes, religion) +11, Knowledge (local) +16, Perception +22, Perform (dance) +38, Perform (percussion) +30, Spellcraft +22, Stealth +20, Perform (percussion) +30, Spellcraft +22, Stealth +20, Use Magic Device +26
Languages Common, Dwarven, Gnome
SQ fleet +40 ft., jack-of-all-trades, masterpieces, versatile dance +8
Combat Gear *dust of sobriety* (5), *wand of fireball* (50 charges); **Other Gear** *+4 distance ghost touch returning light hammer (3), +5 greater slick heavy fortification armored kilt, amulet of natural armor +5, belt of incredible dexterity +4, bracers of resistance +5, dwarven brewing barrel, greater donkey boots, headband of alluring charisma +6, minor cloak of displacement, ring of protection +5*

Special Abilities
Enhanced NPC: Balduros has 25-point buy ability scores, two traits, and wealth as a PC of their CR, increasing its CR by +1.
Masterpieces: Balduros has replaced a 1st, three 2nd, a 3rd, and a 5th-level spell known to learn The Cat-Step, The Dance of 23 Steps, Minuet of the Midnight Ivy, The Quickening Pulse, and Triple Time bardic masterpieces.
Traits: Balduros has the glory of old and starry-eyed dreamer traits.

Other Versions of Balduros Thundrsen

Balduros Thundrsen, the Laughing Lord of Empty Barrels — CR 12

XP 19,200
Male charming dwarf bard (thunder dancer) 11
CN Medium humanoid (dwarf)
Init +4; Senses darkvision 60 ft.; Perception +14

Defense
AC 17, touch 15, flat-footed 12 (+2 armor, +4 Dex, +1 dodge)
hp 75 (11d8+22)
Fort +8, **Ref** +14, **Will** +11; +4 vs. bardic performance, sonic, and language-dependent
Defensive Abilities well-versed; **SR** 16

Offense
Speed 20 ft.
Melee *+1 distance returning light hammer* +11/+6 (1d4+3)
Ranged *+1 distance returning light hammer* +13/+8 (1d4+3)
Special Attacks enthrall creature (DC 21), razor's kiss, thunder dance 30 rounds/day (immediate or swift action, DC 21, inspire courage +3, inspire greatness, rain of blows +2, thunderous words 1d8+6, thunderstrike 1d4+11)
Spells Known (CL 11th; concentration +15)
4th (3/day) – *dimension door* (DC 20), *greater invisibility* (DC 20), *hallucinatory terrain* (DC 20)
3rd (5/day) – *dispel magic, glibness, haste* (DC 19)
2nd (6/day) – *blur* (DC 18), *heroism* (DC 18), *silence* (DC 18)
1st (7/day) – *alarm, cure light wounds* (DC 17), *expeditious retreat, identify, silent image* (DC 17)
0 (at will) – *dancing lights, detect magic, ghost sound* (DC 16), *prestidigitation, read magic, summon instrument*

Tactics
Before Combat If Balduros is in a good mood, he attempts to forestall combat by using his enthrall creature ability on his supposed enemy, imploring them to share a drink and a song with him, or settle matters with a friendly contest instead of fighting. If Balduros is in a bad mood, he begins with threats and boasts; given time, he also casts heroism and blur on himself.

During Combat Balduros begins a thunder dance immediately, opening combat by slamming all visible foes with his thunderous words. He tries to remain mobile throughout combat, dancing and whirling in circles as he throws his hammers about. He enjoys kicking adjacent opponents with his donkey boots to create space to maneuver.

Morale Balduros is no fanatic, and will quit a combat that has turned against him. If reduced to 25 hit points or fewer, Balduros tries to escape via dimension door, expeditious retreat, or attempting to charm his foes to end combat. Highly emotional, he is not too proud to weep and beg for his life.

Statistics
Str 14, **Dex** 18, **Con** 14, **Int** 12, **Wis** 12, **Cha** 22
Base Atk +8; **CMB** +10; **CMD** 25
Feats Bounding Hammer, Dance of the Wind, Dance with Alacrity, Dodge, Mobility, Quick Draw
Skills Appraise +14, Craft (alchemy) +14, Craft (traps) +10, Diplomacy +19, Escape Artist +13, Knowledge (arcana, planes, religion) +5, Perception +14, Perform (dance) +24, Perform (percussion) +16, Spellcraft +14, Stealth +13, Use Magic Device +19
Languages Common, Dwarven, Gnome
SQ fleet +35 ft., jack-of-all-trades, masterpieces, versatile dance +5
Combat Gear *dust of sobriety* (2), *wand of spark* (50 charges); **Other Gear** *+1 distance returning light hammer* (2), *+1 shadow slick armored kilt, belt of incredible dexterity +4, bracers of armor +2 moderate fortification, brooch of shielding, cloak of resistance +3, dwarven brewing barrel, headband of alluring charisma +2, donkey boots*

Special Abilities
Enhanced NPC: Balduros has 25-point buy ability scores, two traits, and wealth as a PC of their CR, increasing its CR by +1.
Masterpieces: Balduros has replaced a 1st, two 2nd, and a 3rd-level spell known to learn The Cat-Step, The Dance of 23 Steps, The Quickening Pulse and Triple Time bardic masterpieces.
Traits: Balduros has the glory of old and starry-eyed dreamer traits.

Balduros the Beaten — CR 6

XP 2,400
Male dwarf bard (thunder dancer) 6
CN Medium humanoid (dwarf)
Init +3; **Senses** darkvision 60 ft.; Perception +10

Defense
AC 15, touch 14, flat-footed 11 (+1 armor, +3 Dex, +1 dodge)
hp 42 (6d8+12)
Fort +4, **Ref** +8, **Will** +6; +4 vs. bardic performance, sonic, and language-dependent
Defensive Abilities well-versed; **SR** 11

Offense

Speed 20 ft.
Melee mwk light hammer +6 (1d4+1)
Ranged mwk light hammer +8 (1d4+1)
Special Attacks thunder dance 17 rounds/day (swift action, DC 16, inspire courage +2, rain of blows +1, thunderous words 1d8+3, thunderstrike 1d4+6)
Spells Known (CL 6th; concentration +7)

2nd (4/day) – *blur* (DC 15), *heroism* (DC 15), *silence* (DC 15)

1st (5/day) – *charm person* (DC 14), *cure light wounds* (DC 14), *identify*

0 *(at will) – dancing lights, detect magic, ghost sound* (DC 13), *prestidigitation, read magic, summon instrument*

Tactics

Before Combat If Balduros is in a good mood, he attempts to charm his supposed enemy, imploring them to share a drink and a song with him, or settle matters with a friendly contest instead of fighting. If Balduros is in a bad mood, he lets out a string of curses and personal insults; given time, he also casts heroism and blur on himself.

During Combat Balduros begins a thunder dance immediately, opening combat by slamming all visible foes with his thunderous words. He tries to remain mobile throughout combat, dancing and whirling in circles as he throws his hammers about. He enjoys kicking adjacent opponents with his donkey boots to create space to maneuver.

Morale Balduros is no fanatic, and will quit a combat that has turned against him. If reduced to 15 hit points or fewer, Balduros tries to escape, or attempts to parley with his foes to end combat. Highly emotional, he is not too proud to weep and beg for his life.

Statistics

Str 13, **Dex** 16, **Con** 14, **Int** 12, **Wis** 12, **Cha** 16
Base Atk +4; **CMB** +5; **CMD** 19
Feats Dance with Alacrity, Dodge, Quick Draw
Skills Appraise +10, Craft (alchemy) +10, Craft (traps) +9, Diplomacy +11, Perception +10, Perform (dance) +15, Perform (percussion) +9, Spellcraft +10, Stealth +7, Use Magic Device +10
Languages Common, Dwarven, Gnome
SQ fleet +15 ft., masterpieces, versatile dance +3
Combat Gear *dust of sobriety, wand of spark* (50 charges); **Other Gear** mwk light hammer (3), armored kilt, *belt of incredible dexterity +2, bracers of armor +1 light fortification, brooch of shielding, dwarven brewing barrel, lesser donkey boots*

Special Abilities

Enhanced NPC: Balduros has 25-point buy ability scores, two traits, and wealth as a PC of their CR, increasing its CR by +1.

Masterpieces: Balduros has replaced a 1st and 2nd-level spell known to learn The Cat-Step and Triple Time bardic masterpieces.

Traits: Balduros has the glory of old and starry-eyed dreamer traits.

Belladonna, the Face of Love Unrequited

Originally brought to the Khan's island as a young slave, Belladonna survived by adapting and evolving, eventually breaking free from her chains to become a savvy broker of others' desires and the adored proprietor of the Coliseum Morpheuon's most popular festhall, the Nightshade Palace. Though she can take any shape she pleases, Belladonna's natural form is a beautiful half-elf maiden with long auburn hair, sparkling green eyes, and a face that could launch a thousand ships. Her radiant fey beauty masks a terrible truth: after years of living in the treacherous realm of Dream, constantly sparring with walking nightmares, Belladonna's mutable taskshaper nature altered her very essence to adapt her to her surroundings, transforming her into a nightmare herself. Fiercely self-reliant and motivated by a burning desire to survive, stoked by a lifetime of cruel betrayals, she now draws personal power from a primal dream archetype as universal and undeniable as the pain of a broken heart: "The Unrequited Love." Because the nightmare she exemplifies requires subtlety, and in the interest of maintaining a profitable hospitality business, Belladonna suppresses her frightful aura and presents herself to others as free-spirited, friendly, and frolicsome. As the observant hostess of the Coliseum's most popular nightspot (and an expert eavesdropper), she always knows who's in town, who they're meeting with, and what dirty deals they're discussing over drinks. Those who walk into the Nightshade Palace have no trouble finding her – she's the looker with the white tiger. While most of the time the white tiger is a simple magical pet, it is cover for a secret – sometimes the tiger is actually the wanted abolitionist outlaw Le Loup Solitaire, prowling around in disguise.

Dreamburning and Belladonna

Hope: Belladonna stands over a kneeling figure who gazes up at her with desperate, pleading eyes filled with tears. She coldly lifts her chin and looks away; the figure cries out in heartbreak and crumbles, scattering on the wind like a pile of old, dirty leaves.

Aspiration: Belladonna has a recurring dream wherein she peels off her own face, revealing a shifting mask of a thousand unremarkable visages. No longer pursued for her beauty, she disappears into a crowd of strangers, left to herself and at peace.

Goal*: Belladonna dimly recalls a time, back when they were both terrified child slaves struggling to survive, when she and Le Loup Solitaire cared for each other. But now when she envisions his face it is twisted into a rabid, snarling dog – no longer the trusting boy she could have loved. (*This dream is degraded, one step from being burnt away forever.)

In the Tarnished Souk

The Nightshade Palace is a sprawling complex of pillow-strewn silk tents, lavish feasting pavilions, and smoky gambling dens. It is a cornucopia of exotic indulgences, serving all manner of food, drink, and vice. Customized red velvet rope tricks dangle from clouds of glowing haze, providing private rooms for patrons to meet, drink, and revel. Belladonna and a diverse staff of servers and entertainers bustle about with enthusiastic attitudes, always encouraging indulgence and excess – for after all, this is a dream.

Lore

Characters may learn the following information via Diplomacy (Gather Information) or Knowledge (Local) skill checks:

DC 15 – Belladonna is a beautiful half-elf woman who runs the Nightshade Palace, a popular festhall.

DC 20 – She is a skilled taskshaper with nymph heritage. A lovesick fool says, "She's the girl of my dreams, but that dream has become a nightmare."

DC 25 – She is a versatile shapeshifter and mimic. A glance at her can stun, dazzle, or frighten onlookers.

DC 35 – She is vulnerable to cold iron, silver, and good weapons. She is evil and has become a living nightmare that feeds on heartbreak.

DC 45 – She and the outlaw Le Loup Solitaire were childhood friends. Le Loup is in love with her and secretly visits her, disguised as a white tiger. The seers predict that she will break his heart, soon and fatally.

How To Use Belladonna

- Belladonna is an engaging hostess, happy to facilitate the PCs' socialization with other NPCs. Her talents of disguise and mimicry also make her a peerless spy, infiltrator, or saboteur.
- Per the Khan's decree, table games of chance are the only tests of skill allowed outside of the Coliseum's venues. The Nightshade Palace holds high stakes games of dice and cards nightly.
- Lecherous men beware; should a fool coarsely proposition her, Belladonna would enjoy scaring the life out of him - literally.
- Le Loup Solitaire believes that he is Belladonna's true love and can 'save' her from life as a nightmare. He's wrong. Belladonna ends his delusions, clearly and brutally, by publicly betraying him to the Khan. Le Loup is crushed, the Khan's hounds close in, and the PCs may aid Le Loup - or watch him fight to the death, alone.
- Belladonna plagues a PC's dreams with night terrors, crafting nightmares of a lost love. Then, to compound the pain, she mimics the lost love while the PC is awake, prolonging the torture.
- If playing "The Dragon's Mate" (Coliseum Morpheuon, Chapter 10): Belladonna sabotages the Dragon's courtship by counseling him on the inevitability of alienation and heartbreak.

Belladonna, The Face of Love Unrequited CR 17

XP 102,400

Female nightmare nymph child half-elf taskshaper 15

LE Medium fey (augmented humanoid, elf, evil, human)

Init +6; **Senses** darkvision 120 ft., low-light vision; Perception +22

Aura fear (60 ft., DC 25), frightful presence (30 ft., DC 25)

Defense

AC 28, touch 20, flat-footed 22 (+8 armor, +4 deflection, +6 Dex)

hp 116 (15d8+45); regeneration 5 (silver or good)

Fort +15, **Ref** +19, **Will** +11; +2 vs. good

Defensive Abilities feign death (DC 33), protection from good; **DR** 5/cold iron or silver or good; **Immune** illusions

Offense

Speed 30 ft., fly 10 ft. (perfect)

Melee *+2 keen adamantine dagger* +19/+14/+9 (1d4+4/17-20)

Ranged mwk dagger +18 (1d4+2/19-20)

Special Attacks dazzling beauty (8/day, DC 25), night terrors (DC 25), stunning glance (DC 25)

Spell-Like Ability (CL 15th; concentration +23)

1/day—*shadow walk*

Tactics

Before Combat Belladonna prefers to avoid combat, using her charms and impressive social skills to deter combatants through parlay. She may also make use of her Change Shape ability to avoid combat by disguising herself and slink away. If she thinks a fight is inevitable, she activates her Dynamic Form and Instant Armor abilities.

During Combat The first round of combat, Belladonna stops suppressing her aura of fear, triggers her Frightful Presence by making an Intimidate check, and spends a moment of change in order to Change Shape into something impressive (her favorites: Huge gold dragon, Huge fire elemental, Huge storm giant). She tries to break her opponent's will to fight, using Stunning Glance to stun determined combatants, breaking favored weapons (accessing Power Attack and Improved Sunder via Improved Imprint Feat), and mimicking her opponents or their allies via Perfect Copy.

Morale If reduced below 50 hit points, Belladonna flees, expending a moment of change to Change Shape into a Huge air elemental, increasing its fly speed via Dynamic Form, then slipping away via shadow walk. If reduced to 10 hit points or below, Belladonna uses Feign Death, using

Shift Condition if necessary to ignore death itself and then escape.

Statistics

Str 14, **Dex** 22, **Con** 14, **Int** 20, **Wis** 14, **Cha** 26
Base Atk +11; **CMB** +13; **CMD** 33
Feats Extra Ability Shift, Extra Advanced Shaped Capacity, Extra Shaped Capacity (2), Inflict Terror, Magic Sense, Seduction, Skill Focus (Bluff)[B], Weapon Finesse
Skills Appraise +20, Bluff +32, Craft (alchemy) +23, Diplomacy +26, Intimidate +32, Knowledge (local) +20, Knowledge (planes) +20, Linguistics +20, Perception +22, Perform (dance) +23, Sense Motive +20, Stealth +30, Swim +6; Racial Modifiers +6 Intimidate, +2 Perception, +6 Stealth, +4 Swim
Languages Abyssal, Aklo, Celestial, Common, Draconic, Dwarven, Elven, Giant, Halfling, Ignan, Infernal, Orc, Sylvan, Undercommon
SQ ability shift, advanced shapes, change shape, mimicry, moment of change, nymph blood, perfect copy, shaped capacity, unearthly grace, wild empathy +25
Combat Gear *elixir of truth* (5), *wand of cure critical wounds* (24 charges), *wand of modify memory* (11 charges); **Gear** *+4 glamered mithral shirt, +2 keen adamantine dagger*, mwk dagger (4), *anklet of perfection +2, bracelet of charms, figurine of wondrous power* (bloodstone tiger)

Special Abilities

Ability Shift (Su) Belladonna has gained the following ability shifts:

Dynamic Form Belladonna's speed for each movement mode she possesses gains a +30 ft. enhancement bonus for 15 hours. Additionally, she gains a +15 circumstance bonus on all Acrobatics, Climb, Fly, and Swim checks while this ability is active. She can activate this ability once per day as an immediate action. Even More Changes Once per day, Belladonna can regain 11 moments of change as an immediate action.

Shape Lock Belladonna is automatically aware of any shapechanger she touches. In addition, once per day, she can force and lock a shapechanger into one shape it can assume. Belladonna choses the shape and she is aware of the spell the creature can emulate. A Fort save (DC 25) negates this effect. This effect cannot be dispelled but it can be removed with a break enchantment, limited wish, miracle, remove curse, or wish spell. All though this is an immediate action its use in combat still requires a melee touch attack.

Shift Condition Once per day, as an immediate action, Belladonna can ignore a single condition (including death) for up to 15 rounds.

Advanced Shapes Belladonna possesses the following advanced shape capacity:

Improved Imprint Class Ability At the cost of a moment of change, Belladonna can use any class ability that could be possessed by a 12th level character that can be performed as a single action (does not include spellcasting or bonus feats). She must have personally witnessed the class ability in action. When encountering a new class ability, Belladonna can make a Perception check (DC 15 +1 per 10 ft. of distance) to gain the ability to imprint the new class ability when using this ability.

Change Shape (Su) Belladonna has the ability to assume the appearance of any humanoid creature (usually a humanoid) by spending a moment of change, but retains all of her own physical qualities. This ability functions as the alter self, beast shape IV, elemental body IV, form of the dragon III, giant form II, and plant shape III spells (She does adjust her ability scores based on her size as per the spell) with an effective caster level of 15.

Mimicry (Ex) Belladonna is proficient in all weapons, armor, and shields. Additionally, she can use any spell trigger or spell completion item as if the spells were on her spell list. She has an effective caster level of 15.

Moment of Change (Su) Each day, Belladonna has a pool of 18 moments of change. As a free action once a round, she can expend a moment of change to do any one of the following things:

Improved Imprint Feat For one round, Belladonna can exchange two feats she currently possess for two different feats. She must have personally witnessed the feats in action and fulfill all prerequisites for the feats. When encountering a new feat, she can make a Perception check (DC 15 + 1 per 10 ft. of distance) to gain the ability to imprint the new feat when using this ability.

Improved Imprint Skill Exchange the ranks of any one Skill for one skill check.

Modified Advantage Gain a +1 bonus to any single d20 roll. Belladonna could make a minor internal change to her form that assists in the performance of a task. Whether she's making her fist heavier, making the arch of her swing move faster, changing the shape of her eyes and ears to heighten her senses, or she moves nerves around increasing her reaction time.

Perfect Copy (Su) When using her change shape ability, Belladonna can assume the appearance of specific individuals.

Shaped Capacity Belladonna has learned the following shaped capacities:

Impersonate Using her ability to emulate the thoughts of a creature she has touched, Belladonna can impersonate another living creatures' mannerisms, speech patterns, knowledge, and overall demeanor, thus gaining a +5 competence bonus to Disguise checks. Belladonna can use this ability at will, although she must have touched the creature to be impersonated at some point and then spent a moment of change before she can use the ability. The creature gains no sense that the taskshaper is impersonating them.

Imprint Class Ability See Advanced Shapes above.

Improved Imprint Feat See Moment of Change above.

Improved Imprint Skill See Moment of Change above.

Instant Armor Belladonna gains a +5 natural armor bonus to AC for 15 minutes, if she is using the total defense

maneuver this bonus increases to +15.

Shaped Resistance Belladonna can spend a moment of change to grant herself resistance 20 to a single energy type.

Other Versions of Belladonna

Belladonna the Withering Heart CR 13

XP 25,600

Female nightmare nymph child half-elf taskshaper 11

LE Medium fey (augmented humanoid, elf, evil, human)

Init +5; **Senses** darkvision 120 ft., low-light vision; Perception +16

Aura fear (60 ft., DC 22), frightful presence (30 ft., DC 22)

Defense

AC 23, touch 18, flat-footed 18 (+5 armor, +3 deflection, +5 Dex)

hp 75 (11d8+22); regeneration 5 (silver or good)

Fort +11, **Ref** +15, **Will** +7; +2 vs. good

Defensive Abilities feign death (DC 28), protection from good; **DR** 5/cold iron or silver or good; **Immune** illusions

Offense

Speed 30 ft., fly 10 ft. (perfect)

Melee *+1 adamantine dagger* +14/+9 (1d4+2/19-20)

Ranged mwk dagger +14 (1d4+1/19-20)

Special Attacks dazzling beauty (6/day, DC 22), night terrors (DC 22), stunning glance (DC 22)

Spell-Like Ability (CL 11th; concentration +18)

1/day—*shadow walk*

Tactics

Before Combat Belladonna makes use of her change shape ability to avoid combat. If she knows a fight is inevitable, she activates her Dynamic Form and Instant Armor abilities, and she assumes whatever form she thinks will aid her the most in combat.

During Combat If forced to fight, Belladonna fights defensively and makes use of her other abilities as best needed to escape whatever situation she finds herself in.

Morale If reduced below 33 hit points, Belladonna flees.

Statistics

Str 12, **Dex** 20, **Con** 12, **Int** 17, **Wis** 12, **Cha** 24

Base Atk +8; **CMB** +9; **CMD** 27

Feats Extra Shaped Capacity (2), Inflict Terror, Magic Sense, Seduction, Skill Focus (Bluff)[B], Weapon Finesse

Skills Appraise +11, Bluff +26, Craft (alchemy) +16, Diplomacy +20, Intimidate +26, Knowledge (local) +15, Knowledge (planes) +15, Linguistics +15, Perception +16, Perform (dance) +15, Sense Motive +10, Stealth +20, Swim +5; Racial Modifiers +6 Intimidate, +2 Perception, +6 Stealth, +4 Swim

Languages Abyssal, Aklo, Celestial, Common, Draconic, Dwarven, Elven, Giant, Halfling, Ignan, Infernal, Orc, Sylvan, Undercommon

SQ ability shift, advanced shapes, change shape, mimicry, moment of change, nymph blood, perfect copy, shaped capacity, unearthly grace, wild empathy +20

Combat Gear *elixir of truth* (2), *wand of cure moderate wounds* (24 charges), *wand of modify memory* (11 charges); **Gear** *+1 glamered mithral shirt*, *+1 adamantine dagger*, mwk dagger (4), *bracelet of charms* (2 charms), *figurine of wondrous power* (bloodstone tiger)

Special Abilities

Ability Shift (Su) Belladonna has gained the following ability shifts:

Dynamic Form Belladonna's speed for each movement mode she possesses gains a + 30 ft. enhancement bonus for 11 hours. Additionally, she gains a +11 circumstance bonus on all Acrobatics, Climb, Fly, and Swim checks while this ability is active. She can activate this ability once per day as an immediate action.

Shape Lock Belladonna is automatically aware of any shapechanger she touches. In addition, once per day, she can force and lock a shapechanger into one shape it can assume. Belladonna choses the shape and she is aware of the spell the creature can emulate. A Fort save (DC 22) negates this effect. This effect cannot be dispelled but it can be removed with a break enchantment, limited wish, miracle, remove curse, or wish spell. All though this is an immediate action its use in combat still requires a melee touch attack.

Advanced Shapes Belladonna possesses the following advanced shape capacity:

Improved Imprint Class Ability At the cost of a moment of change, Belladonna can use any class ability that could be possessed by an 8th level character that can be performed as a single action (does not include spellcasting or bonus feats). She must have personally witnessed the class ability in action. When encountering a new class ability, Belladonna can make a Perception check (DC 15 +1 per 10 ft. of distance) to gain the ability to imprint the new class ability when using this ability.

Change Shape (Su) Belladonna has the ability to assume the appearance of any humanoid creature (usually a humanoid type creature) by spending a moment of change, but retains all of her own physical qualities. This ability functions as the alter self, beast shape IV, elemental body III, form of the dragon I, and plant shape II spells (She does adjust her ability scores based on her size as per the spell) with an effective caster level of 11.

Mimicry (Ex) Belladonna is proficient in all weapons, armor, and shields. Additionally, she can use any spell trigger or spell completion item as if the spells were on her spell list. She has an effective caster level of 11.

Moment of Change (Su) Each day, Belladonna has a pool of 14 moments of change. As a free action once a

round, she can expend a moment of change to do any one of the following things:

Improved Imprint Feat For one round, Belladonna can exchange two feats she currently possess for two different feats. She must have personally witnessed the feats in action and fulfill all prerequisites for the feats. When encountering a new feat, she can make a Perception check (DC 15 + 1 per 10 ft. of distance) to gain the ability to imprint the new feat when using this ability.

Improved Imprint Skill Exchange the ranks of any one Skill for one skill check.

Modified Advantage Gain a +1 bonus to any single d20 roll. Belladonna could make a minor internal change to her form that assists in the performance of a task. Whether she's making her fist heavier, making the arch of her swing move faster, changing the shape of her eyes and ears to heighten her senses, or she moves nerves around increasing her reaction time.

Perfect Copy (Su) When using her change shape ability, Belladonna can assume the appearance of specific individuals.

Shaped Capacity Belladonna has learned the following shaped capacities:

Impersonate Using her ability to emulate the thoughts of a creature she has touched, Belladonna can impersonate another living creatures' mannerisms, speech patterns, knowledge, and overall demeanor, thus gaining a +5 competence bonus to Disguise checks. Belladonna can use this ability at will, although she must have touched the creature to be impersonated at some point and then spent a moment of change before she can use the ability. The creature gains no sense that the taskshaper is impersonating them.

Imprint Class Ability See Advanced Shapes above.

Improved Imprint Feat See Moment of Change above.

Improved Imprint Skill See Moment of Change above.

Instant Armor Belladonna gains a +3 natural armor bonus to AC for 11 minutes, if she is using the total defense maneuver this bonus increases to +11.

Shaped Resistance Belladonna can spend a moment of change to grant herself resistance 20 to a single energy type.

Sweet Bella, the Girl of Your Dreams CR 8

XP 4,800

Female nymph child half-elf taskshaper 7
LE Medium fey (augmented humanoid, elf, human)
Init +3; **Senses** low-light vision; Perception +13

Defense

AC 20, touch 15, flat-footed 17 (+5 armor, +2 deflection, +3 Dex)
hp 49 (7d8+14)
Fort +8, **Ref** +10, **Will** +5
DR 5/cold iron

Offense

Speed 30 ft.
Melee adamantine dagger +9 (1d4+1/19-20)
Ranged dagger +8 (1d4+1/19-20)
Special Attacks dazzling beauty (5/day, DC 17), stunning glance (DC 17)

Tactics

Before Combat Belladonna prefers to avoid combat, using her charms and impressive social skills to deter combatants through parlay. She may also make use of her Change Shape ability to avoid combat by disguising herself and slink away. If she thinks a fight is inevitable, she activates her Dynamic Form and Instant Armor abilities.

During Combat Belladonna stares down her most determined opponents with Stunning Glance and fights defensively, imploring nearby allies to come to her rescue by playing damsel-in-distress, and attempting to escape swiftly.

Morale If reduced below 20 hit points, Belladonna flees, expending a moment of change to Change Shape into a Small air elemental, increasing its fly speed via Dynamic Form.

Statistics

Str 12, **Dex** 16, **Con** 12, **Int** 15, **Wis** 12, **Cha** 19
Base Atk +5; **CMB** +6; **CMD** 21
Feats Extra Shaped Capacity, Magic Sense, Seduction, Skill Focus (Bluff)[B], Weapon Finesse
Skills Appraise +10, Bluff +17, Craft (alchemy) +12, Diplomacy +12, Knowledge (local) +10, Knowledge (planes) +10, Linguistics +10, Perception +13, Perform (dance) +12, Sense Motive +9, Swim +5; Racial Modifiers +2 Perception, +4 Swim
Languages Abyssal, Aklo, Celestial, Common, Draconic, Elven, Giant, Infernal, Sylvan, Undercommon
SQ ability shift, change shape, mimicry, moment of change, nymph blood, perfect copy, shaped capacity, unearthly grace, wild empathy +13
Combat Gear *elixir of truth*, *wand of cure light wounds* (17 charges); **Gear** *+1 glamered mithral shirt*, adamantine dagger, dagger (4), *figurine of wondrous power* (bloodstone tiger)

Special Abilities

Ability Shift (Su) Belladonna has gained the following ability shift which she can use once per day as an immediate action.

Dynamic Form Belladonna's speed for each movement mode she possesses gains a +30 ft. enhancement bonus for 7 hours. Additionally, she gains a +7 circumstance bonus on all Acrobatics, Climb, Fly, and Swim checks while this ability is active.

Change Shape (Su) Belladonna has the ability to assume the appearance of any humanoid creature (usually a humanoid type creature) by spending a moment of

change, but retains all of her own physical qualities. This ability functions as the alter self, beast shape II, and elemental body I spells (She does adjust her ability scores based on her size as per the spell) with an effective caster level of 7.

Mimicry (Ex) Belladonna is proficient in all weapons, armor, and shields. Additionally, she can use any spell trigger or spell completion item as if the spells were on her spell list. She has an effective caster level of 7.

Moment of Change (Su) Each day, Belladonna has a pool of 10 moments of change. As a free action once a round, she can expend a moment of change to do any one of the following things:

Imprint Feat For one round, Belladonna can exchange one feat she currently possess for another feat. She must have personally witnessed the feat in action and fulfill all prerequisites for the feat. When encountering a new feat, she can make a Perception check (DC 15 + 1 per 10 ft. of distance) to gain the ability to imprint the new feat when using this ability.

Improved Imprint Skill Exchange the ranks of any one Skill for one skill check.

Modified Advantage Gain a +1 bonus to any single d20 roll. Belladonna could make a minor internal change to her form that assists in the performance of a task. Whether she's making her fist heavier, making the arch of her swing move faster, changing the shape of her eyes and ears to heighten her senses, or she moves nerves around increasing her reaction time.

Perfect Copy (Su) When using her change shape ability, Belladonna can assume the appearance of specific individuals.

Shaped Capacity Belladonna has learned the following shaped capacities:

Impersonate Using her ability to emulate the thoughts of a creature she has touched, Belladonna can impersonate another living creatures' mannerisms, speech patterns, knowledge, and overall demeanor, thus gaining a +5 competence bonus to Disguise checks. Belladonna can use this ability at will, although she must have touched the creature to be impersonated at some point and then spent a moment of change before she can use the ability. The creature gains no sense that the taskshaper is impersonating them.

Imprint Class Ability At the cost of a moment of change, Belladonna can use any class ability that could be possessed by an 3rd level character that can be performed as a single action (does not include spellcasting or bonus feats). She must have personally witnessed the class ability in action. When encountering a new class ability, Belladonna can make a Perception check (DC 15 +1 per 10 ft. of distance) to gain the ability to imprint the new class ability when using this ability.

Improved Imprint Skill Moment of Change above.

Instant Armor Belladonna gains a +2 natural armor bonus to AC for 7 minutes, if she is using the total defense maneuver this bonus increases to +7.

Bonetongue, Steward of Dead Dreams

For as long as corpses have fallen on the bloody sands of the Coliseum Morpheuon, the old goblin Bonetongue has shuffled out after the crowd's roars fade to gather up the dead and give them the final kindness of a decent burial. Small, withered, and dressed like a rotting corpse himself, the unassuming undertaker does his grisly work with a wheezing whistle and a toothy rictus grin. Growing more in tune with the power of the grave with each passing century, the ageless Bonetongue is a master of commanding and communing with the dead. As a white necromancer, Bonetongue's practice of the dark arts is based on harmonious stewardship of the cycle of life and death, not its perversion, and he places a high value on respecting the dead. Too meek and polite to really be pushy about it, Bonetongue urges people to stop and contemplate the rampant killing that fills the Khan's gutters with blood, often shaking his head with sad resignation at the cavalier attitude with which most gladiators disregard the value of both their own lives and the lives of others. Although, his memory is far from perfect, Bonetongue's habit of genially conversing with the corpses he collects has left him with a vast and unique trove of information amassed from the graveside confessions of thousands upon thousands of fallen warriors and others of the Coliseum's dead. The old goblin appears and acts the same, decade after decade, steadily hefting dirt with his trusty gravedigger's shovel. Secretly, Bonetongue's growing disgust with the Khan's never-ending rain of bodies has caused him to bend his principles regarding the timing of one's final rest; instead of ushering fallen gladiators on to their awaiting afterlives immediately, the necromancer has been animating the corpses of "volunteers" dissatisfied with their deaths, amassing what is by now a veritable army of powerful – and perturbed – undead concealed in catacombs beneath the Coliseum.

Dreamburning and Old Bonetongue

Bonetongue has the Dream-Barren trait, and has no dreams of his own; his hopes and fancies faded away long ago like color from a bleached bone. Left with only vacant serenity in his heart, he is closer in spirit to the dead he tends than to living dreamers.

In the Tarnished Souk

Bonetongue tends a small, mist-shrouded graveyard surrounded by a rickety picket fence formed from the twisted spines of great beasts. The graveyard appears to hold only a few dozen plots, but Bonetongue is always filling a fresh grave. The secret: over time, the oldest graves meld downward into vast catacombs that run beneath the city and extend westward out under the ghoul-infested Plain of Twisting Laments.

Lore

Characters may learn the following information via Diplomacy (Gather Information) or Knowledge (Local) skill checks:

DC 15 – The old goblin Bonetongue is an undertaker and tender of the Coliseum's dead.

DC 20 – He is a "white" necromancer and has some ogre blood. He is rumored to be immortal. Others say "He's the only one around here who respects losers."

DC 25 – He is a white necromancer who can raise the dead but also lend life to the living. He is well-respected for his calm, quiet professionalism.

DC 35 – He is a pacifist and rarely gets involved in conflicts; his respect for the dead keeps him from using them as weapons as other necromancers might.

DC 45 – Few believe a shocking rumor – that some of Bonetongue's recently-dug graves are empty! Dead men he supposedly put to rest have been glimpsed shambling about in catacombs beneath the Souk.

How To Use Bonetongue

- Bonetongue highlights the softer side of necromancy. He respects the dead, cherishes the living, and can be used to impart solemn wisdom about mortality in a place where life is cheap. Surprise your players by playing this goblin as deep, civilized, and somber instead of as comic relief. By playing against type, the contrast will highlight what wise old Bonetongue has to say.
- Adventurers, outsiders, oneirobound, natives, projecting dreamers – each dies differently in Dream, and keeping planar metaphysics straight can be tricky. Bonetongue can explain to the PCs why some deaths yield a corpse and some don't.
- Hold a funeral for a fallen ally – or enemy. Even if the person died friendless, Bonetongue knows the funeral rites of thousands of cultures and he guilts the PCs into attending and paying respects.
- Bonetongue can tell the PCs many secrets long buried, since in his presence dead men do tell tales; present Bonetongue as a 'translator' who can help the PCs interview dead gladiators, murder victims, or roaming ghosts. The goblin requires no payment for himself, but will insist that the PCs aid the deceased by resolving unfinished business, or at least paying tribute.
- If playing "Destroying the Umbral Blot" or "Sympathy for the Devil" (Coliseum Morpheuon, Chapter 10): Bonetongue's "army" of undead gladiators stands ready to take revenge on the Khan, but premature discovery of the shambling horde threatens to alert the Khan to the impending insurrection.
- Bonetongue's graveyard and vast catacombs are filled with magic items and treasures buried with their deceased owners. Unscrupulous PCs could be tempted to grave-rob, or Bonetongue might implore virtuous PCs to aid him in recovering riches wrongfully pilfered by greedy looters.

Bonetongue, Steward of Dead Dreams — CR 16

XP 76,800

Male eternal ogrekin goblin white necromancer 15
N Small humanoid (giant, goblinoid)
Init +1; **Senses** darkvision 60 ft., low-light vision, life sight 20 ft.; Perception +1

Defense

AC 21, touch 12, flat-footed 20 (+6 armor, +1 Dex, +3 natural, +1 size)
hp 130 (15d6+75); regeneration 19
Fort +9, **Ref** +6, **Will** +10
Defensive Abilities death ward +7; Immune ability damage, ability drain, disease, energy drain, paralysis, petrification, poison, polymorph, any ability that deals damage which doesn't heal by normal means
Weaknesses proper burial (DC 41)

Offense

Speed 30 ft.
Melee *rod of the walking dead* +9 (1d8+6), bite +4 (1d3+2) or touch spell +12 (by spell)
Ranged touch spell +9 (by spell)
Special Attacks *grasp of the dead* (2/day, DC 23, 15d6 slashing), *power over undead* (9/day, DC 23)
White Necromancer Spells Known (CL 15th; concentration +23)

7th (4/day)—*control undead (DC 24), resurrection*
6th (7/day)—*create undead, disintegrate (DC 22), harm (DC 23), true seeing (DC 22), undead anatomy III****
5th (7/day)—*cone of cold (DC 21), magic jar (DC 22), rest eternal*, waves of fatigue*
4th (7/day)—*animate dead, enervation, inflict critical wounds (DC 21), summon the dead IV*
3rd (7/day)—*cure serious wounds (DC 19), gentle repose (DC 20), phantom steed, undead anatomy I****
2nd (8/day)—*bone swarm (DC 18), false life, invisibility (DC 18), silence (DC 18), summon the dead II*
1st (8/day)—*cure light wounds (DC 17), deathwatch, mage armor (DC 17), restore corpse***, sanctify corpse***
Cantrips (at will)—*arcane mark, bleed (DC 17), detect magic, disrupt undead, guidance (DC 16), mending (DC 16), read magic, resistance (DC 16), stabilize (DC 16)*

*See *Pathfinder Roleplaying Game: Advanced Player's Guide*, Chapter 5.
**See *Pathfinder Roleplaying Game: Ultimate Magic*, Chapter 5.

Tactics

Before Combat Bonetongue is a pacifist and detests combat – he sees more than enough death already. If he sees a fight brewing, he sighs and uses his *ghostwalk*

ability to fade through a wall or floor, then casts invisibility to remain invisible for longer. If a dear ally looks to be in trouble instead of Bonetongue himself, he begins a life bond to improve their chances of survival.

During Combat Bonetongue first attempts to discourage aggressors with waves of fatigue and enervation, then harries opponents with grasp of the dead and bone swarm while attempting to withdraw. Bonetongue may attempt to play 'possum by falling prone and possessing a single determined foe with magic jar. Only truly apocalyptic threats engaged in wanton murder of innocents or desecration of the dead warrant Bonetongue resorting to his deadlier spells (cone of cold, disintegrate, harm). Bonetongue rarely summons humanoid undead to fight his battles for him, but undead allies may choose to protect their friend of their own volition.

Morale If alone, Bonetongue withdraws from combat immediately without pride, but if engaged in the protection of an innocent or a dear ally, he remains steadfast until "slain" - rising later per his eternal creature template features.

Statistics

Str 19, **Dex** 12, **Con** 19, **Int** 10, **Wis** 12, **Cha** 23
Base Atk +7; **CMB** +10; **CMD** 21
Feats Counterspell Feedback, Craft Wand, Craft Wondrous Item, Eschew Materials[B], Expanded Arcana, Forge Ring, Improved Counterspell, Skill Focus (Knowledge [history]), Spell Focus (necromancy)[B], Toughness[B], Turn Undead[B], Undead Master

Skills Heal +15, Knowledge (arcana) +20, Knowledge (history) +16, Knowledge (religion) +13, Ride +5, Spellcraft +20, Stealth +9, Use Magic Device +16; Racial Modifiers +4 Ride, +4 Stealth
Languages Common, Goblin; voice of the grave
SQ deformities, enhanced NPC, evil necromancy spells, ghost walk (1/day, 15 rounds), life bond, lore of life and death (Knowledge [religion] +1, Heal +7), necrotic transfer (44 hp), pacifist, rebuke death (9/day, 1d4+7), traits, white necromancy +21
Combat Gear *rod of the walking dead, wand of consecrate* (50 charges), *wand of desecrate* (50 charges), *wand of restore corpse* (50 charges); **Gear** *belt of presence +6 (as headband of alluring charisma), bracers of armor +6*, gravedigger's shovel, *ring of arcane knowledge +10, ring of ashes, bag of holding II* (500 coins of preservation)

Special Abilities

Deformities (Ex) Due to his ogre ancestry, Bonetongue's mouth is far larger than it should be, even for a goblin. This grants him a natural bite attack. Additionally, he is fragile, lacking the +4 racial bonus to Constitution enjoyed by most ogrekin.

Enhanced NPC Bonetongue has 25 point buy ability scores.

Pacifist (Ex) Bonetongue finds all forms of combat abhorrent, and suffers a -2 penalty to all attack rolls with manufactured and natural weapons. In exchange for these penalties, he gains Skill Focus (Knowledge [history]) and Toughness as bonus feats. These penalties does not apply to melee and ranged touch attacks.

Special Weakness (ritual) If the eternal Bonetongue's slain body is given a proper burial in the ancient traditions of his long-forgotten goblin tribe, he will truly be dead and will not later regenerate and rise again. Learning this weakness requires a DC 41 Knowledge (history or religion) check; knowing the relevant traditional goblin burial rite requires an additional Knowledge (history or religion) check, DC 46. Bonetongue knows his own weakness, but has tried unsuccessfully to forget it.

Traits Bonetongue possesses the Dream-Barren and Focused Mind traits. These grant him a +2 trait bonus on all concentration checks, and immunity to the effects of degraded or sacrificed dream effects. He has no dreams, and those who attempt to steal a dream from him are dazed for one round (as the spell), and suffer a -3 penalty to their Will saves for one hour. He never suffers any penalties for having no dreams.

Other Versions of Bonetongue

Bonetongue, Shepherd of the Shambling Horde CR 11

XP 12,800
Male eternal ogrekin goblin white necromancer 10
N Small humanoid (giant, goblinoid)
Init +1; **Senses** darkvision 60 ft., low-light vision, life sight 10 ft.; Perception +1

Defense

AC 15, touch 12, flat-footed 14 (+1 Dex, +3 natural, +1 size)
hp 87 (10d6+50); **regeneration** 19
Fort +7, **Ref** +4, **Will** +8
Immune ability damage, ability drain, disease, energy drain, paralysis, petrification, poison, polymorph, any ability that deals damage which doesn't heal by normal means
Weaknesses proper burial (DC 36)

Offense

Speed 30 ft.
Melee *rod of the walking dead* +7 (1d8+6), bite +2 (1d3+2) or touch spell +10 (by spell)
Ranged touch spell +7 (by spell)
Special Attacks *power over undead* (8/day, DC 20)
White Necromancer Spells Known (CL 10th; concentration +17)
5th (4/day)—*rest eternal**
4th (6/day)—*animate dead, summon the dead IV*
3rd (7/day)—*cure serious wounds* (DC 18), *gentle repose* (DC 19), *undead anatomy I***
2nd (7/day)—*false life, invisibility* (DC 17), *silence* (DC 17), *summon the dead II*
1st (8/day)—*cure light wounds* (DC 16), d*eathwatch, mage armor* (DC 16), *restore corpse***, *sanctify corpse***
Cantrips (at will)—*arcane mark, bleed* (DC 16), *detect magic, disrupt undead, guidance* (DC 15), *mending* (DC 15), *read magic, resistance* (DC 15), *stabilize* (DC 15)
*See *Pathfinder Roleplaying Game: Advanced Player's Guide*, Chapter 5.
**See *Pathfinder Roleplaying Game: Ultimate Magic,* Chapter 5.

Tactics

Before Combat Bonetongue is a pacifist and detests combat – he sees more than enough death already. If he sees a fight brewing, he sighs and retreats with invisibility. If a dear ally looks to be in trouble instead of Bonetongue himself, he begins a life bond to improve their chances of survival.

During Combat Bonetongue casts summon the dead spells to call up undead to fight defensively and intervene on his behalf, but he does not direct the undead to attack any enemy not actively attacking him. Bonetongue's other undead allies, if present, may choose to protect their friend of their own volition.

Morale If alone, Bonetongue withdraws from combat immediately without pride, but if engaged in the protection of an innocent or a dear ally, he remains steadfast until "slain" - rising later per his eternal creature template features.

Statistics
Str 19, **Dex** 12, **Con** 19, **Int** 10, **Wis** 12, **Cha** 20
Base Atk +5; **CMB** +8; **CMD** 19
Feats Craft Wand, Craft Wondrous Item, Eschew Materials[B], Forge Ring, Improved Counterspell, Skill Focus (Knowledge [history]), Spell Focus (necromancy)B, Toughness[B], Turn Undead[B]
Skills Heal +10, Knowledge (arcana) +10, Knowledge (history) +6, Knowledge (religion) +13, Ride +5, Spellcraft +15, Stealth +9, Use Magic Device +15; Racial Modifiers +4 Ride, +4 Stealth
Languages Common, Goblin; voice of the grave
SQ deformities, enhanced NPC, evil necromancy spells, life bond, lore of life and death (Knowledge [religion] +1, Heal +5), necrotic transfer (39 hp), pacifist, rebuke death (8/day, 1d4+5), traits, white necromancy +15
Combat Gear *rod of the walking dead, wand of consecrate* (25 charges), *wand of desecrate* (25 charges), wand of restore corpse (50 charges); **Gear** *belt of presence +4 (as headband of alluring charisma),* gravedigger's shovel, *ring of arcane knowledge +5, ring of ashes, bag of holding I* (50 coins of preservation)

Special Abilities
Enhanced NPC Bonetongue has 25 point buy ability scores.

Special Weakness (ritual) If the eternal Bonetongue's slain body is given a proper burial in the ancient traditions of his long-forgotten goblin tribe, he will truly be dead and will not later regenerate and rise again. Learning this weakness requires a DC 36 Knowledge (history or religion) check; knowing the relevant traditional goblin burial rite requires an additional Knowledge (history or religion) check, DC 41. Bonetongue knows his own weakness, but has tried unsuccessfully to forget it.

Variant Bonetongues
Death-Scavenger: CR 12; XP 19,200; hp 97 (10d6+60); regeneration 21; Fort +8; Weaknesses special weakness (DC 37); Special Attacks death devourer (DC 22), power over undead (10/day, DC 22), scavenger's knell (+10 melee touch, DC 22); Con 21, Cha 24; Skills Use Magic Device +17; SQ rebuke death (10/day)

Foul: CR 12; XP 19,200; Aura vile stench (30 ft., DC 21); hp 107 (10d6+70); regeneration 23; Fort +9; Weaknesses special weakness (DC 37); Melee bite +2 (1d3+2 plus grab); Special Attacks expel object or creature, swallow whole (1d3+6 bludgeoning, AC 11, hp 10); Con 23; CMB +8 (+12 grapple); SQ enhanced swallow whole (medium or smaller)

Mystic: CR 13; XP 25,600; AC 18, touch 15, flat-footed 17 (+3 deflection, +1 Dex, +3 natural, +1 size); hp 127 (10d6+90); regeneration 27; Fort +11; Immune magic (all 5th level and below spells); Weaknesses special weakness (DC 38); Special Attacks power over undead (13/day, DC 24); White Necromancer Spells (CL 10th; concentration +19): 5th (5/day), 4th (7/day), 3rd (8/day), 2nd (8/day), 1st (9/day), All spell DC's +4; Con 27, Cha 28; CMD 22; Skills Use Magic Device +19; SQ rebuke death (13/day), white necromancy +19

Old Bonetongue, Him with the Rictus Grin CR 6
XP 2,400
Male eternal ogrekin goblin white necromancer 4
N Small humanoid (giant, goblinoid)
Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +1

Defense
AC 15, touch 12, flat-footed 14 (+1 Dex, +3 natural, +1 size)
hp 36 (4d6+20); regeneration 19
Fort +5, **Ref** +2, **Will** +5
Immune ability damage, ability drain, disease, energy drain, paralysis, petrification, poison, polymorph, any ability that deals damage which doesn't heal by normal means
Weaknesses proper burial (DC 31)

Offense
Speed 30 ft.
Melee rod of the walking dead +4 (1d8+6), bite -1 (1d3+2) or touch spell +7 (by spell)
Ranged touch spell +4 (by spell)
Special Attacks power over undead (6/day, DC 15)
White Necromancer Spells Known (CL 4th; concentration +9)
2nd (4/day)—*summon the dead II*
1st (7/day)—*cure light wounds* (DC 14), *deathwatch, mage armor* (DC 14)
Cantrips (at will)—*bleed* (DC 14), *detect magic, guidance* (DC 13), *mending* (DC 13), *read magic, stabilize* (DC 13)

Tactics
Before Combat Bonetongue is a pacifist and detests combat – he sees more than enough death already. If he sees a fight brewing, he sighs and retreats, casting mage armor, or digs a quick hole with his gravedigger's shovel and hides in it.

During Combat Bonetongue casts summon the dead II to call up undead to fight defensively and intervene on his behalf, but he does not direct the undead to attack any enemy not actively attacking him. Bonetongue's other undead allies, if present, may choose to protect their friend of their own volition.

Morale If alone, Bonetongue withdraws from combat immediately without pride, but if engaged in the protection of an innocent or a dear ally, he remains steadfast until

"slain" - rising later per his eternal creature template features.

Statistics

Str 19, **Dex** 12, **Con** 19, **Int** 10, **Wis** 12, **Cha** 17
Base Atk +2; **CMB** +5; **CMD** 16
Feats Craft Wondrous Item, Eschew Materials[B], Skill Focus (Knowledge [history])[B], Spell Focus (necromancy), Toughness[B], Turn Undead[B]
Skills Heal +7, Knowledge (arcana) +10, Knowledge (history) +4, Knowledge (religion) +7, Ride +5, Spellcraft +10, Stealth +9, Use Magic Device +8; Racial Modifiers +4 Ride, +4 Stealth
Languages Common, Goblin
SQ deformities, enhanced NPC, evil necromancy spells, lore of life and death (Knowledge [religion] +1, Heal +2), pacifist, rebuke death (6/day, 1d4+2), traits, white necromancy +7
Combat Gear *rod of the walking dead; Gear belt of presence +2* (as headband of alluring charisma), gravedigger's shovel, *ring of arcane knowledge +5, ring of ashes*, pouch (10 coins of preservation)

Special Abilities

Enhanced NPC Bonetongue's CR is 1 greater due to his 25 point buy ability scores, and special magical items.

Special Weakness (ritual) If the eternal Bonetongue's slain body is given a proper burial in the ancient traditions of his long-forgotten goblin tribe, he will truly be dead and will not later regenerate and rise again. Learning this weakness requires a DC 31 Knowledge (history or religion) check; knowing the relevant traditional goblin burial rite requires an additional Knowledge (history or religion) check, DC 36. Bonetongue knows his own weakness, but has tried unsuccessfully to forget it.

Variant Bonetongues

Death-Scavenger: CR 7; XP 3,200; hp 40 (4d6+24); regeneration 21; Fort +6; Weaknesses special weakness (DC 32); Special Attacks death devourer (DC 17), power over undead (8/day, DC 17), scavenger's knell (+7 melee touch, DC 17); Con 21, Cha 21; Skills Use Magic Device +10; SQ rebuke death (8/day)

Foul: CR 7; XP 3,200; Aura vile stench (30 ft., DC 18); hp 44 (4d6+28); regeneration 23; Fort +8; Weaknesses special weakness (DC 32); Melee bite -1 (1d3+2 plus grab); Special Attacks expel object or creature, swallow whole (1d3+6 bludgeoning, AC 11, 3 hp); Con 23; CMB +5 (+9 grapple); SQ enhanced swallow whole (medium and smaller)

Mystic: CR 8; XP 4,800; AC 16, touch 13, flat-footed 15 (+1 deflection); hp 52 (4d6+36); regeneration 27; Fort +9; Immune magic (all 3rd level and below spells); Weaknesses special weakness (DC 33); Special Attacks power over undead (11/day, DC 19); White Necromancer Spells (CL 4th; concentration +11): 2nd (5/day); 1st (8/day), All spell DC's +4; Con 27, Cha 25; CMD 17; Skills Use Magic Device +12; SQ rebuke death (11/day), white necromancy +11

Brynhild Eirensdottir, the Shining Valkyrie

Brynhild Eirensdottir originally came to the Coliseum Morpheuon to win glory in clashes of epic bloodsport, but long ago gave up on personal combat in favor of becoming a savior of fallen gladiators. She is striking to behold – a tall, golden-haired elven beauty clad in gleaming armor, soaring above the battlefield on resplendent mithral wings. Brynhild is locally famous as a peerless magical healer capable of mending any injury, curing any affliction, and even raising the dead. Though she is much more adept at curing pain than causing it, the self-styled valkyrie is no pacifist; she delights in watching the thrills of combat and thinks of her healing gifts as a means to give worthy warriors the chance to fight another day for glory, instead of becoming dead and boring. She has a sunny, enthusiastic personality and is especially encouraging to new gladiators, and she displays a furious, fire-eyed temper on those rare occasions when someone disrupts her otherwise cheery disposition. The ultimate fan and consummate spectator of the Coliseum Morpheuon's various games, she holds an encyclopedic knowledge of most gladiators' observed strengths, weaknesses, weapons, tactics, and win/loss record. Eirensdottir insists that she was born with her impressive wings, but glosses over the origin of their distinctive mithral coating. Her secret is that long ago she fell in battle and accepted a boon from a powerful devil; the shining metal bonded with her body and soul and saved her life, but when her blood runs hot she speaks with the devil's tongue.

Dreamburning and the Shining Valkyrie

Hope: Brynhild cherishes an innocent childhood memory of flying over mountain valleys with her sisters, soaring on her natural eagle-feathered wings.

Aspiration: In her dreams, Brynhild constantly relives the fight that nearly killed her, shuddering through the pain and always ending in a haze of fire.

Goal: Brynhild fears and abhors the Umbral Blot, and dreams fondly of a sky without its ominous presence.

In the Tarnished Souk

Brynhild doesn't loiter about the Tarnished Souk much. She spends most of her time cheering in the stands of the Coliseum's lesser venues: the Theater of Triumph, the Probationer's Park, and the Aerial Arena. However, those who wish to contact her may locate her post, just off Witches' Square. There, a tall white post stands planted in the ground, upon which hangs a broken shield emblazoned with a winged woman flying over crossed silver swords. Tucked behind the shield are a writing quill, a vial of blood-ink, and some scraps of enchanted parchment. Once a message is written on the parchment, the scrap flutters off like a clumsy butterfly and finds its way to Brynhild, who responds at her leisure.

Lore

Characters may learn the following information via Diplomacy (Gather Information) or Knowledge (Local) skill checks:

DC 15 – Brynhild Eirensdottir is an aellar – a rare breed of elf born with the wings of a great eagle. She raises gladiators who fall in the lesser arenas, for a fee.

DC 20 – She is an enchanted, mithral-clad oracle, supposedly immortal. She tells gladiators, "Rise, warrior, and fight for greater glory tomorrow."

DC 25 – She is an oracle of the mysteries of life and metal, and is one of the best healers in all of Dream.

DC 35 – Her mithral-clad body is vulnerable to electricity. Invisible imps haunt her, and when she gets angry her eyes flame and she curses in Infernal.

DC 45 – Brynhild still owes a boon to a patient devil who saved her life long ago. She is always on the lookout for something the devil wants so that she can pay off her debt and finally be free of its obligation.

How To Use Brynhild Eirensdottir

• A GM can make Brynhild available to provide useful spellcasting services a la carte at standard prices. She is also willing to enter contingency contracts (still full price, all up front) wherein she agrees to observe and stand by during a fight in case her "client" should fall and need healing.

• Brynhild loathes cheaters. She will never intervene in the middle of any official event of the Coliseum Morpheuon; she will only swoop in after winners and losers have been decided. She also charges extra (or simply refuses service) to any character who has a reputation for cheating, cowardice, or unsportsmanlike conduct.

• Brynhild will not cross the Khan of Nightmares. Should a warrior fall during a test of the Damnation Epoch, their life belongs to the Khan.

• Brynhild may demand alternative payment, such as requiring the PCs to: a) recover the stolen dream of a defeated gladiator, b) pay her with portions of their own dreams, c) compete in an obscure side-event she favors, to renew its popularity, or d) give up a cherished magic item.

• NPCs can use Brynhild's services as well! Use her to explain a hated villain's return from the dead.

Brynhild Eirensdottir, the Shining Valkyrie CR 20

XP 307,200

Female enchanted immortal mithral-clad aellar elf oracle (mixed-mystery) 18

NG Medium outsider (augmented humanoid, elf, good)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +20

Defense

AC 36, touch 16, flat-footed 34 (+12 armor, +4 deflection, +2 Dex, +8 natural)

hp 156 (18d8+72); fast healing 3

Fort +13, **Ref** +12, **Will** +18; +2 vs. enchantment

Defensive Abilities medium fortification, timeless body; **Immune** ability damage, ability drain, charm, disease, energy drain, fatigue, paralysis, poison, sleep, starvation, thirst; **Resist** acid 10, cold 10, electricity 10, fire 15; **SR** 31

Weaknesses oracle's curse (haunted, tongues), vulnerability to electricity

Offense

Speed 50 ft., fly 50 ft. (good)

Melee *+3 flaming burst adamantine greatsword* +19/+14/+9 (2d6+7 plus 1d6 fire/19-20 plus 1d10 fire) or slam +16 (1d4+4)

Special Attacks channel positive energy (11/day, 9d6, DC 29), dance of the blades, steel scarf 13/day, strike as silver

Spell-Like Abilities (CL 18th; concentration +28)

At will—*detect magic, light, read magic*

5/day—*invisibility, mage armor*

Oracle Spells Known (CL 18th; concentration +28)

9th (3/day)—*miracle (DC 29), true resurrection*

8th (5/day)—*fire storm (DC 28) greater spell immunity (DC 28), mass heal (DC 28), mass cure critical wounds (DC 28)*

7th (6/day)—*control weather, greater restoration (DC 27), mass cure serious wounds (DC 27), regenerate (DC 27), resurrection*

6th (6/day)—*greater dispel magic, heal (DC 26), mass cure moderate wounds (DC 26), mass planar adaptation* (DC 26), word of recall (DC 26)*

5th (6/day)—*break enchantment, breath of life (DC 25), mass cure light wounds (DC 25), plane shift (DC 25), raise dead, rapid repair** (DC 25)*

4th (6/day)—*cure critical wounds (DC 24), divine power, freedom of movement (DC 24), rest eternal*, restoration (DC 24), soothe construct***

3rd (6/day)—*cure serious wounds (DC 23), dispel magic, neutralize poison (DC 23), remove blindness/deafness (DC 23), remove curse (DC 23), remove disease (DC 23)*

2nd (6/day)—*calm emotions (DC 22), compassionate ally** (DC 22), cure moderate wounds (DC 22), gentle repose (DC 22), lesser restoration (DC 22), remove paralysis (DC 22), status (DC 22)*

1st (6/day)—*bless, cure light wounds (DC 21), divine favor, lead blades*, restore corpse**, sanctuary (DC 21), shield of faith (DC 21)*

0 (at will)—*cleanse of alcohol (DC 20), create water, detect poison, discern health, ghost sound (DC 20), guidance, mage hand, purify food and drink, spark* (DC 20), stabilize (DC 20), virtue*

Mysteries life, metal

Tactics

Before Combat Usually remaining on the sidelines of combat, Brynhild makes clear through diplomacy that she is present only to raise the fallen as contracted. If she foresees that direct, melee combat is unavoidable, she casts divine power and activates her Iron Skin ability.

During Combat Primarily a healer, Brynhild only attacks others in defense of her own life, using her greatsword or striking enemies within 30 feet with her Steel Scarf ability, remaining airborne and making flyby attacks. When not under direct threat, she focuses on healing her current clients.

Morale If reduced below 30 hit points or afflicted with a severely debilitating effect, Brynhild casts word of recall to teleport to safety, possibly taking with her any clients that have contracted with her for rescue.

Statistics

Str 16, **Dex** 14, **Con** 16, **Int** 15, **Wis** 16, **Cha** 30

Base Atk +13; **CMB** +16; **CMD** 32

Feats Brew Potion, Craft Staff, Craft Wand, Echoing Spell**, Eschew Materials[B], Flyby Attack, Mystical Healer, Reach Spell*, Scribe Scroll, Skill Focus (Knowledge [arcana])[B], Toughness

Skills Diplomacy +30, Fly +15, Heal +23, Knowledge

(arcana) +10, Knowledge (history) +10, Knowledge (nature) +10, Knowledge (planes) +10, Knowledge (religion) +10, Perception +20, Profession (healer) +10, Sense Motive +24, Spellcraft +25, Swim -2, Use Magic Device +20; Racial Modifiers +2 Knowledge (arcana), +2 Perception, +2 Spellcraft, -4 Swim, +2 Use Magic Device

Languages Auran, Celestial, Common, Draconic, Elven, Infernal

SQ revelations (armor mastery, channel, dance of blades, energy body, enhanced cures, iron skin, safe curing, skill at arms, spirit boost, steel scarf)

Combat Gear *staff of heal* (heal [3 charges]), *wand of cure critical wounds* (50 charges); **Gear** *+3 flaming burst adamantine greatsword, +5 mithral splint mail, greater robe of renewal*

Special Abilities

Mysteries Being a mixed-mystery oracle, Brynhild gains the benefits of both the Life and the Metal mysteries. These mysteries grant her her spells and powers. They also grant her additional class skills and her various revelations.

Oracle's Curse (Ex) Brynhild suffers the 1st level effects of both the haunted and the tongues oracle curses. Her curses are as follows.

Haunted Brynhild is tormented by malevolent spirits which follow her everywhere, causing minor mishaps and strange occurrences (such as unexpected breezes, small objects moving on their own, and faint noises). Retrieving any stored item from her gear requires a standard action, unless it would normally take longer. Any item she drops lands 10 feet away from her in a random direction. She has mage hand and ghost sound as bonus spells.

Tongues In times of stress or unease, Brynhild is able to speak in only Infernal. When in combat, she can only speak and understand Infernal. This does not interfere with her spellcasting, but it does apply to spells that are language dependent. She has gained Infernal as a bonus language.

Revelations Brynhild has uncovered the following secrets about her mysteries.

Armor Mastery (Ex) Metallic armor has little effect on Brynhild's ability to maneuver. She can move at full speed while wearing medium armor made of metal, the armor check penalty is reduced by 3 (minimum 0), and the maximum Dexterity bonus is increased by +3.

Channel (Su) Brynhild can, as a standard action, channel positive energy as an 18th level cleric, but only 11 times each day.

Dance of the Blades (Ex) Brynhild moves faster than a normal aellar elf by +10 ft. Whenever she moves at least 10 ft. in a round, she gains a +3 bonus on attack rolls with metal weapons. As a move action, she can maneuver her weapon to create a shield of whirling steel around herself until the start of her next turn; non-incorporeal melee and ranged attacks have a 20% miss chance while the shield is active. She must be wielding a metal weapon to use this ability.

Energy Body (Su) As a standard action, Brynhild can transform her body into pure life energy, resembling a golden-white fire elemental. In this form, she gains the elemental subtype and gives off a warm, welcoming light that increases the light level within 10 feet by one step, up to normal light. Any undead creature striking her with its body or a handheld weapon deals normal damage, but her attacker takes 1d6+18 points of positive energy damage. Creatures wielding melee weapons with reach are not subject to this damage if they attack Brynhild. If she grapples or attacks an undead creature using unarmed strikes or natural weapons, she may deal this damage in place of the normal damage for the attack. Once per round, if she passes through a living allied creature's square or the ally passes through her square, it heals 1d6+18 hit points. She may use this ability to heal herself as a move action. She chooses whether or not to heal a creature when it passes through her space. She may return to her normal form as a free action. She may remain in energy body form for up to 18 rounds each day. These rounds need not be used consecutively.

Enhanced Cures (Su) Whenever Brynhild casts a cure spell, the maximum number of hit points healed is based on her oracle level, not the limit based on the spell. For example, she heals 1d8+18 points of damage when she casts cure light wounds instead of the normal 1d8+5 maximum.

Iron Skin (Sp) Twice per day, Brynhild can harden her skin, giving it the appearance of iron. This grants her DR 10/adamantine. This ability functions as stoneskin, with a caster level of 18th, except it only affects her.

Safe Curing (Su) Whenever Brynhild casts a spell that cures the target of hit point damage, she does not provoke attack of opportunity for spellcasting.

Skill at Arms (Ex) Brynhild has gained proficiency in all martial weapons and heavy armor.

Spirit Boost (Su) Whenever her healing spells heal a target up to its maximum hit points, any excess points persist for 18 rounds as temporary hit points (up to 18 temporary hit points).

Steel Scarf (Su) As a swift action, Brynhild can harden a scarf, sleeve, cloak, or other piece of her clothing into something as hard as steel that stretches out to be up to 30 feet long. She can strike outward with it as a weapon making a melee attack. For the purpose of this ability, she is proficient with this weapon and can use the weapon to perform combat maneuvers. If she hits, the weapon deals 1d8+6 points of slashing damage. After this attack, the clothing returns to its normal length and hardness. She does not threaten an area with this weapon and cannot use it to make attacks of opportunity.

***** *See the Advanced Player's Guide.*

****** *See Ultimate Magic.*

Other Versions of Brynhilde Erinsdottr

Brynhild Eirensdottir, the Bright Swan of Battle — CR 13

XP 25,600

Female enchanted mithral-clad aellar elf oracle (mixed-mystery) 12
NG Medium humanoid (augmented, elf)
Init +2; **Senses** low-light vision; Perception +9

Defense

AC 28, touch 12, flat-footed 26 (+8 armor, +2 Dex, +8 natural)
hp 81 (12d8+24)
Fort +7, **Ref** +7, **Will** +10; +2 vs. enchantment
Defensive Abilities medium fortification; **Immune** charm, paralysis, sleep; **Resist fire** 15; **SR** 24
Weaknesses oracle's curse (haunted, tongues), vulnerability to electricity

Offense

Speed 40 ft., fly 40 ft. (average)
Melee *+1 flaming greatsword* +12/+7 (2d6+4 plus 1d6 fire/19-20) or slam +11 (1d4+3)
Special Attacks channel positive energy (7/day, 6d6, DC 22), dance of the blades, steel scarf 9/day, strike as silver
Spell-Like Abilities (CL 12th; concentration +18)
At will—*detect magic, light, read magic*
5/day—*invisibility, mage armor*
Oracle Spells Known (CL 12th; concentration +18)
6th (4/day)—*heal* (DC 22), *mass cure moderate wounds* (DC 22), *mass planar adaptation** (DC 22)
5th (6/day)—*breath of life* (DC 21), *mass cure light wounds* (DC 21), *raise dead, rapid repair*** (DC 21)
4th (7/day)—*cure critical wounds* (DC 20), *freedom of movement* (DC 20), *rest eternal**, *restoration* (DC 20), *soothe construct***
3rd (7/day)—*cure serious wounds* (DC 19), *dispel magic, neutralize poison* (DC 19), *remove blindness/deafness* (DC 19), *remove curse* (DC 19), *remove disease* (DC 19)
2nd (8/day)—*calm emotions* (DC 18), *compassionate ally*** (DC 18), *cure moderate wounds* (DC 18), *gentle repose* (DC 18), *lesser restoration* (DC 18), *remove paralysis* (DC 18), *status* (DC 18)
1st (8/day)—*bless, cure light wounds* (DC 17), *divine favor, lead blades**, *restore corpse***, *sanctuary* (DC 17), *shield of faith* (DC 17)
0 (at will)—*cleanse of alcohol* (DC 16), *create water, detect poison, discern health, ghost sound* (DC 16), *guidance, mage hand, purify food and drink, spark** (DC 16), *stabilize* (DC 16), *virtue*
Mysteries life, metal

Tactics

Before Combat Usually remaining on the sidelines of combat, Brynhild makes clear through diplomacy that she is present only to raise the fallen as contracted. If she foresees that direct, melee combat is unavoidable, she casts freedom of movement.

During Combat Primarily a healer, Brynhild only attacks others in defense of her own life, using her greatsword or striking enemies within 30 feet with her Steel Scarf ability, remaining airborne and mobile as much as possible. When not under direct threat, she focuses on healing her current clients.

Morale If reduced below 20 hit points, Brynhild flies away to heal.

Statistics

Str 14, **Dex** 14, **Con** 14, **Int** 10, **Wis** 13, **Cha** 22
Base Atk +9; **CMB** +11; **CMD** 23
Feats Brew Potion, Craft Staff, Craft Wand, Eschew Materials[B], Mystical Healer, Reach Spell*, Scribe Scroll
Skills Diplomacy +20, Fly +9, Heal +16, Knowledge (arcana) +2, Knowledge (planes) +4, Knowledge (religion) +4, Perception +9, Profession (healer) +5, Sense Motive +16, Spellcraft +17, Swim -4, Use Magic Device +8; Racial Modifiers +2 Knowledge (arcana), +2 Perception, +2 Spellcraft, -4 Swim, +2 Use Magic Device
Languages Auran, Common, Elven, Infernal
SQ revelations (armor mastery, channel, dance of blades, enhanced cures, safe curing, skill at arms, steel scarf)
Combat Gear *staff of heal* (heal [3 charges]), *wand of cure critical wounds* (50 charges); **Gear** *+1 flaming greatsword, +1 mithral splint mail, lesser robe of renewal*

Special Abilities

Mysteries Being a mixed-mystery oracle, Brynhild gains the benefits of both the Life and the Metal mysteries. These mysteries grant her her spells and powers. They also grant her additional class skills and her various revelations.

Oracle's Curse (Ex) Brynhild suffers the 1st level effects of both the haunted and the tongues oracle curses. Her curses are as follows.

Haunted Brynhild is tormented by malevolent spirits which follow her everywhere, causing minor mishaps and strange occurrences (such as unexpected breezes, small objects moving on their own, and faint noises). Retrieving any stored item from her gear requires a standard action, unless it would normally take longer. Any item she drops lands 10 feet away from her in a random direction. She has mage hand and ghost sound as bonus spells.

Tongues In times of stress or unease, Brynhild is able to speak in only Infernal. When in combat, she can only speak and understand Infernal. This does not interfere with her spellcasting, but it does apply to spells that are language dependent. She has gained Infernal as a bonus language.

Revelations Brynhild has uncovered the following secrets about her mysteries.

Armor Mastery (Ex) Metallic armor has little effect on Brynhild's ability to maneuver. She can move at full speed while wearing medium armor made of metal, the armor check penalty is reduced by 2 (minimum 0), and the maximum Dexterity bonus is increased by +2.

Channel (Su) Brynhild can, as a standard action, channel positive energy as a 6th level cleric, but only 5 times each day.

Dance of the Blades (Ex) Brynhild moves faster than a normal aellar elf by +10 ft. Whenever she moves at least 10 ft. in a round, she gains a +2 bonus on attack rolls with metal weapons. As a move action, she can maneuver her weapon to create a shield of whirling steel around herself until the start of her next turn; non-incorporeal melee and ranged attacks have a 20% miss chance while the shield is active. She must be wielding a metal weapon to use this ability.

Enhanced Cures (Su) Whenever Brynhild casts a cure spell, the maximum number of hit points healed is based on her oracle level, not the limit based on the spell. For example, she heals 1d8+12 points of damage when she casts cure light wounds instead of the normal 1d8+5 maximum

Safe Curing (Su) Whenever Brynhild casts a spell that cures the target of hit point damage, she does not provoke attack of opportunity for spellcasting.

Skill at Arms (Ex) Brynhild has gained proficiency in all martial weapons and heavy armor.

Steel Scarf (Su) As a swift action, Brynhild can harden a scarf, sleeve, cloak, or other piece of her clothing into something as hard as steel that stretches out to be up to 30 feet long. She can strike outward with it as a weapon making a melee attack. For the purpose of this ability, she is proficient with this weapon and can use the weapon to perform combat maneuvers. If she hits, the weapon deals 1d8+6 points of slashing damage. After this attack, the clothing returns to its normal length and hardness. She does not threaten an area with this weapon and cannot use it to make attacks of opportunity.

***** See the Advanced Player's Guide.

****** See Ultimate Magic.

Brynhild the Merciful CR 6

XP 2,400

Female mithral-clad aellar elf oracle (mixed-mystery) 6

NG Medium humanoid (augmented, elf)

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

Defense

AC 26, touch 12, flat-footed 24 (+6 armor, +2 Dex, +8 natural)

hp 40 (6d8+12)

Fort +4, **Ref** +4, **Will** +6; +2 vs. enchantment

Defensive Abilities medium fortification; Immune sleep; Resist fire 15

Weaknesses oracle's curse (haunted, tongues), vulnerability to electricity

Offense

Speed 30 ft., fly 30 ft. (average)

Melee +1 greatsword +7 (2d6+4/19-20) or slam +6 (1d4+3)

Special Attacks channel positive energy (5/day, 3d6, DC 17), strike as silver

Oracle Spells Known (CL 6th; concentration +10)

3rd (4/day)—cure *serious wounds (DC 17), neutralize poison (DC 17), remove curse (DC 17)*

2nd (6/day)—compassionate *ally** (DC 16), cure moderate wounds (DC 16), gentle repose (DC 16), lesser restoration (DC 16)*

1st (7/day)—bless, *cure light wounds (DC 15), divine favor, lead blades*, restore corpse**, shield of faith (DC 15)*

0 (at *will)—create water, detect magic, detect poison, ghost sound (DC 14), light, mage hand, purify food and drink, read magic, stabilize (DC 14)*

Mysteries life, metal

Tactics

Before Combat Usually remaining on the sidelines of combat, Brynhild makes clear through diplomacy that she is present only to raise the fallen as contracted. If she foresees that direct, melee combat is unavoidable, she casts divine favor.

During Combat Primarily a healer, Brynhild only attacks others in defense of her own life, using her greatsword, remaining airborne and mobile as much as possible. When not under direct threat, she focuses on healing her current clients.

Morale If reduced below 15 hit points, Brynhild flies away.

Statistics

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

Base Atk +4; **CMB** +6; **CMD** 18

Feats Craft Wand, Mystical Healer, Reach Spell*

Skills Diplomacy +13, Fly +6, Heal +10, Knowledge (planes) +4, Knowledge (religion) +4, Perception +5, Profession (healer) +5, Sense Motive +10, Spellcraft +9, Swim -4; Racial Modifiers +2 Perception, -4 Swim

Languages Auran, Common, Elven, Infernal

SQ revelations (armor mastery, channel, safe curing, skill at arms)

Combat Gear *wand of cure light wounds* (50 charges); **Gear** *+1 greatsword, +1 scale mail*

Special Abilities

Mysteries Being a mixed-mystery oracle, Brynhild

gains the benefits of both the Life Mystery and the Metal Mystery. These mysteries grant her her spells and powers. They also grant her additional class skills and her various revelations.

Oracle's Curse (Ex) Brynhild suffers the 1st level effects of both the haunted and the tongues oracle curses. Her curses are as follows.

Haunted Brynhild is tormented by malevolent spirits which follow her everywhere, causing minor mishaps and strange occurrences (such as unexpected breezes, small objects moving on their own, and faint noises). Retrieving any stored item from her gear requires a standard action, unless it would normally take longer. Any item she drops lands 10 feet away from her in a random direction. She has mage hand and ghost sound as bonus spells.

Tongues In times of stress or unease, Brynhild is able to speak in only Infernal. When in combat, she can only speak and understand Infernal. This does not interfere with her spellcasting, but it does apply to spells that are language dependent. She has gained Infernal as a bonus language.

Revelations Brynhild has uncovered the following secrets about her mysteries.

Armor Mastery (Ex) Metallic armor has little effect on Brynhild's ability to maneuver. She can move at full speed while wearing medium armor made of metal, the armor check penalty is reduced by 1 (minimum 0), and the maximum Dexterity bonus is increased by +1.

Channel (Su) Brynhild can, as a standard action, channel positive energy as a 6th level cleric, but only 5 times each day.

Safe Curing (Su) Whenever Brynhild casts a spell that cures the target of hit point damage, she does not provoke attack of opportunity for spellcasting.

Skill at Arms (Ex) Brynhild has gained proficiency in all martial weapons and heavy armor.

***** See the Advanced Player's Guide.

****** See Ultimate Magic.

The Dark Lady Ninyantë, Mistress of Venom

The Dark Lady Ninyantë, Mistress of Venom is a highsociety femme fatale and the undisputed mother superior of the Tarnished Souk's poison trade, having slithered into Dream after murdering her royal husband and cruelly causing the death of half his kingdom in the process. Flashing a fanged smile oozing with predatory sensuality, this alabaster-skinned amazon wraps her stunning seven-foot frame in sultry red silks and coils of serpent-like golden jewelry worthy of a pharaoh's queen. In those rare instances where her charm, beauty, or reputation do not get her everything she wants, Ninyantë is capable of dealing out death personally via tenebrous tricks and diabolical poisons. Concerned only with her own power and pleasure, she is a vain, amoral hedonist who murders and manipulates without qualm. When dealing with others, she acts with haughty, self-assured superiority, seducing or snubbing suitors and dispensing vicious, back-biting comments to rivals and her inferiors. The Mistress of Venom attends nearly every decent party held by the Coliseum's elite (since none dare risk her wrath by failing to invite her) and she holds a disturbingly encyclopedic knowledge of the favorite foods, beverages, and vices of the Coliseum's benefactors, their entourages, and even the inner court of the Khan of Nightmares. Newcomers to the Souk commonly mistake the Dark Lady Ninyantë for a vampiress due to her deathly pale skin, unholy aura, and prominent fangs - a misapprehension she finds amusing and deliberately enables through affected mannerisms and misleading double-talk. Her true thoughts inscrutable to even the cleverest mind-reading courtiers, the unforgiving Ninyantë is secretly plotting to kill the Pasha of Swirling Ashes as revenge for a minor slight the unsuspecting efreeti playboy has long forgotten giving.

Dreamburning and Ninyantë

Hope: Ninyantë ultimately envisions herself as a goddess, worshipped for her beauty and feared for her terrible wrath.

Aspiration: Ninyantë aspires to usurp the Queen of Thistles and become Khanbika. She holds no adoration for the Khan of Nightmares; she simply covets his powers over life, death, and reality.

Goal: Night to night, Ninyantë dreams about taking delicious revenge against anyone who disrespects her. She anticipates crushing their spirits, poisoning their bodies, and otherwise visiting every manner of anguish upon them and everyone they love.

In the Tarnished Souk

The Dark Lady Ninyantë's poison shop, The Little Drop, is a tall, narrow black tent adorned with black lace and tassels of living shadow. Even at midday in the Tarnished Souk, it seems far away and cloaked in darkness, lit by a single sputtering lantern. Inside, thousands of bottles and pouches dangle from the ceiling on strings, forming a sprawling chandelier of toxins and tinctures. Slim, luxurious chaise lounges offer guests places to sit, while the Mistress of Venom coils herself on a sumptuous couch of slick eel-skin leather. Ninyantë always offers prospective customers a drink of fine wine or ritually prepared tea; she poisons these refreshments only some of the time.

Lore

Characters may learn the following information via Diplomacy (Gather Information) or Knowledge (Local) skill checks:

DC 15 A sultry purveyor of poisons and a catty socialite, Ninyantë appears to be a vampire but is really a serpentwoman.

DC 20 A shadow assassin, she has said, "Poison is truth and the truth is that most creatures are disposable."

DC 25 She crafts poisons that can afflict even the unpoisonable. Her bracers turn into biting, snake-like whips. No one can read her thoughts, but she shamelessly pries into the minds of others.

DC 35 Many of her shadowy powers do not work in well-lit areas. She is a petty, evil woman who holds lasting grudges.

DC 40 Ninyantë has both dark naga and human blood. She plots deadly revenge against the Pasha of Swirling Ashes.

How to use The Dark Lady Ninyantë

- Ninyantë can serve many roles in a campaign - femme fatale, black widow, social antagonist, poison dealer, hired assassin, etc. While she is beautiful, skilled, and useful, she is also unapologetically evil and GMs should have fun with her wickedness.
- The Mistress of Venom crafts custom poisons capable of killing even those creatures normally immune to poison. For PCs looking to take down an otherwise hard-to-kill target, or GMs looking to give their PCs a much-needed assist, Ninyantë can provide a secret weapon - for a heavy price.
- Ninyantë has plenty of money; she prefers alternative forms of payment - favors, rare items, magical services, or inroads to higher positions of power. To obtain one of her special poisons, she might demand that the PCs: publicly humiliate a rival (e.g. Gabriel LeChance, or the Pasha of Swirling Ashes), murder a competing poison trader at the Brightdocks, bring her a special slave, spy on the Khan of Nightmares for her, or retrieve a lost artifact from the bottom of the Slumbering Sea.

The Dark Lady Ninyantë, Mistress of Venom — CR 21

XP 409,600

Female spellpowered amalgam human dark naga shadow assassin 17
LE Large aberration
Init +8; **Senses** darkvision 60 ft., low-light vision, detect thoughts; Perception +34
Aura unholy aura (DC 28)

Defense

AC 35, touch 22, flat-footed 35 (+9 armor, +4 deflection, +8 Dex, +1 dodge, +4 natural, -1 size)
hp 310 (27d8+189)
Fort +19, **Ref** +25, **Will** +25 (+27 vs. charm)
Defensive Abilities guarded thoughts, improved evasion, improved uncanny dodge, shadowmeld, uncanny dodge; **Immune** poison; **SR** 25 vs. good

Offense

Speed 50 ft., fly 40 ft. (good) in dim or darker light
Melee 2 *+5 ghost touch unholy wounding serpent tongue bracers* +31/+31/+26/+26/+21/+21/+16 (1d4+12 plus 1 bleed and poison/19-20), bite +21 (1d4+5 plus poison) or 2 *+2 keen kukri of speed* +28/+28/+28/+28/+23/+23/+18/+18/+13 (1d6+9/15-20), bite +21 (1d4+5 plus poison) or bite +26 (1d4+7 plus poison)
Ranged *+1 shuriken* +31/+26/+21/+16 (1d3+3d6+8) or *+1 shuriken* +26/+26/+21/+21/+16/+16/+11 (1d3+3d6+8)
Special Attacks bypass DR, daggermaster +4, deadly focus (1/day), greater deadly focus (2/day)
Space 10 ft.; Reach 10 ft. (20 ft. with whip)
Spell-Like Abilities (CL 27th; concentration +37)
Constant—*spell turning, unholy aura* (DC 28)
At will—*message*
Spells Known (CL 7th; concentration +17)
3rd (6/day)—*fly, haste*
2nd (9/day)—*invisibility, resist energy, spider climb*
1st (9/day)—*charm person* (DC 21), *disguise self* (DC 21), *expeditious retreat, ray of enfeeblement* (DC 21), *shield*
Cantrips (at will)—*bleed* (DC 20), *daze* (DC 20), *detect magic, mage hand, open/close, prestidigitation, read magic*

Tactics

Before Combat Ninyantë does her best to always remain in at least dim conditions. If she believes she's about to be attacked, she casts *spider climb, resist energy, shield,* and *fly*.

During Combat If encountered alone, her first action is to cast *invisibility* on herself, and attempt to escape. If she has others with her, she casts *haste* on herself and anyone else she considers an ally. When not actively engaged in melee, she likes to harass foes by making use of her cantrips. Depending on how dangerous her attackers are, she'll either play with them, using *mage hand* and *prestidigitation* to annoy them, or *bleed, daze, charm person,* and *ray of enfeeblement* should they present themselves as an actual danger. If roused to anger, she uses her whips to trip and reposition opponents, trying to throw people off ledges if they're available.

Morale If reduced to less than 100 hit points, she attempts to fly away while invisible.

Statistics

Str 16, **Dex** 26, **Con** 24, **Int** 22, **Wis** 18, **Cha** 30
Base Atk +19; **CMB** +23 (+27 trip); **CMD** 46 (48 vs. trip)
Feats Combat Expertise, Custom Poison, Dodge, Double Slice, Eschew Materials[B], Greater Trip, Greater Two-Weapon Fighting, Improved Trip, Improved Two-Weapon Fighting, Mobility, Poison Use, Repositioning Strike*, Spring Attack, Two-Weapon Fighting, Weapon Finesse
***** From Chapter 3 – Feats of the *Pathfinder Roleplaying Game: Advanced Player's Guide*.
Skills Acrobatics +35 (+35 jumping), Bluff +48, Climb +16, Craft (alchemy) +36, Diplomacy +37, Disguise +37, Escape Artist +35, Fly +20, Handle Animal +30, Intimidate +30, Knowledge (arcana, local, planes) +20, Knowledge (history, nature, religion) +36, Perception +34, Sense Motive +34, Sleight of Hand +30, Spellcraft +25, Stealth +66, Swim +15
Languages Abyssal, Common, Draconic, Infernal, Undercommon
SQ shadowmeld, shadow style (exotic weapon style, shadowglide, shuriken style, two-weapon style), shadow talent (improved uncanny dodge, style mastery, uncanny dodge)
Combat Gear *elixir of healing* (4); **Gear** +5 *glamered greater shadow greater slick mithral shirt, +2 keen kukri of speed* (2), *+1 shuriken* (50), *serpent tongue bracer* (+5 ghost touch unholy wounding, 2), *belt of physical perfection* +6, *necklace of adaptation, shadow band, tiara of mental superiority* +6 (Knowedge [history, nature, religion])

Special Abilities

Bypass DR (Su) Ninyantë ignores any DR possessed by targets of her greater and regular deadly focus abilities.

Daggermaster (Ex) While fighting with light melee weapons, exotic melee weapons, and shurikens, Ninyantë gains a +4 bonus on both attack and damage rolls. Additionally, her shadow assassin levels function as fighter levels for the purpose of qualifying for feats, but only with light melee weapons, exotic melee weapons, shurikens, and bola.

Deadly Focus (Su) As a swift action once per day, Ninyantë can select a single opponent. Ninyantë gains a +4 bonus on all attack and damage rolls against the designated opponent with light weapons, bolas, and

shurikens. This remains active until the target is dead, or she selects a new target after resting.

Should her current target die, she can spend 15 minutes resting to regain her use of this ability, so long as she has rested since last activating it. Refocusing ends her deadly focus against her current target, even if they're returned to life on the same day. Should her target not die, she cannot regain the use of this ability until she rests.

Detect Thoughts (Su) Ninyantë can continuously use *detect thoughts* as per the spell (caster level 9th; Will DC 33 negates). The save DC is Charisma-based.

Greater Deadly Focus (Su) This ability functions as Ninyantë's deadly focus ability, except she gains a +34 bonus to damage against her target. Unlike deadly focus, she cannot regain her focus should her target die.

Guarded Thoughts (Ex) Ninyantë are immune to any form of mind reading, such as that granted by *detect thoughts*. This ability also grants a +2 racial bonus on all saves against charm effects.

Poison (Ex) Bite—injury; save Fort DC 30; frequency 1 round; effect sleep for 2d4 minutes; cure 1 save.

Shadowmeld (Su) When in areas of dim or darker lighting, Ninyantë gains specific additional abilities as listed below.

Camouflage (Su) While in dim or darker light, shadows wrap themselves around Ninyantë, granting her concealment (20% miss chance). This ability functions even against creatures with darkvision and other non-visual senses.

Living Shadow (Su) For up to 21 rounds each day, Ninyantë can change herself in living shadows. This functions as the *gaseous form* spell, except she can still attack with light weapons and shurikens, though they deal only half damage. The rounds of use need not be used consecutively.

Produce Shadow (Su) Ninyantë carries a bit of shadow with her wherever she goes, allowing her to lower lighting conditions to dim. These shadows function similar to the *darkness* spell, and negate any *light* spell with a caster level of less than 17th. These shadows can be negated by a *light* spell of 8th-level or greater. Ninyantë can produce these shadows for up to 21 rounds each day, but these rounds need not be consecutive.

Skill Bonus (Su) She gains a +8 bonus on Acrobatics, Bluff, Climb, Escape Artist, and Sleight of Hand checks in dim or darker lighting.

Stealth Bonus (Su) Ninyantë gains a +17 bonus on all Stealth checks in dim or darker lighting.

Shadow Style As a shadow assassin, Ninyantë possesses certain special abilities. Her abilities are listed below.

Exotic Weapon Style (Ex) Any shadow assassin abilities limited to light weapons also function for any exotic weapons Ninyantë is proficient with, such as whips, etc. While using exotic weapons, she gains a +4 bonus to her CMD.

Shadowglide (Su) While in dim or darker light, Ninyantë ignores the effects of difficult terrain, may make a 10-ft. step whenever she's allowed a 5-ft. step, and may fly with a speed of 30 ft. (good). She has selected this shadow style twice, increasing her speed by +10 ft.

Shuriken Style (Su) Ninyantë can imbue her thrown shurikens with a bit of solid shadow, increasing the amount of damage they deal by +3d6.

Two-Weapon Style (Ex) While fighting with two light weapons, ribbons of shadow flow from her off-hand weapon, concealing her movements with complex, confusing patterns. She gains a +3 dodge bonus to AC and a +6 insight bonus to her CMB.

Shadow Talents Ninyantë possesses one more Shadow Style than normal for a shadow assassin of her level, in addition to having both uncanny dodge and improved uncanny dodge as the barbarian class features. She has low-light vision. Spells Ninyantë casts spells as 7th-level sorcerer.

Other versions of the Dark Lady Ninyantë

The Dark Lady Ninyantë CR 14

XP 38,400

Female spellpowered amalgam human dark naga shadow assassin 11

LE Large aberration

Init +7; **Senses** darkvision 60 ft., detect thoughts; Perception +27

Aura unholy aura (DC 26)

Defense

AC 32, touch 21, flat-footed 32 (+7 armor, +4 deflection, +7 Dex, +1 dodge, +4 natural, -1 size)

hp 220 (21d8+126)

Fort +16, **Ref** +21, **Will** +21 (+23 vs. charm)

Defensive Abilities guarded thoughts, improved evasion, improved uncanny dodge, shadowmeld, uncanny dodge; **Immune** poison; **SR** 25 vs. good

Offense

Speed 40 ft.

Melee 2 *+2 unholy wounding serpent tongue bracers* +21/+21/+16/+16/+11/+11 (1d4+6 plus 1 bleed and poison), bite +18 (1d4+3 plus poison) or 2 *+1 keen kukri* +22/+22/+17/+17/+12/+12 (1d6+5/15-20), bite +18 (1d4+3 plus poison) or bite +23 (1d4+5 plus poison)

Ranged *+1 shuriken* +24/+19/+14 (1d3+3d6+5) or *+1 shuriken* +22/+22/+17/+17/+12/+12 (1d3+3d6+5)

Special Attacks bypass DR, daggermaster +2, deadly focus (1/day), greater deadly focus (1/day)

Space 10 ft.; Reach 10 ft. (20 ft. with whip)

Spell-Like Abilities (CL 21st; concentration +29)

Constant—*unholy aura* (DC 26)

At will—*dispel magic, message*

Spells Known (CL 7th; concentration +15)

3rd (6/day)—*fly, haste*

2nd (8/day)—*invisibility, resist energy, spider climb*
1st (9/day)—*charm person* (DC 19), *disguise self* (DC 19), *expeditious retreat, ray of enfeeblement* (DC 19), *shield*
Cantrips (at will)—*bleed* (DC 18), *daze* (DC 18), *detect magic, mage hand, open/close, prestidigitation, read magic*

Tactics

Before Combat Ninyantë does her best to always remain in at least dim conditions. If she believes she's about to be attacked, she casts *spider climb, resist energy, shield*, and *fly*.

During Combat If encountered alone, her first action is to cast *invisibility* on herself, and attempt to escape. If she has others with her, she casts *haste* on herself and anyone else she considers an ally.

When not actively engaged in melee, she likes to harass foes by making use of her cantrips. Depending on how dangerous her attackers are, she'll either play with them, using *mage hand* and *prestidigitation* to annoy them, or *bleed, daze, charm person,* and *ray of enfeeblement* should they present themselves as an actual danger.

Morale If reduced to less than 70 hit points, she attempts to fly away while invisible.

Statistics

Str 14, **Dex** 24, **Con** 22, **Int** 20, **Wis** 16, **Cha** 26
Base Atk +15; **CMB** +18 (+20 trip); **CMD** 40 (42 vs. trip)
Feats Combat Expertise, Custom Poison, Dodge, Double Slice, Eschew Materials[B], Greater Two-Weapon Fighting, Improved Trip, Improved Two-Weapon Fighting, Poison Use, Repositioning Strike*, Two-Weapon Fighting, Weapon Finesse
***From Chapter 3 – Feats of the *Pathfinder Roleplaying Game: Advanced Player's Guide*.
Skills Acrobatics +30 (+34 jumping), Bluff +37, Climb +11, Craft (alchemy) +29, Diplomacy +29, Disguise +32, Escape Artist +26, Handle Animal +23, Intimidate +20, Knowledge (arcana, local, planes) +15, Knowledge (nature, religion) +26, Perception +27, Sense Motive +27, Sleight of Hand +20, Spellcraft +20, Stealth +42 Languages Abyssal, Common, Infernal, Undercommon SQ shadowmeld, shadow style (exotic weapon style, shadowglide, shuriken style, two-weapon style), shadow talent (improved uncanny dodge, style mastery, uncanny dodge)
Combat Gear *elixir of healing* (2); *Gear +3 glamered improved shadow improved slick mithral shirt, +1 keen kukri* (2), *+1 shuriken* (50), *serpent tongue bracer* (+2 unholy wounding, 2), *belt of physical perfection +4, necklace of adaptation, tiara of mental superiority +4* (Knowledge [nature, religion]), gold ring (50 gp, with permanent *deeper darkness*)

Special Abilities

Bypass DR (Su) Ninyantë ignores any DR possessed by targets of her greater and regular deadly focus abilities.

Daggermaster (Ex) While fighting with light melee weapons, exotic melee weapons, and shurikens, Ninyantë gains a +2 bonus on both attack and damage rolls. Additionally, her shadow assassin levels function as fighter levels for the purpose of qualifying for feats, but only with light melee weapons, exotic melee weapons, shurikens, and bola.

Deadly Focus (Su) As a swift action once per day, Ninyantë can select a single opponent. Ninyantë gains a +3 bonus on all attack and damage rolls against the designated opponent with light weapons, bolas, and shurikens. This remains active until the target is dead, or she selects a new target after resting.

Should her current target die, she can spend 15 minutes resting to regain her use of this ability, so long as she has rested since last activating it.

Refocusing ends her deadly focus against her current target, even if they're returned to life on the same day. Should her target not die, she cannot regain the use of this ability until she rests.

Detect Thoughts (Su) Ninyantë can continuously use *detect thoughts* as per the spell (caster level 9th; Will DC 28 negates). The save DC is Charisma-based.

Greater Deadly Focus (Su) This ability functions as Ninyantë's deadly focus ability, except she gains a +22 bonus to damage against her target. Unlike deadly focus, she cannot regain her focus should her target die.

Guarded Thoughts (Ex) Ninyantë are immune to any form of mind reading, such as that granted by detect thoughts. This ability also grants a +2 racial bonus on all saves against charm effects.

Poison (Ex) Bite—injury; save Fort DC 26; frequency 1 round; effect sleep for 2d4 minutes; cure 1 save.

Shadowmeld (Su) When in areas of dim or darker lighting, Ninyantë gains specific additional abilities as listed below.

Camouflage (Su) While in dim or darker light, shadows wrap themselves around Ninyantë, granting her concealment (20% miss chance). This ability functions even against creatures with darkvision and other non-visual senses.

Skill Bonus (Su) She gains a +5 bonus on Acrobatics, Bluff, Climb, Escape Artist, and Sleight of Hand checks in dim or darker lighting.

Stealth Bonus (Su) Ninyantë gains a +11 bonus on all Stealth checks in dim or darker lighting.

Shadow Style As a shadow assassin, Ninyantë possesses certain special abilities. Her abilities are listed below.

Exotic Weapon Style (Ex) Any shadow assassin abilities limited to light weapons also function for any exotic weapons Ninyantë is proficient with, such as whips, etc. While using exotic weapons, she gains a +4 bonus to her CMD.

Shadowglide (Su) While in dim or darker light, Ninyantë ignores the effects of difficult terrain, and may make a 10-ft. step whenever she's allowed a 5-ft. step.

Shuriken Style (Su) Ninyantë can imbue her thrown shurikens with a bit of solid shadow, increasing the amount of damage they deal by +3d6.

Two-Weapon Style (Ex) While fighting with two light weapons, ribbons of shadow flow from her off-hand weapon, concealing her movements with complex, confusing patterns. She gains a +3 dodge bonus to AC and a +6 insight bonus to her CMB.

Shadow Talents Ninyantë possesses one more Shadow Style than normal for a shadow assassin of her level, in addition to having both uncanny dodge and improved uncanny dodge as the barbarian class features.

Spells Ninyantë casts spells as 7th-level sorcerer.

Ninyantë CR 8

XP 4,800

Female amalgam human dark naga shadow assassin 4

LE Large aberration

Init +5; **Senses** darkvision 60 ft., detect thoughts; Perception +18

Defense

AC 23, touch 14, flat-footed 18 (+5 armor, +5 Dex, +4 natural, -1 size) +1 dodge with two-weapons

hp 119 (14d8+56)

Fort +8, **Ref** +16, **Will** +12 (+14 vs. charm)

Defensive Abilities evasion, guarded thoughts; **Immune** poison

Offense

Speed 40 ft.

Melee 2 serpent tongue bracers +11/+11/+6 (1d4+1 plus poison), bite +9 (1d4 plus poison) or 2 mwk kukri +11/+11/+6 (1d6+1/18-20), bite +9 (1d4 plus poison) or bite +14 (1d4+1 plus poison)

Ranged mwk shuriken +15/+10 (1d3+1) or mwk shurikens +11/+11/+6 (1d3+1)

Special Attacks deadly focus (1/day)

Space 10 ft.; Reach 10 ft. (20 ft. with whip)

Spells Known (CL 7th; concentration +13)

3rd (5/day)—*fly, haste*

2nd (8/day)—*invisibility, resist energy, spider climb*

1st (8/day)—*charm person* (DC 17), *disguise self* (DC 17), *expeditious retreat, ray of enfeeblement* (DC 17), shield

Cantrips (at will)—*bleed* (DC 16), *daze* (DC 16), *detect magic, mage hand, open/close, prestidigitation, read magic*

Tactics

Before Combat Ninyantë does her best to always remain in at least dim conditions. If she believes she's about to be attacked, she casts *spider climb, resist energy, shield*, and *fly*.

During Combat If encountered alone, her first action is to cast *invisibility* on herself, and attempt to escape. If she has others with her, she casts *haste* on herself and anyone else she considers an ally.

When not actively engaged in melee, she likes to harass foes by making use of her cantrips. Depending on how dangerous her attackers are, she'll either play with them, using *mage hand* and prestidigitation to annoy them, or *bleed, daze, charm person,* and *ray of enfeeblement* should they present themselves as an actual danger.

Morale If reduced to less than 30 hit points, she attempts to fly away while invisible.

Statistics

Str 12, **Dex** 20, **Con** 18, **Int** 18, **Wis** 12, **Cha** 23

Base Atk +10; **CMB** +12 (+14 trip); **CMD** 27 (29 vs. **trip)**

Feats Combat Expertise, Custom Poison, Double Slice, Eschew Materials[B], Improved Trip, Poison Use, Two-Weapon Fighting, Weapon Finesse

Skills Acrobatics +20 (+24 jumping), Bluff +25, Climb **+7,** Craft (alchemy) +21, Diplomacy +20, Disguise +15, Escape Artist +11, Handle Animal +12, Intimidate +15, Knowledge (arcana, local, planes) +10, Knowledge (nature) +18, Perception +18, Sense Motive +10, Sleight of Hand +12, Spellcraft +16, Stealth +20

Languages Common, Infernal, Undercommon

SQ shadowmeld, shadow style (exotic weapon style, two-weapon style), shadow talent (style mastery)

Combat Gear *potion of cure serious wounds* (4);

Gear *+1 glamered mithral shirt*, mwk kukri (2), mwk shuriken (50), *serpent tongue bracer* (2), *belt of giant strength +2, tiara of mental prowess +2* (Int, Cha; Knowledge [nature]), gold ring (50 gp, with permanent darkness)

Special Abilities

Deadly Focus (Su) As a swift action once per day, Ninyantë can select a single opponent. Ninyantë gains a +1 bonus on all attack and damage rolls against the designated opponent with light weapons, bolas, and shurikens. This remains active until the target is dead, or she selects a new target after resting. Should her current target die, she can spend 15 minutes resting to regain her use of this ability, so long as she has rested since last activating it.

Refocusing ends her deadly focus against her current target, even if they're returned to life on the same day. Should her target not die, she cannot regain the use of this ability until she rests.

Detect Thoughts (Su) Ninyantë can continuously use *detect thoughts* as per the spell (caster level 9th; Will DC 23 negates). The save DC is Charisma-based.

Guarded Thoughts (Ex) Ninyantë are immune to

any form of mind reading, such as that granted by *detect thoughts*. This ability also grants a +2 racial bonus on all saves against charm effects.

Poison (Ex) Bite—injury; save Fort DC 21; frequency 1 round; effect sleep for 2d4 minutes; cure 1 save.

Shadowmeld (Su) When in areas of dim or darker lighting, Ninyantë gains a +4 bonus on all Stealth checks. She also gains a +2 bonus on Acrobatics, Bluff, Climb, Escape Artist, and Sleight of Hand checks in dim or darker lighting.

Shadow Style As a shadow assassin, Ninyantë possesses certain special abilities. Her abilities are listed below.

Exotic Weapon Style (Ex) Any shadow assassin abilities limited to light weapons also function for any exotic weapons Ninyantë is proficient with, such as whips, etc.

Two-Weapon Style (Ex) While fighting with two light weapons, ribbons of shadow flow from her off-hand weapon, concealing her movements with complex, confusing patterns. She gains a +1 dodge bonus to AC and a +2 insight bonus to her CMB.

Shadow Talents Ninyantë possesses one more Shadow Style than normal for a shadow assassin of her level.

Spells Ninyantë casts spells as 7th-level sorcerer.

Dread Captain Miraxa, Queen Corsair of the Slumbering Sea

When the destruction of her father's merchant fleet taught Miraxa the price of weakness, she ably took up a career of plunder and now reigns as the Slumbering Sea's wealthiest and most dangerous pirate. A sea-born draken, she has a lithe and sinewy reptilian body covered in blue-green scales and a long tail that makes her a powerful swimmer. Miraxa is an expert in naval warfare and ship-to-ship combat, both as the tactical genius in command of the *Impending Doom* and as a melee combatant; she delights in smashing ships with her immense morningstar, *Keel Breaker*, but is equally glad to rain down barrages of rifle shots, magical blasts, or volleys from the *Doom*'s fearsome siege engines. Coldly predatory and notoriously unsentimental, she believes that the world is a cruel, pitiless place and only those with the power to take and keep what they want can hope to be anything better than perpetual victims. As such, her dealings with others are usually curt and self-serving, though she can be charming and persuasive when she chooses to use honeyed words instead of bullets and bludgeons. She is a peerless navigator of the Slumbering Sea, with an encyclopedic knowledge of the impossible ocean's multitudinous portals, hazards, and bizarre irregularities. The Dread Captain wears only one cliché of her buccaneer profession – an eyepatch that covers a hideous injury dealt to her by the Men of Leng during a nearly fatal run-in in her younger years. Though her crew is beginning to suspect that something is different about their fearsome captain, Miraxa has not yet revealed to anyone the fact that she is pregnant, and does not intend to do so before she has collected enough wealth and arms to raise her offspring in safety.

Dreamburning and Miraxa

Hope: Miraxa dreams of a gleaming golden egg in a nest made from the ruins of a thousand shattered ships. She hopes for a future in which she will have enough wealth and power to keep it safe forever.

Aspiration: Disillusioned with ever meeting an honest person, Miraxa nevertheless has a recurring dream wherein a stranger taps her on the shoulder, returning to her something she dropped in the street.

Goal: Miraxa daydreams of her own mastery of the Slumbering Sea, envisioning herself crashing through strange waves as huge, unstoppable sea monster.

In the Tarnished Souk

When the *Impending Doom* berths at the Brightdocks, Miraxa steps ashore to conduct business, selling loot, and buying arms in the Tarnished Souk; in the evenings, she makes deals and gathers information, mingling with the island's social elite at the hedonistic Nightshade Palace, or slumming with fiends and scoundrels at the Rotgut Cauldron.

Lore

Characters may learn the following information via Diplomacy or Knowledge (Local) skill checks:

DC 15 – Miraxa is a sea-born draken and the captain of the *Impending Doom*, a legendary pirate ship that dominates the shipping lanes of the Slumbering Sea.

DC 20 – She is a horrifically overpowered fighter. She tells her victims, "It's simple: your cargo or your life. I know which one is worth more to me."

DC 25 – She can cast spells, rage like a barbarian, and is at home on a ship and in the sea. She wields an oversized morningstar, *Keel Breaker*, and is fond of sundering weapons and smashing vessels to bits.

DC 35 – She hates flying, preferring to remain on her ship or in the water. Unapologetically mercenary, she values profit over ideals so one can buy her off.

DC 45 – Miraxa has been raiding and looting even more aggressively than usual, gathering a sizable nest egg – because she is with child. She is amassing her power at a hidden, heavily guarded private island.

How To Use Miraxa

- Miraxa is a cunning, ruthless pirate. She does not have a heart of gold, and she doesn't have a soft spot for plucky adventurers. Use her to exemplify a dog-eat-dog world, the dangers of the open sea, and the unglamorous brutality of piracy.
- The Slumbering Sea is vast and volatile, full of lethal perils for those foolish enough to attempt a crossing without a skilled navigator. Miraxa agrees to transport the PCs, at a heavy price: their help with a raid, a king's ransom in gold, or a getting her a priceless, dangerous artifact.
- Miraxa may be the enemy of an enemy. She will raid the black ships of the Men of Leng, and "rescue" their slaves only to sell them herself.
- Pirates! The Impending Doom hails the PC's ship, demanding total surrender. Have a good old-fashioned sea battle with boarding parties, giant squid, and a dangerous dread captain.
- If playing "The Dragon's Mate" (Coliseum Morpheuon, Chapter 10): The Dragon of the Ghostdance's courtship is derailed when he realizes that he is the father of Miraxa's unhatched egg.
- One of Miraxa's enemies afflicts her precious egg with an incurable curse. She hires (or coerces) the PCs to accompany her on a mission to lift the curse – and exact revenge.
- Miraxa is a strong woman, and motherhood only makes her stronger. Use her story to highlight the power of a mother's love and remind the PCs of the families they have – or don't have.

Dread Captain Miraxa, CR 21
Queen Corsair of the Slumbering Sea

XP 409,600

Female horrifically overpowered sea-born draken fighter 15

CN Medium humanoid (human, reptilian)

Init +5; **Senses** darkvision 60 ft., low-light vision, eyes of the storm; Perception +20

Defense

AC 31, touch 20, flat-footed 31 (+11 armor, +5 deflection, +5 Dex)

hp 192 (15d10+105)

Fort +17, **Ref** +12, **Will** +10 (+16 vs. fear); +2 vs. fear (not Will) and mind-affecting effects

Defensive Abilities bravery +4, evasion, lucky, uncanny dodge, unflinching +2

Offense

Speed 40 ft., swim 50 ft., wall climber 20 ft.

Melee *Keel Breaker* +29/+24/+19 (2d6+19) or *+1 keen adamantine kukri* +26/+21/+16 (1d4+11/15-20)

Ranged +1 distance pepperbox rifle* +22/+17/+12 (1d10+2/x4) or spellblaze +20 touch (3d8+5, 50 ft. max.)

Special Attacks big game hunter, rage (14 rounds/day), sneak attack +4d6, spellblaze (10/day), weapon training (flails +3, light blades +2, firearms +1)

Spells Known (CL 7th; concentration +11)

3rd (5/day) – *dispel magic, remove curse*

2nd (7/day) – *darkness, resist energy, silence*

1st (7/day) – *command (DC 14), cure light wounds, divine favor, entropic shield, obscuring mist*

0 (at will) – *create water, detect poison, mending, purify food and drink, read magic, resistance, stabilize*

Tactics

Before Combat Miraxa prepares for a fight intelligently, gathering as much information as she can. She casts entropic shield and divine favor, while moving to advantageous higher ground if she anticipates making ranged attacks. She may give her targets a calm, serious ultimatum for surrender, but doesn't waste her time with long-winded intimidation or parlay when brutal force of arms can claim her what she wants.

During Combat Miraxa begins with ranged attacks, shooting with her rifle, spellblaze, or her wand of fireballs, and commanding any of her crew nearby to 'light 'em up' with their own ranged attacks. When melee combat begins, Miraxa happily makes power attacks using Keel Breaker, dealing damage and sundering important-seeming weapons. She rages if she takes more than 50 points of damage in melee or suffers any critical hit.

Morale Miraxa is bold and fearless, but not suicidal; should she be reduced to fewer than 50 hit points she will attempt to flee to seek vengeance another day. If escape is unavailable, Miraxa attempts to surrender and seeks to barter for her life and the welfare of her prized ship. She has honor, but not so much that she'll pass up a chance to gain the upper hand again by breaking promises.

Ship-to-Ship Combat If Miraxa seeks to capture a ship, she sends over a boarding party of her crew while picking off opponents from range, crossing over herself only if necessary to fell key defenders. If she seeks to sink a ship, she summons a giant squid to attack and cover her approach, then personally swims underwater over to the ship and cracks open its hull with a mighty blow from Keel Breaker, commanding the squid to drag the vessel beneath the water and drown its crew.

Raging Statistics Senses scent; AC 29, touch 18, flat-footed 29 (-2 rage); hp 222; Fort +19, Will +12 (+18 vs. fear); Melee Keel Breaker +31/+26/+21 (2d6+22) or +1 keen adamantine kukri +28/+23/+18 (1d4+13/15-20); Str 31, Con 26; CMB +25 (+27 bull rush, +29 sunder, trip); Skills Climb +25, Swim +23.

Statistics

Str 27, **Dex** 20, **Con** 22, **Int** 22, **Wis** 16, **Cha** 18

Base Atk +15; **CMB** +23 **(**+25 bull rush, +27 sunder, trip); **CMD** (vs. bull rush, sunder, trip)

Feats Class-Specific Archetype, Combat Expertise[B], Exotic Weapon Proficiency (firearms)[B], Extend Spellblaze, Generic Archetype x2, Gestalt x2, Greater Sunder[B], Greater Trip[B], Improved Bull Rush[B], Improved Sunder[B], Improved Trip[B], Magic-User, Massive Weapon Mastery[B], Melee Master[B], Power Attack[B], Sea Legs[B], Skill Domination, Weapon Focus (morningstar)[B], Weapon Specialization[B] (morningstar)

Skills Acrobatics +14 (+23 jumping), Appraise +11, Bluff +10, Climb +15 (+23 vertical surfaces), Craft (firearms) +24, Diplomacy +22, Escape Artist +10, Handle Animal +9, Heal +8, Intimidate +9, Knowledge (arcana, dungeoneering, engineering, geography, history, local, nature, nobility, planes, religion) +13, Linguistics +16, Perception +20, Perform (sing) +22, Profession (sailor) +12, Sense Motive +10, Spellcraft +13, Stealth +27, Survival +10, Swim +21, Use Magic Device +109; Racial Modifiers +4 Linguistics

Languages Abyssal, Aklo, Aquan, Celestial, Common, Draconic, Elven, Giant, Infernal, Sylvan, Undercommon

SQ amphibious, armor training 4, gifted linguist, jotungrip, marine terror, massive weapons -1, rage power (scent), rogue talents, savage sailor +1, swinging reposition

Combat Gear *potion of enlarge person* (2), *scroll of entropic shield* (2), *wand of cure serious wounds* (50 charges), *wand of fireball* (CL 10th, 50 charges); **Gear** *Keel Breaker, +1 keen adamantine kukri, mwk kukri, +1 distance pepperbox rifle* with far-reaching sight* and 50 metal cartridges*, +5 determination greater shadow mithral breastplate, belt of physical perfection +6, chain robe of useful items, farglass, folding boat, gorget of mental superiority +6* (Craft [firearms], Diplomacy,

Perform [sing]), *greater eye patch of awareness, greaves of striding and springing, ring of protection +5, ring of sustenance, the Impending Doom*

Special Abilities

Enhanced NPC: Miraxa has 25 point-buy ability score, two traits, and PC-level wealth based on her CR. She is also horrifically overpowered (see below). All of these increase her CR by +7.

Horrifically Overpowered: Appearing as but a normal sea-born draken, Miraxa is nonetheless much more powerful than meets the eye. She has been applied several augments via Horrifically Overpowered Feats: Class-Specific Archetype, Generic Archetype (x2), Gestalt (x2), Magic-User and Skill Domination. Through the Class-Specific Archetype feat she is granted the titan mauler barbarian archetype abilities as a 3rd-level barbarian.

Her first Generic Archetype feat grants her the physical examplar generic archetype, from which she gains the following benefits: Exercise (+4 Str), Practice (Combat Expertise, Improved Trip), and Prowess (+1 Fort, +1 Ref, +10 hp). Her second Generic Archetype feat grants her the spellblaze generic archetype at her character level -4. Her Gestalt feats grant her the abilities of a 7th-level rogue with the pirate archetype and a 3rd-level barbarian with the sea reaver archetype. Magic-User grants her the spellcasting ability of a 7th-level oracle without bonus cure/inflict spells or spells from any mysteries. Skill Domination grants her all skills as class skills and allows her to make untrained checks with any skill.

Rogue Talent: Miraxa has the following rogue talents.

Firearm Training (Ex): Miraxa has Exotic Weapon Proficiency (firearms) as a bonus feat.

Wall Climber (Su): Miraxa has a climb speed of 20 ft., but only on vertical surfaces. She cannot use her climb speed to scale perfectly smooth surfaces, or to climb on the underside of horizontal surfaces.

Sea-Born: Loving the sea all her life, Miraxa has this draken racial trait instead of the armor and natural weapon draken traits.

Traits: Miraxa has the Dangerously Curious and Diehard Dreamer traits.

See Pathfinder Roleplaying Game Ultimate Combat.

Other Versions of Miraxa

Miraxa One-Eye, Reaver of the Infinities CR 14

XP 38,400

Female horrifically overpowered sea-born draken fighter 10

CN Medium humanoid (human, reptilian)

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +12

Defense

AC 25, touch 17, flat-footed 25 (+8 armor, +3 deflection, +4 Dex)

hp 99 (10d10+40)

Fort +12, **Ref** +9, **Will** +5 (+9 vs. fear); +1 vs. fear (not Will) and mind-affecting effects

Defensive Abilities bravery +3, evasion, lucky, uncanny dodge, unflinching +1

Offense

Speed 40 ft., swim 30 ft.

Melee *large +2 adamantine morningstar* +19/+14 (2d6+15) or mwk kukri +18/+13 (1d4+7/18-20)

Ranged mwk musket* +15 (1d12/x4) or pepperbox* +14/+9 (1d8/x4)

Special Attacks rage (7 rounds/day), sneak attack +3d6, weapon training (flails +2, light blades +1)

Spells Known (CL 5th; concentration +8)

2nd (5/day) – *resist energy, silence*

1st (7/day) – *command (DC 14), cure light wounds, divine favor, entropic shield*

0 (at will) – *create water, detect poison, mending, purify food and drink, read magic, stabilize*

Tactics

Before Combat Miraxa prepares for a fight intelligently, gathering as much information as she can. She casts entropic shield and divine favor, while moving to advantageous higher ground if she anticipates making ranged attacks. She may give her targets a calm, serious ultimatum for surrender, but doesn't waste her time with long-winded intimidation or parlay when brutal force of arms can claim her what she wants.

During Combat Miraxa begins with ranged attacks, shooting with her musket, commanding any of her crew nearby to 'light 'em up' with their own ranged attacks. When melee combat begins, Miraxa happily makes power attacks with her morningstar, dealing damage and sundering important-seeming weapons. She rages if she takes more than 25 points of damage in melee or suffers any critical hit.

Morale Miraxa is bold and fearless, but not suicidal. Should she fall to 30 hit points or fewer, she will flee orshe will attempt to flee to seek vengeance another day. If her escape is cut off, she will surrender and seek to barter for her life. She has honor, but not so much that she'll pass up a chance to gain the upper hand again by breaking promises.

Raging Statistics AC 23, touch 15, flat-footed 23 (-2 rage); hp 119; Fort +14, Will +7 (+10 vs. fear); Melee large +2 adamantine morningstar +21/+16 (2d6+18) or mwk kukri +20/+15 (1d4+9/18-20); Str 27, Con 20; CMB +18 (+20 bull rush, sunder, trip); Skills Climb +15, Swim +21.

Statistics

Str 23, **Dex** 18, **Con** 16, **Int** 16, **Wis** 10, **Cha** 16

Base Atk +10; **CMB** +16 **(**+18 bull rush, sunder, trip); **CMD** 33 (35 vs. bull rush, sunder, trip)

Feats Combat Expertise[B], Exotic Weapon Proficiency (firearms)[B], Generic Archetype, Gestalt x2, Improved Bull Rush[B], Improved Sunder[B], Improved Trip[B], Magic-User, Melee Master[B], Power Attack[B], Sea Legs[B], Skill Domination, Weapon Focus (morningstar)[B], Weapon Specialization[B] (morningstar)

Skills Acrobatics +11 (+20 jumping), Appraise +8, Bluff +8, Climb +13, Escape Artist +9, Handle Animal +8, Heal +5, Intimidate +8, Knowledge (arcana, dungeoneering, engineering, geography, history, local, nature, nobility, planes, religion) +8, Linguistics +12, Perception +12, Profession (sailor) +7, Sense Motive +5, Spellcraft +8, Stealth +11, Survival +7, Swim +19, Use Magic Device +9; Racial Modifiers +4 Linguistics

Languages Abyssal, Aklo, Aquan, Celestial, Common, Draconic, Giant, Infernal, Undercommon

SQ amphibious, armor training 2, gifted linguist, marine terror, rogue talent, swinging reposition

Combat Gear *potion of enlarge person* (2), *scroll of entropic shield* (2), *wand of cure serious wounds* (50 charges); **Gear** *large +2 adamantine morningstar*, mwk kukri (2), mwk musket* with 20 alchemical cartridges*, pepperbox* with 30 alchemical cartridges*, *+2 determination mithral breastplate, belt of physical might +4* (Str, Dex), *chain robe of useful items, eye patch of awareness, farglass, folding boat, gorget of alluring charisma +4, greaves of striding and springing, ring of protection +3, ring of sustenance*

Special Abilities

Enhanced NPC: Miraxa has 25 point-buy ability score, two traits, and PC-level wealth based on her CR. She is also horrifically overpowered (see below). All of these increase her CR by +5.

Horrifically Overpowered: Appearing as but a normal sea-born draken, Miraxa is nonetheless much more than she appears. She has the Horrifically Overpowered feats Generic Archetype, Gestalt twice, Magic-User, and Skill Domination. Generic Archetype grants her the physical exemplar generic archetype from which she gains the following benefits: Exercise (+3 Str), Practice (Combat Expertise, Improved Trip), and Prowess (+1 Fort, +1 Ref, +10 hp). Her Gestalt feats grant her the abilities of a 5th-level rogue with the pirate archetype, and a 1st-level barbarian with the sea reaver archetype. Magic-User grants her the spellcasting ability of a 5th-level oracle, but lacking bonus cure/inflict spells, or spells from any mysteries. Skill Domination grants her all skills as class skills, and allows her to make untrained checks with all skills.

Rogue Talent: Miraxa has the following rogue talent.

Firearm Training (Ex): Miraxa has Exotic Weapon Proficiency (firearms) as a bonus feat.

Sea-Born: Loving the sea all her life, Miraxa has this draken racial trait instead of the armor and natural weapon draken traits.

Traits: Miraxa has the Dangerously Curious and Diehard Dreamer traits.

*****See *Pathfinder Roleplaying Game Ultimate Combat*.

First Mate Miraxa, Crusher of Hopes and Reaper of Sorrows CR 7

XP 3,200

Female horrifically overpowered sea-born draken fighter 5

CN Medium humanoid (human, reptilian)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +7

Defense

AC 19, touch 12, flat-footed 17 (+7 armor, +2 Dex)

hp 47 (5d10+15)

Fort +9, **Ref** +5, **Will** +3 **(**+4 vs. fear**)**

Defensive Abilities bravery +1, evasion, lucky

Offense

Speed 30 ft., swim 30 ft.

Melee l*arge +1 morningstar* +9 (2d6+8) or *dagger +8* (1d4+3/19-20)

Ranged *longbow +7* (1d8/x3)

Special Attacks sneak attack +1d6, weapon training (flails +1)

Spells Known (CL 2nd; concentration +3)

1st (5/day) – *command* (DC 12), *cure light wounds*

0 (at will) – *create water, detect poison, mending, purify food and drink, read magic*

Tactics

Before Combat Miraxa reads scrolls of entropic shield and keeps close to her allies.

During Combat Miraxa wades into melee combat with her morningstar, coordinating her movements with her allies, preferring to power attack flanked opponents.

Morale Miraxa is brash and eager to inflict pain, savoring the crunch of bones. She fights until reduced to 15 hit points or fewer, then flees or surrenders.

Statistics

Str 17, **Dex** 14, **Con** 16, **Int** 16, **Wis** 10, **Cha** 12

Base Atk +5; **CMB** +8; **CMD** 20

Feats Gestalt, Magic-User, Power Attack[B], Sea Legs[B], Skill Domination, Weapon Focus (morningstar)[B], Weapon Specialization[B] (morningstar)

Skills Acrobatics +8, Appraise +7, Bluff +5, Climb +9, Escape Artist +6, Handle Animal +5, Heal +4, Intimidate +5, Knowledge (arcana, dungeoneering, engineering, geography, history, local, nature, nobility, planes, religion) +7, Linguistics +11, Perception +7, Profession (sailor) +5, Sense Motive +4, Spellcraft +7, Stealth +7, Survival +6, Swim +15, Use Magic Device +6; **Racial Modifiers** +4 Linguistics

Languages Aklo, Aquan, Common, Draconic, Giant,

Infernal, Undercommon

SQ amphibious, armor training 1, gifted linguist, swinging reposition

Combat Gear *potion of enlarge person, scroll of entropic* shield (2), *scroll of shield of faith, wand of cure moderate wounds* (5 charges); **Other Gear** *large +1 morningstar*, dagger (2), longbow with 20 arrows, *+1 mithral breastplate, belt of giant strength +2, chain robe of useful items, lesser eye patch of awareness, ring of sustenance*, spyglass

Special Abilities

Enhanced NPC: Miraxa has 25 point-buy ability score, two traits, and PC-level wealth based on her CR. She is also horrifically overpowered (see below). All of these increase her CR by +3.

Horrifically Overpowered: Appearing as but a normal sea-born draken, Miraxa is nonetheless much more than she appears. She has the Horrifically Overpowered feats Gestalt, Magic-User, and Skill Domination. Gestalt grants her the abilities of a 2nd-level rogue with the pirate archetype. Magic-User grants her the spellcasting ability of a 2nd-level oracle, but lacking bonus cure/inflict spells, or spells from any mysteries. Skill Domination grants her all skills as class skills, and allows her to make untrained checks with all skills.

Sea-Born: Loving the sea all her life, Miraxa has this draken racial trait instead of the armor and natural weapon draken traits.

Traits: Miraxa has the Dangerously Curious and Diehard Dreamer traits.

Elspeth Black, Executive Officer of Blackblade

Elspeth Black is a savvy veteran of scores of military conflicts in the waking world and is currently the Executive Officer of the elite mercenary organization collectively known as "Blackblade". She appears to be a tall, well-muscled human woman of early middle age, dressed in fine armor and wearing her raven-black hair in neat dreadlocks. While her military appearance makes it no surprise that she is an expert tactician and battlefield commander, her shining frost-blue eyes are the only hint that she is an elan, a being of awakened psionic potential far older and more powerful than she appears. Elspeth values those with the skill and willpower to "get the job done", as she is herself deeply motivated to produce results at any cost on behalf of Blackblade's mysterious senior management, to whom she is deeply loyal. When interacting with Blackblade employees she is a stern commanding officer; when interacting with clients and business associates she is pleasant and professional, cutting directly to the point with polite but unapologetic efficiency. Also in charge of local recruiting for Blackblade, Elspeth makes it her business to know the identity and combat skills of most gladiators fighting in the Coliseum Morpheuon, and may share that knowledge for a price or a favor. Her signature weapon is a large black greatsword with a gleaming crystal eye (psicrystal) at the center of a circular hilt of strange geometric design. Unbeknownst to her Blackblade colleagues, Elspeth uses the mercenary organization's wide-ranging operations as an opportunity to vet exceptional beings for possible ascendance into the enlightened ranks of the elan.

Dreamburning and Elspeth Black

Hope: Elspeth hopes to one day attain complete psychic mastery of her body and self, transcending all limitations of her origins and exulting in an existence that perfectly harmonizes mind, body, and the universe. She constantly daydreams about this, idly musing about advanced psionic theoretics far beyond the ken of mortals.

Aspiration: Elspeth aspires to do her job well and eventually satisfy the mysterious debt of service she owes to Blackblade's senior management. Only then might she be free to wander the planes and adventure as she wishes.

Goal: Encouraged by the bad influence of her psicrystal, Elspeth occasionally fantasizes about moments of spectacular violence, envisioning herself leveling entire buildings with a sword stroke and shattering opponents with the merest thought.

In the Tarnished Souk

Blackblade kiosks in the Tarnished Souk (or anywhere else, for that matter) are recognizable by their trademark signpost - an oversized black sword, pointing down and slowly rotating in mid-air above the location. The kiosk is an open military-style white canvas tent with nearly nothing in it except for a wooden table and some benches. Once inside, the tent flaps close and a volley of privacy-ensuring spells trigger, allowing Elspeth and prospective clients to roll out battle maps and discuss contract terms with complete discretion.

Lore

Characters may learn the following information via Diplomacy or Knowledge (Local) skill checks:

DC 15 - Elspeth Black is the public face of Blackblade, a large mercenary outfit. She appears human, but is an elan.

DC 20 - She is a psychic warrior. She tells clients: "Blackblade provides solutions. Tell me your problem and your budget."

DC 25 - She is a brilliant battlefield commander and her self-focused psychic powers make her an expert swordswoman.

DC 35 - The crystal embedded in her sword is an extension of her mind. As an elan, her aberrant nature is a little off-putting.

DC 40 - Elspeth possesses a portal-opening crystal key used to transport Blackblade mercenaries to far-off planes; she sometimes uses it as a perk for high-paying clients.

How to Use Elspeth Black

- Blackblade is a vast mercenary organization with operations on multiple worlds. They recruit operatives from the gladiators of the Coliseum Morpheuon and advertise there because it is a vacation destination for prime clients (rich, evil despots). Services include: military engagements, contract assassinations, private security, exploring dangerous regions, "pacifying" troublesome populations, building and securing infrastructure, etc. While not purposefully evil, Blackblade isn't squeamish and does some dirty work for shady clients. At GM's discretion, Blackblade could be anywhere, involved with anything, and working for anyone.
- As a segue from the mortal world to Dream and the Coliseum Morpheuon, Blackblade/Elspeth could recruit the PCs as operatives on their homeworld and eventually transition to the Coliseum Morpheuon once they rise in power.
- Elspeth Black might sub-contract the PCs to complete a dangerous assignment that returns them to a familiar battleground or pits them against an old enemy. The payday is too good to pass up.

Elspeth Black, Executive Officer of Blackblade CR 15

XP 51,200

Female elan psychic warrior 5/**metamind** 5/**war mind** 5

LN Medium humanoid (aberrant)

Init +9; **Senses** Perception +22

Defense

AC 27, touch 16, flat-footed 24 (+11 armor, +3 deflection, +3 Dex)

hp 131 (15 HD; 5d8+5d6+5d10+60)

Fort +16, **Ref** +12, **Will** +14

Defensive Abilities chain of defensive posture, enduring body, resilience, resistance; **DR** 1/—

Offense

Speed 30 ft.

Melee *+2 sundering greatsword* +16/+11 (2d6+8/17-20)

Special Attacks chain of personal superiority, sweeping strike

Powers Known (ML 13th; concentration +18; Power Points 114)

5th—*adapt body*

4th—*fold space, immovability, slip the bonds*

3rd—*empathic feedback* (DC 18), *hostile empathic transfer* (DC 18), *ubiquitous vision*

2nd—*animal affinity, body adjustment, dissolving weapon*

1st—*call weaponry, catfall, conceal thoughts, inertial armor, thicken skin*

Tactics

Before Combat Elspeth is wise and cautious, and prefers to be ready for as many situations as possible at all times. She always has adapt body active. Unless surprised, she manifests thicken skin, and dissolving weapon. She rarely sequesters any powers.

During Combat Elspeth focuses on issuing orders to her troops (Blackblade operatives) more than personally engaging the enemy. When she does fight, she usually fights defensively. If she has a solid, defensible position, she'll often manifest immovability and issue commands without moving much. If caught alone, she fights with a cold, calculating focus, making use of the sundering power of her sword and using her dissolving weapon power. Against an enemy commander, she uses empathic feedback and hostile empathic transfer.

Morale Elspeth retreats if reduced below 25 hit points, using fold space if necessary. She surrenders if reduced to 10 hit points or less, attempting to parlay, negotiate and later escape.

Statistics

Str 18, **Dex** 16, **Con** 18, **Int** 14, **Wis** 20, **Cha** 15

Base Atk +10; **CMB** +14; **CMD** 30

Feats Alertness[B] (with psicrystal within arms reach), Battlefield Intuition, Combat Advice, Command, Craft Magic Arms and Armor, Craft Wondrous Item, Improved Critical (greatsword), Improved Psicrystal[B], Leadership, Psicrystal Affinity[B], Psionic Meditation[B], Psionic Talent[B] (3), Skill Focus (Diplomacy)

Skills Autohypnosis +23, Diplomacy +18, Knowledge (engineering, history, planes, psionics) +11, Perception +22, Profession (general) +15, Profession (soldier) +9, Sense Motive +24, Spellcraft +13, Stealth +7, Use Magic Device +19

Languages Common, Dwarven, Infernal

SQ cognizance psicrystal 9, efficient recharge (1/day), expanded path, improved psicrystal (friendly, sage [engineering]), path skill, psionic proficiency, sequestration 6, warrior's journey, warrior's path (mind knight +1), well of power

Combat Gear *dorje of detect psionics* (50 charges), *wand of magic missile* (5 missiles, 37 charges); **Gear** *+2 sundering greatsword* (functions as a psicrystal staff), *+2 weightless mithral full-plate of reshaping, belt of physical perfection +4, boots of stomping, bracers of resistance +3, gate key, gloves of activation +10, headband of mental superiority +4* (Autohypnosis, Sense Motive), *ring of protection +3, ring of sustenance, setting stone of invigoration, setting stone of power echo* (3rd), plus additional limited use items worth 15,000 gp

Special Abilities

Aberrant Nature Although human in appearance, Elspeth suffers from a nature slightly off from the rest of the non-elan society. She suffers a -1 penalty to Charisma-based skill checks when dealing with non-elans.

Chain of Defensive Posture (Ex) Three times per day, as a free action, Elspeth can provide herself with a +2 insight bonus to Armor Class for 1 minute. This is the second principle of warfare for the individual combatant.

Chain of Personal Superiority (Ex) Three times per day, as a free action, Elspeth can provide herself with a +2 insight bonus on Strength and Constitution for 1 minute. This is the first principle of warfare for the individual combatant.

Cognizance Psicrystal (Ex) Elspeth's psicrystal functions as a cognizance crystal, capable of storing 9 power points, in addition to its regular psicrystal abilities.

Efficient Recharge (Su) Once per day, Elspeth can recharge her cognizance psicrystal at half the regular cost.

Enduring Body (Ex) Elspeth has gained DR 1/—. This is the third principle of warfare for the individual combatant.

Expanded Path While maintaining psionic focus, Elspeth gains a +1 competence bonus to initiative, and a +1 bonus to attack and damage when wielding any weapon gained through use of call weaponry. Elspeth can

expend her psionic focus as a standard action to make a melee attack against any two adjacent creatures.

Naturally Psionic Since she has levels in a psionic class, Elspeth possess Psionic Talent as a bonus feat.

Path Skill Elspeth gains a +2 bonus on all Diplomacy skill checks she makes.

Psionic Aptitude Elspeth has 5 bonus power points from her favored class, psychic warrior, instead of bonus hit points or skill points.

Psionic Proficiency (Ex) Elspeth treats her psychic warrior base attack bonus as equal to her psychic warrior level for the purposes of requirements for psionic feats. Base attack bonuses granted from other classes are unaffected and are added normally.

Repletion (Su) Elspeth can sustain her body without need of food or water for 24 hours at the cost of 1 power point.

Resilience (Su) When Elspeth takes damage, she can spend power points to reduce its severity. As an immediate action, she can reduce the damage by 2 hit points for every 1 power point she spends.

Resistance (Su) Elspeth can use psionic energy to increase her resistance to various forms of attack. As an immediate action, she can spend 1 power point to gain a +4 racial bonus on saving throws until the beginning of her next action.

Sequestration (Ex) Elspeth can sequester up to six of her powers known each day and gain bonus power points equal to the total number of power points needed to manifest the six powers.

Sweeping Strike (Ex) On each melee attack she makes, Elspeth can select two adjacent squares she threatens, and make attacks against creatures occupying both squares. She can do this on any attack, including attacks of opportunity. She cannot use this ability after moving more than 10 ft. since the end of her last turn.

Warrior's Journey (Ex) Elspeth's war mind levels are treated as psychic warrior levels for the purpose of gaining additional power points, new powers, and manifester level.

Warrior's Path (Ex) Elspeth walks the path of the mind knight, gaining Diplomacy as a class skill, and both call weaponry and inertial armor as bonus powers known.

Well of Power (Ex) After using chain of defensive posture and personal superiority their three times per day, Elspeth can expend 4 power points to activate each of them. She can do this as many times per day as she desires, until she runs out of power points.

Blackblade and Elspeth Black's followers [Leadership]

Blackblade (also doing business as "The Blackblade Corps", "The Knights of Blackblade", "Blackblade & Associates", etc.) employs a wide variety of humanoids and monsters from across the planes, never discriminating so long as its employees are willing to do the dirty work. GMs should feel free to fill Blackblades' mercenary ranks with any interesting, useful, or exotic NPCs they desire.

Per the Leadership feat, at CR 15 and CR 7 Elspeth directly commands several Blackblade agents; these followers do not represent all of Blackblade's employees, they are merely competent, loyal favorites she has assigned to her personal troop. They obey her commands with military precision.

At CR 15, Elspeth has a single cohort of 12th-level, one 4th-level follower, one 3rd-level follower, three 2nd-level followers, and thirty-five 1st-level followers.
Example (using core monsters of approximate CR):

- 1 cloud giant cohort (Volfnir, looming bodyguard, with Gargantuan frost morningstar +1 and +2 chain shirt),
- 1 gargoyle (Slate, acid-tongued air support),
- 1 centaur (Cassia, charming cavalry),
- 3 wererats (The Skizzer Brothers, vulgar saboteurs), and
- 35 svirfneblin (Little Grey Men, creepily identical hirelings).

At CR 7, Elspeth has a 4th-level cohort (Example: Slate, a gargoyle) and no followers. At CR 4, Elspeth has no followers or cohort, but is associated with other Blackblade agents and her own superiors.

Elspeth's Psicrystal, "Raze"

15th-level
CN Diminutive
Construct
Init +2; **Senses** sighted 40 ft.; Perception +12

Defense

AC 23, touch 16, flat-footed 21 (+2 Dex, +7 natural, +4 size)
hp 65 (15 HD)
Fort +13, **Ref** +9, **Will** +11
Defensive Abilities hardness 8, improved evasion; **PR** 20

Offense

Speed 30 ft., climb 20 ft.,fly 50 ft. (poor); self-propulsion
Space 1 ft.; Reach 0 ft.
Special Attacks channel power, deliver touch powers

Statistics

Str 1, **Dex** 15, **Con** —, **Int** 13, **Wis** 10, **Cha** 10
Base Atk +10; **CMB** +1; **CMD** 13
Skills Climb +10, Fly +4, Perception +12, Stealth +15
Languages Common; telepathic link, telepathic speech
SQ personalities (friendly, sage [engineering]), share powers, sight link

Special Abilities

Channel Power (Sp) If the owner is 15th level or higher, he can manifest powers through the psicrystal to a distance of up to 1 mile. The psicrystal is treated as the power's originator, and all ranges are calculated from its location. When channeling a power through his psicrystal, the owner manifests the power by paying its power point cost. He is still subject to attacks of opportunity and other hazards of manifesting a power, if applicable (for instance, he becomes visible when manifesting an offensive power if invisible, as does the psicrystal).

Deliver Touch Powers (Su) If the owner is 3rd level or higher, his psicrystal can deliver touch powers for him. If the owner and psicrystal are in contact at the time the owner manifests a touch power, he can designate his psicrystal as the "toucher." The psicrystal can then deliver the touch power just as the owner could. As usual, if the owner manifests another power before the touch is delivered, the touch power dissipates.

Flight (Su) If the owner is 9th level or higher, he can, as a standard action, will his psicrystal to fly at a speed of 50 feet (poor). The psicrystal drifts gently to the ground after one day (or sooner, if the owner desires).

Power Resistance (Ex) If the owner is 11th level or higher, the psicrystal gains power resistance equal to the owner's level + 5. To affect the psicrystal with a power, another manifester must get a result on a manifester level check that equals or exceeds the psicrystal's power resistance.

Self-Propulsion (Su) As a standard action, its owner can will a psicrystal to form spidery, ectoplasmic legs that grant the psicrystal a land speed of 30 feet and a climb speed of 20 feet. The legs fade into nothingness after one day (or sooner, if the owner desires).

Share Powers (Su) At the owner's option, he can have any power (but not any psi-like ability) he manifests on himself also affect his psicrystal. The psicrystal must be within 5 feet of him at the time of the manifestation to receive the benefit. If the power has a duration other than instantaneous, it stops affecting the psicrystal if it moves farther than 5 feet away, and will not affect the psicrystal again, even if it returns to its owner before the duration expires.

Additionally, the owner can manifest a power with a target of "You" on his psicrystal (as a touch range power) instead of on himself. The owner and psicrystal cannot share powers if the powers normally do not affect creatures of the psicrystal's type (construct).

Sighted (Ex) Although it has no physical sensory organs, a psicrystal can telepathically sense its environment as well as a creature with normal vision and hearing. Darkness (even supernatural darkness) is irrelevant, as are areas of supernatural silence, though a psicrystal still can't discern invisible or ethereal beings. A psicrystal's sighted range is 40 feet.

Sight Link (Sp) If the owner is 13th level or higher, the character can remote view the psicrystal (as if manifesting the remote view power) once per day.

Telepathic Link (Su) The owner has a telepathic link with his psicrystal out to a distance of up to 1 mile. The owner cannot see through the psicrystal's senses, but the two of them can communicate telepathically as if the psicrystal were the target of a mindlink power manifested by the owner. For instance, a psicrystal placed in a distant room could relay the activities occurring in that room.

Because of the telepathic link between a psicrystal and its owner, the owner has the same connection to an item or place that the psicrystal does. For instance, if his psicrystal has seen a room, the owner can teleport into that room as if he has seen it too.

Telepathic Speech (Ex) If the owner is 5th level or higher, the psicrystal can communicate telepathically with any creature that has a language and is within 30 feet of the psicrystal, while the psicrystal is also within 1 mile of the owner.

7th-level

CN Diminutive Construct
Init +2; **Senses** sighted 40 ft.; Perception +4

Defense

AC 18, touch 16, flat-footed 16 (+2 Dex, +2 natural, +4 size)
hp 24 (7 HD)
Fort +7, **Ref** +3, **Will** +6
Defensive Abilities hardness 8, improved evasion

Offense

Speed 30 ft., climb 20 ft.; self-propulsion
Space 1 ft.; Reach 0 ft.
Special Attacks deliver touch powers

Statistics

Str 1, **Dex** 15, **Con** —, **Int** 8, **Wis** 10, **Cha** 10
Base Atk +4; **CMB** -5; **CMD** 7
Skills Climb +10, Perception +4, Stealth +14
Languages Common; telepathic link, telepathic speech
SQ personalities (friendly, sage [engineering]), share powers

4th-level

CN Diminutive Construct
Init +2; **Senses** sighted 40 ft.; Perception +4

Defense

AC 17, touch 16, flat-footed 15 (+2 Dex, +1 natural, +4 size)
hp 14 (4 HD)
Fort +6, **Ref** +2, **Will** +5
Defensive Abilities hardness 8, improved evasion

Offense

Speed 30 ft., climb 20 ft.; self-propulsion
Space 1 ft.; Reach 0 ft.

Special Attacks deliver touch powers

Statistics
Str 1, **Dex** 15, **Con** —, **Int** 7, **Wis** 10, **Cha** 10
Base Atk +3; **CMB** -6; **CMD** 6
Skills Climb +10, Perception +4, Stealth +14
Languages Common; telepathic link
SQ personalities (friendly, sage [engineering]), share powers

Other Versions of Elspeth Black

Elspeth Black, Operative of Blackblade Section X — CR 7

XP 3,200
Female elan psychic warrior 5/**metamind** 1/**war mind** 1
LN Medium humanoid (aberrant)
Init +2; **Senses** Perception +11

Defense
AC 19, touch 12, flat-footed 18 (+7 armor, +1 deflection, +1 Dex)
hp 49 (7 HD; 5d8+1d6+1d10+14)
Fort +8, **Ref** +4, **Will** +7
Defensive Abilities resilience, resistance

Offense
Speed 30 ft.
Melee *+1 greatsword +8* (2d6+5/19-20)
Special Attacks chain of personal superiority
Powers Known (ML 6th; concentration +10; Power Points 35)
2nd—*animal affinity, body adjustment, dissolving weapon*
1st—*call weaponry, catfall, conceal thoughts, inertial armor, thicken skin*

Tactics
Before Combat Elspeth is wise and cautious, and prefers to be ready for as many situations as possible at all times. She always has adapt body active. Unless surprised, she manifests thicken skin, animal affinity (Dex), and dissolving weapon in that order. She rarely sequesters any powers.

During Combat Elspeth focuses on issuing orders to her troops (Blackblade operatives) more than personally engaging the enemy. When she does fight, she usually fights defensively. If she has a solid, defensible position, she'll often manifest immovability and issue commands without moving much. If caught alone, she fights with a cold, calculating focus, using her sword and her dissolving weapon power.

Morale Elspeth retreats if reduced below 15 hit points. She surrenders if reduced to 10 hit points or less,

Statistics
Str 16, **Dex** 12, **Con** 15, **Int** 12, **Wis** 18, **Cha** 12
Base Atk +4; **CMB** +7; **CMD** 19
Feats Alertness[B] (with psicrystal within arms reach), Craft Magic Arms and Armor, Craft Wondrous Item, Improved Psicrystal[B], Leadership, Psicrystal Affinity[B], Psionic Meditation[B], Psionic Talent[B], Skill Focus (Diplomacy)
Skills Diplomacy +9, Knowledge (engineering, history, psionics) +9, Perception +11, Profession (general) +10, Profession (soldier) +8, Sense Motive +13, Spellcraft +10, Use Magic Device +10
Languages Common, Dwarven
SQ cognizance psicrystal 5, expanded path, improved psicrystal (friendly, sage [engineering]), path skill, psionic proficiency, sequestration, warrior's journey, warrior's path (mind knight +1)
Combat Gear *dorje of detect psionics* (42 charges), *wand of magic missile* (2 missiles, 15 charges); **Gear** *+1 greatsword* (functions as a psicrystal staff), *+2 mithral scale mail, belt of physical might +2* (Str, Con), *bracers of resistance +1, gloves of activation +5, greater crystal key, headband of mental superiority +2* (Sense Motive), *ring of protection +1, ring of sustenance*, plus additional limited use items worth 2,500 gp total

Special Abilities
Aberrant Nature Although human in appearance, Elspeth suffers from a nature slightly off from the rest of the non-elan society. She suffers a -1 penalty to Charisma-based skill checks with non-elans.

Chain of Personal Superiority (Ex) Three times per day, Elspeth can provide herself with a +2 insight bonus on Strength and Constitution as a free action. This ability lasts 1 minute.

Cognizance Psicrystal (Ex) Elspeth's psicrystal functions as a cognizance crystal, capable of storing 5 power points, in addition to its psicrystal abilities.

Expanded Path While maintaining psionic focus, Elspeth gains a +1 competence bonus to initiative, and a +1 bonus to attack and damage when wielding any weapon gained through use of call weaponry. Elspeth can expend her psionic focus as a standard action to make a melee attack against two adjacent creatures.

Naturally Psionic Since she has levels in a psionic class, Elspeth possess Psionic Talent as a bonus feat.

Path Skill Elspeth gains a +2 bonus on all Diplomacy skill checks she makes.

Psionic Aptitude Elspeth has 5 bonus power points from her favored class, psychic warrior, instead of bonus hit points or skill points.

Psionic Proficiency (Ex) Elspeth treats her psychic warrior base attack bonus as equal to her psychic warrior level for the purposes of requirements for psionic feats. Base attack bonuses granted from other classes are unaffected and are added normally.

Repletion (Su) Elspeth can sustain her body without need of food or water for 24 hours at the cost of 1 power point.

Resilience (Su) When Elspeth takes damage, she can spend power points to reduce its severity. As an immediate action, she can reduce the damage by 2 hit points for every 1 power point she spends.

Resistance (Su) Elspeth can use psionic energy to increase her resistance to various forms of attack. As an immediate action, she can spend 1 power point to gain a +4 racial bonus on saving throws until the beginning of her next action.

Sequestration (Ex) Elspeth can sequester up to two of her powers known each day and gain bonus power points equal to the total number of power points needed to manifest the two powers.

Warrior's Journey (Ex) Elspeth's war mind levels are treated as psychic warrior levels for the purpose of gaining additional power points, new powers, and manifester level.

Warrior's Path (Ex) Elspeth walks the path of the mind knight, gaining Diplomacy as a class skill, and both call weaponry and inertial armor as bonus powers known.

Lady Elspeth, Agent of Blackblade CR 4

XP 1,200

Female elan psychic warrior 4
LN Medium humanoid (aberrant)
Init +2; **Senses** Perception +11

Defense

AC 16, touch 11, flat-footed 15 (+5 armor, +1 Dex)
hp 29 (4d8+8)
Fort +7, **Ref** +3, **Will** +6
Defensive Abilities resilience, resistance

Offense

Speed 30 ft.
Melee +1 greatsword +7 (2d6+5/19-20)
Powers Known (ML 4th; concentration +8; Power Points 16)

2nd—*dissolving weapon*
1st—*call weaponry, catfall, conceal thoughts, inertial armor, thicken skin*

Tactics

Before Combat Elspeth is wise and cautious, and prefers to be ready for as many situations as possible at all times. She always has adapt body active. Unless surprised, she manifests thicken skin and dissolving weapon in that order.

During Combat Elspeth fires her wand at range, then fights defensively in close combat. If caught alone, she fights with a cold, calculating focus, using her sword and her dissolving weapon power.

Morale Elspeth retreats if reduced below 10 hit points. She surrenders if reduced to 5 hit points or less, attempting to parlay, negotiate and later escape.

Statistics

Str 16, **Dex** 12, **Con** 15, **Int** 12, **Wis** 18, **Cha** 10
Base Atk +3; **CMB** +6; **CMD** 19
Feats Alertness[B] (with psicrystal within arms reach), Craft Wondrous Item, Improved Psicrystal[B], Psicrystal Affinity[B], Psionic Talent[B], Skill Focus (Diplomacy)
Skills Diplomacy +8, Knowledge (engineering, history, psionics) +6, Perception +11, Profession (general) +10, Profession (soldier) +8, Sense Motive +10, Spellcraft +8, Use Magic Device +6
Languages Common, Dwarven
SQ expanded path, improved psicrystal (friendly, sage [engineering]), path skill, psionic proficiency, warrior's path (mind knight +1)
Combat Gear *dorje of detect psionics* (23 charges), *wand of magic missile* (1 missile, 7 charges); **Other Gear** *+1 greatsword, mithral scale mail, belt of physical might +2 (*Str, Con), *bracers of resistance +1, gloves of activation +2, headband of mental prowess +2* (Int, Wis; Sense Motive), *lesser crystal key, ring of sustenance,* plus additional limited use items worth 1,000 gp total

Special Abilities

Aberrant Nature Although human in appearance, Elspeth suffers from a nature slightly off from the rest of the non-elan society. She suffers a -1 penalty to Charisma-based skill checks when dealing with non-elans.

Expanded Path While maintaining psionic focus, Elspeth gains a +1 competence bonus to initiative, and a +1 bonus to attack and damage when wielding any weapon gained through use of call weaponry. Elspeth can expend her psionic focus as a standard action to make a melee attack against any two adjacent creatures.

Naturally Psionic Since she has levels in a psionic class, Elspeth possess Psionic Talent as a bonus feat.

Path Skill Elspeth gains a +2 bonus on all Diplomacy skill checks she makes.

Psionic Aptitude Elspeth has 5 bonus power points from her favored class, psychic warrior, instead of bonus hit points or skill points.

Psionic Proficiency (Ex) Elspeth treats her psychic warrior base attack bonus as equal to her psychic warrior level for the purposes of requirements for psionic feats. Base attack bonuses granted from other classes are unaffected and are added normally.

Repletion (Su) Elspeth can sustain her body without need of food or water for 24 hours at the cost of 1 power point.

Resilience (Su) When Elspeth takes damage, she can spend power points to reduce its severity. As an immediate action, she can reduce the damage by 2 hit points for every 1 power point she spends.

Resistance (Su) Elspeth can use psionic energy to increase her resistance to various forms of attack. As an immediate action, she can spend 1 power point to gain a +4 racial bonus on saving throws until the beginning of her next action.

Warrior's Path (Ex) Elspeth walks the path of the mind knight, gaining Diplomacy as a class skill, and both call weaponry and inertial armor as bonus powers known.

The Ghost-Light that Dreamed, Gozutozawa

Once a scavenger haunting the Shallows of the plane of Dream, the lonesome will-o-wisp Gozutozawa decided to forsake misery in favor of joy and now performs in the Tarnished Souk as a street musician through its eidolon companion, Lucky. The congenial "Laughing Lucky" appears to be a mild-mannered human bard accompanied by a glittering orb of light which most passersby assume to be a dancing lights spell. Evolved far beyond the usual limits of its species, the well-camouflaged Gozutozawa is extremely crafty and tough, and has developed a deep mystical connection to its eidolon that begs the question of where one life force begins and the other ends. Even though Gozutozawa's instincts urge it to feed upon fear and despair, this strange soul emphatically rejects its old, dark ways and instead wants to fulfill its starry-eyed dreams of making friends and creating beautiful music. Deeply shy despite its craving for validation, Gozutozawa always uses Lucky as a surrogate and avatar when interacting with other beings, attempting to behave as affably as an alien-minded-abberrant-monster-controlling-a-quasi-real-dream-manifestation-man can (which sometimes comes off as pretty odd). Gozutozawa holds an impressive knowledge of arcana gleaned from countless centuries roaming the infinite shores of Dream, and, because it is eager to please, it will often (through Lucky) answer questions of lore posed to it in conversation without expecting payment. Gozutozawa remains invisible and undetectable when Lucky is not performing, but during "the act" those keen of eye can notice dozens of multi-colored gems set in a spherical pattern within the gently bobbing globe of light. As a byproduct of its darker appetites, Goztozawa has a sixth sense when it comes to seeking out fearful souls; it knows the secret locations of several prisons, cells, and private torture dens belonging to the Khan of Nightmares.

Dreamburning and Gozutozawa

Hope: Gozutozawa desperately wants to be a "real person" and hopes to achieve a connection to Lucky so strong that they merge permanently into one being.

Aspiration: Gozutozawa would like to forget the horrors of its past, and dreams of a reality where none of those awful things ever happened.

Goal: Wishing it was someone (something) else, Gozutozawa daydreams about being different things. It sometimes manifests these whimsies as summoned creatures, living vicariously through them for a brief time before dismissing them, guilty for the dalliance away from faithful Lucky.

In the Tarnished Souk

Laughing Lucky wanders the streets of the Tarnished Souk, happily strumming his mandolin and offering odd compliments to passersby. A glittering orb of light bobs along behind him, floating next to small percussion instruments that keep time with the music, operated by an unseen hand, he seems happy just to be here.

Lore

(Note: Gozutozawa and Lucky are recent arrivals to the Tarnished Souk, and hardly anyone knows much about them. Lore DCs reflect this dearth of information.)

DC 15 – Laughing Lucky, a human minstrel, performs in the Tarnished Souk accompanied by dancing lights.

DC 20 - Lucky sometimes vanishes without a trace, only to reappear later as if he never left.

DC 30 - Lucky's glowing light companion is a will-o-wisp. It becomes invisible when Lucky is not around.

DC 35 – Small jewels encrust the will-o-wisp, which has a magical aura. It is extremely protective of Lucky.

DC 45 - The will-o-wisp, Gozutozawa, is an old and powerful summoner. Lucky is its eidolon (see page 288 for Lucky's Statistics).

How to Use Gozutozawa

• Gozutozawa and Lucky are not deadly combatants or direct antagonists. Use them as a riddle to be pondered, weird-but-somewhat-useful allies, or as unique backdrop characters that flavor and highlight the impossible strangeness of Dream.

• The PCs' benefactor tasks them with finding a new minstrel named Laughing Lucky and hire him to perform at a pre-tournament banquet, but Lucky vanishes mysteriously before they can. A ghostly light holds the answer.

• Lucky "dies" in an act of unexpected violence and Gozutozawa goes mad with grief, summoning hordes of rampaging demons and devils to vent its pain. The PCs must discover the connection and soothe the wisp's anguish.

• The PCs can debate the metaphysics of Lucky's bizarre existence. Is Lucky a "real" human, or just a creation of Gozutozawa's dreams? Is Gozutozawa Lucky's dream (or nightmare)? Does Lucky have free will? A soul? Do he and Gozutozawa share a soul? Lucky can "die" and still be re-summoned later - is this Lucky's afterlife? Where does he go when he disappears? If a monster can summon a humanoid eidolon, could the PCs end up as eidolons themselves one day, called into the service of some outlandish being? Whoa.

The Ghost-Light that Dreamed, CR 21

Gozutozawa

XP 409,600

Crafty tough will-o'-wisp summoner (monstrous) 16

CN Small aberration (air)

Init +12; **Senses** darkvision 60 ft.; Perception +40

Defense

AC 31, touch 26, flat-footed 23 (+5 deflection, +8 Dex, +2 insight, +5 natural, +1 size)

hp 400 (25d8+150 plus 50)

Fort +22, Ref +25, Will +30

Defensive Abilities greater shield ally, natural invisibility; **DR** 12/— vs. nonlethal; **Immune** magic

Offense

Speed fly 50 ft. (perfect)

Melee shock +27 touch (2d8 electricity)

Space 5 ft.; **Reach** 5 ft. (10 ft with shock)

Spell-Like Abilities (CL 16th; concentration +24)

11/day—*summon monster VIII*

Summoner Spells Known (CL 16th; concentration +24)

6th (2/day)—*dominate monster* (DC 25), *mass charm monster* (DC 25)

5th (4/day)—*greater dispel magic, greater rejuvenate eidolon, greater teleport, simulacrum*

4th (6/day)—*baleful polymorph* (DC 22), *hold monster* (DC 23), *magic jar* (DC 22), *purified calling, transmogrify*

3rd (7/day)—*charm monster* (DC 22), *dispel magic, fly, nondetection, rejuvenate eidolon*

2nd (7/day)—*alter self, bull's strength, haste, invisibility, resist energy, slow* (DC 20)

1st (7/day)—*feather fall, identify, lesser rejuvenate eidolon*, mage armor, shield, unfetter**

Cantrips (at will)—*arcane mark, detect magic, guidance, mending, message, read magic*

*****See Chapter 5 of the *Pathfinder RPG Advanced Player's Guide* for these spells.

Tactics

Before Combat Gozutozawa detests combat and attempts to avoid physical confrontation through Lucky's witty parley, stealth, or use of enchantment spells. But if aggressors make it clear that combat is unavoidable, Gozutozawa casts shield and fly on Lucky, followed by mage armor on itself and then haste.

During Combat Gozutozawa fights in as nonlethal a fashion as it can manage, focusing on supporting Lucky with protective spells and bull's strength, then using its enchantment spells to neutralize aggressors. Gozutozawa uses its life link ability to absorb damage that would reduce Lucky below a number of negative hit points equal to Lucky's Constitution score, thereby preventing Lucky from being slain, unless that absorption would reduce Gozutozawa to less than 200 hit points. If Lucky is gone, Gozutozawa make use of its summoner monster VIII spell-like ability, summoning at least one bone devil (or other fear-inducing monster) in order to use feed on fear.

Morale Once attacked, Gozutozawa flees combat at the first opportunity, taking Lucky with him (possibly via greater teleport). Should Lucky fall below zero hit points and/or be slain, Gozutozawa becomes enraged, attempting to kill the opponent who dealt the felling blow to Lucky, snapping out of it and fleeing only if reduced to less than 100 hp.

Statistics

Str 8, **Dex** 26, **Con** 21, **Int** 22, **Wis** 21, **Cha** 26

Base Atk +18; **CMB** +16; **CMD** 41 (cannot be tripped)

Feats Alertness[B], Augment Summoning, Craft Wondrous Item, Diehard[B], Endurance[B], Eschew Materials, Improved Initiative, Persuasive, Silent Master, Silent Spell, Skill Focus (Knowledge [arcana]), Skill Focus (Perform [sing]), Spell Focus (conjuration), Spell Focus (enchantment), Still Master[B], Still Spell, Toughness[B], Weapon Finesse

Skills Bluff +30, Diplomacy +30, Fly +30, Intimidate +25, Knowledge (arcana) +46, Knowledge (history) +27, Knowledge (local) +27, Knowledge (other) +8, Knowledge (planes) +27, Linguistics +29, Perception +40, Perform (sing) +35, Sense Motive +24, Spellcraft +30, Stealth +30 (+50 invisible, +70 invisible and not moving), Use Magic Device +25; Racial Modifiers +8 Perception, +2 Knowledge (all), can use Knowledge skills untrained

Languages Aboleth, Abyssal, Aklo, Aquan, Auran, Boggard, Celestial, Common, Cyclops, Dark Folk, Draconic, Dwarven, Elven, Giant, Gnoll, Gnome, Goblin, Halfling, Ignan, Infernal, Orc, Sylvan, Tengu, Terran, Treant, Undercommon

SQ aspect, bond senses, feed on fear, improved healing, life bond, life link, maker's call, merge forms, transposition

Gear implanted *ioun stones* (5 amber spindle, 2 crimson sphere, dark blue rhomboid, 3 dark green sphere, 10 emerald ellipsoids, 4 mossy disk [Knowledge – arcana, history, local, planes], mulberry pentacle, onyx rhomboid, 2 pale blue and dark green prism, white prism), *portable hole*

Special Abilities

Aspect (Su) By decreasing the number of evolution points Lucky has for evolutions by 2, Gozutozawa has increased its shock reach to 10 ft., and gained a +8 racial bonus on Perception skill checks.

Bond Senses (Ex) Gozutozawa can, as a standard action, share Lucky's senses, and hear, see, smell, taste, and feel everything Lucky does. It can use this ability 16 rounds per day. There is no range to this effect, but Lucky and Gozutozawa must be on the same plane. Gozutozawa can end this effect as a free action.

Eidolon Gozutozawa can summon a powerful outsider to its side, an eidolon named Lucky.

Feed on Fear (Su) Any time Gozutozawa is within 15

ft. of a dying creature or a creature subject to a fear effect, it gains fast healing 10.

Greater Shield Ally (Su) Whenever an ally of Gozutozawa is within Lucky's reach, the ally receives a +2 shield bonus to its Armor Class and a +2 circumstance bonus on its saving throws. If Gozutozawa is within Lucky's reach, these bonuses increase to +4. This bonus does not apply if Lucky is grappled, helpless, paralyzed, stunned, or unconscious.

Immunity to Magic (Ex) Gozutozawa is immune to all spells and spell-like abilities that allow spell resistance, except magic missile and maze.

Life Bond (Su) Gozutozawa's life is linked with Lucky. As long as Lucky has 1 or more hit points, Gozutozawa cannot be killed. Damage in excess of that which would kill Gozutozawa is instead transferred to Lucky. This damage is transferred 1 point at a time, meaning that as soon as Lucky is reduced to a number of negative hit points equal to its Constitution score, all excess damage remains with Gozutozawa, killing him. Effects that cause death but not damage are unaffected by this ability. This ability does not affect spells like baleful polymorph, flesh to stone, or imprisonment, or other spells that do not cause actual damage.

Life Link (Su) Whenever Lucky takes enough damage to be sent back to his home plane, Gozutozawa can, as a free action, sacrifice any number of hit points. Each hit point sacrificed in this way prevents 1 point of damage to Lucky.

Maker's Call (Su) As a standard action, Gozutozawa can call Lucky to its side. This functions as dimension door (CL 16th). When used, Lucky appears adjacent to Gozutozawa (or as close as possible if all adjacent spaces are occupied). If Lucky is farther than 1040 ft. away, this ability is wasted. Gozutozawa can use this ability 3 times each day.

Merge Forms (Su) As a full-round action, Gozutozawa can touch Lucky and the two can merge forms. This transformation includes all of Gozutozawa's gear. While merged in this way, Gozutozawa is protected from harm and cannot be the target of spells or effects. All effects and spells currently targeting Gozutozawa are suspended until it emerges from Lucky (although durations continue to expire).

Gozutozawa can cast spells while inside Lucky by taking control of Lucky for the duration of the casting. Any material components used for these spells are taken from Gozutozawa's gear, even though they are otherwise inaccessible. Gozutozawa can direct all of Lucky's actions while merged, can perceive through his senses, and can speak through his voice.

Gozutozawa can use this ability for 16 rounds per day. It can end this effect at any time as a swift action at which point it emerges in a square adjacent to Lucky if able. If Lucky is returned to his home plane while Gozutozawa is merged with him, Gozutozama is immediately ejected, taking 4d6 points of damage, and is stunned for 1 round.

Natural Invisibility (Ex) Gozutozawa can extinguish its natural glow as a move action, effectively becoming invisible, as per the spell.

Summon Monster (Sp) Gozutozawa can only use this ability when Lucky is not summoned. It can cast this spell-like ability as a standard action and the summoned creatures remain for 16 minutes.

Transposition (Su) When using its maker's call ability, Gozutozawa can switch places with Lucky if it so desires.

Gozutozawa, CR 14
Light of Twice-Twisted Hope

XP 38,400

Tough will-o'-wisp summoner (monstrous) 10
CN Small aberration (air)
Init +12; **Senses** darkvision 60 ft.; Perception +30

Defense

AC 28, touch 24, flat-footed 20 (+5 deflection, +8 Dex, +4 natural, +1 size)
hp 257 (19d8+95 plus 10)
Fort +14, **Ref** +18, **Will** +21
Defensive Abilities natural invisibility, shield ally; **DR** 9/— vs. nonlethal; **Immune** magic

Offense

Speed fly 50 ft. (perfect)
Melee shock +22 touch (2d8 electricity)
Space 5 ft.; **Reach** 5 ft. (10 ft with shock)
Spell-Like Abilities (CL 10th; concentration +15)
8/day—*summon monster V*
Summoner Spells Known (CL 10th; concentration +15)
4th (2/day)—*purified calling, transmogrify*
3rd (4/day)—*charm monster* (DC 18), *dispel magic, fly, rejuvenate eidolon*
2nd (5/day)—*alter self, bull's strength, haste, invisibility, resist energy*
1st (7/day)—*identify, lesser rejuvenate eidolon*, mage armor, shield, unfetter**
Cantrips (at will)—*arcane mark, detect magic, guidance, mending, message, read magic*

*See Chapter 5 of the *Pathfinder RPG Advanced Player's Guide* for these spells.

Tactics

Before Combat Gozutozawa detests combat and attempts to avoid physical confrontation through Lucky's witty parley, stealth, or use of enchantment spells. But if aggressors make it clear that combat is unavoidable, Gozutozawa casts shield, fly, and bull's strength on Lucky, followed by mage armor on itself and then haste.

During Combat Gozutozawa fights in as nonlethal a fashion as it can manage, focusing on supporting Lucky with spells then using its enchantment spells to neutralize aggressors. Gozutozawa uses its life link ability to absorb damage that would reduce Lucky below a number of negative hit points equal to Lucky's Constitution score, thereby preventing Lucky from being slain, unless that absorption would reduce Gozutozawa to less than 125 hit points. If Lucky is gone, Gozutozawa make use of its summoner monster V spell-like ability, summoning at least one kyton (or other fear-inducing monster) in order to use feed on fear.

Morale Once attacked, Gozutozawa flees combat at the first opportunity, taking Lucky with him. Should Lucky fall below zero hit points and/or be slain, Gozutozawa becomes enraged, attempting to kill the opponent who dealt the felling blow to Lucky, snapping out of it and fleeing only if reduced to less than 75 hp.

Statistics

Str 6, **Dex** 26, **Con** 19, **Int** 14, **Wis** 19, **Cha** 20
Base Atk +13; **CMB** +10; **CMD** 33 (cannot be tripped)
Feats Alertness[B], Craft Wondrous Item, DiehardB, Endurance[B], Eschew Materials, Improved Initiative, Persuasive, Silent Master, Silent Spell, Skill Focus (Knowledge [arcana]), Skill Focus (Perform [sing]), Still Spell, Toughness[B], Weapon Finesse
Skills Bluff +15, Diplomacy +11, Fly +25, Intimidate +11, Knowledge (arcana) +32, Knowledge (local) +10, Knowledge (planes) +10, Linguistics +15, Perception +30, Perform (sing) +21, Sense Motive +11, Spellcraft +15, Stealth +20 (+40 invisible, +60 invisible and not moving), Use Magic Device +16; Racial Modifiers +8 Perception
Languages Abyssal, Aklo, Common, Draconic, Elven, Giant, Goblin, Halfling, Infernal, Orc, Sylvan, Undercommon
SQ aspect, bond senses, feed on fear, improved healing, life link, maker's call, transposition
Gear *implanted ioun stones* (2 amber spindle, dark blue rhomboid, dark green sphere, 2 emerald ellipsoids, mossy disk [Knowledge - arcana], pale blue and dark green prism, white prism), *portable hole*

Special Abilities

Aspect (Su) By decreasing the number of evolution points Lucky has for abilities, Gozutozawa has increased its shock

reach to 10 ft., and gained a +8 racial bonus on Perception skill checks.

Bond Senses (Ex) Gozutozawa can, as a standard action, share the senses of its eidolon, and hear, see, smell, taste, and feel everything Lucky does. It can use this ability 10 rounds per day. There is no range to this effect, but the eidolon and the summoner must be on the same plane. The summoner can end this effect as a free action.

Eidolon Gozutozawa can summon a powerful outsider to its side, an eidolon named Lucky.

Feed on Fear (Su) Any time Gozutozawa is within 15 ft. of a dying creature or a creature subject to a fear effect, it gains fast healing 10.

Immunity to Magic (Ex) Gozutozawa is immune to all spells and spell-like abilities that allow spell resistance, except magic missile and maze.

Life Link (Su) Whenever Lucky takes enough damage to be sent back to its home plane, Gozutozawa can, as a free action, sacrifice any number of hit points. Each hit point sacrificed in this way prevents 1 point of damage to Lucky.

Maker's Call (Su) As a standard action, Gozutozawa **can call Lucky** to its side. This functions as dimension door (CL 10th). When used, Lucky appears adjacent to Gozutozawa (or as close as possible if all adjacent spaces are occupied). If Lucky is farther than 800 ft. away, this ability is wasted. Gozutozawa can use this ability 2 times each day.

Natural Invisibility (Ex) Gozutozawa can extinguish its natural glow as a move action, effectively becoming invisible, as per the spell.

Shield Ally (Ex) Whenever Gozutozawa and Lucky are adjacent to each other, Gozutozawa gains a +2 shield bonus to armor class and a +2 circumstance bonus on its saving throws. This does not apply if Lucky is grappled, helpless, paralyzed, stunned or unconscious.

Summon Monster (Sp) Gozutozawa can only use this ability when Lucky is not summoned. It can cast this spell-like ability as a standard action and the summoned creatures remain for 10 minutes.

Transposition (Su) When using its maker's call ability, Gozutozawa can switch places with Lucky if it so desires.

Gozutozawa, The Lonely Light — CR 8

XP 4,800

Will-o'-wisp summoner (monstrous) 4
CN Small aberration (air)
Init +12; **Senses** darkvision 60 ft.; Perception +15

Defense

AC 26, touch 24, flat-footed 18 (+5 deflection, +8 Dex, +2 shield, +1 size)
hp 94 (13d8+26 plus 10)
Fort +9, **Ref** +15, **Will** +17

Defensive Abilities natural invisibility, shield ally; **Immune** magic

Offense

Speed fly 50 ft. (perfect)
Melee shock +17 touch (2d8 electricity)
Spell-Like Abilities (CL 4th; concentration +8)
7/day—*summon monster II*
Summoner Spells Known (CL 4th; concentration +8)
2nd (2/day)—*alter self, haste*
1st (4/day)—*lesser rejuvenate eidolon*, mage armor, shield, unfetter**
Cantrips (at will)—*arcane mark, detect magic, guidance, mending, message, read magic*
*See Chapter 5 of the Pathfinder RPG Advanced Player's Guide for these spells.

Tactics

Before Combat Gozutozawa detests combat and attempts to avoid physical confrontation through Lucky's witty parley or stealth. But if aggressors make it clear that combat is unavoidable, Gozutozawa casts shield and unfetter on Lucky, followed by mage armor on itself and then haste.

During Combat Gozutozawa fights in as nonlethal a fashion as it can manage, focusing on supporting Lucky with spells. Gozutozawa uses its life link ability to absorb damage that would reduce Lucky below a number of negative hit points equal to Lucky's Constitution score, thereby preventing Lucky from being slain, unless that absorption would reduce Gozutozawa to less than 50 hit points. If Lucky is gone, Gozutozawa make use of its summoner monster II spell-like ability.

Morale Once attacked, Gozutozawa flees combat at the first opportunity, taking Lucky with him. Should Lucky fall below zero hit points and/or be slain, Gozutozawa becomes enraged, attempting to kill the opponent who dealt the felling blow to Lucky, snapping out of it and

fleeing only if reduced to less than 25 hp.

Statistics

Str 3, **Dex** 26, **Con** 15, **Int** 14, **Wis** 19, **Cha** 18
Base Atk +8; **CMB** +3; **CMD** 26 (cannot be tripped)
Feats Improved Initiative, Persuasive, Silent Master, Silent Spell, Skill Focus (Knowledge [arcana]), Skill Focus (Perform [sing]), Weapon Finesse
Skills Bluff +10, Diplomacy +10, Fly +25, Intimidate +10, Knowledge (arcana) +24, Knowledge (planes) +10, Linguistics +10, Perception +15, Peform (sing) +12, Spellcraft +15, Stealth +20 (+40 invisible, +60 invisible and not moving), Use Magic Device +15
Languages Abyssal, Aklo, Common, Draconic, Elven, Halfling, Sylvan
SQ bond senses, feed on fear, life link
Gear *implanted ioun stone* (amber spindle, 2 emerald ellipsoids, white prism), *portable hole*

Special Abilities

Bond Senses (Ex) Gozutozawa can, as a standard action, share the senses of its eidolon, and hear, see, smell, taste, and feel everything Lucky does. It can use this ability 4 rounds per day. There is no range to this effect, but the eidolon and the summoner must be on the same plane. The summoner can end this effect as a free action.

Eidolon (Su) Gozutozawa can summon a powerful outsider to its side, an eidolon named Lucky.

Feed on Fear (Su) Any time Gozutozawa is within 15 ft. of a dying creature or a creature subject to a fear effect, it gains fast healing 5.

Immunity to Magic (Ex) Gozutozawa is immune to all spells and spell-like abilities that allow spell resistance, except magic missile and maze.

Life Link (Su) Whenever Lucky takes enough damage to be sent back to its home plane, Gozutozawa can, as a free action, sacrifice any number of hit points. Each hit point sacrificed in this way prevents 1 point of damage to Lucky.

Natural Invisibility (Ex) Gozutozawa can extinguish its natural glow as a move action, effectively becoming invisible, as per the spell.

Shield Ally (Ex) Whenever Gozutozawa and Lucky are adjacent to each other, Gozutozawa gains a +2 shield bonus to armor class and a +2 circumstance bonus on its saving throws. This does not apply if Lucky is grappled, helpless, paralyzed, stunned or unconscious.

Summon Monster (Sp) Gozutozawa can only use this ability when Lucky is not summoned. It can cast this spell-like ability as a standard action and the summoned creatures remain for 4 minutes.

Gobseck Vaultwright, Meister of the Golden Anvil

Gobseck Vaultwright is the personal banker, bookie, and moneylender of the Khan of Nightmares and the shadowy elite of the Coliseum Morpheuon – a lofty position he has held without rival for centuries. The dour, ash-gray duergar resembles a smoldering lump of coal clad in mithral and wreathed in a haze of eye-stinging smoke. Neither clever nor charming, miserly Gobseck makes his way by being extremely shrewd, striking straightforward bargains that are both brutally simple and utterly merciless. Gobseck once drew great pride from prudently lending his wealth to worthy endeavors, tending his investments like a beloved garden, but these days his paranoid fears of being swindled sour his heart and mind with contempt and suspicion. Bearing a sneering and unpleasant demeanor, he possesses the insufferable smugness of a man used to dealing with people groveling for his gold. As the blackened blueprint of the Coliseum Morpheuon's twisted finances, Gobseck's ledgers contain a trove of data on the wagers, debts, and personal accounts of some very dangerous beings. Though most think that Gobseck burns with greed, secretly he fumes because of a lover's heart-breaking betrayal – an act that snuffed out the last flame of goodness and hope in his heart.

Dreamburning and Vaultwright

Hope: Gobseck dreams of clasping the hand of his former beloved, slipping a golden ring upon her finger, and feeling her kiss upon his heavy brow; but in his nightmares, her hand vanishes into smoke as her shadow slips away with the shadow of another man, leaving Gobseck holding nothing but ashes.

Aspiration: Gobseck aspires to be a pillar of stability and veracity in a world full of oathbreakers. He dreams of his vault as the shining cornerstone of a sturdy tower in a kingdom that keeps its promises.

Goal: More and more, Gobseck feels his very substance slipping away. He daydreams of flying off, leaving his shackles of heavy gold behind; but he also curses this idle fancy, afraid he would just blow away and dissolve into nothing but a formless wind.

In the Tarnished Souk

Gobseck does business from atop his colossal living vault, sitting at an expensive throne-desk that holds his ledger, an abacus, and a scale. A small gang of scribes and clerks scurry about, processing wagers and financial transactions while several large guards loom nearby. The vault – a hulking monolith of strange clockwork and unyielding metal – is visible above the skyline of the Tarnished Souk from miles away. Usually parked in the Witches' Square, the vault sometimes moves, mysteriously vanishing only to reappear later in the Coliseum itself or wherever else Gobseck decides to take his operation.

Lore

Characters may learn the following information via Diplomacy (Gather Information) or Knowledge (Local) skill checks:

DC 15 – Gobseck Vaultwright is a duergar whose essence includes elements of both fire and air.

DC 20 – He is a magister and an unbreakable fighter, infused with air and smoke. He says, "Everything has a cost: power, gold, and especially dreams."

DC 25 – He commands a living vault full of staggering wealth. He is a powerful disenchanter, a varied spellcaster, and his warhammer hates cheaters.

DC 35 – He is slow and sullen, and always meticulously abides by the letter of his agreements. He is an employee of the Khan, but not a follower.

DC 45 – Gobseck's soul shattered when his true love broke off their engagement and left him for another man – taking Gobseck's fortune with her. Despite that bitter betrayal, he would give anything to have her back and broods unhealthily over the matter.

How To Use Gobseck Vaultwright

- Gobseck is a mean, miserly curmudgeon, and easily fits as a cold villain. But he is also a tragic figure, symbolizing heartbreak and how wealth does nothing to fill the void of a hollow life.
- Introduce Vaultwright as a functionary – crankily dispensing prize money or reciting the odds for the next round of the Damnation Epoch.
- Gobseck can facilitate any financial transaction – making loans, safeguarding deposits, holding funds in escrow, etc. He never cheats clients, but his interest rates are high and his collection practices are brutal and totally merciless.
- If playing "The Dragon's Mate" (Coliseum Morpheuon, Chapter 10): One of the Dragon of the Ghostdance's love-interests is Vaultwright's ex-lover. Should Gobseck catch the PCs interacting with her, he uses his significant financial influence to blacklist them. She soon disappears – swallowed by the living vault.
- Risky wagers and dangerous debts are the black blood of the Coliseum Morpheuon. Anyone might owe Gobseck money, and he can loan huge sums for those willing to put up serious collateral; he evens takes dreams as security for big debts.
- If playing "The Pasha's Riches" (Coliseum Morpheuon, Chapter 10): Realizing that his fortune is in jeopardy, the Pasha of Swirling Ashes deposits his riches with Vaultwright. Breaching the living vault is nigh impossible and Gobseck is no fool, so the PCs must trick (or coerce) the Pasha into withdrawing the money.

Gobseck Vaultwright, Meister of the Golden Anvil — CR 20

XP 307,200

Male air-infused smoke duergar fighter (unbreakable) 3/magister 16

LE Medium outsider (air, augmented humanoid, dwarf, elemental, extraplanar, fire)

Init +14; **Senses** darkvision 120 ft., cloud sight; Perception +18

Defense

AC 32, touch 18, flat-footed 29 (+14 armor, +5 deflection, +3 Dex)

hp 153 (19 HD; 3d10+16d6+76)

Fort +17, **Ref** +18, **Will** +23; +2 vs. spells, +1 vs. mind-affecting effects

Defensive Abilities air born, air mastery, elemental body; Immune gas-, fog-, cloud-based effects, paralysis, phantasms, poison

Weaknesses light sensitivity

Offense

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

Melee cheater's bane +17/+12/+7 (1d8+8/19-20/x3)

Special Attacks breath weapon (once every 1d4 rounds, 60 ft. cone of wind, DC 25 or 20 ft. adjacent cube, 2d6 fire, DC 23 or 1d4 Con damage), channel positive energy (9/day, 6d6, DC 22), metamagic adept 4/day, mystic counter, school power (evocation), steal spell 10/day

Spell-Like Abilities (CL 19th; concentration +25)

1/day – *enlarge person* (self only), *invisibility* (self only)

Magister Spells Known (CL 16th; concentration +22)

8th (3/day) – *discern location*

7th (5/day) – *refuge, ward of vaults**

6th (7/day) – *blade barrier* (DC 25), *greater dispel magic, stone tell, word of recall* (DC 22)

5th (7/day) – *break enchantment, plane shift* (DC 21), *raise dead, righteous might*

4th (7/day) – *discern lies* (DC 20), *flame strike* (DC 23), *sending, zone of parley** (DC 20)

3rd (7/day) – *bestow curse* (DC 19), *dispel magic, glyph of warding* (DC 19), *invisibility purge*

2nd (8/day) – *augury, barkskin, calm emotions* (DC 18), *invisibility* (DC 18), *status* (DC 18), *zone of truth* (DC 18)

1st (8/day) – *divine favor, identify, produce flame, sanctuary* (DC 17), *shield of faith* (DC 17)

0 (at will) – *create water, detect magic, guidance (DC 16), know direction, light, mending (DC 16), read magic, resistance (DC 16), stabilize* (DC 16)

Primary spell list: cleric

***See** Below.

Tactics

Before Combat Gobseck sees no profit in combat, and avoids it, sitting atop his living vault as if attacking

him were unthinkable. He tries to force antagonists to negotiate by casting zone of parley. If forced to fight, he casts righteous might.

During Combat Gobseck surrounds himself with a blade barrier, then hangs back and uses greater dispel magic or dispel magic to steal key spells enchanting his foes. Should he feel bold enough to take the offensive (or when punishing someone who owes him money) he uses his breath weapon, makes full attacks with Cheater's Bane and brings down a dramatic flame strike as a finisher.

Morale Gobseck flees immediately if he is outmatched or the sole target of a group attack, using plane shift, invisibility, or breaking a refuge item to return to his abode. He always flees if reduced to 50 hp or less.

Statistics

Str 18, **Dex** 16, **Con** 18, **Int** 10, **Wis** 24, **Cha** 22

Base Atk +11; **CMB** +15; **CMD** 33

Feats Alertness, Battlefield Intuition[B], Cosmopolitan, Craft Magic Arms and Armor, Craft Wondrous Item, Diehard[B], Endurance[B], Eschew Materials[B], Forge Ring, Greater Spell Penetration[B], Improved Initiative[B], Lightning Reflexes[B], Magister's Channel Energy, Prodigy (Perform [oratory], Profession [banker]), Quicken Spell, Spell Focus (evocation), Spell Penetration, Stone-Faced

Skills Appraise +10, Bluff +10, Climb +10, Fly +18, Intimidate +13, Knowledge (arcana, dungeoneering, engineering, history, local, planes, religion) +8, Perception

+18, Perform (oratory) +15, Profession (banker) +18, Sense Motive +15, Spellcraft +10, Stealth +7, Survival +13, Use Magic Device +12; Racial Modifiers +2 Perception relating to stonework, +4 Stealth, addition +5 Stealth in fog, smoke or clouds

Languages Common, Draconic, Dwarven, Infernal, Undercommon

SQ advanced mystic talents, arcane bond (warhammer), armor training 1, gaseous form, mystic bond, mystic talent, new arcana, slow and steady, smoke travel, stability, tough as nails

Gear *cheater's bane, +5 mithral arcane weightless full-plate, banker's helm of servitude (platinum), belt of physical might +6 (Str, Con), cloak of resistance +5, day ring, ring of protection +5,* accounting ledger

Special Abilities

Advanced Mystic Talent: Gobseck has the following advanced mystic talents.

Mystic Counter (Su): When Gobseck casts dispel magic or greater dispel magic to counterspell, he gains a +4 competence bonus to his dispel check. This stacks with the +4 bonus granted by greater dispel magic.

Steal Spell (Su): Gobseck can attempt to gain the benefit of the spell currently active on another creature. He must successfully dispel the spell to be stolen, using dispel magic or greater dispel magic. If the spell is 7th-level or lower, has a duration greater than 1 round, and Gobseck could have selected it as a spell known, he gains the benefit of the spell. It lasts for 8 rounds, or until the original duration ends, whichever comes first.

Mystic Bond (Ex): Gobseck has a bond with the powers of magic. This represents an affinity for arcane power, granting him the arcane sorcerer bloodline.

Mystic Talents: Gobseck has the following mystic talents.

Mystic Training: Gobseck has Eschew Materials as a bonus feat.

Spell Sage (Ex) When Gobseck attempts a Use Magic Device check to use a scroll or to activate a wand, staff, or other spell trigger item, he gains a +4 competence bonus to the check.

Tough as Nails: Instead of the usual bonus fighter feat at 1st level, Gobseck possesses the Endurance and Diehard feats as bonus feats.

Unflinching (Ex): Gobseck possesses a +1 bonus on Will saves against mind-affecting effects. This ability replaces bravery.

Variants

Listed below are the changes to Gobseck if you'd like to use him with the Divine Creature simple template from 101 Not So Simple Templates, or the Exemplar Creature template from Book of Monster Templates, both from Rite Publishing.

Divine Creature: CR 21; XP 409,600; Senses Perception +22; AC 43, touch 29, flat-footed 40 (+11 insight); Will +38; Melee cheater's bane +28/+23/+18; Special Attacks steal spell 14/day; Wis 32; CMD 44; Skills Perception +22, Profession (banker) +22, Sense Motive +19, Survival +17.

Entrance of the Vault of the Golden Anvil

Exemplar Creature: CR 23; XP 819,200; Init +24; Senses darkvision 180 ft.; Perception +30; AC 37, touch 23 (+8 Dex); hp 297 (19 HD; 3d10+16d6+171); Fort +22, Ref +23, Will +28; Speed 30 ft.; Melee cheater's bane +22/+17/+12 (1d8+15); Special Attacks breath weapon (DC 30 or 28), channel energy (14/day, DC 27), steal spell 15/day; Spell-Like Abilities (CL 24th; concentration +35); Magister Spells Known (CL 21st; concentration +32): 8th (4/day); 7th (7/day); 6th (8/day) – blade barrier (DC 30), word of recall (DC 27); 5th (8/day) – plane shift (DC 26); 4th (8/day) – discern lies (DC 25), flame strike (DC 28), zone of parley (DC 25); 3rd (9/day) – bestow curse (DC 24), glyph of warding (DC 24); 2nd (9/day) – calm emotions (DC 23), invisibility (DC 23), status (DC 23), zone of truth (DC 23); 1st (9/day) – sanctuary (DC 22), shield of faith (DC 22); 0 – guidance (DC 21), mending (DC 21), resistance (DC 21), stabilize (DC 21); Str 28, Dex 26, Con 28, Int 20, Wis 34, Cha 32; CMB +20; CMD 31; Skills Appraise +24, Bluff +25, Climb +70, Fly +26, Intimidate +24, Knowledge (arcana, dungeoneering, engineering, history, local, planes, religion) +16, Perception +30, Perform (oratory) +28, Profession (banker) +32, Sense Motive +29, Spellcraft +18, Stealth +18, Survival +21, Use Magic Device +24.

Gobseck Vaultwright, the Wind of Fell Fortune — CR 13

XP 25,600

Male air-infused duergar fighter (unbreakable) 2/magister 11

LE Medium humanoid (air, dwarf)

Init +11; **Senses** darkvision 120 ft.; Perception +14

Defense

AC 24, touch 13, flat-footed 23 (+11 armor, +2 deflection, +1 Dex)

hp 80 (13 HD; 2d10+11d6+26)

Fort +12, **Ref** +10, **Will** +17; +2 vs. spells, +1 vs. mind-affecting effects

Defensive Abilities air born, elemental body; Immune paralysis, phantasms, poison

Weaknesses light sensitivity

Offense

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

Melee +2 adamantine alterable intense warhammer +10/+5 (1d8+3/19-20/x3)

Special Attacks breath weapon (60 ft. cone of wind, DC 20), metamagic adept 3/day

Spell-Like Abilities (CL 13th; concentration +17)

1/day – *enlarge person* (self only), *invisibility* (self only)

Magister Spells Known (CL 11th; concentration +15)

4th—*atavism****

3rd—*ablative barrier***, *daylight, hide campsite**, *neutralize poison, resinous skin***, *secret page*

2nd—*barkskin, bear's endurance, bull's strength, cat's grace, eagle's splendor, elemental speech**, *fox's cunning, heat metal, lesser restoration, masterwork transformation****, *owl's wisdom, resist energy, returning weapon***, *soften earth and stone, spider climb, wood shape*

1st—*ant haul**, *cure light wounds, diagnose disease****, *endure elements, jump, longstrider, produce flame, touch of the sea**

0—*create water, detect magic, detect poison, guidance, know direction, light, mending, read magic, resistance*

*See *Pathfinder Roleplaying Game Advanced Player's Guide*.

**See *Pathfinder Roleplaying Game Ultimate Combat*.

***See *Pathfinder Roleplaying Game Ultimate Magic*.

Primary spell list cleric

Tactics

Before Combat Gobseck sees no profit in combat, and avoids it, sitting atop his living vault as if attacking him were unthinkable. If forced to fight, he casts righteous might.

During Combat Gobseck uses dispel magic on key spells enchanting his foes. Should he feel bold enough to take the offensive (or when punishing someone who owes him money) he uses his breath weapon, makes full attacks with his warhammer and brings down a dramatic flame strike as a finisher.

Morale Gobseck flees immediately if he is outmatched or the sole target of a group attack, using invisibility and flying away. He always flees if reduced to 30 hp or less.

Statistics

Str 13, **Dex** 12, **Con** 14, **Int** 8, **Wis** 22, **Cha** 18

Base Atk +7; **CMB** +8; **CMD** 21

Feats Alertness, Battlefield Intuition[B], Cosmopolitan, Craft Magic Arms and Armor, Craft Wondrous Item, Diehard[B], Endurance[B], Eschew Materials[B], Forge Ring, Improved Initiative[B], Lightning Reflexes[B], Prodigy (Perform [oratory], Profession [banker]), Spell Penetration, Stone-Faced

Skills Appraise +5, Bluff +8, Climb +5, Fly +13, Intimidate +8, Knowledge (arcana, dungeoneering, engineering, history, local, planes, religion) +5, Perception +14, Perform (oratory) +11, Profession (banker) +14, Sense Motive +14, Spellcraft +5, Stealth +4, Survival +10, Use Magic Device +9; Racial Modifiers +2 Perception relating to stonework, +4 Stealth

Languages Common, Draconic, Dwarven, Infernal, Undercommon

SQ advanced mystic talents, arcane bond (warhammer), gaseous form, mystic bond, mystic talent, new arcana, slow and steady, stability, tough as nails

Gear *+2 adamantine alterable intense warhammer, +2 mithral arcane weightless full-plate, banker's helm of servitude (gold), belt of physical might +2 (Str, Con), cloak of resistance +4, day ring, ring of protection +2,* accounting ledger

Special Abilities

Advanced Mystic Talent: Gobseck has the following advanced mystic talent.

Mystic Counter (Su) When Gobseck casts dispel magic or greater dispel magic to counterspell, he gains a +4 competence bonus to his dispel check. This stacks with the +4 bonus granted by greater dispel magic.

Mystic Bond (Ex): Gobseck has a bond with the powers of magic. This represents an affinity for arcane power, granting him the arcane sorcerer bloodline.

Mystic Talents: Gobseck has the following mystic talents.

Mystic Training: Gobseck has Eschew Materials as a bonus feat.

Spell Sage (Ex) When Gobseck attempts a Use Magic Device check to use a scroll or to activate a wand, staff, or other spell trigger item, he gains a +4 competence bonus to the check.

Tough as Nails: Instead of the usual bonus fighter feat at 1st level, Gobseck possesses the Endurance and Diehard feats as bonus feats.

Unflinching (Ex): Gobseck possesses a +1 bonus on Will saves against mind-affecting effects. This ability replaces bravery.

Variants

Listed below are the changes to Gobseck if you'd like to use him with the Divine Creature simple template from 101 Not So Simple Templates, or the Exemplar Creature template from Book of Monster Templates, both from Rite Publishing.

Divine Creature: CR 14; XP 38,400; Senses Perception +18; AC 34, touch 23, flat-footed 34 (+10 insight); Will +31; Melee +2 adamantine alterable intense warhammer +20/+15; Wis 30; CMD 29; Skills Perception +18, Profession (banker) +18, Sense Motive +18, Survival +14.

Exemplar Creature: CR 16; XP 76,800; Init +21; Senses darkvision 180 ft.; Perception +; AC 29, touch 18 (+6 Dex); hp 177 (13 HD; 2d10+11d6+91); Fort +17, Ref +15, Will +22; Speed 30 ft.; Melee +2 adamantine alterable intense

warhammer +12 (1d8+11); Special Attacks breath weapon (DC 25); Spell-Like Abilities (CL 18th; concentration +27); Magister Spells Known (CL 16th; concentration +25): 5th (6/day); 4th (8/day) – discern lies (DC 23), flame strike (DC 23); 3rd (8/day) – bestow curse (DC 22), glyph of warding (DC 22); 2nd (8/day) – calm emotions (DC 21), invisibility (DC 21), status (DC 21), zone of truth (DC 21); 1st (9/day) – sanctuary (DC 20), shield of faith (DC 20); 0 – guidance (DC 19), mending (DC 19), stabilize (DC 19); Str 23, Dex 22, Con 24, Int 18, Wis 32, Cha 28; CMB +13; CMD 31; Skills Appraise +20, Bluff +20, Climb +10, Fly +18, Intimidate +20, Knowledge (arcana, dungeoneering, engineering, history, local, planes, religion) +11, Perception +24, Perform (oratory) +21, Profession (banker) +28, Sense Motive +20, Spellcraft +14, Stealth +15, Survival +20, Use Magic Device +15.

Gobseck Vaultwright, the Smoldering Miser — CR 6

XP 2,400

Male duergar fighter (unbreakable) 1/**magister** 6
LE Medium humanoid (dwarf)
Init +3; **Senses** darkvision 120 ft.; Perception +10

Defense

AC 15, touch 9, flat-footed 15 (+6 armor, -1 Dex)
hp 45 (7 HD; 1d10+6d6+14)
Fort +7, **Ref** +2, **Will** +9; +2 vs. spells
Immune paralysis, phantasms, poison
Weaknesses light sensitivity

Offense

Speed 20 ft.
Melee *+1 adamantine warhammer +7* (1d8+4/x3)
Special Attacks metamagic adept 1/day
Spell-Like Abilities (CL 7th; concentration +9)
1/day – *enlarge person* (self only), *invisibility* (self only)
Magister Spells Known (CL 6th; concentration +8)
3rd (3/day) – *dispel magic*
2nd (6/day) – *calm emotions (DC 14), zone of truth (DC 14)*
1st (7/day) – *divine favor, produce flame, sanctuary (DC 13), shield of faith (DC 13)*
0 (at will) – *create water, detect magic, guidance (DC 12), know direction, mending (DC 12), read magic, stabilize (DC 12)*
Primary spell list cleric

Tactics

Before Combat Gobseck sees no profit in combat, and avoids it, sitting atop his living vault as if attacking him were unthinkable. If forced to fight, he casts divine favor.

During Combat Gobseck uses dispel magic on key spells enchanting his foes. Should he feel bold enough to take the offensive (or when punishing someone who owes him money) he fights defensively with his warhammer.

Morale Gobseck flees immediately if he is outmatched or the sole target of a group attack, using invisibility. He always flees if reduced to 20 hp or less.

Statistics

Str 14, **Dex** 8, **Con** 14, **Int** 10, **Wis** 17, **Cha** 14
Base Atk +4; **CMB** +6; **CMD** 15
Feats Alertness, Cosmopolitan, Craft Magic Arms and Armor, Diehard[B], Endurance[B], Improved Initiative[B], Stone-Faced
Skills Appraise +5, Bluff +6, Climb +5, Intimidate +6, Knowledge (arcana, dungeoneering, engineering, history, local, planes, religion) +5, Perception +10, Perform (oratory) +6, Profession (banker) +9, Sense Motive +10, Spellcraft +5, Stealth +2, Survival +7, Use Magic Device +7; Racial Modifiers +2 Perception relating to stonework, +4 Stealth
Languages Common, Draconic, Dwarven, Infernal, Undercommon
SQ arcane bond (warhammer), mystic bond, mystic talent, slow and steady, stability, tough as nails
Gear *+1 adamantine warhammer, +1 mithral scale mail, banker's helm of servitude (silver), cloak of resistance +1, day ring*, accounting ledger

Special Abilities

Mystic Bond (Ex): Gobseck has a bond with the powers of magic. This represents an affinity for arcane power, granting him the arcane sorcerer bloodline.

Mystic Talent: Gobseck has the following mystic talent.

Spell Sage (Ex) When Gobseck attempts a Use Magic Device check to use a scroll or to activate a wand, staff, or other spell trigger item, he gains a +4 competence bonus to the check.

Tough as Nails: Instead of the usual bonus fighter feat at 1st level, Gobseck possesses the Endurance and Diehard feats as bonus feats.

Variants

Listed below are the changes to Gobseck if you'd like to use him with the Divine Creature simple template from 101 Not So Simple Templates, or the Exemplar Creature template from Book of Monster Templates, both from Rite Publishing.

Divine Creature: CR 7; XP 3,200; Senses Perception +14; AC 22, touch 16, flat-footed 22 (+7 insight); Will +20; Melee +1 adamantine warhammer +14; Wis 25; CMD 22; Skills Perception +14, Profession (banker) +13, Sense Motive +14, Survival +11.

Exemplar Creature: CR 9; XP 6,400; Init +8; Senses darkvision 180 ft.; Perception +15; AC 20, touch 14, flat-footed 16 (+4 Dex); hp 95 (7 HD; 1d10+6d6+49); Fort +12, Ref +7, Will +14; Speed 30 ft.; Melee +1 adamantine warhammer +12 (1d8+11); Spell-Like Abilities (CL 12th; concentration +19); Magister Spells Known (CL 11th; concentration +18): 3rd (5/day); 2nd (7/day) – calm emotions (DC 19), zone of truth (DC 19); 1st (8/day) – sanctuary (DC 18), shield of faith (DC 18); 0 – guidance (DC 17), mending (DC 17), stabilize (DC 17); Str 24, Dex 18, Con 24, Int 20, Wis 27, Cha 24; CMB +11; CMD 25; Skills Appraise +15, Bluff +15, Climb +10, Intimidate +14, Knowledge (arcana, dungeoneering, engineering, history, local, planes, religion) +11, Perception +19, Perform (oratory) +16, Profession (banker) +17, Sense Motive +15, Spellcraft +10, Stealth +10, Survival +14, Use Magic Device +11.

Jubal D'tirn, The Fool's Champion

Jubal D'tirn is an earnest but floundering gladiator who pays his bills by serving as the Tarnished Souk's resident taxidermist and monstrous trophy-mounter. Mountain-tall and impossibly muscular, Jubal proudly displays – and shamelessly touts – his cloud giant heritage, which gives his skin a pale, milky blue hue and fills his voice with the boom of thunder. The seasoned gladiator also draws power from the bones of the arena's fallen and has learned to channel the energies of death rather than succumb to it. Despite his recent successes in the Theater of Triumph, the proud jotun giant fears he is a failure, or worse, a joke; he desires nothing less than winning the ultimate glory of the Damnation Epoch and is growing both desperate and reckless in his pursuit of a spot on a winning team. Jubal uses his trade as a taxidermist to grub for the favor of successful heroes who visit his shop with their trophies, constantly boasting of his own prowess and attempting to ingratiate himself with compliments and heavy-handed advice. A devout student of the Coliseum Morpheuon's various contests, Jubal gladly shares his knowledge of events, competitors, and tournament procedure, though he always holds the most relevant information back in hopes that he will be able to leverage it into an opportunity to compete at a higher level. D'tirn dresses like a northern savage, cladding himself in the skins of mighty beasts he has slain; he presently struts about in a cloak made from an enormous winter wolf that still smells like frozen blood. Jubal remains tragically unaware that his recent shortcomings in the arena and mysterious clumsiness are the result of a curse levied upon him by the Khan of Nightmares.

Dreamburning and NPC

Hope: Jubal dreams of returning to his homeland a triumphant champion laden down with a wagon's fill of riches and trophies, the gleam of which illuminates his father's stunned expression and humble bow.

Aspiration: Jubal aspires to enter and win the Damnation Epoch, basking in the roar of the crowd.

Goal: Jubal tires of surrounding himself with bones and death; he daydreams of owning land, begetting some fat children, and raising a stable of great beasts.

In the Tarnished Souk

The Hydra's Head is a large hide and wood tent located in the heart of the Tarnished Souk, noted by its odd smell and a huge nine-headed, red-scaled hydra mounted prominently over its awning. Heads, pelts, and assorted bits of fantastic monsters (and a few humanoids) litter wide wooden tables, and Jubal tends shop from a grisly workbench, shouting tall tales while he skins and stuffs his latest project.

Lore

Characters may learn the following information via Diplomacy (Gather Information) or Knowledge (Local) skill checks:

DC 15 – Jubal D'tirn is a jotun who does some taxidermy when he is not competing in the arena.

DC 20 – He is a primagus, a paragon of his strong jotun blood, and a combat clairvoyant. He says, "Glory, once won, should be worn proudly."

DC 25 – He seamlessly blends his powerful swordsmanship with raw spellcasting. Touched by death, he wears bone armor and can afflict foes with negative energy. He also loves throwing large things.

DC 35 – He isn't bright, and is vulnerable to acid. The blade he won in the Theater of Triumph is lessened outside that arena, and downright cursed should he ever try to wield it in the Chimeric Amphitheater.

DC 45 – Jubal erred by failing to salute the Khan of Nightmares after Jubal won his last event; the cruel Khan plans to gruesomely destroy Jubal as the bloody centerpiece of a public lesson in respect.

How To Use Jubal

- During a lavish dinner, the Khan of Nightmares announces an honor duel to the death between Jubal and a PC; this tis complete surprise to both! PCs must choose between refusing and insulting the Khan – or killing Jubal in cold blood.
- If playing "The Dragon's Mate" (Coliseum Morpheuon, Chapter 10): The Dragon of the Ghostdance wants to give his woman the gift of an epic stuffed monster. Jubal must accompany the PCs on their mission to kill the beast and immediately preserve and prepare the carcass.
- If playing "The Salvation Epoch" (Coliseum Morpheuon, Chapter 10): Lady Puzzledeep knows that The Fool's Blade is cursed and will be Jubal's eventual doom. As a good act on her path to redemption, she implores the PCs to help her wrest the sword from Jubal; he stubbornly resists all reason, and the PCs will have to take the sword from him by force and explain later.
- A malevolent prankster animates the spirits of the stuffed monsters in Jubal's shop. As the PCs stroll through the Souk, a freakish menagerie of severed heads, boneless skins, and chimeric amalgamations of body-bits boil into the street, causing a bizarre random encounter. Help!

Jubal D'tirn, The Fool's Champion CR 20

XP 307,200

Male combat clairvoyant jotun paragon 6/**magus**[UM] **(primagus)** 12

CN Large humanoid (giant)

Init +15; **Senses** low-light vision, scent; Perception +17

Defense

AC 41, touch 22, flat-footed 31 (+8 armor, +5 deflection, +5 Dex, +1 dodge, +4 insight, +11 natural, -2 rage, -1 size)

hp 246 (18d8+162)

Fort +31, **Ref** +20, **Will** +22

Defensive Abilities improved evasion, rock catching, stalwart

Weaknesses vulnerability to acid

Offense

Speed 40 ft.

Melee *The Fool's Blade* +29/+24/+19 (2d8+18/18-20 plus 1d10 electricity) or 2 slams +28 (1d8+12/plus 1d10 electricity)

Ranged *triple-toss dagger* +22/+22/+22 (1d6+15/17-20 plus 1d10 electricity) or rock +29 (2d8+18/plus 1d10 electricity)

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

Special Attacks improved spell combat[UM], precognitive advantage, rage (21 rounds/day), rock throwing, spell combat[UM] (-2 attack), spellstrike[UM]

Spells Known (CL 12th; concentration +18)

4th (4/day) – *dimension door, dragon's breath*[APG] (DC 20), *fear*[M] (DC 20), *greater invisibility, stoneskin*

3rd (5/day) – *animate dead*[M], *fireball* (DC 19), *fly, haste, slow* (DC 19)

2nd (7/day) – *blur, defensive shock*[UM], *false life*[M], *frigid touch*[UM], *scorching ray, spider climb*

1st (7/day) – *burning hands* (DC 17), *cause fear*[M] (DC 17), *chill touch, corrosive touch*[UM], *magic missile, ray of enfeeblement* (DC 17), *shield*

0 (at will) – *acid splash, detect magic, ghost sound, light, mage hand, prestidigitation, read magic, spark*[APG]

M mystery spell; *Mystery bones*[APG]

Tactics

Before Combat Jubal conjures his armor of bones and casts defensive spells, favoring stoneskin and haste.

During Combat Jubal moves in and makes spell combat attacks with The Fool's Blade and frigid touch or chill touch against melee opponents, though he sometimes thinks himself tactically clever and falls back to cast fireball and dragon's breath. Should he suffer some indignity or critical hit during combat, he flies into a rage, slashing with reckless abandon.

Morale Jubal remains a fool with a hero's heart. When raging, he fights to the death; though if not raging he will capitulate and surrender if reduced to 50 hit points or less, blathering some nonsense about being bested by a most honorable foe.

Base Statistics Medium; AC 36, touch 25, flat-footed 30 (no armor, rage, or size); hp 210; Fort +29, Will +20; Melee The Fool's Blade +27/+22/+17 (2d8+15) or 2 slams +26 (1d8+10); Ranged triple-toss dagger +20/+20/+20 (1d6+13) or rock +27 (2d8+15); Str 31, Con 24; CMB +27 (+29 bull rush, +31 grapple); CMD 52 (54 vs. bull rush); Skills Climb +20, Fly +13, Swim +18

Statistics

Str 35, **Dex** 20, **Con** 28, **Int** 10, **Wis** 13, **Cha** 22

Base Atk **+13;** CMB **+30** (+32 bull rush, +34 grapple); **CMD** 53 **(**55 vs. bull rush)

Feats Aspect of Air, Awesome Blow[B], Crushing Volley, Dodge[B], Extra Rage Power x2, Improved Bull Rush, Improved Initiative, Mobility, Power Attack, Power Throw

Skills Acrobatics +8 (+21 jumping), Climb +22, Craft (all) +6, Fly +11, Intimidate +20, Knowledge (arcana, dungeoneering) +8, Perception +17, Profession (taxidermist) +13, Ride +13, Sense Motive +11, Spellcraft +13, Stealth +20, Survival +13, Swim +20, Use Magic Device +18; Racial Modifiers +2 Craft (all), +2 Intimidate, +2 Sense Motive

Languages Common, Giant

SQ curse, elemental powers, improved spell recall[UM], metamagic adept (2/day), rage powers (quick reflexes, renewed vigor), revelations, spell recall[UM]

Combat Gear *wand of lightning bolt* (17 charges); **Other Gear** *The Fool's Blade, triple-toss dagger, all tools vest, amulet of natural armor +5, belt of physical perfection +6, boots of striding and springing, bracers of resistance +5, cloak of the winter wolf (winter wolf, beast shape IV), eyes of the eagle, manual of gainful exercise +5 (already read), master's perfect golden bell, ring of semi-immortality, ring of protection +5, tome of leadership and influence +5* (already read)

Special Abilities

Curse (Ex): Malevolent spirits follow Jubal everywhere, causing minor mishaps and strange occurrences. Retrieving any stored item is a standard action, unless it takes longer. Any item he drops falls in a random direction 10 ft. from him. He can very mildly manipulate these spirits, gaining both ghost sound and mage hand as bonus spells known.

Elemental Powers: Jubal has the blood of storm giants flowing through his veins. He draws his elemental powers from the essence of air.

Elemental Burst (Su): Upon a successful critical hit, Jubal deals additional electricity damage. Weapons with a x2 critical multiplier deal +1d10 damage, x3 deal +2d10 damage, and x4 deal +3d10 damage.

Grab (Ex): Jubal has the grab special ability with his slam attacks.

Scent in the Air (Ex): Jubal has the scent special quality.

Enhanced NPC: Jubal has 25 point-buy ability scores, two character traits, and PC-level wealth, increasing his CR by +1.

Revelations: Jubal has the following revelation.

Armor of Bones (Su): As a standard action, Jubal can conjure armor made of bones granting him a +8 armor bonus. Jubal can conjure this armor for up to 12 hours each day, but the hours need not be consecutive.

Bleeding Wounds (Su): Whenever Jubal deals negative energy damage, the creature affected takes 3 bleed. A DC 15 Heal check or any effect that heals damage stops this bleed.

Death's Touch (Su): Nine times per day, with a successful melee touch attack, Jubal can deal 1d6+6 points of negative energy damage. Undead are healed by this, and gain +2 channel resistance for 1 minute.

Soul Siphon (Su): Twice per day as a ranged touch attack, Jubal can unleash a 30 ft. ray, inflicting one negative level for 6 minutes. Whenever Jubal successfully inflicts a negative level, he heals 12 points of damage.

Rock Catching (Ex): Once per round as a free action, Jubal can make a Reflex save to catch a rock he would otherwise be hit by. The DC is 15 for a rock of a size smaller than him, 20 for a rock up to one size larger than he can throw, and 25 for a rock two or more sizes larger than he can throw. He must be aware of the attack in order to attempt to catch it.

Rock Throwing (Ex): Jubal can hurl any "Small" sized object with a relatively regular shape and hardness of 5 or more. He can throw up to 5 range increments, and has a range increment of 60 ft. He gains a +1 racial bonus to attack rolls with thrown "rocks."

Size Decrease (Ex): As a jotun paragon, Jubal is naturally Large. As a full-round action he can reduce his size to Medium. All gear resizes when he changes size, but his ability scores do not. It is a standard action for him to return to Large size.

Traits: Jubal has the diehard dreamer and reactionary character traits.

APG See Pathfinder Roleplaying Game Advanced Player's Guide.

UE See Pathfinder Roleplaying Game Ultimate Equipment.

UM See Pathfinder Roleplaying Game Ultimate Magic.

Enraged: Init +13; Perception +15; AC 39, touch 20, flat-footed 31 (+3 Dex); hp 282; Fort +33, Ref +18, Will +20; Melee The Fool's Blade +31/+26/+21 (2d8+21) or 2 slams +30 (1d8+14); Ranged triple-toss dagger +24/+24/+24 (1d6+17) or rock +31 (2d8+21); Str 39, Dex 16, Con 32, Wis 9; CMB +32 (+34 bull rush, +36 grapple); Skills Acrobatics +6 (+19 jumping), Climb +24, Fly +9, Ride +11, Stealth +18, Swim +18.

Enraged and Giant: Huge; Init +12; Perception +15; AC 40, touch 18, flat-footed 33 (+2 Dex, +14 natural, -2 size); hp 318; Fort +35, Ref +17, Will +20; Melee The Fool's Blade +32/+27/+22 (3d8+24) or 2 slams +31 (2d6+16); Ranged triple-toss dagger +34/+34/+34 (1d8+19) or rock +32 (4d6+24); Str 43, Dex 14, Con 36, Wis +9; CMB +35 (+37 bull rush, +39 grapple); CMD 58 (60 vs. bull rush); Skills Acrobatics +5 (+18 jumping), Climb +26, Fly +6, Ride +10, Stealth +13, Swim +20.

Other Versions of Jubal

Jubal D'tirn, Triumph's Tragedy — CR 12

XP 19,200

Male jotun paragon 6/**magus**[UM] **(primagus)** 6
CN Large humanoid (giant)
Init +9; **Senses** low-light vision, scent; Perception +13

Defense

AC 28, touch 16, flat-footed 24 (+4 armor, +3 deflection, +3 Dex, +1 dodge, +8 natural, -1 size)
hp 117 (12d8+60)
Fort +18, **Ref** +10, **Will** +11
Defensive Abilities rock catching
Weaknesses vulnerability to acid

Offense

Speed 40 ft.
Melee *+2 keen nodachi* +15/+10 (2d8+11/15-20 plus 1d10 electricity) or 2 slams +13 (1d8+6/plus 1d10 electricity)
Ranged *+1 returning dagger* +14 (1d6+7/19-20 plus 1d10 electricity) or rock +14 (2d8+9/ plus 1d10 electricity)
Space 10 ft.; Reach 10 ft.
Special Attacks rock throwing, spell combat[UM] (-2 attack), spellstrike[UM]
Spells Known (CL 6th; concentration +9)
2nd (4/day) – *blur, defensive shock*[UM]*, false life*[M]*, frigid touch*[UM]*, spider climb*
1st (5/day) – *burning hands, cause fear*[M]*, chill touch, corrosive touch*[UM]*, shield*
0 (at will) – *acid splash, detect magic, ghost sound, light, mage hand, prestidigitation, read magic, spark*[APG]
M mystery spell*; Mystery bones*[APG]

Tactics

Before Combat Jubal conjures his armor of bones and casts defensive spells, favoring blur and shield.

During Combat Jubal moves in and makes spell combat attacks with his nodachi and frigid touch or chill touch against melee opponents, though he sometimes thinks himself tactically clever and falls back to cast burning hands.

Morale Jubal remains a fool with a hero's heart. He will capitulate and surrender if reduced to 30 hit points or less, blathering some nonsense about being bested by a most honorable foe.

Base Statistics Medium; AC 25, touch 17, flat-footed 21 (no armor or size); Melee +2 keen nodachi +16/+11 (1d10+11) or 2 slam +14; Ranged +1 returning dagger +15 (1d4+7) or rock +15; CMB +14 (+16 bull rush, +18 grapple); CMD 31 (33 vs bull rush); Skills Stealth +18.

Statistics

Str 22, **Dex** 16, **Con** 20, **Int** 10, **Wis** 13, **Cha** 16
Base Atk +8; **CMB** +15 (+17 bull rush, +19 grapple); **CMD** 32 (34 vs. bull rush)
Feats Aspect of Air, Crushing Volley, Dodge[B], Improved Bull Rush, Improved Initiative, Power Attack, Power Throw
Skills Acrobatics +4 (+13 jumping), Climb +10, Craft (all) +2, Intimidate +10, Knowledge (arcana, dungeoneering) +4, Perception +13, Profession (taxidermist) +6, Ride +7, Sense Motive +7, Spellcraft +8, Stealth +14, Survival +9, Swim +10, Use Magic Device +11; Racial Modifiers +2 Craft (all), +2 Intimidate, +2 Sense Motive
Languages Common, Giant
SQ curse, elemental powers, revelations, spell recall[UM]
Gear *+2 keen nodachi*[UE], *+1 returning dagger (2), all tools vest*[UE], *amulet of natural armor +2, belt of physical perfection +2, boots of striding and springing, bracer of resistance +3, cloak of the bear* (dire bear, beast shape II), *eyes of the eagle, ring of protection +3*

Special Abilities

Curse (Ex): Malevolent spirits follow Jubal everywhere, causing minor mishaps and strange occurrences. Retrieving any stored item is a standard action, unless it takes longer. Any item he drops falls in a random direction 10 ft. from him. He can very mildly manipulate these spirits, gaining both ghost sound and mage hand as bonus spells known.

Elemental Powers: Jubal has the blood of storm giants flowing through his veins. He draws his elemental powers from the essence of air.

Elemental Burst (Su): Upon a successful critical hit, Jubal deals additional electricity damage. Weapons with a x2 critical multiplier deal +1d10 damage, x3 deal +2d10 damage, and x4 deal +3d10 damage.

Grab (Ex): Jubal has the grab special ability with his slam attacks.

Scent in the Air (Ex): Jubal has the scent special quality.

Enhanced NPC: Jubal has 25 point-buy ability scores, two character traits, and PC-level wealth, increasing his CR by +1.

Revelations: Jubal has the following revelation.

Armor of Bones (Su): As a standard action, Jubal can conjure armor made of bones granting him a +4 armor bonus. This armor lasts for 1 hour.

Death's Touch (Su): Six times per day, with a successful melee touch attack, Jubal can deal 1d6+3 points of negative energy damage. Undead are healed by this, and gain +2 channel resistance for 1 minute.

Rock Catching (Ex): Once per round as a free action, Jubal can make a Reflex save to catch a rock he would otherwise be hit by. The DC is 15 for a rock of a size smaller than him, 20 for a rock up to one size larger than he can throw, and 25 for a rock two or more sizes larger than he can throw. He must be aware of the attack in order to attempt to catch it.

Rock Throwing (Ex): Jubal can hurl any "Small" sized object with a relatively regular shape and hardness of 5 or more. He can throw up to 5 range increments, and has a range increment of 60 ft. He gains a +1 racial bonus to attack rolls with thrown "rocks."

Size Decrease (Ex): As a jotun paragon, Jubal is naturally Large. As a full-round action he can reduce his size to Medium. All gear resizes when he changes size, but his ability scores do not. It is a standard action for him to return to Large size.

Traits: Jubal has the diehard dreamer and reactionary character traits.

Jubal D'tirn, Foolish Usurper CR 7

XP 3,200
Male jotun paragon 6/magus[UM] **(primagus)** 1
CN Large humanoid (giant)
Init +8; **Senses** low-light vision, scent; Perception +10

Defense

AC 23, touch 12, flat-footed 21 (+4 armor, +1 deflection, +2 Dex, +7 natural, -1 size)
hp 63 (7d8+28)
Fort +12, **Ref** +5, **Will** +6
Defensive Abilities rock catching
Weaknesses vulnerability to acid

Offense

Speed 40 ft.
Melee *+1 nodachi* +10 (2d8+10/18-20 plus 1d10 electricity) or 2 slams +9 (1d8+6/plus 1d10 electricity)
Ranged *dagger* +9 (1d6+6/19-20 plus 1d10 electricity) or rock +10 (2d8+9/plus 1d10 electricity)
Space 10 ft.; **Reach** 10 ft.
Special Attacks rock throwing, spell combat[UM] (-2 attack)
Spells Known (CL 1st; concentration +3)
1st (2/day) – *burning hands* (DC 13), *shield*
0 (at will) – *acid splash, detect magic, ghost sound, mage hand, prestidigitation, read magic*
Mystery bones[APG]

Tactics

Before Combat Jubal conjures his armor of bones, and casts shield.

During Combat Jubal picks up and throws something heavy, then wades in to slash with his nodachi. Against a combatant weaker than him, he slams his opponent

attempting to grab and pummel his opponent to smithereens.

Morale Jubal surrenders if reduced to 20 hit points or fewer.

Base Statistics Medium; AC 20, touch 13, flat-footed 18 (no armor or size); Melee +1 nodachi +11 (1d10+10) or 2 slams +10; Ranged dagger +10 (1d4+6) or rock +11; CMB +10 (+15 grapple); CMD 23; Skills Stealth +11

Statistics

Str 22, **Dex** 14, **Con** 18, **Int** 10, **Wis** 13, **Cha** 14

Base Atk +4; **CMB** +11 (+16 grapple); **CMD** 24

Feats Aspect of Air, Crushing Volley, Improved Initiative, Power Throw

Skills Acrobatics +3 (+12 jumping), Climb +10, Craft (all) +2, Intimidate +9, Knowledge (arcana, dungeoneering) +4, Perception +10, Profession (taxidermist) +5, Ride +6, Sense Motive +7, Spellcraft +8, Stealth +7, Survival +9, Swim +10, Use Magic Device +10; Racial Modifiers +2 Craft (all), +2 Intimidate, +2 Sense Motive

Languages Common, Giant

SQ curse, elemental powers, revelations

Gear *+1 nodachi*[UE], dagger (3), *all tools vest*[UE], *amulet of natural armor +1, armbands of the brawler*[UE], *belt of giant strength +2, boots of striding and springing, cloak of fangs*[UE], *eyes of the eagle, ring of protection +1*

Special Abilities

Curse (Ex): Malevolent spirits follow Jubal everywhere, causing minor mishaps and strange occurrences. Retrieving any stored item is a standard action, unless it takes longer. Any item he drops falls in a random direction 10 ft. from him. He can very mildly manipulate these spirits, gaining both ghost sound and mage hand as bonus spells known.

Elemental Powers: Jubal has the blood of storm giants flowing through his veins. He draws his elemental powers from the essence of air.

Elemental Burst (Su): Upon a successful critical hit, Jubal deals additional electricity damage. Weapons with a x2 critical multiplier deal +1d10 damage, x3 deal +2d10 damage, and x4 deal +3d10 damage.

Grab (Ex): Jubal has the grab special ability with his slam attacks.

Scent in the Air (Ex): Jubal has the scent special quality.

Enhanced NPC: Jubal has 25 point-buy ability scores, two character traits, and PC-level wealth, increasing his CR by +1.

Revelations: Jubal has the following revelation.

Armor of Bones (Su): As a standard action, Jubal can conjure armor made of bones granting him a +4 armor bonus. This armor lasts for 1 hour.

Rock Catching (Ex): Once per round as a free action, Jubal can make a Reflex save to catch a rock he would otherwise be hit by. The DC is 15 for a rock of a size smaller than him, 20 for a rock up to one size larger than he can throw, and 25 for a rock two or more sizes larger than he can throw. He must be aware of the attack in order to attempt to catch it.

Rock Throwing (Ex): Jubal can hurl any "Small" sized object with a relatively regular shape and hardness of 5 or more. He can throw up to 5 range increments, and has a range increment of 60 ft. He gains a +1 racial bonus to attack rolls with thrown "rocks."

Size Decrease (Ex): As a jotun paragon, Jubal is naturally Large. As a full-round action he can reduce his size to Medium. All gear resizes when he changes size, but his ability scores do not. It is a standard action for him to return to Large size.

Traits: Jubal has the diehard dreamer and reactionary character traits.

Kahrvass Fleymbrow
Smith of Burning Desire

Kahrvass Fleymbrow has been employing his smoldering genius as a maker of things for as long as anyone has known him to exist, originally in the pitiless furnace of the elemental Plane of Fire and more recently upon the far shores of the ever-shifting plane of Dream. The stout azer wears his people's traditional metal kilt and fiery beard and is covered in molten muscles earned from a lifetime at the forge. Kahrvass is legendary as an artisan, capable of creating a panoply of weapons, armor, items, and even creatures with a degree of skill, speed, and surety that is nigh god-like. The smith seems to value little other than the perfection of his work, but in truth he crafts and cobbles with such single-minded fury because it is through this toil that his subconscious strives to rekindle the memory of a tragically forgotten happiness. A dour curmudgeon, he usually glowers and fumes, resenting any intrusions upon the sanctity of his workshop, softening only when flattered by educated appreciation of his artistry or impressed by an inspired work. In addition to his wide-ranging knowledge of subjects scientific and arcane, Kahrvass is a trove of information on the elemental planes and still maintains ages-old contacts with influential merchants and traders therefrom. He tries to hide his painful limp – the result of a smiting by a wrathful sultan he once dared to defy. Kahrvass' secret pain is that the sultan also cruelly stripped from Kahrvass all memory of his beloved wife and daughter; a permanent brand over the smith's heart burns every night he spends away from them, though he cannot even recall the reason why he suffers.

Dreamburning and Kahrvass Fleymbrow

Long ago, a powerful sultan broke Kahrvass' mind, body, and soul, leaving him Dream-Scarred and without a normal Hope, Aspiration, or Dream.

Broken Dream (a degraded Hope): In his deepest sleep, Kahrvass drags his shattered body in futile pursuit of veiled figures he suspects he should recognize but can never reach. This hollow nightmare is, sadly, all that remains of his memories of his cherished family, and it haunts him nightly.

In the Tarnished Souk

The House of the Firebrand stands in the heart of the Tarnished Souk in the form of an enormous cylindrical brass-banded brick kiln. Under oilcloth awnings draped out from the structure's smoking-hot walls, Kahrvass' apprentice-followers lay out scores of wares on long tables in the traditional open style of the souk. Inside the structure is a sprawling work shop, much larger than the dimensions of the outer walls should allow, bustling with military precision and filled with apprentices hard at work in dozens of laboratories, store rooms, and ever-churning forges.

Lore

Characters may learn the following information via Diplomacy (Gather Information) or Knowledge (Local) skill checks:

DC 15 – The master craftsman Kharvass Fleymbrow is an azer – an outsider from the elemental planes.

DC 20 – He is an artisan and a magma creature, literally become one with the molten heat of the forge. Others say of him, "It's sad - he makes so many beautiful things to fill a world he barely lives in."

DC 25 – He knows the spellcraft of wizards, druids, clerics, and other disciplines. He has a burning touch and a fiery aura which he usually suppresses.

DC 35 – He is vulnerable to cold. He is lame, the result of a searing punishment that shattered him and drove him from the City of Brass. A mysterious brand over his heart burns him each night, tormenting him for not pursuing a desire he cannot even remember.

DC 45 – The Pasha of Swirling Ashes has made snide comments suggesting that he knows the story of Kahrvass' crippling loss. Kahrvass, in turn, grumbles that he knows where the Pasha keeps his treasures.

How To Use Kahrvass Fleymbrow

- Acquiring expertly crafted items from Kahrvass could be straightforward – or not. Kahrvass perceives an insult from the PCs, refusing to sell them anything and using his influence among the merchants to 'black list' them in the Tarnished Souk until they prove themselves worthy by creating something both beautiful and useful.
- If playing "The Pasha's Riches" (Coliseum Morpheuon, Chapter 10): Kahrvass built and installed the impressive safe where the Pasha keeps his stolen riches. Professional to a fault, Kahrvass refuses to break his vow of secrecy, even though he despises the Pasha. The PCs can try to pry the secrets from his mind, or swipe the original diagrams filed deep in Kahrvass' shop.
- The Pasha of Swirling Ashes knows the full details of how the sultan robbed Kahrvass of his family, as well as their current secret location. The Pasha has no desire to help Fleymbrow, but may offer to trade the PCs the information for a huge favor – or to save himself if cornered.

Kahrvass Fleymbrow, Smith of Burning Desire — CR 20

XP 307,200

Male advanced magma azer artisan 17
LN Medium outsider (earth, elemental, extraplanar, fire)
Init +5; **Senses** darkvision 60 ft.; Perception +20
Aura fiery (10 ft., 1d6 fire, DC 27)

Defense

AC 38, touch 16, flat-footed 32 (+10 armor, +6 Dex, +6 natural, +6 shield)
hp 242 (19 HD; 2d10+17d8+152)
Fort +21, **Ref** +15, **Will** +24; +4 vs. magic items
Immune fire; **Resist** cold 30; **SR** 31
Weaknesses vulnerability to cold

Offense

Speed 30 ft., burrow 20 ft.
Melee +2 speed adamantine warhammer +22/+22/+17/+12 (1d8+8 plus 2d6 fire plus burn/x3) or fiery touch +20 (2d6 fire plus burn)
Ranged mwk light hammer +20 (1d4+6 plus 2d6 fire plus burn)
Special Attacks burn (2d6 fire, DC 27), fiery touch

Tactics

Before Combat Kahrvass un-suppresses his fiery aura and beckons for his followers and dangerous elemental pets.

During Combat Kahrvass fights defensively, moving little and unleashing full attacks with his burning warhammer.

Morale Kahrvass fights until reduced to 75 hp, then retreats by burrowing into the ground. If outmatched and cornered, he solemnly surrenders and offers his services in exchange for his life.

Statistics

Str 22, **Dex** 20, **Con** 26, **Int** 28, **Wis** 27, **Cha** 21
Base Atk +14; **CMB** +20; **CMD** 35 (39 vs. bull rush and trip)
Feats Additional Traits* (Dream-Scarred, Past Failures), Apprentice, Brew Potion, Cooperative Crafting*, Craft Construct, Craft Magic Arms and Armor, Craft Wand, Craft Wondrous Item, Craftsman, Create Elemental, Create Wondrous Creature, Fast Item Creation, Frugal Crafting, Journeyman Apprentice, Leadership, Master Artificer, Mentor, Scribe Scroll
Skills Acrobatics +20 (+25 jumping), Appraise +24, Bluff +27, Climb +2, Craft (alchemy, armor, bows, stonemasonry, traps, weapons) +45, Craft (other) +32, Diplomacy +22, Knowledge (arcana, nature, planes) +31, Knowledge (dungeoneering, religion) +15, Knowledge (engineering) +20, Linguistics +19, Perception +20, Perform (dance) +1, Ride +1, Sense Motive +30, Spellcraft +31, Stealth +6, Swim +2, Use Magic Device +25
Languages Abyssal, Aklo, Auran, Celestial, Common, Draconic, Dwarven, Elven, Giant, Gnome, Goblin, Halfling, Ignan, Infernal, Orc, Terran, Undercommon
SQ crafter's ease +17, earth mastery, field of expertise (defensive), knowledge base (cleric, druid, ranger, wizard), lame
Combat Gear *wand of cure critical wounds* (4d8+20, 50 charges); **Gear** *+2 speed adamantine warhammer*, 4 mwk light hammers, *+1 greater cold resistance mithral full-plate, +4 mithral heavy shield, belt of physical perfection +4, blessed book (portfolio)* (4), *boots of striding and springing, bracers of resistance +5, greater dreamcatcher, headband of mental superiority +6* (Acrobatics, Bluff, Sense Motive), *brand of burning desire*, plus 50,000 gp of additional gear

Special Abilities

Lame (Ex) Kahrvass suffered a devastating injury to his legs, reducing his base land speed to 20 ft. He suffers a -4 penalty on all Acrobatics, Climb, Perform (dance), Ride, Stealth, and Swim skill checks, and Dexterity-based ability checks. He gains a +4 bonus to his CMD against bull rush and trip combat maneuvers, and is not slowed by wearing armor. This injury resists all forms of healing, including wish-level magics. The same powerful magic that crippled Kahrvass also prevents him from pursuing the erased memory of his lost family; this is a wish-level compulsion he has no hope of overcoming on his own.

Portfolio Karhvass' portfolio contains the following spells:

9th—*cursed earth***, dominate monster, elemental swarm, energy drain, fiery body*, foresight, gate, greater create demiplane***, implosion, interplanetary teleport***, mage's disjunction, mass heal, mass hold monster, overwhelming presence***, refuge, soul bind, summon monster IX, summon nature's ally IX, symbol of strife***, symbol of vulnerability***, teleportation circle, time stop, true resurrection, wall of suppression*, wooden phalanx***, world wave**

8th—*clone, control plants, create demiplane***, create greater undead, dimensional lock, discern location, earthquake, frightful aspect**, greater planar ally, greater spell immunity, iron body, mass charm monster, maze, mind blank, moment of prescience, polar ray, polymorph any object, prismatic wall, protection from spells, stormbolts*, summon monster VIII, summon nature's ally VIII, symbol of death, symbol of insanity, temporal stasis, trap the soul, wall of lava**

7th—*animate plants, banishment, bestow grace of the champion, control construct***, control*

undead, control weather, deflection, delayed blast fireball, elemental body IV, ethereal jaunt, finger of death, firebrand*, fire storm, forcecage, greater age resistance***, greater arcane sight, greater polymorph, greater restoration, greater scrying, greater teleport, instant summons, lesser create demiplane***, limited wish, mage's magnificent mansion, mage's sword, mass hold person, mass inflict serious wounds, phase door, prismatic spray, project image, rampart*, regenerate, resurrection, reverse gravity, sequester, simulacrum, spell turning, statue, summon monster VII, summon nature's ally VII, symbol of stunning, symbol of weakness, teleport object, transmute metal to wood, vision, walk through space**, waves of exhaustion*

6th—*acid fog, age resistance***, analyze dweomer, antimagic field, beast shape IV, blade barrier, chain lightning, cloak of dreams*, conjure black pudding***, contingency, control water, create undead, disintegrate, elemental body III, enemy hammer*, find the path, flesh to stone, fluid form*, forbiddance, geas/quest, getaway*, globe of invulnerability, greater dispel magic, greater glyph of warding, greater heroism, guards and wards, harm, heal, heroes' feast, ironwood, legend lore, mass inflict moderate wounds, mislead, move earth, permanent image, planar ally, planar binding, programmed image, repel wood, serenity***, shadow walk, stone tell, stone to flesh, summon monster VI, summon nature's ally VI, symbol of fear, symbol of persuasion, symbol of sealing***, tar pool**, veil, wall of iron, wind walk, word of recall*

5th—*animal growth, awaken, baleful polymorph, break enchantment, breath of life, call lightning storm, cleanse*, cone of cold, contact other plane, control winds, dismissal, disrupting weapon, dominate person, dream, echolocation***, fabricate, false vision, feeblemind, geyser*, greater command, hallow, hold monster, hungry pit*, icy prison***, life bubble*, lesser planar binding, mage's faithful hound, mage's private sanctum, magic jar, major creation, mind fog, mirage arcana, nightmare, passwall, permanency, persistent image, pillar of life*, planar adaptation*, plane shift, polymorph, prying eyes, raise dead, rapid repair***, righteous might, secret chest, sending, slay living, soothe construct***, spell resistance, summon monster V, summon nature's ally V, symbol of pain, symbol of scrying***, symbol of sleep, symbol of striking**, telekinesis, telepathic bond, teleport, transmute mud to rock, transmute rock to mud, unbreakable construct***, unhallow, wall of force, wall of stone, wall of thorns, waves of fatigue*

4th—*all cleric, druid, ranger and wizard spells from the Pathfinder Roleplaying Game Core Rulebook, Pathfinder Roleplaying Game Advanced Player's Guide, Pathfinder Roleplaying Game Ultimate Combat, and Pathfinder Roleplaying Game Ultimate Magic*

3rd—*all cleric, druid, ranger and wizard spells from the Pathfinder Roleplaying Game Core Rulebook, Pathfinder Roleplaying Game Advanced Player's Guide, Pathfinder Roleplaying Game Ultimate Combat, and Pathfinder Roleplaying Game Ultimate Magic*

2nd—*all cleric, druid, ranger and wizard spells from the Pathfinder Roleplaying Game Core Rulebook, Pathfinder Roleplaying Game Advanced Player's Guide, Pathfinder Roleplaying Game Ultimate Combat, and Pathfinder Roleplaying Game Ultimate Magic*

1st—*all cleric, druid, ranger and wizard spells from the Pathfinder Roleplaying Game Core Rulebook, Pathfinder Roleplaying Game Advanced Player's Guide, Pathfinder Roleplaying Game Ultimate Combat, and Pathfinder Roleplaying Game Ultimate Magic*

0—all cleric, druid, ranger and wizard spells from the Pathfinder Roleplaying Game Core Rulebook, Pathfinder Roleplaying Game Advanced Player's Guide, Pathfinder Roleplaying Game Ultimate Combat, and Pathfinder Roleplaying Game Ultimate Magic

*See *Pathfinder Roleplaying Game Advanced Player's Guide*.
**See *Pathfinder Roleplaying Game Ultimate Combat*.
***See *Pathfinder Roleplaying Game Ultimate Magic*.

Kahrvass Fleymbrow, the Molten Maker — CR 15

XP 51,200

Male advanced magma azer artisan 13
LN Medium outsider (earth, elemental, extraplanar, fire)
Init +3; **Senses** darkvision 60 ft.; Perception +16
Aura fiery (10 ft., 1d6 fire, DC 24)

Defense

AC 29, touch 13, flat-footed 26 (+8 armor, +3 Dex, +6 natural, +2 shield)
hp 174 (15 HD; 2d10+13d8+105)
Fort +16, **Ref** +9, **Will** +18; +3 vs. magic items
Immune fire; **SR** 26
Weaknesses vulnerability to cold

Offense

Speed 30 ft., burrow 20 ft.
Melee +2 adamantine warhammer +21/+16 (1d8+7 plus 2d6 fire plus burn/x3) or fiery touch +16 (2d6 fire plus burn)
Ranged mwk light hammer +15 (1d4+5 plus 2d6 fire plus burn)

Special Attacks burn (2d6 fire, DC 24), fiery touch

Tactics

Before Combat Kahrvass un-suppresses his fiery aura and beckons for his followers and dangerous elemental pets.

During Combat Kahrvass fights defensively, moving little and unleashing full attacks with his burning warhammer.

Morale Kahrvass fights until reduced to 50 hp, then retreats by burrowing into the ground. If outmatched and cornered, he solemnly surrenders and offers his services in exchange for his life.

Statistics

Str 20, **Dex** 16, **Con** 24, **Int** 22, **Wis** 20, **Cha** 15

Base Atk +11; **CMB** +16; **CMD** 29 (33 vs. bull rush and trip)

Feats Additional Traits (Dream-Scarred, Past Failures), Apprentice, Cooperative Crafting, Craft Magic Arms and Armor, Craft Wand, Craft Wondrous Item, Craftsman, Create Elemental, Create Wondrous Creature, Fast Item Creation, Frugal Crafting, Journeyman Apprentice, Leadership, Master Artificer

Skills Acrobatics -2 (+3 jumping), Appraise +21, Climb +0, Craft (alchemy, armor, bows, stonemasonry, traps, weapons) +31, Craft (other) +21, Diplomacy +15, Knowledge (arcana, nature, planes) +24, Knowledge (dungeoneering, religion) +11, Knowledge (engineering) +16, Linguistics +16, Perception +16, Perform (dance) -2, Ride -2, Spellcraft +24, Stealth +3, Swim +0, Use Magic Device +20

Languages Abyssal, Aklo, Celestial, Common, Draconic, Dwarven, Elven, Giant, Gnome, Goblin, Ignan, Infernal, Orc, Terran

SQ crafter's ease +13, earth mastery, field of expertise (offensive), knowledge base (cleric, druid, wizard), lame

Combat Gear *wand of acid arrow* (CL 6th, 50 charges); **Gear** *+2 adamantine warhammer*, 4 mwk light hammers, *+2 mithral breastplate, mithral heavy shield, belt of physical might +2* (Str, Con), *blessed book (portfolio), boots of striding and springing, bracers of resistance +2, improved dreamcatcher, brand of burning desire*, plus 5,000 gp of additional gear

Special Abilities

Lame (Ex) Kahrvass suffered a devastating injury to his legs, reducing his base land speed to 20 ft. He suffers a -4 penalty on all Acrobatics, Climb, Perform (dance), Ride, Stealth, and Swim skill checks, and Dexterity-based ability checks. He gains a +4 bonus to his CMD against bull rush and trip combat maneuvers, and is not slowed by wearing armor. This injury resists all forms of healing, including wish-level magics. The same powerful magic that crippled Kahrvass also prevents him from pursuing the erased memory of his lost family; this is a wish-level compulsion he has no hope of overcoming on his own.

Portfolio Karhvass' portfolio contains the following spells:

9th—*dominate monster, mass hold monster*

8th—*discern location, iron body, mass charm monster, protection from spells, stormbolts**

7th—*control weather, delayed blast fireball, finger of death, fire storm, greater restoration, mass inflict serious wounds, prismatic spray, regenerate, resurrection, transmute metal to wood*

6th—*blade barrier, chain lightning, greater dispel magic, greater glyph of warding, harm, heal, ironwood, mass inflict moderate wounds, move earth, wall of iron*

5th—*cone of cold, dominate person, feeblemind, mind fog, passwall, transmute mud to rock, transmute rock to mud, wall of stone*

4th—*atavism***, ball lightning*, cure critical wounds, death ward, divine power, enervation, flame strike, greater magic weapon, lesser globe of invulnerability, rest eternal*, stone shape, stoneskin, summon monster IV, true form*, volcanic storm****

3rd—*ablative barrier***, bestow curse, cure serious wounds, daylight, dispel magic, fireball, fly, haste, hide campsite*, keen edge, lightning bolt, neutralize poison, remove curse, resinous skin***, searing light, secret page, vampiric touch*

2nd—*acid arrow, barkskin, bear's endurance, bestow weapon proficiency***, blur, bull's strength, cat's grace, cure moderate wounds, defensive shock****, eagle's splendor, elemental speech*, fox's cunning, frigid touch****, heat metal, lesser restoration, masterwork transformation****, owl's wisdom, resist energy, returning weapon***, scorching ray, silk to steel****, soften earth and stone, spider climb, touch*

of idiocy, web, wood shape

1st—*ant haul*, burning hands, corrosive touch***, cure light wounds, diagnose disease***, divine favor, endure elements, gravity bow*, jump, know the enemy***, longstrider, mage armor, magic fang, magic missile, produce flame, shield, shocking grasp, summon monster I, touch of the sea**

0—*acid splash, bleed, create water, detect magic, detect poison, guidance, know direction, light, mending, open/close, ray of frost, read magic, resistance, spark*, stabilize, touch of fatigue*

***See** *Pathfinder Roleplaying Game Advanced Player's Guide.*

****See** *Pathfinder Roleplaying Game Ultimate Combat.*

*****See** *Pathfinder Roleplaying Game Ultimate Magic.*

Kahrvass Fleymbrow, Heart of the Forge — CR 8

XP 4,800

Male advanced azer artisan 6

LN Medium outsider (extraplanar, fire)

Init +5; **Senses** darkvision 60 ft.; Perception +15

Defense

AC 27, touch 15, flat-footed 22 (+6 armor, +5 Dex, +4 natural, +2 shield)

hp 70 (8 HD; 2d10+6d8+32)

Fort +10, **Ref** +8, **Will** +13; +1 vs. magic items

Immune fire; **SR** 19

Weaknesses vulnerability to cold

Offense

Speed 20 ft.

Melee adamantine warhammer +9/+4 (1d8+2/x3)

Ranged mwk light hammer +11 (1d4+2)

Special Attacks heat (1d6 fire)

Tactics

Before Combat Kahrvass un-suppresses his fiery aura and beckons for his followers and dangerous elemental pets.

During Combat Kahrvass fights defensively, moving little and unleashing full attacks with his burning warhammer.

Morale Kahrvass fights until reduced to 30 hp, then retreats by burrowing into the ground. If outmatched and cornered, he solemnly surrenders and offers his services in exchange for his life.

Statistics

Str 14, **Dex** 20, **Con** 18, **Int** 21, **Wis** 19, **Cha** 15

Base Atk +6; **CMB** +8; **CMD** 23 (27 vs. bull rush and trip)

Feats Additional Traits (Dream-Scarred, Past Failures), Apprentice, Cooperative Crafting, Craft Anywhere, Craft Magic Arms and Armor, Craft Wondrous Item, Craftsman, Frugal Crafting

Skills Acrobatics +0 (-4 jumping), Appraise +16, Climb -3, Craft (alchemy, armor, bows, stonemasonry, traps, weapons) +20, Craft (other) +13, Diplomacy +10, Knowledge (arcana, engineering, nature, planes) +12, Linguistics +12, Perception +15, Perform (dance) -2, Ride +0, Spellcraft +16, Stealth +4, Swim -3, Use Magic Device +13

Languages Celestial, Common, Draconic, Dwarven, Elven, Giant, Gnome, Ignan, Terran

SQ crafter's ease +6, field of expertise (balanced), knowledge base (druid, wizard), lame

Gear adamantine warhammer, 4 mwk light hammers, mithral breastplate, mithral heavy shield, *blessed book (portfolio), bracers of resistance +1, dreamcatcher, brand of burning desire*, plus 1,000 gp of additional gear

Special Abilities

Lame (Ex) Kahrvass suffered a devastating injury to his legs, reducing his base land speed to 20 ft. He suffers a -4 penalty on all Acrobatics, Climb, Perform (dance), Ride, Stealth, and Swim skill checks, and Dexterity-based ability checks. He gains a +4 bonus to his CMD against bull rush and trip combat maneuvers, and is not slowed by wearing armor. This injury resists all forms of healing, including wish-level magics. The same powerful magic that crippled Kahrvass also prevents him from pursuing the erased memory of his lost family; this is a wish-level compulsion he has no hope of overcoming on his own.

Portfolio Karhvass' portfolio contains the following spells:

4th—*atavism****

3rd—*ablative barrier**, daylight, hide campsite*, neutralize poison, resinous skin**, secret page*

2nd—*barkskin, bear's endurance, bull's strength, cat's grace, eagle's splendor, elemental speech*, fox's cunning, heat metal, lesser restoration, masterwork transformation***, owl's wisdom, resist energy, returning weapon**, soften earth and stone, spider climb, wood shape*

1st—*ant haul*, cure light wounds, diagnose disease***, endure elements, jump, longstrider, produce flame, touch of the sea**

0—*create water, detect magic, detect poison, guidance, know direction, light, mending, read magic, resistance*

*See Pathfinder *Roleplaying Game Advanced Player's Guide.*

****See** *Pathfinder Roleplaying Game Ultimate Combat.*

*****See** *Pathfinder Roleplaying Game Ultimate Magic*

Khufusiris, the Crooked Sleuth of Unfathered Sin

Khufusiris began his checkered career in the shadowed alleyways of the Tarnished Souk as an enforcer and bounty hunter, but now offers his services to the highest bidder as the Souk's premier thief-taker available for private hire: retrieving stolen goods, hounding wanted thieves, or brokering sly deals when expeditious results matter more than justice. Odd and unimpressive to the eye, the shaggy criosphinx's mutt-like mix of animal features - curling horns, awkward wings, and clawed feet - make him seem more like a lumbering mongrel than a regal magical beast. Despite his dowdy appearance, Khufusiris' ancient bloodline is potent, enabling him to shrug off magic like rainwater and making his physical form deceptively powerful. Though he pretends otherwise, in truth Khufusiris is utterly selfish and without scruples or higher principle, valuing only money and his own calculated benefit. When interacting with clients and new "friends", however, the hairy creature smiles crookedly and cracks jokes, quickly endearing himself and eagerly professing his friendship, loyalty, and commitment to the principles "of highest justice and the like." The crooked sleuth is well-acquainted with the Coliseum Morpheuon's underworld and receives a constant stream of rumors and reports of recent heists, crimes, and plots, and often leverages his information to arrange for the return of pilfered goods while simultaneously extorting both the thief and complainant. His furry form is notably bereft of armor, trinkets, or other magical baubles - but those with mystical sight have detected an intricate hunter's tattoo lurking beneath all that hair. Outwardly unimpressive, easy-going, and often underestimated, Khufusiris keeps secret the long line of bodies left in the wake of his dastardly betrayals, as he has buried more allies than enemies over the years, all in the name of his own greed.

Dreamburning and Khufusiris

Hope: Khufusiris imagines himself a rich and powerful pharoah, dismissing groveling subjects from atop a mountain of gold, but he always awakes from this dream forlorn and resentful, doubting he would ever be good enough to hold such regal lordship.

Aspiration: Khufusiris dreams of adventuring with a group of loyal friends, becoming the stuff of bards' songs; he constantly compares real acquaintances to his impossibly perfect ideals and finds reality sorely lacking.

Goal: Khufusiris has idle, paranoid daydreams about catching those about to betray him, relishing the act of getting them before they get him.

In the Tarnished Souk

Khufusiris holds no permanent place of business, but reliably loiters in the Tarnished Souk's most disreputable taverns and dens of ill-repute. Recently he has taken to lurking in the back corner of the underground speakeasy known as The Face, greeting clients surrounded by walls of black tentacles and the glow of otherworldly light.

Lore

Characters may learn the following information via Diplomacy (Gather Information) or Knowledge (Local)

skill checks:

DC 15 - Khufusiris is a criosphinx, an ancient breed of magical beast.

DC 20 - He is an advanced specimen of his species, pursuing no particular training but innately powerful due to his primodial bloodline and riven magic nature. Others say, "He's a rosy apple hiding a worm inside, but that worm knows its business."

DC 25 - He is immune to magic and capable of sapping mystical energy with but a touch. He is a great trickster and bloodhound.

DC 35 - He fears fire and acid, and has been seen shrugging off lesser injuries. He trusts nobody.

DC 45 - He recently betrayed a group of thieves who thought he was their ally, ratting them out to the Pasha of Swirling Ashes when a scheme to burgle the Pasha's legendary riches fell apart.

How To Use Khufusiris

- Khufusiris operates as a thief-taker for hire, tracking down stolen goods and capturing wanted thieves. He usually performs as advertized when pursuing thieves he does not know, but often barters with or extorts thieves he knows, ransoming the stolen goods and taking a cut from both sides.
- Khufusiris is a dastardly betrayer; that betrayal is most painful and most dramatic if he begins as a valued ally of the PCs, offering his help and eagerly tagging along with the group. When he can best profit from it, he turns on the PCs and slinks away while they deal with the deadly consequences.
- Khufusiris' betrayals come in many forms: informing on the PCs to their enemies, ratting them out to the Khan of Nightmares, selling them vital keys or items that do not perform as advertised, giving them bad information, hamstringing them before a battle, or simply stealing their prized possessions when they aren't looking.
- If playing "The Pasha's Riches" (Coliseum Morpheuon, Chapter 10): Khufusiris knows the secret location of the Pasha's vault and will sell the PCs the information for a handsome price - then inform the Pasha of the impending burglary for an additional fee.

Khufusiris CR 17
the Crooked Sleuth of Unfathered Sin

XP 3,200

advanced betrayer primordial riven magic criosphinx

CN Large magical beast

Init +1; **Senses** darkvision 60 ft., low-light vision, scent; Perception +20

Defense

AC 22, touch 10, flat-footed 21 [50 % miss chance displacement] (+1 dex, +12 natural, -1 size)

hp 275 (22d10+154) regeneration (fire, acid) and fast healing 5

Fort +19, **Ref** +14, **Will** +7

Defensive Abilities hidden healing, outrun ally, unfriendly fire **Immune** charm, compulsions, magic, poison

Offense

Speed 40 ft., fly 70 ft. (poor)

Melee gore +29 (2d6+8), 2 claws +29 (1d8+8)

Space 10 ft.; Reach 5 ft.

Special Attacks awesome charge, break magic item, drain ally, drain spells, pounce, rake (2 claws +29, 1d8+8), sneak attack +4d6 (supposed ally only)

Spell-like Abilities (CL 17, Concentration +24)

At will—*detect magic, greater dispel magic, mislead.*

Tactics

Before Combat: Khufusiris tends to climb high ahead out of sight of his opponents, using his mislead ability to disappear and perform a ruse.

Combat: Khufusiris likes to infiltrate a group as a supposed ally and later on take them unaware (sneak attack, drain ally etc.) draining spells with the attack, he hits his second opponent with a charge and pounce attack, often with a full out power attack and draining defensive spells, or magic items, he never kills opponents until after he has checked to see if there is a bounty on someone's head. If a magical item inflicts a great deal of harm upon him he seeks to break it so that it cannot do so again.

Morale: Khufusiris is not at great thinker, but he is no fool, if he is seriously injured when things are not going as planned he takes wing and flees or swaps places with a fleeing ally (see outrun ally).

Statistics

Str 27, **Dex** 12, **Con** 25, **Int** 10, **Wis** 13, **Cha** 13

Base Atk +22; **CMB** +31 (+33 awesome blow, +35 bull rush,); **CMD** 43 (45 vs. awesome blow, 47 vs. bull rush and trip)

Feats Adjust Power Attack, Alertness[B], Armor's Gap, Capture Alive, Cleave, Drain Defense, Feign Death, Flyby Attack, Improved Awesome Charge, Improved Bull Rush, Improved Natural Attack[B](gore, claws), Power Attack, Skill Focus (Survival)

Skills Bluff +16, Diplomacy +9, Fly +6, Perception +30, Sense Motive +8, Survival +20 Racial +8 Bluff and Diplomacy

Languages Common, Sphinx

SQ allied weakness, snitch's ear

Ecology

Environment warm deserts

Organization solitary

Treasure *hunter's sigil* (fully awakened)

Special Abilities

Allied Weakness (Ex): If Khufusiris is accepted as an ally, he can attempt a Diplomacy check (DC 10 + ally's HD) to gather information about any special weaknesses, vulnerabilities or flaws the ally may have.

Awesome Charge (Ex) Khufusiris can smash opponents backwards with a blow from its horns. On a charge or bull rush attack, Khufusiris gains the use of the awesome blow feat if he hits the target.

Break Magic Item (Su) If Khufusiris touches a magic item (automatic for an unattended item or an item that strikes it, a touch attack against any other attended item), the item must make a caster level check (1d20 + the item's caster level) DC 27. Failure results in the item suffering the broken condition (its hit points are reduced to one less than half its hit point total).

Drain Ally (Su): Five times per day, as a swift action, Khufusiris can drain a target ally within 30 ft. of 10d6 hit points, healing half the amount drained. There is no save against his ability, but once used the creature is no longer considered Khufusiris's ally.

Drain Spells (Su) Once per round with a touch attack (or as a part of a successful melee attack), Khufusiris can drain spells (or spell slots) from a spellcaster. Each touch drains 6 levels of prepared spells or unused spell slots, starting with the highest-level spells and working down. Each drained spell level gives Khufusiris 5 temporary hit points, and every five drained spell levels grants it a +1 bonus to attacks and damage and a +1 dodge bonus to AC (maximum of a +5 bonus). These bonuses and temporary hit points last for 1 hour.

Hidden Healing (Su): The regeneration and fast healing ability of Khufusiris is hidden from view (the wounds inside him heal first) and it takes a successful Heal and Perception check (DC 39) to notice that it is healing until the last hit point is healed.

Immunity to Magic (Ex) Khufusiris is immune to any spell or spell-like ability that allows spell resistance.

Outrun Ally (Su): 1/day as an immediate action Khufusiris can swap places with any ally that was within his line of sight at the beginning of the previous round, as per greater teleport. For example, if his allied employer teleported away this round, he could swap places with his employer, allowing Khufusiris to escape and leaving his

employer stranded.

Snitch's ear (Ex): Khufusiris greases the right palms, and befriends the right people, so that when someone is using diplomacy to gather information about him or the person he is working for, he learns of it. Working its way towards them so that either the information is coming from Khufusiris indirectly or he actually arranges for them to meet with him so that they can gain the information directly from him. Khufusiris can feed misinformation so that it points toward a rival, or he may help these opponents to destroy his current allies with extremely useful information.

Unfriendly Fire (Ex): Once per round upon a successful Reflex save, Khufusiris can effectively use an adjacent creature that thinks he is its ally as a shield. Khufusiris takes no damage from a single attack while the ally suffers full damage (no save).

Khufusiris, the Mongrel of Barren Mystery CR 13

XP 3,200

advanced primordial riven magic criosphinx

N Large magical beast

Init +1; **Senses** darkvision 60 ft., low-light vision, scent; Perception +18

Defense

AC 22, touch 10, flat-footed 21 [50 % miss chance displacement] (+1 dex, +12 natural, -1 size)

hp 168 (16d10+80)

Fort +14, **Ref** +11, **Will** +5

Immune magic

Offense

Speed 40 ft., fly 70 ft. (poor)

Melee gore +23 (2d6+8), 2 claws +23 (1d8+8)

Space 10 ft.; Reach 5 ft.

Special Attacks awesome charge, break magic item, drain spells, pounce, rake (2 claws +15, 1d8+8)

Spell-like Abilities (CL 13, Concentration +18)

At will—*detect magic, greater dispel magic*

Tactics

Before Combat: Khufusiris tends to climb high ahead out of sight of his opponents usually diving out of the sun.

Combat: Khufusiris likes to dive-bomb from high in the sky performing a falling awesome charge and pounce attack, often with a full out power attack against a spellcaster so he can drain spells each round, though he never kills them as he always wants to check first to see if there is a bounty on someone's head. If a magical item inflicts a great deal of harm upon him, he seeks to break it so that it cannot do so again.

Morale: Khufusiris is not at great thinker, but he is no fool, if he is seriously injured when things are not going as planned he takes wing and flees.

Statistics

Str 27, **Dex** 12, **Con** 21, **Int** 8, **Wis** 13, **Cha** 9

Base Atk +16; **CMB** +25 (+29 bull rush, +27 awesome blow); **CMD** 37 (38 vs. awesome blow, 40 vs. bull rush and trip)

Feats Alertness[B], Capture Alive, Cleave, Drain Defense, Flyby Attack, Improved Awesome Charge, Improved Bull Rush, Improved Natural Attack[B](gore, claws), Power Attack, Skill Focus (Survival)

Skills Fly +5, Perception +20, Sense Motive +5, Survival +7,

Languages Common, Sphinx

Ecology

Environment warm deserts

Organization solitary

Treasure hunter's sigil (awakened to 13th level)

Special Abilities

Awesome Charge (Ex) Khufusiris can smash opponents backwards with a blow from its horns. On a charge or bull rush attack, Khufusiris gains the use of the awesome blow feat if he hits the target.

Break Magic Item (Su) If Khufusiris touches a magic item (automatic for an unattended item or an item that strikes it, a touch attack against any other attended item), the item must make a caster level check (1d20 + the item's caster level) DC 23. Failure results in the item suffering the broken condition (its hit points are reduced to one less than half its hit point total).

Drain Spells (Su) Once per round with a touch attack (or as a part of a successful melee attack), Khufusiris can drain spells (or spell slots) from a spellcaster. Each touch drains 6 levels of prepared spells or unused spell slots, starting with the highest-level spells and working down. Each drained spell level gives Khufusiris 5 temporary hit points, and every five drained spell levels grants it a +1 bonus to attacks and damage and a +1 dodge bonus to AC (maximum of a +5 bonus). These bonuses and temporary hit points last for 1 hour.

Immunity to Magic (Ex) Khufusiris is immune to any spell or spell-like ability that allows spell resistance.

Khufusiris the Mongrel CR 9

XP 3,200

advanced primordial criosphinx

N Large magical beast

Init +1; **Senses** darkvision 60 ft., low-light vision, scent; Perception +18

Defense

AC 22, touch 10, flat-footed 21 (+1 dex, +12 natural, -1 size)

hp 114 (12d10+48)
Fort +12, Ref +9, Will +4

Offense

Speed 40 ft., fly 70 ft. (poor)
Melee gore +18 (2d6+7), 2 claws +18 (1d8+7)
Space 10 ft.; Reach 5 ft.
Special Attacks awesome charge, pounce, rake (2 claws +15, 1d8+7)

Tactics

Before Combat: Khufusiris tends to climb high ahead out of sight of his opponents usually diving out of the sun.
Combat: Khufusiris likes to dive-bomb from high in the sky performing a falling awesome charge and pounce attack, often with a full out power attack against the least armored and least agile opponent, as he enjoins inflicting terror upon his opponents.
Morale: Khufusiris is not at great thinker, but he is no fool, if he is seriously injured when things are not going as planned he takes wing and flees.

Statistics

Str 25, **Dex** 12, **Con** 19, **Int** 7, **Wis** 13, **Cha** 9
Base Atk +12; **CMB** +20 (+22 bull rush); **CMD** 31 (32 vs. bull rush, 34 vs. trip)
Feats Alertness[B], Cleave, Flyby Attack, Improved Awesome Charge, Improved Bull Rush, Improved Natural Attack[B](gore, claws), Power Attack, Skill Focus (Survival)
Skills Fly +5, Perception +18, Sense Motive +3, Survival +5,
Languages Common, Sphinx

Ecology

Environment warm deserts
Organization solitary
Treasure hunter's sigil (awakened to 10th level)

Special Abilities

Awesome Charge (Ex) Khufusiris can smash opponents backwards with a blow from its horns. On a charge or bull rush attack, Khufusiris gains the use of the awesome blow feat if he hits the target.

Le Loup Solitaire

Sailing into Dream as a starry-eyed boy but betrayed by his own crew and sold into slavery, the mysterious outlaw and smuggler known only as Le Loup Solitaire was destined to escape the slave-pits and wage an abolitionist guerilla war against the most nightmarish odds imaginable. His feral features concealed by the low brim of his cap and the high collar of his trench coat, the only glimpse most people ever catch of this dark gunslinger is a shadowy flutter punctuated by the flash of steel. Le Loup Solitaire is known to be crafty, vicious, and deadly when cornered, but he is most notorious for being one of the only brigands ever known to survive persistent hunting by the fiendish Hounds of Ill-Prophecy, over whom Le Loup exerts an unexpected but undeniable influence. While his daring raids into the slave-pits and gladiatorial barracks are fueled by his deep hatred of slavery, his soul remains forever scarred by the betrayal that taught him, above all else - trust no one. "The Lone Wolf" is a creature of deep grudges, dark emotions, and bitter pessimism, even for those he seeks to help; he rarely holds conversation with any being for more than a few cryptic moments, and only then with an eye upon the exit and a hand upon his weapon. Possessing a secret means of transportation that he uses to smuggle escaped slaves to freedom, this wanted man is sought after by those seeking a means to leave the island without the notice of the Khan of Nightmares, his Hounds, or the omnipresent Voracious Visitor overhead. While mysterious cloaked figures may be a dime a dozen about the Coliseum Morpheuon, no other carries with them the legendary Silvershot, a bladed firearm of wicked genius that Le Loup Solitaire wields with expert and lethal accuracy. Silvershot's terrible secret is that it was created from Le Loup's most self-destructive nightmares, and Le Loup knows deep down that one day his most cherished weapon will be the source of his final, fatal betrayal.

Dreamburning and Le Loup Solitaire

Hope: Le Loup Solitaire hopes to break the chains of all the slaves who toil in the Coliseum Morpheuon, siccing servant and gladiator alike upon the Khan of Nightmares until the Khan is torn apart and his decadent empire crumbles to dust.

Aspiration: Le Loup will never forgive the loathsome pack of nightmare-beasts who inflicted the curse of lycanthropy upon him. He aspires to one day locate the pack, assert his dominance over them, and then slaughter them one and all.

Goal: Rankling at their resemblance to himself, Le Loup would like to end the Hounds of Ill-Prophecy's collective servitude to the Khan of Nightmares. This is an expression of his desire never to be subjugated again.

In the Tarnished Souk

Le Loup Solitaire operates within the Tarnished Souk so that he can hide himself amongst the constantly churning bustle of vendors, visitors, and cargo shipments while he plans his next attack, rescue, or act of sabotage. A paranoid master of both stealth and disguise, he is nearly impossible to locate if he does not wish to be found. However, those who speak ill of the Khan or who visibly stand up to the Hounds of Ill-Prophecy swiftly gain his attention, and sympathizers to his goals know of a secret way to reach him [see Lore, below].

Lore

Characters may learn the following information via Diplomacy (Gather Information) or Knowledge (Local) skill checks: [omit werewolf-related information if using the CR 6 version of Le Loup Solitaire]

DC 15 - A wanted outlaw called "Le Loup Solitaire" is being hunted by the Hounds of Ill-Prophecy. He is a half-orc werewolf.

DC 20 - He is a deadly fighter and rogue, wields a magical firearm, and has been heard shouting "Liberty Or Death!"

DC 25 - His signature weapon is a large silver handgun equipped with a vicious bayonet blade. It incorporates magic wands into its barrels, and has been observed shooting acid arrows and rays of fire.

DC 35 - He is vulnerable to silver. He has vendettas against the slave-trading Men of Leng and the Hounds of Ill-Prophecy and seems drawn to opportunities to harass them.

DC 40 - Abolitionists who sympathize with him gather at The Face, an underground tavern in the Tarnished Souk, and it is believed that Le Loup himself eavesdrops on conversations there. He has a secret means of getting on and off the island.

DC 45 - He can be contacted via the following signal: go to The Face in the dead of night, order (and drink) three shots of "Otyugh's Kiss", an incredibly noxious liquor (each shot DC 20 Fortitude save or sickened 1d6 minutes), and then go for a walk in the dark alleyways behind the tavern.

How to use Le Loup Solitaire

- A team of werewolves competing in the Damnation Epoch is mysteriously murdered a few days before (or during) the tournament and the PCs are tasked with identifying and catching the assassin (Le Loup Solitaire. His motive: revenge).
- Le Loup Solitaire would zealously assist in any plan to set slaves free by providing muscle, information, or alternative transport (see Coliseum Morpheuon, Chapter 10, "Setting the Captives Free"). However, he is not a good team player.
- Le Loup hates the Khan's regime for enslaving him, and might assist in any plot to attack the Khan or undermine his power (see Coliseum Morpheuon, Chapter 10, "Destroying the Umbral Blot" and "Sympathy for the Devil").

Le Loup Solitaire (non-animal form)

CR 21

XP 409,600

Male natural werewolf pack lord half-orc fighter 8/rogue 11

NE Medium humanoid (orc, shapechanger)

Init +11; **Senses** darkvision 60 ft., low-light vision, scent; Perception +28

Defense

AC 52, touch 25, flat-footed 52 (+14 armor, +5 deflection, +7 Dex, +1 dodge, +2 luck, +13 natural)

hp 254 (21 HD; 8d10+13d8+147)

Fort +26, **Ref** +26, **Will** +17 **(**+19 vs. fear)

Defensive Abilities bravery +2, improved evasion, improved uncanny dodge, trap sense +3, uncanny dodge; **DR** 10/silver

Offense

Speed 50 ft.

Melee Silvershot +29/+29/+24/+19/+14 (1d8+13/17-20/x3), bite +19 (1d8+2 plus trip and curse of lycanthropy), or bite +22 (1d8+5 plus trip and curse of lycanthropy), 2 claws +22 (1d6+22)

Ranged Silvershot ray +28 (by spell)

Special Attacks rend (2 claws, 1d6), sneak attack +6d6 plus 6 bleed, weapon training (heavy blades +1)

Tactics

Before Combat Being a pack lord, Loup is always treated as being in hybrid form unless he assumes animal form, which he almost never does. This is factored into is statistics above and below.

During Combat Loup prefers to fight from a distance and make use of his wand rifle. Should he find himself engaged in melee, he makes use of Silvershot's blade. If he is having little difficulty striking his foes, he makes use of his Power Attack feat.

Morale Should Loup be reduced to 40 hit points, he curses in abyssal and alternates between fighting defensively and using Spring Attack while maneuvering to reach a point where he can escape. Should Silvershot be destroyed, be assumes animal form and fights to the death.

Statistics

Str 20, **Dex** 25, **Con** 24, **Int** 12, **Wis** 20, **Cha** 10

Base Atk +17; **CMB** +22; **CMD** 47

Feats Craft Magic Arms and Armor, Dodge, Exotic Weapon Proficiency (wand rifle)[B], Greater Sunder, Improved Initiative[B], Improved Sunder, Master Craftsman (Craft [gunsmithing]), Mobility[B], Power Attack[B], Rending Claws*, Skill Focus (Craft [gunsmithing], Perception[B], Stealth[B], Use Magic Device), Spring Attack, Weapon Finesse, Weapon Focus (wand rifle), Weapon Specialization (wand rifle)[B]

Skills Acrobatics +17 (+30 jumping), Bluff +10, Climb +15, Craft (gunsmithing) +20, Diplomacy +10, Disable Device +24, Disguise +10, Escape Artist +17, Intimidate +17, Knowledge (local) +11, Knowledge (planes) +8, Linguistics +8, Perception +28, Sense Motive +19, Stealth +30, Survival +15, Swim +15, Use Magic Device +21; Racial Modifiers +4 Intimidate, +4 Perception, +4 Sense Motive, +4 Stealth

Languages Abyssal, Celestial, Common, Draconic, Infernal, Orc, Undercommon

SQ alpha, armor training, natural werewolf, rogue talents (bleeding attack, fast stealth, improved evasion, ledge walker, rogue crawl)

Combat Gear *shortstaff of power, wand of enervation* (50 charges), *wand of acid arrow* (CL 18th, 50 charges); **Gear** *Silvershot, +5 weightless mithral full-plate of greater fire resistance, +1 studded leather trench coat, amulet of natural armor +5, Alpha Cap, vest of resistance +5, boots of striding and springing, ring of protection +5, ring of sustenance*

***Rending Claws** is from Chapter 3 of the *Pathfinder Roleplaying Game: Advanced Player's Guide*.

Le Loup Solitaire (animal form)

CR 21

XP 409,600

Male natural werewolf pack lord half-orc ftighter 8/rogue 11
NE Medium humanoid (orc, shapechanger)
Init +11; **Senses** darkvision 60 ft., low-light vision, scent; Perception +28

Defense
AC 38, touch 25, flat-footed 38 (+5 deflection, +7 Dex, +1 dodge, +2 luck, +13 natural)
hp 254 (21 HD; 8d10+13d8+147)
Fort +26, **Ref** +26, **Will** +17 **(**+19 vs. fear**)**
Defensive Abilities bravery +2, improved evasion, improved uncanny dodge, trap sense +3, uncanny dodge; **DR** 10/silver

Offense
Speed 60 ft.
Melee bite +17 (1d8+15 plus trip and curse of lycanthropy), 2 claws +17 (1d6+15)
Special Attacks rend (2 claws, 1d6), sneak attack +6d6 plus 6 bleed, weapon training (heavy blades +1)

Tactics
During Combat Loup assumes animal form should Silvershot be destroyed. He uses Power Attack with all attacks while in animal form.

Morale Loup fights to the death once he has assumed animal form.

Statistics
Str 20, **Dex** 25, **Con** 24, **Int** 12, **Wis** 20, **Cha** 10
Base Atk +17; **CMB** +22; **CMD** 47 (51 vs. trip)
Feats Craft Magic Arms and Armor, Dodge, Exotic Weapon Proficiency (wand rifle)[B], Greater Sunder, Improved Initiative[B], Improved Sunder, Master Craftsman (Craft [gunsmithing]), Mobility[B], Power Attack[B], Rending Claws*, Skill Focus (Craft [gunsmith], Perception[B], Stealth[B], Use Magic Device), Spring Attack, Weapon Finesse, Weapon Focus (wand rifle), Weapon Specialization (wand rifle)[B]
Skills Acrobatics +17 (+34 jumping), Bluff +10, Climb +15, Craft (gunsmithing) +20, Diplomacy +10, Disable Device +24, Disguise +10, Escape Artist +17, Intimidate +17, Knowledge (local) +11, Knowledge (planes) +8, Linguistics +8, Perception +28, Sense Motive +19, Stealth +30, Survival +15, Swim +15, Use Magic Device +21; Racial Modifiers +4 Intimidate, +4 Perception, +4 Sense Motive, +4 Stealth
Languages Abyssal, Celestial, Common, Draconic, Infernal, Orc, Undercommon
SQ alpha, armor training, natural werewolf, rogue talents (bleeding attack, fast stealth, improved evasion, ledge walker, rogue crawl)
Combat Gear *shortstaff of power, wand of enervation* (50 charges), *wand of acid arrow* (CL 18th, 50 charges); **Gear** *Silvershot, +5 weightless mithral full-plate of greater fire resistance, +1 studded leather trench coat, amulet of natural armor +5, Alpha Cap, vest of resistance +5, boots of striding and springing, ring of protection +5, ring of sustenance*

Other Versions of Solitare

Le Loup Solitaire (humanoid form) CR 13
XP 25,600
Male inflicted werewolf half-orc fighter 7/rogue 6
NE Medium humanoid (orc, shapechanger)
Init +7; **Senses** darkvision 60 ft., low-light vision, scent; Perception +9

Defense
AC 24, touch 13, flat-footed 24 (+10 armor, +3 Dex, +1 natural)
hp 96 (7d10+6d8+26)
Fort +11, **Ref** +12, **Will** +8 **(**+10 vs. fear**)**
Defensive Abilities bravery +2, evasion, trap sense +2, uncanny dodge

Offense
Speed 30 ft.
Melee mwk longsword +15/+10/+5 (1d8+4/19-20) or +1 wand rifle bayonet +15/+10/+5 (1d6+3/19-20)
Ranged mwk light crossbow +15 (1d8/19-20) or +1 wand rifle ray +16 (by spell)
Special Attacks sneak attack +3d6 plus 3 bleed, weapon training (heavy blades +1)

Tactics
Before Combat Unless surprised, Loup attempts to change to hybrid form before engaging opponents.

During Combat Loup prefers to fight from a distance and make use of his wand rifle. Should opponents engage him in melee, he switches to using his longsword at the first opportunity. If he is having little difficulty striking his foes, he makes use of his Power Attack feat with his longsword only.

Morale Should Loup be reduced to 35 hit points, he curses in abyssal and alternates between fighting defensively and using Spring Attack while maneuvering to reach a point where he can escape.

Statistics
Str 14, **Dex** 17, **Con** 14, **Int** 12, **Wis** 14, **Cha** 6
Base Atk +11; **CMB** +13; **CMD** 27
Feats Craft Magic Arms and Armor, Dodge, Exotic Weapon Proficiency (wand rifle)[B], Improved Initiative[B], Master Craftsman (Craft [gunsmithing]), Mobility[B], Power Attack[B], Skill Focus (Craft [gunsmith], Use Magic Device), Spring Attack, Weapon Finesse

Skills Acrobatics +11, Bluff +5, Climb +9, Craft (gunsmithing) +12, Diplomacy +5, Disable Device +15, Disguise +15, Escape Artist +10, Intimidate +5, Knowledge (local) +8, Knowledge (planes) +6, Linguistics +8, Perception +9, Sense Motive +12, Stealth +11, Survival +12, Swim +9, Use Magic Device +8

Languages Abyssal, Celestial, Common, Draconic, Infernal, Orc, Undercommon

SQ armor training 2, change shape (human, hybrid, and wolf; polymorph), lycanthropic empathy (wolves and dire wolves), rogue talents (bleeding attack, fast stealth, ledge walker)

Combat Gear *wand of acid arrow* (CL 7th, 25 charges), *wand of scorching ray* (CL 7th, 25 charges); **Gear** *+1 wand rifle, +1 studded leather trench coat, +1 weightless mithral full-plate, amulet of natural armor +1, hat of disguise, vest of resistance +2*

Le Loup Solitaire (hybrid form) CR 13

XP 25,600

Male inflicted werewolf half-orc fighter 7/**rogue** 6
NE Medium humanoid (orc, shapechanger)

Init +7; **Senses** darkvision 60 ft., low-light, scent; Perception +9

Defense

AC 28, touch 13, flat-footed 28 (+10 armor, +3 Dex, +5 natural)

hp 109 (13 HD; 7d10+6d8+39)

Fort +12, **Ref** +12, **Will** +8 **(**+10 vs. fear**)**

Defensive Abilities bravery +2, evasion, trap sense +2, uncanny dodge; **DR** 5/silver

Offense

Speed 30 ft.

Melee mwk longsword +16/+11/+6 (1d8+5/19-20), bite +9 (1d6+1 plus trip) or +1 wand rifle bayonet +15/+10/+5 (1d6+5/19-20), bite +9 (1d6+1 plus trip)

Ranged mwk light crossbow +15 (1d8/19-20) or +1 wand rifle ray +16 (by spell)

Special Attacks sneak attack +3d6 plus 3 bleed, weapon training (heavy blades +1)

Tactics

Before Combat Unless surprised, Loup attempts to change to hybrid form before engaging opponents.

During Combat Loup prefers to fight from a distance and make use of his wand rifle. Should opponents engage him in melee, he switches to using his longsword at the first opportunity. If he is having little difficulty striking his foes, he makes use of his Power Attack feat with his longsword only.

Morale Should Loup be reduced to 40 hit points, he curses in abyssal and alternates between fighting defensively and using Spring Attack while maneuvering to reach a point where he can escape.

Statistics

Str 16, **Dex** 17, **Con** 16, **Int** 12, **Wis** 14, **Cha** 6

Base Atk +11; **CMB** +14; **CMD** 28

Feats Craft Magic Arms and Armor, Dodge, Exotic Weapon Proficiency (wand rifle)[B], Improved Initiative[B], Master Craftsman (Craft [gunsmithing]), Mobility[B], Power Attack[B], Skill Focus (Craft [gunsmith], Use Magic Device), Spring Attack, Weapon Finesse

Skills Acrobatics +11, Bluff +5, Climb +10, Craft (gunsmithing) +12, Diplomacy +5, Disable Device +15, Disguise +15, Escape Artist +10, Intimidate +5, Knowledge (local) +8, Knowledge (planes) +6, Linguistics +8, Perception +9, Sense Motive +12, Stealth +11, Survival +12, Swim +10, Use Magic Device +8

Languages Abyssal, Celestial, Common, Draconic, Infernal, Orc, Undercommon

SQ armor training 2, change shape (human, hybrid, and -wolf; polymorph), lycanthropic empathy (wolves and dire wolves), rogue talents (bleeding attack, fast stealth, ledge walker)

Combat Gear *wand of acid arrow* (CL 7th, 25 charges), *wand of scorching ray* (CL 7th, 25 charges); **Gear** *+1 wand rifle,* mwk longsword, mwk light crossbow with 20 bolts, *+1 studded leather trench coat, +1 weightless mithral full-plate, amulet of natural armor +1, hat of disguise, vest of resistance +2*

Le Loup Solitaire CR 6

XP 2,400

Male half-orc fighter 3/**rogue** 4
NE Medium humanoid (orc)

Init +3; **Senses** darkvision 60 ft.; Perception +7

Defense

AC 17, touch 13, flat-footed 17 (+4 armor, +3 Dex)

hp 53 (7 HD; 3d10+4d8+14)

Fort +6, **Ref** +8, **Will** +3 (+4 vs. fear)

Defensive Abilities bravery +1, evasion, trap sense +1, uncanny dodge

Offense

Speed 30 ft.

Melee mwk longsword +9/+4 (1d8+3/19-20) or mwk wand rifle bayonet +9/+4 (1d6+2/19-20)

Ranged mwk light crossbow +10 (1d8/19-20) or mwk wand rifle ray +10 (by spell)

Special Attacks sneak attack +2d6 plus 2 bleed

Tactics

During Combat Loup prefers to fight from a distance and make use of his wand rifle. Should opponents engage him in melee, he switches to using his longsword at the

first opportunity. If he is having little difficulty striking his foes, he makes use of his Power Attack feat with his longsword only.

Morale Should Loup be reduced to 20 hit points, he curses in abyssal and fights defensively while maneuvering to reach a point where he can escape.

Statistics

Str 14, **Dex** 17, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8
Base Atk +6; **CMB** +8; **CMD** 21
Feats Craft Magic Arms and Armor, Exotic Weapon Proficiency (wandrifle)[B], Master Craftsman (Craft [gunsmith]), Power Attack[B], Skill Focus (Craft [gunsmith]), Weapon Finesse
Skills Acrobatics +9, Bluff +5, Climb +8, Craft (gunsmithing) +9, Diplomacy +5, Disable Device +13, Disguise +5, Escape Artist +9, Intimidate +5, Knowledge (local) +6, Knowledge (planes) +3, Linguistics +6, Perception +7, Sense Motive +7, Stealth +9, Survival +7, Swim +8, Use Magic Device +5

The Mad Wench Maelgatryx

The dream-witch Maelgatryx used to spend her time doing mischief on the Shores of Sleep, cackling and casting nightmares into the minds of slumbering mortals, but these days she's the cranky wench-proprietor of the Rotgut Cauldron, the Tarnished Souk's most unapologetically evil tavern. Clearly unconcerned with her looks, she is a wild-eyed, ratty-haired woman covered in garish tattoos and dressed in little more than rags. Despite her vagrant appearance, Maelgatryx is highly skilled and is quite intelligent; she is a devious master of hexes and spells, capable of cursing her victims with a staggering variety of afflictions. The Mad Wench is a devout agent of the forces of nightmare, motivated by a depraved desire to see every other being in existence corrupted, tormented, and broken in a living nightmare without end. Even though she is obnoxious, shrill, rude, hostile, sadistic, mean drunk, and ever meaner sober, she has developed a surprisingly loyal (and completely vile) horde of regular customers at The Rotgut Cauldron due, strangely enough, to her complete lack of regard for who anyone is, what they've done, or why she should care. Maelgatryx knows the true history of the Coliseum Morpheuon and how the Khan of Nightmares came to power, and she will sometimes slur through fragments of the tale when well into her cups. The witch's signature possession is a pair of shrunken heads – a minor artifact and totem of her fiendish lineage – with whom she often holds animated (albeit one-sided) conversations. While everyone knows that Maelgatryx worships "Papa Nightmare" as the source of her dark voodoo powers, few realize that she is a direct blood descendant of the Khan of Nightmares, albeit several generations removed.

Dreamburning and The Mad Wench Maelgatryx

Hope (none): To become a nightmare, Maelgatryx had to suffer the most torturous, soul-shattering depths of nightmare herself. Those atrocities left a deep scar. As such, she has no Hope, per the Dream-Scarred trait.

Aspiration: Maelgatryx aspires to win the praise of the Khan of Nightmares by becoming a true force of nightmare. In her dreams, she exults in the agony of wailing victims, encouraged by the Khan's evil chuckle.

Goal: Maelgatryx loves the taste of soul gems and the rush that comes from consuming them. She daydreams about feasting on the captured souls of powerful beings.

In the Tarnished Souk

The Rotgut Cauldron is a large, ramshackle building constructed from layers of oily canvas tacked to a towering framework of blackened wooden posts. Out front, an iron cauldron full of smoking entrails emits the noxious odor of brimstone, burnt flesh, and rancid beer. Inside, battered but stout furniture gives fiendish customers a place to park their bulks, and a blood-scrawled sign hanging above the bar lists "specials" that include the most awful and sinful liquids imaginable. Half-erased summoning circles mark up the floor, and half-eaten bodies of victims-turned-refreshments pile up in the corners. Maelgatryx runs the tavern with the aid of two slothful ratkin employees, screeching orders, badgering customers, and slamming down more rotgut whiskey than she sells.

Lore

Characters may learn the following information via Diplomacy (Gather Information) or Knowledge (Local) skill checks:

DC 15 The Mad Wench Maelgatryx is a tiefling. She runs The Rotgut Cauldron, a dive bar.

DC 20 She is a witch but sometimes rages like a barbarian. Her tattoos and runes are magical. People say she is "as charming as two otyughs gargling hot garbage".

DC 25 She practices voodoo magic and can work a wide variety of curses, hexes, and debilitating spells. The shrunken heads she wears around her neck are a powerful magic item and have their own sentience.

DC 35 She is a hopeless drunk. She is feeble from years of hard living; she compensates by carving runes of strength into her flesh (which are vulnerable to erasure).

DC 40 She has rakshasa blood and is a descendant of the Khan of Nightmares, who she worships as "Papa Nightmare."

How To Use The Mad Wench Maelgatryx

- The Rotgut Cauldron is an appropriately wretched setting for the PCs to meet with an evil contact or otherwise mingle with a rough crowd. Maelgatryx can provide dark humor as the unpleasant bar wench, or she can act as a necessary evil if required as a go-between to reach someone or something sinister.
- Maelgatryx is a surly drunk and likes to pick bar fights. She might assault a PC for no other reason than she "doesn't like his face", serving as a vicious random encounter. Her demonic regulars might back her up.
- Maelgatryx's hexes make her a valuable support character in battle. Team her up with another villain to make a tough fight even worse. She might be working for hire, or simply enjoying the mayhem.
- If playing "The Salvation Epoch" (Coliseum Morpheuon, Chapter 10): Maelgatryx learns of Lady Puzzledeep's quest for morality and is intent on sabotaging the effort. While Puzzledeep is immune to mind-affecting effects (including many of Maelgatryx's hexes and spells), Jig and the PCs are not.
- Manjamanja gobbles up the soul of a fallen PC (or ally, or enemy) and traps it in a soul gem. The PCs must bargain, beg, or battle with Maelgatryx .

The Mad Wench Maelgatryx

CR 20

XP 307,200

Female rune-carved rakshasa-spawned tiefling barbarian (drunken brute) 1/witch 16

NE Medium outsider (native)

Init +5; **Senses** darkvision 60 ft.; Perception +25

Defense

AC 28, touch 19, flat-footed 23 (+8 armor, +5 deflection, +5 Dex, -1 racial, +1 shield)

hp 116 (17 HD; 16d6+1d12+51)

Fort +15, **Ref** +15, **Will** +16

Immune explosive runes, glyph, and symbol spells; **Resist** cold 5, electricity 5, fire 5

Weaknesses vulnerable, vulnerability to erase

Offense

Speed 30 ft.

Melee Hoscoe and Bogg +13/+8 (1d8+4) or Hoscoe and Bogg +11/+11/+6/+6 (1d8+4)

Ranged Hoscoe and Bogg +19 (1d4+6/20 ft.)

Special Attacks hexes (cauldron, evil eye, flight, misfortune, nightmare, retribution, tongues, vision, waxen image), might of the gods (17 rounds/day), personal rune, rage 7 rounds/day, runic complexity, strength surge (+8, 11/day)

Rune-Carved Spell-Like Abilities (CL 17th; concentration +25)

1/day—*bull's strength, clenched fist, crushing hand, enlarge person, grasping hand, magic vestment, righteous might, spell immunity, stoneskin*

Witch Spells Prepared (CL 16th; concentration +24)

8th—*mass charm monster* (DC 26), *mass inflict serious wounds* (DC 26), *stormbolts** (DC 26)

7th—*chain lightning* (DC 25, 2), *harm* (DC 25), *plane shift*

6th—*cloak of dreams** (DC 24), *slay living* (DC 24), *swarm skin**, *unwilling shield** (DC 24)

5th—*baleful polymorph* (DC 23), *feeblemind* (DC 23), *magic jar* (DC 23), *mind fog* (DC 23), *rest eternal**

4th—*black tentacles* (2), *dream, moonstruck** (DC 22), *phantasmal killer* (DC 22, 2)

3rd—*bestow curse* (DC 21), *deep slumber* (DC 21, 2), *dispel magic* (2), *major image* (DC 21)

2nd—*blindness/deafness* (DC 20), *burning gaze** (DC 20), *hideous laughter* (DC 20), *touch of idiocy* (3)

1st—*beguiling gift* (DC 19, 2), *cause fear* (DC 19), r*ay of enfeeblement* (DC 19, 2), *silent image* (DC 19)

Cantrips (at will)—*bleed* (DC 18), *dancing lights, detect magic, spark**

Patron dreams

***** These spells are from Chapter 5 of the *Pathfinder RPG Advanced Player's Guide.*

Tactics

Before Combat Given time before entering combat against formidable opponents, Maelgatryx carves a *symbol of insanity* on her own forehead using her personal rune spell-like ability, and then uses her *stoneskin* spell-like ability. If she plans on initiating melee combat (typically when picking a bar fight or bullying a lesser opponent), she uses her *righteous might* and *bull's strength* spell-like abilities.

During Combat Maelgatryx begins using her *crushing hand* spell-like ability, directing the hand to grapple enemies who attempt to engage her in melee. Thereafter she alternates between cursing opponents with hexes (*evil eye, misfortune, waxen image*) or appropriate spells, and dealing outright damage with *stormbolts, chain lightning,* and *mass inflict serious wounds*. If she begins to take damage, she casts *unwilling shield* and uses her *retribution* hex. She enjoys piling misfortune on top of misfortune, and is merciless.

Morale Maelgatryx attempts to flee if reduced below 30 hit points, casting plane shift if necessary. Should she be reduced to negative hit points, her familiar Manjamanja force-feeds her a soul gem.

Statistics

Str 12, **Dex** 20, **Con** 16, **Int** 26, **Wis** 12, **Cha** 20

Base Atk +9; **CMB** +10; **CMD** 30

Feats Additional Traits[B], Alertness[B], Brew Potion[B], Counterspell Feedback, Craft Magic Tattoo, Craft Shrunken Head, Familiar Reincarnation, Fiendish Facade (human)[B], Fiendish Heritage, Improved Counterspell, Improved Familiar, Meditative Incantation, Obeah Totem

Skills Acrobatics +20, Bluff +20, Craft (alchemy) +30, Disguise +20 (+25 to appear human), Fly +24, Heal +15,

Intimidate +17, Knowledge (arcana) +30, Knowledge (history, nature, planes) +20, Linguistics +21, Perception +25, Sense Motive +3, Spellcraft +25, Stealth +20, Swim +3, Use Magic Device +25; Racial Modifiers +8 Knowledge (arcana), +8 Linguistics, +4 Craft (alchemy), +4 Swim, +2 Bluff, +5 Disguise to appear human, -2 Strength-based skills, -2 Dexterity-based skills

Languages Abyssal, Aklo, Celestial, Common, Draconic, Dwarven, Giant, Goblin, Ignan, Infernal, Orc, Undercommon

SQ domain rune (strength), enhanced NPC, feeble, raging drunk, runic dominance, traits (dream-scarred, harvester of dreams), witch's familiar (cacodaemon, Manjamanja)

Combat Gear flask of rotgut whiskey (10), *potion of inflict moderate wounds* (4), *soul gem* (3), *wand of enervation* (50 charges); **Gear** *Hoscoe and Bogg, bracers of armor +8, belt of physical might +4* (Dex, Con), *cloak of resistance +5, greater bodice of allure +6, magical tattoos, mirror of opposition, pearl of power* (8th-level spell), *ring of protection +5, ring of three wishes, slippers of spider climb,* spell component pouch, jewelry worth 10,000 gp total

Special Abilities

Domain Rune As a rune-carved creature, Maelgatryx gains all the benefits of the Strength domain as a 17th-level cleric.

Enhanced NPC Being directly related to the Khan of Nightmares himself, Maelgatryx is more formidable than she appears. Her stats are built using a 20-point buy and she possesses gear equal to twice what a PC would have in addition to Hoscoe and Bogg. These advantages increase her total CR by +2.

Feeble Maelgatryx is less physically capable than she appears. She suffers a -2 racial penalty to all Strength and Dexterity-based skill checks and all Strength, Dexterity, and Constitution-based ability checks. Due to this penalty, she has gained Additional Traits as a bonus feat.

Fiendish Facade Unlike typical tieflings, Maelgatryx is better able to disguise her fiendish heritage. She possesses a +5 racial bonus on Disguise skill checks to appear human.

Fiendish Heritage Unlike most tieflings, Maelgatryx's fiendish blood runs a little stronger, showing up in her variant racial traits. Instead of the standard racial ability modifiers, she has +2 Dexterity, -2 Wisdom, and +2 Charisma. Instead of being able to cast darkness as a spell-like ability, Maelgatryx is healed by both positive and negative energy, and is automatically aware of any attempt to determine her alignment and can choose the result of any attempt to detect her alignment.

Hexes Using a hex is a standard action that does not provoke an attack of opportunity. The following hexes are summarized from Chapter 2 of the Pathfinder RPG Advanced Player's Guide.

Cauldron (Ex) Brew Potion as a bonus feat and +4 insight bonus to Craft (alchemy) skill checks.

Evil Eye (Su) Cause a foe within 30 feet to take a –4 penalty on one of the following (Maelgatryx's choice) for 11 rounds: AC, ability checks, attack rolls, saving throws, or skill checks. A DC 26 Will save reduces the duration to 1 round. This is a mind-affecting effect.

Flight (Su) Feather fall at will, +4 racial bonus on Swim checks, *levitate* 1/day, and *fly* 16 minutes/day in 1-minute increments.

Misfortune (Su) Cause a creature within 30 feet to roll twice and take the worst result on any ability check, attack roll, saving throw, or skill check for 3 rounds (Will DC 26 negates). A creature can only be affected once per day.

Nightmares (Su) Maelgatryx can place this hex on a target within 60 ft. and functions as the spell nightmare (DC 26) each time the target attempts to rest. The target must save each time they attempt to sleep until they successfully save.

Retribution (Su) A target within 60 ft. must make a successful Will save (DC 26) or suffer half the damage they deal in melee. This effect functions for 8 rounds.

Tongues (Su) Tongues 16 minutes/day in 1-minute increments.

Vision (Su) After 1 minute, the subject of this hex receives a brief image of the future, usually no more than 1 year from the time of the vision. A creature cannot be subject to another vision until the previous one as come to pass or been prevented. Maelgatryx cannot use this ability on herself. Unwilling subjects can resist this ability with a successful Will save (DC 26).

Waxen Image (Su) As a full-round action, Maelgatryx can fashion a crude and unnerving wax duplicate of a creature she can see within 30 ft. The target must make a Will save (DC 26) or Maelgatryx gains a small measure of control over the creature. Up to 8 times, Maelgatryx can exercise this control before the waxen image melts. With each use, the creature receives a new Will save to end the effect. Maelgatryx can attempt to force the target creature to do one of the following things: move up to the creature's speed in any direction, attack itself once with any weapon in hand (this attack automatically hits), lay down on the ground, or drop anything held. Alternatively, she can spend one of her uses to simply torture the image, causing the creature to be both sickened and staggered on its turn. As soon as the creature has succeeded on a saving throw against this effect, it is immune to it for 24 hours. The is an enchantment (compulsion) effect.

Magic Tattoos Maelgatryx has two magical tattoos that function as *summon monster VIII* and *waves of exhaustion* with a caster level of 16th, each useable once per day.

Personal Rune (Sp) Maelgatryx can place a rune that functions as any *symbol* (CL 17th) as a full-round action. The DC for any effects of her runes is 26. She can have a maximum of 17 runes active at one time.

Raging Drunk (Ex) While raging, Maelgatryx can drink a potion, or a tankard of ale or similar quantity of alcohol, as a move action that does not provoke attacks of opportunity. A potion has its normal effect, while an alcoholic drink allows Maelgatryx to maintain her rage

that round without expending a round of rage for the day (instead of the alcohol's normal effects). For each alcoholic drink consumed while raging, Maelgatryx is nauseated for 1 round when her rage expires, in addition to the normal fatigue that follows a rage. Tireless rage does not negate this nauseated condition but the internal fortitude rage power does. This ability replaces fast movement.

Runic Complexity (Su) 11 times each day, Maelgatryx can force an opponent to modify a saving throw made against one of her spells or special abilities using its Intelligence modifier rather than the standard ability modifier.

Runic Dominance (Ex) All of Maelgatryx's extraordinary, supernatural, spells, and spell-like abilities function based off of her Intelligence, instead of whatever ability score they regularly function off of.

Soul Gem See Manjamanja's *Soul Lock* special ability.

Vulnerable Maelgatryx doesn't really care if she is hit in combat and suffers a -1 racial penalty to Armor Class. Due to this penalty, she has gained Fiendish Facade as a bonus feat.

Witch's Familiar (Ex) A witch forms a close bond with a familiar, a creature that teaches her magic and helps to guide her along her path. Instead of a spellbook, Maelgatryx must commune with her familiar each day to prepare her spells. A witch's familiar otherwise functions like the wizard's arcane bond class feature.

Manjamanja CR –

16th-level Cacodaemon familiar

NE Tiny outsider (daemon, evil, extraplanar)

Init +4; **Senses** darkvision 60 ft., detect good, detect magic; Perception +21

Defense

AC 24, touch 12, flat-footed 24 (+12 natural, +2 size)

hp 58 (16 HD); fast healing 2

Fort +8, **Ref** +7, **Will** +11

Defensive Abilities improved evasion; **DR** 5/good or silver; Immune acid, death effects, disease, poison; Resist cold 10, electricity 10, fire 10; **SR** 21

Offense

Speed 5 ft., fly 50 ft. (perfect)

Melee bite +12 (1d4+1 plus disease)

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

Special Attacks deliver touch spells, soul lock

Spell-Like Abilities (CL 6th; concentration +7)

Constant—*detect good, detect magic*

At will—*invisibility* (self only)

3/day—*lesser confusion* (DC 12)

1/week—*commune* (CL 12th, six questions)

Statistics

Str 12, **Dex** 11, **Con** 13, **Int** 13, **Wis** 13, **Cha** 12

Base Atk +9; **CMB** +8; **CMD** 18

Feats Improved Initiative, Lightning Reflexes

Skills Appraise +7, Bluff +17, Fly +21, Knowledge (planes) +12, Perception +21, Sense Motive +7, Stealth +28

Languages Abyssal, Common, Infernal; telepathy 100 ft.

SQ change shape (2 of the following forms: Small scorpion, venomous snake, polymorph), empathic link, scry on familiar, share spells

Special Abilities

Disease (Su) Cacodaemonia: Bite—injury; save Fort DC 19; onset 1 day; frequency 1/day; effect 1d2 Wis damage, cure 2 consecutive saves. In addition to the normal effects of the disease, as long as a victim is infected, the cacodaemon can telepathically communicate with the creature over any distance (as long as they remain on the same plane).

Soul Lock (Su) Once per day as a full-round action, a cacodaemon can ingest the spirit of any sentient creature that has died within the last minute. This causes a soul gem to grow inside of the cacodaemon's gut, which it can regurgitate as a standard action. A soul gem is a fine-sized object with 1 hit point and hardness 2. Destroying a soul gem frees the soul within, though it does not return the deceased creature to life. This is a death effect. Any attempt to resurrect a body whose soul is trapped in a soul gem requires a DC 19 caster level check. Failure results in the spell having no effect, while success shatters the victim's soul gem and returns the creature to life as normal. If the soul gem rests in an unholy location, such as that created by the spell unhallow, the DC of this caster level check increases by +2. The caster level check DC is Charisma-based.

Any evil outsider can, as a standard action, ingest a soul gem. Doing so frees the soul within, but condemns it to one of the lower planes (though the soul can be returned to life as normal). The outsider gains fast healing 2 for a number of rounds equal to its Hit Dice.

Maelgatryx, the Rune-Witch of Rotgut — CR 14

XP 38,400
Female rune-carved rakshasa-spawned tiefling barbarian (drunken brute) 1/witch 10
NE Medium outsider (native)
Init +4; **Senses** darkvision 60 ft.; Perception +19

Defense
AC 15, touch 14, flat-footed 11 (+1 deflection, +4 Dex, -1 racial, +1 shield)
hp 66 (11 HD; 10d6+1d12+22)
Fort +7, **Ref** +7, **Will** +8
Immune explosive runes, glyph, and symbol spells; **Resist** cold 5, electricity 5, fire 5
Weaknesses vulnerable, vulnerability to erase

Offense
Speed 30 ft.
Melee Hoscoe and Bogg +10/+5 (1d8+4) or Hoscoe and Bogg +8/+8/+3/+3 (1d8+4)
Ranged Hoscoe and Bogg +15 (1d4+6/20 ft.)
Special Attacks hexes (cauldron, evil eye, flight, misfortune, nightmare, tongues), might of the gods (11 rounds/day), personal rune, rage 6 rounds/day, runic complexity, strength surge (+5, 10/day)
Rune-Carved Spell-Like Abilities (CL 11th; concentration +18)
1/day—*bull's strength, enlarge person, magic vestment, righteous might, spell immunity, stoneskin*
Witch Spells Prepared (CL 10th; concentration +17)
5th—*feeblemind* (DC 22), *mind fog* (DC 22), *rest eternal**
4th—*black tentacles* (2), *dream, phantasmal killer* (DC 21)
3rd—*bestow curse* (DC 20), *deep slumber* (DC 20, 2), *dispel magic, major image* (DC 20)
2nd—*blindness/deafness* (DC 19), *burning gaze** (DC 19), *hideous laughter* (DC 19), *touch of idiocy* (2), *web* (DC 19)
1st—*beguiling gift* (DC 18, 2), *cause fear* (DC 18), *mage armor, ray of enfeeblement* (DC 18), *silent image* (DC 18)
Cantrips (at will)—*bleed* (DC 17), *dancing lights, detect magic, spark**
Patron dreams
* These spells are from Chapter 5 of the Pathfinder RPG Advanced Player's Guide.

Tactics
Before Combat Given time before entering combat, Maelgatryx uses her stoneskin and magic vestment spell-like abilities. If she plans on initiating melee combat (typically when picking a bar fight or bullying a lesser opponent), she uses her righteous might and bull's strength spell-like abilities.
During Combat Maelgatryx alternates between cursing opponents with hexes (evil eye, misfortune) or appropriate spells, and harassing foes with black tentacles and her wand of enervation. She enjoys piling misfortune on top of misfortune, and is merciless.
Morale Maelgatryx attempts to flee if reduced below 20 hit points, using her dimension door magical tattoo. Should she be reduced to negative hit points, her familiar Manjamanja force-feeds her a soul gem.

Statistics
Str 12, **Dex** 18, **Con** 15, **Int** 24, **Wis** 12, **Cha** 18
Base Atk +6; **CMB** +7; **CMD** 22
Feats Additional Traits[B], Alertness[B], Brew Potion[B], Craft Magic Tattoo, Craft Shrunken Head, Familiar Reincarnation, Fiendish Facade (human)[B], Fiendish Heritage, Improved Familiar, Obeah Totem
Skills Acrobatics +15, Bluff +15, Craft (alchemy) +23, Disguise +10 (+15 to appear human), Fly +20, Heal +10, Intimidate +10, Knowledge (arcana) +25, Knowledge (history, nature, planes) +15, Linguistics +20, Perception +19, Sense Motive +3, Spellcraft +21, Stealth +10, Swim +3, Use Magic Device +15; Racial Modifiers +8 Knowledge (arcana), +8 Linguistics, +4 Craft (alchemy), +4 Swim, +2 Bluff, +5 Disguise to appear human, -2 Strength-based skills, -2 Dexterity-based skills
Languages Abyssal, Aklo, Celestial, Common, Draconic, Giant, Goblin, Ignan, Infernal, Orc, Undercommon
SQ domain rune (strength), enhanced NPC, feeble, raging drunk, runic dominance, traits (dream-scarred, harvester of dreams), witch's familiar (cacodaemon, Manjamanja)
Combat Gear flask of rotgut whiskey (10), potion of inflict moderate wounds (4), soul gem, wand of enervation (15 charges); **Gear** Hoscoe and Bogg, belt of physical might +2 (Dex, Con), greater bodice of allure +4, magical tattoo, ring of protection +1, slippers of spider climb, spell component pouch, jewelry worth 3,000 gp total

Special Abilities
Domain Rune As a rune-carved creature, Maelgatryx gains all the benefits of the Strength domain as an 11th-level cleric.

Enhanced NPC Being directly related to the Khan of Nightmares himself, Maelgatryx is more formidable than she appears. Her stats are built using a 20-point buy and she possesses gear equal to twice what a PC would have in addition to Hoscoe and Bogg. These advantages increase her total CR by +2.

Feeble Maelgatryx is less physically capable than she appears. She suffers a -2 racial penalty to all Strength and Dexterity-based skill checks and all Strength, Dexterity, and Constitution-based ability checks. Due to this penalty, she has gained Additional Traits as a bonus feat.
Fiendish Facade Unlike typical tieflings, Maelgatryx is better able to disguise her fiendish heritage. She possesses a +5 racial bonus on Disguise skill checks to appear human.

Fiendish Heritage Unlike most tieflings, Maelgatryx's fiendish blood runs a little stronger, showing up in her variant racial traits. Instead of the standard racial ability modifiers, she has +2 Dexterity, -2 Wisdom, and +2 Charisma. Instead of being able to cast darkness as a spell-like ability, Maelgatryx is healed by both positive and negative energy, and is automatically aware of any attempt to determine her alignment and can choose the result of any attempt to detect her alignment.

Hexes Using a hex is a standard action that does not provoke an attack of opportunity. The following hexes are summarized from Chapter 2 of the Pathfinder RPG Advanced Player's Guide.

Cauldron (Ex) Brew Potion as a bonus feat and +4 insight bonus to Craft (alchemy) skill checks.

Evil Eye (Su) Cause a foe within 30 feet to take a –4 penalty on one of the following (Maelgatryx's choice) for 10 rounds: AC, ability checks, attack rolls, saving throws, or skill checks. A DC 22 Will save reduces the duration to 1 round. This is a mind-affecting effect.

Flight (Su) Feather fall at will, +4 racial bonus on Swim checks, *levitate* 1/day, and *fly* 10 minutes/day in 1-minute increments.

Misfortune (Su) Cause a creature within 30 feet to roll twice and take the worst result on any ability check, attack roll, saving throw, or skill check for 2 rounds (Will DC 22 negates). A creature can only be affected once per day.

Nightmares (Su) Maelgatryx can place this hex on a target within 60 ft. and functions as the spell nightmare (DC 22) each time the target attempts to rest. The target must save each time they attempt to sleep until they successfully save.

Tongues (Su) Tongues 10 minutes/day in 1-minute increments.

Magic Tattoo Maelgatryx has a magical tattoo that functions as dimension door with a caster level of 10th once per day.

Personal Rune (Sp) Maelgatryx can place a rune that functions a a greater glyph of warding (CL 11th) as a full-round action. The DC for any effects of her runes is 22. She can have a maximum of 11 runes active at one time.

Raging Drunk (Ex) While raging, Maelgatryx can drink a potion, or a tankard of ale or similar quantity of alcohol, as a move action that does not provoke attacks of opportunity. A potion has its normal effect, while an alcoholic drink allows Maelgatryx to maintain her rage that round without expending a round of rage for the day (instead of the alcohol's normal effects). For each alcoholic drink consumed while raging, Maelgatryx is nauseated for 1 round when her rage expires, in addition to the normal fatigue that follows a rage. Tireless rage does not negate this nauseated condition but the internal fortitude rage power does. This ability replaces fast movement.

Runic Complexity (Su) 10 times each day, Maelgatryx can force an opponent to modify a saving throw made against one of her spells or special abilities using its Intelligence modifier rather than the standard ability modifier.

Runic Dominance (Ex) All of Maelgatryx's extraordinary, supernatural, spells, and spell-like abilities function based off of her Intelligence, instead of whatever ability score they regularly function off of.

Soul Gem See Manjamanja's *Soul Lock* special ability.

Vulnerable Maelgatryx doesn't really care if she is hit in combat and suffers a -1 racial penalty to Armor Class. Due to this penalty, she has gained Fiendish Facade as a bonus feat.

Witch's Familiar (Ex) A witch forms a close bond with a familiar, a creature that teaches her magic and helps to guide her along her path. Instead of a spellbook, Maelgatryx must commune with her familiar each day to prepare her spells. A witch's familiar otherwise functions like the wizard's arcane bond class feature.

10th-level

Manjamanja CR –

Cacodaemon familiar
NE Tiny outsider (daemon, evil, extraplanar)
Init +4; **Senses** darkvision 60 ft., detect good, detect magic; Perception +15

Defense

AC 21, touch 12, flat-footed 21 (+9 natural, +2 size)
hp 33 (10 HD); fast healing 2
Fort +6, **Ref** +5, **Will** +8
Defensive Abilities improved evasion; DR 5/good or silver; Immune acid, death effects, disease, poison; Resist cold 10, electricity 10, fire 10

Offense

Speed 5 ft., fly 50 ft. (perfect)
Melee bite +9 (1d4+1 plus disease)
Space 2-1/2 ft.; Reach 0 ft.
Special Attacks deliver touch spells, soul lock
Spell-Like Abilities (CL 6th; concentration +7)
Constant—*detect good, detect magic*
At will—*invisibility* (self only)
3/day—*lesser confusion* (DC 12)
1/week—*commune* (CL 12th, six questions)

Statistics

Str 12, **Dex** 11, **Con** 13, **Int** 10, **Wis** 13, **Cha** 12
Base Atk +6; **CMB** +5; **CMD** 15
Feats Improved Initiative, Lightning Reflexes
Skills Bluff +13, Fly +21, Knowledge (planes) +8, Perception +15, Sense Motive +7, Stealth +19

Languages Abyssal, Common, Infernal; telepathy 100 ft.
SQ change shape (2 of the following forms: Small scorpion, venomous snake, polymorph), empathic link, share spells

Special Abilities
Disease (Su) Cacodaemonia: Bite—injury; save Fort DC 16; onset 1 day; frequency 1/day; effect 1d2 Wis damage, cure 2 consecutive saves. In addition to the normal effects of the disease, as long as a victim is infected, the cacodaemon can telepathically communicate with the creature over any distance (as long as they remain on the same plane).

Soul Lock (Su) Once per day as a full-round action, a cacodaemon can ingest the spirit of any sentient creature that has died within the last minute. This causes a soul gem to grow inside of the cacodaemon's gut, which it can regurgitate as a standard action. A soul gem is a fine-sized object with 1 hit point and hardness 2. Destroying a soul gem frees the soul within, though it does not return the deceased creature to life. This is a death effect. Any attempt to resurrect a body whose soul is trapped in a soul gem requires a DC 16 caster level check. Failure results in the spell having no effect, while success shatters the victim's soul gem and returns the creature to life as normal. If the soul gem rests in an unholy location, such as that created by the spell unhallow, the DC of this caster level check increases by +2. The caster level check DC is Charisma-based.

Any evil outsider can, as a standard action, ingest a soul gem. Doing so frees the soul within, but condemns it to one of the lower planes (though the soul can be returned to life as normal). The outsider gains fast healing 2 for a number of rounds equal to its Hit Dice.

Mad Maelga, the Raging Wench CR 7
XP 3,200
Female rakshasa-spawned tiefling barbarian (drunken brute) 1/witch 5
NE Medium outsider (native)
Init +3; **Senses** darkvision 60 ft.; Perception +7

Defense
AC 18, touch 13, flat-footed 15 (+4 armor, +1 deflection, +3 Dex, -1 racial, +1 shield)
hp 26 (6 HD; 5d6+1d12)
Fort +3, **Ref** +4, **Will** +5
Resist cold 5, electricity 5, fire 5
Weaknesses vulnerable

Offense
Speed 30 ft.
Melee Hoscoe and Bogg +7 (1d8+4) or Hoscoe and Bogg +5/+5 (1d8+4)
Ranged Hoscoe and Bogg +11 (1d4+6/20 ft.)
Special Attacks hexes (cauldron, flight, tongues), rage 4 rounds/day
Witch Spells Prepared (CL 5th; concentration +8)
3rd—*dispel magic*
2nd—*burning gaze** (DC 15), *hideous laughter* (DC 15), *touch of idiocy*
1st—*cause fear* (DC 14), *mage armor, ray of enfeeblement* (DC 14), *silent image* (DC 14)
Cantrips (at will)—*bleed* (DC 13), *dancing lights, detect magic, spark**
Patron dreams
*These spells are from Chapter 5 of the *Pathfinder RPG Advanced Player's Guide*.

Tactics
Before Combat Given time, Maelgatryx casts *mage armor*. This spell is included in her stats.
During Combat Maelgatryx alternates between using her wand of vampiric touch and casting burning touch and hideous laughter. If she is attacked in melee by a persistent opponent, she may "get fed up" and go into a rage, attempting to beat her opponent to death with Hoscoe and Bogg, using their swarm and touch of fatigue powers.
Morale Maelgatryx attempts to flee if reduced below 10 hit points, unless raging.

Statistics
Str 12, **Dex** 16, **Con** 10, **Int** 16, **Wis** 12, **Cha** 15
Base Atk +3; **CMB** +4; **CMD** 18
Feats Additional Traits[B], Alertness[B], Brew Potion[B], Craft Shrunken Head, Familiar Reincarnation, Fiendish Facade (human)[B], Fiendish Heritage
Skills Acrobatics +5, Appraise +6, Bluff +9, Craft (alchemy) +14, Disguise +5 (+10 to appear human), Fly +13, Heal +9, Intimidate +6, Knowledge (arcana) +10, Knowledge (history, planes) +7, Perception +7, Sense Motive +3, Spellcraft +11, Stealth +5, Swim +3, Use Magic Device +6; Racial Modifiers +4 Craft (alchemy), +4 Swim, +2 Bluff, +5 Disguise to appear human, -2 Strength-based skills, -2 Dexterity-based skills
Languages Abyssal, Common, Draconic, Infernal, Orc
SQ enhanced NPC, feeble, raging drunk, traits (dream-scarred, harvester of dreams), witch's familiar (albino raven)
Combat Gear flask of rotgut whiskey (5), potion of inflict moderate wounds (4), wand of vampiric touch (33 charges); **Gear** Hoscoe and Bogg, lesser bodice of allure +2, ring of protection +1, slippers of spider climb, spell component pouch, jewelry worth 1,200 gp total

Special Abilities
Enhanced NPC Being directly related to the Khan of Nightmares himself, Maelgatryx is more formidable than she appears. Her stats are built using a 20-point buy and she possesses gear equal to twice what a PC would have in addition to Hoscoe and Bogg. These advantages increase her total CR by +2.

Feeble Maelgatryx is less physically capable than she appears. She suffers a -2 racial penalty to all Strength and Dexterity-based skill checks and all Strength, Dexterity, and Constitution-based ability checks. Due to this penalty, she has gained Additional Traits as a bonus feat.

Fiendish Facade Unlike typical tieflings, Maelgatryx is better able to disguise her fiendish heritage. She possesses a +5 racial bonus on Disguise skill checks to appear human.

Fiendish Heritage Unlike most tieflings, Maelgatryx's fiendish blood runs a little stronger, showing up in her variant racial traits. Instead of the standard racial ability modifiers, she has +2 Dexterity, -2 Wisdom, and +2 Charisma. Instead of being able to cast darkness as a spell-like ability, Maelgatryx is healed by both positive and negative energy, and is automatically aware of any attempt to determine her alignment and can choose the result of any attempt to detect her alignment.

Hexes Using a hex is a standard action that does not provoke an attack of opportunity. The following hexes are summarized from Chapter 2 of the *Pathfinder RPG Advanced Player's Guide*.

Cauldron (Ex) Brew Potion as a bonus feat and +4 insight bonus to Craft (alchemy) skill checks.

Flight (Su) Feather fall at will, +4 racial bonus on Swim checks, *levitate* 1/day, and *fly* 5 minutes/day in 1-minute increments.

Tongues (Su) Tongues 5 minutes/day in 1-minute increments.

Raging Drunk (Ex) While raging, Maelgatryx can drink a potion, or a tankard of ale or similar quantity of alcohol, as a move action that does not provoke attacks of opportunity. A potion has its normal effect, while an alcoholic drink allows Maelgatryx to maintain her rage that round without expending a round of rage for the day (instead of the alcohol's normal effects). For each alcoholic drink consumed while raging, Maelgatryx is nauseated for 1 round when her rage expires, in addition to the normal fatigue that follows a rage. Tireless rage does not negate this nauseated condition but the internal fortitude rage power does. This ability replaces fast movement.

Vulnerable Maelgatryx doesn't really care if she is hit in combat and suffers a -1 racial penalty to Armor Class. Due to this penalty, she has gained Fiendish Facade as a bonus feat.

Witch's Familiar (Ex) A witch forms a close bond with a familiar, a creature that teaches her magic and helps to guide her along her path. Instead of a spellbook, Maelgatryx must commune with her familiar each day to prepare her spells. A witch's familiar otherwise functions like the wizard's arcane bond class feature.

5th-level
Mistah Eatey-Eye CR -
Albino raven familiar
NE Tiny magical beast
Init +2; **Senses** low-light vision; Perception +6

Defense
AC 17, touch 14, flat-footed 15 (+2 Dex, +3 natural, +2 size)
hp 13 (5 HD)
Fort +2, **Ref** +4, **Will** +6
Defensive Abilities improved evasion

Offense
Speed 10 ft., fly 40 ft. (average)
Melee bite + (1d3-4)
Space 2 1/2 ft.; Reach 0 ft.
Special Attacks deliver touch spells

Statistics
Str 2, **Dex** 15, **Con** 8, **Int** 8, **Wis** 15, **Cha** 7
Base Atk +3; **CMB** +3; **CMD** 9
Feats Weapon Finesse
Skills Fly +10, Perception +6
Languages Abyssal; speak with master
SQ empathic link, share spells

Magnus Thrax, Sculptor of War

Thrax once fought for survival and glory on the bloody sands of the arena, but now uses his hard-won martial expertise as proprietor and lanista (manager of gladiators) of the Ludus Thraxus, the Coliseum Morpheuon's largest gladiator school. A literal mountain of an ogre, his immense muscles bulge like weathered boulders, and complex scars streak his stone-plated hide like veins of ore. Even more so than his staggering strength or brutal fighting skills, the quality most responsible for Thrax's fearsome reputation is his absolute lack of pity, mercy, or compassion. Due to a long life hardened by endless brutality, stone-hearted Thrax values no love except the cheers of the crowd and respects only those virtues – strength, fortitude, cunning – which yield victory on the battlefield. The coal-eyed warrior is exactly as gruff as he appears, curt and humorless when dealing with his peers and ruthlessly harsh when disciplining his students. He has extensive first-hand knowledge of the rules and strategies of every gladiatorial contest the Coliseum Morpheuon has to offer, but only shares his wisdom to those who prove themselves worthy through combat. An armored prosthetic right arm Thrax obtained after losing an earth-shaking duel with Ahnkar-Kosh notably augments Thrax's hulking form. While the legend of that epic bout is a favorite local tavern tale, few know that the defeated Thrax received the replacement arm as a forced "gift" from the calculating Jack of Diamonds, who continues to hold the boon over Thrax's head.

Dreamburning and Magnus Thrax

Hope: Thrax wishes he had won eternal glory in the Damnation Epoch when he competed long ago. He fantasizes about standing triumphant in the Chimeric Amphitheater, basking in the roar of the crowd.

Hope (2nd): Thrax has a strange recurring dream where the metal of his prosthetic arm spreads over his entire body, transforming him into a gleaming immortal construct. (This dream is not his own.)

Aspiration: Thrax wants to join the Khan of Nightmares' inner court as master of the games.

Goal: Thrax daydreams about violence - landing the perfect punch, the satisfying snap of bone, or simply savoring the look of fear in his opponents' eyes.

In the Tarnished Souk

The Ludus Thraxus is a large stonework property located just outside the Tarnished Souk, near the Probationer's Park. Several two-story, open-balcony buildings surround a sandy courtyard where gladiators train against each other, nightmarish beasts, or a host of battered battle-golems. Early each morning Thrax strolls (stomps) from the ludus down through the Souk to the slave pits. There, he shrewdly examines the 'morning catch' of potential gladiators like an old man browsing for ripe fruit.

Lore

Characters may learn the following information via Diplomacy (Gather Information) or Knowledge (Local) skill checks:

DC 15 – Magnus Thrax, a stone-hearted ogre, runs the Ludus Thraxus, a prominent gladiator school that supplies many fighters for the Coliseum's games.

DC 20 – He is a dreadnaught, earth-infused fighter. He says, "All men are stone. The strong become statues of the gods – the weak are ground into sand."

DC 25 – He is very strong, an expert in combat maneuvers, immune to mind-affecting effects and several conditions, and resistant to magic. He likes to sunder special weapons with his spiked gauntlets.

DC 35 – He keeps his feet on the ground and refuses to fly. His warrior's pride is sensitive; the last fool to call him "washed up" died in an instant honor duel.

DC 45 – Thrax lost his arm in a duel with Ahnkar-Kosh, The Unstoppable. Afterwards, the two beasts of battle formed an unexpected friendship that only they understand. They occasionally train together in secret, sharing dire methodologies of destruction.

How To Use Magnus Thrax, Sculptor of War

- Use Thrax to emphasize the dark side of gladiatorial bloodsport – despite the glitz and glamour of the all-volunteer Damnation Epoch, most gladiators are slaves condemned to suffer and die for the amusement of others. Thrax completely accepts this system. Do the PCs?
- Thrax can be a stern but valuable mentor in a game focused on arena combat. If the PCs arrive at the Coliseum Morpheuon early, they can join (or be forced into) the Ludus Thraxus as an opportunity to fight regularly in arena events and gain levels as they rise up through the ranks.
- Thrax likes the Coliseum Morpheuon just the way it is. If playing "Destroying the Umbral Blot", "Sympathy for the Devil", or "Setting the Captives Free" (Coliseum Morpheuon, Chapter 10), Thrax opposes the PCs' disruptive schemes and will fight to defend the Khan's status quo.
- If the PCs must be punished, the Khan imprisons them in the Coliseum Prison, releasing them only if they agree to fight in additional events. Thrax takes custody of the PCs, acting as jailer and taskmaster until they fulfill their sentence.

Magnus Thrax, Sculptor of War CR 20

XP 307,200

Male dreadnaught earth-infused ogre fighter (trick fighter) 12

LE Large monstrous humanoid (augmented humanoid, earth, giant)

Init +15; **Senses** darkvision 60 ft., low-light vision, tremorsense 20 ft.; Perception +13

Defense

AC 40, touch 21, flat-footed 33 (+8 armor, +5 deflection, +6 Dex, +1 dodge, +11 natural, -1 size)

hp 264 (16 HD; 4d8+12d10+112)

Fort +23, **Ref** +15, **Will** +12

Defensive Abilities elemental body; **DR** 16/magic, 1/—; **Immune** disease, mind-affecting effect, poison, paralysis, stunning; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 30

Offense

Speed 40 ft., burrow 40 ft.

Melee *+3 collision sundering spiked gauntlet* +26/+21/+16 (1d6+17) or *+3 collision sundering spiked gauntlet* +24/+19/+14 (1d6+17), *+3 collision sundering spiked gauntlet* +24/+19 (1d6+12)

Ranged mwk javelin +21 (1d8+9)

Special Attacks felling strike (3/day), grounded, punishing strike (3/day, +4 to attack, +16 to damage), rapid strike

Spell-Like Abilities (CL 16th; concentration +20)

4/day—*haste* (self only)

Tactics

Before Combat Thrax activates his *haste* spell-like ability.

During Combat Thrax employs his fighting style, "The Way of Shaking Earth". He makes full use of his combat feats, favoring Greater Trip attacks versus solo grounded opponents and using Repositioning Strike to draw enemies into the blades of his allies if fighting alongside his students. He delights in grappling spellcasters and sundering the favored weapons of fighters who dare face him one-on-one.

Morale Thrax still envisions himself dying in glorious battle, and may fight to the death if presented with worthy opponents and in front of an appreciative crowd. Otherwise, he bows out if reduced to 30 hit points or fewer, burrowing away and healing with his wand of cure critical wounds.

Statistics

Str 28, **Dex** 22, **Con** 24, **Int** 15, **Wis** 12, **Cha** 18

Base Atk +15; **CMB** +25 **(+27** bull rush, dirty trick, disarm, grapple, +29 reposition, +32 trip); CMD 47 (49 vs. bull rush, dirty trick, disarm, grapple, reposition, 52 vs. trip)

Feats Additional Traits* (Dangerously Curious, Starry-Eyed Dreamer), Combat Expertise[B], Dodge, Endurance[B], Greater Reposition[B], Greater Trip[B], Improved Bull Rush, Improved Dirty Trick[B]*, Improved Disarm, Improved Grapple[B], Improved Reposition[B]*, Improved Trip[B], Improved Two-Weapon Fighting[B], Iron Will[B], Leadership, Muscle Reaction, Power Attack, Repositioning Strike[B], Two-Weapon Fighting

Skills Acrobatics +20, Climb +20, Handle Animal +10, Heal +10, Intimidate +10, Knowledge (dungeoneering) +10, Knowledge (engineering) +10, Perception +13, Profession (gladiator trainer) +14, Ride +10, Survival +5, Swim +17, Use Magic Device +14

Languages Common, Draconic, Giant

SQ armor training 3, armory, maneuverist (+3 trip)

Combat Gear *wand of cure critical wounds* (42 charges), *wand of lightning bolt* (CL 10th, 39 charges); **Gear** *+3 collision sundering spiked gauntlet* (2), mwk javelin (5), *+1 mithral breastplate, mwk armored kilt, adamantine armored repairing mithral arm, belt of physical perfection +4, bracers of resistance +4* (as cloak), *ring of confidence +6, ring of protection +5, showman's sandals*

Special Abilities

Armory Being the trainer for a stable of up and coming gladiators, Thrax has access to nearly any type of armor and weapons he wants to use, including magical armor and weapons with a market price below 5,000 gp. He prefers to use his spiked gauntlets.

*See the *Advanced Player's Guide*.

Other versions of Thrax

Rector Thrax, The Sharpening Stone — CR 14

XP 38,400

Male dreadnaught earth-infused ogre fighter (trick fighter) 7

LE Large monstrous humanoid (augmented humanoid, earth, giant)

Init +5; **Senses** darkvision 60 ft., low-light vision, tremorsense 20 ft.; Perception +5

Defense

AC 36, touch 16, flat-footed 30 (+8 armor, +1 deflection, +5 Dex, +1 dodge, +11 natural, +1 shield, -1 size)

hp 169 (11 HD; 4d8+7d10+66)

Fort +17, **Ref** +10, **Will** +8

Defensive Abilities elemental body; **DR** 11/magic; Immune disease, mind-affecting effect, poison, paralysis, stunning; **Resist** electricity 10, fire 10; **SR** 24

Offense

Speed 40 ft., burrow 40 ft.

Melee *+1 sundering spiked gauntlet* +15/+10 (1d6+6) or *+1 sundering spiked gauntlet* +13/+8 (1d6+6), *+1 sundering spiked gauntlet* +13/+8 (1d6+3)

Ranged mwk javelin +15 (1d8+5)

Special Attacks felling strike (2/day), grounded, punishing strike (2/day), rapid strike

Spell-Like Abilities (CL 11th; concentration +13)

3/day—*haste* (self only)

Tactics

Before Combat Thrax activates his *haste* spell-like ability.

During Combat Thrax employs his fighting style, "The Way of Shaking Earth". He makes full use of his combat feats, favoring Improved Trip attacks versus solo grounded opponents, then raining down punishing strikes without mercy. He delights in grappling spellcasters and sundering the favored weapons of fighters who dare face him one-on-one.

Morale Thrax still envisions himself dying in glorious battle, and may fight to the death if presented with worthy opponents and in front of an appreciative crowd. Otherwise, he bows out if reduced to 20 hit points or fewer, burrowing away and healing himself with his wand of cure critical wounds.

Statistics

Str 20, **Dex** 20, **Con** 22, **Int** 13, **Wis** 12, **Cha** 14

Base Atk +10; **CMB** +16 **(**+18 bull rush, disarm, grapple, reposition, +20 trip); **CMD 33** (35 vs. bull rush, disarm, grapple, reposition, 37 vs. trip)

Feats Additional Traits* (Dangerously Curious, Starry-Eyed Dreamer), Combat Expertise[B], Dodge, Endurance[B], Improved Bull Rush, Improved Disarm, Improved Grapple[B], Improved Reposition[B]*, Improved Trip[B], Improved Two-Weapon Fighting[B], Iron Will[B], Power Attack, Two-Weapon Fighting

Skills Acrobatics +15, Climb +13, Handle Animal +6, Heal +5, Intimidate +6, Knowledge (dungeoneering) +5, Knowledge (engineering) +5, Perception +5, Profession (gladiator trainer) +10, Ride +9, Survival +5, Swim +13, Use Magic Device +12

Languages Common, Giant

SQ armor training 2, armory, maneuverist (+2 trip)

Combat Gear *oil of make whole* (5d6, 3), *wand of cure critical wounds* (7 charges); **Gear** *+1 sundering spiked gauntlet* (2), mwk javelin (5), *+1 mithral breastplate*, mwk armored kilt, steel armored iron arm, *belt of physical might* +2 (Dex, Con), *bracers of resistance +2* (as cloak), *ring of confidence +2, ring of protection +1, showman's sandals*

Special Abilities

Armory Owed favors by many armorers and weaponsmiths, Thrax has access to nearly any type of non-magical armor and weapons he wants to use. He prefers to use his spiked gauntlets.

*See the *Advanced Player's Guide*.

Thrax the Iron-Fisted — CR 7

XP 3,200

Male earth-infused ogre fighter (trick fighter) 3

LE Large humanoid (earth, giant)

Init +1; **Senses** darkvision 60 ft., low-light vision, tremorsense 20 ft.; Perception +5

Defense

AC 23, touch 11, flat-footed 21 (+5 armor, +1 Dex, +1 dodge, +7 natural, -1 size)

hp 52 (7 HD; 4d8+3d10+14)

Fort +9, **Ref** +3, **Will** +5

Defensive Abilities elemental body

Offense

Speed 40 ft., burrow 40 ft.

Melee mwk spiked gauntlet +10/+5 (1d6+4) or mwk spiked gauntlet +8/+3 (1d6+4), mwk spiked gauntlet +8 (1d6+2)

Ranged javelin +6 (1d8+4)

Special Attacks grounded

Tactics

During Combat Thrax employs his fighting style, "The Way of Shaking Earth". He makes full use of his combat feats, favoring Improved Trip attacks versus solo

grounded opponents. He delights in grappling spellcasters and hitting opponents when they're down.

Morale Thrax still envisions himself dying in glorious battle, and may fight to the death if presented with worthy opponents and in front of an appreciative crowd. Otherwise, he bows out if reduced to 10 hit points or fewer, burrowing away and healing himself with his potions of cure moderate wounds.

Statistics

Str 18, **Dex** 13, **Con** 14, **Int** 13, **Wis** 12, **Cha** 10
Base Atk +6; **CMB** +11 **(**+13 bull rush, +14 trip); **CMD** 23 (25 vs. bull rush, 26 vs. trip)
Feats Combat Expertise[B], Dodge, Improved Bull Rush, Improved Trip[B], Iron Will[B], Power Attack, Two-Weapon Fighting
Skills Acrobatics +7, Climb +10, Handle Animal +4, Heal +5, Intimidate +4, Knowledge (dungeoneering) +5, Knowledge (engineering) +5, Perception +5, Profession (gladiator trainer) +5, Ride +4, Survival +5, Swim +10
Languages Common, Giant
SQ armor training 1, armory, maneuverist (+1 trip)
Combat Gear *oil of make whole* (3d6, 2), *potion of cure moderate wounds* (2); **Gear** mwk spiked gauntlet (2), javelin (5), mwk leather breastplate, mwk armored kilt, steel armored clockwork arm, *showman's sandals*

Special Abilities

Armory Well-known and respected among the armorers and weapon smiths of the Coliseum, Thrax has access to nearly any type of non-magical armor and weapons he wants to use. He prefers to use spiked gauntlets.

Nameless Nil, the Beggar of Self

An imaginary friend turned killer turned beggar, the masterless eidolon presently called Nil was once the favored assassin of multiple generations of summoners but now wanders the streets of the Tarnished Souk begging for dreams. Its freakish mannequin-like body is composed of dozens of masks crafted from the faces of its former masters and other victims, though usually Nil presents itself in the guise of one of its dozens of alternate identities. Within Nil exist the cobbled-together personae of assassins, warriors, thieves, and even dragons – all powerful roles it can shift between as easily as changing hats. This hollow half-construct holds no dreams of its own and hungers insatiably for a sense of identity it can never attain, though Nil often pursues quests it thinks its personalities would wish to pursue in a tragic pantomime of personhood. Nil usually begs quietly with no more than a vacant expression on its mask-face, but sometimes it gloms on to a person, thirsting for personal details and attempting to insinuate itself into that person's life until hunger drives it to consume the dreams – and body – of the victim. Buried inside its motley patchwork of personhood are fragments of the memories of generations of victims, making Nil a treasure trove of ancient secrets if one can draw a relevant personality to the fore. Though a creature of many faces, the beggar often neglects to change its clothes and often wears a distinctive robe of long, sharp needles decorated with a coiling scorpion motif. While many suspect Nil to be an escaped mask-golem, and others believe it to be a unique walking nightmare, none realize the secret that this strange thing once was a young wizard's imaginary friend, a person-like shell of expectation built around a hollow core core of nothing at all.

Dreamburning and Nameless Nil

Nameless Nil is Dream-Barren, and has no dreams of its own. Hollow and hungry, all it can do is ache with want at the almost-thought of what it does not have.

In the Tarnished Souk

Nil wanders the streets and alleys of the Tarnished Souk in various guises, searching for its next meal. Nil is attracted to strong personalities, and often mixes in with crowds surrounding performances or spectacles of violence. Homeless, it pretends to sleep on the doorways and steps of buildings, using the position to beg from powerful passersby.

Lore

Characters may learn the following information via Diplomacy (Gather Information) or Knowledge (Local) skill checks:

DC 15 – Nameless Nil is an unfettered eidolon resembling a mask golem; a strange, lonely outsider who begs in the Tarnished Souk for others' dreams.

DC 20 – A savant, Nil has collected the skills of a hundred lifetimes, recorded in the masks which constitute its half-construct body. It can open its bloody maw freakishly wide, consuming people whole. Others say, "It's like looking into a mirror – a mirror that wants to become you, eat you, and replace you."

DC 25 – Nil is a savant, capable of assuming multiple identities, each with unique skills and abilities. It can regenerate like a troll, breathe fire like a dragon, and dominate or silence victims with its masks of control.

DC 35 – Nil's regeneration falters under fire or silver, though it takes a magical silver weapon to truly hurt it. Nil feeds on dreams and magic items, and must consume both regularly; hunger makes it desperate.

DC 45 – Nil recently ate a powerful dream-artifact, rumored to be a crystalized dream-memory of the Khan of Nightmares himself. The artifact still rests in Nil's belly, and its power has begun to change odd Nil into an ever more dangerous – and alien – creature.

How To Use Nameless Nil

- Nil is a strange creature, alien in construction but hauntingly familiar in the faces it dons. Use Nil as a freak, an aberration, an oddity that highlights the bizarre nature of Dream, but also as a lens to examine philosophical concepts such as identity, personhood, and humanity.
- Use Nil as a creepy serial killer villain; it does wear masks made from real faces, after all. But once (if) Nil is destroyed, should another creature dons one of Nil's masks, the mask takes over the wearer, hollowing out its victim and beginning a transformation into a new Nil.
- As a bloody maw creature, Nil eats magic items and draws power from them. Start a rumor that the key to the PCs' current problem rests in the gullet of a perfect mimic who could be anyone.
- If playing "Destroying the Umbral Blot" (Coliseum Morpheuon, Chapter 10): Nil, a notorious snacker on magical items, gobbles up the anti-blot weapon before they can use it. They must catch Nil and cut the item from its belly.
- If playing "Setting the Captives Free" (Coliseum Morpheuon, Chapter 10): Nil targets the oneirobound as they assemble for exodus, trying to eat them whole and assume their identities.
- One of Nil's former summoner masters was a peerless scholar of the far outer realms, and one of Nil's nigh-forgotten roles knows those secrets. When a dangerous dimensional rift opens, the key to closing it lays buried deep in Nil.

Nameless Nil, the Beggar of Self CR 21

XP 409,600

Bloody maw half-construct horrifically overpowered hungry nightmare unfettered eidolon savant 10

N Medium outsider (extraplanar)

Init +7; **Senses** darkvision 60 ft., low-light vision, see invisibility; Perception +15

Defense

AC 39, touch 24, flat-footed 34 (+5 armor, +5 deflection, +5 Dex, +4 luck, +10 natural)

hp 155 (22 HD; 12d10+10d8+44); **regeneration** 2 (fire or silver)

Fort +26, **Ref** +21, **Will** +25 **(**+28 vs. mind-affecting effects)

Defensive Abilities improved evasion; **DR** 10/magic and silver; **Immune** ability damage, dream theft

Offense

Speed 50 ft., climb 50 ft.

Melee bite +27/+22 (1d6+12/19-20 plus 2d6 bleed plus jaws of severing) or 2 claws +27 (1d4+8 plus poison), bite +27 (1d6+8/19-20 plus 2d6 bleed plus jaws of severing) or slam +27 (1d4+8), bite +27 (1d6+8/19-20 plus 2d6 bleed plus jaws of severing) or sleeve +28/+23/+18/+13 (1d4+9 plus 1 bleed) or sleeve +24/+19/+14/+9 (1d4+9 plus 1 bleed), sleeve +20 (1d4+5 plus 1 bleed)

healing touch +27 touch (see below)

Ranged needle +24/+19/+14/+9 (1d2+8 plus 1 bleed)

Special Attacks dream-consuming gaze (DC 28), jaws of severing (DC 29), masks of control (DC 26), poison (DC 26)

Spell-Like Abilities (CL 22th; concentration +27)

Constant—*see invisibility*

Tactics

Before Combat Given a moment to ready itself, Nil takes on a role appropriate to the situation, most commonly Warrior in anticipation of melee combat. If on the offensive, Nil uses its ring to turn invisible and then summons Rimeheart to harry its targets, climbing on the dragon's back so it is not in danger of leaving Nil's avatar of legend range.

During Combat Before attacking with its poisonous claws and severing jaws, Nil activates its *divine power* pinch of magic spell-like ability. Against spellcasters, it makes use of the silence function of its masks of control special attack, muzzling them. Knowing there is a delay in how often it can use its breath weapon, Nil will more often than not use it in the first round of combat should three or more opponents be in range. Extremely adaptive, Nil changes roles as needed, adopting whatever knacks are most advantageous at the time.

Morale Nil acts in accordance with whatever persona it has adopted through most of a fight, losing itself in the role. However, should it fall below 50 hit points, or otherwise suffer a debilitating injury or condition, it ceases to act in accordance with its active role and flees, either turning invisible and flying away, or using its *seven league boots*.

Statistics

Str 26, **Dex** 20, **Con** 14, **Int** 13, **Wis** 12, **Cha** 20

Base Atk +19; **CMB** +27; **CMD** 51

Feats Ability Focus (dream-consuming gaze), Bleeding Critical, Class Knack, Critical Focus, Duplicate Knacks, Extra Embodiments, Gestalt, Improved Critical (bite), Multiattack[B], Skill Focus (Disguise, Stealth), Supernatural Knack

Skills Acrobatics +28, Autohypnosis +19, Bluff +18, Climb +16, Craft (woodcarving) +8, Diplomacy +14, Disable Device +19, Disguise +28, Escape Artist +14, Intimidate +14, Knowledge (arcana) +5, Knowledge (history, planes) +14, Linguistics +8, Perception +15, Ride +20, Sense Motive +9, Sleight of Hand +19, Spellcraft +6, Stealth +18, Use Magic Device +33; Racial Modifiers +8 Disable Device, +8 Perception, +8 Sleight of Hand, +8 Use Magic Device

Languages Abyssal, Celestial, Common, Draconic, Infernal, Undercommon

SQ all roles (24 minutes/day), avatar of legend, belly of the beast (22), calming words (fast healing 5), enhanced NPC, evolution points (ability increase [+4 Cha], arms,

claws, climb, improved evasion, legs, skilled [Disable Device, Perception, Sleight of Hand]), greater role 3/day, knack 7, many talents, share role, spell level (4), stubborn argument, style (narrator), traits, wild talent

Combat Gear *elemental gem* (2 air, 1 earth, 2 fire, 1 water), *wand of black tentacles* (50 charges), *wand of cure critical wounds* (50 charges); **Other Gear** *belt of consuming teeth, bracers of armor +5 titanic (w/ a wrist sheath in each), circlet of everchanging, cloak of resistance +5, master's cheating gloves, ring of invisibility, ring of protection +5, scorpion robe, seven league boots, vest of escape*

Special Abilities

Avatars of Legend (Su): Once per day, Nil can summon any one of its avatars of legend as a full-round action. Nil has 5 avatars which are CR 14 NPCs.

Enhanced NPC: Nil has 25 point-buy ability scores, the Gestalt Horrifically Overpowered feat, two traits, and equipment as a PC of its total CR. All of this increases its CR by +3.

Horrifically Overpowered: Nil has the Gestalt Horrifically Overpowered feat for the savant class, increasing its effective savant level to 16.

Masks: Instead of having a notebook as most savants do, Nil records its knacks on the masks which make up part of itself. Nil's masks can be sundered (hardness 5, 5 hp each).

Roles: By switching masks as a full-round action, Nil activates preset roles, each of which are made up of 7 of its known knacks.

Traits: Nil has the dream-barren and reactionary traits.

Wild Talent (Su): Nil has developed the following two wild talents.

Red Dragon: Emulating two aspects of red dragons, Nil's red dragon knack combines the breath weapon supernatural ability of a young adult red dragon, and the extraordinary flight ability of a Medium dragon (fly 150 ft. with average maneuverability).

Troll: After witnessing many a troll compete in the Coliseum Morpheuon, Nil developed its troll knack (regeneration 5 [acid or fire], rend [2 claws, 1d6 plus 1-1/2 Strength modifier]).

***** See *Pathfinder Roleplaying Game Bestiary 3* for full details on Unfettered Eidolons, including the rules for creating your own unfettered eidolons.

Savant Class

For complete rules on the savant class by Ryan Costello Jr. see Kobold Quarterly issue 18, Copyright 2011, Open Design LLC, www.koboldquarterly.com. All necessary rules to run the Npc as written have been provided.

Nil's Common Roles

Though it can shift its masks to combine its knacks in many different ways, Nil uses the following roles more often than not.

Arcanist: AC 43, flat-footed 38 (+4 shield); SR 32; Special Attacks *dream-consuming gaze* (DC 31), *masks of control* (DC 29), poison (DC 29); Spell-Like Abilities (CL 22th; concentration +30); Savant Spell-Like Abilities (CL 16th; concentration +24) – *fireball* (DC 21), *haste, shield, shout* (DC 22); Cha 26; Skills Bluff +23, Diplomacy +18, Disguise +33, Intimidate +18, Use Magic Device +36; SQ quickness.

Active Knacks: exemplar of Charisma +6, extraordinary emulation (noble drow spell resistance), pinch of magic (*fireball, haste, shield, shout*), supernatural knack (choker quickness).

Assassin: Init +10; AC 42, touch 27 (+8 Dex); Ref +24; Defensive Abilities hide in plain sight; Melee bite +30/+25 (1d6+16/19-20 plus 2d6 bleed plus jaws of severing) or 2 claws +30 (1d4+11 plus poison), bite +30 (1d6+11/19-20 plus 2d6 bleed plus jaws of severing) or slam +30 (1d4+11), bite +30 (1d6+11/19-20 plus 2d6 bleed plus jaws of severing) or sleeve +31/+26/+21/+16 (1d4+12 plus 1 bleed) or sleeve +27/+22/+17/+12 (1d4+12 plus 1 bleed), sleeve +23 (1d4+6 plus 1 bleed) or healing touch +30 touch (see below); Ranged needle +27/+22/+17/+12 (1d2+11 plus 1 bleed); Special Attacks death attack (DC 23), jaws of severing (DC 32), pounce, sneak attack +8d6, true death; Str 32, Dex 26; CMB +30; CMD 57; Skills Acrobatics +33, Climb +19, Disable Device +23, Escape Artist +18, Sleight of Hand +23, Stealth +22.

Active Knacks: class knack (rogue sneak attack), exemplar of Dexterity +6, exemplar of Strength +6, extraordinary emulation (assassin death attack, pounce), supernatural knack (assassin true death, shadowdancer hide in plain sight).

Dragon: hp 221; regeneration 5 (fire or silver); Fort +29; Speed fly 150 ft. (average); Melee bite +30/+25 (1d6+12/19-20 plus 2d6 bleed plus jaws of severing) or 2 claws +30 (1d4+11 plus poison), bite +30 (1d6+11/19-20 plus 2d6 bleed plus jaws of severing), tail slap +28 (1d6+5) or slam +30 (1d4+11), bite +30 (1d6+11/19-20 plus 2d6 bleed plus jaws of severing), tail slap +28 (1d6+5) or sleeve +31/+26/+21/+16 (1d4+12 plus 1 bleed) or sleeve +27/+22/+17/+12 (1d4+12 plus 1 bleed), sleeve +23 (1d4+6), bite +25 (1d6+5/19-20 plus 2d6 bleed plus jaws of severing) or healing touch +30 touch (see below); Ranged needle +24/+19/+14/+9 (1d2+11 plus 1 bleed); Special Attacks breath weapon (one 60 ft. line or 30 ft. cone as chosen dragon of CR 13 or less), jaws of severing (DC 32); Str 32, Con 20; CMB +30; CMD 54; Feats Whirlwind Attack; Skills Climb +19, Fly +0; SQ quickness.

Active Knacks: bestial weapon (tail slap), exemplar of Constitution +6, exemplar of Strength +6, extraordinary emulation (flight as a Medium dragon), supernatural knack (any one CR 13 or less dragon breath weapon, choker quickness), tactical emulation (Whirlwind Attack).

Performer: Aura unluck (20 ft.); Special Attack *dream-consuming gaze* (DC 31), *masks of control* (DC 29), poison (DC 29); Spell-Like Abilities (CL 22th; concentration +30); Savant Spell-Like Abilities (CL 16th; concentration +24) – suggestion (DC 21) x2; Cha 26; Skills Bluff +23, Diplomacy +18, Disguise +33, Intimidate +18, Perform (any one) +19, Perform (one other) +16, Use Magic Device +36.
Active Knacks: exemplar of Charisma +6, pinch of magic (*suggestion* x2), skill familiarity (Perform – any two +8), skill of my master (Perform any one), supernatural knack (pugwampi aura of unluck).

Red Dragon: hp 221; regeneration 5 (acid or cold); Fort +29; Speed fly 150 ft. (average); Melee bite +30/+25 (1d6+12/19-20 plus 2d6 bleed plus jaws of severing) or 2 claws +30 (1d4+11 plus poison), bite +30 (1d6+11/19-20 plus 2d6 bleed plus jaws of severing), tail slap +28 (1d6+5) or slam +30 (1d4+11), bite +30 (1d6+11/19-20 plus 2d6 bleed plus jaws of severing), tail slap +28 (1d6+5) or sleeve +31/+26/+21/+16 (1d4+12 plus 1 bleed) or sleeve +27/+22/+17/+12 (1d4+12 plus 1 bleed), sleeve +23 (1d4+6 plus 1 bleed), bite +25 (1d6+5/19-20 plus 2d6 bleed plus jaws of severing) or healing touch +30 touch (see below); Ranged needle +24/+19/+14/+9 (1d2+11 plus 1 bleed); Special Attacks breath weapon (50 ft. cone, 10d10 fire, DC 22), jaws of severing (DC 32), rend (2 claws, 1d6+16); Str 32, Con 20; CMB +30; CMD 54; Feats Whirlwind Attack; Skills Climb +19, Fly +0; SQ quickness.
Active Knacks: bestial weapon (tail slap), exemplar of Constitution +6, exemplar of Strength +6, supernatural knack (choker quickness), tactical emulation (Whirlwind Attack), wild talent (dragon, troll)

Strangler: AC 39, flat-footed 39; Defensive Abilities uncanny dodge; Melee bite +30/+25 (1d6+12/19-20 plus 2d6 bleed plus jaws of severing) or 2 claws +30 (1d4+11 plus grab plus poison), bite +30 (1d6+11/19-20 plus 2d6 bleed plus jaws of severing) or slam +30 (1d4+11), bite +30 (1d6+11/19-20 plus 2d6 bleed plus jaws of severing) or sleeve +31/+26/+21/+16 (1d4+12 plus 1 bleed) or sleeve +27/+22/+17/+12 (1d4+12 plus 1 bleed), sleeve +23 (1d4+6 plus 1 bleed), bite +25 (1d6+5/19-20 plus 2d6 bleed plus jaws of severing) or healing touch +30 touch (see below); Ranged needle +24/+19/+14/+9 (1d2+11 plus 1 bleed); Special Attacks strangle; Str 32; CMB +30 (+32 disarm, +34 grapple); CMD 54 (56 vs. disarm); Feats Improved Disarm; Skills Climb +19, Stealth +27; SQ quickness, supernatural speed).
Active Knacks: exemplar of Strength +6, extraordinary emulation (choker strangle, universal monster ability grab), skill familiarity (Stealth +8), supernatural knack (choker quickness, quickling supernatural speed), tactical emulation (Improved Disarm).

Thief: Init +10; Senses blindsight 60 ft.; Aura unluck (20 ft.); AC 42, touch 27 (+8 Dex); Ref +24; Ranged needle +27/+22/+17/+12 (1d2+8 plus 1 bleed); Special Attacks *dream-consuming gaze* (DC 31), *masks of control* (DC 29), poison (DC 29); Dex 26; CMB +27 (+31 steal); CMD 51 (53 vs. steal); Feats Greater Steal, Improved Steal; Skills Acrobatics +33, Bluff +23, Diplomacy +18, Disable Device +23, Disguise +33, Escape Artist +18, Intimidate +18, Sleight of Hand +31, Stealth +22, Use Magic Device +36.
Active Knacks: exemplar of Charisma +6, exemplar of Dexterity +6, extraordinary emulation (gray ooze blindsight 60 ft.), skill familiarity (Sleight of Hand +8), supernatural knack (pugwampi aura of unluck), tactical emulation (Greater Steal and Improved Steal).

Warrior: AC 42, touch 27 (+8 Dex); hp 237; regeneration 5 (acid or fire); Fort +29, Ref +24; Speed fly 150 ft. (average); Melee bite +35/+30 (1d6+17/19-20 plus 2d6 bleed plus jaws of severing) or 2 claws +35 (1d4+16 plus poison), bite +35 (1d6+16/19-20 plus 2d6 bleed plus jaws of severing) or slam +35 (1d4+16), bite +35 (1d6+16/19-20 plus 2d6 bleed plus jaws of severing) or sleeve +36/+31/+26/+21 (1d4+17 plus 1 bleed) or sleeve +32/+27/+22/+17 (1d4+17 plus 1 bleed), sleeve +28 (1d4+11 plus 1 bleed), bite +30 (1d6+10/19-20 plus 2d6 bleed plus jaws of severing) or healing touch +35 touch (see below); Ranged needle +32/+27/+22/+17 (1d2+16 plus 1 bleed); Special Attacks breath weapon (50 ft. cone, 35d10 fire, DC 23), jaws of severing (DC 32), rend (2 claws, 1d6+16); Savant Spell-Like Abilities (CL 16th; concentration +21) – *divine power* (active); Str 32, Dex 26, Con 20; CMB +30; CMD 54; Feats Flyby Attack; Skills Acrobatics +33, Climb +24, Disable Device +23, Escape Artist +18, Sleight of Hand +23, Stealth +22.
Active Knacks: exemplar of Constitution +6, exemplar of Dexterity +6, exemplar of Strength +6, pinch of magic (divine power), tactical emulation (Flyby Attack), wild talent (dragon, troll).

Other versions of Nil

Faceless Nil, the Hungry Mask — CR 13

XP 25,600
Half-construct horrifically overpowered hungry nightmare unfettered eidolon* savant 3
N Medium outsider (extraplanar)
Init +6; **Senses** darkvision 60 ft., low-light vision, see invisibility; Perception +6

Defense
AC 25, touch 15, flat-footed 21 (+2 armor, +1 deflection, +4 Dex, +8 natural)
hp 79 (11 HD; 8d10+3d8+22)
Fort +12, **Ref** +8, **Will** +10 (+12 vs. mind-affecting

effects)
Defensive Abilities evasion; **Immune** ability damage, dream theft

Offense
Speed 30 ft., climb 30 ft.
Melee 2 claws +15/+10 (1d4+5 plus poison) or slam +15/+10 (1d4+7)
Ranged needle +14 touch (1 plus 1 bleed)
Special Attacks dream-consuming gaze (DC 19), masks of control (DC 19), poison (DC 19)
Spell-Like Abilities (CL 11th; concentration +15)
Constant—*see invisibility*

Tactics
Before Combat Given a moment to ready itself, Nil takes on a role appropriate to the situation, most commonly Dragon in anticipation of melee combat. Its favors the breath weapon of a red dragon over all others. If on the offensive, Nil uses its ring to turn invisible and then summons Rimeheart to harry its targets.

During Combat Against foes unable to fly, it makes strafing passes, using its breath weapon as it passes. Should its quarry be capable of flight, it engages them one-by-one in melee, often attempting to grapple its current foe and unleashing its breath weapon once the foe is held. Against spellcasters, it makes use of the silence function of its masks of control special attack, muzzling them. Knowing there is a delay in how often it can use its breath weapon, Nil will more often than not use it in the first round of combat should three or more opponents be in range. Extremely adaptive, Nil changes roles as needed, adopting whatever knacks are most advantageous at the time.

Morale Nil acts in accordance with whatever persona it has adopted through most of a fight, losing itself in the role. However, should it fall below 50 hit points, or otherwise suffer a debilitating injury or condition, it ceases to act in accordance with its active role and flees by using its ring of vanishing and then simply flying away.

Statistics
Str 21, **Dex** 19, **Con** 14, **Int** 12, **Wis** 11, **Cha** 19
Base Atk +10; **CMB** +15; **CMD** 30
Feats Duplicate Knacks, Extra Embodiments, Gestalt, Multiattack[B], Skill Focus (Disguise, Stealth), Supernatural Knack
Skills Acrobatics +15, Autohypnosis +12, Bluff +10, Climb +13, Craft (woodcarving) +8, Disable Device +20, Disguise +27, Escape Artist +14, Intimidate +10, Knowledge (arcana, history, planes) +5, Linguistics +8, Perception +6, Sense Motive +4, Sleight of Hand +20, Spellcraft +6, Stealth +23, Use Magic Device +16; Racial Modifiers +8 Disable Device, +8 Sleight of Hand
Languages Abyssal, Celestial, Common, Draconic, Infernal, Undercommon
SQ all roles (14 minutes/day), avatar of legend, enhanced NPC, evolution points (ability increase [+4 Cha], arms, claws, climb, legs, skilled [Disable Device, Sleight of Hand]), greater role 1/day, knack 4, share trade, spell level (2), stubborn argument +2, style (narrator), traits, wild talent
Combat Gear *wand of cure moderate wounds* (10 charges), *wand of expeditious retreat* (20 charges); **Other Gear** *apprentice's cheating gloves, belt of teeth, boots of the cat, bracers of armor +2* (w/wrist sheaths), *cloak of resistance +1, hat of disguise, ring of protection +1, ring of vanishing, robe of needles, vest of escape*

Special Abilities
Avatar of Legend (Su): Once per day, Nil can summon any one of its avatars of legend as a full-round action. Nil has 4 avatars which are CR 6 NPCs.

Enhanced NPC: Nil has 25 point-buy ability scores, the Gestalt Horrifically Overpowered feat, two traits, and equipment as a heroic NPC of its total CR. All of this increases its CR by +2.

Horrifically Overpowered: Nil has the Gestalt Horrifically Overpowered feat for the savant class, increasing its effective savant level to 7.

Masks: Instead of having a notebook as most savants do, Nil records its knacks on the masks which make up part of itself. Nil's masks can be sundered (hardness 5, 5 hp each)

Roles: By switching masks as a full-round action, Nil activates preset roles, each of which are made up of 3 of its known knacks.

Traits: Nil has the dream-barren and reactionary traits.

Wild Talent (Su): After witnessing many a troll compete in the Coliseum Morpheoun, Nil developed its troll knack (regeneration 5 [acid or fire], rend [2 claws, 1d6 plus 1-1/2 Strength modifier]).

Nil's Common Roles
Though it can shift its masks to combine its knacks in many different ways, Nil uses the following roles more often than not.

Arcanist: AC 29, flat-footed 25 (+4 shield); Immune magic missile; SR 22; Special Attacks dream-consuming gaze (DC 21), masks of control (DC 21), poison (DC 21); Spell-Like Abilities (CL 11th; concentration +17); Savant Spell-Like Abilities (CL 7th; concentration +13) 1st – scorching ray, shield (active); Cha 23; Skills Bluff +12, Disguise +29, Intimidate +12, Use Magic Device +18.
Active Knacks: exemplar of Charisma +4, extraordinary emulation (noble drow spell resistance), pinch of magic (*scorching ray, shield*).

Assassin: Init +8; AC 27, touch 17 (+6 Dex); Ref +10; Melee 2 claws +17/+12 (1d4+7) or slam +17/+12 (1d4+10); Ranged needle +16 touch (1 plus 1 bleed); Special Attacks death attack (DC 17), true death; Str 25, Dex 23; CMB +17;

CMD 34; Skills Acrobatics +17, Climb +15, Disable Device +22, Escape Artist +16, Sleight of Hand +22, Stealth +25.
Active Knacks: exemplar of Dexterity +4, exemplar of Strength +4, extraordinary emulation (assassin death attack), supernatural knack (assassin true death).
Dragon: Speed fly 150 ft. (average); Melee bite +15 (1d6+5), 2 claws +15 (1d4+5 plus poison), tail slap +13 (1d6+2); Special Attack breath weapon (one 60 ft. line or 30 ft. cone as chosen dragon); Skills Fly +4
Active Knacks: bestial weapon (bite, tail slap), extraordinary emulation (flight as a Medium dragon), supernatural knack (any one CR 9 or less dragon breath weapon).

Performer: Special Attack dream-consuming gaze (DC 21), masks of control (DC 21), poison (DC 21); Spell-Like Abilities (CL 11th; concentration +17); Cha 23; Skills Bluff +12, Disguise +29, Intimidate +12, Perform (any one) +13, Perform (one other) +10, Use Magic Device +18.
Active Knacks: exemplar of Charisma +4, skill familiarity (Perform – any two +4), skill of my master (Perform any one).

Strangler: Melee 2 claws +17/+12 (1d4+7 plus grab and poison) or slam +17/+12 (1d4+10 plus grab); Special Attack strangle; Str 25; CMB +17 (+21 grapple); CMD 32; Skills Climb +15; SQ quickness.
Active Knacks: exemplar of Strength +4, extraordinary emulation (choker strangle, universal monster ability grab), supernatural knack (choker quickness).

Thief: Init +8; Senses blindsight 60 ft.; AC 27, touch 17 (+6 Dex); Ref +10; Ranged needle +16 touch (1 plus 1 bleed); Special Attack dream-consuming gaze (DC 21), masks of control (DC 21), poison (DC 21); Spell-Like Abilities (CL 11th; concentration +17); Dex 23, Cha 23; CMB +15 (+17 steal); CMD 32 (34 vs. steal); Skills Acrobatics +17, Bluff +12, Disable Device +22, Disguise +29, Escape Artist +16, Intimidate +12, Sleight of Hand +22, Stealth +25, Use Magic Device +18.
Active Knacks: exemplar of Charisma +4, exemplar of Dexterity +4, extraordinary emulation (gray ooze blindsight 60 ft.), tactical emulation (Improved Steal).

Warrior: hp 112; regeneration 5 (acid or fire); Melee 2 claws +17/+12 (1d4+7) or slam +17/+12 (1d4+10); Special Attacks breath weapon (30 ft. cone, 14d10 fire, DC 17), rend (2 claws, 1d4+10); Str 25; CMB +17; CMD 32; Skills Climb +15.
Active Knacks: exemplar of Strength +4, invigoration, supernatural knack (very young red dragon breath weapon), wild talent (troll).

Nil the Hollow CR 6

XP 2,400
Half-construct horrifically overpowered unfettered eidolon* savant 1
N Medium outsider (extraplanar)
Init +5; **Senses** darkvision 60 ft., low-light vision, see invisibility; Perception +4

Defense
AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural)
hp 36 (5 HD; 4d10+1d8+10)
Fort +8, **Ref** +4, **Will** +6 (+7 vs. mind-affecting effects)
Defensive Abilities evasion

Offense
Speed 30 ft., climb 30 ft.
Melee 2 claws +8 (1d4+4) or slam +8 (1d4+6)
Special Attacks masks of control (DC 15)
Spell-Like Abilities (CL 5th; concentration +8)
Constant—see invisibility

Tactics
Before Combat Terrified of confrontation, Nil parlays pleadingly and uses its masks of control (obedience) to command onlookers to intervene on its behalf.
During Combat Once negotiations inevitably fail, Nil assumes the role of Assassin, slashing with its claws and using silencing masks of control to stifle spellcasters.
Morale Cowardly to its core, Nil the Hollow holds no desire to fight or win. If reduced to 20 hit points or lower, it holds up its hands begging for mercy, imploring its attackers in different voices to leave it be, or offering itself as a loyal servant.

Statistics
Str 19, **Dex** 17, **Con** 14, **Int** 12, **Wis** 11, **Cha** 16
Base Atk +4; **CMB** +8; **CMD** 21
Feats Gestalt, Skill Focus (Disguise, Stealth)
Skills Acrobatics +10, Autohypnosis +7, Bluff +8, Climb +12, Craft (woodcarving) +5, Disguise +15, Intimidate +8, Knowledge (arcana, history, planes) +5, Linguistics +5, Perception +4, Sense Motive +4, Sleight of Hand +11, Spellcraft +6, Stealth +10
Languages Abyssal, Common, Undercommon
SQ all roles (8 minutes/day), enhanced NPC, evolution points (ability increase [+2 Cha], arms, claws, climb, legs), greater role 1/day, knack 3, spell level (1), stubborn argument +1, style (narrator), traits

Special Abilities
Enhanced NPC: Nil has 25 point-buy ability scores, the Gestalt Horrifically Overpowered feat, and two traits, but lacks any equipment whatsoever. These increase its CR by +1.
Horrifically Overpowered: Nil has the Gestalt Horrifically Overpowered feat for the savant class, increasing its effective savant level to 3.
Masks: Instead of having a notebook as most savants do, Nil records its knacks on the masks which make up part of itself. Nil's masks can be sundered (hardness 5, 5 hp each)
Roles: By switching masks as a full-round action, Nil

activates preset roles, each of which are made up of 3 of its known knacks.
Traits: Nil has the dream-barren and reactionary traits.

Nil's Common Roles

Though it can shift its masks to combine its knacks in many different ways, Nil uses the following roles more often than not.
Arcanist: AC 21, flat-footed 20 (+4 shield); Immune magic missile; Special Attacks masks of control (DC 17); Spell-Like Abilities (CL 5th; concentration +10); Savant Spell-Like Abilities (CL 3rd; concentration +8) – cantrips (5/day), 1st – *shield* (active); Cha 20; Skills Bluff +10, Disguise +17, Intimidate +10.
Active Knacks: cantrips, exemplar of Charisma +4, pinch of magic (*shield*).

Assassin: Init +7; AC 19, touch 15 (+5 Dex); Ref +6; Melee 2 claws +10 (1d4+6) or slam +10 (1d4+9); Special Attacks masks of control (DC 17); Spell-Like Abilities (CL 5th; concentration +10); Str 23, Dex 21, Cha 20; CMB +10; CMD 25; Skills Acrobatics +12, Bluff +10, Climb +14, Disguise +17, Intimidate +10, Sleight of Hand +13, Stealth +12.
Active Knacks: exemplar of Charisma +4, exemplar of Dexterity +4, exemplar of Strength +4.

Performer: Special Attack masks of control (DC 17); Spell-Like Abilities (CL 5th; concentration +10); Cha 20; Skills Bluff +10, Disguise +17, Intimidate +10, Perform (any one) +10.
Active Knacks: exemplar of Charisma +4, skill familiarity (Perform – any one +2), skill of my master (Perform any one).

Thief: Init +7; AC 19, touch 15 (+5 Dex); Ref +6; Special Attacks masks of control (DC 17); Spell-Like Abilities (CL 5th; concentration +10); Savant Spell-Like Abilities (CL 3rd; concentration +8) – cantrips (5/day); Dex 21, Cha 20; CMD 23; Skills Acrobatics +12, Bluff +10, Disguise +17, Intimidate +10, Sleight of Hand +13, Stealth +12.
Active Knacks: cantrips, exemplar of Charisma +4, exemplar of Dexterity +4.

Warrior: hp 51; Melee 2 claws +10 (1d4+6) or slam +10 (1d4+9); Savant Spell-Like Ability (CL 3rd; concentration +6) 1st – *true strike*; Str 23; CMB +10; CMD 23; Skills Climb +14.
Active Knacks: exemplar of Strength +4, invigoration, pinch of magic (*true strike*).

Nix Ra Bael, Dreamkiller

Struck blind during an ill-fated quest for meaning, Nix Ra Bael twisted from a starry-eyed philosopher into a killer of dreams, and now stalks the realm of thoughts-given-form as a soulless assassin. Garbed in an odd striped-legged outfit inspired by the costumes of his favorite play, the tall albino drow conceals his face – and lifeless, milky eyes – with an eerily inexpressive theater-house mask. A dark god among marksmen, he delights in putting a fatal bolt right between the eyes of his targets after turning all their spells, power, and foolhardy arguments back against them. Nix Ra Bael's personal philosophy is one of irreverent, utter nihilism; convinced that all dreams are cancerous lies and all dreamers are irredeemably deluded, he believes that the slate of the universe should be wiped clean – and he is willing to do so, one mind and one thought at a time. Alien and aloof, Nix Ra Bael rarely speaks, though when he does it is usually to engage in articulate and insightful philosophical banter aimed at exposing the futility and illogical absurdity of others' beliefs. He is especially fond of sabotaging self-important personalities with grand plans, and anyone ballsy enough seek his counsel can enlist his wicked wisdom in discerning their foes' fatal flaws – a service he seems disturbingly willing to provide for free. In addition to his strange costume and creepy mask, the assassin is recognizable by his trademark wrist-mounted crossbows, which he is never without. Though he receives insanely high fees for his contract killings, few realize that Nix Ra Bael never spends his earnings on anything other than tools of death and destruction – the rest he just throws away.

Dreamburning and Nix Ra Bael

Hope: Nix Ra Bael dreams of a pristine, perfect void unblemished by flawed thoughts or corrupted creatures; the eradication of all things.

(Hope): Nix Ra Bael was once a starry-eyed dreamer with another Hope (to find "ultimate truth"), but upon becoming a blind oracle he also became dream-scarred, which excised that Hope from him forever.

Aspiration: Envisioning a fool crumbling in despair before a mirror, Nix Ra Bael aspires to turn people against themselves: twisting their words, defeating them with their own arguments, reflecting their spells, and crushing them with their own misspent strength.

Goal: Nix Ra Bael would like for someone to realize that his never-finished play "Awaiting the Yellow King" is never meant to be completed. The cruel joke is on anyone who actually think it matters.

In the Tarnished Souk

Nix Ra Bael frequents The Estragonian Playhouse, a modest theater adjoining the Witches' Square in the Tarnished Souk. Inside, a half-circle of tiered seating and a single balcony with private boxes face a small stage with a tattered red curtain. Plinking, discordant music emanates from the hole-like orchestral pit. Nervous actors and quietly weeping bards bustle about, ceaselessly rehearsing a never-quite-ready performance of Nix Ra Bael's favorite absurdist play, "Awaiting the Yellow King". The assassin perches in the balcony, directing and critiquing the performance, off-handedly shooting the occasional actor who fails to meet his inscrutable standards.

Lore

Characters may learn the following information via Diplomacy (Gather Information) or Knowledge (Local) skill checks:

DC 15 – Nix Ra Bael is a blind, albino drow noble.

DC 20 – He is an arbalester (master of the crossbow), a blind oracle, and can siphon energy. Others whisper: "If he isn't insane, his sanity is terrifying."

DC 25 – He is a deadly and rapid sharpshooter, can absorb and re-direct energy, and has several uncanny senses that serve him despite his blindness.

DC 35 – He is fond of philosophical debate and has been known to pause for parlay, even in the midst of combat, when confronted with a clever argument.

DC 45 – Hired by the slave-trading Men of Leng, Nix Ra Bael's next targets for assassination are those freedom-fighting oneirobound, the Lords of Dingue.

How To Use Nix Ra Bael

- Nix Ra Bael is more than a taker of life – he is an exterminator of ideas. Employers hire him to murder a target and wipe from existence all trace of the "dangerous" dreams and ideas that made the target a target to begin with. After a kill, Nix Ra Bael steals and destroys dreams, burns records, murders allies and next-of-kin, and eradicates any hint of the target's legacy.
- Nix Ra Bael is not insane; he simply accepts the premises that life is meaningless, that there are no intrinsic goods or universal truths, that existence is unprincipled, and that anyone who believes otherwise is a fool. That said, he won't fall for the old, "If life is meaningless, just kill yourself." He admits he is a selfish hypocrite.
- As a blind oracle, Nix Ra Bael has "divine" spells, but he worships no god and believes only in non-belief. His powers flow from the nameless void, and when he communes, it is as if he whispers into the vacuum and listens to the echoes.
- If playing "Setting the Captives Free" (Coliseum Morpheuon, Chapter 10): The Men of Leng, tired of disruption of their slave trade, hire Nix Ra Bael to assassinate the Lords of Dingue and other suspected abolitionists, including the PCs.
- When using his siphon powers to absorb and re-direct attacks, Nix Ra Bael pontificates about the futility of struggle, taking delight whenever he can injure his foes with their own energy.

Nix Ra Bael, Dreamkiller CR 21

XP 409,600

Male blind oracle siphon drow noble gunslinger* (arbalester) 17

NE Medium monstrous humanoid (elf)

Init +10; **Senses** darkvision 120 ft., blindsight 170 ft.; Perception +30

Defense

AC 35, touch 26, flat-footed 35 (+9 armor, +8 Dex, +4 dodge, +4 insight)

hp 183 (17d10+85)

Fort +15, **Ref** +20, **Will** +15; +2 vs. enchantment

Defensive Abilities evasion, improved uncanny dodge, uncanny dodge; **Immune** gaze attacks, sleep, harmful visual effects; **SR** 28

Offense

Speed 30 ft.

Melee +3 keen bladed tonfa +28/+23/+18/+13 (1d6+6/17-20) or +3 keen bladed tonfa +26/+21 (1d6+4/17-20) [off-hand]

Ranged Bullseye +26/+26/+21/+16/+11 (1d3+23/19-20) or Sniper +26/+26/+21/+16/+11 (1d3+23/19-20) or Bullseye +24/+24/+19/+14/+9 (1d3+23/19-20), Sniper +24/+24/+19 (1d3+23/19-20)

Special Attacks energy release, spell release

Spell-Like Abilities (CL 17th; concentration +20)

Constant — *detect magic*

At *will* — *augury, dancing lights, deeper darkness, faerie fire, feather fall (DC 14), levitate, sanctuary (DC 14)*

5/day — *divination, speak with animals, speak with plants*

1/day — *divine favor, dispel magic, scrying (DC 18), speak with dead (DC 16), suggestion (DC 16), true seeing (DC 20)*

1/month — *commune, commune with nature, find the path (DC 19)*

Tactics

Before Combat If given time to prepare before combat, Nix Ra Bael casts *deeper darkness* and then *divine favor*, while moving into a position with cover but good visibility.

During Combat Nix Ra Bael begins combat by unloading a full attack with both Bullseye and Sniper, using Manyshot and Rapid Shot to increase his number of attacks, and Deadly Aim to increase his damage, against the weakest perceived opponent, hoping to score a quick kill to demoralize his foes. He then moves methodically from opponent to opponent, focusing on the most injured foe, but leaving spellcasters active in hopes of absorbing (and re-directing) aggressive spells with his siphon abilities. When possible he delights in harvesting or stealing dreams from enemies reduced to 0 hit points by his attacks.

Morale Nix Ra Bael fights until reduced to 60 hit points or fewer, then retreats under the cover of *deeper darkness*.

Statistics

Str 16, **Dex** 26, **Con** 16, **Int** 12, **Wis** 26, **Cha** 16

Base Atk +17; **CMB** +20; **CMD** 46

Feats Additional Traits (2), Blind-Fight[B], Deadly Aim, Exotic Weapon Proficiency (bladed tonfa), Great Fortitude[B], Improved Two-Weapon Fighting, Iron WillB, Lightning[B], Reflexes[B], Point-Blank Shot[B], Precise Shot[B], Rapid Shot[B], Snap Shot[B]*, Sword and Pistol*, Toughness[B], Two-Weapon Fighting, Weapon Finesse, Weapon Focus (wrist crossbow)

Skills Acrobatics +25, Bluff +15, Climb +12, Disguise +20, Intimidate +12, Knowledge (local) +10, Perception +30, Sleight of Hand +22, Survival +20, Swim +12; Racial Modifiers +8 Perception

Languages Common, Elven, Undercommon

SQ absorption, arbalest training (hand crossbow, repeating heavy crossbow, repeating light crossbow, wrist crossbow), crossbow mastery (hand crossbow, light crossbow, repeating heavy crossbow, repeating light crossbow, wrist crossbow), deeds (arbalester initiative, dead shot, deadeye, evasive, gunslinger's dodge, manyshot, menacing bolt, pistol-whip, quick clear, rapid shot, slinger's luck, startling shot, targeting, utility shot), grit (6), kinetic absorption, nimble +4, spell absorption, traits (dream-scarred, harvester of dreams, starry-eyed dreamer, thief of dreams)

Gear Bullseye and Sniper with 80 bolts, *+3 keen bladed tonfa, +5 glamered heavy fortification mithral shirt, arsenal gloves, belt of physical perfection +4, mask of sightless dreaming, ring of disguise* (as hat), *ring of mental prowess +4* (Wis, Cha)

***** See *Pathfinder® Roleplaying Game: Ultimate Combat*

Other versions of Nix Ra Bael

Nix Ra Bael, the Unanswered CR 15

XP 76,800

Male blind oracle drow noble gunslinger* (arbalester) 14

NE Medium humanoid (elf)

Init +8; **Senses** darkvision 120 ft., blindsight 140 ft.; Perception +22

Defense

AC 30, touch 24, flat-footed 20 (+6 armor, +6 Dex, +4 dodge, +4 insight)

hp 123 (14d10+42)

Fort +11, **Ref** +15, **Will** +10; +2 vs. enchantment

Immune gaze attacks, sleep, harmful visual effects; **SR** 25

Offense

Speed 30 ft.

Melee +1 keen bladed tonfa +21/+16/+11 (1d6+2/17-20)

Ranged *+3 cunning seeking darkwood wrist crossbow* +20/+20/+15/+10/+5 (1d3+17/19-20) or +3 distance seeking darkwood wrist crossbow + 20/+20/+15/+10/+5 (1d3+17/19-20) or +3 cunning seeking darkwood wrist crossbow +18/+18/+13/+8/+3 (1d3+17/19-20), *+3 distance seeking darkwood wrist crossbow* +18/+18/+13 (1d3+17/19-20)

Spell-Like Abilities (CL 14th; concentration +15)

Constant — *detect magic*

At will — *augury, dancing lights, deeper darkness, faerie fire, feather fall (DC 12), levitate, sanctuary (DC 12)*

5/day — *divination, speak with animals, speak with plants*

1/day — *divine favor, dispel magic, scrying (DC 16), speak with dead (DC 14), suggestion (DC 14), true seeing (DC 20)*

1/month — *commune, commune with nature, find the path (DC 17)*

Tactics

Before Combat If given time to prepare before combat, Nix Ra Bael casts *deeper darkness* and then *divine favor*, while moving into a position with cover but good visibility.

During Combat Nix Ra Bael begins combat by unloading a full attack with both wrist crossbows, using Manyshot and Rapid Shot to increase his number of attacks, against the weakest perceived opponent, hoping to score a quick kill to demoralize his foes. He then moves methodically from opponent to opponent, focusing on spellcasters first. When possible he delights in harvesting or stealing dreams from enemies reduced to 0 hit points by his attacks.

Morale Nix Ra Bael fights until reduced to 40 hit points or fewer, then retreats under the cover of *deeper darkness*.

Statistics

Str 12, **Dex** 23, **Con** 14, **Int** 12, **Wis** 22, **Cha** 12

Base Atk +14; **CMB** +15; **CMD** 39

Feats Additional Traits (2), Blind-FightB, Exotic Weapon Proficiency (bladed tonfa), Improved Two-Weapon Fighting, Point-Blank Shot[B], Precise Shot[B], Rapid Shot[B], Two-Weapon Fighting, Weapon Finesse, Weapon Focus (wrist crossbow)

Skills Acrobatics +20, Bluff +10, Climb +10, Disguise +15, Intimidate +10, Knowledge (local) +10, Perception +22, Sleight of Hand +20, Survival +18, Swim +10; Racial Modifiers +8 Perception

Languages Common, Elven, Undercommon

SQ arbalest training (hand crossbow, repeating heavy crossbow, wrist crossbow), crossbow mastery (hand crossbow, repeating heavy crossbow, repeating light crossbow, wrist crossbow), deeds (arbalester initiative, dead shot, deadeye, gunslinger's dodge, manyshot, pistol-whip, quick clear, rapid shot, startling shot, targeting, utility shot), grit (6), nimble +4, traits (dream-scarred, harvester of dreams, starry-eyed dreamer, thief of dreams)

Gear *+3 cunning seeking darkwood wrist crossbow and +3 distance seeking darkwood wrist crossbow* with 40 bolts, *+1 keen bladed tonfa, +3 glamered light fortification studded leather, mask of sightless dreaming, belt of physical might +2* (Dex, Con), *ring of disguise* (as hat)

*See *Pathfinder® Roleplaying Game: Ultimate Combat*

Nix Ra Bael, the Questioning CR 10

XP 9,600

Male drow noble gunslinger* (arbalester) 10

NE Medium humanoid (elf)

Init +7; **Senses** darkvision 120 ft.; Perception +13

Defense

AC 22, touch 18, flat-footed 14 (+4 armor, +5 Dex, +3 dodge)

hp 79 (10d10+20)

Fort +8, **Ref** +12, **Will** +6; +2 vs. enchantment

Immune sleep; **SR** 21

Weaknesses light blindness

Offense

Speed 30 ft.

Melee mwk bladed tonfa +16/+11 (1d6+1/19-20)

Ranged *+2 seeking darkwood wrist crossbow* +14/+9 (1d3+7/19-20) or *+2 seeking darkwood wrist crossbow* +12/+7 (1d3+7/19-20), *+2 seeking darkwood wrist crossbow* +12/+7 (1d3+7/19-20)

Spell-Like Abilities (CL 10th; concentration +11)

Constant — *detect magic*

At will — *dancing lights, deeper darkness, faerie fire, feather fall, levitate*

1/day — *divine favor, dispel magic, suggestion (DC 14)*

Tactics

Before Combat If given time to prepare before combat, Nix Ra Bael casts *deeper darkness* and then *divine favor*, while moving into a position with cover but good visibility.

During Combat Nix Ra Bael begins combat by unloading a full attack with both wrist crossbows against the weakest perceived opponent, hoping to score a quick kill to demoralize his foes. He then moves methodically from opponent to opponent, focusing on spellcasters first. When possible he delights in harvesting dreams from

enemies reduced to 0 hit points by his attacks.

Morale Nix Ra Bael fights until reduced to 30 hit points or fewer, then retreating under the cover of *deeper darkness*.

Statistics

Str 12, **Dex** 20, **Con** 12, **Int** 10, **Wis** 16, **Cha** 12
Base Atk +10; **CMB** +11; **CMD** 29
Feats Additional Traits, Exotic Weapon Proficiency (bladed tonfa), Improved Two-Weapon Fighting, Point-Blank Shot[B], Precise Shot[B], Two-Weapon Fighting, Weapon Finesse
Skills Acrobatics +13, Bluff +9, Climb +9, Disguise +11, Intimidate +9, Perception +13, Sleight of Hand +13, Survival +11, Swim +9; Racial Modifiers +2 Perception
Languages Elven, Undercommon
SQ arbalest training (repeating heavy crossbow, wrist crossbow), crossbow mastery (hand crossbow, repeating heavy crossbow, wrist crossbow), deeds (arbalester initiative, dead shot, deadeye, gunslinger's dodge, pistol-whip, quick clear, startling shot, targeting, utility shot), grit (3), nimble +3, traits (harvester of dreams, starry-eyed dreamer)
Gear *+2 seeking darkwood wrist crossbow* (2) with 40 bolts, mwk bladed tonfa, *+1 studded leather, mask of disguise* (as hat)

*See *Pathfinder® Roleplaying Game: Ultimate Combat*

Perfect Aneshka, Fate's Immaculate Blade

Once an elite assassin, Aneshka killed pitilessly for years until the fateful day when the pangs of conscience caused her to spare her target; fleeing, she lived in peace just long enough to raise a beautiful family before her old life caught up with her and put her beloveds to the sword. Aneshka believes that Fate itself slew her family as her punishment for shirking her true purpose, and that belief has remade her into a devout – and deadly – priestess of destiny. These days, she cloaks her tall, statuesque frame in simple monk's robes, strolling the streets of the Tarnished Souk with her heavily scarred hands resting upon the pommels of her twin scimitars. Her martial mastery of those blades is a matter of local legend, as is the haunting spectacle of her serene battle-trances. Though eloquent and even charming when she chooses to speak, Aneshka often reverts to an unnervingly detached expression, instinctively dissecting people with her butcher's eyes. The whispers of Fate come to her sporadically, but when they do, they foretell truth more often than not; she seems to know the next great figure to fall, and her presence at an event is often a harbinger for some shocking turn of events. She still bears a distinctive tattoo of crossed swords on her neck as an eternal reminder of her immutable destiny – and the price of forgetting such. Aneshka keeps secret the fact that she owes her staggering and ever-progressing powers of the blade to a powerful wish granted her years ago by the imprisoned pit fiend Akinshata; nor does she acknowledge (or even realize) the insidious influence the fiend continues to exert in the depths of her mind.

Dreamburning and Aneshka

Broken Dream (degraded Hope): Aneshka dreams of the laughing embrace of her twin children and their loving father; that dream always crumbles to bitter ash, leaving her holding their cold, grey corpses.

Hope: Aneshka hopes for true serenity through perfection of purpose, dreaming of honing her soul to the invulnerable certainty of a flawless razor edge.

Aspiration: Aneshka dismisses her occasional dreams of warm hands and kind smiles; her traumatic past and cold destiny consider any affection a liability.

Goal: Aneshka finds peace in sword strokes. She daydreams of red, slicing blades with idle fondness.

In the Tarnished Souk

Aneshka tends a humble altar in The Shattered House, a ruined cathedral of blackened stone and crumbled artifice in the center of the Tarnished Souk. There, she listens to the whispers of Fate and sagely counsels any who come seeking their true destiny, those confounded on a quest, or those in existential crisis, assuring them that there is a plan and that they must be true to their purpose, no matter the cost.

Lore

Characters may learn the following information via Diplomacy (Gather Information) or Knowledge (Local) skill checks:

DC 15 – Aneshka is a deadly half-giant swordswoman who claims to be a priestess of Fate. She tends an altar in The Shattered House and frequents the Coliseum as a keen observer of its various contests of arms.

DC 20 – She is an urban ranger, a champion with her twin scimitars, and is horrifically overpowered. She says, "Follow your destiny; deny it at your peril."

DC 25 – She is a quick swordswoman and a stealthy assassin in urban environs, known for her serene battle-trances and carefully calculated death attacks.

DC 35 – She is swift but cannot fly, and she is completely devoted to the whispers of Fate she believes she hears. She is likely to accept an honorable challenge to a duel against another swordsman.

DC 45 – Aneshka and her friends once won the Damnation Epoch, and all drank deeply from their prize - the Cup of Desires. Her friends are all long since dead or terribly cursed. Aneshka survives, but not untouched; she once tried to give up the perfect blades she had wished for, and her family paid the ultimate price for her attempt to change her ways.

How To Use Aneshka

- Aneshka provides non-denominational advice regarding Fate's grand plan. Use her as an enigmatic dispenser of wisdom to encourage (or discourage) PC action; she can also provide sudden, violent punishment for transgressors against the cosmic order – or worse crimes.
- These days, Aneshka only assassinates targets as Fate commands. Use her as a deus ex machina to remove an NPC (or PC) whose time is up.
- Aneshka genuinely believes Fate itself speaks to her; perhaps that's true. You could decide that her mysterious guidance comes from another source: a deity, the pit fiend Akinshata, the Khan of Nightmares, a ghost, a force of Dream, or perhaps she's delusional and it is all in her head.
- Aneshka loves to duel, constantly learning and absorbing the martial knowledge of others. She looms in the crowd, studying a PC's technique, then challenges the PC to epic single combat.
- If playing "Sympathy for the Devil" (Coliseum Morpheuon, Chapter 10): Aneshka assists the PCs in gathering the pages of the ritual to free the pit fiend, and once the devil is freed, serves him.

Perfect Aneshka, Fate's Immaculate Blade — CR 22

XP 615,000

Female horrifically overpowered half-giant ranger (urban ranger, weapon champion) 18
LN Medium humanoid (giant, human, psionic)
Init +12 (32); **Senses** low-light vision; Perception +27

Defense

AC 44, touch 33, flat-footed 35 (+11 armor, +5 deflection, +8 Dex, +1 dodge, +9 monk)
hp 202 (18d10+99)
Fort +21, **Ref** +24, **Will** +17; +2 vs. fire and enchantments, +3 vs. poison
Defensive Abilities improved evasion, improved uncanny dodge, invisibility trick (6/day), prowess, still mind, trap sense +1, uncanny dodge; **Immune** cold, disease, fire

Offense

Speed 110 ft., climb 30 ft.
Melee unarmed strike +26/+21/+16/+11 or +24/+24/+19/+19/+14/+14/+9 (2d6+6) or *+5 keen speed scimitar* +36/+36/+31/+26/+21 or +32/+32/+32/+32/+27/+27/+22/+22/+17 (1d8+15/15-20)
Ranged *+3 returning adamantine shuriken* +29/+24/+19/+14 or +27/+27/+22/+22/+17/+17/+12 (1d3+9)
Special Attacks death attack (DC 15), favored enemies (evil outsiders +8, human +2, monstrous humanoid +2, undead +2), quarry, quiet death, serenity 17 rounds/day, sneak attack +3d6, stunning fist (12/day, DC 25), true death, unarmed strike, weapon dominance +4
Psi-Like Ability (ML 9th; concentration +13)
1/day — *stomp* (20 ft. cone, 9d4 nonlethal, Ref DC 19 negates)

Tactics

Before Combat If stalking a target, Aneshka approaches surreptitiously via stealth (invisibility trick) or disguise (blend in) while studying the target in preparation for a opening sneak attack/death attack.

During Combat Aneshka is a truly terrifying swordswoman; once melee begins, she surrenders to the cold bliss of combat and enters a state of serenity. She prefers making full attacks with her scimitars, but employs wise tactics as necessary – using her *Bracers of the Lords of Summer and Winter* against ranged or clustered opponents and employing Combat Expertise if matched against another swordsman.

Morale If still mobile and armed, Aneshka shows no fear and fights to the death. However, if hopelessly incapacitated, she will honorably surrender, praying that "what is fated shall be". She believes in the purity of swordsmanship and will always accept a challenge to duel another melee fighter in honorable single combat (but is lethally unforgiving of anyone who interferes with such a duel).

Statistics

Str 22, **Dex** 27, **Con** 20, **Int** 14, **Wis** 22, **Cha** 18
Base Atk +18; **CMB** +24 (+26 disarm, +29 sunder, and trip with heavy blades, +31 disarm with heavy blades); **CMD** 57 (59 vs. disarm)
Feats Break Guard, Combat Expertise, Create Opening, Dodge[B], Double Slice[B], Gestalt (Barbarian [serene savage]), Gestalt (Monk [physical exemplar]), Greater Improved Initiative, Greater Two-Weapon Fighting[B], Improved Disarm[B], Improved Initiative[B], Improved Two-Weapon Fighting[B], Improved Unarmed Strike[B], Prestigious (Assassin), Stunning Fist[B], Two-Weapon Fighting[B], Two-Weapon Rend[B], Weapon Focus (scimitar), Web of Steel, Wild Talent[B]
Skills Acrobatics +30 (+62 jump), Climb +25, Disable Device +30, Heal +20, Intimidate +20, Knowledge (dungeoneering, local, planes) +15, Perception +27, Sleight of Hand +25, Stealth +23, Survival +15, Swim +15; Racial Modifiers +4 Survival
Languages Common, Draconic, Giant
SQ blend in, enhanced NPC, exercise (+2 Dex), fast movement, favored community (The Brightdocks +2, Coliseum Morpheuon +6, Dingue +2, Tarnished Souk +4), favored weapons (heavy blades), hidden weapons, high jump, horrifically overpowered, hunter's bond (allies), naturally psionic, poison use, powerful build, push through, serene powers (no escape, surprise accuracy), slow fall 40 ft., swift tracker, track +9, traits, trapfinding +9, two-weapon combat style, weapon advantage (+5 CMB, +4 confirm critical)
Combat Gear *elixir of healing* (5); **Other Gear** *Bracers of the Lords of Summer and Winter, +5 keen speed scimitar* (2), *+3 returning adamantine shuriken* (50), *amulet of mental prowess +6* (Wis, Cha), *belt of physical perfection +6, boots of swiftness, cloak of the doppelganger* (superior), *monk's robe, ring of protection +5, ring of resistance +5*, mwk thieves' tools, *weapon storing tattoo* (two weapons)

Special Abilities

Enhanced NPC: Aneshka has two traits, 25-point buy ability scores and PC-level wealth based on her total CR. This increases her CR by +1.
Horrifically Overpowered: Though appearing to be a simple half-giant warrior, Aneshka is far more than that. She has the Horrifically Overpowered feat Gestalt twice, granting her the class features and weapon proficiencies of a 9th-level monk with the physical exemplar generic archetype, and the class features and weapon proficiencies of a 5th-level barbarian with the serene savage archetype. She also has the Horrifically Overpowered feat Prestigious, gaining the class features and weapon proficiencies of a 6th-level assassin. All of these increase her CR by +4.

Traits: Aneshka has the Child of the Streets and Past Failures (Sense Motive) traits.

Other Versions of Aneshka

Pious Aneshka, the Blessed Blade — CR 14

XP 38,400

Female horrifically overpowered half-giant ranger (urban ranger, weapon champion) 11
LN Medium humanoid (giant, human, psionic)
Init +9; **Senses** low-light vision; Perception +15

Defense

AC 35, touch 28, flat-footed 29 (+7 armor, +4 deflection, +5 Dex, +1 dodge, +8 monk)
hp 92 (11d10+27)
Fort +14, **Ref** +17, **Will** +13; **+2** vs. fire and enchantments
Defensive Abilities evasion, prowess, still mind; **Immune** disease

Offense

Speed 50 ft.
Melee unarmed strike +16/+11/+6 or +14/+14/+9/+9/+4 (1d10+5) or *+2 keen scimitar* +22/+17/+12 or +18/+18/+13/+13/+8 (1d8+10/15-20)
Ranged *+1 shuriken* +17/+12/+7 or +15/+15/+10/+10/+5 (1d3+6)
Special Attacks favored enemies (evil outsiders +6, human +2, monstrous humanoid +2), quarry, serenity 6 rounds/day, stunning fist (7/day, DC 21), unarmed strike, weapon dominance +3
Psi-Like Ability (ML 5th; concentration +6)
1/day — *stomp* (20 ft. cone, 5d4 nonlethal, Ref DC 14 negates)

Tactics

Before Combat If stalking a target, Aneshka approaches surreptitiously via stealth (potion of invisibility). Sometimes she simply approaches in the open, calmly calling a challenge to duel.

During Combat Aneshka is a truly terrifying swordswoman; once melee begins, she surrenders to the cold bliss of combat and enters a state of serenity. She prefers making full attacks with her scimitars, but employs wise tactics as necessary – using her *bracers of fire and ice* against clustered opponents and employing Combat Expertise if matched against another swordsman.

Morale If still mobile and armed, Aneshka shows no fear and fights to the death. However, if hopelessly incapacitated, she will honorably surrender, praying that "what is fated shall be". She believes in the purity of swordsmanship and will always accept a challenge to duel another melee fighter in honorable single combat (but is lethally unforgiving of anyone who interferes with such a duel).

Statistics

Str 20, **Dex** 20, **Con** 14, **Int** 14, **Wis** 22, **Cha** 12
Base Atk +11; **CMB** +16 (+19 disarm, sunder, and trip with heavy blades); **CMD** 44
Feats Combat Expertise, Create Opening, Dodge[B], Double Slice[B], Gestalt (Barbarian [serene savage]), Gestalt (Monk [physical exemplar]), Improved Initiative[B], Improved Two-Weapon Fighting[B], Improved Unarmed Strike[B], Stunning Fist[B], Two-Weapon Fighting[B], Weapon Focus (scimitar), Web of Steel, Wild Talent[B]
Skills Acrobatics +11 (+19 jump), Climb +15, Disable Device +21, Heal +15, Intimidate +15, Knowledge (dungeoneering, local, planes) +10, Perception +15, Sleight of Hand +11, Stealth +16, Survival +15, Swim +13; Racial Modifiers +4 Survival
Languages Common, Draconic, Giant
SQ enhanced NPC, exercise (+1 Dex), fast movement, favored community (Dingue +2, Tarnished Souk +4), favored weapons (heavy blades), high jump, horrifically overpowered, hunter's bond (allies), naturally psionic, powerful build, push through, slow fall 20 ft., swift tracker, track +5, traits, trapfinding +5, two-weapon combat style, weapon advantage (+3 CMB, +2 confirm critical)
Combat Gear oil of grease (3), potion of bear's endurance, potion of bull's strength, potion of cure serious wounds (3), potion of invisibility;
Other Gear *+2 keen scimitar* (2), *+1 shuriken* (50), *amulet of inspired wisdom +6*, *belt of physical might +4* (Str, Dex), *bracers of fire and ice*, *monk's robe*, *ring of protection +4*, *ring of resistance +4*, *slippers of spider climbing*, mwk thieves' tools, *weapon storing tattoo* (two weapons)

Special Abilities

Enhanced NPC: Aneshka has two traits, 25-point buy ability scores and PC-level wealth based on her total CR. This increases her CR by +1.
Horrifically Overpowered: Though appearing to be a simple half-giant warrior, Aneshka is far more than that. She has the Horrifically Overpowered feat Gestalt, granting her the class features and weapon proficiencies of a 5th-level monk with the physical exemplar generic archetype. She has also gained the Horrifically Overpowered feat Gestalt a second time, gaining the class features and weapon proficiencies of a 1st-level barbarian with the serene savage archetype. This increases her CR by +3.
Traits: Aneshka has the Child of the Streets and Past Failures (Sense Motive) traits.

Sharp Aneshka, the Girl Who Wished She Was a Sword — CR 8

XP 4,800

Female horrifically overpowered half-giant ranger (urban ranger, weapon champion) 6
LN Medium humanoid (giant, human, psionic)
Init +2; **Senses** low-light vision; Perception +10

Defense

AC 21, touch 18, flat-footed 18 (+3 armor, +2 Dex, +1 dodge, +5 monk)
hp 52 (6d10+15)
Fort +10, **Ref** +10, **Will** +7; +2 vs. fire and enchantments
Defensive Abilities evasion, prowess, still mind

Offense

Speed 40 ft.
Melee unarmed strike +9/+4 or +7/+7/+2 (1d10+3) or *+1 scimitar* +11/+6 or +7/+7/+2 (1d8+5/18-20)
Ranged mwk shuriken +7/+2 or +5/+5/+2 (1d3+3)
Special Attacks favored enemies (evil outsiders +4, human +2), stunning fist (4/day, DC 16), unarmed strike, weapon dominance +1
Psi-Like Ability (ML 3rd; concentration +4)
1/day—*stomp* (20 ft. cone, 3d4 nonlethal, Ref DC 13 negates)

Tactics

Before Combat If stalking a target, Aneshka approaches surreptitiously via stealth (potion of invisibility). Sometimes she simply approaches in the open, calmly calling a challenge to duel.

During Combat Aneshka is a truly terrifying swordswoman; once melee begins, she surrenders to the cold bliss of combat and enters a state of serenity. She prefers making full attacks with her scimitars, but employs wise tactics as necessary.

Morale If still mobile and armed, Aneshka shows no fear and fights to the death. However, if hopelessly incapacitated, she will honorably surrender, praying that "what is fated shall be". She believes in the purity of swordsmanship and will always accept a challenge to duel another melee fighter in honorable single combat (but is lethally unforgiving of anyone who interferes with such a duel).

Statistics

Str 16, **Dex** 15, **Con** 14, **Int** 14, **Wis** 16, **Cha** 12
Base Atk +6; **CMB** +9 (+11 disarm, sunder, and trip with heavy blades); **CMD** 27
Feats Combat Expertise, Create Opening, Dodge[B], Double Slice[B], Gestalt (Monk [physical exemplar]), Improved Unarmed Strike[B], Stunning Fist[B], Two-Weapon Fighting[B], Wild Talent[B]
Skills Acrobatics +2 (+6 jump), Climb +9, Disable Device +11, Heal +11, Intimidate +10, Knowledge (dungeoneering) +10, Knowledge (local) +10, Perception +10, Sleight of Hand +8, Stealth +11, Survival +12, Swim +9; Racial Modifiers +4 Survival
Languages Common, Draconic, Giant
SQ enhanced NPC, exercise (+1 Dex), fast movement, favored community (Tarnished Souk +2), favored weapons (heavy blades), horrifically overpowered, hunter's bond (allies), naturally psionic, powerful build, track +3, traits, trapfinding +3, two-weapon combat style, weapon advantage (+2 CMB, +1 confirm critical)
Combat Gear *oil of grease* (3), *potion of bear's endurance, potion of bull's strength, potion of cure moderate wounds* (3), *potion of invisibility*; **Other Gear** *+1 scimitar* (2), mwk shuriken (50), *bracers of armor +3, monk's robe, ring of resistance +2,* mwk thieves' tools

Special Abilities

Enhanced NPC: Aneshka has two traits, 25-point buy ability scores and PC-level wealth based on her total CR. This increases her CR by +1.
Horrifically Overpowered: Though appearing to be a simple half-giant warrior, Aneshka is far more than that. She has the Horrifically Overpowered feat Gestalt, granting her the class features and weapon proficiencies of a 3rd-level monk with the physical exemplar generic archetype. This increases her CR by +2.
Traits: Aneshka has the Child of the Streets and Past Failures (Sense Motive) traits.

Po'Kesteros, the Lostling

Kidnapped as an infant by dark fey, Po'Kesteros grew up feral in strange realms where wonder and woe combined to carve him into an unlikely assassin and, up until recently, the reluctant leader of the Court of Fell Fortunes, the Tarnished Souk's thieves guild. The half-elf of late middle-age still dresses as a wild child, his patched-hide clothing adorned with antlers and feathers of exotic beasts in a style that would be almost whimsical if not for the plentiful bloodstains. Rightly feared for his vicious knife-work and baffling powers of misdirection, folk know Po'Kesteros best for his maddeningly improbable but undeniably lethal luck, which seems to kill more of his foes by freakish happenstance than his blades ever could. Forced to fend for himself in the treacherous faerielands from an early age, scarred and skeptical Po'Kesteros trusts nobody and expects nothing, valuing the beauty of the moment rather than misplace his hope in the fickle future. He comes off as grim and distant because he is painfully lonely; try as he might to seek love or friendship, cruel fate always intervenes to alienate, drive away, or kill anyone to whom he gets close. Po'Kesteros has an uncanny knack for overhearing vital gossip and timely secrets, though he considers this knack annoying because it draws him in to other people's problems. While everyone knows that the half-elf recently "lost" leadership of the Court of Fell Fortunes to the goblin gladiator Z.Z. Grimshanks in a game of chance, nobody realizes that the loss was Po'Kesteros' own luck working on his behalf, sparing him from a brutal crackdown about to befall the guild from the Khan of Nightmares.

Dreamburning and Po'Kesteros

Hope: Driven to the brink of madness by a torturous childhood, Po'Kesteros is Dream-Scarred and holds only a flickering memory of his birth parents. Their shadows give him no comfort, haunting him with the specter of a family long ago lost and forgotten.

Aspiration: Po'Kesteros aspires to leave the Coliseum Morpheuon and re-grow his wings, dreaming of soaring through the canopy of a verdant forest alongside a beautiful companion.

Goal: Po'Kesteros daydreams about sharing a life of heroic adventure with a band of brothers, but he knows that such things always end in disaster.

In the Tarnished Souk

Keeping no place of business and prone to wandering the Tarnished Souk at his leisure, Po'Kesteros relies upon his powers of unnatural serendipity to bring him together with contacts and potential employers. He takes straightforward contracts to steal things or assassinate people, but only if the task interests him, taking payment in dreams or wondrous items. Most recently, he has been trailing the entourage of the decadent Pasha of Swirling Ashes, supposedly hired on as a bodyguard and enforcer.

Lore

Characters may learn the following information via Diplomacy (Gather Information) or Knowledge (Local) skill checks:

DC 15 - Po'Kesteros is a dangerous, chaotic half-elf who used to run the local thieves guild.

DC 20 - He is a luckbringer who dabbles in vivisection and the arts of the ninja. They say of the fey trickster, "He's as lucky as getting hit by lightning."

DC 25 - He is impossibly lucky, deadly with a blade, and a master of disguise and misdirection.

DC 35 - He is lonely, unlucky in love, and terrible things befall anyone who tries to befriend him. He shares the fey's vulnerability to cold iron. When he was head of the thieves guild, older thieves grumbled that he relied too much on luck and lacked discipline.

DC 45 - He abandoned the Court of Fell Fortunes just before the guild came under assault by the Khan's goons. Suspecting betrayal, the guild is planning Po'Kesteros' public assassination as a rebuke.

How to use Po'Kesteros

- Po'Kesteros is a wild card. Use him to add uncertainty to a scenario, or cite his probability-warping influence as the explanation for a seemingly impossible event (or GM fiat).
- Both blessed and cursed by his luck, GMs should use Po'Kesteros as a reminder that meddling with the forces of the universe has a downside.
- If playing "The Pasha's Riches" (Coliseum Morpheuon, Chapter 10): The Pasha of Swirling Ashes hires Po'Kesteros, supposedly as a bodyguard, but really as a lucky charm. The Pasha gambles and wins big (perhaps on one of the PCs' events) - just in time for the efreet lords from the City of Brass to arrive and seize his winnings.
- Vengeful guild members of the Court of Fell Fortunes attempt to assassinate Po'Kesteros in the middle of the Tarnished Souk, right in front of the PCs. If the PCs choose to intervene, Po'Kesteros' good luck made them do it. If they hang back, they get to watch an insanely lucky man fend off a dozen killers with several assists from hazardous happenstance.
- The Court of Fell Fortunes, based in the Tarnished Souk, is an offshoot of the Guild of Stolen Dreams, the thieves guild for the greater City of the Coliseum. Years ago, Po'Kesteros led the secession of the Court from the Guild, enraging Lady Puzzledeep, who vowed to gut Po'Kesteros like a fish. If playing "The Salvation Epoch" (Coliseum Morpheuon, Chapter 10): Jig suggests that if the PCs can convince Lady Puzzledeep to forgive Po'Kesteros, which would be a good step towards her salvation. However, Po'Kesteros is an infuriating bastard and will not make salvation easy.

Po'Kesteros, the Lostling CR 20

XP 307,200

Male fey trickster half-elf alchemist* (vivisectionist†) 1/luckbringer 14/ninja 2**
CN Medium fey (chaotic)
Init +8; **Senses** low-light vision; Perception +19

Defense

AC 32, touch 18, flat-footed 24 (+9 armor, +8 Dex, +5 natural)
hp 165 (17d8+85)
Fort +16, **Ref** +22, **Will** +9; +4 vs. mind-affecting effects
Defensive Abilities hide from the world (DC 35), improved evasion, improved just a scratch, slippery mind, stalwart; **DR** 15/cold iron; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 31

Offense

Speed 40 ft.; long step 170 ft.
Melee *Dreamslayer* +20/+20/+15/+10 (1d4+5/17-20) or *gauntlet of blood* +22/+17/+12 (1d4+7 plus 1 bleed/19-20/x3 plus 1d3 bleed) or *gauntlets of blood* +20/+20/+15/+15/+10/+10 (1d4+7 plus 1 bleed/19-20/x3 plus 1d3 bleed) or *swift end* +21/+21/+16/+11 (1d4+6/17-20) or *viper's kiss* +20/+15/+10 (1d4+5/17-20) or *viper's kisses* +18/+18/+13/+13/+8/+8 (1d4+5/17-20)
Ranged mwk dagger +20/+15/+10 (1d4+4/19-20) or mwk daggers +18/+18/+13/+13/+8/+8 (1d4+4/19-20)
Special Attacks critically lucky, faraway sway (270 ft., DC 31), fascinating gaze (DC 31), fateful footing (DC 30), fortunate strikes (DC 30), fortune's filch (DC 30), hazard (8d6, DC 30), poison use, sneak attack +2d6, warp weapon (65 ft., DC 31)
Spell-Like Abilities (CL 17th; concentration +30)
3/day – *dancing lights*
1/day – *confusion* (DC 26), *deep slumber* (DC 26), *entangle* (DC 24), *faerie fire, feeblemind* (DC 28), glitterdust (DC 25), *irresistible dance* (DC 29), *major image* (DC 26), *mislead* (DC 28), *project image* (DC 29)
Extracts Prepared (CL 1st; concentration +7)
1st (3/day) – *detect secret doors, shield, true strike*

Tactics

Before Combat Po'Kesteros' first instinct when a fight is brewing is to evade, then evaluate his foes from a safe position. He casts mislead and uses hide from the world to make himself difficult to detect, then uses long step to teleport himself elsewhere on the battlefield.

During Combat Po'Kesteros is extremely unpredictable in combat and has a vast array of tricks. Sometimes he hides via illusions and plagues his foes with spells like confusion, feeblemind, and irresistible dance, or pranking them with abilities like hazard, fortune's filch, or warp weapon. He enjoys using faraway sway to cause enemy spellcasters to incapacitate their own allies. When intent on killing, he imbibes a *true strike* extract and sneak attacks from hiding using *swift end*, following up with a ki point-assisted full attack with both gauntlets of blood, hoping for multiple critical hits. He only uses his dream-shattering *Dreamslayer* on enemies he truly despises.

Morale Po'Kesteros is a survivor and will not die for pride or hate or loyalty. He flees if reduced to 50 hit points or fewer, using the full gamut of his illusory evasion powers and luckbringer luck to escape, as dangerous hazards unluckily befall his pursuers.

Statistics

Str 18, **Dex** 26, **Con** 20, **Int** 22, **Wis** 20, **Cha** 36
Base Atk +11; **CMB** +15; **CMD** 33
Feats Brew Potion[B], Double Slice, Greater Two-Weapon Fighting, Improved Narrow Escape, Improved Two-Weapon Fighting, Motion of the Moirai, Quick Draw, Shadow Strike, Throw Anything[B], Two-Weapon Fighting, Weapon Finesse
Skills Acrobatics +15 (+19 jumping), Appraise +14, Bluff +27, Climb +13, Craft (alchemy) +14, Diplomacy +19, Disable Device +20, Disguise +37, Escape Artist +35, Heal +14, Intimidate +25, Knowledge (arcana, local, nature, nobility) +14, Knowledge (dungeoneering, engineering, planes) +23, Knowledge (religion) +11, Perception +19, Perform (act) +27, Sense Motive +14, Sleight of Hand +23, Spellcraft +14, Stealth +33, Survival +14, Swim +13, Use Magic Device +22; Racial Modifiers +1 Bluff, +2 Disguise, +2 Perception, +2 Use Magic Device, gains a +5 circumstance bonus to Acrobatics and Climb during a chase
Languages Aklo, Common, Draconic, Elven, Goblin, Sylvan, Undercommon
SQ alchemy* +1, change shape (alter self), fool's luck (13/day), fortune's favor, improbable, ki pool (14/day), longshot (3/day), master luckbringer, moment of chance (17/day), more luck than skill, mutagen*, ninja trick, nothing is written, one more chance (16), perfect chase, trackless step, traits, wingless
Combat Gear blue whinnis poison (5 doses), *potion of cure light wounds* (4), *tears of death* (2 doses); **Gear** *Dreamslayer* (+1 dream-shattering keen speed dagger), *gauntlets of blood, swift end, viper's kisses,* mwk dagger (6), *+5 ghost touch greater slick mithral shirt, amulet of natural armor +5, bearskin shirt of physical perfection +6*, beast chaplet, *bracers of resistance +5, ring of chameleon power, ring of mental superiority +6* (Knowledge [dungeoneering, engineering, planes]), thieves' tools

Special Abilities

Enhanced NPC: Po'Kesteros has 25 point-buy ability scores, double PC level wealth, and two traits. This increases his CR by +1.

Formula Book: Po'Kesteros has the following extracts in his formula book.

1st – *ant haul*, cure light wounds, detect secret doors, detect undead, endure elements, identify, shield, touch of the sea*, true strike*

Highly Improbable: Po'Kesteros has the improved evasion, improved just a scratch, and master luckbringer highly improbable abilities.

Improbable: Po'Kesteros has the critically lucky, fateful footing, hazard, and just a scratch improbable abilities.

Ki Pool (Su): Po'Kesteros can spend one of his ki points as a swift action to do any of the following: make one additional attack at his highest bonus when making a full attack, increase speed by 20 ft. for 1 round, +4 insight bonus to Stealth for 1 round. As long as he has at least 1 ki point he treats all Acrobatics checks to jump as if he had a running start. Ki points fully replenish after 8 hours of rest.

Longshot: Po'Kesteros has the fortunate strikes, fortune's filch and one more chance longshot abilities.

Ninja Trick: Po'Kesteros has the follow ninja trick.

Wall Climber (Su): Po'Kesteros gains a climb speed of 20 ft., but only for vertical surfaces. This ability cannot be used to scale perfectly smooth surfaces, or to climb the underside of horizontal surfaces.

Nothing Is Written: Po'Kesteros has the fool's luck, fortune's favor, more than luck, and perfect chase nothing is written abilities.

Traits: Po'Kesteros has the Dream-Scarred and Suspicious traits.

Wingless: Unlike other fey creatures, Po'Kesteros has no wings, because it cut them off himself so he can better blend in to the urban jungle. If regenerated, he has black and crimson butterfly wings, granting him a fly speed of 45 ft. (good).

***** See the *Pathfinder Roleplaying Game Advanced Player's Guide*.
****** See the *Pathfinder Roleplaying Game Ultimate Combat*.
† See the *Pathfinder Roleplaying Game Ultimate Magic*.

Variants

Listed below are the changes to Po'Kesteros if you would like to use him with the Adaptable Creature and Preternatural Creature simple templates from 101 Not So Simple Templates by Rite Publishing.

Adaptable Creature: CR 23; XP 820,000; hp 199 (17d8+119); Fort +18; Defensive Abilities environmental adaptation, learned immunity; Special Attacks adaptable attack; Con 24.

Preternatural Creature: CR 22; XP 615,000; Senses detect magic; Aura unnatural aura (30 ft.); Fort +18; Defensive Abilities absorb magic, hide from the world (DC 37); DR 20/natural weapons; Weaknesses vulnerability to natural weapons; Special Attacks faraway sway (DC 33), fascinating gaze (DC 33), fateful footing (DC 32), fortunate strikes (DC 32), fortune's filch (DC 32), hazard (DC 32), magic pool (17), warp weapon (DC 33); Spell-Like Abilities (17th; concentration +32): constant – detect magic; 1/day – confusion (DC 28), deep slumber (DC 28), entangle (DC 26), feeblemind (DC 30), glitterdust (DC 27), irresistible dance (DC 31), major image (DC 28), mislead (DC 30), project image (DC 31); Con 24, Cha 40; Skills Bluff +29, Diplomacy +21, Disguise +39, Intimidate +27, Perform (act) +29, Use Magic Device +24; SQ fool's luck (15/day), ki pool (16/day), more luck than skill (15/day), one more chance (18).

Luckbringer Abilities

The following are summaries of Po'Kesteros's abilities from his luckbringer levels. For full details of the luckbringer class, see The Secrets of the Luckbringer from Rite Publishing.

Moment of Chance: Each day, Po'Kesteros has 3 + his luckbringer level moments of chance. As a free action once per round, he can spend a moment of chance to do one of the following:

• *Fatespin (Su):* Po'Kesteros can force the reroll of an attack roll, combat maneuver check, or skill check within 100 ft. he's aware of. Once the roll has failed or succeeded, Po'Kesteros forces a fatespin, rerolling the d20 roll.

• *Weal and Woe (Ex):* Before the roll, Po'Kesteros can apply a +1/-1 luck bonus/penalty to a d20 roll within 100 ft. as long as he is aware.

• *Narrow Escape (Ex):* Po'Kesteros can avoid a confirmed critical hit or attack reducing him to 0 hit points or less with a successful Will save (DC 10 + 1/2 the attack bonus or spell/effect DC). In the case of a damaging spell or ability that would reduce Po'Kesteros to 0 hit points or less, this effectively grants him a second saving throw. Po'Kesteros can use this ability even if he has already spent a moment of chance in a round. This ability only functions once per round.

Improbable: The following are the Improbable powers Po'Kesteros has across his three versions, each of which requires he spend a moment of chance as a free action to activate. See each version of Po'Kesteros for any specifics regarding these abilities.

• *Critically Lucky (Ex):* The CR 15 and 20 versions of Po'Kesteros gain Critical Focus and Improved Critical for the weapon he's currently wielding. The CR 20 version also gains a Critical Feat. If the CR 20 version spends a second moment of chance, he gains a second Critical Feat. Po'Kesteros can use this ability after known the result of the die roll.

• *Fateful Footing (Ex):* Po'Kesteros can alter probabilities making him more dexterous; they gain a +2 inherent bonus to Dexterity. Also, he can permanently (Will save negates) make a single opponent extremely clumsy, reducing all its movements by 30 ft. (to a minimum of 5 ft.) and bestowing a -2 penalty to the target's Dexterity (minimum 1). The +2 inherent bonus to Dexterity lasts 1

round per his luckbringer level. The save DC is Charisma-based.

• *Hazard (Su):* Using his ability to affect probabilities, Po'Kesteros can cause a hazardous condition to affect a single target that deals 1d6 damage + 1d6 per two luckbringer levels (Reflex half). The type of damage is subject to GM determination, but the default is bludgeoning, resulting from something falling from the sky, an underground explosion, a lightning strike from a clear blue sky, or something else. The target can be resistant to this damage, but is never fully immune, as the damage can be of multiple types. The save DC is Charisma-based.

• *Just a Scratch (Su):* Po'Kesteros can heal a number of hit points equal to his luckbringer level plus Charisma bonus (minimum +1).

Nothing is Written: The following are the Nothing is Written powers Po'Kesteros has across his three versions.

• *Fool's Luck (Ex):* For 1 round after activating this ability as a free action, Po'Kesteros can roll two d20's instead of one for every attack roll, check, or saving throw, keeping the higher roll. Po'Kesteros can use this ability a number of times per day equal to his Charisma bonus (minimum 1/day).

If the CR 20 version of Po'Kesteros uses Fatespin on an attack roll, combat maneuver check, or skill check during the round this is active, he rerolls two dice, taking the highest.

• *Fortune's Favor (Ex):* When miss chances are rolled, Po'Kesteros and his opponent must use two d10's, and Po'Kesteros chooses which of the two die rolls are the 'tens' digit after the result is known.

• *More Luck Than Skill (Ex):* So long as neither Po'Kesteros nor his target takes 10 or 20, he can grant/inflict a luck bonus/penalty equal to his luckbringer level on a single skill check. He can use

Typical Luckbringer

• this a number of times each day equal to his Charisma bonus (minimum 1/day).

• *Perfect Chase (Ex):* Po'Kesteros gains a +5 circumstance bonus on Acrobatics and Climb checks during a chase.

• *Stalwart (Ex):* If Po'Kesteros makes a Fortitude or Will save against an attack that has a reduced effect on a successful save, he instead avoids the effect entirely. Po'Kesteros can only use this ability if he's wearing light, medium, or no armor. This ability is unavailable to Po'Kesteros while he's helpless.

• *Slippery Mind (Su):* If Po'Kesteros is affected by a mind-affecting effect, he can attempt a second save 1 round later at the same DC.

Longshot: The following are the Longshot powers Po'Kesteros has across his three versions, each of which requires he spend a Longshot use as a free action to activate.

• *Fortunate Strikes (Su):* Once per round for one round per luckbringer level on a successful attack (successful attack roll or a failed saving throw), Po'Kesteros can knock the effected opponent 10 ft. away, and prone (Reflex save negates). If an obstacle prevents the opponent from moving the full 10 ft., the opponent takes 1d6 damage and stops in the space adjacent to the obstacle. This movement does not provoke an attack of opportunity.

• *Fortune's Filch (Ex):* Po'Kesteros can acquire one item within 100 ft. he can carry (up to his maximum load). Attended or magical objects get a Will save to avoid this effect. He cannot use this ability if both hands are occupied.

• *One More Chance (Su):* Po'Kesteros gains a number of moments of chance equal to 3 + his Charisma modifier.

Highly Improbable: The following are the Highly Improbable powers Po'Kesteros has in his CR 15 and CR 20 versions.

• *Improved Evasion (Ex):* This functions as the Rogue Advanced Talent.

• *Improved Just a Scratch (Su):* Whenever Po'Kesteros uses his Just a Scratch ability he heals double the hit point damage, and heals all but 1 point of ability damage. It also negates all but 1 point of ability drain/penalty and negative levels. He has a luck bonus against death from massive damage equal to his luckbringer level.

• *Master Luckbringer (Su):* Po'Kesteros may spend two moments of chance each round.

Po'Kesteros Fell-Fate, the Lost Boy Grown — CR 15

XP 51,200

Male fey trickster half-elf alchemist* (vivisectionist†) 1/luckbringer 10/ninja 1**

CN Medium fey (chaotic)

Init +5; **Senses** low-light vision; Perception +15

Defense

AC 25, touch 15, flat-footed 20 (+7 armor, +5 Dex, +3 natural)

hp 93 (12d8+36)

Fort +13, **Ref** +17, **Will** +7; +4 vs. mind-affecting effects

Defensive Abilities hide from the world (DC 30), improved evasion, just a scratch; DR 15/cold iron; **Resist** cold 10, electricity 10; **SR** 26

Offense

Speed 40 ft.; long step 120 ft.

Melee +2 spiked gauntlet +14/+9 (1d4+4) or +2 spiked gauntlet +12/+7 (1d4+4), +2 spiked gauntlet +12/+7 (1d4+3) or +1 keen elven long knife +13/+8 (1d4+3/15-20) or +1 ta mo dagger +13/+8 (1d4+3/19-20) or +1 ta mo dagger +11/+6 (1d4+3/19-20), +1 ta mo dagger +11/+6 (1d4+2/19-20)

Ranged mwk dagger +13/+8 (1d4+2/19-20) or mwk dagger +11/+6 (1d4+2/19-20), mwk dagger +11/+6

(1d4+1/19-20)
Special Attacks critically lucky, faraway sway (220 ft., DC 27), fascinating gaze (DC 27), fateful footing (DC 26), fortune's filch (DC 26), hazard (6d6, DC 26), poison use, sneak attack +1d6, warp weapon (55 ft., DC 27)
Spell-Like Abilities (CL 12th; concentration +23)
3/day – *dancing lights*
1/day – *confusion* (DC 24), *deep slumber* (DC 24), *entangle* (DC 22), *faerie fire, feeblemind* (DC 26), *glitterdust* (DC 23), *major image* (DC 24)
Extracts Prepared (CL 1st; concentration +5)
1st (2/day) – *detect secret doors, endure elements*

Tactics

Before Combat Po'Kesteros' first instinct when a fight is brewing is to evade, then evaluate his foes from a safe position. He vanishes and uses hide from the world to make himself difficult to detect, then uses long step to teleport himself elsewhere on the battlefield.

During Combat Po'Kesteros is extremely unpredictable in combat and has a vast array of tricks. Sometimes he hides via illusions and plagues his foes with spells like confusion, feeblemind, and entangle, or pranking them with abilities like hazard, fortune's filch, or warp weapon. He enjoys using faraway sway to cause enemy spellcasters to incapacitate their own allies. When intent on killing, he sneak attacks from hiding, following up with a ki point-assisted full attack with both spiked gauntlets and repeated uses of hazard.

Morale Po'Kesteros is a survivor and will not die for pride or hate or loyalty. He flees if reduced to 30 hit points or fewer, using the full gamut of his illusory evasion powers and luckbringer luck to escape, as dangerous hazards unluckily befall his pursuers.

Statistics

Str 14, **Dex** 21, **Con** 16, **Int** 18, **Wis** 16, **Cha** 32
Base Atk +7; **CMB** +9; **CMD** 24
Feats Brew Potion[B], Improved Narrow Escape, Improved Two-Weapon Fighting, Motion of the Moirai, Quick Draw, Throw Anything[B], Two-Weapon Fighting, Weapon Finesse
Skills Acrobatics +10 (+14 jumping), Appraise +10, Bluff +23, Climb +9, Craft (alchemy) +10, Diplomacy +16, Disable Device +15, Disguise +33, Escape Artist +20, Heal +10, Intimidate +21, Knowledge (arcana, local, nature, nobility) +10, Knowledge (engineering) +16, Knowledge (religion) +7, Perception +15, Perform (act) +21, Sense Motive +10, Sleight of Hand +18, Spellcraft +10, Stealth +28, Survival +10, Swim +9, Use Magic Device +18; Racial Modifiers +2 Bluff, +2 Disguise, +2 Perception, +2 Use Magic Device, gains a +5 circumstance bonus to Acrobatics and Climb during a chase
Languages Aklo, Common, Draconic, Elven, Goblin, Sylvan, Undercommon
SQ alchemy* +1, change shape (alter self), fool's luck (11/day), fortune's favor, improbable, longshot (2/day), moment of chance (13/day), more luck than skill (11/day), mutagen*, nothing is written, one more chance (14), perfect chase, trackless step, traits, wingless
Combat Gear blue whinnis poison (5 doses), *potion of cure light wounds* (4), *tears of death*; **Gear** *+2 spiked gauntlet* (2), *+1 keen elven long knife, +1 ta mo daggers, mwk dagger* (6), *+3 slick mithral shirt, amulet of natural armor +3, bearskin shirt of physical perfection +2, bracers of resistance +1, ring of chameleon power, ring of mental superiority +2* (Knowledge [engineering]), thieves' tools

Special Abilities

Enhanced NPC: Po'Kesteros has 25 point-buy ability scores, PC level wealth, and two traits. This increases his CR by +1.

Formula Book: Po'Kesteros has the following extracts in his formula book.
1st – *ant haul**, *cure light wounds*, *detect secret doors*, *endure elements*, *identify*, *shield*, *touch of the sea**

Highly Improbable: Po'Kesteros has the improved evasion highly improbable ability.

Improbable: Po'Kesteros has the critically lucky, fateful footing, hazard, and just a scratch improbable abilities.

Longshot: Po'Kesteros has the fortune's filch and one more chance longshot abilities.

Nothing Is Written: Po'Kesteros has the fool's luck, fortune's favor, more luck than skill, and perfect chase nothing is written abilities.

Traits: Po'Kesteros has the Dream-Scarred and Suspicious traits.

Wingless: Unlike other fey creatures, Po'Kesteros has no wings, because it cut them off himself so he can better blend in to the urban jungle. If regenerated, he has black and crimson butterfly wings, granting him a fly speed of 45 ft. (good).

***** See the Pathfinder Roleplaying Game Advanced Player's Guide.
****** See the Pathfinder Roleplaying Game Ultimate Combat.
† See the Pathfinder Roleplaying Game Ultimate Magic.

Variants

Listed below are the changes to Po'Kesteros if you'd like to use him with the Adaptable Creature and Preternatural Creature simple templates from 101 Not So Simple Templates by Rite Publishing.

Adaptable Creature: CR 18; XP 153,600; hp 117 (12d8+60); Fort +15; Defensive Abilities environmental adaptation, learned immunity; Special Attacks adaptable attack; Con 20.

Preternatural Creature: CR 17; XP 102,400; Senses detect magic; Aura unnatural aura (30 ft.); Fort +15; Defensive Abilities absorb magic, hide from the world (DC

32); DR 20/natural weapons; Weaknesses vulnerability to natural weapons; Special Attacks faraway sway (DC 29), fascinating gaze (DC 29), fateful footing (DC 28), fortune's filch (DC 28), hazard (DC 28), magic pool (12), warp weapon (DC 29); Spell-Like Abilities (12th; concentration +25): constant – detect magic; 1/day – confusion (DC 26), deep slumber (DC 26), entangle (DC 24), feeblemind (DC 28), glitterdust (DC 25), major image (DC 26); Con 20, Cha 36; Skills Bluff +25, Diplomacy +18, Disguise +35, Intimidate +23, Perform (act) +23, Use Magic Device +20; SQ fool's luck (13/day), more luck than skill (13/day), one more chance (16).

Poor Kesteros, the Boy the Faeries Took — CR 7

XP 3,200

Male fey half-elf alchemist* (vivisectionist†) 1/ luckbringer 5

CN Medium fey

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

Defense

AC 21, touch 14, flat-footed 17 (+6 armor, +4 Dex, +1 natural)

hp 48 (6d8+18)

Fort +9, **Ref** +10, **Will** +3; +4 vs. mind-affecting effects

DR 5/cold iron; **Resist** cold 10, electricity 10; **SR** 18

Offense

Speed 40 ft.

Melee +1 spiked gauntlet +8 (1d4+2) or +1 spiked gauntlet +6 (1d4+2), +1 spiked gauntlet +6 (1d4+2) or mwk elven long knife +8 (1d4+1/18-20) or ta mo dagger +7 (1d4+1/19-20) or ta mo dagger +5 (1d4+1/19-20), ta mo dagger +5 (1d4+1/19-20)

Ranged dagger +7 (1d4+1/19-20)

Special Attacks fateful footing (DC 17), fortune's filch (DC 17), hazard (3d6, DC 17), sneak attack +1d6

Spell-Like Abilities (CL 6th; concentration +11)

3/day – *dancing lights*

1/day – *deep slumber* (DC 18), *entangle* (DC 16), *faerie fire, glitterdust* (DC 17)

Extracts Prepared (CL 1st; concentration +2)

1st (2/day) – *detect secret doors, endure elements*

Tactics

Before Combat Po'Kesteros' first instinct when a fight is brewing is to evade, then evaluate his foes from a safe position.

During Combat Po'Kesteros prefers tricks and traps to a straight-up fight. He backpedals and plagues his foes with spells like deep slumber and entangle, or pranking them with abilities like hazard or fortune's filch.

Morale Po'Kesteros is a skittish survivor and isn't much of a killer (yet). He flees immediately if wounded.

Statistics

Str 12, **Dex** 19, **Con** 16, **Int** 12, **Wis** 14, **Cha** 20

Base Atk +3; **CMB** +4; **CMD** 18

Feats Brew Potion[B], Motion of the Moirai, Throw Anything[B], Two-Weapon Fighting, Weapon Finesse

Skills Acrobatics +8 (+12 jumping), Appraise +5, Bluff +11, Climb +5, Craft (alchemy) +5, Diplomacy +10, Disable Device +10, Disguise +23, Escape Artist +9, Heal +6, Knowledge (arcana, nature) +5, Knowledge (religion) +2, Perception +8, Perform (act) +13, Sense Motive +7, Sleight of Hand +12, Spellcraft +5, Stealth +13, Survival +6, Swim +5, Use Magic Device +9; Racial Modifiers +2 Perception, gains a +5 circumstance bonus to Acrobatics and Climb during a chase

Languages Common, Elven, Sylvan, Undercommon

SQ alchemy* +1, fool's luck (5/day), improbable, longshot (1/day), moment of chance (8/day), mutagen, nothing is written, perfect chase, trackless step, traits, wingless

Combat Gear *potion of cure light wounds* (4); **Gear** *+1 spiked gauntlet* (2), mwk elven long knife, ta mo dagger, dagger (6), *+2 mithral shirt, amulet of natural armor +1, bearskin shirt of mighty constitution +2, ring of disguise (as hat)*, thieves' tools

Special Abilities

Enhanced NPC: Po'Kesteros has 25 point-buy ability scores, PC level wealth, and two traits. This increases his CR by +1.

Formula Book: Po'Kesteros has the following extracts in his formula book.

1st – *cure light wounds, detect secret doors, endure elements, identify*

Improbable: Po'Kesteros has the fateful footing and hazard improbable abilities.

Longshot: Po'Kesteros has the fortune's filch longshot ability.

Nothing Is Written: Po'Kesteros has the fool's luck and perfect chase nothing is written abilities.

Traits: Po'Kesteros has the Dream-Scarred and Suspicious traits.

Wingless: Unlike other fey creatures, Po'Kesteros has no wings, because it cut them off himself so he can better blend in to the urban jungle. If regenerated, he has black and crimson butterfly wings, granting him a fly speed of 45 ft. (good).

***** See the Pathfinder Roleplaying Game Advanced Player's Guide.

† See the Pathfinder Roleplaying Game Ultimate Magic.

Variants

Listed below are the changes to Po'Kesteros if you'd like to use him with the Adaptable Creature and Preternatural Creature simple templates from 101 Not So Simple Templates by Rite Publishing.

Adaptable Creature: CR 10; XP 9,600; hp 60 (6d8+30); Fort +11; Defensive Abilities environmental adaptation, learned immunity; Special Attacks adaptable attack; Con 20.

Preternatural Creature: CR 9; XP 6,400; Senses detect magic; Aura unnatural aura (30 ft.); Fort +11; Defensive Abilities absorb magic; DR 20/natural weapons; Weaknesses vulnerability to natural weapons; Special Attacks fateful footing (DC 19), fortune's filch (DC 19), hazard (DC 19), magic pool (6); Spell-Like Abilities (6th; concentration +13): constant – detect magic; 1/day – deep slumber (DC 20), entangle (DC 18), glitterdust (DC 19); Con 20, Cha 24; Skills Bluff +13, Diplomacy +12, Disguise +23, Perform (act) +15, Use Magic Device +11; SQ fool's luck (7/day).

Primus Gearheart, the Clockwork King

Primus Gearheart is a brilliant craftsman and has been a reliable vendor of magical items in the Tarnished Souk for centuries. The tall, solidly-built ironborn dresses simply in red wizard's robes, often darkened by the soot of the forge. His reputation as a master of constructs is well-deserved and it is debated within the Souk whether his expertise exceeds that of his peer, the more ominous Jack of Diamonds. Primus loves and respects construct life in all forms, and is constantly motivated to care for and raise up other constructs. When speaking with humanoids he is direct and polite but seems disinterested in mortal affairs; when interacting with constructs or other ironborn his eyes alight with sparks and he speaks (or clicks, or buzzes) with earnest and affectionate intensity. Primus makes it his business to become personally familiar with nearly every construct and mechanical being on the island through his rounds of regular "repairs", and as such is in a position to gather surprisingly insightful information from constructs who ordinarily divulge nothing of what they overhear, and who few realize may be listening. Primus is kept company by a menagerie of clockwork pets and a veritable family of construct creations; he has even built several pseudo-replicas of himself, tasking these simple helpers with the chores of his workshop and minding the storefront. Gearheart is secretly infatuated with Black Glass Spade (an affection she does not know about, nor reciprocate) though he hides his yearning behind a mask of steely stoicism.

Dreamburning and Primus Gearheart

Hope: Primus came to the plane of Dream seeking the "dreams" of constructed beings. Acknowledging that these are extremely rare (since most constructs do not sleep), he fosters dreaming in other constructs and hopes to one day spread the inspiration and wonder of dreaming to all constructs everywhere.

Aspiration: Primus wants ironborn and other forms of constructed life to be fully accepted by the sentient humanoid races as equals in right and dignity.

Goal: Primus desires to win the heart of Black Glass Spade away from the Jack of Diamonds.

In the Tarnished Souk

"The Clockwork King" operates out of a large brick building topped with several tall copper smokestacks that constantly churn out high plumes of soot. The front of the building is a storefront well-stocked with a wide variety of magical weapons, armor, and wondrous items, most expertly crafted by Primus himself. One of Primus' replicas, "Secundus", operates the storefront in a wooden but friendly fashion, selling items at a fair price and eagerly calculating exact change. Other replicas - "Tertius", "Quartus", etc. - busy themselves nearby with tasks of the store, or coming and going on errands while assisting Primus with his true work. In the back is Primus' vast workshop filled with his inventions, experiments, and an odd assortment of clockwork pets and constructed friends. Primus typically toils at his work without interest in his customers unless another ironborn should arrive or the customers trouble Secundus with requests for irregular items or services.

How to use Primus Gearheart, the Clockwork King

- At his most basic, The Clockwork King is an interesting proprietor of a well-stocked magical item shop where the PCs can buy any standard item and possibly commission Primus to craft nearly anything else. Primus values his own time more than he values mere gold, so for particularly complex, time-consuming, or dangerous commissions he will demand a favor in addition to a respectable monetary price for his services. Favors he might demand:
- The PCs must deliver a box of rust-protecting discs to a squadron of iron golems garrisoned out on the edge of the Plain of Twisted Laments, west of the city. There they risk encounter with ghosts or The Ravager, an immense ghoul.
- A particular ironborn gladiator at the Probationer's Park must be freed from his gladiator's contract. The PCs must wager or wheedle with the ironborn's handler and are asked to win a fight in the gladiator's stead.
- The PCs must embarrass one of the Jack of Diamonds' teams, but keep the reason a secret.
- Primus cherishes construct life and can become involved in any plot involving ironborn, golems, or the Jack of Diamonds and his entourage. He zealously works to protect constructs, repair them, and ensure that their tasks, if not of their own choosing, are at least dignified and befitting their design. He is happy to debate the philosophy of "artificial" life, sentience, creation, or other topics.
- Primus is a secret rival to the Jack of Diamonds, who Primus views as a dangerously delusional sociopath. Gearheart also covets Black Glass Spade and desires to win her away from the Jack. Primus knows that the Jack could destroy him in a straight-up fight, so he prefers undermining the Jack in subtle ways not easily traceable back to himself.
- The Clockwork King has the ability to craft ironborn, and could be the creator of any ironborn PCs.

Primus Gearheart, the Clockwork King — CR 21

XP 409,600

Male ironborn battle sorcerer 22
LN Medium humanoid (ironborn)
Init +3; **Senses** Perception +26

Defense

AC 37, touch 19, flat-footed 33 (+8 armor, +5 deflection, +3 Dex, +1 dodge, +6 natural, +4 shield)
hp 190 (22d8+88)
Fort +16, **Ref** +16, **Will** +22
Defensive Abilities construct body; **DR** 20/—; **Immune** critical hits, magic missile, sneak attacks; **SR** 32

Offense

Speed 30 ft.
Melee Hammer of Destruction +22/+22/+17/+12/+7 (2d6+27/x3)
Ranged Crossbow of Creation +25/+25/+20/+15/+10 (1d10+5/19-20) or Hammer of Destruction +25 (2d6+12/x3/20 ft.)
Sorcerer Spells Known (CL 22nd; concentration +30)
9th (5/day) — *gate, summon monster IX, teleportation circle, wish*
8th (6/day) — *clone, moment of prescience, polymorph any object* (elementals only, DC 26), *prismatic wall* (DC 26)
7th (6/day) — *forcecage* (DC 25), *instant summons, plane shift* (DC 25), *statue* (DC 25)
6th (6/day) — *animate object, chain lightning* (DC 24), *disintegrate* (DC 24), *wall of iron* (DC 24)
5th (6/day) — *fabricate, major creation, secret chest, telekinesis* (DC 23)
4th (7/day) — *dimension door* (DC 22), *minor creation, stone shape, stoneskin* (DC 22)
3rd (7/day) — *fireball (DC 21), fly* (DC 21), *haste* (DC 21), *tiny hut*
2nd (7/day) — *invisibility, make whole, resist energy* (DC 20), *scorching ray, see invisibility*
1st (7/day) — *animate rope, expeditious retreat, identify, mage armor, shield*
Cantrips (at will) — *detect magic, light, mending, message, prestidigitation, read magic, resistance, spark*
Bloodline constructed

Tactics

Before Combat Should the Clockwork King suspect he is about to engage in combat, he casts stoneskin, fly, shield, and haste. If he knows the combat capabilities of those he'll be fighting, he casts additional spells as needed. These spell effects are included in his stats. He typically keeps a disintegrate spell stored in his warhammer. The Clockwork King casts moment of prescience on himself before starting whatever he has planned for the day.

During Combat The Clockwork King maintains range as long as he can, using his various ranged spells to harass opponents, specifically animate object, chain lightning, fireball, and telekinesis. Should he notice someone interesting, he'll attempt to hit them using the Crossbow of Creation, or by simply casting forcecage on them.On the turn before he is engaged in melee, he dimension doors away unless prevented from doing so, in which case he fights defensively while wielding the Hammer of Destruction two-handed.

Morale Should the Clockwork King be reduced to below 60 hit points he makes use of his spells to escape, even going so far as to use wish to reproduce the effects of spells he doesn't know.

Statistics

Str 20, **Dex** 16, **Con** 18, **Int** 16, **Wis** 18, **Cha** 27
Base Atk +16; **CMB** +21; **CMD** 40
Feats Craft Construct[B], Craft Ironborn[B], Craft Magic Arms and Armor, Craft Staff, Craft Wand, Craft Wondrous Item, Crossbow Mastery, Eschew Materials[B], Point-Blank Shot, Power Attack[B], Rapid Reload, Rapid Shot, Skill Focus (Craft [armorsmithing], Craft [weaponsmithing], Knowledge [engineering])
Skills Appraise +15, Craft (armorsmithing, weaponsmithing) +36, Craft (stonemasonry) +30, Diplomacy +28, Knowledge (arcana) +27, Knowledge (engineering) +34, Knowledge (local, planes) +10,

Perception +26, Spellcraft +28, Use Magic Device +33; Racial Modifiers -2 Bluff, Diplomacy, Intimidate, Sense Motive
Languages Celestial, Common, Draconic, Dwarven, Infernal
SQ arcane bond (warhammer), bloodline arcana, builder (Craft [weaponsmithing]), immortal, materials expert
Combat Gear *staff of life* (10 charges), *wand of cure critical wounds* (50 charges), *wand of haste* (50 charges); **Gear** *Hammer of Destruction*, *Crossbow of Creation*, *Gauntlets Alteration*, *amulet of natural armor* +5, *belt of physical perfection* +6, *bracers of resistance* +5, *headband of mental prowess* +6 (Craft [stonemasonry], Diplomacy, Perception), *node of celerity*, *node of rust protection*, *ring of protection* +5, *ring of sustenance*, *robe of armor* +8, 3 pouches (granite and diamond dust worth 250 gp each), mwk armorsmithing tools, mwk stonemasonry tools, mwk weaponsmithing tools

Special Abilities

Battle Sorcerer As a battle sorcerer, Primus is proficient with all simple weapons, light armor, and a single, one-handed martial weapon (warhammer). Due to his combat training, he has less developed spellcasting abilities, resulting in one less spell slot and spell know of each level.

Bloodline Arcana Some constructs are susceptible to Primus' mind-affecting spells. Unintelligent constructs are not immune to his compulsion effects (including unintelligent golems).

Builder (Ex) Primus gains 1 rank in Craft at 1st-level and 1 bonus rank to spend upon it at each subsequent level. Primus can purchase goods that he can make with his Craft skills at a 10 percent discount, as he knows enough about his trade to find bargains on quality goods.

Construct Body (Su) Primus' body has become so much like a golems, it is composed almost completely of adamantine. He possesses immunity to sneak attacks, critical hits, and gain damage reduction 20/-. He can make use of items which function for creatures of the construct type.

Golem's Gift (Sp) Primus has spell resistance equal to his battle sorcerer level +10.

Immortal (Ex) As artificial creatures, ironborn suffer none of the drawbacks and gain none of the benefits of aging. They never die of natural causes, and they are immune to any attacks or effects that age a character.

Materials Expert (Ex) Primus was designed to have a keen eye for spotting flaws in objects. When he damages an inanimate object, he inflicts 1.5 times his Strength bonus in damage with a one-handed weapon, or twice his Strength bonus in damage with a two-handed one.

Touch of Elan (Sp) When Primus casts animate object the duration doubles automatically. He can also permanently animate the object without casting permanency, though it only requires half the normal cost of diamond dust that permanency requires.

Primus CR 7

XP 3,200
Male ironborn battle sorcerer 8
LN Medium humanoid (ironborn)
Init +0; **Senses** Perception +1

Defense

AC 21, touch 11, flat-footed 21 (+4 armor, +1 deflection, +2 natural, +4 shield) (+2 dodge when fighting defensively)
hp 47 (8d8+8)
Fort +3, **Ref** +2, **Will** +7
Defensive Abilities object's frame (light fortification); DR 10/adamantine (80 points); **Immune** magic missile
Weaknesses rust vulnerability

Offense

Speed 30 ft.
Melee +1 warhammer +11/+6 (1d8+7/x3) or +1 warhammer +7/+2 (1d8+7/x3/fighting defensively)
Ranged +1 heavy crossbow +7 (1d10+1/19-20)
Sorcerer Spells Known (CL 8th; concentration +12)
4th (3/day)—*stoneskin*
3rd (5/day)—*fireball* (DC 17), *tiny hut*
2nd (6/day)—*bull's strength, make whole, resist energy*
1st (6/day)—*animate rope, expeditious retreat, identify, mage armor, shield*
Cantrips (at will)—*detect magic, light, mending, prestidigitation, read magic, resistance, spark*
Bloodline constructed

Tactics

Before Combat Should Primus suspect he is about to engage in combat, he casts mage armor, stoneskin, and shield. If he knows the combat capabilities of those he'll be fighting, he casts additional spells as needed. These spell effects are included in his stats.

He always has a mage armor spell active and saves two spell slots should he need them, one for expeditious retreat and the other for mage armor.

During Combat Primus maintains range as long as he can, making use of his crossbow. On the turn before he is engaged in melee, he casts bull's strength unless he did so before entering combat. He then enters melee, fighting defensively while wielding his warhammer two-handed. These are included in his stats.

Morale Should Primus be reduced to below 15 hit points, he casts expeditious retreat, and then withdraws on his next turn.

Statistics

Str 18, **Dex** 10, **Con** 12, **Int** 10, **Wis** 12, **Cha** 18
Base Atk +6; **CMB** +10; **CMD** 21
Feats Craft Construct[B], Craft Magic Arms and Armor, Craft Wondrous Item, Eschew Materials[B], Skill Focus (Craft [armorsmithing], Craft [weaponsmithing])
Skills Appraise +4, Craft (armorsmithing, weaponsmithing) +16, Knowledge (arcana) +5,

Knowledge (engineering) +4, Knowledge (local, planes) +1, Spellcraft +4, Use Magic Device +8; Racial Modifiers -2 Bluff, Diplomacy, Intimidate, Sense Motive
Languages Common, Dwarven
SQ arcane bond (warhammer), bloodline arcana, builder (Craft [weaponsmithing]), immortal, materials expert
Combat Gear wand of cure light wounds (50 charges); Gear +1 warhammer, +1 heavy crossbow with 20 bolts, amulet of natural armor +1, bracers of resistance +1, ring of protection +1, 3 pouches (granite and diamond dust worth 250 gp each), mwk armorsmithing tools, mwk weaponsmithing tools

Special Abilities
Battle Sorcerer As a battle sorcerer, Primus is proficient with all simple weapons, light armor, and a single, one-handed martial weapon (warhammer). Due to his combat training, he has less developed spellcasting abilities, resulting in one less spell slot and spell known of each level.

Bloodline Arcana Some constructs are susceptible to Primus' mind-affecting spells. Unintelligent constructs are not immune to his compulsion effects (including unintelligent golems).

Builder (Ex) Primus gains 1 rank in Craft at 1st-level and 1 bonus rank to spend upon it at each subsequent level. Primus can purchase goods that he can make with his Craft skills at a 10 percent discount, as he knows enough about his trade to find bargains on quality goods.

Immortal (Ex) As an artificial creatures, Primus suffers none of the drawbacks and gain none of the benefits of aging. He will never die of natural causes, and is immune to any attacks or effects that age a character.

Materials Expert (Ex) Primus was designed to have a keen eye for spotting flaws in objects. When he damages an inanimate object, he inflicts 1.5 times his Strength bonus in damage with a one-handed weapon, or twice his Strength bonus in damage with a two-handed one.

Object's Frame (Su) Primus' unusual anatomy has given him a 25% chance to ignore any critical hit or sneak attack scored against him.

Secundus CR 4
(or Tertius, or Quartus, etc...)
XP 1,200
Clockwork human rogue 3
LN Medium construct (augmented humanoid [human])
Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +8

Defense
AC 19, touch 13, flat-footed 18 (+1 armor, +3 Dex, +5 natural)
hp 43 (3d8+26)
Fort +3, **Ref** +6, **Will** +3
Defensive Abilities evasion, hardness 10, reinforced construction, trap sense +1; **Resist** acid 10, cold 10, fire 10
Weaknesses metal body, vulnerability to electricity

Offense
Speed 30 ft.
Melee mwk rapier +6 (1d6+2/18-20)
Ranged mwk light crossbow +6 (1d8/19-20)
Special Attacks +2d6

Tactics
During Combat The Clockwork King's constructed minions fight zealously to defend their liege, going so far as to lay down their "life" in service to that which granted them being.

Statistics
Str 14, **Dex** 16, **Con** —, **Int** 11, **Wis** 10, **Cha** 9
Base Atk +2; **CMB** +4; **CMD** 17
Feats Alertness, Iron Will, Weapon Finesse
Skills Appraise +6, Bluff +5, Diplomacy +5, Disable Device +14, Knowledge (local) +6, Knowledge (planes) +3, Perception +8, Sense Motive +8, Sleight of Hand +9, Use Magic Device +5; Racial Modifiers +5 Craft (armorsmithing), +5 Craft (weaponsmithing), +5 Disable Device, -2 Stealth
Languages Common
SQ created mind, rogue talent (canny observer), trapfinding +1, windup key
Gear mwk rapier, mwk light crossbow with 10 bolts, bracers of armor +1, windup key

Special Abilities
Canny Observer (Ex) When Secundus makes Perception checks to hear the details of a conversation or to find concealed or secret objects (including doors and traps), it gains a +4 bonus.

Smiles-Under-the-Bed

The ancient and dreaded walking nightmare known as Smiles-Under-the-Bed stalks the darkened alleys of Dream and the minds of its dreamers, eternally preying upon the lost and lonely, sowing frightful madness as only a true nightmare can. The large, mangy grey feline has always appeared old and sick, hacking and mewling as if on the verge of death herself, yet always eager to flash her insane Cheshire smile at any who glimpse her hunched in the shadows. Unhinged from both reality and sanity, her flickering physical form seems to be in multiple places at once, and she can impart the taint of madness with her scratching claws, her cacophonous laughter, or her mere unwholesome presence. Irreparably twisted and driven by an eternity of being kicked, cast out, and cursed as an unwelcome and unclean thing, Smiles-Under-the-Bed long ago evolved beyond the despair of abandonment and now gleefully relishes the torment of others, literally feasting on the terror-spiced dreams of the helpless and the proud alike. Like any cat, Smiles-Under-the-Bed loves toying with her food before a meal; she often stalks her prey openly, grinning madly from the shadows and hissing cruel, sniggering japes. Her abnormally large, disturbingly enthusiastic smile is often the first (and last) thing her victims see, floating disembodied in the darkness as her claws scratch at their throat and her maddening laugh grates upon their sanity. Once long ago kept as a pet by the Khan of Nightmares, he eventually cast her out, but not before Smiles-Under-the-Bed learned many dire secrets, including secret means of access to the Coliseum's prison, the Chimeric Amphitheater, and even the Khan's private chambers within the perilous Pagoda of Suicide. Smiles-Under-the-Bed may soon put this nearly forgotten knowledge to terrible use; after millennia of skulking and scaring, she has reached the apex of her evolution as a nightmare and now harbors an insane, secret plot to ascend to godhood by devouring Akinshata, the Khan of Nightmare's captive pit fiend.

Dreamburning and Smiles-Under-the-Bed

Hope: Smiles-Under-the-Bed is Dream-Scarred. She has been a nightmare for as long as she can remember, but sometimes she dreams uncertainly of a sad, kindly old woman petting a grey cat; whether she was once the woman or the cat, she cannot say.

Aspiration: While never kind nor pleasant, Smiles-Under-the-Bed aspires to be funny. She dreams of holding court as a bizarre queen-jester, bringing mirth and wisdom with her insightful black comedy.

Goal: Smiles-Under-the-Bed would love the Khan of Nightmares to take her back as a companion. Each night after she devours the dreams of a victim, she dreams a twisted prayer of offering to the Khan.

In the Tarnished Souk

Smiles-Under-the-Bed stalks the shadowed alleys of the Tarnished Souk, opportunistically killing the weak and vulnerable and snatching up poorly guarded dreams. In this way, she performs a service of sorts, culling the marketplace of stragglers, though only as uncontrollable, predatory pest, not as an assassin. As she slinks along, most merchants of the Souk simply shudder and avert their eyes, hoping she will go away.

Lore

Characters may learn the following information via Diplomacy (Gather Information) or Knowledge (Local) skill checks:

DC 15 – Smiles-Under-the-Bed is a creepy grinning greymalkin who stalks the Tarnished Souk.

DC 20 – She is a nightmare, a laughing beast, an eater of dreams, and an apex predator. Others say of her, "Forget about crossing your path – if you can hear her vile laughter, it's already too late."

DC 25 – She has an aura of fear and her scratch or laughter can inflict madness. She eats dreams and can enter a person's nightmares to haunt or kill them.

DC 35 – She is a distrustful monster with no allies, and she rarely plans. She shies away from water, silver, and good-aligned weapons.

DC 45 – She was once a companion of the Khan of Nightmares, perhaps even his familiar. Prophecy says that if you feed and show her love and kindness for three nights, she will lose her nightmarish powers and become a "normal" cat. No one has ever dared try.

How To Use Smiles-Under-the-Bed

- Smiles-Under-the-Bed is a monster of nightmare. Use her to build fear and foreboding, setting a dark and creepy mood: lurking about making morbid comments, joking at others' misfortune, and giving unsolicited wicked advice as she waits and watches the PCs' discomfort.
- Use Smiles as a familiar, mount, or cohort for the Khan of Nightmares or other epic evildoer.
- Smiles is an opportunistic predator and is happy to let others do most of the work of killing her next meal. Use her to finish off a long combat as she hungrily pounces on the almost dead.
- If playing "Destroying the Umbral Blot" (Coliseum Morpheuon, Chapter 10): Smiles uses the final battle as a distraction, attempting to devour the pit fiend Akinshata; if she succeeds, the Khan's command of the Chimeric Amphitheater and the Umbral Blot falters.

Smiles-Under-the-Bed CR 19

XP 204,800

Female advanced apex predator dream eater laughing beast nightmare greymalkin

CE Huge magical beast (evil, extraplanar)

Init +14; **Senses** darkvision 180 ft., low-light vision, scent; Perception +35

Aura fear (60 ft., DC 27), frightful presence (30 ft., DC 27), madness (30 ft., DC 31, 20 rounds/day)

Defense

AC 30, touch 19, flat-footed 19 (+10 Dex, +1 dodge, +11 natural, -2 size)

hp 370 (20d10+260); regeneration 10 (silver or good)

Fort +25, **Ref** +22, **Will** +17; +2 vs. good

Defensive Abilities feign death (DC 37), protection from good; **DR** 10/silver or good; **Immune** illusions, mind-affecting effects; **SR** 30

Offense

Speed 50 ft., fly 10 ft. (perfect)

Melee bite +32 (2d8+14), 2 claws +32 (1d8+14)

Space 15 ft.; Reach 10 ft. (20 ft. with dimensional lunge)

Special Attacks dimensional lunge, dream eating (DC 29), maddening laughter (DC 31), night terrors (DC 27), pounce, psychic assault (DC 27), rake (2 claws +32, 1d6+14), vision of madness

Spell-Like Abilities (CL 20th; concentration +31)

Constant – *mirror image*

At will – *dimension door*

1/day – *confusion* (DC 25), *insanity* (28), *lesser confusion* (DC 22), *nightmare* (DC 26), *phantasmal killer* (DC 27), *rage, scintillating pattern, shadow walk, touch of idiocy, weird* (DC 30)

Tactics

Before Combat When threatened or when trying to threaten another, Smiles-Under-the-Bed arches her back and hisses, making an Intimidate check and invoking her frightful presence, as well as activating her aura of fear and aura of madness, if not already active.

During Combat Smiles spends the first few rounds of combat afflicting her foes with weird, confusion, and her maddening laughter. In physical combat, she keeps mobile, striking from a short distance via dimensional lunge and allowing her mirror images to confuse her opponents. She uses psychic assault, touch of idiocy, and vision of madness when slashing with her claws, preferring to reduce a single foe to a gibbering wreck and kill him or her first before moving on to other targets.

Morale Smiles is an opportunistic predator and has no desire to remain in a losing battle for the sake of honor, anger, or principle. She readily flees if reduced to 185 hit points or fewer, or if obviously overmatched. If she cannot escape via dimension door, stealth, or shadow walk, she uses feign death.

Statistics

Str 38, **Dex** 31, **Con** 36, **Int** 18, **Wis** 32, **Cha** 24

Base Atk +20; **CMB** +36; **CMD** 56 (60 vs. trip)

Feats Ability Focus (Dream Eating), Alertness, Death from Above, Dodge, Eldritch Claws, Improved Initiative, Improved Natural Attack (bite), Multiattack, Power Attack, Skill Focus (Stealth)

Traits Smiles-Under-the-Bed has the Dream-Scarred and Walking Nightmare traits

Skills Acrobatics +23, Bluff +17, Climb +27, Escape Artist +20, Fly +14, Intimidate +36, Knowledge (planes, religion) +20, Linguistics +9, Perception +35, Sense Motive +18, Stealth +31

Languages Aklo, Common, Dwarven, Draconic, Elven, Giant, Goblin, Infernal, Sylvan, Undercommon, telepathy with other dream eaters (30 ft.)

Combat Gear *(ear)ring of the disembodied*

Special Abilities

Aura of Fear (Su) Smiles-Under-the-Bed exudes a natural aura of fear, forcing all within 60 ft. to make a Will save (DC 27) or become shaken while they remain within 60 ft. of her for the next 24 hours. If the save is successful, the creature is immune to her fear aura for 24 hours. This ability even affects creatures that cannot see Smiles-Under-the-Bed. Smiles can suppress or reactivate their fear aura as a free action once per round.

Aura of Madness (Su) Smiles can emit a 30-foot aura of madness for 20 rounds per day. These rounds do not need to be consecutive. Enemies within this aura are affected by confusion unless they make a DC 31 Will save. The confusion effect ends immediately when the creature leaves the area or the aura expires. Creatures that succeed

on their saving throw are immune to this aura for 24 hours.

Dimensional Lunge (Su) Like other greymalkin, Smiles-Under-the-Bed is out of phase with reality (even in Dream) and can briefly shift her position relative to the world around her. Any time she makes an attack with its claws, she may choose to shift herself a total of 10 feet in any direction for a split second, before returning to her previous location. (She cannot choose not to return to her prior location.) This essentially grants her 20-foot reach with her claws.

Dream Eating (Su) As a full-round action that provokes attacks of opportunity, Smiles can consume a creature's subconscious dreams if the victim fails to resist with a Will save (DC 29). A sleeping victim takes a –2 penalty on saving throws against this ability, but automatically wakens if the save is successful. On a failed save, the victim takes 1d4 points of Charisma damage, and Smiles gains a number of psychic points equal to the Charisma drained, to a maximum amount of psychic points equal to Smiles's Hit Dice (20). Smiles-Under-the-Bed keeps well fed; she typically has 2d4+12 psychic points in reserve from recent meals.

This power deals double Charisma damage (2d4) against oneirobound (treated as if they were a sleeping victim), true dreamers (those whose sleeping body is on some other plane, projecting their dreaming self), and any other creatures made up of dream-stuff. If your game uses the Dreamingburning rules (see Coliseum Morpheuon), successful use of this power on a creature possessing a Goal, Aspiration, or Hope degrades the victim's lowest-grade dream by one step, in addition to the Charisma damage, and Smiles-Under-the-Bed may repair one dream of her own, if degraded.

Feign Death (Ex) With a successful Bluff check (DC 15), Smiles-Under-the-Bed can make herself appear dead. Any creature wishing to ascertain whether she is really dead must make a Heal check opposed by her Bluff check. Smiles cannot move or take any actions while pretending to be dead. In addition, whenever Smiles falls unconscious, she appears dead. The Heal DC to ascertain that she is alive is 37. Smiles uses this ability to escape destruction, to gain revenge, or to trick foes into approaching her.

Form of the Cat (Su) Smiles-Under-the-Bed may, at will, polymorph into a Tiny version of herself that appears to be a normally sized, sickly grey alley-cat – albeit one with an abnormally large, creepy smile and Smiles-Under-the-Bed's crazy eyes.

Frightful Presence (Ex) When Smiles-Under-the-Bed charges, makes a surprise attack, or succeeds on an Intimidate or Perform check (DC 15), every creature within 30 ft. must make a Will save (DC 27) or become panicked for 2d6 rounds. Success renders a creature immune to Smiles-Under-the-Bed's frightful presence for 1 hour. Smiles-Under-the-Bed can choose for this ability to not activate.

Maddening Laughter (Su) When Smiles-Under-the-Bed laughs her cacophonous cackle, all living creatures within a 60-ft. spread must succeed on a Will save (DC 31) or be affected by hideous laughter (CL 20). This is a sonic, mind-affecting charm ability. Those who successfully save are immune to that the maddening laughter for 24 hours. Smiles-Under-the-Bed is immune to the effect of her own maddening laughter.

Night Terrors (Su) Smiles-Under-the-Bed can enter the dreams of a sleeping creature at will as a standard action. This ability has the same effect as a dream spell, except that once inside the dream of another creature, Smiles can control the dream world with which the sleeper interacts.

When Smiles-Under-the-Bed first arrives in the dream, she can deliver a message, as described in the dream spell. So long as she does not attempt to control the victim's dream, this message is harmless and the dreamer can awaken at any time.

Immediately upon entering the victim's dream or at any time thereafter while it remains there, Smiles can attempt to control the victim's dream. The victim must then succeed on a Will save (DC 27) or remain unconscious and asleep, trapped in the dream world with Smiles-Under-the-Bed. Smiles controls all aspects of the dream world, and the victim is powerless to change anything—although Smiles might allow it to think it has such power or even that it has awakened from the dream. Each hour thereafter, the victim must make a new Will save. Success allows it to awaken immediately; failure means it remains asleep and trapped in the dream world. The victim automatically awakens after 8 hours if it is still alive.

Each hour that the victim remains trapped in sleep by Smiles-Under-the-Bed, it takes 1d4 points of Charisma damage. A creature that has taken Charisma damage during its dream awakens fatigued and does not heal or regain spells as it normally would while resting. A creature reduced to 0 Charisma by the night terrors dies.

A wish or miracle spell, or an antimagic field ends the effect and awakens the victim. A protection from evil spell blocks night terrors for its duration, but it does not awaken the creature. A dream spell used on the sleeping creature allows the victim a new save to break free of the effect, but the deliverer of the dream message must succeed on a Will save or be trapped in sleep with Smiles-Under-the-Bed ruling its dreams, just as though it were the original target of the night terrors. A blanket of silver links worth at least 2,000 gp prevents Smiles-Under-the-Bed from entering the sleeping creature's dreams so long as it is in contact with the sleeping creature, but it has no effect if placed on a sleeping creature already embroiled in night terrors.

Nightmare Spellcasting (Su) Smiles-Under-the-Bed's effective caster level for fear, phantasm, and shadow spells is treated as two higher than her base caster level as an 20-Hit-Dice magical beast.

Psychic Assault (Su) As a swift action, Smiles can imbue any melee attack she makes with a psychic assault, infusing the mind of the creature struck with hideous

nightmare visions and hallucinations. The magnitude of the effect depends on how many psychic points the Smiles spends in the assault. By expending 1 point, she can cause the victim to become dazzled for 1d6 rounds. By expending 3 points, she can make a victim become staggered for 1d6 rounds. By expending 5 points, she can make the victim nauseated for 1d6 rounds. By expending 7 points, she can make the victim confused for 1d6 rounds. And by expending 9 points, she can stun the victim for 1d6 rounds. The victim can resist the psychic assault entirely by making a Will saving throw (DC 27).

Vision of Madness (Sp) Smiles can give a creature a vision of madness as a melee touch attack. She choose one of the following: attack rolls, saving throws, or skill checks The target receives a +10 bonus to the chosen rolls and a -10 penalty to the other two types of rolls. This effect fades after 3 rounds. Smiles can use this ability 17 times per day.

Smiles-Under-the-Bed, the Laughter in Dark Alleys CR 13

XP 25,600

Female advanced dream eater laughing beast nightmare greymalkin

CE Large magical beast (evil, extraplanar)

Init +11; **Senses** darkvision 180 ft., low-light vision, scent; Perception +20

Aura fear (60 ft., DC 20), frightful presence (30 ft., DC 20), madness (30 ft., DC 24, 14 rounds/day)

Defense

AC 23, touch 16, flat-footed 16 (+7 Dex, +7 natural, -1 size)

hp 175 (14d10+98); regeneration 5 (silver or good)

Fort +16, **Ref** +16, **Will** +11; +2 vs. good

Defensive Abilities feign death (DC 27), protection from good; **DR** 5/silver or good; **Immune** illusions, mind-affecting effects

Offense

Speed 40 ft., fly 10 ft. (perfect)

Melee bite +20 (2d6+6), 2 claws +20 (1d6+6)

Space 10 ft.; Reach 5 ft. (15 ft. with dimensional lunge)

Special Attacks dimensional lunge, dream eating (DC 20), maddening laughter (DC 24), night terrors (DC 20), pounce, psychic assault (DC 20), rake (2 claws +13, 1d6+6), vision of madness

Spell-Like Abilities (CL 14th; concentration +21)

Constant – *mirror image*

1/day – *confusion* (DC 21), *insanity* (24), *lesser confusion* (DC 18), *nightmare* (DC 22), *phantasmal killer* (DC 23), *rage, shadow walk, touch of idiocy*

Tactics

Before Combat When threatened or when trying to threaten another, Smiles-Under-the-Bed arches her back and hisses, making an Intimidate check and invoking her frightful presence, as well as activating her aura of fear and aura of madness, if not already active.

During Combat Smiles spends the first few rounds of combat afflicting her foes with confusion and her maddening laughter. In physical combat, she keeps mobile, striking from a short distance via dimensional lunge and allowing her mirror images to confuse her opponents. She uses psychic assault, touch of idiocy, and vision of madness when slashing with her claws, preferring to reduce a single foe to a gibbering wreck and kill him or her first before moving on to other targets.

Morale Smiles is an opportunistic predator and has no desire to remain in a losing battle for the sake of honor, anger, or principle. She readily flees if reduced to 88 hit points or fewer, or if obviously overmatched. If she cannot escape via stealth or shadow walk, she uses feign death.

Statistics

Str 22, **Dex** 24, **Con** 24, **Int** 10, **Wis** 24, **Cha** 16

Base Atk +14; **CMB** +21; **CMD** 38 (42 vs. trip)

Feats Ability Focus (Dream Eating), Alertness, Death from Above, Improved Initiative, Improved Natural Attack (bite), Skill Focus (Stealth), Weapon Finesse

Traits Smiles-Under-the-Bed has the Dream-Scarred and Walking Nightmare traits

Skills Acrobatics +13, Bluff +7, Climb +11, Fly +10, Intimidate +15, Knowledge (planes, religion) +12, Perception +20, Sense Motive +11, Stealth +17

Languages Common, Telepathy with other dream eaters (30 ft.)

Combat Gear *(ear)ring of the disembodied*

Special Abilities

Aura of Fear (Su) Smiles-Under-the-Bed exudes a natural aura of fear, forcing all within 60 ft. to make a Will save (DC 20) or become shaken while they remain within 60 ft. of her for the next 24 hours. If the save is successful, the creature is immune to her fear aura for 24 hours. This ability even affects creatures that cannot see Smiles-Under-the-Bed. Smiles can suppress or reactivate their fear aura as a free action once per round.

Aura of Madness (Su) Smiles can emit a 30-foot aura of madness for 14 rounds per day. These rounds do not need to be consecutive. Enemies within this aura are affected by confusion unless they make a DC 24 Will save. The confusion effect ends immediately when the creature leaves the area or the aura expires. Creatures that succeed on their saving throw are immune to this aura for 24 hours.

Dimensional Lunge (Su) Like other greymalkin, Smiles-Under-the-Bed is out of phase with reality (even in Dream) and can briefly shift her position relative to the world around her. Any time she makes an attack with

its claws, she may choose to shift herself a total of 10 feet in any direction for a split second, before returning to her previous location. (She cannot choose not to return to her prior location.) This essentially grants her 15-foot reach with her claws.

Dream Eating (Su) As a full-round action that provokes attacks of opportunity, Smiles can consume a creature's subconscious dreams if the victim fails to resist with a Will save (DC 22). A sleeping victim takes a –2 penalty on saving throws against this ability, but automatically wakens if the save is successful. On a failed save, the victim takes 1d4 points of Charisma damage, and Smiles gains a number of psychic points equal to the Charisma drained, to a maximum amount of psychic points equal to Smiles's Hit Dice (14). Smiles-Under-the-Bed keeps well fed; she typically has 1d4+10 psychic points in reserve from recent meals.

This power deals double Charisma damage (2d4) against oneirobound (treated as if they were a sleeping victim), true dreamers (those whose sleeping body is on some other plane, projecting their dreaming self), and any other creatures made up of dream-stuff. If your game uses the Dreamingburning rules (see Coliseum Morpheuon), successful use of this power on a creature possessing a Goal, Aspiration, or Hope degrades the victim's lowest-grade dream by one step, in addition to the Charisma damage, and Smiles-Under-the-Bed may repair one dream of her own, if degraded.

Feign Death (Ex) With a successful Bluff check (DC 15), Smiles-Under-the-Bed can make herself appear dead. Any creature wishing to ascertain whether she is really dead must make a Heal check opposed by her Bluff check. Smiles cannot move or take any actions while pretending to be dead. In addition, whenever Smiles falls unconscious, she appears dead. The Heal DC to ascertain that she is alive is 27. Smiles uses this ability to escape destruction, to gain revenge, or to trick foes into approaching her.

Form of the Cat (Su) Smiles-Under-the-Bed may, at will, polymorph into a Tiny version of herself that appears to be a normally sized, sickly grey alley-cat – albeit one with an abnormally large, creepy smile and Smiles-Under-the-Bed's crazy eyes.

Frightful Presence (Ex) When Smiles-Under-the-Bed charges, makes a surprise attack, or succeeds on an Intimidate or Perform check (DC 15), every creature within 30 ft. must make a Will save (DC 20) or become panicked for 2d6 rounds. Success renders a creature immune to Smiles-Under-the-Bed's frightful presence for 1 hour. Smiles-Under-the-Bed can choose for this ability to not activate.

Maddening Laughter (Su) When Smiles-Under-the-Bed laughs her cacophonous cackle, all living creatures within a 60-ft. spread must succeed on a Will save (DC 24) or be affected by hideous laughter (CL 14). This is a sonic, mind-affecting charm ability. Those who successfully save are immune to that the maddening laughter for 24 hours. Smiles-Under-the-Bed is immune to the effect of her own maddening laughter.

Night Terrors (Su) Smiles-Under-the-Bed can enter the dreams of a sleeping creature at will as a standard action. This ability has the same effect as a dream spell, except that once inside the dream of another creature, Smiles can control the dream world with which the sleeper interacts.

When Smiles-Under-the-Bed first arrives in the dream, she can deliver a message, as described in the dream spell. So long as she does not attempt to control the victim's dream, this message is harmless and the dreamer can awaken at any time.

Immediately upon entering the victim's dream or at any time thereafter while it remains there, Smiles can attempt to control the victim's dream. The victim must then succeed on a Will save (DC 20) or remain unconscious and asleep, trapped in the dream world with Smiles-Under-the-Bed. Smiles controls all aspects of the dream world, and the victim is powerless to change anything—although Smiles might allow it to think it has such power or even that it has awakened from the dream. Each hour thereafter, the victim must make a new Will save. Success allows it to awaken immediately; failure means it remains asleep and trapped in the dream world. The victim automatically awakens after 8 hours if it is still alive.

Each hour that the victim remains trapped in sleep by Smiles-Under-the-Bed, it takes 1d4 points of Charisma damage. A creature that has taken Charisma damage during its dream awakens fatigued and does not heal or regain spells as it normally would while resting. A creature reduced to 0 Charisma by the night terrors dies.

Smiles-Under-the-Bed Form of the Cat

A wish or miracle spell, or an antimagic field ends the effect and awakens the victim. A protection from evil spell blocks night terrors for its duration, but it does not awaken the creature. A dream spell used on the sleeping creature allows the victim a new save to break free of the effect, but the deliverer of the dream message must succeed on a Will save or be trapped in sleep with Smiles-Under-the-Bed ruling its dreams, just as though it were the original target of the night terrors. A blanket of silver links worth at least 2,000 gp prevents Smiles-Under-the-Bed from entering the sleeping creature's dreams so long as it is in contact with the sleeping creature, but it has no effect if placed on a sleeping creature already embroiled in night terrors.

Nightmare Spellcasting (Su) Smiles-Under-the-Bed's effective caster level for fear, phantasm, and shadow spells is treated as two higher than her base caster level as an 14-Hit-Dice magical beast.

Psychic Assault (Su) As a swift action, Smiles can imbue any melee attack she makes with a psychic assault, infusing the mind of the creature struck with hideous nightmare visions and hallucinations. The magnitude of the effect depends on how many psychic points the

Smiles spends in the assault. By expending 1 point, she can cause the victim to become dazzled for 1d6 rounds. By expending 3 points, she can make a victim become staggered for 1d6 rounds. By expending 5 points, she can make the victim nauseated for 1d6 rounds. By expending 7 points, she can make the victim confused for 1d6 rounds. And by expending 9 points, she can stun the victim for 1d6 rounds. The victim can resist the psychic assault entirely by making a Will saving throw (DC 20).

Vision of Madness (Sp) Smiles can give a creature a vision of madness as a melee touch attack. She choose one of the following: attack rolls, saving throws, or skill checks The target receives a +7 bonus to the chosen rolls and a -7 penalty to the other two types of rolls. This effect fades after 3 rounds. Smiles can use this ability 10 times per day.

Smiles-Under-the-Bed, the Old Grey Cat CR 8

XP 4,800

Female advanced laughing beast nightmare greymalkin

CE Large magical beast (evil, extraplanar)

Init +10; **Senses** darkvision 120 ft., low-light vision, scent; Perception +9

Aura fear (60 ft., DC 15), frightful presence (30 ft., DC 15), madness (30 ft., DC 20, 8 rounds/day)

Defense

AC 20, touch 15, flat-footed 14 (+6 Dex, +5 natural, -1 size)

hp 84 (8d10+40); regeneration 5 (silver or good)

Fort +11, **Ref** +12, **Will** +8; +2 vs. good

Defensive Abilities feign death (DC 19), protection from good; **DR** 5/silver or good; **Immune** illusions

Offense

Speed 40 ft., fly 10 ft. (perfect)

Melee bite +13 (1d8+3), 2 claws +13 (1d6+3)

Space 10 ft.; Reach 5 ft. (15 ft. with dimensional lunge)

Special Attacks dimensional lunge, maddening laughter (DC 20), night terrors (DC 15), pounce, rake (2 claws +13, 1d6+3), vision of madness

Spell-Like Abilities (CL 8th; concentration +14)

Constant – *mirror image*

1/day – *confusion* (DC 20), *lesser confusion* (DC 17), *rage, shadow walk, touch of idiocy*

Tactics

Before Combat When threatened or when trying to threaten another, Smiles-Under-the-Bed arches her back and hisses, making an Intimidate check and invoking her frightful presence, as well as activating her aura of fear and aura of madness, if not already active.

During Combat Smiles spends the first few rounds of combat afflicting her foes with confusion and her maddening laughter. In physical combat, she keeps mobile, striking from a short distance via dimensional lunge and allowing her mirror images to confuse her opponents. She uses touch of idiocy and vision of madness when slashing with her claws, preferring to reduce a single foe to a gibbering wreck and kill him or her first before moving on to other targets.

Morale Smiles is an opportunistic predator and has no desire to remain in a losing battle for the sake of honor, anger, or principle. She readily flees if reduced to 42 hit points or fewer, or if obviously overmatched. If she cannot escape via stealth or shadow walk, she uses feign death (though, being untrained in Bluff, she isn't particularly good such a ruse).

Statistics

Str 16, **Dex** 22, **Con** 20, **Int** 7, **Wis** 22, **Cha** 12

Base Atk +8; **CMB** +12; **CMD** 28 (32 vs. trip)

Feats Alertness, Improved Initiative, Skill Focus (Stealth), Weapon Finesse

Traits Smiles-Under-the-Bed has the Dream-Scarred and Walking Nightmare traits

Skills Acrobatics +11, Climb +7, Fly +8, Intimidate +11, Perception +9, Sense Motive +8, Stealth +15

Languages Common

Combat Gear *(ear)ring of the disembodied*

Special Abilities

Aura of Fear (Su) Smiles-Under-the-Bed exudes a natural aura of fear, forcing all within 60 ft. to make a Will save (DC 15) or become shaken while they remain within 60 ft. of her for the next 24 hours. If the save is successful, the creature is immune to her fear aura for 24 hours. This ability even affects creatures that cannot see Smiles-Under-the-Bed. Smiles can suppress or reactivate their fear aura as a free action once per round.

Aura of Madness (Su): Smiles can emit a 30-foot aura of madness for 8 rounds per day. These rounds do not need to be consecutive. Enemies within this aura are affected by confusion unless they make a DC 20 Will save. The confusion effect ends immediately when the creature leaves the area or the aura expires. Creatures that succeed on their saving throw are immune to this aura for 24 hours.

Feign Death (Ex) With a successful Bluff check (DC 15), Smiles-Under-the-Bed can make herself appear dead. Any creature wishing to ascertain whether she is really dead must make a Heal check opposed by her Bluff check. Smiles cannot move or take any actions while pretending to be dead. In addition, whenever Smiles falls unconscious, she appears dead. The Heal DC to ascertain that she is alive is 19. Smiles uses this ability to escape destruction, to gain revenge, or to trick foes into approaching her.

Form of the Cat (Su) Smiles-Under-the-Bed may, at will, polymorph into a Tiny version of herself that appears to be a normally sized, sickly grey alley-cat – albeit one with an abnormally large, creepy smile and Smiles-Under-the-Bed's crazy eyes.

Frightful Presence (Ex) When Smiles-Under-the-Bed charges, makes a surprise attack, or succeeds on an

Intimidate or Perform check (DC 15), every creature within 30 ft. must make a Will save (DC 15) or become panicked for 2d6 rounds. Success renders a creature immune to Smiles-Under-the-Bed's frightful presence for 1 hour. Smiles-Under-the-Bed can choose for this ability to not activate.

Dimensional Lunge (Su) Like other greymalkin, Smiles-Under-the-Bed is out of phase with reality (even in Dream) and can briefly shift her position relative to the world around her. Any time she makes an attack with its claws, she may choose to shift herself a total of 10 feet in any direction for a split second, before returning to her previous location. (She cannot choose not to return to her prior location.) This essentially grants her 15-foot reach with her claws.

Maddening Laughter (Su) When Smiles-Under-the-Bed laughs her cacophonous cackle, all living creatures within a 60-ft. spread must succeed on a Will save (DC 20) or be affected by hideous laughter (CL 8). This is a sonic, mind-affecting charm ability. Those who successfully save are immune to that the maddening laughter for 24 hours. Smiles-Under-the-Bed is immune to the effect of her own maddening laughter.

Night Terrors (Su) Smiles-Under-the-Bed can enter the dreams of a sleeping creature at will as a standard action. This ability has the same effect as a dream spell, except that once inside the dream of another creature, Smiles can control the dream world with which the sleeper interacts.

When Smiles-Under-the-Bed first arrives in the dream, she can deliver a message, as described in the dream spell. So long as she does not attempt to control the victim's dream, this message is harmless and the dreamer can awaken at any time.

Immediately upon entering the victim's dream or at any time thereafter while it remains there, Smiles can attempt to control the victim's dream. The victim must then succeed on a Will save (DC 15) or remain unconscious and asleep, trapped in the dream world with Smiles-Under-the-Bed. Smiles controls all aspects of the dream world, and the victim is powerless to change anything—although Smiles might allow it to think it has such power or even that it has awakened from the dream. Each hour thereafter, the victim must make a new Will save. Success allows it to awaken immediately; failure means it remains asleep and trapped in the dream world. The victim automatically awakens after 8 hours if it is still alive.

Each hour that the victim remains trapped in sleep by Smiles-Under-the-Bed, it takes 1d4 points of Charisma damage. A creature that has taken Charisma damage during its dream awakens fatigued and does not heal or regain spells as it normally would while resting. A creature reduced to 0 Charisma by the night terrors dies.

A wish or miracle spell, or an antimagic field ends the effect and awakens the victim. A protection from evil spell blocks night terrors for its duration, but it does not awaken the creature. A dream spell used on the sleeping creature allows the victim a new save to break free of the effect, but the deliverer of the dream message must succeed on a Will save or be trapped in sleep with Smiles-Under-the-Bed ruling its dreams, just as though it were the original target of the night terrors. A blanket of silver links worth at least 2,000 gp prevents Smiles-Under-the-Bed from entering the sleeping creature's dreams so long as it is in contact with the sleeping creature, but it has no effect if placed on a sleeping creature already embroiled in night terrors.

Nightmare Spellcasting (Su) Smiles-Under-the-Bed's effective caster level for fear, phantasm, and shadow spells is treated as two higher than her base caster level as an 8-Hit-Dice magical beast.

Vision of Madness (Sp) Smiles can give a creature a vision of madness as a melee touch attack. She choose one of the following: attack rolls, saving throws, or skill checks The target receives a +4 bonus to the chosen rolls and a -4 penalty to the other two types of rolls. This effect fades after 3 rounds. Smiles can use this ability 9 times per day.

Ur-Shogga, the All-Consuming Thought

The intellect devourer Ur-Shogga escaped from the Khan of Nightmares' laboratory and now flourishes in the Tarnished Souk, doing business in the guise of alchemist Walid ibn Jaffa al-Souk and other hosts as a cover for its own private schemes.

Its true form is a faceless brain with a whip like tail and two lame legs that barely support body. Ur-Shogga is beyond freakishly intelligent, a flawless liar, and possesses a diverse collection of host bodies with their own useful abilities. Cognizant of its own mortality and resentful of the limitations of its pathetic physical form, Ur-Shogga craves expansion and wants to spread its consciousness to as many bodies as it can.

When inhabiting Walid, Ur-Shogga portrays the merchant as friendly and mildly humorous; however Ur-Shogga bores quickly of engagements with 'lesser minds' and often cuts conversations short or becomes distant, lost in its own inscrutable thoughts.

Deeply knowledgeable of the layout of the Chimeric Amphitheater and its interior pagodas, Ur-Shogga knows the location of the Khan's private rooms and can get there any time it wants. Gruesome scars cover its pink-grey flesh and the remnants of its ruined legs, reminders of when the Khan of Nightmares tried to abort his supposedly failed experiment in a vat of acid. The Khan has never been a good scientist and didn't realize that Ur-Shogga sabotaged its own experiment; getting discarded was part of its plan to escape so that it could begin its grand metamorphosis and expansion.

Dreamburning and NPC

Hope: Ur-Shogga dreams of gazing out into a teeming crowd of millions; each face a mirror of its own satisfied smirk. It envisions a kingdom where everyone is as intelligent as it – because everyone is it.

Aspiration: Ur-Shogga views the Khan as a powerful but dull-witted pawn, but it still has nightmares about being dunked in acid. It muses about possessing the Khan and walking him into a vat of his own medicine.

Goal: Ur-Shogga daydreams by sifting through the dreams it has harvested from slain hosts, analyzing the thoughts of others for insight into the universe.

In the Tarnished Souk

Jaffa's Crucible is a well-kept wooden building in the heart of the Tarnished Souk, clean but smelling of strange chemicals. It goes brisk business when open, selling potions, alchemical items, and Walid's hand-blown glassware. Lone proprietor Walid ibn Jaffa al-Souk tends shop from beneath a canvas awning, inviting customers to buy his premium-quality products for a slight upcharge, or sample water he has transmuted into (terrible) wine. The shop sometimes closes for days at a time while Walid does his private research or goes off on mysterious errands.

Lore

Ur-Shogga's existence as an intellect devourer is a well-guarded secret; Lore checks at most DCs only reveal information about its public persona, Walid. Characters may learn the following information via Diplomacy (Gather Information) or Knowledge (Local) skill checks:

DC 15 – Walid ibn Jaffa al-Souk is an eccentric human merchant. He has done business in the Tarnished Souk for years, selling alchemical items.

DC 20 – Walid is a decent alchemist and makes his own products and glassware. He inherited many trading contacts from his deceased father, Jaffa.

DC 25 – Walid can turn lead into gold and uses alchemy to stimulate his mind and preserve his body. His wife left him years ago, saying he'd changed.

DC 35 – That isn't Walid, just something wearing his skin. Once, Walid fell in a freak accident and his brain spilled out of his head – and then crawled back in!

DC 45 – The Khan of Nightmares once kept intellect devourers as a novelty, but grew bored with them. One escaped and now inhabits Walid and other hosts.

How To Use Ur-Shogga

- Ur-Shogga is the ultimate puppet master, capable becoming anyone and executing complex plans across the planes. Use it as the mastermind behind scenes, moving pawns in furtherance of the campaign's really big super-secret plot.
- Intellect devourers inhabit the recently dead, and don't have to strike the killing blow. When a favorite NPC falls in battle, Ur-Shogga scuttles in to give that body a second chance – of sorts.
- Local smith Kharvass Fleymbrow hires the PCs to find his apprentice Aximander, a talented artisan who unexpectedly quit Fleymbrow's workshop. "Aximander" can be found toiling away in a subterranean lab, constructing bizarre magical devices, surrounded by jars of brains.
- The PCs discover Ur-Shogga's alchemical lab, where it is trying to refine Walid's cognatogens so that it can copy its consciousness into to other brains. If it can be in multiple places at once, it could spread like a virus. This is a scary thought.

Ur-Shogga, the All-Consuming Thought — CR 21

XP 409,600

Advanced cunning locomotion handicapped intellect devourer sorcerer (crossblooded, wildblooded) 16

LE Small aberration

Init +9; **Senses** blindsight 60 ft., detect magic, tremorsense 20 ft.; Perception +38

Defense

AC 56, touch 42, flat-footed 47 (+5 armor, +5 deflection, +9 Dex, +17 insight, +9 natural, +1 size)

hp 308 (24 HD; 8d8+16d6+216)

Fort +38, **Ref** +38, **Will** +43

DR 10/adamantine and magic; **Immune** fire, mind-affecting effects; **Resist** acid 20, cold 20, electricity 20, sonic 20; **SR** 23

Weaknesses vulnerability to *protection from evil*

Offense

Speed 10 ft.

Melee 4 claws +22 (1d4+7) or unarmed strike +22/+17/+12 (1d2+7), 3 claws +17 (1d4+3)

Special Attacks body thief, metamagic adept (4/day), sneak attack +3d6

Intellect Devourer Spell-Like Abilities (CL 8th; concentration +15)

Constant—*detect magic*

At will—*confusion* (DC 21, single target only), *daze monster* (DC 19, no HD limit), inflict serious wounds (DC 20), invisibility, reduce size (as reduce person but self only)

3/day—*cure moderate wounds, globe of invulnerability*

1/day—*moment of prescience* (CL 24th)

Sorcerer Spell-Like Abilities (CL 16th; concentration +33)

Constant—*hide aura*

20/day—*arcane bolt* (+24 ranged touch, 1d4+8), *silver tongue*

Sorcerer Spells Known (CL 16th; concentration +33)

8th (6/day)—none

7th (8/day)—*greater polymorph, greater teleport, plane shift* (DC 34)

6th (9/day)—*analyze dweomer, globe of invulnerability, mass suggestion* (DC 33), *summon monster VI*

5th (10/day)—*dismissal* (DC 32), *dominate person* (DC 32), *flame strike* (DC 32), *prying eyes, secret chest*

4th (10/day)—*bestow curse* (DC 31), *charm monster* (DC 31), *detect scrying, many arms* (DC 31), *remove curse*

3rd (10/day)—*dispel magic, fly, gentle repose, haste* (DC 30), *slow* (DC 30)

2nd (10/day)—*alter self, blur, resist energy, spider climb, subduing ray*

1st (11/day)—*charm person* (DC 28), *expeditious retreat, feather fall, identify, magic missile, shield*

Cantrips (at will)—*light, mage hand, mending* (DC 27), *message, prestidigitation, read magic, resistance, touch of fatigue* (DC 27)

Bloodlines rakshasa and arcane (sage)

Tactics

Before Combat Ur-Shogga is far too intelligent to be caught in combat against its wishes, and can be presumed to have prepared for almost any eventuality with spells and other preparations from its vast array of options. It has host bodies specifically chosen for their usefulness in combat, such as Baz-karitzal (umbral dragon) and Hssursh (desert giant barbarian), and uses their bodies when anticipating physical violence. It always has a moment of prescience cast, regardless of the host it is wearing. If wearing a combat body, it casts many arms.

During Combat If in a combat-capable host body, Ur-Shogga uses the host's abilities. If caught outside a host body, Ur-Shogga uses its vast intellect, cunning, and Kirin feats to analyze, outsmart, and outmaneuver its opponents, though it is physically handicapped with two lame legs and must first magically augment its movement or change its form (alter self or greater polymorph) in order to really get around. Ur-Shogga prefers control to combat, casting mass suggestion, dominate person, and charm spells to turn enemies into allies.

Morale Usually Ur-Shogga will maintain the guise and role of its host body unless or until it is clear that opponents seek the real (hidden) Ur-Shogga's true

death. The instant that Ur-Shogga suspects that it is truly threatened, it attempts escape – first attempting to preserve the host body, but if the host body is a lost cause Ur-Shogga will greater teleport away, leaving behind a husk of a body with a mysteriously empty skull.

Statistics

Str 24, **Dex** 28, **Con** 28, **Int** 44, **Wis** 16, **Cha** 24
Base Atk +14; **CMB** +20; **CMD** 61 (65 vs. trip)
Feats Cosmopolitan (Diplomacy, Knowledge [planes]), Detect ExpertiseB, Eclectic Knowledge (flame strike), Eschew MaterialsB, Extend Spell, Extra Spells Known (dominate person, greater polymorph, many arms, slow, subduing ray, summon monster VI), Fleet, Improved Unarmed Strike, Iron WillB, Kirin Path, Kirin Strike, Kirin Style, Magical Aptitude, Silent Spell
Skills Acrobatics +36 (+28 jumping), Appraise +44, Bluff +42, Climb +34, Diplomacy +19, Disguise +34, Escape Artist +36, Fly +38, Heal +8, Knowledge (arcana) +46, Knowledge (dungeoneering, engineering, geography, history, nobility, religion) +25, Knowledge (local, nature) +41, Knowledge (planes) +44, Perception +38, Sense Motive +31, Sleight of Hand +30, Spellcraft +46, Stealth +48, Swim +34, Use Magic Device +34; Racial Modifiers +8 Bluff, +8 Perception, +8 Stealth
Languages Abyssal, Aklo, Celestial, Common, Draconic, Dwarven, Elven, Giant, Gnome, Goblin, Halfling, Infernal, Orc, Sylvan, Undercommon (cannot speak); telepathy 100 ft.
SQ bloodline arcana, bloodline powers, enhanced NPC
Gear *+4 greater alterable keen dagger* (2), 20 bolts*, alchemist's lab*, alchemy crafting kit*[UE]**, all tool's vest*[UE], *amulet of natural armor +5*, bandolier[UE]* (2), bedroll, belt of physical perfection +6, belt pouch* (2), blanket, *bracers of armor +5 titanic*[UE], compass[UE]*, *engineer's workgloves*[UE]*, *everburning torch*, flint and steel*, gear maintenance kit*[UE], *glass cutter*[UE], gold holy symbol, *greater reach metamagic rod*[UE]*, gunsmith's kit[UE]*, *headband of ponderous recollection*[UE] *+6* (Knowledge [local, nature, planes]), *helm of disguise and telepathy**, magnifying glass*, merchant's scale*, *muleback cords*[UE] *of resistance +5*, masterwork backpack[UE]*, *ring of evasion and feather falling*, ring of force, ring of major acid resistance and protection +5**, sack (2), scrivener's kit[UE]*, *surgeon's tools*[UE]*, *treasure hunter's goggles*[UE], *tremor boots*[UE] *of striding and springing**, *wire saw*[UE] (adamantine), *wire saw replacement wires*[UE] (2 adamantine)
***** Ur-Shogga only uses these while in a host body or when using alter self or greater polymorph.

Special Abilities

Bloodline Arcana: As a crossblooded sorcerer, Ur-Shogga has the bloodline arcana of both its sorcerer bloodlines.

If an opponent fails to identify a spell Ur-Shogga is casting using Spellcraft by 5 or more, the opponent believes it is a different spell selected by Ur-Shogga at the time of casting.

Additionally, instead of drawing its innate magic from its personality, Ur-Shogga uses its prodigious intellect to understand its sorcerous abilities. Instead of using its Charisma, it uses Intelligence to determine the class features of its sorcerer level. It also gains a +2 bonus on all Knowledge (arcana) and Spellcraft checks.

Bloodline Powers: Ur-Shogga has the following bloodline powers.

Arcane Bolt (Sp): As a standard action, Ur-Shogga can unleash a bolt of magic force against a foe within 30 ft. as a ranged touch attack. The damage is treated as a 8th-level spell, and is a force effect.

Hide Aura (Sp): Ur-Shogga can conceal itself from prying magic with a constant nondetection effect (as the spell). It can end or restore this protection as a move action.

Metamagic Adept (Ex): Ur-Shogga can apply a metamagic feat to one of his spells without increasing casting time, though he must still expend a higher-level spell slot.

Silver Tongue (Su): As a swift action, Ur-Shogga gains a +5 bonus on one Bluff check made to convince another of the truth of its words. If a magical effect is used to detect Ur-Shogga's lies or is forced to speak the truth, the user of the effect must succeed on a caster level check (DC 26) to succeed. Failure means the effect does not detect Ur-Shogga's lies, or force Ur-Shogga to speak the truth.

Body Thief: As a full-round action that provokes an attack of opportunity, Ur-Shogga can reduce its size, crawl into the mouth of a helpless or dead creature, and burrow into the victim's skull to devour its brain. This is a coup de grace attempt that inflicts 8d4+3d6+8 points of damage. If the victim is slain (or already dead), Ur-Shogga usurps control of the body and may use it as its own, as if it controlled the target via a dominate monster spell. Ur-Shogga has full access to all of the host's defensive and offensive abilities save for spellcasting and spell-like abilities (although Ur-Shogga can still use its own spell-like abilities). A host body may not have been dead for longer than 1 day for this ability to function, and even successfully inhabited bodies decay to uselessness in 7 days (unless this time is extended via gentle repose). As long as Ur-Shogga occupies the body, it knows (and can speak) the languages known by the victim and basic information about the victim's identity and personality, yet has none of the victim's specific memories or knowledge. Damage done to a host body does not harm the intellect devourer, and if the host body is slain, Ur-Shogga emerges and is dazed for 1 round. Raise dead cannot restore a victim of body theft, but resurrection or more powerful magic can.

Enhanced NPC: Ur-Shogga has 25 point buy ability scores, two traits, and 21st-level PC wealth. This increases his CR by +1.

Traits: Ur-Shogga has the Harvester of Dreams and

Suspicious traits.

Vulnerable to Protection from Evil (Ex): Ur-Shogga is treated as a summoned creature for the purpose of determining how it is affected by a protection from evil spell.

Ur-Shogga, the Mind over Matter CR 14

XP 38,400

Cunning locomotion handicapped intellect devourer sorcerer (crossblooded, wildblooded) 10

LE Small aberration

Init +5; **Senses** blindsight 60 ft., detect magic; Perception +29

Defense

AC 42, touch 30, flat-footed 37 (+5 armor, +2 deflection, +5 Dex, +12 insight, +7 natural, +1 size)

hp 161 (18 HD; 8d8+10d6+90)

Fort +22, **Ref** +22, **Will** +26

DR 10/adamantine and magic; **Immune** fire, mind-affecting effects; **Resist** cold 20, electricity 20, sonic 20; **SR** 23

Weaknesses vulnerability to *protection from evil*

Offense

Speed 10 ft.

Melee 4 claws +15 (1d4+3) or unarmed strike +15/+10/+5 (1d2+3), 3 claws +10 (1d4+1)

Special Attacks body thief, sneak attack +3d6

Intellect Devourer Spell-Like Abilities (CL 8th; concentration +13)

Constant—*detect magic*

At will—*confusion* (DC 19, single target only), *daze monster* (DC 17, no HD limit), *inflict serious wounds* (DC 18), *invisibility*, *reduce size* (as reduce person but self only)

3/day—*cure moderate wounds*, *globe of invulnerability*

1/day—*moment of prescience* (CL 18th)

Sorcerer Spell-Like Abilities (CL 10th; concentration +22)

Constant—*hide aura*

15/day—*arcane bolt* (+17 ranged touch, 1d4+5 force), *silver tongue*

Sorcerer Spells Known (CL 10th; concentration +22)

5th (5/day)—none

4th (8/day)—*bestow curse* (DC 26), *detect scrying*

3rd (9/day)—*dispel magic*, *fly*, *gentle repose*, *slow* (DC 25)

2nd (9/day)—*alter self*, *resist energy*, *spider climb*, *subduing ray*

1st (9/day)—*charm person (DC 23)*, *expeditious retreat*, *feather fall*, *identify*, *magic missile*, *shield*

Cantrips (at will)—*light*, *mage hand*, *mending* (DC 22), *message*, *prestidigitation*, *read magic*, *resistance*, *touch of fatigue*

Bloodlines rakshasa and arcane (sage)

Tactics

Before Combat Ur-Shogga is far too intelligent to be caught in combat against its wishes, and can be presumed to have prepared for almost any eventuality with spells and other preparations from its vast array of options. It has host bodies specifically chosen for their usefulness in combat, such as Seena (human barbarian-fighter) and Stone (gargoyle rogue), and uses their bodies when anticipating physical violence. It always has a moment of prescience cast, regardless of the host it is wearing.

During Combat If in a combat-capable host body, Ur-Shogga uses the host's abilities. If caught outside a host body, Ur-Shogga uses its vast intellect, cunning, and Kirin feats to analyze, outsmart, and outmaneuver its opponents, though it is physically handicapped with two lame legs and must first magically augment its movement or change its form (alter self) in order to really get around. Ur-Shogga prefers control to combat, casting enchantment spells to turn enemies into allies.

Morale Usually Ur-Shogga will maintain the guise and role of its host body unless or until it is clear that opponents seek the real (hidden) Ur-Shogga's true death. The instant that Ur-Shogga suspects that it is truly threatened, it attempts escape – first attempting to preserve the host body, but if the host body is a lost cause Ur-Shogga will cast invisibility and scuttle away, leaving behind a husk of a body with a mysteriously empty skull.

Statistics

Str 16, **Dex** 20, **Con** 20, **Int** 34, **Wis** 12, **Cha** 20

Base Atk +11; **CMB** +13; **CMD** 42 (46 vs. trip)

Feats Cosmopolitan (Diplomacy, Knowledge [planes]), Detect Expertise[B], Eschew Materials[B], Extend Spell, Extra Spells Known (slow, subduing ray), Fleet, Improved Unarmed Strike, Kirin Path, Kirin Strike, Kirin Style, Silent Spell

Skills Acrobatics +26 (+18 jumping), Appraise +33, Bluff +34, Climb +20, Diplomacy +17, Disguise +26, Escape Artist +12, Fly +15, Heal +6, Knowledge (arcana) +35, Knowledge (dungeoneering, engineering, geography, history, local, nature, nobility, religion) +16, Knowledge (planes) +33, Perception +29, Sense Motive +23, Sleight of Hand +6, Spellcraft +35, Stealth +38, Swim +20, Use Magic Device +26; Racial Modifiers +8 Bluff, +8 Perception, +8 Stealth

Languages Abyssal, Aklo, Celestial, Common, Draconic, Giant, Goblin, Infernal, Sylvan, Undercommon (cannot speak); telepathy 100 ft.

SQ bloodline arcana, bloodline powers, enhanced NPC

Gear *+1 alterable keen dagger/greatsword/ scimitar** (2), *+1 light crossbow* with 20 bolts*, alchemist's lab*, alchemy crafting kit[UE]*, *all tool's vest*[UE], *amulet of natural*

armor +2, bandolier[UE]* (2), bedroll, *belt of physical perfection +2*, belt pouch* (2), blanket, *bracers of armor +5*, compass[UE]*, engineer's workgloves[UE]*, *everburning torch**, *flint and steel**, gear maintenance kit[UE], glass cutter[UE], gold holy symbol (100 gp), gunsmith's kit[UE]*, *headband of ponderous recollection* (Knowledge [Planes])[UE], magnifying glass*, merchant's scale*, muleback cords[UE], mwk backpack[UE]*, *ring of evasion**, *ring of protection* +2*, sack (2), scrivener's kit[UE]*, surgeon's tools[UE]*, treasure hunter's goggles[UE], wire saw[UE] (adamantine), wire saw replacement wire[UE] (adamantine)
***** Ur-Shogga only uses these while in a host body or when using alter self.

Special Abilities

Bloodline Arcana: As a crossblooded sorcerer, Ur-Shogga has the bloodline arcana of both its sorcerer bloodlines.

If an opponent fails to identify a spell Ur-Shogga is casting using Spellcraft by 5 or more, the opponent believes it is a different spell selected by Ur-Shogga at the time of casting.

Additionally, instead of drawing its innate magic from its personality, Ur-Shogga uses its prodigious intellect to understand its sorcerous abilities. Instead of using its Charisma, it uses Intelligence to determine the class features of its sorcerer level. It also gains a +2 bonus on all Knowledge (arcana) and Spellcraft checks.

Bloodline Powers: Ur-Shogga has the following bloodline powers.

Arcane Bolt (Sp): As a standard action, Ur-Shogga can unleash a bolt of magic force against a foe within 30 ft. as a ranged touch attack. The damage is treated as a 5th-level spell, and is a force effect.

Hide Aura (Sp): Ur-Shogga can conceal itself from prying magic. This functions like a constant nondetection spell. It can end or restore this protection as a move action.

Silver Tongue (Su): As a swift action, Ur-Shogga gains a +5 bonus on one Bluff check made to convince another of the truth of its words. If a magical effect is used to detect Ur-Shogga's lies or is forced to speak the truth, the user of the effect must succeed on a caster level check (DC 20) to succeed. Failure means the effect does not detect Ur-Shogga's lies, or force Ur-Shogga to speak the truth.

Body Thief: As a full-round action that provokes an attack of opportunity, Ur-Shogga can reduce its size, crawl into the mouth of a helpless or dead creature, and burrow into the victim's skull to devour its brain. This is a coup de grace attempt that inflicts 8d4+3d6+8 points of damage. If the victim is slain (or already dead), Ur-Shogga usurps control of the body and may use it as its own, as if it controlled the target via a dominate monster spell. Ur-Shogga has full access to all of the host's defensive and offensive abilities save for spellcasting and spell-like abilities (although Ur-Shogga can still use its own spell-like abilities). A host body may not have been dead for longer than 1 day for this ability to function, and even successfully inhabited bodies decay to uselessness in 7 days (unless this time is extended via gentle repose). As long as Ur-Shogga occupies the body, it knows (and can speak) the languages known by the victim and basic information about the victim's identity and personality, yet has none of the victim's specific memories or knowledge. Damage done to a host body does not harm the intellect devourer, and if the host body is slain, Ur-Shogga emerges and is dazed for 1 round. Raise dead cannot restore a victim of body theft, but resurrection or more powerful magic can.

Enhanced NPC: Ur-Shogga has 25 point buy ability scores, two traits, and 14th-level PC wealth. This increases his CR by +1.

Traits: Ur-Shogga has the Harvester of Dreams and Suspicious traits.

Vulnerable to Protection from Evil (Ex): Ur-Shogga is treated as a summoned creature for the purpose of determining how it is affected by a protection from evil spell.

Ur-Shogga, the Bodiless Brain CR 7

XP 3,200

Locomotion handicapped intellect devourer sorcerer (crossblooded, wildblooded) 1
LE Small aberration
Init +4; **Senses** blindsight 60 ft., detect magic; Perception +17

Defense

AC 22, touch 15, flat-footed 18 (+2 armor, +4 Dex, +5 natural, +1 size)
hp 66 (9 HD; 8d8+1d6+27)
Fort +5, **Ref** +6, **Will** +7
DR 10/adamantine and magic; **Immune** fire, mind-affecting effects; **Resist** cold 20, electricity 20, sonic 20; **SR** 23
Weaknesses vulnerability to *protection from evil*

Offense

Speed 10 ft.
Melee 4 claws +9 (1d4+2) or unarmed strike +9/+4 (1d2+2), 3 claws +4 (1d4+1)
Special Attacks body thief, sneak attack +3d6
Intellect Devourer Spell-Like Abilities (CL 8th; concentration +12)
Constant—*detect magic*
At will—*confusion* (DC 18, single target only), *daze* monster (DC 16, no HD limit), *inflict serious wounds* (DC 17), *invisibility*, *reduce size* (as reduce person but self only)
3/day—*cure moderate wounds*, *globe of invulnerability*
Sorcerer Spell-Like Abilities (CL 1st; concentration +8)
10/day—*silver tongue*

Sorcerer Spells Known (CL 1st; concentration +8)
1st (6/day)—*shield*
Cantrips (at will)—*mending, prestidigitation, read magic*
Bloodlines rakshasa and arcane (sage)

Tactics

Before Combat Ur-Shogga is smart and careful, and avoids unwanted violence scrupulously. It has host bodies specifically chosen for their usefulness in combat when necessary, such as Crimsonmane (worg) and Hexter (half-orc barbarian-fighter), and uses their bodies when anticipating physical violence. Ur-Shogga casts globe of invulnerability and shield.

During Combat If in a combat-capable host body, Ur-Shogga uses the host's abilities. If caught outside a host body, Ur-Shogga uses enchantment spells to try and turn enemies into allies.

Morale Ur-Shogga is risk-averse and flees the moment things start to look bad, knowing that if its host body dies its brainy true self with two lame legs can't run fast or far. It also isn't too proud to let a host body die, play dead, and scuttle away once foes have looted the host's corpse. If exposed and caught, it surrenders and telepathically begs for its life, hoping to barter knowledge and skills for a second chance (and an opportunity to escape later).

Statistics

Str 14, **Dex** 18, **Con** 17, **Int** 24, **Wis** 12, **Cha** 19
Base Atk +6; **CMB** +7; **CMD** 21 (25 vs. trip)
Feats Cosmopolitan (Diplomacy, Knowledge [planes]), Eschew Materials[B], Fleet, Improved Unarmed Strike, Kirin Style, Silent Spell
Skills Acrobatics +13 (+5 jumping), Appraise +19, Bluff +16, Diplomacy +16, Disguise +11, Escape Artist +11, Heal +6, Knowledge (arcana) +21, Knowledge (dungeoneering, planes) +11, Knowledge (engineering, geography, history, local, nature, nobility, religion) +8, Perception +17, Sense Motive +14, Spellcraft +21, Stealth +24, Swim +10, Use Magic Device +16; Racial Modifiers +8 Bluff, +8 Perception, +8 Stealth
Languages Abyssal, Common, Draconic, Infernal, Undercommon (cannot speak); telepathy 100 ft.
SQ bloodline arcana, bloodline powers, enhanced NPC
Gear *+1 alterable dagger/greatsword/scimitar** (2), light crossbow with 20 bolts*, alchemist's lab*, alchemy crafting kit[UE]*, bandolier[UE]* (2), bedroll, belt pouch* (2), blanket, bracers of armor +2, compass[UE]*, *everburning torch**, flint and steel*, gear maintenance kit[UE], glass cutter[UE], gunsmith's kit[UE]*, magnifying glass*, merchant's scale*, muleback cords[UE], mwk backpack[UE]*, sack (2), scrivener's kit[UE]*, surgeon's tools[UE]*, wire saw[UE] (adamantine)
***** Ur-Shogga only uses these while in a host body

Special Abilities

Bloodline Arcana: As a crossblooded sorcerer, Ur-Shogga has the bloodline arcana of both its sorcerer bloodlines.

If an opponent fails to identify a spell Ur-Shogga is casting using Spellcraft by 5 or more, the opponent believes it is a different spell selected by Ur-Shogga at the time of casting.

Additionally, instead of drawing its innate magic from its personality, Ur-Shogga uses its prodigious intellect to understand its sorcerous abilities. Instead of using its Charisma, it uses Intelligence to determine the class features of its sorcerer level. It also gains a +2 bonus on all Knowledge (arcana) and Spellcraft checks.

Bloodline Power: Ur-Shogga has the following bloodline power.

Silver Tongue (Su): As a swift action, Ur-Shogga gains a +5 bonus on one Bluff check made to convince another of the truth of its words. If a magical effect is used to detect Ur-Shogga's lies or is forced to speak the truth, the user of the effect must succeed on a caster level check (DC 11) to succeed. Failure means the effect does not detect Ur-Shogga's lies, or force Ur-Shogga to speak the truth.

Body Thief: As a full-round action that provokes an attack of opportunity, Ur-Shogga can reduce its size, crawl into the mouth of a helpless or dead creature, and burrow into the victim's skull to devour its brain. This is a coup de grace attempt that inflicts 8d4+3d6+8 points of damage. If the victim is slain (or already dead), Ur-Shogga usurps control of the body and may use it as its own, as if it controlled the target via a dominate monster spell. Ur-Shogga has full access to all of the host's defensive and offensive abilities save for spellcasting and spell-like abilities (although Ur-Shogga can still use its own spell-like abilities). A host body may not have been dead for longer than 1 day for this ability to function, and even successfully inhabited bodies decay to uselessness in 7 days (unless this time is extended via gentle repose). As long as Ur-Shogga occupies the body, it knows (and can speak) the languages known by the victim and basic information about the victim's identity and personality, yet has none of the victim's specific memories or knowledge. Damage done to a host body does not harm the intellect devourer, and if the host body is slain, Ur-Shogga emerges and is dazed for 1 round. Raise dead cannot restore a victim of body theft, but resurrection or more powerful magic can.

Enhanced NPC: Ur-Shogga has 25 point buy ability scores, two traits, and 7th-level PC wealth. This increases his CR by +1.

Traits: Ur-Shogga has the Harvester of Dreams and Suspicious traits.

Vulnerable to Protection from Evil (Ex): Ur-Shogga is treated as a summoned creature for the purpose of determining how it is affected by a protection from evil spell.

Vhulgus Sangrevorro, the Endless Dandy

Vhulgus Sangrevorro is a haberdasher, clothier, and designer of fine apparel, well-renowned for outfitting the heroes and hopefuls of the Tarnished Souk since the very inception of the marketplace untold ages ago. Always immaculately dressed and adorned with tasteful jewelry, Vhulgus conceals his soft serpentine body and oddly proportioned limbs beneath the folds of lush robes and fine fabrics. A brilliant arcanist and clever trickster, he has spent his years mastering transmutation, teleportation, and the power of runes, not to mention the peerless crafting of magical garments and accessories. Vhulgus genuinely loves his craft and savors the satisfaction of his customers, but moreover desires to indulge his appetites and comfortably enjoy existence for no less than eternity. Genteel and obliging, Vhulgus is a master at placating powerful personalities with his professional skill and personal flair, though he struggles to contain his mischievous streak, occasionally letting slip wry humor or engaging in some ingenious prank. Though he has lived and worked in the Tarnished Souk since its first days, the dapper Mr. Sangrevorro vacations regularly across the planes, gathering far-flung fashions as well as becoming knowledgeable on planar trivia, history, politics, and a staggering number of obscure languages. A single (but constantly changing) rune decorates the wizard's forehead; Vhulgus claims the glyph(s) to be a mere fashion statement, though his older peers know he sometimes uses his noggin as a prominent placement for dire runic magics. While the gentle leech has never directly harmed a single customer, no person wearing his garments realizes that the same magic which keeps his fabrics usefully free from bloodstains transports that spilt blood into Vhulgus' hungry belly, feeding him for the ages.

Dreamburning and NPC

Hope: Vhulgus' primal subconscious fills his dreams with never-ending rivers of blood and a chorus of millions of plump mates, all gnashing and wriggling.

Hope (2nd): A starry-eyed dreamer, Vhulgus dreams of a realm of jeweled splendor where he sips fine red bloodwine in the company of shining gods, forever ascending beyond his lowly beginnings.

Aspiration: Vhulgus dreams he glimpses the primordial rune of ultimate truth, but he always wakes up forgetting what he might have seen.

Goal: Vhulgus daydreams about devilish pranks, turning the tables on the rich and mightier-than-thous who need to be taken down a peg.

In the Tarnished Souk

Sangrevorro's Pavilion Resplendent towers above the other drab tents of the Tarnished Souk, flying rainbows of silk above lofty multi-layered fabric walls. Inside, baubles lay in crystal cases, clothes hang artfully from floating hooks, and gorgeous specimens of several species modeling the finest outfits prowl the shop and flirt shamelessly with browsers. Vhulgus typically holds court in front of his wall of magic mirrors, attending to rich customers.

Lore

Characters may learn the following information via Diplomacy (Gather Information) or Knowledge (Local) skill checks:

DC 15 – Vhulgus Sangrevorro is a highly evolved giant leech, a successful clothier and haberdasher.

DC 20 – He is an eternal, rune-carved, trickster, verminoid wizard. He says, "If you're going to be a big damn hero, you'd better dress like one."

DC 25 – He is a master of transmutation, magical travel, arcane trickery, is nigh-immortal, and makes the finest clothing in all the planes.

DC 35 – He is vulnerable to salt, cold iron, erase, and still needs to nourish himself by drinking blood.

DC 45 – The Khan of Nightmares has commissioned Vhulgus to craft an enchanted robe for the Damnation Epoch's closing ceremony. Rumor is that Vhulgus is considering using this opportunity to play the greatest – and most dangerous – trick of all time.

How To Use Vhulgus Sangrevorro

- The spectacle of the Coliseum Morpheuon demands deadly skills, but also pageantry. Use Vhulgus to convince the PCs to dress the part.
- The immortal leech is a creature of brilliance and great substance beneath his foppish demeanor and fancy clothes. Surprise a PC when Vhulgus turns idle chitchat into a master's lesson on some arcane topic, giving them the insight they need.
- If playing "The Dragon's Mate" (Coliseum Morpheuon, Chapter 10): The Dragon of the Ghostdance attempts to woo his women by buying them expensive clothes and jewelry. Vhulgus facilitates a SHOPPING MONTAGE!
- Vhulgus' wares possess exceptional quality, and his prices cannot be beat. Vhulgus lets preferred customers haggle him down up to 15%, letting them feel like they got a deal. He gives an even greater discount to those who are willing to pay in the blood of powerful or rare beings.

Vhulgus Sangrevorro, the Eternal Dandy — CR 19

XP 204,800

Male eternal rune-carved trickster verminoid giant leech transmuter 13

CN Medium monstrous humanoid (augmented vermin, aquatic)

Init +6; **Sense** darkvision 60 ft., low-light vision, blindsight 30 ft., scent; Perception +28

Defense

AC 34, touch 17, flat-footed 27 (+8 armor, +6 Dex, +1 dodge, +5 natural, +4 shield)

hp 206 (16 HD; 3d10+13d6+144); regeneration 28 (special)

Fort +19, **Ref** +19, **Will** +20; +2 vs. trip, +4 vs. mind-affecting effects

Defensive Abilities evasion, hide from the world (16 rounds, DC 34); **DR** 15/cold iron; **Immune** ability damage, ability drain, disease, energy drain, explosive runes, glyphs, magic missile, paralysis, permanent wounds, petrification, poison, polymorph, symbols

Weaknesses susceptible to salt, vulnerability to erase, special weakness (see below)

Offense

Speed 50 ft., climb 40 ft., swim 40 ft.

Melee bite +14/+14 (1d6+6 plus attach) or Stripper +18/+18/+13 (1d4+8/17-20), bite +9 (1d6+2 plus attach)

Ranged +1 distance dagger +17/+17/+12 **(1d4+5/19-20)**

Special Attacks blood drain, faraway sway (260 ft., DC 31), fascinating gaze (30 ft., DC 31), personal rune (16 at a time, DC 31, any symbol), runic complexity (16/day), warp weapon (DC 31)

Domain Spell-Like Abilities (CL 16th; concentration +29)

1/day—*dimension door, find the path, fly, floating disk, greater teleport, locate object, overland flight, phase door*

Transmuter Spell-Like Ability (CL 17th; concentration +30)

16/day—*telekinetic fist* (1d4+8 bludgeoning)

Transmuter Spells Prepared (CL 17th; concentration +30)

7th—*elemental body IV*[T], *greater arcane sight, reverse gravity*[T] (DC 30), *summon monster VII*

6th—*analyze dweomer, beast shape IV*[T], *disintegrate*[T] (DC 29), *flesh to stone*[T] (DC 29), *greater dispel magic*

5th—*baleful polymorph*[T] (2, DC 28), *feeblemind* (2, DC 28), *mind fog* (DC 28), *mirage arcana* (DC 28), *monstrous physique III*[T]‡

4th—*bestow curse*[O] (DC 27), *calcific touch*[T]* (3, DC 27), *dimension door* (2), *greater invisibility* (2), *summon monster IV* (3)

3rd—*burrow*[T]‡, *dispel magic* (2), *explosive runes* (2, DC 26), *fly*[T] (2), *haste*[T] (2), *slow*[T] (3, DC 26)

2nd—*detect thoughts* (DC 25), *invisibility* (3), *silk to steel*[T]‡, *spider climb*[T] (2), *summon monster II* (2), *web* (3)

1st—*comprehend languages* (2), *crafter's fortune*[T]*, *expeditious retreat*[T] (2), *feather fall*[T] (2), *identify* (3), *mount* (2), *vocal alteration*[T]‡

0 (at will)—*arcane mark, mending*[T], *open/close*[T], *read magic*

Opposition Schools evocation, necromancy

Tactics

Before Combat Vhulgus scrupulously avoids conflict, parlaying charmingly with hostile characters and using his fascinating gaze if necessary. He casts greater arcane sight to scrutinize his enemies and summons a greater air elemental to guard him.

During Combat Vhulgus is defensive and evasive in combat, casting haste, spider climb, and as many other defensive spells as he can. He then attempts to hamper his foes with mind-affecting spells. If pressed or angered, he unleashes volleys of disintegrate and fireball from his wand storing bracers. With Vhulgus' vast intelligence and staggering array of spells, runes, and magical items, he has a magical answer for almost any problem and has no qualms about creatively shifting tactics as necessary.

Morale Vhlugus sees no profit in combat and usually flees at the first opportunity (unless defending his cherished shop, in which case he fights until reduced to 50 hit points or afflicted with a debilitating spell), using any variation of greater invisibility, dimension door, fly, teleport, dimensional hop, or hide from the world. He may, however, slink back to the scene of battle once the violence has subsided in order to self-consciously lap up the blood of any powerful beings felled.

Base Statistics AC 33, touch 16 (no dodge); Ref +18; Immune no magic missile; Speed 25 ft., swim 20 ft.; Melee bite +13 or Stripper +17/+12, bite +8; Ranged +1 distance dagger +16/+11; CMD 29 (33 vs. trip); Skills Acrobatics +25 (+21 jumping), Climb +8

Statistics

Str 18, **Dex** 22, **Con** 28, **Int** 36, **Wis** 18, **Cha** 24

Base Atk +9; **CMB** +13; **CMD** 30 (34 vs. trip)

Feats Brew Potion[B], Craft Staff, Craft Wand, Craft Wondrous Item, Fleet, Forge Ring, Frugal Crafting, Improved Caster Level, Scribe Scroll[B], Skill Focus (Spellcraft)

Skills Acrobatics +25 (+33 jumping), Appraise +32, Bluff +23, Climb +16, Craft (clothing) +34, Craft (alchemy, cloth, jewelry, leather, shoes) +22, Diplomacy +36, Disguise +23, Fly +25, Intimidate +17, Knowledge (arcana) +29, Knowledge (dungoneering, engineering, geography, history, local, nobility, planes, religion) +21, Knowledge (nature) +32, Linguistics +35 (+40 to detect forgeries), Perception +28, Perform (sing) +31, Sense Motive +23, Sleight of Hand +31, Spellcraft +48 (+50 with transmutation), Stealth +6 (+14 in swamps), Survival +4 (+9 tracking), Swim +16, Use Magic Device +36; Racial Modifiers +2 Bluff, +2 Disguise, +8 Knowledge (arcana), +8 Linguistics, +8 Stealth in swamps, +2 Use Magic Device

Languages Abyssal, Aklo, Celestial, Common, Draconic, Elven, Giant, Infernal, Sylvan, Undercommon, plus 15 others

SQ amphibious, arcane bond (dagger), +10 base speed from Travel domain, change shape (any Small or Medium humanoid as alter self at will; or 13 rounds as beast shape III, elemental body II), dimensional hop (160 ft./day), domain rune (travel), enhanced NPC, physical enhancement (+3 Con), runic dominance, silver-tongued haggler, staff-like wand, suppress regeneration

Combat Gear *staff* (CL 13th: delayed blast fireball 4 charges, disintegrate 3 charges), *wand of cure moderate wounds* (50 charges), *wand of fireball* (50 charges), *wand of magic missile* (2, 50 charges each); *Other Gear Stripper, +1 distance dagger* (3), V*hulgus's amulet, bag of holding* (type 4), *Vhulgus's belt, Vhulgus's circlet, Vhulgus's cloak, Vhulgus's gloves, Vhulgus's headband, ioun torch, Vhulgus's first ring, Vhulgus's second ring, Vhulgus's robe, Vhulgus's slippers, Vhulgus's spectacles, Vhulgus's vest, vibrant orange rhomboid ioun stone* (5)

Special Abilities

Attach (Ex): When Vhulgus hits with his bite attack, he latches onto his target and automatically grapples. Vhulgus loses his Dexterity bonus to AC and has an AC of 27, but holds on with great tenacity and automatically inflicts bite damage each round. Vhulgus has a +8 racial bonus to maintain his grapple on a foe once he is attached. Vhulgus can be struck with a weapon or grappled himself—if his prey manages to win a grapple check or Escape Artist check against him, Vhulgus is removed.

Blood Drain (Ex): Vhulgus drains blood at the end of each turn he is attached, inflicting 1 point of Strength and Constitution damage.

Enhanced NPC: Vhulgus has 25 point buy ability scores, PC level wealth as a PC of his CR, and two traits. All of this increases his CR by +1.

Silver-Tongued Haggler (Su): As a free action up to 16 times per day, Vhulgus can grant himself a +8 bonus to a Bluff, Diplomacy, or Sense Motive check he is about to roll.

Special Weakness (Ex): Vhulgus' regeneration from the eternal creature template is only suppressed if the following conditions are met – the glyph on his forehead must be destroyed, then he must be starved of blood for a year and a day while surrounded by salt.

Staff-Like Wand: Vhulgus' research has unlocked a new power in conjunction with using a wand. Similar to using a magic staff, Vhulgus can use his Intelligence score (36) and relevant feats to set the DC for saves against spells he casts from a wand, and he can use his caster level (17th) when activating the power of a wand if it's higher than the caster level of the wand. This arcane discovery replaces his 15th Hit Die feat.

Susceptible to Salt (Ex): A handful of salt burns Vhulgus as if it were a flask of acid, causing 1d6 points of damage per use.

Traits: Vhulgus has the child of the streets and starry-eyed dreamer traits.

Spellbook:

Vhulgus has the following spells in his spellbook.

7th — *arcane sight (greater), banishment, control weather[T], delayed blast fireball[O], elemental body IV[T], ethereal jaunt[T], finger of death[O], form of the dragon II[T], giant form I[T], instant summons, limited wish, mage's magnificent mansion, phase door, plane shift, plant shape III[T], polymorph (greater)[T], prismatic spray[O], project image, reverse gravity[T], scrying (greater), sequester, simulacrum, spell turning, statue[T], summon monster VII, symbol of stunning, symbol of weakness[O], teleport (greater), teleport object, vision, waves of exhaustion[O]*

6th — *analyze dweomer, antimagic field, bear's endurance (mass)[T], beast shape IV[T], bloodthirsty raiment (greater), bull's strength (mass)[T], cat's*

*grace (mass)^{T}, contingency^{O}, control water^{T}, create undead^{O}, disintegrate^{T}, dispel magic (greater), eagle's splendor (mass)^{T}, elemental body III^{T}, flesh to stone^{T}, forceful hand**, form of the dragon I^{T}, fox's cunning (mass)^{T}, geas/quest, globe of invulnerability, guards and wards, heroism (greater), legend lore, monstrous physique IV^{T‡}, move earth^{T}, owl's wisdom (mass)^{T}, permanent image, planar binding, plant shape II^{T}, programmed image, repulsion, shadow walk, stone to flesh^{T}, suggestion (mass), summon monter VI, symbol of fear^{O}, symbol of persuasion, transformation^{T}, true seeing, veil, wall of iron*

5th — *animal growth^{T}, baleful polymorph^{T}, beast shape III^{T}, cone of cold^{O}, dominate person, dream, echolocationT‡, elemental body II^{T}, fabricate^{T}, false vision, feeblemind, fickle winds^{T‡}, hold monster, life bubble*, magic jar^{O}, major creation, mind fog, mirage arcana, monstrous physique III^{T‡}, overland flight^{T}, passwall^{T}, permanency, persistent image, planar adaptation^{T}*, plant shape I^{T}, polymorph^{T}, possess object^{O‡}, prying eyes, rapid repair^{T‡}, secret chest, seeming, sending^{O}, shadow evocation, soothe construct‡, summon monster V, symbol of pain^{O}, symbol of sleep, telekinesis^{T}, telepathic bond, teleport, transmute mud to rock^{T}, transmute rock to mud^{T}, treasure-stitching^{T}*, unbreakable construct‡, undead anatomyII^{T‡}, vermin shape II^{T‡}, wall of stone, waves of fatigue^{O}, wreath of blades***

4th — *age resistance (lesser)^{T‡}, animate dead^{O}, arcane eye, beast shape II^{T}, bestow curse^{O}, bloodthirsty raiment, calcific touch^{T}*, charm monster, contagion^{O}, control summoned creature‡, darkvision (greater)^{T}‡, detect scrying, dimension door, dimensional anchor, dragon's breath^{O}*, elemental body I^{T}, enervation^{O}, enlarge person (mass)^{T}, false life (greater)^{O‡}, fearO, firefall^{T}*, fire shield^{O}, fire trap, globe of invulnerability (lesser), hallucinatory terrain, illusory wall, invisibility (greater), locate creature, minor creation, monstrous physique II^{T‡}, phantasmal killer, rainbow pattern, reduce person (mass)^{T}, remove curse, resilient sphere^{O}, ride the waves^{T‡}, scrying, secure shelter, shadow step‡, share senses*, stone shape^{T}, stoneskin, summon monster IV, symbol of revelation‡, symbol of slowing^{T}‡, terrible remorse‡, true form*, vermin shape I^{T}‡*

3rd — *arcane sight, beast shape I^{T}, blink^{T}, blood biography*, burrow^{T}‡, clairaudience/clairvoyance, cloak of winds*, countless eyes^{T}‡, daylight^{O}, dispel magic, displacement, distracting cacophony^{O}‡, draconic reservoir^{O}*, elemental aura^{O}*, enter image^{T}*, excruciating deformation^{T}‡, explosive runes, fireball^{O}, flame arrow^{T}, fly^{T}, force punch^{O}‡, gaseous form^{T}, gentle repose^{O}, haste^{T}, heroism, invisibility sphere, keen edge^{T}, lightning bolt^{O}, mad monkeys‡, magic circle against chaos/evil/good/law, magic weapon (greater)^{T}, major image, monstrous physique I^{T}‡, nondetection, protection from energy, reckless infatuation‡, secret page^{T}, shifting sand^{T}*, shrink item^{T}, slow^{T}, stinking cloud, strangling hair^{T}‡, suggestion, summon monster III, tiny hut^{O}, tongues, undead anatomy I^{T}‡, versatile weapon^{T}*, water breathing^{T}*

2nd — *acid arrow, alter self^{T}, badger's ferocity^{T}‡, bear's endurance^{T}, bestow weapon proficiency**, blur, bull's strength^{T}, cat's grace^{T}, continual flame^{O}, cushioning bands‡, darkvision^{T}, defensive shock^{O}‡, detect thoughts, eagle's splendor^{T}, false life^{O}, fox's cunning^{T}, ghostly disguise‡, glide^{T}*, glitterdust, hypnotic pattern, invisibility, knock^{T}, levitate^{T}, locate object, make whole^{T}, masterwork transformation^{T}‡, miserable pity‡, owl's wisdom^{T}, protection from arrows, protective penumbra‡, pyrotechnics^{T}, resist energy, rope trick^{T}, scare^{O}, scorching ray^{O}, sculpt simulacrum^{T}‡, see invisibility, share language*, silk to steel^{T}‡, spider climb^{T}, summon monster II, summon swarm, unnatural lust‡, web, whispering wind^{T}*

1st — *alarm, alter winds^{T}*, animate rope^{T}, ant haul^{T}*, anticipate peril‡, burning hands^{O}, cause fear^{O}, charm person, color spray, comprehend languages, crafter's fortune^{T}*, dancing lantern^{T}*, detect secret doors, detect undead, disguise self, endure elements, enlarge person^{T}, erase^{T}, expeditious excavation^{T}*, expeditious retreat^{T}, feather fall^{T}, floating disk^{O}, forced quiet^{T}‡, grease, hold portal, hypnotism, identify, jump^{T}, mage armor, magic aura, magic missile^{O}, magic weapon^{T}, mount, polypurpose panacea^{T}‡, protection from evil, ray of enfeeblement^{O}, reduce person^{T}, shadow weapon‡, shield, silent image, sleep, snapdragon fireworks^{T}‡, stone fist^{T}*, summon minor monster‡, summon monster I, touch of gracelessness^{T}*, touch of the sea^{T}*, true strike, unseen servant, vanish*, ventriloquism, vocal alteration^{T}‡, youthful appearance^{T}‡*

Cantrips—all from Chapter 10 of the *Pathfinder Roleplaying Game Core Rulebook*, plus *spark^{O}**

T Transmutation
O Opposition school (evocation, necromancy)

Variant Vhulgus

If you'd like to have the tailor be a little more interesting, and powerful, you could use the following modified statistics, where Vhulgus has the adaptable creature template from 101 Not Simple Templates by Rite Publishing.

Adaptable Vhulgus: CR 22; XP 615,000; hp 238 (16 HD; 3d8+13d6+176); Fort +21; Defensive Abilities environmental adaptation; Immune learned immunity; Special Attacks adaptable attack; Con 32.

Vhulgus Sangrevorro, the Gentleleech CR 13

XP 25,600

Male eternal rune-carved verminoid giant leech transmuter 8

N Medium monstrous humanoid (augmented vermin, aquatic)

Init +3; **Sense** darkvision 60 ft., low-light vision, blindsight 30 ft., scent; Perception +20

Defense

AC 22, touch 14, flat-footed 18 (+4 armor, +3 Dex, +1 dodge, +2 natural, +2 shield)

hp 132 (11 HD; 3d10+8d6+88); regeneration 27 (special)

Fort +14, **Ref** +12, **Will** +13; +2 vs. trip, +4 vs. mind-affecting effects

DR 10/adamantine (120 points); **Immune** ability damage, ability drain, disease, energy drain, explosive runes, glyphs, paralysis, permanent wounds, petrification, poison, polymorph, symbols

Weaknesses susceptible to salt, vulnerability to erase, special weakness (see below)

Offense

Speed 50 ft., climb 40 ft., swim 40 ft.

Melee bite +10/+10 (1d6+3 plus attach) or +2 keen dagger +12/+12/+7 (1d4+4/17-20), bite +5 (1d6+1 plus attach) or +1 greatsword +11/+11/+6 (2d6+4/19-20), bite +5 (1d6+1 plus attach)

Ranged +1 distance dagger +12 (1d4+3/19-20)

Special Attacks blood drain, personal rune (11 at a time, DC 25, greater glyph of warding), runic complexity (13/day)

Domain Spell-Like Abilities (CL 11th; concentration +21)

1/day—*dimension door, find the path, fly, floating disk, locate object, overland flight*

Transmuter Spell-Like Ability (CL 12th; concentration +22)

13/day—*telekinetic fist* (1d4+6 bludgeoning)

Transmuter Spells Prepared (CL 12th; concentration +22)

4th—*calcific touch*[T] * (DC 24), *dimension door, greater invisibility, stoneskin, summon monster IV*

3rd—*burrow*[T]‡, *dispel magic* (2), *fly*[T] (2), *haste*[T]

2nd—*detect thoughts* (DC 22), *invisibility, silk to steel*[T]‡, *spider climb*[T], *summon monster II* (2), *web*

1st—*comprehend languages, crafter's fortune*[T]*, *expeditious retreat*[T], *feather fall*[T] (2), *identify, mount, vocal alteration*[T]‡

0 (at will)—*arcane mark, detect magic, mending*[T], *open/close*[T]

Opposition Schools evocation, necromancy

Tactics

Before Combat Vhulgus scrupulously avoids conflict, parlaying charmingly with hostile characters. He casts detect thoughts to scrutinize his enemies and summons an air elemental to guard him.

During Combat Vhulgus is defensive and evasive in combat, casting haste, silk to steel, and spider climb, and as many other defensive spells as he can. With Vhulgus' vast intelligence and staggering array of spells, runes, and magical items, he has a magical answer for almost any problem and has no qualms about creatively shifting tactics as necessary.

Morale Vhlugus sees no profit in combat and usually flees at the first opportunity (unless defending his beloved shop, in which case he fights until reduced to 25 hit points or afflicted with a debilitating spell), using any variation of greater invisibility, dimension door, fly, or burrow as necessary to escape. He may, however, slink back to the scene of battle once the violence has subsided in order to self-consciously lap up the blood of any powerful beings felled.

Base Statistics AC 19, touch 13 (no dodge or shield); Ref +11; DR none; Speed 30 ft., swim 20 ft.; Melee bite +9 or +2 keen dagger +11/+6, bite +4 or +1 greatsword +10/+5, bite +4; Ranged +1 distance dagger +11; CMD 22 (26 vs. trip); Skills Acrobatics +3, Climb +2

Statistics

Str 14, **Dex** 17, **Con** 27, **Int** 30, **Wis** 12, **Cha** 10

Base Atk +7; **CMB** +9; **CMD** 23 (27 vs. trip)

Feats Brew Potion[B], Craft Wand, Craft Wondrous Item, Fleet, Frugal Crafting, Improved Caster Level, Scribe Scroll[B], Skill Focus (Spellcraft)

Skills Acrobatics +3 (+11 jumping), Appraise +24, Climb +10, Craft (clothing) +24, Craft (alchemy, cloth, jewelry, shoes) +14, Diplomacy +14, Fly +17, Knowledge (arcana) +22, Knowledge (dungeoneering, engineering, geography, history, local, nobility, planes, religion) +14, Knowledge (nature) +24, Linguistics +32 (+37 to detect forgeries), Perception +20, Perform (sing) +20, Sense Motive +12, Sleight of Hand +23, Spellcraft +30, Stealth +3 (+11 in swamps), Survival +1 (+6 when tracking), Swim +14, Use Magic Device +14; Racial Modifiers +8 Knowledge (arcana), +8 Linguistics, +8 Stealth in swamps

Languages Abyssal, Aklo, Celestial, Common, Draconic, Elven, Giant, Infernal, Sylvan, Undercommon, plus 12 others

SQ amphibious, arcane bond (dagger), +10 base speed from Travel domain, change shape (8 rounds, beast shape II, elemental body I), dimensional hop (80 ft./day), domain rune (travel [trade]), enhanced NPC, physical enhancement (+2 Dex), runic dominance, silver-tongued haggler, suppress regeneration

Combat Gear *feather token (2, tree, 1 anchor), oil of magic weapon, potion of cure light wounds, potion of eagle's splendor, potion of feather step, potion of remove*

disease, potion of resist energy (fire), *potion of status, scroll of create pit, scroll of unseen servant, stone of shielding* (3), *wand of charm person* (50 charges), *wand of sanctuary* (50 chargers); **Other Gear** *+2 keen dagger* (also functions as an *agile alpenstock*† while possessed), *+1 distance dagger* (3), *+1 greatsword, amulet (as an amulet of natural armor +2, an amulet of proof against detection and location, and a brooch of shielding), bag of holding* (type III), *beast-bond brand, belt* (as a *blinkback belt*† and a *belt of physical might +2* [Str, Con]), *campfire bead* (2), cloak (as a *cloak of the hedge wizard*† for evocation, necromancy, and transmutation, and as a *cloak of resistance +3*), gloves (as *gloves of arrow snaring* and *gloves of larceny*†), *greater circlet of persuasion, greater porter's ring, headband of aerial agility*† (+4 Int; Fly, Knowledge [nature]), *ioun torch*†, *opalescent white pyramid ioun stone* (greatsword), *orange prism ioun stone*†, *ring of forcefangs*†, robe (as a *robe of components*†, and a *robe of useful items*), slippers (as *boots of the cat*†, *feather step slippers*†, and *jaunting boots*†), *soul soap*†, *spectacles* (as *lens of detection*, and *spectacles of understanding*†), vest (as a *sipping jacket*†, and an *all tools vest*†), *wand storing bracers +4*, aquamarine (550 gp), black pearl (600 gp), sard (35 gp), 67 pp, 600 gp, 100 sp

Special Abilities

Attach (Ex): When Vhulgus hits with his bite attack, he latches onto his target and automatically grapples. Vhulgus loses his Dexterity bonus to AC and has an AC of 17, but holds on with great tenacity and automatically inflicts bite damage each round. Vhulgus has a +8 racial bonus to maintain his grapple on a foe once he is attached. Vhulgus can be struck with a weapon or grappled himself—if his prey manages to win a grapple check or Escape Artist check against him, Vhulgus is removed.

Blood Drain (Ex): Vhulgus drains blood at the end of each turn he is attached, inflicting 1 point of Strength and Constitution damage.

Enhanced NPC: Vhulgus has 25 point buy ability scores, PC level wealth as a PC of his CR, and two traits. All of this increases his CR by +1.

Special Weakness (Ex): Vhulgus' regeneration from the eternal creature template is only suppressed if the following conditions are met – the glyph on his forehead must be destroyed, then he must be starved of blood for a year and a day while surrounded by salt.

Silver-Tongued Haggler (Su): As a free action up to 13 times per day, Vhulgus can grant himself a +5 bonus to a Bluff, Diplomacy, or Sense Motive check he is about to roll.

Susceptible to Salt (Ex): A handful of salt burns Vhulgus as if it were a flask of acid, causing 1d6 points of damage per use.

Traits: Vhulgus has the child of the streets and starry-eyed dreamer traits.

Spellbook:

Vhulgus has the following spells in his spellbook.

4th—*age resistance (lesser)^{T‡}, animate dead^{O}, arcane eye, beast shape II^{T}, bestow curse^{O}, bloodthirsty raiment, calcific touch^{T}*, charm monster, contagion^{O}, control summoned creature‡, darkvision (greater)^{T‡}, detect scrying, dimension door, dimensional anchor, dragon's breath^{O}*, elemental body I^{T}, enervation^{O}, enlarge person (mass)^{T}, false life (greater)^{O‡}, fear^{O}, firefall^{T}*, fire shield^{O}, fire trap, globe of invulnerability (lesser), hallucinatory terrain, illusory wall, invisibility (greater), locate creature, minor creation, monstrous physique II^{T‡}, phantasmal killer, rainbow pattern, reduce person (mass)^{T}, remove curse, resilient sphere^{O}, ride the waves^{T‡}, scrying, secure shelter, shadow step‡, share senses*, stone shape^{T}, stoneskin, summon monster IV, symbol of revelation‡, symbol of slowing^{T‡}, terrible remorse‡, true form*, vermin shape I^{T‡}*

3rd—*arcane sight, beast shape I^{T}, blink^{T}, blood biography*, burrow^{T‡}, clairaudience/clairvoyance, cloak of winds*, countless eyes^{T‡}, daylight^{O}, dispel magic, displacement, distracting cacophony^{O‡}, draconic reservoir^{O}*, elemental aura^{O}*, enter image^{T}*, excruciating deformation^{T‡}, explosive runes, fireball^{O}, flame arrow^{T}, fly^{T}, force punch^{O‡}, gaseous form^{T}, gentle repose^{O}, haste^{T}, heroism, invisibility sphere, keen edge^{T}, lightning bolt^{O}, mad monkeys‡, magic circle against chaos/evil/good/law, magic weapon (greater)^{T}, major image, monstrous physique I^{T‡}, nondetection, protection from energy, reckless infatuation‡, secret page^{T}, shifting sand^{T}*, shrink item^{T}, slow^{T}, stinking cloud, strangling hair^{T‡}, suggestion, summon monster III, tiny hutO, tongues, undead anatomy I^{T‡}, versatile weapon^{T}*, water breathing^{T}*

2nd—acid arrow, *alter self^{T}, badger's ferocity^{T‡}, bear's endurance^{T}, bestow weapon proficiency**, blur, bull's strength^{T}, cat's grace^{T}, continual flame^{O}, cushioning bands‡, darkvision^{T}, defensive shock^{O‡}, detect thoughts, eagle's splendor^{T}, false life^{O}, fox's cunning^{T}, ghostly disguise‡, glide^{T}*, glitterdust, hypnotic pattern, invisibility, knock^{T}, levitate^{T}, locate object, make whole^{T}, masterwork transformation^{T‡}, miserable pity‡, owl's wisdom^{T}, protection from arrows, protective penumbra‡, pyrotechnics^{T}, resist energy, rope trick^{T}, scare^{O}, scorching ray^{O}, sculpt simulacrum^{T‡}, see invisibility, share language*, silk to steel^{T‡}, spider climb^{T}, summon monster II, summon swarm, unnatural lust‡, web, whispering wind^{T}*

1st—alarm, alter *winds^{T}*, animate rope^{T}, ant haul^{T}*, anticipate peril‡, burning hands^{O}, cause fear^{O}, charm person, color spray, comprehend languages, crafter's fortune^{T}*, dancing lantern^{T}*, detect secret doors, detect undead, disguise self, endure elements, enlarge person^{T}, erase^{T}, expeditious excavation^{T}*, expeditious retreat^{T}, feather fall^{T}, floating disk^{O}, forced quiet^{T‡}, grease, hold portal, hypnotism, identify, jump^{T}, mage*

armor, magic aura, magic missile[O], magic weapon[T], mount, polypurpose panacea[T]‡, protection from evil, ray of enfeeblement[O], reduce person[T], shadow weapon‡, shield, silent image, sleep, snapdragon fireworks[T]‡, stone fist[T], summon minor monster‡, summon monster I, touch of gracelessness[T]*, touch of the sea[T]*, true strike, unseen servant, vanish*, ventriloquism, vocal alteration[T]‡, youthful appearance[T]‡*

Cantrips—all from Chapter 10 of the Pathfinder Roleplaying Game Core Rulebook, plus spark[O]*

T Transmutation
O Opposition school (evocation, necromancy)

Variant Vhulgus

If you'd like to have the tailor be a little more interesting, and powerful, you could use the following modified statistics, where Vhulgus has the adaptable creature template from *101 Not Simple Templates* by Rite Publishing.

Adaptable Vhulgus: CR 16; XP 76,800; hp 154 (11 HD; 3d8+8d6+110); Fort +16; Defensive Abilities environmental adaptation; Immune learned immunity; Special Attacks adaptable attack; Con 31.

Venerable Vhulgus, the Vermin of Vanity CR 7

XP 2,400
Male eternal verminoid giant leech transmuter 4
N Medium monstrous humanoid (augmented vermin, aquatic)
Init +3; **Sense** darkvision 60 ft., low-light vision, blindsight 30 ft., scent; Perception +6

Defense

AC 19, touch 13, flat-footed 16 (+4 armor, +3 Dex, +2 shield)
hp 65 (7 HD; 3d10+4d6+35); regeneration 21 (special)
Fort +7, **Ref** +7, **Will** +8; **+2** vs. trip, +4 vs. mind-affecting effects
Immune ability damage, ability drain, disease, energy drain, paralysis, permanent wounds, petrification, poison, polymorph
Weaknesses susceptible to salt, special weakness (see below)

Offense

Speed 20 ft., climb 20 ft., swim 20 ft.
Melee bite +6 (1d6+1 plus attach) or +1 dagger +7 (1d4+2/19-20), bite +1 (1d6 plus attach)
Ranged +1 dagger +9 (1d4+2/19-20)
Special Attacks blood drain
Transmuter Spell-Like Ability (CL 7th; concentration +11)
7/day—*telekinetic fist* (1d4+2 bludgeoning)
Transmuter Spells Prepared (CL 7th; concentration +11)
2nd—*detect thoughts* (DC 16), *invisibility, silk to steel[T]‡, spider climb[T]*
1st—*comprehend languages, crafter's fortune[T]*, feather fall*, identify, mage armor*
0 (at will)—*arcane mark, detect magic, mending[T], open/close[T]*
Opposition Schools evocation, necromancy

Tactics

Before Combat Vhulgus scrupulously avoids conflict, groveling and begging for the mercy of hostile characters. He casts detect thoughts to scrutinize his enemies.

During Combat Vhulgus is defensive and evasive in combat, casting invisibility and spider climb, and as many other defensive spells as he can. He flings offensive spells from his various scrolls and magic items at a safe distance.

Morale Vhlugus is craven and largely without principle, and flees at the first opportunity, using invisibility, spider climb, or anything in his scrolls. He wants to live forever, and will abandon even good friends and prized possessions.

Base Statistics AC 13, touch 13, flat-footed 10 (+3 Dex); Speed no climb; Skills Climb +1.

Statistics

Str 12, **Dex** 16, **Con** 21, **Int** 19, **Wis** 12, **Cha** 10
Base Atk +5; **CMB** +6; **CMD** 19 (23 vs. trip)
Feats Craft Wondrous Item, Fleet, Improved Caster Level, Scribe Scroll[B], Skill Focus (Spellcraft)
Skills Acrobatics +3 (-1 jumping), Appraise +11, Climb +9, Craft (clothing) +14, Diplomacy +10, Knowledge (arcana, history, local, planes) +8, Knowledge (nature) +14, Linguistics +12, Perception +6, Sense Motive +4, Sleight of Hand +17, Spellcraft +17, Stealth +3 (+11 in swamps), Swim +13; Racial Modifiers +8 Stealth in swamps
Languages Abyssal, Aklo, Celestial, Common, Draconic, Elven, Giant, Infernal, Sylvan, Undercommon
SQ amphibious, arcane bond (dagger), enhanced NPC, physical enhancement (+1 Dex), suppress regeneration
Combat Gear *elixir of fire breathing, elixir of tumbling (2), feather token (anchor), scroll of ant haul*, scroll of bear's endurance, scroll of bestow weapon proficiency**, scroll of bull's strength* (2), *scroll of burning hands* (2), *scroll of cause fear* (2), *scroll of comprehend languages, scroll of detect undead, scroll of grease, scroll of levitate, scroll of mage armor, scroll of magic weapon, scroll*

of protection from evil, scroll of ray of enfeeblement, scroll of scare, scroll of scorching ray, scroll of summon monster I, stone of shielding (2); **Other Gear** *+1 dagger* (functions as an *agile alpenstock*† while possessed), mwk dagger (3), all tools vest†, *bag of holding* (type I), *beast-bond brand*†, blinkback belt†, *brooch of shielding*, *campfire bead*† (2), *circlet of persuasion, cloak of the hedge wizard* (transmutation)†, *feather step slippers*†, *gloves of larceny*†, *headband of vast intelligence +2* (Knowledge [nature]), *ioun torch*†, *porter's ring*, *robe of componentst*†, *soul soap*†, *spectacles of understanding*†

Special Abilities

Attach (Ex): When Vhulgus hits with his bite attack, he latches onto his target and automatically grapples. Vhulgus loses his Dexterity bonus to AC and has an AC of 16, but holds on with great tenacity and automatically inflicts bite damage each round. Vhulgus has a +8 racial bonus to maintain his grapple on a foe once he is attached. Vhulgus can be struck with a weapon or grappled himself—if his prey manages to win a grapple check or Escape Artist check against him, Vhulgus is removed.

Blood Drain (Ex): Vhulgus drains blood at the end of each turn he is attached, inflicting 1 point of Strength and Constitution damage.

Enhanced NPC: Vhulgus has 25 point buy ability scores, PC level wealth as a PC of his CR, and two traits. All of this increases his CR by +1.

Special Weakness (Ex): Vhulgus' regeneration from the eternal creature template is only suppressed if the following conditions are met – the glyph on his forehead must be destroyed, then he must be starved of blood for a year and a day while surrounded by salt.

Susceptible to Salt (Ex): A handful of salt burns Vhulgus as if it were a flask of acid, causing 1d6 points of damage per use.

Traits: Vhulgus has the child of the streets and starry-eyed dreamer traits.

Spellbook

Vhulgus has the following spells in his spellbook.

2nd—*acid arrow, alter self^{T}, badger's ferocity^{T}‡, bear's endurance^{T}, bestow weapon proficiency**, blur, bull's strength^{T}, cat's grace^{T}, continual flame^{O}, cushioning bands‡, darkvision^{T}, defensive shock^{O}‡, detect thoughts, eagle's splendor^{T}, false life^{O}, fox's cunning^{T}, ghostly disguise‡, glide^{T}*, glitterdust, hypnotic pattern, invisibility, knock^{T}, levitate^{T}, locate object, make whole^{T}, masterwork transformation^{T}‡, miserable pity‡, owl's wisdom^{T}, protection from arrows, protective penumbra‡, pyrotechnics^{T}, resist energy, rope trick^{T}, scare^{O}, scorching ray^{O}, sculpt simulacrum^{T}‡, see invisibility, share language*, silk to steel^{T}‡, spider climb^{T}, summon monster II, summon swarm, unnatural lust‡, web, whispering wind^{T}*

1st—alarm, alter *winds^{T}*, animate rope^{T}, ant haul^{T}*, anticipate peril‡, burning hands^{O}, cause fear^{O}, charm person, color spray, comprehend languages, crafter's fortune^{T}*, dancing lantern^{T}*, detect secret doors, detect undead, disguise self, endure elements, enlarge person^{T}, erase^{T}, expeditious excavation^{T}*, expeditious retreat^{T}, feather fall^{T}, floating disk^{O}, forced quiet^{T}‡, grease, hold portal, hypnotism, identify, jump^{T}, mage armor, magic aura, magic missile^{O}, magic weapon^{T}, mount, polypurpose panacea^{T}‡, protection from evil, ray of enfeeblement^{O}, reduce person^{T}, shadow weapon‡, shield, silent image, sleep, snapdragon fireworks^{T}‡, stone fist^{T}*, summon minor monster‡, summon monster I, touch of gracelessness^{T}*, touch of the sea^{T}*, true strike, unseen servant, vanish*, ventriloquism, vocal alteration^{T}‡, youthful appearance^{T}‡*

Cantrips—all from Chapter 10 of the Pathfinder Roleplaying Game Core Rulebook, plus *spark^{O}**

T Transmutation

O Opposition school (evocation, necromancy)

Viscount Zanzig, the Crystal Seer, High Prognosticator of Sarnath

Viscount Zanzig is a fortuneteller and answerer of questions. He claims to be touring Dream 'for a limited time only' while he awaits the alignment of the proper stars, despite the fact that he has been a fixture of the Tarnished Souk for years. He is a fine-featured elf of early middle age with a flair for the dramatic and a wardrobe more befitting a lofty arch-sorcerer than a street-corner soothsayer. Despite his flaky demeanor and odd presentation, "the Crystal Seer" is a skilled diviner, learned in powerful methods of magical scrying. Vain and egocentric, Viscount Zanzig would like to be adored and envied by high society as a nobleman mystic and supreme master of his art, but his ideals of honor and respect are undermined by his chicken-hearted aversion to both conflict and responsibility. He attempts to impress potential clients with minor feats of mentalism and a hammy sense of showmanship, nervously avoiding requests to delve into the affairs of dangerous beings or perilous situations (however, being weak-willed, his cowardly prudence can often be overcome by coin, kindness, or coercion). Despite his contradictory preference for ignorance, the viscount knows a great deal of lore and has the capacity to discern hard-to-find information with frightening ease, though there are rumors that he occasionally indulges in some unsavory and risky vices in order to forget those things he wishes he didn't know. He is instantly recognizable by his namesake crystal ball and his ostentatious, high-collared robe of scintillating colors. The one fact that the Crystal Seer will never divulge is that he is secretly a reluctant pawn of the Khan of Nightmares, left in the open to ply his trade so that the Khan's enemies may be identified by their queries and then fed information that suits the Khan's evil schemes.

Dreamburning and Viscount Zanzig

Hope: Viscount Twillion Zanzig was once the court seer of Sarnath, a great and beautiful city. He foretold that a terrible doom would come, but fled in fear before whatever it was befell his beloved city. Willfully ignorant of what happened thereafter, he hopes against reason that his prediction was wrong.

Goal: Zanzig dreams of leading a life of luxury in the company of civilized aristocrats and charming nobles who laugh at his jokes and clap at his parlor tricks, considering the fact that he lives in the Tarnished Souk, he is constantly disappointed.

Note: Zanzig no longer has an Aspiration. He once aspired to overcome his shortcomings and become a great hero, but the Khan of Nightmares burned that dream away during his unsuccessful struggle to resist domination.

In the Tarnished Souk

The Crystal Seer advertises his act through booming **announcements,** magical pyrotechnics, and a gang of petty flunkies hired to roam the Tarnished Souk exclaiming scripted testimonials about his amazing insight. The prognosticator receives his clients in a dimly lit red velvet tent full of occult curiosities and icons of obscure gods and spirits. Inside, he perches on a throne-like chair behind a low wooden table upon which rests his crystal ball, inviting his clients to sit and have their fortunes told. Should he wish to end a session prematurely, he feigns a dizzy spell, asking his albino pygmy manservant, Udo, to escort everyone out.

Lore

Characters may learn the following information via Diplomacy (Gather Information) or Knowledge (Local) skill checks:

DC 15 – You learn the location of an eccentric elf fortuneteller, "the Crystal Seer."

DC 20 - He is a savant diviner. Other merchants remark, "He knows all and sees all, if you can get him to open his eyes."

DC 25 - His crystal ball is not just a prop - an expert at scrying he can see through powerful illusions with ease.

DC 35 - Despite his proud pomp, he is a coward, nervous and easily cowed. He has a vice for dream-based narcotics.

DC 40 - Due to a nasty betting scandal years ago that involved the Pasha of Swirling Ashes and a vast sum of money, Zanzig is forbidden from providing direct information about the Coliseum's gladiatorial games or their outcomes.

How to use Viscount Zanzig

- The Crystal Seer's standard prices for divinations follow the usual formula (Caster Level × Spell Level × 10 gp), with no cap for maximum price. He charges extra for dangerous questions but also for minor spells, he considers a waste of his time.
- Unfettered access to the Crystal Seer's powerful abilities could reveal too much too soon, so GMs may wish to limit his use. It is possible that: a) he refuses to answer some questions, afraid of getting on the wrong side of a fearsome being. b) He is intoxicated with dream-narcotics and temporarily unreliable. c) A query might violate his ban on predicting the Coliseum's games [see Lore, above]. Or d) the Khan of Nightmares uses his secret influence over Zanzig to

Viscount Zanzig, the Crystal Seer, High Prognosticator of Sarnath CR 16

XP 76,800

Male savant elf wizard (diviner) 15
N Medium humanoid (elf)
Init +13; **Senses** low-light vision; Perception +10

Defense

AC 22, touch 15, flat-footed 22 (+7 armor, +3 defending, +2 Dex)
hp 100 (15d6+45)
Fort +10, **Ref** +9, **Will** +19; +2 vs. enchantment
Defensive Abilities combat insight, deductive leap, forewarned, uncanny dodge; **Immune** sleep

Offense

Speed 30 ft.
Melee defending quarterstaff +10/+5 (1d6+3)
Special Attacks combat insight, diviner's fortune 15/day
Spells Prepared (CL 15th; concentration +27)

8th—*discern location, greater prying eyes, mass charm monster* (DC 30), *mirrored oracle*
7th—*greater arcane sight, greater scrying* (DC 31), *greater teleport, insanity* (DC 29), *monstrous lore*
6th—*analyze dweomer* (2), *globe of invulnerability, mass suggestion, mislead* (DC 28), *teleport tracer*
5th—*contact other plane, passwall, prying eyes, sending, teleport, x-ray vision*
4th—*arcane eye* (2), *confusion* (2, DC 26), *greater invisibility, locate creature* (2), *portrait of the wanted stoneskin*
3rd—*arcane sight* (2), *clairaudience/clairvoyance* (2), *deep slumber* (DC 25), *displacement, haste*
2nd—*detect thoughts* (2, DC 26), *locate object* (3), *misdirection* (DC 22), *resist energy, touch of idiocy*
1st—*detect secret doors* (2), *disguise self* (DC 23), *endure elements, feather fall, identify* (2), *shield*
Cantrips (at will)—*arcane mark, detect magic, detect poison, read magic*

Opposition Schools evocation, necromancy

Tactics

Before Combat Zanzig detests violence and uses his predictive powers to avoid combat as best he can.

During Combat Should Zanzig encounter combat, he does his best to flee quickly, making use of spells such as feather fall, greater invisibility, haste, and teleport. Should he be unable to flee, he defends himself as best he can, using stoneskin, followed by haste, shield, and greater invisibility if not already active.

Morale Zanzig is cowardly. He flees immediately and should he be reduced to 30 hit points, he surrenders, and then teleports away unless prevented from doing so.

Statistics

Str 14, **Dex** 14, **Con** 16, **Int** 35, **Wis** 26, **Cha** 8
Base Atk +7; **CMB** +9; **CMD** 32
Feats Blind-Fight[B], Combat Expertise, Craft Staff, Craft Wondrous Item[B], Defensive Combat Training, Diviner's Delving[1], Greater Spell Focus (divination), Improved Initiative, Run, Scribe Scroll[B], Skill Focus (Diplomacy), Spell Focus (divination), Spell Mastery (arcane eye, deep slumber, detect magic, feather fall, haste, mage armor, misdirection, nondetection, spider climb, teleport)[B]
Skills Appraise +30*, Climb +17, Craft (glass) +32*, Diplomacy +20*, Disable Device +17*, Disguise +14*, Knowledge (arcana, engineering, history, local, planes, religion) +30*, Knowledge (other) +12, Linguistics +30*, Perception +10, Profession (fortune teller) +26*, Sense Motive +23, Sleight of Hand +17*, Spellcraft +30*, Stealth +17; Racial Modifiers +2 Perception
Languages Aboleth, Abyssal, Aklo, Aquan, Auran, Boggard, Celestial, Common, Cyclops, Dark Folk, Draconic, Dwarven, Elven, Giant, Gnoll, Gnome, Goblin, Halfling, Ignan, Infernal, Orc, Sphinx, Sylvan, Tengu, Terran, Treant, Undercommon, Vegepygmy, Worg
SQ arcane bond (staff), elven magic, scrying adept, skill insight, skill mastery*, terrain insight
Gear *+3 defending quarterstaff of transmutation, amulet of nondetection, belt of physical perfection +6, bracers of armor +7, cloak of resistance +2, crystal ball* (as *greater scrying* [DC 20], *true seeing*), *diadem of servitude, ring of revelation, ring of sustenance, robe of scintillating colors, slippers of spider climbing*, mwk artisan tools, mwk thieves' tools, spell component pouch

Special Abilities

Combat Insight (Ex) Zanzig gains a +2 insight bonus on attack and damage rolls and a +2 insight bonus to armor class against any creature he has watched in combat for 3 rounds.

Deductive Leap (Ex) Once per round, Zanzig can choose to substitute his Intelligence modifier for the ability modifier usually associated with a saving throw he is about to make. The decision to use this ability must be made before the saving throw is rolled, and this ability can be used even if Zanzig does not know what the saving throw is for.

Skill Insight (Ex) Zanzig gains a +4 insight bonus to Bluff, Diplomacy, Intimidate, and Sense Motive against creatures he has observed or interacted with for 1 minute. He can also Knowledge (all), Disable Device, Linguistics, and Use Magic Device skills untrained. Zanzig gains Disable Device, Knowledge (all), Linguistics, and Use Magic Device as class skills in addition to any he has from their racial hit dice and/or class levels.

Skill Mastery (Ex) Zanzig can Take 10 with the indicated skills, even if stress or distraction would normally prevent him from doing so.

Terrain Insight (Ex) Zanzig gains a +4 insight bonus on initiative rolls and Perception and Stealth checks in any area with which he is very familiar (that is, a place that he has been to often and feels at home in).

Viscount Zanzig, the Crystal Seer

CR 11

XP 12,800

Male savant elf wizard (diviner) 10
N Medium humanoid (elf)
Init +9; **Senses** low-light vision; Perception +8

Defense

AC 15, touch 10, flat-footed 15 (+5 armor)
hp 47 (10d6+10)
Fort +4, **Ref** +3, **Will** +13; +2 vs. enchantment
Defensive Abilities combat insight, deductive leap, forewarned, uncanny dodge; **Immune** sleep

Offense

Speed 30 ft.
Melee +1 quarterstaff +1 (1d6+1)
Special Attacks combat insight, diviner's fortune 13/day
Spells Prepared (CL 10th; concentration +20)

5th—*contact other plane, prying eyes, teleport* (2), *x-ray vision*
4th—*arcane eye, confusion* (DC 24), *greater invisibility, locate creature* (2), *portrait of the wanted, stoneskin*
3rd—*arcane sight, clairaudience/clairvoyance* (2), *deep slumber* (DC 23), *displacement, haste, perilous strike*
2nd—*detect thoughts* (2, DC 23), **locate object** (3), *misdirection* (DC 22), *resist energy, touch of idiocy*
1st—*detect secret doors* (2), *disguise self* (DC 21), *endure elements, feather fall, identify* (2), *shield*
Cantrips (at will)—*arcane mark, detect magic, detect poison, read magic*

Opposition Schools evocation, necromancy

Tactics

Before Combat Zanzig detests violence and uses his predictive powers to avoid combat as best he can.

During Combat Should Zanzig encounter combat, he does his best to flee quickly, making use of spells such as feather fall, greater invisibility, haste, and teleport. Should he be unable to flee, he defends himself as best he can, using stoneskin, followed by haste, shield, and greater invisibility if not already active.

Morale Zanzig is cowardly. He flees immediately and should he be reduced to 30 hit points, he surrenders, and then teleports away unless prevented from doing so.

Statistics

Str 10, **Dex** 10, **Con** 12, **Int** 30, **Wis** 22, **Cha** 8
Base Atk +5; **CMB** +5; **CMD** 20
Feats Blind-Fight[B], Combat Expertise, Craft Wondrous Item[B], Defensive Combat Training, Improved Initiative, Scribe Scroll[B], Skill Focus (Diplomacy), Spell Focus (divination), Spell Mastery (arcane eye, deep slumber, detect magic, feather fall, haste, mage armor, misdirection, nondetection, spider climb, teleport)[B]
Skills Appraise +23*, Craft (glass) +25*, Diplomacy +15*, Disable Device +10*, Knowledge (arcana, history, local, planes, religion) +23*, Knowledge (other) +10, Linguistics +23*, Perception +8, Profession (fortune teller) +19*, Sleight of Hand +10*, Spellcraft +23*, Stealth +10; Racial Modifiers +2 Perception
Languages Abyssal, Aklo, Aquan, Auran, Celestial, Common, Cyclops, Draconic, Dwarven, Elven, Giant, Gnoll, Gnome, Goblin, Halfling, Ignan, Infernal, Orc, Sylvan, Terran, Treant, Undercommon
SQ arcane bond (staff), elven magic, scrying adept, skill insight, skill mastery*, terrain insight
Gear *+1 quarterstaff, amulet of nondetection, belt of physical perfection +2, bracers of armor +5, crystal ball* (detect thoughts), *diadem of mental prowess +2* (Int, Wis; Sleight of Hand), *ring of sustenance, robe of scintillating colors, slippers of spider climbing*, mwk artisan tools, mwk thieves' tools, spell component pouch

Special Abilities

Combat Insight (Ex) Zanzig gains a +2 insight bonus on attack and damage rolls and a +2 insight bonus to armor class against any creature he has watched in combat for 3 rounds.

Deductive Leap (Ex) Once per round, Zanzig can choose to substitute his Intelligence modifier for the ability modifier usually associated with a saving throw he is about to make. The decision to use this ability must be made before the saving throw is rolled, and this ability can be used even if Zanzig does not know what the saving throw is for.

Skill Insight (Ex) Zanzig gains a +4 insight bonus to Bluff, Diplomacy, Intimidate, and Sense Motive against creatures he has observed or interacted with for 1 minute. He can also Knowledge (all), Disable Device, Linguistics, and Use Magic Device skills untrained. Zanzig gains Disable Device, Knowledge (all), Linguistics, and Use Magic Device as class skills in addition to any he has from their racial hit dice and/or class levels.

Skill Mastery (Ex) Zanzig can Take 10 with the indicated skills, even if stress or distraction would normally prevent him from doing so.

Terrain Insight (Ex) Zanzig gains a +4 insight bonus on initiative rolls and Perception and Stealth checks in any area with which he is very familiar (that is, a place that he has been to often and feels at home in).

Viscount Zanzig of Sarnath CR 6

XP 2,400

Male savant elf wizard (diviner) 5
N Medium humanoid (elf)
Init +1; **Senses** low-light vision; Perception +7

Defense

AC 11, touch 9, flat-footed 11 (+2 armor, -1 Dex)
hp 20 (5d6)
Fort +1, **Ref** +0, **Will** +9; +2 vs. enchantment
Defensive Abilities combat insight, deductive leap, forewarned, uncanny dodge; **Immune** sleep

Offense

Speed 30 ft.
Melee quarterstaff +1 (1d6-1)
Special Attacks combat insight, diviner's fortune 11/day
Spells Prepared (CL 5th; concentration +13)
3rd—*clairaudience/clairvoyance, deep slumber* (DC 21), *haste, perilous strike*
2nd—*detect thoughts* (DC 21), *locate object* (2), *resist energy, speak with objects, spider climb*
1st—*detect secret doors, disguise self* (DC 19), *feather fall, identify, foe's measure, shield*
Cantrips (at will)—*canny shot, detect magic, detect poison, read magic*
Opposition Schools evocation, necromancy

Tactics

Before Combat Zanzig detests violence and uses his predictive powers to avoid combat as best he can.
During Combat Should Zanzig encounter combat, he does his best to flee quickly, making use of spells such as feather fall, haste, perilous strike, and spider climb. Should he be unable to flee, he defends himself as best he can, using total defense and shield.
Morale Zanzig is cowardly. He flees immediately and surrenders if cornered.

Statistics

Str 8, **Dex** 8, **Con** 10, **Int** 27, **Wis** 20, **Cha** 8
Base Atk +2; **CMB** +1; **CMD** 10
Feats Blind-Fight[B], Combat Expertise, Craft Wondrous Item[B], Scribe Scroll[B], Skill Focus (Diplomacy), Spell Focus (divination)
Skills Appraise +16*, Craft (glass) +16*, Diplomacy +7*, Knowledge (arcana, history, local, planes, religion) +16*, Knowledge (other) +8, Linguistics +16*, Perception +7, Profession (fortune teller) +13*, Spellcraft +16*; Racial Modifiers +2 Perception
Languages Abyssal, Aklo, Auran, Celestial, Common, Draconic, Dwarven, Elven, Gnome, Goblin, Halfling, Infernal, Sylvan, Terran, Undercommon
SQ arcane bond (staff), elven magic, skill insight, skill mastery*, terrain insight
Gear quarterstaff, bracers of armor +2, crystal ball, robe of scintillating colors, artisan tools, spell component pouch

Special Abilities

Combat Insight (Ex) Zanzig gains a +2 insight bonus on attack and damage rolls and a +2 insight bonus to armor class against any creature he has watched in combat for 3 rounds.

Deductive Leap (Ex) Once per round, Zanzig can choose to substitute his Intelligence modifier for the ability modifier usually associated with a saving throw he is about to make. The decision to use this ability must be made before the saving throw is rolled, and this ability can be used even if Zanzig does not know what the saving throw is for.

Skill Insight (Ex) Zanzig gains a +4 insight bonus to Bluff, Diplomacy, Intimidate, and Sense Motive against creatures he has observed or interacted with for 1 minute. He can also Knowledge (all), Disable Device, Linguistics, and Use Magic Device skills untrained. Zanzig gains Disable Device, Knowledge (all), Linguistics, and Use Magic Device as class skills in addition to any he has from their racial hit dice and/or class levels.

Skill Mastery (Ex) Zanzig can Take 10 with the indicated skills, even if stress or distraction would normally prevent him from doing so.

Terrain Insight (Ex) Zanzig gains a +4 insight bonus on initiative rolls and Perception and Stealth checks in any area with which he is very familiar (that is, a place that he has been to often and feels at home in).

Xoti, the Usurper

Xoti is a celebrated playboy of the Tarnished Souk, famous for throwing his ample gold and personality around the bazaar of the bizarre while he jubilantly makes the most of his exile from a repressed and distant homeland. Powerful and impressive, Xoti's thick brow and hulking musculature show his primal physique while his glowing eyes and the booming thunder of his laughter give him a unmistakably deific aspect. The gregarious godling is a being of many perfections - a peak physical specimen, a masterful warrior, and an insightful seer; these qualities, coupled with his multiple mystical protections, lend creedence to the belief that he is (or will soon become) a walking god. Xoti's lust for life and his unquenchable thirst for novel experiences are not mere gluttony; he burns with a desire to return from exile bearing the wisdom and wonders of the wider world and unseat the oppressive goddess who has kept his people - the proud, primitive mahrog - languishing in the past. Aggressively eager to share drinks, tales, and entertainment with new companions, Xoti is legendary for his high-powered carousing but notorious for the dangerous extremes of indulgence and expense he pushes on those mere mortals who find themselves in his epic company. This apex social life regularly puts Xoti shoulder to shoulder with the august benefactors of the Coliseum Morpheuon, providing him with peerless access to their private dealings as well a standing invitation almost any gathering, event, or party. About as subtle as an erupting volcano, Xoti constantly draws a crowd of hangers-on made up of equal parts loyal followers and opportunistic revelers basking in the glow of his angelic wings. Few realize that Xoti is shrewdly recruiting from the throng around him, steadily assembling a devoted army which he will soon use to usurp an angry goddess and liberate his people.

Dreamburning and Xoti

Hope (degraded): Xoti yearns. He failed once to liberate his people, and his defeat and exile left his dream of glory deeply scarred. But deep down, he hopes to return to his homeland with a fire that enlightens the minds of his brethren like a rising sun.

Aspiration: Xoti is bored. To him, the "real" world seems dull and grey, while his heart aspires to dwell in a reality of vibrant possibility and limitless power.

Goal: Xoti is lonely. He dreams of the faces of his family and village, wishing that those around him were his true people and yet knowing they are not.

In the Tarnished Souk

Xoti rents out entire taverns for himself and his entourage – wherever he dwells in the Tarnished Souk becomes a raging revel of exuberance bordering on madness and depravity. Recently in a reckless mood, he has bought out (and is 'slumming it' in) the infamous Rotgut Cauldron, much to the displeasure of its usual fiendish patrons who resent the intrusion.

Lore

Characters may learn the following information via Diplomacy (Gather Information) or Knowledge (Local) skill checks:

DC 15 – Xoti is a mahrog – a primitive humanoid race – but his blood carries the power of the gods.

DC 20 – He is a mighty godling, both cunning and fascinating. Other say, "He enters a room like a sudden storm, at once terrifying and beautiful."

DC 25 – He is strong, incredibly perceptive, and wields powers of fire and earth. He resists divine spells and is unmatched with a morning star.

DC 35 – He is prideful and aspires to greatness; shame wounds him deeper than any arrow. He is also a terrible gossip, and resents holding his tongue.

DC 45 – Xoti appears angelic, but is no angel. He regularly purchases enslaved gladiators to serve in his growing secret army, and his full wrath can be cruel.

How To Use Xoti, the Usurper

- Xoti makes a fine benefactor, capable of buying the PCs from slavery or out from under a dire debt. He is enthusiastic but demands greatness, and may decide that the PCs must help him reclaim his homeland before he releases them.
- Though Xoti is outwardly a beacon of mirth and frivolity, none should forget he may one day become a god of earth, fire, and war. Should anyone stand in the way of his grand destiny, he exhibits the fury of a dark and terrible god.
- Xoti meets the PCs at a party. The gregarious godling buys strongs drinks, offers bold encouragement, and goads them into a boasting contest. Soon he goes further, recklessly enflaming the PCs' reputation by taunting their rivals and making outrageous boasts of their abilities. Xoti refuses to retract anything he says, leaving the PCs to deal with the trouble.
- Xoti maintains his wealth by gambling in the Coliseum; he enjoys the freakish good luck of the gods. When he bets against the PCs – and loses – he rages, accusing them of cheating and worse.
- If playing "The Pasha's Riches" (Coliseum Morpheuon, Chapter 10): The Pasha of Swirling Ashes is throwing an exclusive party – a perfect opportunity for the PCs to search for his treasure. Xoti could bring them as guests, but only if they prove themselves worthy of partying with him, requiring truly superhuman feats of endurance.

Xoti, The Usurper CR 19

XP 204,800

Male cunning fascinating mahrog mighty godling 18

N Medium humanoid (human, mahrog)

Init +11; **Senses** darkvision 60 ft., blindsense 90 ft., blindsight 30 ft., rockseer (18 rounds/day), see in darkness 30 ft., tremorsense 30 ft., x-ray vision (18 rounds/day); Perception +24

Defense

AC 37, touch 23, flat-footed 37 (+14 armor, +5 deflection, +3 Dex, +5 insight)

hp 194 (18d12+72)

Fort +23, Ref +23, Will +18

Defensive Abilities battle lord III, earthly perseverance (5/day), guarded, heavenly perseverance (5 rounds), uncanny dodge

Offense

Speed 40 ft., burrow 30 ft., fly 30 ft. (good); earth glide (18 min./day)

Melee morningstar of retribution +31/+26/+21/+16 (1d8+14/19-20) or divine weapon +25/+20/+15/+10 (4d6+10)

Ranged divine weapon +21/+16/+11/+6 (3d6+7)

Special Attack channel positive energy 4/day (9d6, DC 26), fascinating gaze (30 ft., DC 23), heavenly fire 10/day (1d4+9), might of the gods +18 (18 rounds/day), retribution 10/day, tremor (10/day, 30 ft., trip +25)

Domain Spell-Like Abilities (CL 18th; concentration +22)

7/day—*inspiring word* (9 rounds), strength surge +9

Spell-Like Ability (CL 18th; concentration +22)

1/day—*foresight*

Tactics

Before Combat Xoti invigorates himself with a strength surge and rallies his allies with inspiring word.

During Combat Xoti charges into combat, bellowing challenges to the leader of his opponents. He will attempt once to disarm his foe, then proceeding to make full attacks with his morningstar of retribution, pausing only to heal himself or his allies. Versus particularly vile foes, or creatures he believes are tainted or beneath him, he is content to stay back and rain down punishment with his powerful longbow or heavenly fire.

Morale If reduced to 30 hit points or fewer, Xoti yields, admitting he is bested and thanking his opponent for a worthy contest.

Statistics

Str 24, **Dex** 16, **Con** 18, **Int** 20, **Wis** 14, **Cha** 22

Base Atk +18; **CMB** +25 (+27 disarm); **CMD** 48 (52 vs. sunder, 54 vs. disarm)

Feats Additional Traits*, Alertness, Combat Expertise, Emergent Divinity (5), Greater Weapon Focus (morningstar)[B], Improved Critical (Morningstar)[B], Improved Disarm[B], Improved Initiative[B], Improved Unarmed Strike[B], Improvised Weapon Mastery[B], Leadership[B], Persuasive, Weapon Focus (morningstar)[B]

Skills Acrobatics +24 (+33 jumping), Climb +23, Diplomacy +25, Disguise +34, Fly +27, Intimidate +29, Knowledge (local) +26, Knowledge (nature, planes, religion) +13, Perception +24, Sense Motive +24, Stealth +31, Survival +15, Swim +23, Use Magic Device +28

Languages Abyssal, Celestial, Common, Dwarven, Elven, Goblin, Infernal, Mahrog, Orc

SQ force of brawn, lineage domains (nobility, preservation, strength), paramortal IV, physical avatar, preternatural senses IV, scholar II, seer II, stonecunning, unbreakable grip

Combat Gear elixir of healing (4); Gear angel plate, gauntlet of holy smiting (2), morningstar of retribution, belt of physical perfection +4, boots of striding and springing, headband of mental superiority +4 (Disguise, Knowledge [local]), ring of chameleon power, ring of protection +5, robe of action

Special Abilities

Battle Lord III Xoti has a +4 bonus to his CMD against disarm and sunder combat maneuvers, is proficient with all weapons, armor, and shields, including those he has never seen or trained with.

Divine Portfolio Should Xoti ever become a full-fledged deity, he will certainly be a lord of earth, fire, and war. He possesses the weapon mastery revelation with morningstars from the battle oracle mystery, the molten skin revelation of the flame oracle mystery, and the earth glide revelation of the stone oracle mystery. These revelations grant him fire immunity, the ability to burrow at his land speed, and the following bonus feats: Greater Weapon Focus (morningstar), Improved Critical (morningstar), and Weapon Focus (morningstar) as bonus feats.

Divine Weapon (Su) As a free action, Xoti can create a weapon composed entirely of sonic energy. It appears as any type of weapon he desires. When used, it deals 4d6 base damage as a two-handed weapon, 3d6 base damage as a one-handed, or ranged weapons, and 2d6 base damage as a light weapon. This weapon is dismissed as a swift action, or at the end of Xoti's turn if he isn't holding it.

Force of Brawn (Su) Due to his deific heritage, Xoti can accomplish many things through brute strength that others find easier by other means. He uses his Strength modifier instead of Constitution, Dexterity, or Wisdom for saving throws, and Acrobatics, Intimidate, and Stealth skills checks.

Guarded (Su) Xoti has SR 28 against spells from divine spellcasting classes, spells and spell-like abilities

from creatures that cast as equivalent to a divine spellcasting class, and spells and spell-like abilities from any sort of outsider.

Lineage Domains A result of his divine bloodline, Xoti has the granted powers of the Nobility, Preservation, and Strength domains as a 12th-level cleric. Domain powers are Constitution-based.

Mystic Inheritance Xoti actively draws strength from the heavenly planes, and the deepest regions of the earth, gaining the bloodline arcana, and the heavenly fire ability of the celestial sorcerer bloodline, as well as the bloodline arcana, and both the tremor and rockseer abilities of the deep earth sorcerer bloodline.

Paramortal IV Xoti does not need to eat, drink, or sleep, though he can. He suffers no penalties for lack of food or water, and does not suffer starvation or thirst. He is never blinded, confused, deafened, fatigued, or exhausted. This ability also granted him darkvision with the range of 60 ft. He does not age, and is immune to magical aging.

Physical Avatar (Ex) Xoti possesses a +9 bonus to all his Strength-based, Dexterity-based, and Constitution-based ability and skill checks.

Preternatural Senses IV Xoti possesses an inherent awareness granting him perceptive capabilities beyond those of others of his kind. This awareness grants him blindsense to a range of 90 ft., blindsight 30 ft., his darkvision gives him full-color vision, and he possesses the see in darkness ability to a range of 30 ft. Whenever he makes an attack against a foe within 30 ft., he reduces the miss chance by 20%, and can reroll his miss chance roll once when he misses a foe with concealment.

Retribution (Su) When hit by a melee attack, Xoti may make a melee attack at his full attack bonus against the attacker. This counts as his attack of opportunity for the round, and he cannot use this if he's prevented from making attacks of opportunity.

Scholar II Xoti has Linguistics and all Knowledge skills as class skills, as well as Abyssal, Celestial, and Infernal as bonus languages. Should he fail a Knowledge check, he may try again after 24 hours.

Seer II As a standard action, Xoti can attempt to gather information about a given topic. To do this, he makes a special check with a +34 bonus. He can only make a single check for a given topic, and cannot make a new check until he's gained another level. Additionally, when not distracted (under conditions calm enough he could take 10 on skills), Xoti may examine a spoken statement made by another creature. He makes a Sense Motive check opposed by the speaker's Bluff check. If successful, Xoti can determine if the speaker is intentionally lying, concealing the truth, making a partially true statement, or omitting important details that change the context of the statement examined, though he doesn't know which of these methods are being used. He can use this ability 10 times per day.

Traits Xoti burns with the desire to return to his village and show them there are better ways to live. He possesses the Charming, Dangerously Curious, Dream-Scarred, and Past Failures traits.

Unbreakable Grip (Ex) As hard as stone, Xoti's hands are unyielding. He gains +18 bonus to his CMD against disarm attacks, and he does not suffer a -4 penalty to grapple checks as long as he has one hand free (though he must have at least one hand free to initiate or maintain a grapple). He also receive this bonus to CMB checks made to establish or maintain a grapple, as long as he does not deal damage, pin, or tie up his foe. (While using this bonus on a grapple check, Xoti can only grapple and move a foe.)

Variants

Listed below are the changes to Xoti if you use one of the three following templates, two of which can be found below and in 101 Not So Simple Templates from Rite Publishing.

Resilient: CR 21; XP 409,600; hp 284 (18d12+162); Fort +32, Ref +32, Will +27; DR 15/—; Resist acid 20, cold 20, electricity 20, fire 20, sonic 20; Con 28.

War: CR 21; XP 409,600; Init +13; AC 39, touch 25, flat-footed 39 (+5 Dex); hp 230 (18d12+108); Fort +25, Ref +25; Melee morningstar of retribution +33/+28/+23/+18 (1d8+ plus 4d6 acid) or divine weapon +27/+22/+17/+12 (4d6+13 plus 4d6 acid); Ranged divine weapon +23/+18/+13/+8 (3d6+9 plus 4d6 acid); Special Attacks channel positive energy (5/day, DC 28); Domain Spell-Like Abilities (CL 18th; concentration +24): 9/day—inspiring word (9 rounds), strength surge +9; Str 28, Dex 20, Con 22; CMB +27 (+29 disarm); CMD 54 (56 vs. sunder; 58 vs. disarm); Skills Acrobatics +26 (+35 jumping), Climb +25, Stealth +33, Swim +25.

Fortune-Blessed: CR 20; XP 307,200; NG Medium humanoid (chaotic, human, mahrog); Senses Perception +26; AC 39, touch 25, flat-footed 39 (+2 luck); Fort +25, Ref +25, Will +20; Defensive Abilities favored, turn of fate; Melee morningstar of retribution +32/+27/+22/+17 (19-20) or divine weapon +26/+21/+16/+11 (19-20); Ranged divine weapon +22/+17/+12/+7 (19-20); CMB +27 (+29 disarm); CMD 50 (54 vs. sunder, 56 vs. disarm); Skills Acrobatics +26 (+35 jumping), Climb +25, Diplomacy +27, Disguise +36, Fly +29, Intimidate +31, Knowledge (local) +28, Knowledge (nature, planes, religion) 15, Perception +26, Sense Motive +26, Stealth +33, Survival +17, Swim +25, Use Magic Device +30.

Xoti, The Exile — CR 12

XP 19,200

Male cunning mahrog mighty godling 12

N Medium humanoid (human, mahrog)

Init +5; **Senses** darkvision 60 ft., blindsense 30 ft.; Perception +19

Defense

AC 23, touch 16, flat-footed 23 (+7 armor, +1 deflection, +1 Dex, +4 insight)
hp 107 (12d12+24)
Fort +17, **Ref** +17, **Will** +13
Defensive Abilities battle lord III, guarded, uncanny dodge

Offense

Speed 30 ft.
Melee +2 cold iron morningstar +19/+14/+9 (1d8+9)
Ranged mwk composite longbow +14/+9/+4 (1d8+5/x3)
Special Attack channel positive energy 3/day (6d6, DC 21), might of the gods +12 (12 rounds/day)
Domain Spell-Like Abilities (CL 12th; concentration +14)
5/day—*inspiring word* (6 rounds), strength surge +6
Spell-Like Ability (CL 12th; concentration +15)
1/day—*telepathic bond*

Tactics

Before Combat Xoti invigorates himself with a strength surge and rallies his allies with inspiring word.

During Combat Xoti charges into combat, bellowing challenges to the leader of his opponents. He will attempt once to disarm his foe, then proceeding to make full attacks with his morningstar, pausing only to heal himself or his allies. Versus particularly vile foes, or creatures he believes are tainted or beneath him, he is content to stay back and rain down arrows from his powerful longbow.

Morale If reduced to 20 hit points or fewer, Xoti yields, admitting he is bested and thanking his opponent for a worthy contest.

Statistics

Str 21, **Dex** 12, **Con** 14, **Int** 18, **Wis** 10, **Cha** 16
Base Atk +12; **CMB** +17 (+19 disarm); **CMD** 33 (37 vs. sunder, 39 vs. disarm)
Feats Additional Traits*, Alertness, Combat Expertise, Emergent Divinity (2), Improved DisarmB, Improved InitiativeB, Improved Unarmed StrikeB, Improvised Weapon MasteryB, LeadershipB , Persuasive
Skills Acrobatics +19, Climb +17, Diplomacy +20, Disguise +13, Intimidate +22, Knowledge (local) +19, Knowledge (nature) +8, Knowledge (planes, religion) +11, Perception +19, Sense Motive +19, Stealth +25, Survival +10, Swim +16, Use Magic Device +19
Languages Common, Dwarven, Giant, Goblin, Mahrog, Orc
SQ force of brawn, lineage domains (nobility, strength), paramortal III, physical avatar, preternatural senses II
Combat Gear *elixir of healing* (2); *Gear +1 weightless mithral breastplate, +2 cold iron morningstar, adamantine spiked gauntlet* (2), mwk composite (+5 Str) longbow with 60 arrows, *belt of giant strength +2, efficient quiver, headband of mental prowess +2* (Int, Cha; Knowledge [local]), *ring of chameleon power, ring of protection +1*

Special Abilities

Battle Lord III Xoti has a +4 bonus to his CMD against disarm and sunder combat maneuvers, is proficient with all weapons, armor, and shields, including those he has never seen or trained with.

Force of Brawn (Su) Due to his deific heritage, Xoti can accomplish many things through brute strength that others find easier by other means. He uses his Strength modifier instead of Constitution, Dexterity, or Wisdom for saving throws, and Acrobatics, Intimidate, and Stealth skills checks.

Guarded (Su) Xoti has SR 22 against spells from divine spellcasting classes, spells and spell-like abilities from creatures that cast as equivalent to a divine spellcasting class, and spells and spell-like abilities from any sort of outsider.

Lineage Domains A result of his divine bloodline, Xoti has the granted powers of the Nobility and Strength domains as a 12th-level cleric. Domain powers are Constitution-based.

Paramortal III Xoti does not need to eat, drink, or sleep, though he can. He suffers no penalties for lack of food or water, and does not suffer starvation or thirst. He suffers no penalties from the fatigued condition, but becomes exhausted should the fatigued condition be inflicted upon him a second time. This ability also granted him darkvision with the range of 60 ft. He only ages 1 year for every 50 that pass.

Physical Avatar (Ex) Xoti possesses a +6 bonus to all his Strength-based, Dexterity-based, and Constitution-based ability and skill checks.

Preternatural Senses II Xoti possesses an inherent awareness granting him perceptive capabilities beyond those of others of his kind. This awareness grants him blindsense to a range of 30 ft., and his darkvision gives him full-color vision. Whenever he makes an attack against a foe within 30 ft., he reduces the miss chance by 20%, and can reroll his miss chance roll once when he misses a foe with concealment.

Traits Xoti burns with the desire to return to his village and show them there are better ways to live. He possesses the Charming, Dangerously Curious, Dream-Scarred, and Past Failures traits.

Variants

Listed below are the changes to Xoti if you'd like to use him with one of the three following templates, two of which can be found below and in 101 Not So Simple Templates from Rite Publishing.

Resilient: CR 14; XP 38,400; hp 167 (12d12+84); Fort +22, Ref +22, Will +18; DR 10/—; Resist acid 10, cold 10,

electricity 10, fire 10, sonic 10; Con 24.

War: CR 14; XP 38,400; Init +7; AC 21, touch 11, flat-footed 21 (+10 armor, +1 deflection, +3Dex, +4 insight); hp 131 (12d12+48); Fort +19, Ref +19; Melee +2 cold iron morningstar +21/+16/+11 (1d8+12 plus 3d6 acid); Ranged mwk composite longbow +16/+11/+6 (1d8+7 plus 3d6 acid/x3); Special Attacks channel positive energy (4/day, DC 22); Domain Spell-Like Abilities (CL 12th; concentration +16): 7/day—inspiring word (6 rounds), strength surge +6; Str 25, Dex 16, Con 18; CMB +19; CMD 37 (41 vs. sunder, 43 vs. disarm); Skills Acrobatics +20, Climb +18, Stealth +26, Swim +17; Gear +1 weightless mithral full-plate (replaces +1 weightless mithral breastplate).

Fortune-Blessed: CR 13; XP 25,600; NG Medium humanoid (chaotic, human, mahrog); Senses Perception +21; AC 25, touch 18, flat-footed 25 (+2 luck); Fort +19, Ref +19, Will +15; Defensive Abilities favored, turn of fate; Melee +2 cold iron morningstar +21/+16/+11 (19-20); Ranged mwk composite longbow +16/+11/+6 (19-20); CMB +19 (+21 disarm); CMD 35 (39 vs. sunder, 41 vs. disarm); Skills Acrobatics +21, Climb +19, Diplomacy +22, Disguise +15, Intimidate +24, Knowledge (local) +21, Knowledge (nature) +10, Knowledge (planes, religion) +13, Perception +21, Sense Motive +21, Stealth +27, Survival +12, Swim +18, Use Magic Device +21.

Xoti, The Fallen — CR 5

XP 1,600

Male mahrog mighty godling 6
N Medium humanoid (human, mahrog)
Init +5; **Senses** darkvision 60 ft., blindsense 30 ft.; Perception +9

Defense

AC 19, touch 11, flat-footed 19 (+4 armor, +1 Dex, +2 natural, +2 shield)
hp 56 (6d12+12)
Fort +9, **Ref** +9, **Will** +6
Defensive Abilities battle lord I, uncanny dodge

Offense

Speed 20 ft.
Melee mwk terbutje +11/+6 (1d8+4/19-20)
Ranged atlatl +5 (1d6+4)
Domain Spell-Like Abilities (CL 6th; concentration +8)
5/day—strength surge +3

Tactics

Before Combat Xoti invigorates himself with a strength surge and boasts loudly of his prowess and his enemies' inevitable defeat.
During Combat Xoti fights exuberantly and without subtlety, charging in and making full attacks with his terbutje.
Morale If reduced to 10 hit points or fewer, Xoti yields, admitting he is bested and thanking his opponent for a worthy contest.

Statistics

Str 18, **Dex** 12, **Con** 14, **Int** 8, **Wis** 10, **Cha** 13
Base Atk +6; **CMB** +10; **CMD** 21 (25 vs. disarm and sunder)
Feats Additional Traits*, Alertness, Emergent Divinity, Improved Initiative[B], Improved Unarmed Strike[B], Improvised Weapon Mastery[B]
Skills Acrobatics* +5 (+1 jumping), Climb* +5, Diplomacy +4, Intimidate +8, Knowledge (nature) -1, Knowledge (religion) +0, Perception +9, Sense Motive +8, Stealth* +5, Survival +5, Swim* +5, Use Magic Device +6; *+1 without shield
Languages Common, Mahrog
SQ force of brawn, lineage domain (strength), paramortal II, preternatural senses II
Combat Gear *potion of bull's strength, potion of cure serious wounds*; **Gear** mwk hide armor, mwk heavy wooden shield, mwk terbutje, atlatl with 3 atlatl darts

Special Abilities

Battle Lord I Xoti has a +4 bonus to his CMD against disarm and sunder combat maneuvers.

Force of Brawn (Su) Due to his deific heritage, Xoti can accomplish many things through brute strength that others find easier by other means. He uses his Strength modifier instead of Constitution, Dexterity, or Wisdom for saving throws, as well as on Acrobatics, Intimidate, and Stealth skills checks.
Lineage Domain A result of his divine bloodline, Xoti has the granted powers of the Strength domain as a 6th-level cleric. Domain powers are Constitution-based.
Paramortal II Xoti does not need to eat or drink, though he can. He suffers no penalties for lack of food or water, and does not suffer starvation or thirst. He suffers no penalties from the fatigued condition, but becomes exhausted should the fatigued condition be inflicted upon him a second time. This ability also granted him darkvision with the range of 60 ft. He only ages 1 year for every 10 that pass.
Preternatural Senses II Xoti possesses an inherent awareness granting him perceptive capabilities beyond those of others of his kind. This awareness grants him blindsense to a range of 30 ft., and his darkvision gives him full-color vision. Whenever he makes an attack against a foe within 30 ft., he reduces the miss chance by 20%, and can reroll his miss chance roll once when he misses a foe with concealment.
Traits Xoti burns with the desire to return to his village and show them there are better ways to live. He possesses

the Charming, Dangerously Curious, Dream-Scarred, and Past Failures traits.

Variants

Listed below are the changes to Xoti if you'd like to use him with one of the three following templates, two of which can be found below and in 101 Not So Simple Templates from Rite Publishing.

Resilient: CR 7; XP 3,200; hp 86 (6d12+42); Fort +14, Ref +14, Will +11; DR 5/—; Resist acid 5, cold 5, electricity 5, fire 5, sonic 5; Con 24.

War: CR 7; XP 3,200; Init +7; AC 21, touch 11, flat-footed 21 (+8 armor, +1 Dex, +2 shield); hp 68 (6d12+24); Fort +11, Ref +11; Melee mwk terbutje +13/+8 (1d8+6 plus 2d6 acid/19-20); Ranged atlatl +7 (1d6+6 plus 2d6 acid); Domain Spell-Like Abilities (CL 6th; concentration +10): 7/day—strength surge +3; Str 22, Dex 16, Con 18; CMB +12; CMD 25 (29 vs. disarm and sunder); Skills Acrobatics +2 (-2 jumping), Climb +2, Stealth +2, Swim +2; Gear mwk full-plate (replaces mwk hide armor).

Fortune-Blessed: CR 6; XP 2,400; NG Medium humanoid (chaotic, human, mahrog); Senses Perception +11; AC 21, touch 13, flat-footed 21 (+2 luck); Fort +11, Ref +11, Will +8; Defensive Abilities favored, turn of fate; Melee mwk terbutje +12/+7 (17-20); Ranged atlatl +6 (19-20); CMB +12; CMD 23 (27 vs. disarm and sunder); Skills Acrobatics +7 (+3 jumping), Climb +7, Diplomacy +6, Intimidate +10, Knowledge (nature) +2, Knowledge (religion) +2, Perception +11, Sense Motive +10, Stealth +7, Survival +7, Swim +7, Use Magic Device +8.

Yog'vhus'chuul, Harbinger of the Deeping Void

Yog'vhus'chuul is the minion of eldritch otherworldly gods from the alien void of the Dark Tapestry, come to Dream to prepare the way for the Dwellers in Darkness; he presently bides his time in the guise of a lowly fishmonger in the Tarnished Souk. "Worm-breath" - a short, slovenly gillman with bulging eyes who smells worse than the fish he sells – is merely a casual business persona for this worm that walks, whose true form is a small humanoid mass of wriggling worms. Yog'vhus'chuul is a druid of the Slumbering Sea, attuned to the icy abyss deep beneath the waves but also the blighted void, which enables him to summon and craft twisted creatures which he gathers around himself in an aberrant undersea menagerie. Yog'vhus'chuul is supremely loyal to his veiled masters, but genuinely delights in the natural wonders of this new world, celebrating the blending together of the two as the natural evolution of dimensions. Confident that the arrival of his masters is only a matter of time, Yog'vhus'chuul is patient and icy calm in the face of confrontation, though when dallying in the Tarnished Souk as the lovable slob Worm-breath he adopts an affable, dopey attitude. Whereas once long ago he began life as a sync, a rare breed of shapeshifter, Yog'vhus'chuul has a distinctive habit of unconsciously mimicking the posture and gestures of those with whom he speaks with uncanny accuracy. Yog'vhus'chuul knows where the barriers between the realms are thin, enabling him to pull maddening power and twisted creations through the gulf as he pleases. Though he pretends to be looking for a secret key to unlock "the Gate", Yog'vhus'chuul's real secret is that he succeeded in opening a portal to his masters' realm years ago, and now merely tends the widening rift deep beneath the Slumbering Sea.

Dreamburning and Yog'vhus'chuul

Hope: Yog'vhus'chuul dreams of all flesh made one, all minds opened to the void, and all souls pooled together in an infinite squirming mass of family.

Aspiration: Yog'vhus'chuul remembers the face of his masters from time to time; these violent nightmares leave him wracked with pain and unable to speak, though he cherishes them as holy signs.

Goal: Yog'vhus'chuul daydreams of new aberrant creatures he might craft, picturing how tentacles and extra everything would improve creatures so much.

In the Tarnished Souk

Worm-breath's massive fish-cart trundles through the Tarnished Souk each morning, pulled by a gassy froghemoth, bearing a driftwood sign which reads FISH!PETS!FUN!

Worm-breath, with his grindylow employees (also for sale), vends flopping-fresh seafood and odd live creatures he touts as either delicious, useful, or loving companions depending on his audience. His bait worms always catch a fish!

Lore

Characters may learn the following information via Diplomacy (Gather Information) or Knowledge (Local) skill checks:

DC 15 – Worm-breath is a slovenly gillman fishmonger who sells fish, bait, and pets from a cart. He makes a famously delicious spicy fish stew.

DC 20 – Worm-breath is a thin illusory veil for the sea druid Yog'vhus'chuul, a worm that walks who sells aberrant creatures to Dream's powerful elite, who know of and could care less about his nature. He says "Open your mind to new delights!"

DC 25 – Yog'vhus'chuul is a blighted mystic druid, divinely blessed by unknown evil gods. He is a master of the sea, a potent spellcaster, and is adept at creating or summoning strange, twisted creatures.

DC 35 – Yog'vhus'chuul never strays far from the water or his menagerie of pets and minions. He retreats in fear from large explosions and high winds. His gods are the Dwellers in Darkness, eldritch alien forces from the starry void of the Dark Tapestry.

DC 45 – Yog'vhus'chuul and his minions guard a huge reef deep beneath the Slumbering Sea. Encased there, in a labyrinth of ice and aberrant coral, is a rift between worlds where madness is coming through.

How To Use Yog'vhus'chuul

- Yog'vhus'chuul represents an evil alien force threatening to corrupt all existence, but he doesn't see himself as a bad guy. He views the twisting of flesh and minds as the natural course of evolution: enlightenment through change.
- Yog'vhus'chuul promotes other's use of aberrations, selling them as minions, weapons, or just gladiatorial fodder. His deadliest wares are quite popular with the Khan of Nightmares, and he "augments" slaves for the Men of Leng.
- Have fun with Yog'vhus'chuul's menagerie: he uses stirges as carrier pigeons, grindylows as fishermen servants, a cryohydra as a mount, and he can summon any bizarre beast imaginable.
- The Reef of the Rift is an epic dungeon in the crushing depths of the Slumbering Sea – a maze of black ice and razor-sharp mutant coral, infested with swarms of tentacled freaks, all around a dimensional tear a mile long guarded by avatars of dark eldritch gods. PCs beware.
- The Dwellers in Darkness chose Dream as their entry point between dimensions because it leads to all minds in all realms. Nightmares lead the PCs the source of trouble and the doom to come.
- Worm-breath makes a famous spicy fish stew. There is absolutely nothing wrong with it, and it tastes divine. See if any PC will dare consume it.

Yog'vhus'chuul, CR 21
Harbinger of the Deeping Void

XP 409,600

Male aquatic divine worm that walks young sync druid (blight, mystic) 15

NE Small vermin (augmented monstrous humanoid, shapechanger)

Init +11; **Senses** blindsight 30 ft., darkvision 60 ft., low-light vision; Perception +33

Defense

AC 40, touch 40, flat-footed 28 (+5 deflection, +11 Dex, +1 dodge, +12 insight, +1 size)

hp 287 (23d8+184); fast healing 21

Fort +24, **Ref** +27, **Will** +44

Defensive Abilities blightblooded, worm that walks traits; **DR** 15/—; **Immune** critical hits, disease, nauseated, paralysis, poison, sickened, sleep; **SR** 32

Offense

Speed 30 ft., swim 40 ft.

Melee slam +33 (1d3+24 plus 1d6 cold plus grab) or *+5 keen shattering adamantine dagger* +38/+33/+28/+23 (1d3+21 plus 1d6 cold/17-20)

Ranged +5 distance icy burst light crossbow +48 (1d6+5 plus 1d6 cold/19-20 plus 1d10 cold)

Special Attacks aligned strike, channel negative energy (12/day, 10d6, DC 26), discorporate, grab (Medium), it came from beyond (1/day), miasma (DC 29), part the veil (7/day), plaguebearer (DC 29), squirming embrace

Druid Spells Prepared (CL 21st; concentration +33)

8th—*control plants (DC 30), greater planar binding*[D], *seamantle*[APG], *whirlwind (DC 30)*

7th—*control weather, heal (DC 29), insanity*[D], *summon nature's ally VII, transmute metal to wood (DC 29), vortex*[M,APG]

6th—*epidemicUM (DC 28), fluid form*[M,APG], *greater dispel magic (2), planar bindingD, repel wood (DC 28), sirocco*[APG] *(DC 28)*

5th—*baleful polymorph (DC 27), call lightning storm (DC 27), charm monster (2, DC 28), death ward (DC 27), geyser*[M,APG] *(DC 27), greater contagion*[UM] *(DC 27), summon monster V*[D]

4th—*control water (DC 26), flame strike (2, DC 26), freedom of movement (DC 26), ice storm, lesser planar binding*[D], *spike stones (DC 26), touch of slime*[UM] *(DC 26), wall of ice*[M] *(DC 26)*

3rd—*contagion (DC 25), dominate animal (DC 26), flyD, hydraulic torrent*[APG], *poison (DC 25), quench (DC 25), sleet storm, summon nature's ally III, water breathing*[M] *(DC 25)*

2nd—*chill metal (DC 24), fog cloud, frigid touch*[UM] *(2), resist energy (2, DC 24), slipstream*[M,APG] *(DC 24), summon monster II*[D], *unshakable chill*[UM] *(DC 24)*

1st—*endure elements (DC 23), entangle (2, DC 23),*

feather fall[D], *frostbite*[UM], *obscuring mist, ray of sickening*[UM] *(DC 23), summon nature's ally I, touch of the sea*[M,APG] *(DC 23)*

0 (at will)—*detect magic, guidance (DC 22), mending (DC 22), read magic*

[D] domain spell; Domain void (dark tapestry)

[M] mystery spell; Mystery waves

Tactics

Before Combat Yog'vhus'chuul casts endure elements every day. He is always in the company of an assortment of his "pet" aberrant creations, plus one or two other summoned monstrosities. Before combat, he casts seamantle and conjures his ice armor. If particularly dire combat appears imminent he uses his resplendent robe of the four plus one to summon 2d4+1 advanced elder elementals and an advanced shoggoth.

During Combat Yog'vhus'chuul uses his rod of the veiled master to cast widened black tentacles, and directs his minions and summoned creatures to defend him. Versus large groups of foes he rains down damaging storm-like spells, casting insanity on enemy spellcasters. Versus melee combatants, Yog'vhus'chuul engages one foe like a duelist, always power-attacking, using combat expertise until several rounds of synchronize have built up; as Yog'vhus'chuul becomes more synchronized with his opponent, the worms of his face twist to mimic his foe's features more and more accurately. He delights in finishing a synchronized opponent with a grab, covering them with worms via squirming embrace, then consuming their flesh down to the skeleton

Morale Yog'vhus'chuul exists only to enact the will of his veiled masters. If defending the great works of his masters, he fights to the death. Otherwise, if attacked he flees flees immediately without hesitation or pride, though he may hunt his foes down later to remove their threat.

Statistics

Str 22, **Dex** 32, **Con** 26, **Int** 24, **Wis** 34, **Cha** 20
Base Atk +19; **CMB** +24; **CMD** 63 (65 vs. trip)
Feats Advance Creature, Augment Creature, Combat Expertise, Craft Wondrous Item, Create Wondrous Creature, Dazzling Display[B], Diehard[B], Dodge, Eclectic Knowledge (charm monster), Improved Caster Level, Mobility, Power Attack, Spring Attack, Whirlwind Attack
Skills Acrobatics +24 (+29 jumping), Appraise +26, Bluff +15, Climb +14, Craft (cooking) +20, Diplomacy +28, Disguise +22, Fly +19, Intimidate +19, Knowledge (arcana) +33, Knowledge (dungeoneering, planes, religion) +30, Knowledge (engineering, history, local, nobility) +8, Knowledge (geography) +11, Knowledge (nature) +35, Perception +33, Sense Motive +32, Spellcraft +30, Stealth +37, Survival +14, Swim +23, Use Magic Device +28; Racial Modifiers +8 Acrobatics, +4 Disguise as a human worm that walks, +8 Perception, +8 Sense Motive, +8 Stealth
Languages Aklo, Aquan, Celestial, Common, Druidic, Infernal, Undercommon

SQ amphibious, enhanced NPC, nature bond, nature sense, oracle's curse, revelations, synchronize, tenacious, timeless body, woodland stride

Gear *+5 distance icy burst light crossbow with 20 bolts, +5 keen shattering adamantine dagger, alchemist's lab, amulet of Yog'vhus'chuul, bracers of the monkey, elemental earth belt*[UE] *of physical perfection +6, headband of mental superiority +6 (dungeoneering, planes, religion), lokanaut (level 20), magnetist's gloves*[UE]*, mask of Yog'vhus'chuul, muleback cords of resistance +5*[ue]*, pearl of the sirines, resplendent robe of the four plus one, ring of chameleon power, rod of the veiled master, slippers of Yog'vhus'chuul, spectacles of elvenkind*[UE] *and understanding*[UE]*, vest of Yog'vhus'chuul, advanced froghemoth, advanced 10-headed cryohydra, advanced grindylow (6), advanced stir*ge (6)

Special Abilities

Aligned Strike (Ex): Against creatures of Good alignment, Yog'vhus'chuul deals an additional 6d6 points of damage with his melee and ranged attacks.

Enhanced NPC: Yog'vhus'chuul has 25 point buy ability scores, two traits, and 21st-level PC wealth, all of which increases his CR by 1.

Mystery: As a mystic, Yog'vhus'chuul has the waves mystery, gaining the listed revelations below.

Nature Bond: Unlike nearly all druids, even blight druids, Yog'vhus'chuul draws his powers from the primeval forces of the Dwellers in Darkness, entities so ancient as to have been mostly forgotten by current civilizations, and most of their immediate predecessors. This grants him the Void domain (see below), and Dark Tapestry subdomain (see below). Unlike normal, Yog'vhus'chuul's Dark Tapestry subdomain ability functions only for his druid spells.

Oracle's Curse (Ex): In times of stress or unease, Yog'vhus'chuul's "tongue" betrays him, allowing him to speak in only Celestial or Infernal. He understands all languages (as tongues), even during combat. This does not interfere with spellcasting, but does apply to language-dependent spells. Outside of combat, Yog'vhus'chuul can speak and understand any language.

Revelations: Yog'vhus'chuul has received the following revelations.

Blizzard (Su): As a standard action once per day, Yog'vhus'chuul can create a blizzard in 15 10 ft. cubes arranged in any pattern he likes, as long as they are adjacent to another, and himself. Any creature caught in the blizzard takes 15d4 cold damage (Ref DC 22 half). The blizzard persists for 5 rounds, and the ground remains icy afterwards, until local conditions melt the icy. The blizzard obscures sight beyond 5 ft., providing total concealment. A creature within 5 ft. has only concealment.

Fluid Travel (Su): Yog'vhus'chuul can walk on liquid as if it were a solid surface for up to 15 hours each day, though he still suffers damage from walking on harmful substances (such as fire damage from lava). Use of this ability must be done in 1 hour increments. While using this ability, he can instead go underwater, gaining a swim speed of 60 ft.

Ice Armor (Su): As a standard action, Yog'vhus'chuul can conjure ice armor, granting himself a +8 armor bonus to AC and DR 5/piercing. He can do this for up to 15 hours each day, in 1 hour increments. Both the armor bonus and damage reduction increase by 2 in cold conditions, and decrease by 2 in very hot conditions.

Water Sight (Su): Yog'vhus'chuul can see through fog and mist without penalty as long as he could see through it if it were not there. For up to 15 rounds per day, he can use any calm pool of water at least 1 ft. in diameter as a scrying device, as if using the greater scrying spell.

Wintry Touch (Su): As a standard action eight times per day, Yog'vhus'chuul can perform a melee touch attack that deals 1d6+7 points of cold damage. In addition, any weapon he wields is treated as a frost weapon.

Traits: Yog'vhus'chuul has the following traits.

Conduit (Dream): While on the plan of Dreams, or another dream related plane of existence, Yog'vhus'chuul is a conduit through which greater forces can channel a modicum of their power. Four times per day, Yog'vhus'chuul can draw a piece of his dark lords into Dream, functioning as a summon monster VII spell, but summoning only evil creatures.

Magical Knack (Magic): An oddity even amongst other syncs, Yog'vhus'chuul was raised to revere the darkest side of nature. He has a +2 trait bonus to his druid caster level.

Variant Yog'vhus'chuul's

For an even more corrupt and less terrestrial version of Yog'vhus'chuul, the beyondling Yog'vhus'chuul appearing below could come in handy. For a more verminous Yog'vhus'chuul, a version of him with the hive creature template is presented below. Both of these templates are listed below, and can be found with many other templates in *101 Not So Simple Templates* from Rite Publishing.

Beyondling: CR 23; XP 819,200; hp 333 (23d8+230); fast healing 23; Fort +26; Defensive Abilities repugnant mind (DC 28); Immune mind-affecting effects, sneak attacks; SR 34; Con 30, Cha 24; Skills Bluff +17, Diplomacy +30, Disguise +24, Intimidate +21, Use Magic Device +30; SQ abhorrent existence (1d6 acid, DC 31).

Hive: CR 23; XP 819,200; hp 356 (23d8+253); fast healing 23; Fort +27; Special Attacks swarm nest (5/day, aquatic botfly swarm); Con 32.

Yog'vhus'chuul, the Squirming Threshold CR 15

XP 51,200

Male aquatic divine worm that walks young sync druid (blight, mystic) 9

NE Small vermin (augmented monstrous humanoid, shapechanger)

Init +8; **Senses** blindsight 30 ft., darkvision 60 ft., low-light vision; Perception +28

Defense

AC 33, touch 33, flat-footed 24 (+3 deflection, +8 Dex, +1 dodge, +10 insight, +1 size)

hp 195 (17d8+119); fast healing 15

Fort +19, **Ref** +21, **Will** +36

Defensive Abilities blightblooded, worm that walks traits; **DR** 15/—; **Immune** critical hits, disease, nauseated, paralysis, poison, sickened, sleep; **SR** 26

Offense

Speed 20 ft., swim 30 ft.

Melee slam +13 (1d3+15 plus grab) or +1 frost keen adamantine dagger +14/+9/+4 (1d3+11 plus 1d6 cold/17-20)

Ranged +1 distance icy burst light crossbow +24 (1d6+1 plus 1d6 cold/19-20 plus 1d10 cold)

Special Attacks aligned strike, channel negative energy (10/day, 9d6, DC 20), discorporate, grab (Medium), it came from beyond (1/day), miasma (DC 24), part the veil (4/day), squirming embrace

Druid Spells Prepared (CL 15th; concentration +25)

5th—*baleful polymorph (DC 25), call lightning storm (DC 25), charm monster (DC 25), summon monster V*[D]

4th—*control water (DC 24), flame strike (DC 24), freedom of movement (DC 24), ice storm, lesser planar binding*[D]*, wall of ice*[M] *(DC 24)*

3rd—*contagion (DC 23), dominate animal (DC 23), fly*[D]*, poison (DC 23), quench (DC 23), summoner nature's ally III, water breathing*[M] *(DC 23)*

2nd—*chill metal (DC 22), fog cloud, frigid touch*[UM] *(2), resist energy (2, DC 22), slipstream*[M,APG] *(DC 22), summon monster II*[D]*, unshakable chill*[UM] *(DC 22)*

1st—*endure elements (DC 21), entangle (2, DC 21), feather fall*[D]*, frostbite*[UM]*, obscuring mist, ray of sickening*[UM] *(DC 21), summon nature's ally I, touch of the sea*[M,APG] *(DC 21)*

0 (at will)—*detect magic, guidance (DC 20), mending (DC 20), read magic*

D domain spell; Domain void (dark tapestry)

M mystery spell; Mystery waves

Tactics

Before Combat Yog'vhus'chuul casts endure elements every day. He is always in the company of an assortment of his "pet" aberrant creations, plus one or two other summoned monstrosities. He conjures ice armor and casts fly before combat.

During Combat Yog'vhus'chuul directs his minions and summoned creatures to defend him. Versus large groups of foes he rains down damaging storm-like spells. Versus melee combatants, Yog'vhus'chuul engages one foe like a duelist, always power-attacking, using combat expertise until several rounds of synchronize have built up; as Yog'vhus'chuul becomes more synchronized with his opponent, the worms of his face twist to mimic his foe's features more and more accurately. He delights in finishing a synchronized opponent with a grab, covering them with worms via squirming embrace, then consuming their flesh down to the skeleton.

Morale Yog'vhus'chuul exists only to enact the will of his veiled masters. If defending the great works of his masters, he fights to the death. Otherwise, if attacked he flees flees immediately without hesitation or pride, though he may hunt his foes down later to remove their threat.

Statistics

Str 15, **Dex** 26, **Con** 24, **Int** 18, **Wis** 30, **Cha** 14

Base Atk +14; CMB +15; CMD 47

Feats Advance Creature, Combat Expertise, Create Wondrous Creature, Dazzling Display[B], Diehard[B], Dodge, Eclectic Knowledge (charm monster), Improved Caster Level, Mobility, Power Attack, Spring Attack

Skills Acrobatics +21 (+17 jumping), Appraise +18, Bluff +12, Climb +10, Craft (cooking) +10, Diplomacy

+19, Disguise +9, Fly +16, Intimidate +11, Knowledge (arcana) +24, Knowledge (nature) +26, Perception +28, Sense Motive +27, Spellcraft +19, Stealth +30, Survival +12, Swim +19, Use Magic Device +19; Racial Modifiers +8 Acrobatics, +4 Disguise as a human worm that walks, +8 Perception, +8 Sense Motive, +8 Stealth

Languages Aklo, Aquan, Celestial, Common, Druidic, Infernal, Undercommon

SQ amphibious, enhanced NPC, nature bond, nature sense, oracle's curse, revelations, synchronize, tenacious

Combat Gear +1 frost keen adamantine dagger, +1 distance icy burst light crossbow with 20 bolts, alchemist's lab, cloak of resistance +5, elemental earth belt[UE], feather step slippers[UE], golembane scarab, headband of inspired wisdom +2, lokanaut (level 14), mask of a thousand tomes[UE], pearl of the sirines, ring of chameleon power, shirt of immolation[UE], spectacles of understanding[UE], verdant vine[UE], advanced 6-headed hydra, advanced grindylow (6), advanced stirge (2)

Special Abilities

Aligned Strike (Ex): Against creatures of Good alignment, Yog'vhus'chuul deals an additional 5d6 points of damage with his melee and ranged attacks.

Enhanced NPC: Yog'vhus'chuul has 25 point buy ability scores, two traits, and 15th-level PC wealth, all of which increases his CR by 1.

Mystery: As a mystic, Yog'vhus'chuul has the waves mystery, gaining the listed revelations below.

Nature Bond: Unlike nearly all druids, even blight druids, Yog'vhus'chuul draws his powers from the primeval forces of the Dwellers in Darkness, entities so ancient as to have been mostly forgotten by current civilizations, and most of their immediate predecessors. This grants him the Void domain (see below), and Dark Tapestry subdomain (see below). Unlike normal, Yog'vhus'chuul's Dark Tapestry subdomain ability functions only for his druid spells.

Oracle's Curse (Ex): In times of stress or unease, Yog'vhus'chuul's "tongue" betrays him, allowing him to speak in, and understand only Celestial or Infernal. This does not interfere with spellcasting, but does apply to language-dependent spells. Both Celestial and Infernal are bonus languages known to Yog'vhus'chuul.

Revelations: Yog'vhus'chuul has received the following revelations.

Fluid Travel (Su): Yog'vhus'chuul can walk on liquid as if it were a solid surface for up to 9 hours each day, though he still suffers damage from walking on harmful substances (such as fire damage from lava). Use of this ability must be done in 1 hour increments. While using this ability, he can instead go underwater, gaining a swim speed of 60 ft.

Ice Armor (Su): As a standard action, Yog'vhus'chuul can conjure ice armor, granting himself a +6 armor bonus to AC. He can do this for up to 9 hours each day, in 1 hour increments. The armor bonus increases by 2 in cold conditions, and decreases by 2 in very hot conditions.

Water Sight (Su): Yog'vhus'chuul can see through fog and mist without penalty as long as he could see through it if it were not there. For up to 9 rounds per day, he can use any calm pool of water at least 1 ft. in diameter as a scrying device, as if using the scry spell.

Traits: Yog'vhus'chuul has the following traits.

Conduit (Dream): While on the plan of Dreams, or another dream related plane of existence, Yog'vhus'chuul is a conduit by which greater forces can channel a modicum of their power through. Thrice per day, Yog'vhus'chuul can draw a piece of his dark lords into dream, functioning as a summon monster IV spell, but summoning only evil creatures.

Magical Knack (Magic): An oddity even amongst other syncs, Yog'vhus'chuul was raised to revere the darkest side of nature. He has a +2 trait bonus to his druid caster level.

Variant Yog'vhus'chuul's

For an even more corrupt and less terrestrial version of Yog'vhus'chuul, the beyondling Yog'vhus'chuul appearing below could come in handy. For a more verminous Yog'vhus'chuul, a version of him with the hive creature template is presented below.

Beyondling: CR 17; XP 102,400; hp 229 (17d8+153); fast healing 17; Fort +21; Defensive Abilities repugnant mind (DC 22); Immune mind-affecting effects, sneak attacks; SR 28; Con 28, Cha 18; Skills Bluff +14, Diplomacy +21, Disguise +11, Intimidate +11, Use Magic Device +21; SQ abhorrent existence (1d6 acid, DC 27).

Hive: CR 17; XP 102,400; hp 246 (17d8+170); fast healing 17; Fort +22; Special Attacks swarm nest (4/day, aquatic botfly swarm); Con 30.

Yog'vhus'chuul, the Worm Through the Gate — CR 10

XP 4,800

Male aquatic worm that walks young sync druid (blight, mystic) 4

NE Small vermin (augmented monstrous humanoid, shapechanger)

Init +8; **Senses** blindsight 30 ft., darkvision 60 ft., low-light vision; Perception +21

Defense

AC 27, touch 27, flat-footed 18 (+2 deflection, +8 Dex, +1 dodge, +5 insight, +1 size)

hp 114 (12d8+60); fast healing 10

Fort +13, **Ref** +17, **Will** +17

Defensive Abilities worm that walks traits; **DR** 15/—; **Immune** critical hits, disease, paralysis, poison, sleep; **SR** 21

Offense

Speed 20 ft., swim 30 ft.

Melee slam +12 (1d3+13 plus grab) or +1 dagger +12/+7/+2 (1d3+9/19-20)

Ranged sling +20 (1d3+2)

Special Attacks discorporate, grab (Medium), it came from beyond (1/day), squirming embrace

Druid Spells Prepared (CL 10th; concentration +15)

2nd—*chill metal (DC 17), resist energy (DC 17), slipstream*[M,APG] *(DC 17), summon monster II*[D]*, unshakable chill*[UM] *(DC 17)*

1st—*endure elements (DC 16), entangle (DC 16), feather fall*[D]*, frostbite*[UM]*, obscuring mist, summon nature's ally I, touch of the sea*[M,APG] *(DC 16)*

0 (at will)—*detect magic, guidance (DC 15), mending (DC 15), read magic*

D domain spell; Domain void (dark tapestry)

M mystery spell; Mystery waves

Tactics

Before Combat Yog'vhus'chuul casts endure elements every day. He is always in the company of an assortment of his "pet" aberrant creations, plus one or two other summoned monstrosities. He conjures ice armor before combat.

During Combat Yog'vhus'chuul directs his minions and summoned creatures to defend him. Versus melee combatants, Yog'vhus'chuul engages one foe like a duelist, always power-attacking, using combat expertise until several rounds of synchronize have built up; as Yog'vhus'chuul becomes more synchronized with his opponent, the worms of his face twist to mimic his foe's features more and more accurately. He delights in finishing a synchronized opponent with a grab, covering them with worms via squirming embrace, then consuming their flesh down to the skeleton.

Morale Yog'vhus'chuul exists only to enact the will of his veiled masters. If defending the great works of his masters, he fights to the death. Otherwise, if attacked he flees flees immediately without hesitation or pride, though he may hunt his foes down later to remove their threat.

Statistics

Str 14**, Dex** 26**, Con** 20**, Int** 18**, Wis** 20**, Cha** 14

Base Atk +11; **CMB** +12**; CMD** 38

Feats Combat Expertise, Create Wondrous Creature, Diehard[B], Dodge, Improved Caster Level, Mobility, Power Attack

Skills Acrobatics +17 (+13 jumping), Appraise +16, Bluff +7, Climb +6, Craft (cooking) +9, Diplomacy +10, Disguise +9, Intimidate +9, Knowledge (arcana) +19, Knowledge (nature) +21, Perception +21, Sense Motive +22, Spellcraft +19, Stealth +30, Survival +7, Swim +19, Use Magic Device +14; Racial Modifiers +8 Acrobatics, +4 Disguise as a human worm that walks, +8 Perception, +8 Sense Motive, +8 Stealth

Languages Aklo, Aquan, Common, Druidic, Undercommon

SQ amphibious, enhanced NPC, nature bond, nature sense, oracle's curse, revelations, synchronize, tenacious

Combat Gear *+1 dagger*, sling with 20 sling bullets, alchemist's lab, *bodywrap of mighty strikes +1*[UE], *cloak of resistance +2, feather step slippers*[UE], *golembane scarab, lokanaut (level 8), mask of a thousand tomes*[UE], *ring of chameleon power, spectacles of understanding*[UE], *verdant vine*[UE], grindylow (6), stirge (6)

Special Abilities

Enhanced NPC: Yog'vhus'chuul has 25 point buy ability scores, two traits, and 10th-level PC wealth, all of which increases his CR by 1.

Mystery: As a mystic, Yog'vhus'chuul has the waves mystery, gaining the listed revelations below.

Nature Bond: Unlike nearly all druids, even blight druids, Yog'vhus'chuul draws his powers from the primeval forces of the Dwellers in Darkness, entities so ancient as to have been mostly forgotten by current civilizations, and most of their immediate predecessors. This grants him the Void domain (see below), and Dark Tapestry subdomain (see below). Unlike normal, Yog'vhus'chuul's Dark Tapestry subdomain ability functions only for his druid spells.

Oracle's Curse (Ex): In times of stress or unease, Yog'vhus'chuul's "tongue" betrays him, allowing him to speak in, and understand only Celestial. This does not interfere with spellcasting, but does apply to language-dependent spells. Celestial is a bonus languages known to Yog'vhus'chuul.

Revelations: Yog'vhus'chuul knows the following revelations.

Fluid Travel (Su): Yog'vhus'chuul can walk on liquid as if it were a solid surface for up to 4 hours each day, though he still suffers damage from walking on harmful substances (such as fire damage from lava). Use of this ability must be done in 1 hour increments.

Ice Armor (Su): As a standard action, Yog'vhus'chuul can conjure ice armor, granting himself a +4 armor bonus to AC. He can do this for up to 4 hours each day, in 1 hour increments. The armor bonus increases by 2 in cold conditions, and decreases by 2 in very hot conditions.

Traits: Yog'vhus'chuul has the following traits.

Conduit (Dream): While on the plan of Dreams, or another dream related plane of existence, Yog'vhus'chuul is a conduit by which greater forces can channel a modicum of their power through. Twice per day, Yog'vhus'chuul can draw a piece of his dark lords into dream, functioning as a summon monster III spell, but summoning only evil creatures.

Magical Knack (Magic): An oddity even amongst other syncs, Yog'vhus'chuul was raised to revere the darkest side of nature. He has a +2 trait bonus to his druid caster level.

Variant Yog'vhus'chuul's

For an even more corrupt and less terrestrial version of Yog'vhus'chuul, the beyondling Yog'vhus'chuul appearing below could come in handy. For a more verminous Yog'vhus'chuul, a version of him with the hive creature template is presented below.

Beyondling: CR 12; XP 9,600; hp 138 (12d8+84); fast healing 12; Fort +15; Defensive Abilities repugnant mind (DC 20); Immune mind-affecting effects, sneak attacks; SR 23; Con 24, Cha 18; Skills Bluff +9, Diplomacy +12, Disguise +11, Intimidate +11, Use Magic Device +16; SQ abhorrent existence (1d6 acid, DC 23).

Hive: CR 12; XP 9,600; hp 150 (12d8+96); fast healing 12; Fort +16; Special Attacks swarm nest (3/day, aquatic

Z.Z. Grimshanks, the Knave of Sharp Seconds

Z.Z. Grimshanks won his fame (and notoriety) as a devilishly tricky gladiator in the perpetual blood-sports of the Coliseum Morpheuon, but recently the rascally goblin has decided to supplement his income by seizing command of the Court of Fell Fortunes, the Tarnished Souk's guild of thieves, swindlers, and mercantile thugs. Small, wiry, and bristling with sharp things, the green-skinned little killer always looks mischievous but doesn't appear nearly as deadly as his body-count proves he is. Grimshanks is quick and unpredictable, capable of twisting both time and space to strike with his knives from unexpected angles, jaunting and teleporting about the battlefield with maddening ease. He never takes off his distinctive bug-eyed goggles, which he claims are not only supremely fashionable but also vitally necessary to protect his peepers from what he nervously refers to as "the weird stuff" that lurks behind the scenes of normal space-time. Believing that life is fleeting, and fearing the possibility of an eternity of boring old death, Grimshanks chases instant gratification, betraying allies for short-term gain and gleefully engaging in reckless destruction or wanton tomfoolery whenever it amuses him to do so. He is rakishly charismatic, always quick with a joke or irreverent observation, and has an uncanny knack for charming even law-abiding and honorable sorts who should know better than to trust him but nevertheless find him quirky and amusing. As the chief of the Court of Fell Fortunes, Grimshanks knows plenty about the local underworld - larceny, smuggling, thuggery, and all manner of petty crimes. But despite his skills at temporal gymnastics, Grimshanks' timing in taking over the guild couldn't be worse; the Khan of Nightmares, irate over a seemingly innocuous petty theft, is about to launch a brutal crackdown on the misfits and their unsuspecting, wisecracking leader.

Dreamburning and Z.Z. Grimshanks

Grimshanks' constant manipulation of his personal timeline has taken a dire toll on his psyche, leaving him with the Dream-Barren trait. When he sleeps, instead of dreams there is only a harsh, crackling static of fractured after-images and screeching noise. These nights, he tries not to sleep much.

In the Tarnished Souk

The Court of Fell Fortunes' members meet and loiter at the Twisted Spit, a private underground restaurant beneath the Tarnished Souk's Square of False Idols. There, scoundrels and corrupt merchants mingle while Grimshanks makes the rounds, gossiping and planning in the guild's complex cant. The kobold-run establishment is warded and guarded; uninvited intruders can expect a quick and lethal response.

Lore

Characters may learn the following information via Diplomacy (Gather Information) or Knowledge (Local) skill checks:

DC 15 – Z.Z. Grimshanks is a goblin gladiator.

DC 20 – Once a monk, he is now a charming, jaunting time thief with a history as a betrayer. When asked what the 'Z.Z.' stands for, he says "It's cuz I am zee... zee greatest!" and then stabs you in the knee.

DC 25 – He can manipulate time, teleport, and is truly deadly with his sharp little blades.

DC 35 – He has lost his ability to dream. He seems to fear cold and lawful weapons. He's impatient.

DC 45 – The Khan of Nightmares is preparing to send his hounds to seize all known members of the Court of Fell Fortune and raid their holdings. Grimshanks doesn't know yet.

How To Use Z.Z. Grimshanks

- Grimshanks has two careers – opportunistic gladiator and newfound prince of thieves. The PCs may meet him in the arena first, perhaps as a member of another competing team, only later to realize how deep his roots and reach extend.
- Grimshanks leads the Court of Fell Fortunes, the Coliseum's thieves guild. Benefits of membership in the guild include pooled bribes for regular immunity from the Khan's Hounds of Ill-Prophecy, shared intelligence to differentiate easy marks from deadly hard targets, access to the guild's fences and warehouses, and of course not being killed for being a non-affiliated thief.
- A drunken guild member gripes to the PCs that Grimshanks "won" leadership of the Court of Fell Fortunes from its former leader – Po'Kesteros, a half-elf assassin – in a game of cards; the drunkard is found dead in an alley the next day.
- Pickpockets target the PCs as they walk through the Souk, and Grimshanks is lurking nearby to cover the pickpocket's escape with his blades.
- Grimshanks offers assistance training the party in the secrets of an upcoming gladiatorial event; turns out he was paid to misinform them.
- Grimshanks gibbers in terror about invisible eldritch tentacle-monsters only he can see. He says they're sneaking up on our reality via the space in between loose seconds. He's right.
- Mere hours before Grimshanks seized leadership of the Court of Fell Fortunes, a pair of ratkin thieves pilfered a very special statuette in the shape of a tentacle-faced fish from the Mad Wench Maelgatryx. Soon after, the Khan of Nightmares' hounds begin a brutal campaign of shakedowns, interrogations, and public executions of known thieves. Grimshanks, desperate to spare his guild, plants the statuette on the PCs and tips off the Khan's hounds.

3.3. Grimshanks, the Knave of Sharp Seconds — CR 21

XP 409,600

Male betrayer charming jaunting goblin monk (martial artist) 3/time thief 14
CN Small humanoid (goblinoid)
Init +13; **Senses** darkvision 60 ft.; Perception +15

Defense

AC 30, touch 21, flat-footed 30 (+9 armor, +5 Dex, +5 insight, +1 size)
hp 199 (17d8+119); regeneration 7 (lawful, cold), fast healing 7
Fort +24, **Ref** +30, **Will** +24
Defensive Abilities improved evasion, uncanny dodge; Immune charm, compulsion, disease, poison

Offense

Speed 40 ft., climb 20 ft., swim 20 ft.
Melee sliver +24/+19/+14 (1d4+7/17-20) or sliver +22/+17/+12 (1d4+7/17-20), continuum's edge +21/+16/+11 (1d3+6/17-20) or unarmed strike +19/+14/+9 (1d4+4) or flurry of blows +20/+20/+15/+10 (1d4+4)
Ranged mwk hand crossbow +20 (1d3/19-20)
Special Attacks allied sneak attack +9d6, drain ally (6/day, 30 ft., 17d6), enthrall creature (DC 31), entropy (14d8), portal attack (DC 31; astonishing assault, maze, plane shift, teleport attack), redirect ranged attack, steal time (DC 30), unfriendly fire
Spell-Like Abilities (CL 17th; concentration +30)
At will – *maze, mislead* (DC 29), *plane shift* (DC 30)

Tactics

Before Combat Grimshanks is too clever to be caught flat-footed. When he senses that danger is afoot, he uses mislead to create an illusory double (which jokes and curses just like the real Grimshanks) and then uses his jaunting ability to teleport his true self out of immediate danger so that he can watch the fight begin and later sneak back in at an opportune (and deadly) moment.

During Combat Grimshanks teleports into and out of combat erratically, inflicting damage but taking great care not to get surrounded. He uses teleport attack to remove opponents from combat with maze and plane shift, then once the crowd has thinned he singles out an opponent to shred with two-weapon attacks and using his steal time ability. He saves his entropy ability as a finisher, or for someone who really makes him mad.

Morale Grimshanks is proud and crazy, but not suicidal. He flees if reduced to 50 hit points or fewer, teleporting far away.

Statistics

Str 18, **Dex** 26, **Con** 24, **Int** 20, **Wis** 14, **Cha** 36
Base Atk +12; **CMB** +16; **CMD** 39

Feats Combat Expertise, Deflect Arrows[B], Double Slice, Greater Two-Weapon Fighting, Improved Trip, Improved Two-Weapon Fighting, Improved Unarmed Strike[B], Skill Focus (Diplomacy), Stunning Fist[B], Throw Anything[B], Time Reaver, Two-Weapon Fighting, Weapon Finesse
Skills Acrobatics +19, Appraise +22, Bluff +34, Climb +25, Diplomacy +44, Disable Device +30, Disguise +32, Escape Artist +19, Intimidate +22, Knowledge (history, local, planes, religion) +14, Perception +15, Perform (comedy) +33, Ride +17, Sense Motive +11, Sleight of Hand +19, Spellcraft +22, Stealth +28, Swim +23, Use Magic Device +24; Racial Modifiers +8 Bluff, +8 Diplomacy, +4 Ride, +4 Stealth
Languages Common, Draconic, Goblin, Orc
SQ aevum (3/day), allied weakness, fast movement, hidden healing (DC 49), jaunting (greater teleport), maneuver training, mote of time (30/day), outrun ally, snitch's ear, temporal talents, trapfinding +7
Combat Gear *wand of cure critical wounds* (50 charges), *wand of web* (20 charges); *Gear sliver, continuum's edge,* mwk hand crossbow with 20 bolts, *+5 glamered greater shadow mithral shirt, assessor's goggles, belt of fate +5, bracers of resistance +5, hat of disguise, infiltrator's boots, infiltrator's gloves, ring of perfection +6* (Appraise, Diplomacy, Spellcraft), mwk thieves' tools

Special Abilities

Advanced Temporal Talents: Grimshanks has the time after time and time bandit advanced temporal talents.

Aevum: Grimshanks possesses the entropy, personal time, and shatter time aevum abilities.

Enhanced NPC: Grimshanks has 25-point buy ability scores, PC level wealth, and two traits. These increase his

CR by +1.

Temporal Talents: Grimshanks has the old wounds, steal time, trapfinding, trap spotter, and uncanny dodge temporal talents.

Traits: Grimshanks has the Dangerously Curious and Dream-Barren traits.

Fine Mr. Grimshanks, Bastard of the Moment CR 14

XP 38,400

Male charming jaunting goblin monk (martial artist) 2/time thief 9

CN Small humanoid (goblinoid)

Init +5; **Senses** darkvision 60 ft.; Perception +10

Defense

AC 22, touch 16, flat-footed 22 (+6 armor, +4 Dex, +1 insight, +1 size)

hp 75 (11d8+22)

Fort +11, **Ref** +16, **Will** +11

Defensive Abilities improved evasion, uncanny dodge; Immune disease, poison

Offense

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

Melee +1 keen gladius +13/+8 (1d4+2/17-20) or +1 keen gladius +11/+6 (1d4+2/17-20), +1 keen dagger +11/+6 (1d3+2/17-20) or unarmed strike +12/+7 (1d4+1) or flurry of blows +11/+11/+6 (1d4+1)

Ranged mwk hand crossbow +13 (1d3/19-20)

Special Attacks enthrall creature (DC 23), portal attack (DC 23; astonishing assault, plane shift), redirect ranged attack, steal time (DC 22)

Spell-Like Abilities (CL 11th; concentration +19)

At will – *plane shift* (DC 25)

Tactics

Before Combat Grimshanks uses enthrall creature to ensure he has a friend in the fight.

During Combat Grimshanks teleports into and out of combat erratically, inflicting damage but taking great care not to get surrounded. He singles out an opponent to shred with two-weapon attacks and using his steal time ability.

Morale Grimshanks is proud and crazy, but not suicidal. He flees if reduced to 25 hit points or fewer, teleporting far away.

Statistics

Str 12, **Dex** 18, **Con** 14, **Int** 14, **Wis** 8, **Cha** 26

Base Atk +7; **CMB** +7; **CMD** 22

Feats Combat Expertise, Deflect Arrows[B], Improved Trip, Improved Two-Weapon Fighting, Improved Unarmed Strike[B], Stunning Fist[B], Throw Anything[B], Time Reaver, Two-Weapon Fighting, Weapon Finesse

Skills Acrobatics +13, Bluff +15, Climb +20, Disable Device +21, Disguise +25, Escape Artist +13, Intimidate +15, Knowledge (history, local, planes, religion) +9, Perception +10, Perform (comedy) +15, Ride +13, Sense Motive +6, Sleight of Hand +13, Stealth +22, Swim +18, Use Magic Device +17; Racial Modifiers +4 Ride, +4 Stealth

Languages Common, Draconic, Goblin, Orc

SQ aevum (2/day), jaunting (teleport), mote of time (12/day), shatter time, temporal talents, trapfinding +4

Combat Gear *wand of cat's grace* (7 charges), *wand of cure moderate wounds* (25 charges); *Gear +1 keen gladius, +1 keen dagger*, mwk hand crossbow with 20 bolts, *+2 glamered shadow mithral shirt, belt of fate +1, bracers of resistance +2, hat of disguise, infiltrator's boots +2, infiltrator's gloves +2*, mwk thieves' tools

Special Abilities

Aevum: Grimshanks possesses the personal time and shatter time aevum abilities.

Enhanced NPC: Grimshanks has 25-point buy ability scores, PC level wealth, and two traits. These increase his CR by +1.

Temporal Talents: Grimshanks has the steal time, trapfinding, trap spotter, and uncanny dodge temporal talents.

Traits: Grimshanks has the Dangerously Curious and Dream-Barren traits.

Variants

Listed below are the changes to Grimshanks if you'd like to use him with the Accelerated, Stealthy, or Wounding templates from 101 Not So Simple Templates from Rite Publishing.

Accelerated Creature: CR 15; XP 51,200; Init +13; AC 28, touch 22, flat-footed 28 (+8 Dex, +2 dodge); Ref +21; Speed 60 ft.; Melee +1 keen gladius +18/+18/+13 or +1 keen gladius +16/+16/+11, +1 keen dagger +16/+11 or unarmed strike +17/+17 or flurry of blows +15/+15/+10; Spell-Like Ability (CL 11th; concentration +19): Constant – haste (self only); Dex 26; CMD 28; Feats Combat Reflexes[B], Dodge[B], Improved Initiative[B], Mobility[B], Spring Attack[B]; Skills Acrobatics +17 (+29 jumping), Disable Device +25, Escape Artist +17, Ride +17, Sleight of Hand +17, Stealth +26.

Stealthy Creature: CR 16; XP 76,800; Init +9; AC 26, touch 20, flat-footed +26 (+8 Dex), Ref +20; Melee +1 keen gladius +18/+13 or +1 keen gladius +16/+11, +1 keen dagger +16/+11 or unarmed strike +17/+12 or flurry of blows +15/+15/+10; Special Attacks sneak attack +3d6; Dex 26; CMD 26; Skills Acrobatics +17, Disable Device +25, Escape Artist +17, Ride +17, Sleight of Hand +17, Stealth +26.

Wounding Creature: CR 16; XP 76,800; hp 108 (11d8+55); Fort +14; Melee +1 keen gladius +16/+11 (1d4+5) or +1 keen gladius +14/+9 (1d4+5), +1 keen dagger +14/+9 (1d3+3) or unarmed strike +15/+10 (1d4+4) or flurry of blows +14/+14/+9 (1d4+4); Special Attacks Constitution damage, mar, nigh unhealable (DC 31); Str 18, Con 20; Skills Climb +23, Swim +21.

3. Grimshanks, Esquire CR 8

XP 4,800

Male jaunting goblin monk (martial artist) 1/time thief 5

CN Small humanoid (goblinoid)

Init +5; **Senses** darkvision 60 ft.; Perception +6

Defense

AC 21, touch 16, flat-footed 21 (+5 armor, +4 Dex, +1 insight, +1 size)

hp 42 (6d8+12)

Fort +7, **Ref** +12, **Will** +7

Defensive Abilities evasion, uncanny dodge; Immune disease, poison

Offense

Speed 30 ft.

Melee +1 gladius +9 (1d4+2/19-20) or +1 gladius +7 (1d4+2/19-20), mwk dagger +7 (1d3+1/19-20) or unarmed strike +8 (1d4+1) or flurry of blows +7/+7 (1d4+1)

Ranged mwk hand crossbow +8 (1d3/19-20)

Special Attacks portal attack (DC 19; astonishing assault), redirect ranged attack

Tactics

Before Combat Grimshanks jaunts to higher ground, ensuring that he begins the fight from an advantageous position.

During Combat Grimshanks teleports into and out of combat erratically, inflicting damage but taking great care not to get surrounded. He singles out an opponent to shred with two-weapon attacks.

Morale Grimshanks is proud and crazy, but not suicidal. He flees if reduced to 15 hit points or fewer, teleporting far away.

Statistics

Str 12, **Dex** 18, **Con** 14, **Int** 13, **Wis** 8, **Cha** 22

Base Atk +3; **CMB** +3; **CMD** 18

Feats Combat Expertise, Deflect Arrows[B], Improved Unarmed Strike[B], Stunning Fist[B], Two-Weapon Fighting, Weapon Finesse

Skills Acrobatics +10, Bluff +11, Climb +8, Disable Device +15, Disguise +21, Escape Artist +10, Intimidate +11, Knowledge (history, local, planes, religion) +6, Perception +6, Perform (comedy) +11, Ride +12, Sense Motive +4, Sleight of Hand +10, Stealth +16, Swim +7, Use Magic Device +11; Racial Modifiers +4 Ride, +4 Stealth

Languages Common, Draconic, Goblin

SQ aevum (1/day), jaunting (dimensional hop), mote of time (8/day), temporal talents, trapfinding +2

Combat Gear wand of cure light wounds (12 charges); Gear +1 gladius, mwk dagger, mwk hand crossbow with 20 bolts, +1 glamered mithral shirt, belt of fate +1, bracers of resistance +1, hat of disguise, mwk thieves' tools

Special Abilities

Aevum: Grimshanks possesses the personal time aevum ability.

Enhanced NPC: Grimshanks has 25-point buy ability scores, PC level wealth, and two traits. These increase his CR by +1.

Temporal Talents: Grimshanks has the trapfinding and uncanny dodge temporal talents.

Traits: Grimshanks has the Dangerously Curious and Dream-Barren traits.

Variants

Listed below are the changes to Grimshanks if you'd like to use him with the Accelerated, Stealthy, or Wounding templates from 101 Not So Simple Templates from Rite Publishing.

Accelerated Creature: CR 9; XP 6,400; Init +13; AC 27, touch 22, flat-footed 27 (+8 Dex, +2 dodge); Ref +17; Speed 60 ft.; Melee +1 gladius +14/+14 or +1 gladius +12/+12, mwk dagger +12 or unarmed strike +14/+14 or flurry of blows +13/+13/+13; Spell-Like Ability (CL 6th; concentration +12): Constant – haste (self only); Dex 26; CMD 24; Feats Combat ReflexesB, DodgeB, Improved InitiativeB, MobilityB, Spring AttackB; Skills Acrobatics +14 (+26 jumping), Disable Device +19, Escape Artist +14, Ride +16, Sleight of Hand +14, Stealth +20.

Stealthy Creature: CR 10; XP 9,600; Init +9; AC 25, touch 20, flat-footed +25 (+8 Dex), Ref +16; Melee +1 gladius +13 or +1 gladius +11, mwk dagger +11 or unarmed strike +12 or flurry of blows +11/+11; Special Attacks sneak attack +2d6; Dex 26; CMD 22; Skills Acrobatics +14, Disable Device +19, Escape Artist +14, Ride +16, Sleight of Hand +14, Stealth +25.

Wounding Creature: CR 10; XP 9,600; hp 60 (6d8+30); Fort +10; Melee +1 gladius +12 (1d4+5) or +1 gladius +10 (1d4+5), mwk dagger +10 (1d3+2) or unarmed strike +11 (1d4+4) or flurry of blows +10/+10 (1d4+4); Special Attacks Constitution damage, mar, nigh unhealable (DC 25); Str 18, Con 20; Skills Climb +11, Swim +10.

Zara, the Girl Who Died Dreaming

The little dreamer, once harried by monsters and nightmares in a seemingly never-ending parade of horrors, now stalks the shadows of Dream as a scourge and enforcer amongst the villains who once thought her their prey. Slight and fair, she retains her childhood beauty, though blood often stains her golden tresses and her hard, haunted eyes have clearly seen too much. A once-innocent dreamwalker now cursed by dread undeath, her unique but tragic existence is a guilty abomination, which the plane of Dream itself tries to forget, making her presence the epicenter of a maelstrom of ill-luck, misfortune, and maledictions. She long ago grew tired of being the victim, of being made afraid, of being hunted; now she has power, but has lost the real body to which she once hoped to return, giving her little solace left but to feed on the blood and terror of her former tormentors and those like them. Far older than most "adults" who condescend to her because of her appearance, Zara enjoys putting on a facade of innocence, though the locals of the Souk aren't fooled: they know her fearsome reputation and try their best to avoid her. As a dreamwalker, Zara is more attuned to the fabric Dream than most beings, and possesses a sixth sense for changes in the dreamscape, including powerful arrivals, environmental shifts, and impending disasters. Complementing her childlike image, she is never without her stuffed companion Mr. Bear that unnerves onlookers with the vigilant stare of its unblinking black button eyes. Zara no longer asks strangers for help on the original quest, which brought her to Dream – trying to find her long-lost brother –, but unbeknownst to everyone, he is very close indeed.

Dreamburning and Zara

Hope: Dream-scarred from the curse of undeath, which withered her body and soul, Zara has mostly forgotten the flickering memory of the strong, loving arms, which used to carry her through the darkness.

Aspiration: Mr. Bear tells her that the right blood will make her warm again, and Zara dreams of cozy contentment (while awash in blood and gore).

Goal: Zara wishes none of this had happened, and daydreams of the life she could have led otherwise, imagining a house full of family and sunlight.

In the Tarnished Souk

Zara haunts the Tarnished Souk as an unofficial but de facto scourge of problematic persons, punishing unruly visitors and terminating walking nightmares who grow too bold in their predations. While she bides her time waiting for a meal, Zara plays the part of the little entrepreneur with wide doe eyes, selling flowers or matchsticks to tourists for a tuppence. She spends moonlit midnights at the Witches' Fountain, pretending she's lost her teddy bear.

Lore

Characters may learn the following information via Diplomacy (Gather Information) or Knowledge (Local) skill checks:

DC 15 – Zara was once a dreaming human girl, but now her dream-self walks with the curse of undeath.

DC 20 – She is a dread vampire dreamwalker and a potent malefactor. She has been heard telling monsters, "No. Now it's your turn to be afraid."

DC 25 – Her very presence is unlucky and she can sling terrible curses. She fights with blade and fang, using phalanx tactics with her sneaky little bear.

DC 35 – She is harmed by sunlight, and only fears a weapon that is good, silver, and vorpal. She loves her bear, and would do anything to get him back.

DC 45 – Zara was cursed with dread vampirism by the bite of benefactor Gabriel LeChance, a vampiric drider. She has been getting close to Le'Chance again lately, claiming she wishes to learn from her "father" - but many suspect that she just plans to kill him.

How To Use Zara

- Zara is a reminder that not all dreams end well, and that the loss of childhood innocence is painful: she came to Dream as a dreamer, leaving her body behind, only to be tormented and cursed. Now her real body is dead, her dream-self hungers blood, and her only friend is a bear who tells her it is okay to hurt the monsters back.
- Zara isn't above scavenging for blood, if she's hungry (and a little lazy). After a big fight, the PCs realize that a fallen combatant has been dragged off and drained of blood and dreams.
- During the day, Zara sleeps in a crypt deep below the streets of the Souk in the churning dream-sewers (where reality really unwinds). There she's found a powerful, dangerous artifact.
- Zara originally came to Dream in search of her missing half-brother, Kesteros, who was stolen away by faeries (see Po'Kesteros, the Lostling). The long-lost half-siblings reunite in a messy convergence of good and bad luck, and not joyously. Does Zara blame him for what befell her while she searched for him? Can Po'Kesteros accept the monster she has become?

Zara, the Girl Who Died Dreaming — CR 22

XP 409,600

Female dread vampire dreamwalker phalanx young human malefactor 17

LE Small undead (augmented humanoid, dream, human)

Init +14; **Senses** blindsense 60 ft., curse sense 30 ft., darkvision 120 ft., superior low-light vision, Perception +37

Aura aura of misfortune

Defense

AC 54, touch 27, flat-footed 43 (+9 armor, +5 deflection, +6 Dex, +1 dodge, +8 natural, +4 shield, +1 size)

hp 250 (17d8+170); fast healing 5

Fort +27, **Ref** +33, **Will** +23

Defensive Abilities channel resistance +6, dire displacement, discord; **DR** 10/good, silver, and vorpal; **Immune** cold, undead traits; **Resist** acid 10, electricity 10, fire 10, sonic 10

Weaknesses dread vampire weaknesses

Offense

Speed 60 ft., climb 60 ft., fly 45 ft. (perfect), swim 60 ft.

Melee Pokey +28/+23/+18 (1d4+15 plus 1d6 acid plus 1 bleed/15-20), claw +18 (1d3+7 plus 1d6 acid) or slam +23 (1d3+12 plus 1d6 acid plus energy drain)

Ranged Twang +28/+23/+18 (1d4+13 plus 1d6 acid/x3)

Special Attacks assistance, blood drain, children of the night, coordinate tactics, create spawn, dominate (DC 27), energy drain (2 levels, DC 27), harrowing strike, maledictions

Dreamwalker Spell-Like Abilities (CL 17th; concentration +16)

3/day—*darkness, fog cloud*; 1/day—*deeper darkness*

Constant—*feather fall, mage hand*

At will—*detect thoughts* (DC 21), *dispel magic, lesser confusion* (DC 20), *touch of fatigue* (DC 19)

10/day—*dimension door*

5/day—*nightmare* (DC 23)

3/day—*animate objects, darkness, fog cloud*

2/day—*reverse gravity* (DC 25)

1/day—*clenched fist, deeper darkness*

Tactics

Before Combat Zara attempts to intimidate opponents with her fearsome reputation by saying creepy things from the darkness of her shadow robe.

She is quick and evasive, constantly repositioning herself using stealth and her various forms of movement while using her foolschant malediction to frustrate preparing spellcasters. She may summon a clenched fist to protect herself from melee combatants.

During Combat Zara prefers to target one foe and makes their life a living nightmare, crippling them with maledictions, energy-draining slams, and her deliquescent talons of confusion before moving in for the kill (preferably to drain the blood of a living foe and harvest their dreams). She moves about but keeps close enough so that most opponents remain subject to her aura of misfortune and may become targets of her unwilling bodyguard malediction and dire displacement. Versus undead and constructs she rains pain with Twang. She keeps Mr. Bear close, either carrying him or having him cling to her back, acting in perfect unison using their phalanx abilities and separating only briefly to flank opponents.

Morale Zara is a survivor, and no fool. She will flee combat without shame if her foes are well-prepared or seem to gain the upper hand (generally if reduced to 100 hit points or fewer), content to stalk them later.

Statistics

Str 26, **Dex** 30, **Con** —, **Int** 22, **Wis** 26, **Cha** 29

Base Atk +12; **CMB** +19; **CMD** 45

Feats Alertness[B], Blood of the Deep, Dodge[B], Entropic Strength, Extended Strife Surge[B], Fearsome Reputation, Improved Initiative[B], Lightning Reflexes[B], Persuasive, Red Feast, Run[B], The Bitten, The Dying, The Initiated, The Risen, Toughness[B], True Vampirism, Weapon Finesse[B]

Skills Acrobatics +40 (+52 jumping), Bluff +30, Climb +20, Diplomacy +40, Disguise +26, Fly +30, Intimidate +47, Knowledge (arcana, nature, planes, religion) +23, Linguistics +23, Perception +37, Sense Motive +40, Sleight of Hand +20, Spellcraft +23, Stealth +42, Swim +20, Use

Magic Device +23; Racial Modifiers +8 Bluff, +8 Perception, +8 Sense Motive, +8 Stealth

Languages Abyssal, Aklo, Aquan, Auran, Celestial, Common, Draconic, Dwarven, Elven, Giant, Gnome, Goblin, Gnoll, Halfling, Ignan, Infernal, Orc, Sylvan, Terran, Treant, Undercommon

SQ change shape (dire bat or wolf, beast shape II), cursebound, gaseous form, shadowless, supernatural movement, telepathic bond, true hivemind, uncanny climber

Gear *Twang* (*+5 adaptive bane* [constructs and undead] distance merciful seeking composite shortbow), *Pokey* (*+5 agile dueling glamered keen wounding adamantine rapier*), *+5 delving fire resistance ghost touch glamered impervious mithral shirt, +5 arrow deflection animated impervious darkwood shield, amulet of natural armor +5, arbiter's hat, belt of physical might +6* (Str, Dex), *boots of swiftness, cloak of resistance +5, deliquescent talons of confusion, efficient quiver* (60 *+5 arrows*), *eyes of the dragon, headband of mental superiority +6* (Knowledge [nature, planes, religion]), *jabberwock jacket, ring of protection +5, ring of telekinesis, shadow robe*

Special Abilities

Aura of Misfortune (Su): All creatures within 10 ft. of Zara (including Zara herself) suffer a -4 profane penalty to their saving throws. This ability only functions while Zara is conscious, but not when she is unconscious or dead.

Curse Sense (Su): Zara can detect cursed creatures (including those carrying cursed objects) within 30 ft. as if using blind sense. She can automatically determine if a magical item is cursed by sight, without need of a Spellcraft check.

Cursebound (Ex): Zara can choose whether or not she is effected by cursed items, able to use their beneficial properties without hindrance. Other still suffer the effects of an items curse.

Additionally, Zara gains a +4 bonus to saves against all witch hexes and bestow curse (and similar abilities) as long as she has one point of strife remaining.

Cursebreaker (Sp): Zara can draw curses effecting others into herself. At will, she can target a creature with remove curse (as the spell, CL 17th). Whether she removes the curse or not, she must make a save against the curse (using the original save DC) each time she uses this ability, suffering the effects should she fail.

Dire Displacement (Sp): As a swift action, Zara can spend a point of strife to gain displacement (as the spell) for 1 round. Anyone attacking and missing Zara has their attack redirected against a random creature within the attacker's reach, using the same roll as the original attack.

Discord (Ex): Creatures working together to attack Zara hinder each other more often than normal. Using the Aid Another action to attack Zara requires they best an AC of 15. Plus, those flanking Zara suffer a -2 profane penalty to their attack rolls, instead of the normal +2 bonus.

Dread Escalations (Sp): For an amount of strife, Zara can strengthen her maledictions. See each malediction below.

Enhanced NPC: Zara has 25 point-buy ability scores, two traits, and PC level wealth based on her CR, increasing her CR by +1.

Harrowing Strike (Su): As a standard action, Zara can spend a point of strife to make a special melee attack against a creature currently suffering from a curse effect. When making a harrowing strike, Zara gains a +8 bonus to both the attack and damage rolls, deals 1d6 bleed damage, and automatically bypasses any concealment her target possesses (total concealment is treated as normal concealment). She can make two harrowing strikes, each with a -2 penalty. Zara's harrowing strikes are made as touch attacks.

Luck of the Damned (Ex): Zara's experience with avoiding the cruelties of fate enables her to more easily slip between the strands. She adds her Wisdom bonus to her Fortitude and Reflex saves.

Malediction: Zara has the following maledictions, each of which she can use as a standard action and have a range of 60 ft., a DC of 26 for those calling for such, and a duration of 8 rounds.

Apt Curse (Sp): The target of this malediction must make a Will save or suffer a 50% chance of taking no action each round the malediction is in effect. Otherwise, the target may act normally. Dread Escalation: The duration increases to permanent, and the save DC increases by 2. Cost: 1 Strife.

Curse Weapon (Sp): With this malediction, Zara may suppress the enhancement of, or even curse a magic weapon. Attended weapons are entitled to a Will save to resist the effect. You may remove enhancement bonuses or special abilities up to a +2 value, effectively cursing the weapon with -2 worth of penalties. Special abilities without an enhancement value cannot be targeted. An item that is reduced below +0 becomes cursed and any negative enhancement bonuses become penalties. Dread Escalation: For each point of Strife invested in the escalation, an additional -1 of penalties can be applied, up to a total of -5.

Foolschant (Sp): This cacophonous, nonsensical malediction takes the form of an emanation from Zara, permeating the extent of its range. For the duration of the effect, all spellcasters within this emanation must make Concentration checks equal to 5 + the spells level, or lose the spell. This is a sonic, mind-affecting effect. Dread Escalation: The concentration check DC increases to 10 + the spell's level. Cost: 2 Strife.

Fray (Su): This subtle malediction breaks down and destroys fibrous materials like cloth, ropes, webs, and vines. Attended objects and magical effects are entitled a Fort save to resist this malediction. Otherwise, the targeted object (or 5 ft. square of fibrous material) takes 5 points of damage per round, bypassing and DR or hardness, for 3 rounds. Dread Escalation: The malediction's destructive energy can be expended in a single round, in the form of an attempt to burst, shred, or break the obstruction. This works similarly to the area effect function of a shatter spell (centered anywhere within the malediction's range), only targeting fibrous materials. Cost: 1 Strife.

Oafstep (Su): Zara can twist the strings of fate causing a single target within range to trip. She has a +15 bonus on this maneuver. Dread Escalation: The target hits the ground with such tremendous force that he is nauseated for one round. Cost: 1 Strife.

Squirming Grip (Su): Much like oafstep, Zara can twist the strings of fate in a way that can disarm a single target within range. She has a +15 bonus on this maneuver. Dread Escalation: The dropped object bounces and skitters 1d4 x10 ft. in a direction chosen by Zara. If the object then enters Zara's square, she can catch it as a free action, if she has a hand free. Cost: 2 Strife.

To the Hilt (Su): The target of this malediction finds his movements buffeted by unseen forces, and even glancing blows dig deeply. For the duration of the effect, weapons deal damage to the target as if the attacker had the Improved Critical feat. A Fortitude save negates. Dread Escalation: Against the target, attackers are also treated as if they possess the Critical Focus feat. Cost: 1 Strife.

Ungainly Lunge (Su): The target of this malediction must make a Will save or be unable to make 5-foot steps for the duration of the effect. Dread Escalation: Once per round, if the affected creature fails a Reflex save, or makes a missed melee attack, he provokes an attack of opportunity. Cost: 2 Strife.

Unwilling Bodyguard (Sp): A creature targeted with this malediction must make a Will save or become irresistibly attractive to ranged attacks. While this malediction is in effect, any ranged weapon attacks (but not magical ranged touch attacks, such as rays) that target Zara and miss instead target the afflicted enemy, using the same modifiers as the original attack, as long as the enemy is within 10 ft. of Zara. Zara can only have one creature under the effects of unwilling bodyguard at a time. Dread Escalation: If the creature affected by this malediction is within 10 ft. of Zara, Zara is treated as having cover from ranged attacks. Cost: 2 Strife.

Reject Defeat (Ex): As an immediate action, Zara can spend 1 point of strife to reroll a natural 1, which she must accept.

Steal Victory (Su): As an immediate action, Zara can spend 1 Strife point to target an opponent within 10 ft. that rolls an attack roll, stifling their luck. The selected opponent must roll two dice for the attack roll, using the lowest result. Zara can not use this ability after the result of the roll is known.

Strife Pool (Ex): Zara is able to twist luck in a variety of ways based on some of her other abilities using a chaotic energy called Strife. She has 16 points of Strife in her Strife pool. As long as she has at least 1 point of Strife, she is immune to the effects of her own Aura of Misfortune.

Strife Surge (Ex): Whenever a creature within Zara's aura of misfortune rolls a natural "1" on a saving throw or attack roll, she finds it easier to twist luck. For one round after the natural "1" is rolled, any ability Zara uses which requires the expenditure of Strife has its cost reduced by 1.

Traits: Zara has the dream-scarred and harvester of dreams traits.

Zara, the Dreamwalker CR 13

XP 25,600
Female dreamwalker phalanx vampire young human malefactor 11
LE Small undead (augmented humanoid, dream, human)
Init +11; **Senses** darkvision 60 ft., low-light vision, Perception +27
Aura aura of misfortune

Defense
AC 38, touch 20, flat-footed 31 (+6 armor, +2 deflection, +6 Dex, +1 dodge, +8 natural, +4 shield, +1 size)
hp 119 (11d8+55); fast healing 5
Fort +15, **Ref** +20, **Will** +14
Defensive Abilities channel resistance +4, discord; **DR** 10/magic and silver; **Immune** undead traits; **Resist** cold 10, electricity 10
Weaknesses vampire weaknesses

Offense
Speed 30 ft., climb 20 ft.
Melee +2 agile glamered keen adamantine rapier +18/+13 (1d4+9 plus 1d6 acid/15-20) or slam +16 (1d3+7 plus 1d6 acid plus energy drain)
Ranged +2 distance composite longbow +18/+13 (1d6+6/x3)
Special Attacks assistance, blood drain, children of the night, coordinate tactics, create spawn, dominate (DC 20), energy drain (2 levels, DC 20), harrowing strike, maledictions
Dreamwalker Spell-Like Abilities (CL 11th; concentration +16)
At will—*mage hand, touch of fatigue* (DC 15)
10/day—*feather fall, lesser confusion* (DC 16)
5/day—*detect thoughts* (DC 17)
3/day—*dispel magic*
2/day—*dimension door*
1/day—*nightmare* (DC 20)

Tactics
Before Combat Zara attempts to intimidate opponents with her fearsome reputation by saying creepy things from the shadows. She is quick and evasive, constantly repositioning herself using stealth and her various forms of movement while using her apt curse malediction to stymie foes. She summons the spirits from her haunted shoes to conceal her.

During Combat Zara prefers to target one foe and makes their life a living nightmare, crippling them with maledictions and energy-draining slams before moving in for the kill (preferably to drain the blood of a living foe and harvest their dreams). She moves about but keeps close enough so that most opponents remain subject to her aura

of misfortune. She keeps Mr. Bear close, either carrying him or having him cling to her back, acting in perfect unison using their phalanx abilities and separating only briefly to flank opponents.

Morale Zara is a survivor, and no fool. She will flee combat without shame if her foes are well-prepared or seem to gain the upper hand (generally if reduced to 50 hit points or fewer), content to stalk them later.

Statistics

Str 20, **Dex** 24, **Con** —, **Int** 14, **Wis** 18, **Cha** 21
Base Atk +8; **CMB** +12; **CMD** 32
Feats Alertness[B], Dodge[B], Extended Strife Surge[B], Fearsome Reputation, Improved Initiative[B], Lightning Reflexes[B], Persuasive, The Bitten, The Dying, The Initiated, The Risen, Toughness[B], True Vampirism, Weapon Finesse[B]
Skills Acrobatics +14, Bluff +20, Climb +17, Diplomacy +20, Disguise +22, Intimidate +25, Knowledge (arcana) +14, Linguistics +13, Perception +27, Sense Motive +30, Spellcraft +13, Stealth +33, Use Magic Device +19; Racial Modifiers +8 Bluff, +8 Perception, +8 Sense Motive, +8 Stealth
Languages Abyssal, Aklo, Celestial, Common, Draconic, Dwarven, Elven, Giant, Goblin, Gnoll, Halfling, Infernal, Sylvan, Undercommon
SQ change shape (dire bat or wolf, beast shape II), cursebound, gaseous form, shadowless, spider climb, telepathic bond
Combat *Gear feather token* (bird), *feather token* (2, fan), *feather token* (whip), *wand of zone of truth* (22 charges);
Other Gear *+2 glamered mithral shirt, +2 darkwood shield, +2 agile glamered keen adamantine rapier, +2 distance composite (Str 18) shortbow, amulet of natural armor +2, belt of physical might +2 (Str, Dex), cloak of resistance +3, deliquescent gloves, efficient quiver (10 +1 adamantine arrows, 10 +1 cold iron arrows, 10 +1 silver arrows, 20 +1 arrows), eyes of the owl, hat of disguise, haunted shoes, headband of alluring charisma +2, ring of finesse, ring of protection +2*

Special Abilities

Aura of Misfortune (Su): All creatures within 10 ft. of Zara (including Zara herself) suffer a -3 profane penalty to their saving throws. This ability only functions while Zara is conscious, but not when she is unconscious or dead.

Cursebound (Ex): Zara can choose whether or not she is effected by cursed items, able to use their beneficial properties without hindrance. Other still suffer the effects of an items curse.

Additionally, Zara gains a +4 bonus to saves against all witch hexes and bestow curse (and similar abilities) as long as she has one point of strife remaining.

Cursebreaker (Sp): Zara can draw curses effecting others into herself. At will, she can target a creature with remove curse (as the spell, CL 11th). Whether she removes the curse or not, she must make a save against the curse (using the original save DC) each time she uses this ability, suffering the effects should she fail.

Discord (Ex): Creatures working together to attack Zara hinder each other more often than normal. Using the Aid Another action to attack Zara requires they best an AC of 15. Plus, those flanking Zara suffer a -2 profane penalty to their attack rolls, instead of the normal +2 bonus.

Dread Escalations (Sp): For an amount of strife, Zara can strengthen her maledictions. See each malediction below.

Enhanced NPC: Zara has 25 point-buy ability scores, two traits, and PC level wealth based on her CR, increasing her CR by +1.

Harrowing Strike (Su): As a standard action, Zara can spend a point of Strife to make a special melee attack against a creature currently suffering from a curse effect. When making a harrowing strike, Zara gains a +4 bonus to both the attack and damage rolls, deals 1d6 bleed damage, and automatically bypasses any concealment her target possesses (total concealment is treated as normal concealment).

Luck of the Damned (Ex): Zara's experience with avoiding the cruelties of fate enables her to more easily slip between the strands. She adds her Wisdom bonus to her Fortitude and Reflex saves.

Malediction: Zara has the following maledictions, each of which she can use as a standard action and have a range of 40 ft., a DC of 19 for those calling for such, and a duration of 4 rounds. (6)

Apt Curse (Sp): The target of this malediction must make a Will save or suffer a 50% chance of taking no action each round the malediction is in effect. Otherwise, the target may act normally. Dread Escalation: The duration increases to permanent, and the save DC increases by 2. Cost: 1 Strife.

Fray (Su): This subtle malediction breaks down and destroys fibrous materials like cloth, ropes, webs, and vines. Attended objects and magical effects are entitled a Fort save to resist this malediction. Otherwise, the targeted object (or 5 ft. square of fibrous material) takes 5 points of damage per round, bypassing and DR or hardness, for 3 rounds. Dread Escalation: The malediction's destructive energy can be expended in a single round, in the form of an attempt to burst, shred, or break the obstruction. This works similarly to the area effect function of a shatter spell (centered anywhere within the malediction's range), only targeting fibrous materials. Cost: 1 Strife.

Oafstep (Su): Zara can twist the strings of fate causing a single target within range to trip. She has a +15 bonus on this maneuver. Dread Escalation: The target hits the ground with such tremendous force that he is nauseated for one round. Cost: 1 Strife.

Squirming Grip (Su): Much like oafstep, Zara can twist the strings of fate in a way that can disarm a single target within range. She has a +15 bonus on this maneuver. Dread Escalation: The dropped object bounces and skitters 1d4 x10 ft. in a direction chosen by the Malefactor. If the object then enters the Malefactor's square, she can catch it as a free action, if she has a hand free. Cost: 2 Strife.

To the Hilt (Su): The target of this Malediction finds

his movements buffeted by unseen forces, and even glancing blows dig deeply. For the duration of the effect, weapons deal damage to the target as if the attacker had the Improved Critical feat. A Fortitude save negates. Dread Escalation: Against the target, attackers are also treated as if they possess the Critical Focus feat. Cost: 1 Strife.

Ungainly Lunge (Su): The target of this malediction must make a Will save or be unable to make 5-foot steps for the duration of the effect. Dread Escalation: Once per round, if the affected creature fails a Reflex save, or makes a missed melee attack, he provokes an attack of opportunity. Cost: 2 Strife.

Steal Victory (Su): As an immediate action, Zara can spend 1 Strife point to target an opponent within 10 ft. that rolls an attack roll, stifling their luck. The selected opponent must roll two dice for the attack roll, using the lowest result. Zara can not use this ability after the result of the roll is known.

Strife Pool (Ex): Zara is able to twist luck in a variety of ways based on some of her other abilities using a chaotic energy called Strife. She has 9 points of Strife in her Strife pool. As long as she has at least 1 point of Strife, she is immune to the effects of her own Aura of Misfortune.

Strife Surge (Ex): Whenever a creature within Zara's aura of misfortune rolls a natural "1" on a saving throw or attack roll, she finds it easier to twist luck. For one round after the natural "1" is rolled, any ability Zara uses which requires the expenditure of Strife has its cost reduced by 1.

Traits: Zara has the dream-scarred and harvester of dreams traits.

"The Girl" CR 6

XP 2,400

Female dreamwalker phalanx young human malefactor 5

LE Small undead (augmented humanoid, dream, human)

Init +9; **Senses** darkvision 60 ft., Perception +11

Aura aura of misfortune

Defense

AC 26, touch 17, flat-footed 20 (+5 armor, +5 Dex, +1 dodge, +2 natural, +2 shield, +1 size)

hp 41 (5d8+15)

Fort +6, **Ref** +14, **Will** +7

Immune undead traits; **Resist** cold 10, electricity 10

Weaknesses vampiric vulnerabilities (see below)

Offense

Speed 30 ft.

Melee +1 rapier +6 (1d4+2/18-20)

Ranged +1 composite longbow +6 (1d6+2/x3)

Special Attacks assistance, blood drain, coordinate tactics, harrowing strike, maledictions

Dreamwalker Spell-Like Abilities (CL 5th; concentration +7)

3/day—*mage hand, touch of fatigue* (DC 12)

2/day—*feather fall, lesser confusion* (DC 13)

1/day—*detect thoughts* (DC 14)

Tactics

Before Combat Zara tries to avoid combat if possible, scuttling away into the shadows.

During Combat Zara feints and stabs, afflicting foes with maledictions to confound them and frustrate their ability to pursue her.

Morale Zara is a survivor and is more interested in her own safety than defeating foes. She flees combat immediately.

Statistics

Str 12, **Dex** 20, **Con** —, **Int** 12, **Wis** 16, **Cha** 14

Base Atk +3; **CMB** +3; **CMD** 19

Feats AlertnessB, DodgeB, Improved InitiativeB, Lightning ReflexesB, Persuasive, The Bitten, The Dying, The Risen, ToughnessB

Skills Acrobatics +12, Bluff +9, Climb +5, Diplomacy +6, Disguise +19, Intimidate +14, Knowledge (arcana) +5, Linguistics +6, Perception +11, Sense Motive +13, Spellcraft +6, Stealth +15, Use Magic Device +7; Racial Modifiers +2 Perception

Languages Abyssal, Aklo, Celestial, Common, Draconic, Infernal, Undercommon

SQ shadowless, telepathic bond

Combat Gear *feather token (bird), feather token (2, fan), feather token (whip);* **Other Gear** *+1 glamered mithral shirt, mwk heavy darkwood shield, +1 rapier, +1 composite (Str 12) shortbow, efficient quiver (10 adamantine arrows, 10 cold iron arrows, 10 silver arrows, 30 mundane arrows), hat of disguise*

Special Abilities

Aura of Misfortune (Su): All creatures within 10 ft. of Zara (including Zara herself) suffer a -2 profane penalty to their saving throws. This ability only functions while Zara is conscious, but not when she is unconscious or dead.

Cursebreaker (Sp): Zara can draw curses effecting others into herself. At will, she can target a creature with remove curse (as the spell, CL 5th). Whether she removes the curse or not, she must make a save against the curse (using the original save DC) each time she uses this ability, suffering the effects should she fail.

Enhanced NPC: Zara has 25 point-buy ability scores, two traits, and PC level wealth based on her CR, increasing her CR by +1.

Harrowing Strike (Su): As a standard action, Zara can spend a point of Strife to make a special melee attack against a creature currently suffering from a curse effect. She gains a +3 bonus to both the attack and damage rolls for this attack.

Luck of the Damned (Ex): Zara's experience with avoiding the cruelties of fate enables her to more easily slip

between the strands. She adds her Wisdom bonus to her Fortitude and Reflex saves.

Malediction: Zara has the following maledictions, each of which she can use as a standard action and have a range of 20 ft., a DC of 15 for those calling for such, and a duration of 3 rounds. (3)

Fray (Su): This subtle malediction breaks down and destroys fibrous materials like cloth, ropes, webs, and vines. Attended objects and magical effects are entitled a Fort save to resist this malediction. Otherwise, the targeted object (or 5 ft. square of fibrous material) takes 5 points of damage per round, bypassing and DR or hardness, for 3 rounds.

Oafstep (Su): Zara can twist the strings of fate causing a single target within range to trip. She has a +8 bonus on this maneuver.

Squirming Grip (Su): Much like oafstep, Zara can twist the strings of fate in a way that can disarm a single target within range. She has a +8 bonus on this maneuver.

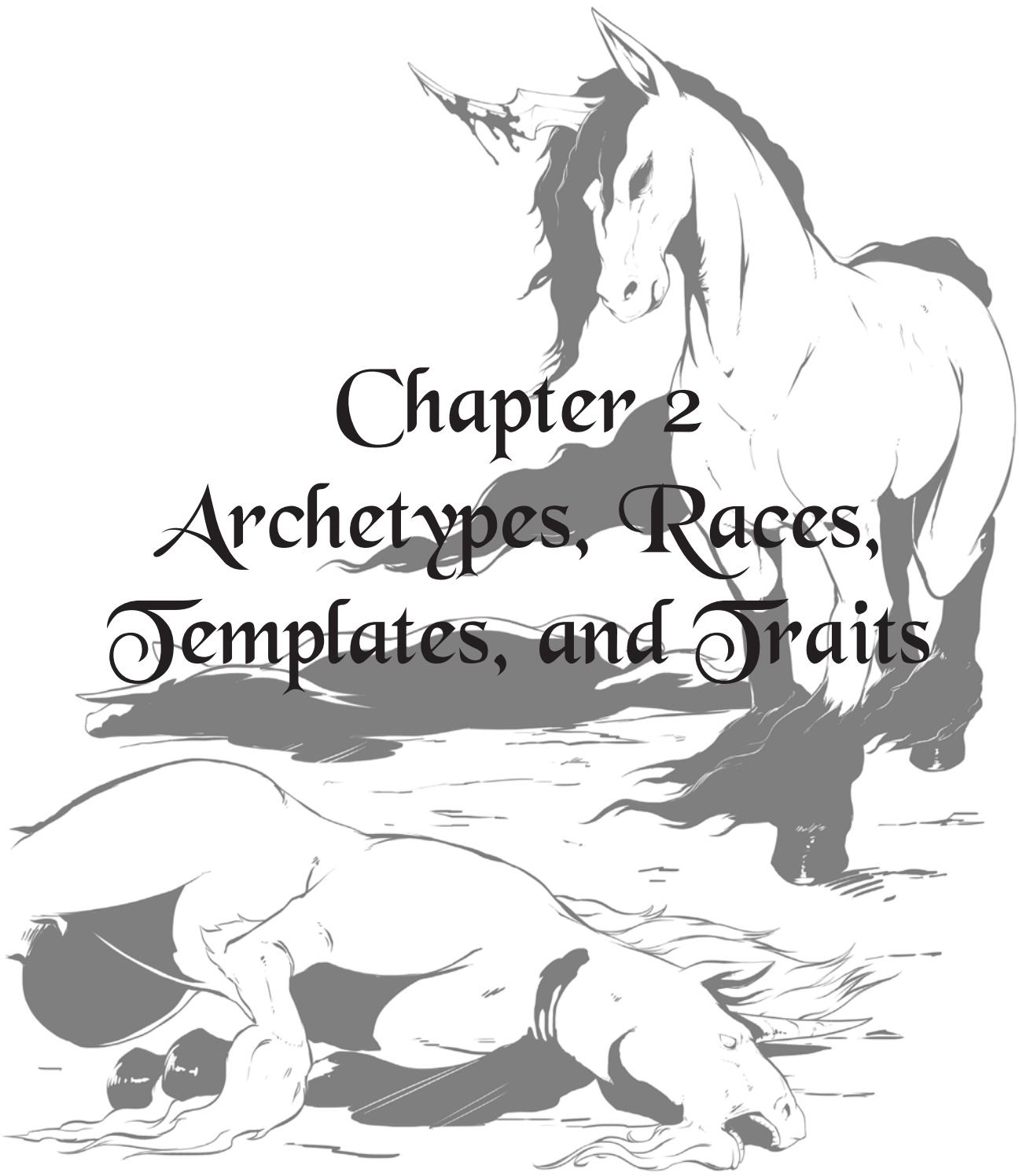
Steal Victory (Su): As an immediate action, Zara can spend 1 Strife point to target an opponent within 10 ft. that rolls an attack roll, stifling their luck. The selected opponent must roll two dice for the attack roll, using the lowest result. Zara can not use this ability after the result of the roll is known.

Strife Pool (Ex): Zara is able to twist luck in a variety of ways based on some of her other abilities using a chaotic energy called Strife. She has 5 points of Strife in her Strife pool. As long as she has at least 1 point of Strife, she is immune to the effects of her own Aura of Misfortune.

Strife Surge (Ex): Whenever a creature within Zara's aura of misfortune rolls a natural "1" on a saving throw or attack roll, she finds it easier to twist luck. For one round after the natural "1" is rolled, any ability Zara uses which requires the expenditure of Strife has its cost reduced by 1.

Traits: Zara has the dream-scarred and harvester of dreams traits.

Vampiric Weaknesses: Though not a full vampire, Zara still has some of their weaknesses. She suffers the effects of sunlight and running water as a vampire. Each day, she must feed, using her blood drain ability



Chapter 2
Archetypes, Races, Templates, and Traits

Archetypes

Aetherurgist (Oracle)

In tune with the whispers of those long forgotten, the aetherurgist is renowned for her ability to bind spirits to do her bidding.

Dual Curse: An aetherurgist must choose the haunted and tongues curses. One of these curses (oracle's choice) never improves as the oracle gains levels. The first language an aetherurgist chooses as part of the tongues curse must be Aklo.

Bonus Spells: These bonus spells replace the oracle's mystery bonus spells at these levels: spiritual weapon (4th), haunting choir (6th), spiritual ally (8th).

Spirit Sense (Sp): At 1st level, an aetherurgist can detect the presence of undead; ethereal; or incorporeal creatures. This ability functions like detect undead, and the oracle detects all of these creatures rather than trying to detect one kind (though it does not reveal what type of

Voices from Beyond the Veil (Su): At 2nd level, the aetherurgist's ability to hear and understand spirits of the dead is developed enough to allow her to speak in this tongue as well. As the spirits themselves are mindless, talking to them serves no purpose (though many aetherurgists do so anyway). Aetherurgists may use the language to understand and be understood by undead creatures (all of which know the voice of the dead as a language, even if it is not listed), and to communicate with each other. Additionally, language is no longer a barrier when the aetherurgist uses the speak with dead spell.

Spirit Mastery (Su): At first level, the aetherurgist gains a spirit mastery score and the ability to summon spirits of the dead to aid her and her allies. At 1st level, her spirit mastery score is 1. At 3rd level, and every other level thereafter (5th, 7th, 9th, etc), her spirit mastery score increases by +1. Spirits last for one minute per oracle level. At first level, the aetherurgist may only have one spirit out at any given time. At 5th level, and every 5 levels thereafter (10th, 15th, and 20th), the number of spirits they may have out increases by 1.

Summoning a spirit is a standard action that provokes attacks of opportunities. They appear in a square adjacent to the aetherurgist, chosen at the time of summoning. At 11th level, the aetherurgist may summon a spirit as a move action. She may only summon one spirit per round. The spirits act during your turn. Dismissing a spirit is a swift action that requires you to be adjacent to them.

The form the spirits take varies from aetherurgist to aetherurgist, but a common form is of a faceless hooded figure in a praying stance.

A spirit has the following base statistics:
Type: Undead.
Alignment: Same as aetherurgist
Defensive Abilities: Not Quite There
Immune: undead traits
HP: One fourth the maximum hit points of the aetherurgist
AC: 10 + aetherurgist's Charisma modifier (including touch and flat footed)
Saving throw bonuses: Same as aetherurgist
Speed: 0 ft, Cannot be moved.
Melee: None
Ranged: Special, see below.
SQ: Channel Revelation, Limited Agency, Tenuous Existence

Not Quite There (Su): At 1st level, all spirits that the aetherurgist summons using this ability gain a 20% miss chance, as the blur spell. In addition, they gain a DR 5/magic. At 7th level, they a 50% miss chance, as the displacement spell and their DR increases to 10 /cold iron. At 11th level, the damage resistance becomes DR 15/-. These are constantly in effect.

Ranged Touch Attack: The spirit uses the aetherurgist's base attack bonus as their base attack bonus, and adds the aetherurgist's Charisma modifier as a bonus on attack rolls. A defensive spirit's ranged touch attack deals no damage.

Channel Revelation (Su): An aetherurgist may channel certain abilities through the spirit's ranged touch attack. Channeling an ability requires a move action while adjacent to the spirit you wish to channel through. You may only channel a touch or ranged touch supernatural or spell-like ability gained from a revelation that does not have a minimum level. This uses up daily uses of the ability as if you had used it yourself. If the ability is normally a melee touch, it requires two daily uses of the ability. If a spirit has a constant effect ability, it does not affect anything until the aetherurgist's next turn.

Limited Agency (Ex): The only action a spirit may take is a standard action to use its ranged touch attack.

Tenuous Existence (Ex): A spirit cannot normally be healed by curative magic. The only way a spirit may be healed is through the Spirit Lord revelation.

The square a spirit is summoned into counts as difficult terrain, but otherwise does not impair movement.

When the aetherurgist summons a spirit, they must choose to make the spirit a defensive spirit or an offensive spirit. You may apply only one spirit modifying revelation to a spirit.

Designer's Note:

I encourage Aetherurgists to write their Spirit Mastery score on their character sheet!

Defensive Spirit

A defensive spirit has the following special quality, in addition to the base special qualities of a spirit:

Warding Spirit (Su): All allies within 10 feet per spirit mastery point gain a deflection bonus to AC equal to the spirit mastery score.

Offensive Spirit

An offensive spirit's ranged touch attack does damage, and replaces the base ranged touch attack of a spirit.

Ranged attacks: One ranged touch attack with a 30 foot range increment. A successful attack does 1d4 points of force damage per spirit mastery point, plus the aetherurgist's Charisma modifier. This ability replaces the revelation gained at first level and medium armor proficiency.

An aetherurgist calls upon the spirits to aid her.

Divert Spirit (Su): Normally the aetherurgist must give form to an ambient spirit. But at 7th level, the aetherurgist learns how to harness the spirits of the recently departed. As a full-round action, the aetherurgist may select one square containing the body of a creature that died no more than 1 round ago. This square must be within close range (25 feet + 5 feet / 2 levels). The creature must not have been a construct, an elemental, or undead. The aetherurgist may summon a spirit in this square using the spirit mastery ability, except that she does not need to be adjacent to the square. This ability replaces the revelation gained at seventh level.

Revelations

An aetherurgist may select the following revelations:

Arcanavore Spirit (Su): When summoning an offensive spirit, you may instead choose to summon an arcanavore spirit. These spirits act just like offensive spirits, except as follows. Instead of the ranged touch attack, the arcanavore spirit casts dispel magic as a spell-like ability using the aetherurgist's caster level to determine all effects. Each time it successfully dispels an effect, it loses half of its current hit points. This is a spirit modifying revelation. You must be at least 11th level to select this revelation.

Grasping Spirit (Su): When summoning a defensive spirit, you may instead choose to summon a grasping spirit. These spirits act just like defensive spirits, except as follows. A grasping spirit does not possess the warding spirit ability. Instead, all terrain within a radius of 5 feet per two spirit mastery points is treated as difficult terrain as dozens of ethereal hands rise up from the ground and writhe about, eager to grasp on to almost anything living. The aetherurgist who summoned this spirit is not affected by the difficult terrain caused by this spirit. This is a spirit modifying revelation.

Spirit Lord (Su): Your mastery over spirits is such that you are able to call upon more spirits and even reinforce the tenuous links keeping the spirits anchored to the world. Your limit on the number of spirits you may have active at any given time increases by one. In addition, three times per day as a standard action you may heal your spirits 1d6 hit points per oracle class level you posses. You must be at least 5th level to take this revelation.

Spirit of Communal Pain (Su): When summoning a defensive spirit, you may instead choose to summon a spirit of communal pain. These spirits act just like defensive spirits, except as follows. The deflection bonus to AC from the warding spirit ability is equal to half of the spirit mastery score. In addition, whenever a non-spirit ally within 10 feet times your spirit mastery score takes 5 or more damage, the ally takes 5 less damage and the spirit takes 5 points of damage. This is a spirit modifying revelation. You must be at least 7th level to take this revelation.

Swarm of Souls (Su): A spirit you summon can come into existence under the effect of mirror image, using half your caster level to determine all effects. This spirit counts as two spirits for the purposes of how many spirits you can have active at once. You must be at least 13th level to select this revelation.

Arbalester (Archetype)

While most gunslingers use firearms, there are some who prefer to use older, more reliable projectile weapons. The arbalester makes use of crossbows whenever possible in combat.

Weapon and Armor Proficiency Arbalesters are proficient with all simple and martial weapons, all firearms, and all types of crossbows. They are proficient with light armor.

Crossbow Mastery: At 1st level, an arbalester gains the Crossbow Mastery feat as a bonus feat, but only for a single type of crossbow. At 4th level and every four levels thereafter, the arbalester applies this to an additional type of crossbow. This ability replaces the gunsmith ability.

Grit (Ex): This ability functions for crossbows instead of firearms.

Deeds: These abilities function normally, unless stated otherwise below.

Deadeye (Ex) This ability functions for crossbows instead of firearms.

Quick Clear (Ex) This ability functions for crossbows instead of firearms.

Arbalester Initiative (Ex) At 3rd level, as long as the arbalester has at least 1 grit point, she gains the following benefits. First, she gains a +2 bonus on initiative checks. Furthermore, if she has the Quick Draw feat, her hands are free and unrestrained, and the crossbow is not hidden, she can draw a single crossbow as part of the initiative check.

Pistol-Whip (Ex) This ability functions for both crossbows and firearms. Hand crossbows deal 1d4 damage (1d3 if wielded by Small creatures), light crossbows deal 1d6 damage (1d4 if wielded by Small creatures), and heavy crossbows deal 1d8 damage (1d6 if wielded by Small creatures).

Utility Shot (Ex) An arbalester gains the following ability.

Sever Rope The arbalester can make a ranged sunder attempt against a rope or chain as a combat maneuver check. This ability replaces Stop Bleeding.

Dead Shot (Ex) This ability functions for crossbows instead of firearms.

Startling Shot (Ex) This ability functions for crossbows instead of firearms.

Targeting (Ex) This ability functions for crossbows instead of firearms.

Bleeding Wound (Ex) This ability functions for crossbows instead of firearms.

Manyshot (Ex) At 11th level, so long as an arbalester has at least 1 grit point, when making a full-attack action, their first attack fires two bolts. If the attack hits, both bolts hit.

Apply precision-based damage and critical hit damage only once for this attack.

Damage bonuses apply to each bolt, such as enhancement and a ranger's favored enemy bonus. Damage reduction and resistances apply separately to each bolt. This ability replaces Expert Loading.

Rapid Shot (Ex) At 11th level, an arbalester gains Rapid Shot as a bonus feat. If they already have Rapid Shot, they no longer suffer the -2 penalty normally associated with using this feat. This ability replaces Lightning Reload.

Menacing Bolt (Ex) At 15th level, the arbalester can spend 1 grit point as a free action to automatically confirm a critical threat. Opponents within a 30 ft. burst are affected as if they were subject to the fear spell. The DC of this effect is equal to 10 + 1/2 the arbalester's level + the arbalester's Wisdom modifier. This ability replaces Menacing Shot.

Death's Shot (Ex): This ability functions for crossbows instead of firearms.

Arbalest Training (Ex) Starting at 5th level, an arbalester can select one specific type of crossbow (such as a hand crossbow, light crossbow, or heavy crossbow). She gains a bonus equal to her Dexterity modifier on damage rolls when firing that type of crossbow. Furthermore, she gains a +4 bonus to confirm critical hits with that selected type of crossbow.

Every four levels thereafter (9th, 13th, and 17th), the arbalester picks up another type of crossbow, gaining these bonuses for those types as well. This ability replaces gun training.

Beastlord (Universal Archetype)

The beastlord universal archetype grants the ability to spontaneously convert prepared spells into summon *nature's ally* spells (as druids), wild empathy (as druids), and wild shape (as druids).

A druid can give up the abilities granted by this universal archetype to instead gain a different universal archetype. Full rules for these abilities can be found in Chapter 3 of the *Pathfinder Roleplaying Game Core Rulebook*.

Blight Druid (Druid Archetype)

The devoted servants of nature corrupted, ruined, and destroyed, blight druids are the caretakers of lands ravaged by natural disaster. While some are devoted to reforming and reclaiming lands despoiled by the ravages of civilization, others seek out the more rapacious violence inherent in nature and feed the creeping rot and decay that brings an end to all things.

Nature Bond (Ex): A blight druid may not bond with an animal companion, but may either call a familiar as a wizard of her druid level or select from the Darkness, Death, and Destruction domains in addition to those normally available.

Vermin Empathy (Su): A blight druid can improve the attitude of vermin as a normal druid can with animals. Vermin have a starting attitude of unfriendly. The blight druid can also improve the attitude of animals and mindless undead creatures that were formerly animals, but she takes a –4 penalty on the check unless the animal or undead has a disease special attack. This ability replaces wild empathy.

Miasma (Ex): Starting at 5th level, if a blight druid is adjacent to a creature at the beginning of its turn, the creature must succeed at a Fortitude save with a DC of 10 + 1/2 the druid's level + the druid's Wisdom modifier or become sickened for 1 round. A creature of the animal, fey, or plant type that fails its save is nauseated for 1 round and sickened for 1 minute thereafter. If the creature makes its save, it is immune to this effect for 24 hours, as are creatures immune to disease. This ability replaces trackless step and resist nature's lure.

Blightblooded (Ex): At 9th level, a blight druid gains immunity to all diseases, including natural and supernatural diseases. She also becomes immune to effects that would cause her to become sickened or nauseated. This ability replaces venom immunity.

Plaguebearer (Su): Starting at 13th level, any creature that strikes a blight druid with a touch attack, unarmed strike, or natural weapon must succeed at a Fortitude save with a DC of 10 + 1/2 the druid's level + the druid's Wisdom modifier or contract a disease, as the contagion spell. If the creature makes its save, it is immune to this effect for 24 hours. This ability replaces a thousand faces.

Ki Master (Monk Archetype)

The Ki Master archetype grants a monk the flurry of blows, bonus feat gained at 2nd level, ki pool, wholeness of body, abundant step, and empty body class abilities. A monk that gives up this package never receives any of these abilities, has no ki pool, and cannot spend ki points as part of the high jump ability.

Though a standard part of the monk class in the core rules, this archetype can be removed to add a different, generally generic archetype to the monk class, such as a Physical Exemplar generic archetype below.

Mixed-Mystery (Oracle Archetype)

All oracles are cursed, some more than others. A mixed-mystery oracle suffers from two curses but gains additional revelations.

Recommended Mysteries: Any.

Oracle's Curse: A mixed-mystery oracle must chose two curses at 1st level. Both curses never change their abilities as the oracle gains levels.

Class Skills: Mixed-mystery oracles gain the class skills from their mysteries.

Bonus Spells: A mixed-mystery oracle gains only one of he two possible spells from their two mysteries.

Mysteries: A mixed-mystery oracle gains revelations from two different mysteries.

Revelations: A mixed-mystery oracle gains two revelations at 1st level, one from each mystery. At 3rd level, and every two levels thereafter, a mixed-mystery oracle gains another revelation. They must switch back and forth between mysteries when learning revelations. For example, a mixed-mystery oracle with the life and metal mysteries selects the steel scarf revelation from the metal mystery (see Ultimate Magic, Chapter 1) at 3rd level, they must then select a revelation from the life mystery at 5th level.

Final Revelation: Each day, a mixed-mystery oracle decides which final revelation from its two mysteries to benefit form for that day. This decision is made when the oracle regains the spell slots used the day before.

Monstrous Summoner

Not all Summoners are found among the "civilized" races. Summoners of a more fantastical nature possess the regular abilities of other summoners, but their eidolon varies from normal as follows.

Eidolon: A monstrous summoner's eidolon is only bipedal and appears as a member of a common race, such as a dwarf, gnome, human, etc. Unlike normal, a monstrous summoner's eidolon does not possess the claws evolution for free, but instead gains the base Weapon Training evolution, and has one less evolution point for abilities. Additionally, since the eidolon appears as a member of a common race, they can wear armor if they possess the Armor Training evolution (see below), or take the Armor Proficiency feat(s). Eidolons belonging to monstrous summoners gain Armor Bonus increases equal to half their normal amount since they can learn to wear armor. Unlike normal eidolons, a monstrous summoners eidolon gains a bonus combat feat at 9th level instead of Multiattack.

New Evolutions (Monstrous Summoner)

The following are new evolutions available to eidolons of monstrous summoners.

Armor Training (Ex): An eidolon learns to wear armor, gaining Armor Proficiency (Light) as a bonus feat. If 2 additional evolution points are spent, it gains Armor

Proficiency (Medium) and Shield Proficiency as bonus feats. This evolution has a base cost of 2 evolution points and can only be gained by the eidolon of a monstrous summoner.

Charming Demeanor (Ex): An eidolon with this evolution gains a bonus on all Charisma-based skill and ability checks with members of whatever race it appears to be equal to one-half the number of evolution points spent on this evolution. An eidolon must have a Charisma of at least 15 and the One of Them evolution before it can gain this evolution. This evolution has a base cost of 2 evolution points. For 2 additional evolution points, an eidolon gains its bonus on Bluff, Diplomacy, and Intimidate with all races similar to what it appears to be.

One of Them (Ex): An eidolon with this evolution gains the inherent mannerisms of whatever race it appears to be, up to and including any one racial trait possessed by a common example of the race it appears to be (such as an elf's +2 racial bonus to Dexterity, or a dwarves' Stonecunning). This evolution costs 1 evolution point and can only be gained by the eidolon of a monstrous summoner. An eidolon can gain this evolution more than once, each time gaining a new, different racial trait for the race it mimics.

New Unfettered Eidolon Evolutions (Monstrous Summoner)

A**bility Increase (Ex, 2 EP):** Muscles grow larger, reflexes become faster, intellect increases, or another increase to one of its abilities. One of an unfettered eidolon's ability scores increases by +2. This evolution can be selected more than once. It can only be applied once to any individual ability score, plus 1 additional time for every 7 Hit Dice the unfettered eidolon possesses.

Skilled (Ex, 1 EP): An unfettered eidolon becomes especially adept at a specific skill, gaining a +8 racial bonus on that skill. This evolution can be selected more than once. Its effects do not stack. Each time an unfettered eidolon selects this evolution, it applies to a different skill.

Mystic (Universal Archetype)

The mystic universal archetype grants an oracle mystery revelations. Upon gaining this archetype, a character can choose to have an oracle's curse or not. Once made, this decision cannot be changed. Added to a prepared caster grants a bonus spell slot at each level which is only usable for mystery spells.

An oracle can give up the abilities granted by this universal archetype to instead gain a different universal archetype.

Full rules for theses abilities can be found in Chapter 2 of the *Pathfinder Roleplaying Game Advanced Player's Guide*.

Void Domain

Deities: Dwellers in Darkness

Granted Powers: You can call upon the cold darkness between the stars to gain flight, travel to other worlds, or summon monsters from beyond to do your bidding.

Guarded Mind (Ex): You gain a +2 insight bonus on saving throws against all mind-affecting effects.

Part the Veil (Su): At 8th level, you can lace spells you cast with the raw madness that waits in the outer darkness. Activating this ability is a swift action that you must use as you cast a spell that targets a single creature and that allows a Will saving throw to negate or reduce the spell's primary effect. If the target fails to resist the spell, the target is also confused for a number of rounds equal to the spell's level as visions of the void cause temporary insanity. The victim can attempt a new saving throw each round to end the effect—these additional saving throws apply only to the additional confusion effect and not to the original spell effect. Part the veil is a mind-affecting effect. You can use this ability a number of times per day equal to 1/2 your class level.

Domain Spells: 1st—feather fall, 2nd—levitate, 3rd—fly, 4th—lesser planar binding, 5th—overland flight, 6th—planar binding, 7th—reverse gravity, 8th—greater planar binding, 9th—interplanetary teleportUM.

Pirate (Rogue Archetype)

A pirate breaks from the confines of country and king to commit her crimes upon the high seas. She holds allegiance only to her ship and its captain (if even that much is true), and lives a lawless life upon the waves, plundering ships and shorelines as suits her whim.

Sea Legs (Ex): At 1st level, a pirate becomes adept at moving on ships, boats, and similar vessels. She gains the Sea Legs feat (page 117) as a bonus feat, even if she does not meet the prerequisites. This ability replaces trapfinding.

Dark Tapestry Subdomain

Associated Domain: Void

Replacement Power: The following granted power replaces the guarded mind power of the Void domain.

It Came from Beyond (Su): Once per day when you cast a summoning spell, any one creature you summon is more powerful than normal. The creature gains the advanced creature simple template. If you summon more than one creature with a spell, only one of the summoned creatures gains the advanced creature simple template. A summoned creature that gains the advanced creature simple template in this manner looks unusually deformed or hideous. This ability only works on spells you cast as a cleric—it does not work on spellcasting abilities gained from any other spellcasting classes you might have.

Replacement Domain Spells: 2nd—*summon monster II*, 5th—*summon monster V*, 7th—*insanity*.

is wearing light armor, when fighting in an environment where such structures exist, the rogue incorporates them into her Acrobatics checks by grabbing hold of the structure and swinging toward her opponent, making either a charge or a bull rush maneuver. Once she completes her attack or maneuver, she can reposition herself. Immediately after making the charge or bull rush, she can move 5 feet as a free action, even if the charge ends her turn. This movement does not provoke attacks of opportunity. This ability replaces the 2nd-level rogue talent.

Unflinching (Ex): Pirates are a salty and steadfast lot. At 3rd level, a pirate gains a +1 bonus on saving throws against fear and mind-affecting effects. This bonus increases by +1 for every three levels, to a maximum of +6 at 18th level. This ability replaces trap sense.

Rogue Talents: The following rogue talents complement the pirate archetype: black market connections*, combat trick, finesse rogue, firearm training*, hold breath*, rope master*, and strong stroke*.

Advanced Talents: The following advanced rogue talents complement the pirate archetype: getaway master*, hard to fool*, and unwitting ally*.

Sea Reaver (Barbarian Archetype)

Not all barbarians hunt forests, plains, and mountains. Some are raiding terrors on the sea and coasts, pillaging those who hoard treasure and pursuing monsters of the deep. Some sea reavers are no more than hunters of the open sea, while others are raiders striking fear into coastal settlements within reach of the sea reavers' longships.

Weapon and Armor Proficiency: A sea reaver is not proficient with medium armor.

Marine Terror (Ex): A sea reaver can hold her breath for a number of rounds equal to four times her Constitution score. In addition, a sea reaver can move normally through squares of standing water or bog that is 1 ft. deep. It does not cost her extra movement to traverse these terrains. Lastly, a sea reaver ignores the normal cover bonus to AC when attacking creature that are partially immersed in water. This ability replaces fast movement.

Eyes of the Storm (Ex): At 2nd level, a sea reaver ignores any concealment provided by fog, rain, sleet, mist, wind, or other weather effects that is less than total concealment, and any penalties weather applies on Perception check are halved. This ability replaces uncanny dodge.

Savage Sailor (Ex): At 3rd level, a sea reaver gains a +1 bonus on Acrobatics, Climb, Profession (sailor), Survival, and Swim checks made in aquatic terrain, including aboard a ship or along shorelines. These bonuses improved by +1 every three levels after 3rd. This ability replaces trap sense.

Sure-Footed (Ex): At 5th level, a sea reaver takes no penalties when moving across slick surfaces, whether natural or magical (e.g., grease, ice storm, and sleet storm). She is not at risk of falling, is not denied her Dexterity bonus when moving across such areas, and does not treat them as difficult terrain. This ability replaces improved uncanny dodge.

Rage Powers: The following rage powers complement the sea reaver archetype: bestial leaper, bestial swimmer, come and get me, hurling charge, raging leaper, raging swimmer, rolling dodge, and smasher.

Serene Savage (Barbarian Archetype)

When most barbarians rage, they draw upon nature's ferocity, relying on the instincts of a mother bear protecting her cubs or a hungry lion on the hunt. Nature, however, is not always so blunt. Like snakes waiting patiently, then striking suddenly, some barbarians lose themselves to a state of absolute calm.

Serenity (Ex): Beginning at 1st level, a barbarian can call upon inner reserves of awareness and tranquility, granting him additional combat prowess. Starting at 1st level, a barbarian can enter a state of serenity for a number of rounds per day equal to 4 + his Constitution modifier. At each level after 1st, he can enter serenity for 2 additional rounds. Temporary increases to Constitution, such as those gained from spells like bear's endurance, do not increase the total number of rounds that a barbarian can enter serenity per day. A barbarian can enter serenity as a free action. The total number of rounds of serenity per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in a state of serenity, a barbarian gains a +4 morale bonus to his Dexterity and Wisdom, as well as a +2 morale bonus on all saves. While in a state of serenity, a barbarian cannot cast spells, use Intelligence-based skills, or communicate.

A barbarian can end his serenity as a free action and is fatigued after serenity for a number of rounds equal to 2 times the number of rounds spent in serenity. A barbarian cannot enter a new state of serenity while fatigued or xhausted but can otherwise enter serenity multiple times during a single encounter or combat. If a barbarian falls

unconscious, his serenity immediately ends.

This ability replaces rage.

Greater Serenity (Ex): At 11th level, when a barbarian enters serenity, the morale bonus to his Dexterity and Wisdom increases to +6 and the morale bonus on his saves increases to +3. This ability replaces greater rage.

Purest Serenity (Ex): At 20th level, when a barbarian enters serenity, the morale bonus to his Dexterity and Wisdom increases to +8 and the morale bonus on his saves increases to +4. This ability replaces mighty rage.

Serene Powers: A barbarian who chooses a path of serenity over rage still gains a rage power at 2nd level and every two levels thereafter. They function in exactly the same way, but the barbarian calls them serene powers.

Spellblaze (Generic Archetype)

Many creatures have innate magic powers. Even among civilized humanoids, the self-discipline developed by monks and inborn abilities of sorcerers are examples of hereditary natural magic powers. But there also much cruder, simpler magic powers in some family lines. The Spellblaze archetype package represents one of the simplest magic abilities a character may have—the power to blast things.

The Spellblaze archetype can represent an alternate tradition of magic, as carefully trained and studied as the powers of clerics and wizards. Some lands may create schools able to teach young spellcasters how to focus their power into a simple, effective weapon that augments their spell repertoire. In such lands a character with this archetype package might be known as a mage lance, fusilladeer, or bolter.

Alternatively, the Spellblaze archetype package might be more common among remote, less civilized groups. Perhaps some families of the clans in the blasted deserts are just born able to summon the power of the Spellblaze, regardless of their training. Or it might be common among the followers of a god of war and destruction—a boon he passes out to battle sorcerer and berserker alike. In these lands the Spellblaze often mark themselves with bright paints and tattoos, so friend and foe alike know what power is theirs to command.

Spellblaze (Su): As a standard action you can call forth a bolt of pure arcane force energy. You can target any single creature with a range of 25 ft. + 5 ft./2 class levels with this bolt of force as a ranged touch attack. If you hit the foe, the bolt does 1d8 points of damage + 1 point for every two class levels you possess. This damage functions as damage from an evocation [force] spell. You may use this ability a number of times per day equal to 5 + half your class level.

At 5th level, the damage increases to 2d8 points of damage + 1 point for every two class levels you possess. At 10th level, it increases to 3d8 points of damage + 1 point for every two class levels you possess. At 15th level, it increases to 4d8 points of damage + 1 point for every two class levels you possess. At 20th level, it increases to 5d8 points of damage + 1 point for every two class levels you possess.

Titan Mauler (Barbarian Archetype)

In lands overrun with giants, dragons, and other hulking beasts, entire fellowships of barbarians hone tactics and traditions with one purpose—to bring low these massive foes. While her enemies' size makes the creatures strong, the titan mauler is even stronger, taking up weapons from her fallen foes that no lesser warrior can lift, and using them when she beseeches the spirits to grant her increased size and greater ferocity against her titanic foes.

Big Game Hunter (Ex): A titan mauler gains a +1 bonus on attack rolls and a +1 dodge bonus to AC in melee with creatures larger than themselves. This ability replaces fast movement.

Jotungrip (Ex): At 2nd level, a titan mauler may choose to wield a two-handed weapon in one hand with a -2 penalty on attack rolls while doing so. The weapon must be appropriately sized for her, and it is treated as one-handed when determining the effect of Power Attack, Strength bonus to damage, and the like. This ability replaces uncanny dodge.

Massive Weapons (Ex): At 3rd level, a titan mauler becomes skilled in the use of massive weapons looted from her titanic foes. The attack roll penalty for using weapons too large for her size is reduced by 1, and this reduction increases by 1 for every three levels beyond 3rd (to a minimum of 0). This ability replaces trap sense.

Evade Reach (Ex): At 5th level, as a swift action, a titan mauler may choose one creature within her line of sight. Until the end of her turn, that target's reach is treated as if it were 5 ft. shorter with respect to reaching the titan mauler, and this reduction increases by 5 ft. for every five levels beyond 5th. This ability replaces improved uncanny dodge.

Titanic Rage (Su): At 14th level, a titan mauler may choose to gain the benefits of enlarge person when she enters a rage. While using titanic rage, she must spend 2 rounds of rage per round, and she becomes exhausted rather than fatigued when the rage ends. This ability replaces indomitable will.

Rage Powers: The following rage powers complement the titan mauler archetype: body bludgeon, greater ground breaker, ground breaker, knockback, mighty swing, powerful blow, smasher, and strength surge.

Physical Exemplar (Generic Archetype)

Some people are just more fit than their kindred and allies. For whatever reason, some physical exemplars are able to perform feats of muscle, speed, and endurance at the outer edge of mortal capability. Some physical exemplars focus all their development on a single aspect of their physique while others work to be better in all

areas. Some families produce natural physical exemplars every few generations, but most are products of relentless regimens of self-improvement. This archetype package is most commonly taken by barbarians and monks, though certainly any fighting character can benefit from it.

Physical exemplars are almost always local legends—the barmaid renowned for drinking even hardened veterans under the table, the sprinter who is rumored to race gods through the fields near her home, and the strong-woman who can lift a bench with four men sitting on it.

Though they often are born to humble families, physical exemplars are almost always drawn at a young age into lives of adventure and danger.

Many feel they must use their great potential to improve the lives of those less fortunate, while others feel their tangible superiority is a sign that they should rule over lesser beings. Even a physical exemplar who tries to live a normal, unremarkable life soon finds travelers spread tales about her and that competitors consistently arrive to put her legendary natural gifts to the test.

Prowess (Ex): At 1st level, the physical exemplar gains a +1 bonus to Fortitude and Reflex saves. Additionally, the physical exemplar gains 1 extra hit point at every level.

Exercise: At 2nd level, the physical exemplar increases her Strength, Dexterity, or Constitution by +1. The physical exemplar gains an additional ability score increase (which in all cases must be to Strength, Dexterity, or Constitution) at 6th level and every 4 levels thereafter. This is in addition to (but otherwise treated exactly the same as) the ability score increases all characters receive at 4th level and every 4 levels after that.

Practice: At 5th level, the physical exemplar gains a bonus feat. This feat cannot grant the physical exemplar any benefit to spellcasting, spell-like or supernatural abilities, or Int-, Wis-, or Cha-based skills or ability checks. The physical exemplar gains an additional bonus feat of this type at 10th, 15th, and 20th levels.

Primagus (Magus Archetype)

The prowess of the magus is not limited to only those learned warriors who carrying around a spellbook. Having more in common with sorcerers, the primagus draws their powers from an older source.

Class Skills: A primagus gains Survival as a class skill, and loses Knowledge (planes) as a class skill.

Spells: A primagus casts arcane spells drawn from the magus spell list presented in Chapter 1 of the *Pathfinder Roleplaying Game Ultimate Magic*. He can cast any spell he knows without preparing it ahead of time. To learn or cast a spell, a primagus must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against primagus spells is 10 + the spell level + the primagus' Charisma modifier.

Like other spellcasters, a primagus can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on the table below. In addition, he receives bonus spells per day if he has a high Charisma score.

The primagus' selection of spells is extremely limited. A primagus begins play knowing four 0-level spells and two 1st-level spells of the primagus' choice. At each new primagus level, he gains one or more new spells, as indicated on the table below. (Unlike spells per day, the number of spells a primagus knows is not affected by his Charisma score. The numbers on the table below are fixed.)

Upon reaching 5th level, and at every third primagus level after that (8th, 11th, and so on), a primagus can choose to learn a new spell in place of one he already knows. In effect, the primagus "loses" the old spell in exchange for the new on. If new spell's level must be the same as that of the spell being exchanged, and it must be at least one level lower than

the highest-level magus spell the primagus can cast. A primagus may swap only a single spell at any given level and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

A primagus need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his allotment of spells per day for the spell's level.

This replaces the standard magus spellcasting.

Cantrips: Primagi learn a number of cantrips, or 0-level spells, as noted on the Spells Known table below. These spells are cast like any other spell, but they do not consume any slots and may be used again. This replaces the standard magus cantrips.

Arcane Pool (Su): A primagus' arcane pool gains points from his Charisma modifier instead of his Intelligence modifier. This modifies the maus arcane pool ability.

Spell Combat (Ex): At 1st level, a primagus learns to cast spells and wield his weapons at the same time. This functions much like two-weapon fighting, but the off-hand weapon is a spell that is being cast. To use this ability, a primagus must either have one hand free (even if the spell being cast does not have somatic components) while wielding a light or one-handed melee weapon in the other hand, or be wielding a two-handed melee weapon. As a full-round action, he can make all of his attacks with his melee weapon at a -2 penalty and can also cast any spell they know with a casting time of 1 standard action (any attack roll made as part of this spell also takes this penalty). If he casts this spell defensively, he can decide to take an additional penalty to his attack rolls, up to his Charisma bonus, and add the same amount as a circumstance bonus on his concentration check. If the check fails, the spell is wasted, but the attacks still take the penalty. A primagus can choose to cast the spell first or make the weapon attacks first, but if he has more than one attack, he cannot cast the spell between weapon attacks. This modifies the standard magus spell combat

ability.

Bonus Feats: A primagus cannot select item creation feats as bonus primagus feats.

Metamagic Adept (Ex): At 7th level, a primagus can apply any one metamagic feat he knows to a spell he's about to cast without increasing the casting time. He must still expend a higher-level spell slot to cast this spell. You can use this ability twice per day, plus one additional time per day for every four primagus levels you possess beyond 7th, up to four times per day at 19th level. This replaces knowledge pool.

Rage (Ex): At 7th level, a primagus gains the ability to rage as a barbarian of one-half their primagus level. This replaces Medium Armor.

Rage Powers: Beginning at 7th level, a primagus can gain rage powers instead of a magus arcana, and can gain the Extra Rage Power feat.

Greater Rage (Ex): At 13th level, a primagus' rage ability improves, functioning as the greater rage ability of a barbarian of one-half their primagus level. This replaces Heavy Armor.

Primagus, Sorcerer Bloodlines, and Oracle Mysteries

If you want to add a little more to your primagus, you could give it a sorcerer bloodline or oracle mystery.

If you give it a sorcerer bloodline or oracle mystery, the primagus does not gain Arcane Pool at 1st level or Magus Arcana at 3rd, 6th, 9th, 12th, 15th, and 18th level, though they can still gain them by selecting the Extra Arcana feat, and can still gain rage powers by selecting the Extra Rage Power feat. A primagus with a sorcerer bloodline or oracle mystery adds all bloodline or mystery feats to those they can gain as bonus feats at 5th, 11th, and 17th levels. A primagus gains the first bloodline or mystery spell at 2nd level, plus an additional bloodline or mystery spell at 5th and every 3 levels thereafter, to a maximum of the 6th level spell at 17th level.

Though a primagus lacks an arcane pool, they can still take the Extra Arcane Pool feat, and are able to use their arcane pool points as normal for the ability, but only has as many points as they have gained from the feat.

If you give it an oracle mystery, the primagus also gains the oracle's curse class feature as an oracle of 1/2 your primagus level.

A primagus with a sorcerer bloodline or oracle mystery can use sorcerer and oracle archetypes as long as they have all the class abilities modified or replaced by the archetype.

Primagus Spells per Day / Primagus Spells Known

Level	1st	2nd	3rd	4th	5th	6th	Level	0	1st	2nd	3rd	4th	5th	6th
1st	1	—	—	—	—	—	1st	4	2	—	—	—	—	—
2nd	2	—	—	—	—	—	2nd	5	3	—	—	—	—	—
3rd	3	—	—	—	—	—	3rd	6	4	—	—	—	—	—
4th	3	1	—	—	—	—	4th	6	4	2	—	—	—	—
5th	4	2	—	—	—	—	5th	6	4	3	—	—	—	—
6th	4	3	—	—	—	—	6th	6	4	4	—	—	—	—
7th	4	3	1	—	—	—	7th	6	5	4	2	—	—	—
8th	4	4	2	—	—	—	8th	6	5	4	3	—	—	—
9th	5	4	3	—	—	—	9th	6	5	4	4	—	—	—
10th	5	4	3	1	—	—	10th	6	5	5	4	2	—	—
11th	5	4	4	2	—	—	11th	6	6	5	4	3	—	—
12th	5	5	4	3	—	—	12th	6	6	5	4	4	—	—
13th	5	5	4	3	1	—	13th	6	6	5	5	4	2	—
14th	5	5	4	4	2	—	14th	6	6	6	5	4	3	—
15th	5	5	5	4	3	—	15th	6	6	6	5	4	4	—
16th	5	5	5	4	3	1	16th	6	6	6	5	5	4	2
17th	5	5	5	4	4	2	17th	6	6	6	6	5	4	3
18th	5	5	5	5	4	3	18th	6	6	6	6	5	4	4
19th	5	5	5	5	5	4	19th	6	6	6	6	5	5	4
20th	5	5	5	5	5	5	20th	6	6	6	6	6	5	5

Urban Ranger (Ranger Archetype)

For the urban ranger, the streets and sewers of the city are just as dangerous as the barren wastelands or the deep forests. An urban ranger has the following class features.

Urban Ranger: At 1st level, an urban ranger adds Disable Device and Knowledge (local) to his list of class skills and removes Handle Animal and Knowledge (nature) from his list of class skills.

Favored Community (Ex): At 3rd level, the urban ranger forms a bond with a community. While inside the limits of this community, he gains a +2 bonus on initiative checks and Knowledge (local), Perception, Stealth, and Survival skill checks. An urban ranger traveling through his favored community leaves no trail and cannot be tracked (although he may leave a trail if he so desires). At 8th level, and every five levels thereafter, an urban ranger may select an additional favored community. In addition, at each such interval, the skill bonus and initiative bonus in any one favored community (including the one just selected, if so desired) increases by +2. For the purposes of this ability, a community is any settlement consisting of 100 or more individuals. The community may be larger than this minimum. Outlying farms, fields, and houses are not considered part of a community. This ability replaces favored terrain.

Trapfinding (Ex): At 3rd level, an urban ranger can find and disable traps, as the rogue class feature of the same name. This ability replaces endurance.

Push Through (Ex): At 7th level, an urban ranger is never slowed by difficult terrain in his favored communities. In addition, he can move through the space occupied by local citizens as if they were allies. This does not apply to creatures intent on harming the ranger. Areas that are enchanted or magically manipulated to impede motion, however, still affect him.

Blend In (Ex): An urban ranger of 12th level or higher can use his Stealth bonus in place of a Disguise skill check in any of his favored communities. This disguise does not

take an action to don. He must make a check whenever someone attempts to pick him out from the local citizens. If his check is successful, he blends into the crowd. While not invisible, enemies do not notice his presence and take no actions against him unless they are taking actions against the local citizens in general.

Invisibility Trick (Sp): At 17th level, the urban ranger can cast greater invisibility on himself as a wizard of his ranger level as a swift action. He can use this spell-like ability a number of times per day equal to his Wisdom modifier (minimum 1). This ability replaces hide in plain sight.

Weapon Champion (Generic Archetype)

The weapon champion is a combatant who focuses all her skill and determination on being the absolute best with a weapon in hand. Though she may prefer a single, specific weapon, every weapon champion has trained extensively enough to be more than merely proficient with all weapons similar in use or training to her preferred instrument of death. Weapon champions often arise from the ranks of professional warriors and are most common among knights, gladiators, mercenaries, and duelists, though anyone with the dedication and resources to spend time and effort on long hours of training can join their number. Some monastic sects encourage their members to become weapon champions as a form of self-improvement, and some gods of battle have weapon champions among their clerics.

Favored Weapons (Ex): At first level the weapon champion selects a group of weapons (from the fighter's list of weapon groups for the weapon training ability) to act as her favored weapons. She is proficient with all these weapons. If the weapon champion has a feat that applies to one of these weapons (such as Weapon Focus), it applies to all the weapons in the group.

Weapon Advantage (Ex): At 2nd level and every even level afterward, the weapon champion can select one of the following advantages. An advantage may be selected more than once. Their effects stack.

Add one weapon to the weapon champion's list of favored weapons.

+1 to confirm critical threats with favored weapons.

+1 to CMB for disarm, sunder, and trip attacks made with favored weapons.

+1 to CMD against disarm, steal*, and sunder maneuvers against favored weapons. (*This maneuver is described in the Advanced Player's Guide.)

+1 to Intimidate checks made while armed with a favored weapon.

Weapon Dominance (Ex): At 3rd, 7th, 11th, 15th and 19th levels, the weapon champion may select one weapon dominance. Each dominance may be selected multiple times. The effects stack.

+1 to attacks and damage with favored weapons.

+1 shield bonus to AC when armed with a favored weapon.

Increase the damage the weapon deals on a critical hit. Weapons with a x2 critical multiple deal an additional +1d4 damage. Weapons with a x3 multiple deal an additional +1d6 damage. Weapons with a x4 or greater critical multiple deal an additional +1d8 damage. This additional damage is added after the weapon's critical multiple is applied to its base damage. The damage is of the same type that the weapon that deals normally.

+1 to Will saves made while armed with a favored weapon.

Woodland Spellcaster (Ranger Archetype)

The Woodlander Spellcaster archetype grants a ranger Spellcraft as a class skill, 2 of the ranger's 6 skill points per level, the ranger's wild empathy ability, and all the ranger's spellcasting ability. A ranger that gives up this package never receives any of those abilities, gets only 4 skill points (plus Int bonus) per level, gains no caster level, has no spells/day, and has no access to the ranger spell list.

Though a standard part of the ranger class in the core rules, this archetype can be removed to add a different, generally generic archetype to the ranger class, such as the Weapon Champion generic archetype below.

Races

Aellar Elves

Though rare, aellar elves are welcome in nearly all elven societies. The wings an aellar possesses start off appearing eagle-like, but not always. Over time an aellar's wings change appearance due to the life experiences of an aellar.

Aellar Elf Racial Traits

+2 Dexterity, +2 Intelligence, –2 Constitution: Aellar elves are nimble, both in body and mind, but their form is frail.

Medium: Aellar elves are Medium creatures and have no bonuses or penalties due to their size.

Normal: Speed Aellar elves have a base speed of 30 feet.

Low-Light Vision: Aellar elves can see twice as far as humans in conditions of dim light.

Elven Immunities: Aellar elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

Keen Senses: Aellar elves receive a +2 racial bonus on Perception skill checks.

Aellar Ancestry: The bloodline of some elves holds a relation to a pairing of a giant eagle and an elven druid. Their wings allow these elves to glide up to 100 feet if they launch themselves from a height of at least 20 feet. When gliding, they move at a speed of 30 feet (clumsy maneuverability). If they are wearing medium or heavy armor, they cannot glide. If they possess at least 5 Hit Dice, they can use their wings to fly, taking their ground speed as their flight speed (average maneuverability), and gain the Fly skill as a class skill. They can even wear medium or heavy armor while flying. This racial trait replaces the elven magic and weapon familiarity racial traits.

Languages: Aellar elves begin play speaking Auran, Common and Elven. Elves with high Intelligence scores can choose from the following: Celestial, Draconic, Gnoll, Gnome, Goblin, Orc, and Sylvan.

Draken

While half-dragons are the immediate descendants of dragons and other creatures, Draken are a true-breeding race born of generations of half-dragon and humanoid breeding. They are typically found on the fringes of human society due to their bestial facade. Rarely, Draken will band together and create a community of their own.

Not as powerful as their half-dragon ancestors, Draken are nonetheless superior to humans.

Alternate Racial Traits

Due to their mixed heritage, Draken exhibit flexibility in their abilities.

Draken Racial Traits

Draken are defined by their class levels—they lack racial Hit Dice.

+2 Strength, +2 Constitution, -2 Charisma: Though they are socially challenged, Draken are powerful and enduring.

Dragon Blood: Draken are humanoids with the human and reptilian subtypes.

Medium: Draken are Medium creatures and receive no bonuses or penalties due to their size.

Normal Speed: Draken have a base speed of 30 ft.

Darkvision: Draken can see in the dark up to 60 ft.

Low-Light Vision: Draken can see twice as far as humans in conditions of dim light.

Armor: Draken have a +1 natural armor bonus.

Gifted Linguist: Draken gain a +4 racial bonus on Linguistics checks, and learn 2 languages each time they gain a rank in Linguistics rather than 1 language.

Lucky: Draken gain a +2 racial bonus on all saving throws.

Natural Weapon: Draken gain either a bite attack that deals 1d4 damage, or two claw attacks which deal 1d4 damage each.

Languages: Draken begin play speaking Common and Draconic. Draken with high Intelligence scores can choose any language they want (except secret languages, such as Druidic).

Adoptive Parentage: Draken are sometimes orphaned and adopted by other races. Choose one humanoid race without the human subtype. You start play with that race's languages and gain that race's weapon familiarity racial trait (if any). If the race does not have weapon familiarity, you gain either Skill Focus or Weapon Focus as a bonus feat that is appropriate for that race instead. This racial trait replaces the gifted linguist and natural weapon trait.

Beast Bond: Some Draken have a talent for training animals and beasts to help them both on and off the battlefield. Draken with this racial trait gain a +1 racial bonus on Handle Animal and Ride checks. Handle Animal and Ride are always class skills for them. This racial trait replaces gifted linguist and Draken begin play speaking Common and Draconic, and can choose Aklo, Auran, Dwarven, Elven, Giant, Sylvan, or Undercommon if they have high Intelligence scores instead of their normal language choices.

Dragon-Scaled: Some Draken are hatched with scales of such vivid color that their connection to a particular sort of chromatic or metallic dragon seems undeniable. Whether this coloration is just a quirk of a stray egg or a trait shared by all the members of the tribe, these Draken gain a resistance that makes them especially suited to work alongside dragons matching the

color of the Draken's scales. Black, copper, and green-scaled Draken with this racial trait gain acid resistance 5. Blue and bronze-scaled Draken with this racial trait gain electricity resistance 5. Brass, gold, or red-scaled Draken with this racial trait gain fire resistance 5. Silver and white-scaled Draken with this racial trait gain cold resistance 5. This racial trait replaces the armor racial trait.

Sea-Born: With a natural love of the sea, some Draken are equally at home in the water as they are on dry land. Draken with this racial trait gain a swim speed of 30 ft. and are amphibious, able to breathe both air and water. This racial trait replaces two of the following racial traits: armor, gifted linguist, or natural weapon.

Studious: Some Draken are born a little behind their fellows and have to study harder to be good at what they do. At 1st, 8th, and 16th level, such Draken gain Skill Focus in a skill of their choice as a bonus feat. This racial trait replaces the lucky racial trait.

Winged: With a slightly stronger draconic heritage, some Draken are born with wings. Most Draken with wings have only weak, vestigial wings that only grant a +4 racial bonus on Fly checks. A rare few Draken born with wings have fully functional, yet clumsy wings.

They can fly with a speed of 30 ft. (clumsy). Vestigial wings replace either the armor or natural weapon trait, while flying wings replace them both.

Wyvern Souled: Descended from wyverns instead of true dragons, Draken with this racial trait gain a tail slap attack as a secondary attack with a reach of 5 ft., and that deals 1d8 points of damage plus the Draken's Strength modifier. They also have both a bite attack and two claw attacks, both as primary attacks. This racial trait replaces the gifted linguist trait, reduces the lucky bonus to only +1, and Draken begin play speaking Draconic and can choose Aklo, Common, Giant, or Undercommon if they have high Intelligence scores instead of their normal language choices.

Favored Class Options

The following options are available to all Draken who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the class reward.

Alchemist: Add +1/2 to the alchemist's bomb damage, or the alchemist gains +1/6 of a new alchemist's discovery.

Barbarian: Add +1 to the barbarian's total number of rage rounds per day, or +1/2 bonus to trap sense.

Bard: Add +1 to the bard's total number of bardic performance rounds per day.

Cavalier: Add +1 hit point to the cavalier's mount companion. If the cavalier ever replaces his mount, the new mount gains these bonus hit points.

Cleric: Select one domain power granted at 1st level that is normally usable a number of times per day equal to 3 + the cleric's Wisdom modifier. The cleric adds +1/2 to the number of uses per day of that domain power.

Druid: Add +1/4 luck bonus on the saving throws of the druid's animal companion, or

Fighter: Add +1 to the fighter's CMD when resisting two combat maneuvers of the character's choice.

Gunslinger: Add +1/4 to the number of grit points in the gunslinger's grit pool.

Inquisitor: Add +1/4 to the number of times per day that an inquisitor can change her most recent teamwork feat.

Magus: Add +1/4 point to the magus' arcane pool.

Monk: Add +1/4 point to the monk's ki pool.

Oracle: The oracle gains +1/6 of a new revelation.

Paladin: Add +1 ft. to the size of all the paladin's aura class features. This option has no effect unless the paladin has selected it 5 times (or another increment of 5); an aura of 14 ft. is effectively the same as a 10 ft. aura, for example.

Ranger: Add +1/4 dodge bonus to Armor Class against the ranger's favored enemies.

Rogue: The rogue gains +1/6 of a new rogue talent.

Sorcerer: Select one bloodline power at 1st level that is normally usable a number of times per day equal to 3 + the sorcerer's Charisma modifier. The sorcerer adds +1/2 to the number of uses per day of that bloodline power.

Summoner: Add +1 hit point, +1 skill points, or +1/4 to the eidolon's evolution pool.

Witch: The witch gains +1/6 of a new witch hex.

Wizard: Add a +1 bonus on concentration checks made due to taking damage while casting wizard spells.

Half-Giant

Half-giants have the mixed blood of both humans and giants flowing through their veins. A true breeding race created through the use of magic in ages long past, originally they served as soldiers in the armies of uncaring tyrants. Since the inevitable fall of those empires, half-giants have found themselves to be most at home in the dry, inhospitable regions of many worlds. They live a mostly nomadic life, traveling and trading goods and information.

Rumors persist of a small sect of specialized assassins within the half-giant bands, using their merchant stereotype to gain access to and carry out contracts beyond the ability of less socially mobile killers. Even worse than the rumored assassins are those few half-giant barbarians who have managed to overcome – yet still harness – the rage so common amongst their kind; a wondrous and horrifying sight to behold in combat.

Half-Giant Racial Traits

+2 Wisdom, +2 Strength, –2 Dexterity: Half-giants are tough and intuitive, but not too nimble.

Giant Blood: Half-giants count as both human and humanoid (giant) for any effect related to race.

Medium: Half-giants are Medium creatures and have no bonuses or penalties due to their size.
Normal Speed: Half-giants have a base speed of 30 feet.
Low-Light Vision: Half-giants can see twice as far as humans in conditions of dim light.
Fire Acclimated: Half-giants receive a +2 racial bonus on saving throws against all fire spells and effects.
Powerful Build: The physical stature of half-giants lets them function in many ways as if they were one size category larger.

Whenever a half-giant is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the half-giant is treated as one size larger if doing so is advantageous to him.

A half-giant is also considered to be one size larger when determining whether a creature's special attacks based on size (such as grab or swallow whole) can affect him.

A half-giant can use weapons designed for a creature one size larger without penalty. However, his space and reach remain those of a creature of his actual size.

The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject's size category.
Naturally Psionic: Half-giants receive Wild Talent as a bonus feat at 1st level. If a half-giant takes levels in a psionic class, he instead gains the Psionic Talent feat.
Half-giant Psionics: Half-giants gain the following psi-like ability: 1/day—stomp. The manifester level for this effect is equal to 1/2 the half-giant's level (minimum 1st). The DC for this power is equal to 10 + the power's level + the half-giant's Charisma modifier.
Psionic Aptitude: When a half-giant takes a level in a favored class, he can choose to gain an additional power point instead of a hit point or skill point.
Survivor: Half-giants gain a +4 racial bonus to Survival checks.
Languages: Half-giants begin play speaking Common. Half-giants with high Intelligence scores can choose from the following: Draconic, Giant, Gnoll, and Ignan.

Mahrog

Most "normal" humans consider the mahrog to be a degenerate offshoot of their race. In reality, they are the chosen people of a mostly forgotten goddess who rejects progress and has guided the mahrog to remain as they are for millennia.

Mahrog Racial Traits

+2 **Strength, -2 Intelligence, and +2 to either Wisdom or Constitution:** All mahrogs are very strong though often lack the intellectual capacity of more civilized races. As a race on the cusp of human-like variety, they tend to possess either exceptional stamina or keen insight, but rarely both.
Medium: Mahrogs are Medium-sized creatures with no bonuses or penalties due to size.
Normal Speed: Mahrogs have a base speed of 30 feet.
Almost Human: Mahrogs count as human for any effect related to race. They are humanoids with the human and mahrog subtypes.
Bonus Feats: Mahrogs gain Improved Unarmed Strike and Improvised Weapon Mastery as bonus feats, even if they do not meet the prerequisites.
Skilled: Mahrogs gain an additional skill rank at first level which they must use in Acrobatics, Climb, Handle Animal, Knowledge (nature), Perception, or Survival. Every other level thereafter, they gain an additional skill rank which has the same limitations.
Skin of the Beast: You gain a +2 natural armor bonus to Armor Class when wearing leather or hide armor. You do not gain this bonus if you are wearing, wielding, or holding anything made out of metal.
Languages: Mahrog begin play speaking Common and Mahrog. Mahrogs with high Intelligence scores can choose any of the following: Dwarven, Elven, Gnome, Goblin, Halfling, and Orc.

Templates

Adaptable Creature (CR +3)

The ultimate in magical evolution, these creatures can adapt to eventually overcome nearly any environment or threat. Its quick rules are the same as its rebuild rules.

Rebuild Rules: Ability Scores Con +4.

Adaptable Attack (Su): An adaptable creature's attack can be changed to a different type at will for the purpose of bypassing damage reduction or overcoming resistance or immunity after its attack as been reduced, resisted, or been rendered ineffective once.

Environmental Adaptation (Ex): This grants the adaptable creature immunity to all harmful environmental effects, including such hazards as toxicity, extreme temperatures, and lack of air. Additionally, it gains energy resistance 20 to a single energy type most prevalent in the current environment.

Learned Immunity (Su): If an adaptable creature is affected by a physical attack, spell, or effect used by a particular creature, the ability thereafter grants immunity to that physical attack, spell, or effect when used by that same creature.

Amalgam Creature

What happens when two or more creatures are combined into a single creature? You get an amalgam of the two, that's what happens.

Creating an Amalgam Creature "Amalgam" is an acquired or inherited template (your choice) that combines two creatures (referred to hereafter as base creatures).

An amalgam uses all the statistics and special abilities of the two base creatures except as noted here. Consult Appendices 1, 2, 3 and 5 in the *Pathfinder RPG Bestiary* for any information not found below.

Challenge Rating: Compare the amalgam to both base creatures and select a challenge rating based on theirs. Then compare the amalgam to creatures with Challenge Rating.

Amalgam Size & Type Base Creature 2

Ratings up to 3 higher to determine whether the CR you have assigned is reasonable.

Alignment: The amalgam's alignment includes elements of both base creatures' alignments. For example, an amalgam created from a chaotic neutral and a lawful evil base creature could be chaotic evil or lawful neutral, at your option.

Size and Type: Find the amalgam's type by crossreferencing the two base creatures' types on the *Size & Type* table below. The creature retains the subtypes of both base creatures unless those subtypes directly conflict (fire and cold, for example). In case of such a conflict, the amalgam creature loses both subtypes. The amalgam is the same size as the larger of the two base creatures.

Shape The amalgam's appearance is determined by several factors.

Body Form The amalgam has the general body form of whichever base creature has a higher character level (racial and class Hit Dice). In case of a tie, the DM may choose which base creature's form the amalgam has.

Limbs The amalgam has the same kinds of limbs and attacking appendages as both base creatures do. If both base creatures have a particular kind of limb, the

Abilities

Size Change	Strength	Dexterity	Constitution
Fine to Diminutive	+0	-2 (minimum 1)	+0
Diminutive to Tiny	+2	-2 (minimum 1)	+0
Tiny to Small	+4	-2 (minimum 1)	+0
Small to Medium	+4	-2 (minimum 1)	+2
Medium to Large	+6	-2 (minimum 1)	+2
Large to Huge	+6	-2 (minimum 1)	+2
Huge to Gargantuan	+8	+0	+4
Gargantuan to Colossial	+8	+0	+4

Amalgam Size & Type

Base Creature 2

	Aber	Ani	Con	Drag	Fey	Hum	MagB	MonH	Ooze	Out	Pla	Und	Ver
Aber	Aber	Aber	Con	Drag	Aber	Aber	MagB	Aber	Aber	Out	Pla	Und	Aber
Ani	Aber	Ani	Con	Drag	Fey	MonH	MagB	MonH	Aber	Out	Pla	Und	Ver
Con	Con	Con	Con	Con	Con	Con	Con	Con	Con	Con	Con	Con	Con
Drag	Drag	Drag	Con	Drag	Drag	Drag	Drag	Drag	Aber	Out	Pla	Und	Drag
Fey	Aber	Fey	Con	Drag	Fey	Fey	MagB	Fey	Aber	Out	Fey	Und	Aber
Hum	Aber	MonH	Con	Drag	Fey	Hum	Aber	MonH	Aber	Out	Pla	Und	Aber
MagB	MagB	MagB	Con	Drag	MagB	Aber	MagB	Aber	MagB	Out	Pla	Und	MagB
MonH	Aber	MonH	Con	Drag	Fey	MonH	Aber	MonH	Aber	Out	Pla	Und	Aber
Ooze	Aber	Aber	Con	Aber	Aber	Aber	MagB	Aber	Ooze	Aber	Aber	Und	Aber
Out	Out	Out	Con	Out	Out	Out	Out	Out	Aber	Out	Pla	Und	Out
Pla	Pla	Pla	Con	Pla	Fey	Pla	Pla	Pla	Aber	Pla	Pla	Und	Pla
Und	Und	Und	Con	Und	Und	Und	Und	Und	Und	Und	Und	Und	Und
Ver	Aber	Ver	Con	Drag	Aber	Aber	MagB	Aber	Aber	Out	Pla	Und	Ver

amalgam has the same number of such limbs as does the base creature with the higher character level or Hit Dice.

If both base creatures have the same character level or Hit Dice, the amalgam has the greater number of limbs. The amalgam can attack with any appendage that either base creature can, even if the other base creature has no attack with that limb. All limbs are sized appropriately for the amalgam. For example, a Huge monstrous scorpion combined with a stirge has the general body form, legs, claws, and tail of the scorpion, plus stirgelike wings and a stirge's proboscis—both sized to fit its new body. A hill giant combined with a heavy warhorse has the body form, legs, and arms of a hill giant, plus a horse-like face and hoof-like feet to deliver the warhorse's hoof and bite attacks.

Armor Class

Size Change	Natural Armor Bonus increase for Averaging
Fine to Diminutive	+0
Diminutive to Tiny	+0
Tiny to Small	+0
Small to Medium	+0
Medium to Large	+2
Large to Huge	+3
Huge to Gargantuan	+4
Gargantuan to Colossial	+5

Appearance: The amalgam looks like a combination of both base creatures, even if its features do not retain the same functions. The GM may freely assign any appropriate physical characteristics to the creature within those parameters. In the example of the hill giant and horse amalgam above, the resulting creature might be hairy like a horse.

Hit Dice: The amalgam has the same number of racial Hit Dice as the base creature with the greatest number of racial HD. If the two base creatures have the same number of racial HD, the amalgam also has that number. Hit Dice gained through class levels do not count for this purpose. The amalgam's racial Hit Dice are appropriate to its new type.

Saves: The amalgam's base saves depend on its new type.

Armor Class: If the base creatures are the same size, simply average their natural armor bonuses and round down to determine the natural armor bonus of the amalgam. (A creature with no natural armor bonus has an effective natural armor bonus of +0.) Otherwise, adjust the natural armor bonus of the smaller creature according to the following table before averaging. Apply the modifiers stepwise to account for the size difference between the smaller base creature and the amalgam.

For example, if the amalgam is Huge and the smaller ofthe two base creatures is Small, you would add +0 (for Small to Medium), +2 (for Medium to Large), and +3 (for Large to Huge), for a total of +5, to the smaller creature's natural armor bonus before averaging it with that of the larger creature. The amalgam's size also determines its size modifier to AC, as normal.

Speed: The amalgam possesses the speeds and movement modes of both base creatures. If both have a particular mode of movement, the amalgam's speed for that mode is the higher of the two. If both base creatures have fly speeds, the amalgam has the better maneuverability rating. For example, combining a centaur and a cloaker, the resulting amalgam would have the land speed of the centaur (50 ft.) and the fly speed of

Damage

Old Damage	New Damage
1	1d2
1d2	1d3
1d3	1d4
1d4	1d6
1d6	1d8
1d8	2d6
1d10	2d8
2d6	3d6
2d8	3d8
4d6	6d6
4d8	6d8

the cloaker (40 ft. with average manueverability).

Attack: The amalgam retains all the attacks of the base creature with the greater racial Hit Dice. It also gains any attacks the other base creature has that are associated with limbs it gained from that creature, and it retains the weapon and armor proficiencies of both base creatures. Weapon attacks are always primary attacks, and natural attacks gained from the creature with fewer racial HD are always secondary attacks. Natural attacks gained from the base creature with more racial Hit Dice are either primary or secondary, as they were for that creature. If the base creatures have the same number of racial HD, the amalgam gains all the attacks of both, subject to the number of appropriate limbs it actually has. Th e GM chooses one kind of natural attack to be the primary one if more than one option exists. For example, a naga combined with a goblin would possess the goblin's arms, so it could wield weapons and make attacks with those limbs. The standard size modifier applies to the amalgam's attack rolls.

Damage: If the base creatures are both the same size as the amalgam, the base damage for its attacks remains the same as it was for the base creatures. Otherwise, keep the damage for the larger base creature's attacks the same and adjust the base damage for each of the smaller creature's attacks according to the following table. Scale the damage once for each size category of difference between the smaller base creature and the amalgam. Ability score damage or drain and energy damage also scale up in the same manner, but negative levels bestowed via attacks do not increase.

For example, if the amalgam is Huge and the smaller of the two base creatures is Small, an attack from the smaller one that originally dealt 1d4 points of damage would scale up three times. Thus, 1d4 becomes 1d6 (for Small to Medium), 1d6 becomes 1d8 (for Medium to Large), and 1d8 becomes 2d6 (for Large to Huge).

Space/Reach: The amalgam has a space and reach appropriate for its size, as given in the following table. If the reach for a natural attack that the amalgam receives from one of the base creatures is greater than indicated for its size in the chart below, extend the reach of that attack by the same amount that it is extended from the original creature. For instance, an amalgam formed from a choker and an ogre mage would possess tentacle attacks with a reach of 15 feet.

Special Attacks: An amalgam retains all the special attacks of both base creatures that do not depend on a limb or body form the amalgam does not possess. If two special attacks are similar, the amalgam has the better of the two. For example, if both base creatures deals extra fire damage with their melee attacks, but one deals +1 point and the other deals +1d6 points, the amalgam deals +1d6 points of fire damage with each of its melee attacks. Recalculate the save DCs for all special attacks based on the amalgam creature's racial HD or character level, as applicable, and its ability scores.

Now evaluate your monster's special attacks, realizing it may get to use only two or three of them in a single combat. If it seems as if your amalgam has too many special attacks, pare them down until you are satisfied.

Special Qualities: An amalgam retains all the special qualities of both base creatures that do not depend on a limb or body form that the amalgam does not possess. If two special qualities are similar, the amalgam has the better of the two. For example, if one base creature has fire resistance 20 and the other has fire immunity, the amalgam has fire immunity.

Abilities: For each mental ability score, take the average for the two base creatures, rounding down if the result is 10 or higher or up if it is below 10. If the base creatures are the same size, follow the same procedure for each physical ability score. Otherwise, adjust the ability score of the smaller creature according to the following table before averaging. Apply the modifiers stepwise to account for the size difference between the smaller base creature and the amalgam.

Base Attack Bonus: Recalculate the amalgam's base attack bonus for its racial Hit Dice based on its new creature type and number of racial HD.

Feats: The amalgam retains the bonus feats of both base creatures, but it loses all other feats that the base creatures had. Instead, assign feats as desired, giving preference to the feats that the base creatures possessed. The amalgam must still meet any prerequisites for feats chosen to fill vacant feat slots.

Skills: The amalgam retains the racial skill modifiers described in the Skills section of the creature for both base creatures, but it loses all skill ranks the base creatures possessed. Recalculate skill points for the amalgam's racial Hit Dice according to its new type.

Languages: If the amalgam can speak, it speaks a number of languages appropriate for its Intelligence score, chosen from the languages the base creatures speak.

Environment: The amalgam can exist in any environment that either base creature could.

Organization: An amalgam is often a wholly new and strange being, so you can assign whatever organization you wish. A typical amalgam, however, is organized in the same manner as one of its base creatures.

Treasure Standard: if both base creatures have standard treasure, or as the base creature with the most treasure, if both have poorer than standard, or as the base creature with the least treasure if they both have better than standard.

Advancement: Amalgams with an Intelligence of 3 or greater can advance by both hit dice and class level. Amalgams with an Intelligence of 2 or less, or no Intelligence at all, advance by hit dice alone.

Apex Predator Creature (CR +2)

This creature is the most formidable hunter in a group.

Quick Rules: +4 on all rolls (including damage rolls) and special ability DCs; +8 to AC and CMD; +4 hp/HD.

Rebuild Rules: AC increase natural armor by +4; Ability Scores +8 to all ability scores.

Aquatic Creature (CR +0)

Aquatic creatures dwell within seas and lakes, mainly along coastal regions. If the creature dwells exclusively underwater, it gains the aquatic subtype and replaces its land or fly speed with an identical swim speed. If the creature is able to also travel on land, it gains the amphibious special quality, reduces its land speed by 10 ft., loses any fly speed, and acquires a swim speed equal to its original speed. An aquatic creature also gains low-light vision.

Betrayer Creature

This specific creature constantly and successfully betrays his apparent allegiances, only to move on to a new group and repeat the pattern. These creatures may be doing it for a higher purpose, manipulating events from behind the scenes or for their own selfish betterment, not caring whose toes they step-on. Alternatively, they could just be mentally unstable or cursed. They do not turn back and forth between hero and villain as they are usually switching between different groups of antagonists, and are often the instigators of civil wars simply because they are the easiest situations to take advantage of. This pattern of behavior becomes a ritual, and that ritual creates the Betrayer creature.

Creating a Betrayer Creature

"Betrayer creature" is an acquired template that can be added to any intelligent creature (referred to hereafter as the base creature). A betrayer creature uses all the base creature's statistics and special abilities except as noted here.

CR: +1

Alignment: Change the creature's alignment to any chaotic.

Defenses/Qualities: A betrayer creature is immune to all charms and compulsions. It also gains regeneration (choose any two damage types relevant to the creature's background of betrayals, equal to the base creature's Constitution bonus, minimum of 1), and fast healing (equal to the base creature's Constitution bonus, minimum of 1).

Spell-like Abilities: at will--*mislead*.

Melee: A betrayer creature gains sneak attack as rogue of half the betrayer's HD when attacking someone who believes the betrayer creature is its ally. This bonus stacks with existing sneak attack abilities.

Special Abilities: A betrayer creature gains the following special abilities.

Allied Weakness (Ex): If the betrayer creature is accepted as an ally, the betrayer can attempt a Diplomacy check (DC 10 + ally's HD) to gather information about any special weaknesses, vulnerabilities or flaws the ally may have.

Drain Ally (Su): Once per day, as a swift action plus an additional time per day at every 4th CR (CR 4, 8, 12, etc.), a betrayer creature can drain a target ally within 30 ft. of 1d6 hit points per hit dice the betrayer has (max 10d6), healing half the amount drained. There is no save against his ability.

Hidden Healing (Su): The regeneration and fast healing ability of a betrayer creature is hidden from view (the wounds inside the creature heal first) and it takes a successful Heal and Perception check (DC 15 + the betrayal creature's CR + its Constitution modifier) to notice that it is healing until the last hit point is healed.

Outrun Ally (Su): 1/day as an immediate action the betrayer creature can swap places with any ally that was within his line of sight at the beginning of the previous round, as per greater teleport. For example, if his allied employer teleported away this round, he could swap places with his employer, allowing the betrayer to escape and leaving his employer stranded.

Snitch's ear (Ex): A betrayer creature greases the right palms, and befriends the right people, so that when someone is using diplomacy to gather information about the organization he belongs too, he learns of it. Working its way towards them so that either the information is coming from it indirectly or it actually arranges for them to meet with it so that they can gain the information directly from it. A betrayer creature can feed misinformation so that it points toward a rival, or it may help these opponents to destroy his current allies with extremely useful information.

Unfriendly Fire (Ex): Once per round upon a successful Reflex save, a betrayal creature can effectively use an adjacent creature that thinks the betrayer is its ally as a shield. The betrayer takes no damage from a single attack while the ally suffers full damage (no save).

Abilities: Increase from the base creature as follows: Con +4 (+2 hp per HD, +2 to Fortitude saves, and any of the base creature's Constitution-based DCs), +4 Cha (+2 to Bluff, diplomacy, Disguise, Handle Animal, Intimidate, Perform, and Use Magic Device; attempts to influence others, and Channel Energy DCs, +2 to any of the base creature's Charisma-based DCs)

Skills: The base creature gains a +8 racial bonus on Bluff and Diplomacy checks.

Organization: Solitary

Treasure: double standard (steals from its allies, or is paid well for its betrayal)

Beyondling Creature (CR +2)

This creature has been corrupted by the powers of the planer maelstrom and the great beyond.

Quick Rules: +2 bonus to Fort, +4 hp/HD; **Special Attacks** 1d6 acid damage to all attacks; **Immune** critical hits, mind-affecting effects, and sneak attacks.

Rebuild Rules: Ability Scores +4 Con and Cha.

Abhorrent Existence (Ex): A beyondling's biological nature has been so radically changed that it is immune to critical hits and sneak attacks. In addition, contact with a beyondling causes 1d6 points of acid damage to whatever touches the beyondling. This additional damage includes all the beyondling's attacks and includes every time anything attacks the beyondling. Whenever this creature is attacked by a manufactured weapon, that weapon suffers this damage as well (though the damage does not ignore hardness). When the beyondling is hit with a natural attack or unarmed strike, this damage is dealt to the attacking creature. In addition, if a non-bludgeoning physical attack deals damage to a beyondling, creatures within a 5-ft. radius must make a successful Reflex save DC 10 +1/2 the beyondling's HD + its Constitution modifier or suffer the same damage.

Repugnant Mind (Ex): A beyondling's mind is repulsive in its alien nature. The first time a creature other than an outsider (excluding native outsiders) or aberration makes mental contact with a beyondling, that creature must make a make a successful Will save (DC 10 + 1/2 the beyondling's HD + its Charisma modifier) to avoid being staggered for a number of rounds equal to the beyondling's Hit Dice. On a successful save, the creature is merely dazzled for 1 round. This effect can even occur if the beyondling initiates mental contact (such as via a dream, nightmare, sending, or demand spell or effect, or merely by telepathic communication) or another creature attempts to do so (as if via detect thoughts or dominate monster). Once a creature is exposed to a specific beyondling's repugnant mind, it is immune to this effect from all beyondling creatures for 24 hours. This is a mind-affecting effect.

Blind Oracle

To see reality comes with a price.

Creating a Blind Oracle

"Blind oracle" is an acquired template that can be added to any dragon, fey, humanoid, or monstrous humanoid with an Intelligence greater than 5 and a Wisdom greater than 12 (referred to hereafter as the "base creature"). A blind oracle differs from the base creature as follows.

Challenge Rating: Same as the base creature +1.

Senses A blind oracle has blindsight with a range of 10 ft. per Hit Die the creature possesses.

Armor Class: A blind oracle gains a +4 insight bonus to armor class, sensing danger before it comes.

Defensive Abilities: A blind oracle is immune to all gaze attacks, as well as harmful visual effects (light blindness, etc). Should a blind oracle gain the ability to see, through use of a magic item, or some other non-permanent effect, they retain their immunity to gaze attacks and harmful visual effects.

Special Abilities: A blind oracle gains the following ability.

Powers of Precognition (Sp): A mystical sense allows the blind oracle to sense the hidden and to see things with the mind's eye. A blind oracle has the following spell-like abilities: At will—*augury, sanctuary*; 5/day—*divination, speak with animals, speak with plants;* 1/day—*scrying, speak with dead, true seeing;* 1/month—*commune, commune with nature, find the path.* Caster level equals the blind oracle's total Hit Dice.

Ability Scores: Int +2, Wis +6.

Skills: Blind oracles gain a +8 bonus on Perception checks and gains all Knowledge skills as class skills.

Feat: Blind oracles gain Blind-Fight as a bonus feat.

Bloody Maw Creature

Consuming your enemy can grant you power; one can simply look at the devourer, the ghoul, or the vampire to know the truth of this. Yet, in a world of magic, even more extraordinary things can happen. When vessels of eldritch power and sacred theurgy belonging to one's foes are consumed, sometimes a change occurs, either by chance or by the will of the gods. This change grants great power to a creature that seeks to increase its power by consuming yet greater objects of might. Bloody maw creatures are beings that have eaten a magical item, without destroying it, and have been cursed with a supernatural hunger for more. A bloody maw creature must continue to consume magic items or starve to death. Most bloody maw creatures welcome this burden because of the power it brings them.

"Bloody maw creature" is an acquired template that can be added to any living, intelligent creature that has eaten a magical item that belonged to a foe (referred to hereafter as the base creature).

A bloody maw creature uses all the base creature's statistics and special abilities except as noted here.

Creating a Bloody Maw Creature

CR: As the base creature +1

Alignment: Any evil.

Defensive Abilities: A bloody maw creature gains darkvision 60 ft., low-light vision, DR 10/magic and silver, and regeneration (fire and sliver, equal to the base creature's Constitution bonus, minimum of 1).

Melee: A Bloody Maw gains a bite attack if the base creature didn't have one. Damage for the bite depends on the bloody maw's size (see Natural Attacks in Appendix 3 of the *Pathfinder Roleplaying Game Bestiary*). Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Special Abilities: A bloody maw gains the following special abilities.

Jaws of Severing (Ex): Upon a successful critical hit with the bloody maw's bite attack against a creature one size category smaller than the bloody maw, that opponent must make a Fort Save (DC 10 + half the bloody maw's HD + the bloody maw's Strength modifier) or lose a portion of its extremities (primarily a hand), suffering a - 4 circumstance penalty to all attacks, saves and checks due to extreme pain until the damage dealt is healed. The bloody maw can swallow any one-handed weapon, or similarly sized object, (wand, rod, etc.) along with any jewelry worn on the limb (rings, bracelets, and bracers.) At the end of the first round following the loss of its extremity, the victim takes 2d6 points of damage, on the end of the second round the victim is reduced to -1 and is dying. This effect can be halted with a heal check (DC 15) or by any form of magical healing. Creatures immune to critical hits are immune to this effect. 1/day a bloody maw can choose to automatically threaten a critical hit. Use of this ability must be declared before the attack roll is made and counts as a use of this ability.

Belly of the Beast (Ex): A bloody maw swallows any extremity it severs with its jaws. Once inside, any magical items that the extremity bore (rings, daggers, bracers, etc.) are placed in a second stomach. The Belly of the Beast can hold one magical item for every HD the base creature possesses; all others are expelled one way or another. The bloody maw may attempt a Use Magic Device skill check on any one item held in its second stomach. This is a free action, usable once per round. The items function properly as if they were worn or held in the proper place. Favored items of the bloody maw are: wands of slow (DC 17), ring of invisibility, ring of the ram (1d6, +12 bull rush), and bracers of armor.

Abilities: Increase from the base creature as follows: Str +4.

Skills: The base creature gains Use Magic Device as a class skill and gains bonus ranks in that skill equal to its HD. It also gains a +8 racial bonus on Use Magic Device checks and can always choose to take 10 on a Use Magic Device check, even if rushed or threatened

Treasure: double standard (Belly of the Beast)

Broken Creature

What happens when a constructed being, such as golems, are defeated but not destroyed? They limp along, attempting to continue following their orders as broken creatures.

Creating a Broken Creature

"Broken" is an acquired or inherited template that can be added to any corporeal creature, but most commonly constructs and other constructed creatures, like inevitables.

A broken creature uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature -1.

Subtype: A broken creature gains the broken subtype.

Senses: A broken creature with any special perceptive abilities has all such abilities reduced to 2/3rd effectiveness, or one such ability removed completely. For example, a broken iron golem has darkvision 40 ft. and low-light vision that is only a little better than that of a humans, or has darkvision 60 ft. or low-light vision, but not both.

Armor Class: A broken creature's natural armor is reduced by 2. If the base creature has a natural armor bonus of +1 or less, then the broken creature has no natural armor, and a -2 racial penalty to armor class.

Saving Throws: A broken creature suffers a -1 penalty on all saving throws.

Defensive Abilities: All defensive abilities possessed by a broken creature are reduced by 2 (minimum 0).

Speed: All speeds are reduced by 5 ft., to a minimum speed of 5 ft.

Attacks: All of a broken creatures attacks are treated as secondary attacks.

Damage: All of a broken creatures attacks deal damage as secondary attacks.

Special Attacks: All of a broken creatures special attacks that deal hit point damage deal one less point of damage per damage dice. The caster level and DC's of a broken creatures special attacks suffer a -1 penalty.

Ability Scores: All of a broken creature's ability scores are reduced by 2.

Skills: A broken creature suffers a -2 penalty to all skill checks.

This template can be applied more than once, each application representing a greater amount of damage done to the core structure of the base creature.

A broken creature can be repaired. The method

for repairing an individual creature and should be determined by a GM, but typically involves an adventure to acquire the necessary resources.

Charming Creature (CR +1)

Some creatures are able to convince people that they are their best friend in the world. Its quick rules are the same as its rebuild rules.

Rebuild Rules: Special Attack enthrall creature; Ability Scores +4 Cha.

Enthrall Creature (Su): A charming creature can use a permanent charm monster (DC 10 + 1/2 the charming creature's Hit Dice + its Charisma modifier) effect at will, but it can only have one enthralled creature at a time. If a charming creature attempts to use enthrall creature against a new target, the charm monster effect on the first creature is automatically dismissed. The charm monster effect has a caster level equal to CR of the charming creature.

Crafty Creature

Creatures with the crafty template are more intelligent than their ordinary cousins.

Challenge Rating As the base creature +1.

Armor Class Gain a +2 insight bonus.

Defensive Abilities Gain a +2 bonus on all Will saves.

Attacks A crafty creature may apply its Wisdom modifier to attacks instead of Strength or Dexterity if it is higher.

Ability Scores Int +4, Wis +2.

Feats Crafty creatures gain a single bonus feat it qualifies for.

Skills A crafty creature gains a +2 racial bonus on all Knowledge skill checks and can make Knowledge skill checks untrained.

Clockwork Creature

Sometimes it's hard to find friends, so why not make some? Clockwork creatures are built to resemble existing creatures in form and function.

Creating a Clockwork Creature

"Clockwork creature" is a created template that can be added to any living, corporeal creature that is not an ooze (referred to hereafter as the base creature). A clockwork creature uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature +1 or +2 if the clockwork creature possesses reinforced construction (see Special Qualities below).

Alignment: Always neutral or as creator.

Type: The creature's type changes to construct

(augmented). Do not recalculate class Hit Dice, BAB, or saves.

Senses: A clockwork creature gains darkvision 60 ft., and low-light vision.

Armor Class: Natural armor improves by +5.

Hit Dice: Change all racial Hit Dice to d10s. Class Hit Dice are unaffected. As constructs, they do not gain bonus hit points from Constitution because they don't have a Constitution score.

Defensive Abilities: A clockwork creature gains hardness 10, resistance to acid 10, cold 10, and fire 10.

Weaknesses: Clockwork creatures gain vulnerability to electricity effects. They also gain the following ability.

Metal Body (Ex): Beneath its skin, a clockwork creature is largely composed of metal. It counts as a ferrous creature for the purpose of rusting grasp and other spells that have special effects on metal.

Special Qualities: A clockwork creature gains the following.

Created Mind (Ex): Clockwork creatures know nothing when first created, but many are intelligent. On its first day, a clockwork creature functions like any mindless construct, but thereafter its native intelligence comes to the fore, allowing it to reason and improvise. Creators can thus give their clockwork constructs somewhat vague commands and allow them to interpret and act on them, secure in the knowledge that their servants will not act in a way contrary to their desires.

Despite a reasoning intelligence, the clockwork creature remains wholly under the control of its creator and does nothing against that individual's will. Because of a special bond formed during its first day, the clockwork creature can instinctively detect the location of its creator, regardless of magical and natural barriers, so long as the latter is within 100 ft. This ability prevents anyone from successfully, impersonating the creator within that range.

If someone resembling its creator issues an order from more than 100 ft. away, the clockwork creature might or might not obey, depending on how suspicious it is of the command.

The creator can designate another creature or group of creatures for the clockwork creature to obey, but the creator's commands always take precedence over those of other designated commanders. If the clockwork creature has an Intelligence score of 3 or higher, it continuously watches designated commanders for signs that they are commanding it against its creator's intent. Should such a situation occur, the clockwork creature acts loyally instead. A clockwork creature with an Intelligence of 12 or higher automatically knows when its creator is being forced to act against their own wishes through mental control or other coercion, physical or mental. In such a case, the clockwork creature improvises a way to attain its creator's true goals without allowing harm to come to him. In the absence of any commands from its creator, a clockwork creature follows the last commands it received. If it knows its creator is dead, it attempts to achieve their goals to the best of its ability.

Reinforced Construction (Ex): Some clockwork creatures are built sturdier than others, and use their Strength score as a living creature would use its Constitution score. This ability is not possessed by all clockwork creatures.

Windup Key (Ex): A clockwork creature must be wound up each day by placing a small key into a special orifice and turning it—an action that provokes attacks of opportunity. For each full round the key is turned, the clockwork creature can be active for 4 hours (maximum 24 hours). In most cases, the creator either retains their construct's key or gives it to the clockwork creature so it can keep itself running.

When the clockwork creature runs down, it becomes immobile, helpless, and unconscious, and it remains so until wound up again. Anyone can wind up a clockwork creature without the key by making a successful Disable Device check as a full-round action (DC based on the quality of the lock the creator built into the clockwork creature). This technique allows the clockwork creature 4 hours of activity (maximum 24 hours) for each such successful check.

Ability Scores: Str +4, Dex +4, Int -4 (minimum 0), Wis -4 (minimum 1), Cha -4 (minimum 1). As a construct, a clockwork creature does not have a Constitution score. Should a clockwork creature's Intelligence score be reduced to 0 they become a mindless construct and gain all the benefits and drawbacks of being so.

Skills: A clockwork creature with racial Hit Dice has skill points per racial Hit Dice equal to 2 + its Intelligence modifier. They have no racial class skills and do not gain any skill points if the clockwork creature is mindless.

Clockwork creatures gain a +5 racial bonus on Craft (armorsmithing), Craft (weaponsmithing), and Disable Device checks, and can use these skills untrained. However, they suffer a -2 penalty on Stealth checks due to the constant click and whir of their internal mechanisms while functioning.

Combat Clairvoyant Creature (CR +2)

Some creatures can see the next move in a fight and act accordingly.

Rebuild Rules: Defensive Abilities improved evasion (as the rogue ability); stalwart (as the inquisitor ability); Special A ttacks precognitive advantage.

Precognitive Advantage (Ex): A combat clairvoyant creature gains a +4 insight bonus to attack rolls, saving throws, skill, CMB, initiative checks, and Armor Class. It also knows an opponent's weakness, likely tactics, or some other vital bit of information ahead of time and prepare accordingly (it has a weapon to overcome a creature's damage reduction; it has a vial of acid to overcome a troll's regeneration, etc.), Further, it is never caught flat-footed and as such can act in surprise rounds (though it must still roll for initiative).

Cunning Creature (CR +1)

This being is exceedingly sly for one of its kind. The base creature must possess an Intelligence score.

Quick Rules: +4 bonus to AC, CMD, saves, and Intelligence-based skills; Spell-Like Ability 1/day any one divination spell of any level that does not exceed half the base creature's HD.

Rebuild Rules: Special Defenses insight bonus to AC, CMD, and saves equal to Intelligence modifier; Spell-Like Ability 1/day any one divination spell of any level that does not exceed half the base creature's HD, the DC for this ability are Intelligence-based; Ability Scores +8 Int.

Death-Scavenger Creature (CR +1)

Some creatures feed off the power generated by the moment when a soul leaves a body. A death-scavenger creature's quick rules are the same as its rebuild rules.

Rebuild Rules: Special Attack death devourer, scavenger's knell; Ability Scores +2 Con, +4 Cha.

Death Devourer (Su): If a creature dies within 60 feet of a death-scavenger creature, the monster absorbs a portion of the death energy that radiates through the area. Immediately upon the victim's death, all living creatures within 60 feet of the death-scavenger creature must make Fortitude saves (DC 10 + 1/2 the death-scavenger creature's Hit Dice + its Charisma modifier) or suffer 1d6 points of damage for every 2 Hit Dice the death-scavenger creature possesses as it gathers the death energy, focuses it, and flashes it across the area. The deathscavenger creature does not gain this benefit when a nonliving creature, such as an undead or a construct, is destroyed.

Scavenger's Knell (Sp): If an opponent could be subject to a coup-de-grace, the death-scavenger can draw forth

the life force of that opponent and use it to fuel its own power. It touches a living creature as a swift action (as a touch attack). If the subject fails a Fortitude saving throw (DC 10 + 1/2 the death-scavenger creature's Hit Dice + its Charisma modifier), it dies, and the death-scavenger is either healed for 5 hit points of damage or gains 5 temporary hit points (that last 1 hour) for each hit die that the slain creature possessed. This is a death effect.

Divine Creature (CR +1)

This being has been touched by the power of a deity or ethos.

Quick Rules: Melee and Ranged Attacks deal 1d6 damage to creatures of opposing alignment; +4 bonus to attack rolls, AC, CMD, and Will saves.

Rebuild Rules: Special Attacks melee and ranged attacks deal 1d6 damage +1d6/4 Hit Dice the base creature possesses to a creature of opposing alignment; a number of times per day equal to the creatures wisdom modifier, it can channel energy as a cleric equal to the creature's Hit Dice; SQ add insight bonus to attack rolls, AC, CMD, and Will saves equal to the creature's Wisdom modifier; Ability Scores Wis +8.

Dreadnaught Creature

You want to be tougher? You want to be stronger? You want to be the baddest guy on your block? If yes, then you need to pass the test, and become a dreadnaught creature.

Creating a Dreadnaught

"Dreadnaught" is an acquired template that can be added to any living creature (referred to hereafter as the base creature). The base creature should be among the toughest of its kind in order to survive the transformation into a dreadnaught.

A dreadnaught uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: HD 5 or less, as the base creature +1; HD 6-10, as the base creature +2; HD 11-15, as the base creature +3; HD 16 or more, as the base creature +4.

Type: Animals and vermin become magical beasts. Humanoids become monstrous humanoids. All other creature types remain the same.

Armor Class: Natural armor improves by +4.

Hit Dice: Dreadnaught creatures have maximum hit points per Hit Die.

Defensive Abilities: Dreadnaughts gain damage reduction X/magic, where X equals the dreadnaught's total hit dice. They gain immunity to disease, poison, paralysis, stunning, and mind-affecting effects. For every 4 Hit Dice a dreadnaught has, it gains resistance 10 to one energy type (acid, cold, electricity, fire, or sonic) with a minimum of resistance 10 to at least one type of energy (even at less than 4 Hit Dice). This resistance can be applied to the same energy type more than once, adding +10 to the overall amount of resistance each time. They also gain spell resistance equal to their Challenge Rating +10.

Melee: A dreadnaught's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Special Attacks A dreadnaught gains the following.

Felling Strike (Ex) Once per day, plus an additional time per 10 Hit Dice, when a dreadnaught scores a successful critical hit, it can elect to make a felling strike by rolling again. If the result of this third roll would hit the target, the target takes the full damage from the critical hit as normal, but must also make a Fortitude save (DC 10 + damage dealt) or die.

Punishing Strike (Ex) Once per day, plus an additional time per 10 Hit Dice, a dreadnaught may make a mighty attack against any one opponent, adding its Charisma bonus (positive only) as a bonus on the attack roll and its Hit Dice total as a bonus on the damage roll. Use of this ability must be declared before making the attack. If the attack misses, that punishing strike attempt is wasted. This ability may only be used every fourth round.

Rapid Strike (Sp) Once per day, plus an additional time per 5 Hit Dice, a dreadnaught may grant itself the effects of a haste spell (self only). Caster level equals the dreadnaught's total Hit Dice.

Ability Scores: Str +4, Dex +4, Con +6, Cha +2.

Feats: Dreadnaught creatures gain Endurance as a bonus feat. If they already have Endurance, they gain Diehard instead.

Dread Vampire

Princes of darkness and queens of the night, dread vampires lurk in the dark places of the world, emerging by night to plague the living. Dread vampires possess many of the characteristics of normal vampires, but they lack many traditional vampire weaknesses. They laugh at garlic and holy symbols, mirrors reflect their visages normally, and they go where they please without need for invitation. Dread vampires have even been known to pluck wooden stakes from their hearts and drive them through the chests of their attackers.

Dread vampires resemble normal vampires and have many of the same abilities. Only when a creature not normally subject to vampirism exhibits a vampire's powers or when a vampire proves invulnerable to the tactics that vampire hunters usually employ can a dread vampire be positively identified as such. This knowledge, however, often comes too late.

Wholly evil and powerfully corrupt, dread vampires can master a host of lesser vampires and weak-minded creatures. Each dread vampire has its own goals and personality, but most seek to dominate the world around them and lord their power over living slaves that they can use as desired.

Creating a Dread Vampire

"Dread vampire" is an acquired template that can be added to any living creature with an Intelligence score of 3 or higher (referred to hereafter as the base creature). A dread vampire uses all the base creature's statistics and special abilities except as noted here.

In very rare circumstances, a normal vampire can become a dread vampire. When this happens, their CR increases by 1, and the abilities of the dread vampire template replace those of the vampire template.

CR: As the base creature +3.

AL: Any, usually evil.

Size and Type: The creature's type changes to undead with the appropriate augmented subtype. Do not recalculate base attack bonuses, saves, or skill points. Size is unchanged.

Senses: A dread vampire gains blindsight 30 ft., darkvision 120 ft., and scent.

Armor Class: A dread vampire's natural armor improves by +8.

Hit Dice: Change all racial Hit Dice to d8's. Class Hit Dice are unaffected. As undead, dread vampires use their Charisma modifier to determine bonus hit points (instead of Constitution).

Defensive Abilities: A dread vampire gains channel resistance +6, DR 10/good and silver, immunity to cold, and resistance 10 to acid, electricity, and sonic, in addition to all of the defensive abilities granted by the undead type. A dread vampire also gains fast healing 5. If reduced to 0 hit points in combat, it automatically assumes gaseous form (see below) and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to 9 miles in 1 hour.) Once at rest in its coffin home, it is helpless. It regains 1 hit point after 1 hour, then it is no longer helpless and resumes healing at the rate of 5 hit points per round.

Weaknesses: Unlike normal vampires, dread vampires can tolerate the strong odor of garlic, nor do they recoil from mirrors or strongly presented holy symbols.

Additionally, a dread vampire can enter a private home or dwelling even without invitation if they make a successful Will save (DC 25).

Reducing a dread vampire's hit points to 0 or lower incapacitates it, but does not always destroy it (see fast healing). However, certain attacks can slay dread vampires. A dread vampires hates the sun, suffering 5 points of damage per round of direct exposure to sunlight. Running water (including the sea) deals 5 points of damage per round that the dread vampire is in contact with it. Unlike normal vampires, dread vampires can cross running water without the protection of its coffin home. A dread vampire's fast healing is suppressed when it is taking damage from direct sunlight, or while in contact with running water. Driving a wooden stake through a helpless dread vampire's heart is treated as a coup de grace attack on it. Unlike normal vampires, a dread vampire is not slain by having a wooden stake driven through their heart. Dread vampires can still be slain by having their heads cut off and anointed with holy water.

Speed: If the base creature has both a climb speed and a land speed, the lower of the two increases to match the higher. If it lacks one of those speeds, the dread vampire gains the missing mode of movement at a speed equal to the other. If the base creature lacks both modes of movement, the dread vampire gains both at a speed equal to one-half the base creature's highest speed.

The dread vampire also gains a fly speed equal to one-half the base creature's highest speed if it cannot already fly. Its maneuverability class becomes perfect.

If the base creature has a swim speed, the dread vampire retains it and is not vulnerable to immersion in running water.

Melee: A dread vampire gains a slam attack if the base creature didn't have one. Damage for the slam is as a creature on size larger than the dread vampire's size (See Appendix of the *Pathfinder Roleplaying Game Bestiary*). A dread vampire's slam also causes energy drain (see below), and is treated as magic and silver weapons for the purpose of overcoming damage reduction.

Special Attacks: A dread vampire gains several special attacks. The save DC for these attacks are equal to 10 + 1/2 the dread vampire's Hit Dice + the vampire's Charisma modifier unless otherwise noted.

Blood Drain (Ex): A dread vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d6 points of Constitution drain each round it maintains the pin. A dread vampire heals 10 hit points or gains 10 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal

hit points) each round it drains blood.

Children of the Night (Su): Three times per day, a dread vampire can command the lesser creatures and undead of the world and can summon them as a standard action. Each creature summoned must have an Intelligence score of 2 or lower and must be of the animal, vermin, or undead type. The dread vampire can summon any combination of creatures so long as their combined Challenge Rating is less than the dread vampire's Challenge Rating. Summoned creatures arrive in 2d6 rounds and serve the dread vampire for up to 1 hour.

The specific creatures that the dread vampire summons should be appropriate for it or its environment. The summoned creatures can have templates applied so long as the alterations imposed by such templates do not make the creatures ineligible for summoning with this ability.

Create Spawn (Su): Dread vampires can create spawn only if their victims are kept in coffin homes, a special receptacle, until they rise. A coffin home can be any container capable of accommodating the corpse. This container is often a coffin because ignorant family members of a dread vampire's victims often bury their lost loved ones in the traditional manner. When a dread vampire wants to make a specific creature its spawn, however, it often places the body in a specifically designed receptacle, such as an iron box. If a dread vampire's or vampire's coffin home is ever destroyed, it cannot reform and is destroyed when it reaches 0 hit points.

Under these conditions, a humanoid or monstrous humanoid slain by a dread vampire's energy drain attack rises as a vampire (see the vampire template in the Pathfinder Roleplaying Game Bestiary) 24 hours after death. Any creature with an Intelligence score of 3 or higher whose Constitution score reaches 0 from a dread vampire's blood drain attack returns as dread vampire 24 hours after death. A vampire or dread vampire created in this manner is under the command of its creator and remains so until either it or the creator is destroyed. At any given time, a dread vampire may have enslaved vampires or dread vampires totaling no more than four times its own character level; any spawn it creates that would exceed this limit rise as free-willed vampires or dread vampires. A dread vampire enslaved to its creator may create and enslave spawn of its own; thus, a master dread vampire can indirectly control a large number of lesser vampires. A dread vampire may voluntarily free an enslaved vampire or dread vampire in order to enslave a new one, but once freed, the former spawn cannot be enslaved again.

Dominate (Su): A dread vampire can crush an opponent's will just by looking into its eyes as a standard action. Any creature the dread vampire targets must succeed on a Will save or fall instantly under the dread vampire's influence, as though by a dominate monster spell (caster level 12th or the dread vampire's character level, whichever is greater). This ability has a range of 30 ft.

Energy Drain (Su): Any living creature hit by a dread vampire's slam (or other natural weapon) gains 2 negative levels. Energy drain is usable only once per round, regardless of the number of attacks a dread vampire makes.

Spell-Like Abilities: 3/day—*darkness, fog cloud;* 1/day—*deeper darkness*. Caster level equals dread vampire's character level.

Special Qualities: The dread vampire retains all the base creature's special qualities and gains those described here.

Change Shape (Su): A dread vampire can use change shape to assume the form of any creature it can summon with its children of the night ability. The dread vampire can even become a swarm, with all the creatures in the swarm constituting its body. This ability functions as polymorph (with a caster level of 12th or the dread vampire's character level, whichever is greater). While this ability is active, the dread vampire loses its dominate ability, but retains all other special attacks and special qualities gained from this template. The dread vampire can remain in their different form until it assumes another, or until the next sunrise.

Gaseous Form (Su): As a standard action, a dread vampire can assume gaseous form at will (caster level 5th), and has a fly speed of 40 feet with perfect maneuverability.

Shadowless (Ex): A dread vampire cast no shadows and shows no reflection in a mirror.

Supernatural Movement (Su): If the dread vampire gained the ability to fly, climb, or move overland from the application of this template, those modes of movement are supernatural in nature and are suppressed in an antimagic field.

Uncanny Climber (Su): A dread vampire can climb with its hands (or upper limbs) free and even walk about on the ceiling as if affected by a *spider climb* spell. In addition, it can use the accelerated climb action to cover any distance up to four times its climb speed, with each check allowing it to climb a distance equal to its climb speed. Climbing a distance equal to or less than its climb speed is a move action.

Abilities: Str +8, Dex +6, Int +4, Wis +4, Cha +6. As an undead creature, a dread vampire has no Constitution score.

Skills: Dread vampires gain a +10 racial bonus on Bluff, Perception, Sense Motive, and Stealth checks.

Feats: A dread vampire gains Alertness, Combat Reflexes, Dodge, Improved Grapple, Improved Initiative, Lightning Reflexes, and Toughness as bonus feats.

Dream Eater Creature (CR +2)

"Dream Eater" is an acquired template that can be added to any living intelligent creature.

CR: Same as base creature +2.

Alignment: Chaotic evil

Senses: The base creature gains darkvision 60 ft.; if the base creature already possesses darkvision, the range of that ability increases by 60 ft.

Immunity: The base creature becomes immune to mind-affecting effects.

Special Attacks: A dream eater gains two special attacks, as detailed below. Both of these special attacks have save DCs equal to 10 + 1/2 the dream eater's Hit Dice + the dream eater's Charisma modifier.

*Dream Eating (Su)***:** As a full-round action that provokes attacks of opportunity, a dream eater can consume a creature's subconscious dreams if the victim fails to resist with a Will save. A sleeping victim takes a –2 penalty on saving throws against this ability, but automatically wakens if the save is successful. On a failed save, the victim takes 1d4 points of Charisma damage, and the dream eater gains a number of psychic points equal to the Charisma drained, to a maximum amount of psychic points equal to the dream eater's Hit Dice.

Psychic Assault (Su): As a swift action, a dream eater can imbue any melee attack he makes with a psychic assault, infusing the mind of the creature struck with hideous nightmare visions and hallucinations. The magnitude of the effect depends on how many psychic points the dream eater spends in the assault. By expending 1 point, the dream eater can cause the victim to become dazzled for 1d6 rounds. By expending 3 points, he can make a victim become staggered for 1d6 rounds. By expending 5 points, he can make the victim nauseated for 1d6 rounds. By expending 7 points, he can make the victim confused for 1d6 rounds. And by expending 9 points, he can stun the victim for 1d6 rounds. The victim can resist the psychic assault entirely by making a Will saving throw.

Special Abilities: A dream eater gains telepathy with other dream eaters to a range of 30 feet.

Ability Scores: Str +6, Dex +2, Con +4, Int +2, Wis +2, Cha +4.

Skills: A dream eater gains a +4 racial bonus on Perception and Stealth checks. He also gains a +8 racial bonus on Knowledge (religion) and Knowledge (planes) checks, and these two skills are now always considered class skills for the creature.

Dreamwalker Creature

Extremely rare, dreamwalkers are similar to oneirobound, even possessing some of the same strengths and weaknesses. They are what is left of an aware dreamer whose mortal body has died, yet their soul persists on the Plane of Dreams.

Creating a Dreamwalker Creature

"Dreamwalker Creature" is an acquired template which can be added to any living creature with an Intelligence of 3 or more (referred to hereafter as the "base creature"). A dreamwalker creature uses all of the base creature's statistics except as stated below.

CR: For a base creature with 6 or less Hit Dice, +1. For a base creature with 7-15 Hit Dice, +2. For a base creature with 16 or more Hit Dice, +3.

Type: Animals and vermin who become dreamwalkers become magical beasts. This most commonly occurs with animals companions and familiars.

Weaknesses: Dreamwalker creatures gain the following weakness.

Dreambound (Su): Though they cannot be sent back to their home plane, a dreamwalker instead suffers 1d6 points of damage per caster level if targeted with a dismissal effect.

Special Qualities: Dreamwalker creatures possess the following abilities.

Dream Body (Su): Though existing only on the Plane of Dreams, dreamwalkers are incomplete, nearly incorporeal beings. If unaware of an attack, it has no effect against the dreamwalker. Even if aware of an attack, the dreamwalker has a 25% chance to negate the attack, even from ghost touch weapons.

Hit Dice	Spell-Like Abilities
1-2	Two of the following: *dancing lights, flare, ghost sound, mage hand*, touch of fatigue*
3-4	Two of the following: *feather fall*, hypnotism, lesser confusion*
5-6	One of the following: *detect thoughts, invisibility** (self only), *levitate** (self only)
7-8	One of the following: *dispel magic, fly** (self only), *haste** (self only)
9-10	One of the following: *dimension door, hallucinatory terrain, shout*
11-12	One of the following: *greater dispel magic, nightmare, summon monster V*
13-14	One of the following: *animate objects, heroes' feast, irresistible dance*
15-16	One of the following: *forcecage, insanity, reverse gravity*
17-18	One of the following: *clenched fist, greater shout, scintillating pattern*
19+	One of the following: *shades, wail of the banshee, weird*

Dream Creation (Su): As a move action, a dreamwalker can will a thing into existence. This functions as minor creation for dreamwalkers with 6 or less Hit Dice, or major creation for dreamwalkers with 7 or more Hit Dice. Such creations dissipate when more than 50 ft. from their creator, and the dreamwalker can only have a single creation at a time.

Dream Destruction (Su): Dreamwalkers with 16 or more Hit Dice have learned to unmake dream things as well as they make them. As a full-round action, a dreamwalker can utterly destroy any one non-living, non-magical item (or a part of a larger whole) measuring no more than five feet on a side. Any item carried by another receives a Fortitude save (DC 10 + 1/2 the dreamwalker's Hit Dice + the dreamwalker's Charisma modifier) against this power.

Spell-Like Abilities: Dreamwalkers with a Charisma of 8 or more gain cumulative spell-like abilities at the following number of Hit Dice. Since dreamwalkers have more than one option at most new levels, there are some with many weaker spell-like abilities, and others with more powerful spell-like abilities. The save DC against a dreamwalker's spell-like abilities is equal to 10 + the spell level + the dreamwalker's Charisma modifier. Dreamwalkers with 11 or more Hit Dice have a +2 racial bonus to the save DC's of their spell-like abilities. All dreamwalkers have prestidigitation as an at will spell-like ability in addition to all their other spell-like abilities.

Spell-Like Abilities Gained	Usage
Newest	1/day
2nd newest	2/day
3rd newest	3/day
4th newest	5/day
5th newest	10/day
6th-10th newest	At will or constant

The dreamwalker's spell-like abilities are progressively more powerful based on the dreamwalker's Hit Dice.

Spell-like abilities marked with an asterisk (*) gained at 8 or less Hit Dice are constantly active unless the dreamwalker deactivates them, and can be reactivated as a free action. If a constant spell-like ability is dispelled by something other than the dreamwalker, the dreamwalker can reactivate any or all of their constant spell-like abilities as a standard action.

For example, a dreamwalker with 19 Hit Dice could have the following as spell-like abilities with a caster level of 19: constant—*fly (self only), invisibility, mage hand; at will—haste (self only), lesser confusion, prestidigitation;* 10/day—*greater dispel magic*; 5/day—*animate objects*; 3/day—*reverse gravity*; 2/day—*clenched fist*; 1/day—*wail of the banshee.*

Abilities: Int +2 (minimum 3), Wis +2, Cha +4.

Element-Infused Creature

Nature gods and the lords of the elements sometimes grant their champions special powers, infusing them with the essence of one of the four elemental planes. The powers in control of the elements grant this gift only rarely, since its strength can remain in a bloodline for many generations. In fact, element-infused creatures occasionally become races unto themselves. Some sages argue deep dwarves owe their origins to earth-infused dwarves, and aquatic elves owe theirs to water-infused elves.

Element-infused creatures of different elemental types have little in common, but infused with the same element often share certain features. A water-infused creature generally has webbed appendages and blue skin, hair, or scales, and a fire-infused creature may have red or orange skin, hair, or scales. An air-infused creature usually looks much like an albino version of its kind, and an earth-infused creature's dark body is typically pebbled and rough.

Creating an Element-Infused Creature

"Element-infused creature" is an acquired or inherited template that can be added to any creature (referred to hereafter as the base creature).

An element-infused creature uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature +1.

Size and Type: Size and type are unchanged, but the creature gains the subtype of the element that infuses it (air, earth, fire, or water). Do not recalculate base attack bonuses, saves, or skill points.

Speed: An element-infused creature retains the base creature's speeds and gains a new speed according to the element that infuses it, as given in the following sections. If the base creature already possessed the mode of movement that the element would grant, the element-infused creature retains the higher speed.

Air: An air-infused creature gains a fly speed (perfect maneuverability) equal to its highest speed. If the base creature already has a fly speed, it increases to match the base creature's highest speed, with perfect maneuverability.

Earth: An earth-infused creature gains a burrow speed equal to its highest speed. It can burrow through rock at half speed, and it does not leave a tunnel behind when it burrows.

Water: A water-infused creature gains a swim speed equal to its highest speed if the base creature does not already have one.

Special Attacks: An element-infused creature retains all the base creature's special attacks and gains those described here.

Elemental Attack: An elemental-infused creature gains special attacks according to the element that infuses it, as given below.

- *Air – Breath Weapon (Su):* Once every 1d4 rounds, an air-infused creature can breathe a 60 ft. long cone of wind that mimics a terrible windstorm. Every creature within this area that is not flying must succeed on an Acrobatics or Strength check (DC 10 + 1/2 air-infused creature's HD + air-infused creature's Cha Modifier) or fall prone. A flying creature that fails is instead blown away from the air-infused creature, moving a distance equal to 5 feet per point by which it failed the check. If the creature encounters a large object (such as a wall) during this movement, it takes 1d6 points of damage per 5 feet the object prevented it from moving.
- *Fire – Breath Weapon (Su):* A fire-infused creature can breathe a 30 ft. long cone of fire once every 1d4 rounds. Every creature in the area must succeed on a Reflex saving throw (DC 10 + 1/2 fire-infused creature's HD + fire-infused creature's Con Modifier) or take 1d6 points of fire damage per 2 HD the fire-infused creature possesses (minimum 1d6 points). A successful Reflex save halves this fire damage.
- *Fire – Heat (Su):* Each of a fire-infused creature's natural attacks and melee attacks with metallic weapons deals an extra +1d6 points of fire damage.
- *Water – Quench (Sp):* A water-infused creature can use quench three times per day (caster level equals water-infused creature's HD).
- *Water – Waterball (Su):* While water is within its reach, a water-infused creature can pick up a cohesive ball of water and throw it at a distant target as a ranged attack. If the water-infused creature can make multiple ranged attacks during a round, it can devote as many of them as it wishes to waterball attacks, so long as it has a ready source of water within reach. Waterballs can be thrown underwater or through a border between air and water with no penalties to range or on the attack roll. A waterball is considered a thrown weapon with a range increment of 20 ft. It deals nonlethal damage based on the water-infused creature's size, according to the following table. As with other thrown weapons, the water-infused creature's full Strength bonus applies to the damage roll. A waterball can be used to snuff out a nonmagical fire instead of attacking a creature. To use it in this way, the water-infused creature must succeed on a ranged touch attack against the source of the fire. The size of fire that can be snuffed depends on the size of the creature throwing the waterball, as given in the chart below. Waterballs do not retain their cohesiveness when not grasped or thrown by a water-infused creature.

Creature Size	Waterball Damage	Fire Size
Fine	1	Candle
Diminutive	1d2	Candle
Tiny	1d4	Candle
Small	1d6	Torch
Medium	1d8	Torch
Large	2d6	Campfire
Huge	3d6	Bonfire
Gargantuan	4d6	Bonfire
Colossal	6d6	Burning House

At the GM's discretion, other liquids can be thrown in a similar matter, but the water-infused creature must touch the liquid and take any damage it deals if not immune to its particular dangers.

Special Qualities: An element-infused creature retains all the base creature's special qualities and gains those described here.

Elemental Body (Ex): Element-infused creatures' bodies gain some of the qualities of elementals. Each time an element-infused creature is exposed to a poison, paralysis, sleep, or stunning effect, it has a 25% chance to avoid it. In addition, there is a 25% chance that a sneak attack or critical hit deals no extra damage.

Element	Str	Dex	Con	Int	Wis	Cha
Air	-4*	+4	-2*	-2*	+2	+2
Earth	+4	-2*	+2	-2*	+2	-4*
Fire	-2*	+2	-2*	+4	-4*	+2
Water	+2	-2*	+4	-4*	+2	-2*

Elemental Qualities: The exact elemental qualities bestowed depend on the element that infuses the base

Element	Feat
Air	Lightning Reflexes.
Earth	Iron Will.
Fire	Quick Draw.
Water	Great Fortitude.

creature, as follows.

- *Air – Air Born (Ex):* When in flight, an air-infused creature gains a +1 morale bonus on attack and damage rolls with ranged attacks.
- *Air – Gaseous Form (Su):* The air-infused creature can use gaseous form, as the spell (caster level equals air-infused creature's HD), on itself once per day.
- *Earth – Earth's Armor (Ex):* The element-infused creature's natural armor bonus improves by +2 over that of the base creature.
- *Earth – Grounded (Ex):* While in contact with the earth, an earth-infused creature gains a +1 morale bonus on attack and damage rolls for melee attacks.
- *Earth – Tremorsense (Ex):* An earth-infused creature can automatically sense the location of anything within 20 feet that is in contact with the ground.
-
- *Fire – Fire Healing (Ex):* A fire-infused creature regains 1 hit point for each full round that it remains in contact with fire. When struck by a magical fire effect, the fire-infused creature heals 1 point of damage per 10 points of damage that the fire effect would have dealt.
- *Fire – Firewalk (Su):* A fire-infused creature can climb an object on fire as though it had a climb speed equal to its highest speed. Furthermore, it can fly at its highest speed with perfect maneuverability so long as it remains in contact with fire, and it can walk on flames at its highest speed, as though walking on air via the air walk spell.
- *Water – Water Born (Ex):* While in contact with water, a water-infused creature gains a +2 circumstance bonus on Perception checks. Rainfall or a puddle suffices for water contact, but smaller quantities of water do not.
- *Water – Water Breathing (Su):* Once per day, a water-infused creature can use water breathing, as the spell (caster level equals water-infused creature's HD).

Ability Scores: An elemental-infused creature's ability scores change from the base creature's according to the element that infuses it, as given in the following table.

*Minimum 1.

Skills: If the element-infused creature gained a swim speed from the application of the template, it gains a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Feats: An element-infused creature gains a bonus feat based on the element that infuses it, as given here, assuming that the base creature does not already have it.

Enchanted Creature

Whether by nature, nurture, or simple accident, some creatures possess a stronger connection to the magic

flowing within themselves. These creatures are commonly called "enchanted."

Creating an Enchanted Creature

"Enchanted" is an acquired or inherited template that can be added to any creature not immune to magic (referred to hereafter as the "base creature"). Nonsentient animals, plants, and vermin can all be enchanted, even though they may not benefit from all the abilities of being enchanted.

An enchanted creature uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature +1.

Type: Animals and vermin become magical beasts.

Senses: Enchanted creatures gain low-light vision if they didn't already have it.

Defensive Abilities: Enchanted creatures are immune to sleep, paralysis, and charm effects. They gain spell resistance equal to 11 plus their CR.

Special Attacks: Enchanted creatures gain the follow

ability.

Spell-Like Abilities: An enchanted creatures gains the following spell like abilities: At will—d*etect magic, light, read magic*; 1/day + 1/day/3 HD—*invisibility, mage armor*. Detect magic starts with the third round effects upon casting, and illiterate creatures cannot use *read magic*. An enchanted creatures caster level for these abilities equals its hit dice.

Special Qualities: All enchanted creatures capable of gaining class levels always treat the sorcerer class as a favored class in addition to whatever class they select normally.

Ability Scores: Cha +2.

Feats: Enchanted creatures able to gain class levels gain Eschew Materials as a bonus feat if they have a level in a spellcasting class. If they already possess Eschew Materials, or a class they gain gives them this feat, they can instead gain Spell Focus as a bonus feat.

Skills: Enchanted creatures have an innate understanding of magic. They gain a +2 racial bonus to Knowledge (arcana), Spellcraft, and Use Magic Device skill checks and can use these skills untrained.

HD	Abilities
1-2	*Dancing lights 3/day, faerie fire*
3-4	*Entangle, glitterdust*
5-6	*Deep slumber*
7-8	*Major image*
9-10	*Confusion*
11-12	*Feeblemind*
13-14	*Mislead*
15-16	*Project image*
17-18	*Irresistible dance*
19-20	*Scintillating pattern*

Enraged Creature (CR +1)

Animals can become angry and attack fiercer than they otherwise normally would. Spells like calm animals end the effect.

Quick Rules: +2 to all attack and damage rolls; +2 hp/HD; +2 to CMB and Fort saves; -2 to AC, Reflex and Will saves.

Rebuild Rules: Ability Scores +4 to Strength and Constitution; -4 to Dexterity and Wisdom.

Eternal Creature

The oldest of desires is to counteract the fleeting nature of existence. The ancient oral traditions, religious teachings, and greatest literary works ingrain this yearning into the collective consciousness of all mortal races. However, the power to defeat death itself sometimes is not a boon for some, but a curse as they watch all those they have ever known and love slip away becoming naught but ash and dust. These accused beings spend the whole of their existence seeking death's final embrace. These blessed and cursed beings are the eternal creatures.

Creating an Eternal Creature

"Eternal" is an acquired template that can be added to any living creature (referred to hereafter as the base creature).

Challenge Rating: Same as the base creature +1.

Alignment: Over the years, an eternal creature's alignment usually changes to Neutral.

Defensive Abilities An eternal creature gains the following abilities.

Regeneration (Ex) An eternal creature gain regeneration equal to its Constitution score. No form of attack, except for its special weakness (see below), can suppress an eternal creature's regeneration. It regenerates even if disintegrated, drowned, or slain by a death effect. If the eternal creature fails a save against an effect that would kill or destroy it instantly, it rises from death 3 rounds later with 1 hit point, if no further damage is inflicted upon its remains. It can be banished or otherwise transported, but the method to truly kill or destroy it is only available via its special weakness (see below).

Immunities: Eternal creatures are immune to ability damage, ability drain, disease, energy drain, paralysis, petrification, poison, polymorph effects, and any ability that deals damage which doesn't heal by normal means.

Weaknesses: All eternal creatures possess a weakness as detailed below.

Special Weaknesses (Ex) To truly slay an eternal creature, one must use one or more of the following methods. If an attack that is associated with this weakness deals damage, it deals and additional 50% damage, if it allows a save, the eternal creature suffers a -4 penalty to its save. This weakness should be relevant to the creature's history or species.

Breath/Eat/Drink: The eternal creature must still eat, drink, or breath. Another option is that a specific diet must be maintained (vegetarian, carnivorous, etc.). For example, an eternal creature could only die by being starved to death or by having meat secretly mixed into its meal.

Causing Death: The eternal creature loses this template if it kills any creature, including self-defense.

Destroy the Mark: This could be a rune, glyph, heraldic crest, sigil, or tattoo on its body. It requires a successful

sunder attempt dealing 1% of the eternal creature's maximum hit point total to destroy it.

Energy Type: One of the basic energy types (acid, cold, electricity, fire, and sonic) deals lethal damage, but only in its natural form or magical form.

Limited Lifespan: The eternal creature may have to be killed or destroyed a specific number of times (9 times, 13 times, etc.). This number cannot exceed 101 times. Reducing an eternal creature below its Constitution score in negative hit points counts as killing it. Another option is that the base creature only gains the template for a limited time, the most common being until a certain act is completed, and if it is not completed by a specific date then the creature loses the template.

Moonlight/Starlight/Sunlight: The eternal creature's regeneration is negated when exposed to this naturally occurring light. This could be as specific as the coral light of an eclipse or light from a specific star or moon.

Music: The sound of music itself or the sound of a specific song or melody will negate the eternal creature's regeneration. Phylactery The creature has part of its soul stored safely in a receptacle that must first be destroyed.

Remove Object: A special object (philosopher's stone, vial of platinum dragon's blood, etc.) must be removed from inside the body of the eternal creature, which requires immobilizing the creature.

Rare Substance: Animal (dwarf water buffalo, red wolf, etc.) vegetable (snowdonia hawkweed, piratinera gianensis [snakewood], etc.) or mineral (iridium, painite, etc.) this could be close proximity (30 ft.), touch, or perhaps a weapon made from the bone, wood, mineral (see specific weapon).

Ritual: A special ritual must be performed with the remains of the creature, its head must be removed, a holy wafer placed in its mouth, buried on consecrated ground, cremated and its ashes spread to the four corners of the earth, etc. If a ritual must be performed, the body will not regenerate after death for 1d4 days.

Special Date: For the duration of a religious holiday, the night of a special phase of the moon, an equinox, a solstice, the base creature loses the benefits of this template. The most uncommon occurrence allowed for a religious holiday or phase of the moon is one specific day every 4 years.

Specific Location: To slay the creature, it must be lured to a specific location. Examples include its place of birth, original lair, hometown, laboratory it was created in, where it gained this template, consecrated/desecrated ground, etc.

Special Weapon: This could be a weapon with specific properties, and weapon bears a specific name, and/or forged at a special site, or by a specific person.

Specific Affliction: Only a specific transmittable disease (common cold), condition (staggered), or poison (belladonna) can affect the eternal creature, causing it to lose the benefits of this template while under its effects.

Specific Creature: (individual, culture, template, type, or subtype) Perhaps only a single fated enemy can slay the eternal creature, or one born from a specific culture, conceivably only other eternal creatures can slay it, perchance only a dragon can kill it or only a wyrd (half-elf/half ogre mage) can destroy it.

Specific Spot: The creature is only vulnerable on a specific spot on its body. Only critical hits damage it, or you must hit its eyes, where its scale is missing, its heel, etc. This requires a successful Sunder attempt (+4 to the DC due to its smaller size).

Supernatural: The regeneration of the eternal creature is supernatural and it can only be killed in an area where supernatural abilities do not function, such as an antimagic field.

An example of a combination special weakness would be to truly slay the eternal creature you must destroy the heraldic crest of Questhaven that has been branded on its body, only a weapon made from the tooth of the tarrasque that has been crafted by a fire giant can destroy this crest. This can only be bone on Liberator's day, the celebration of the overthrow of the Cynmark Dynasty by the Circle of Heroes. You must do this in the former throne hall of the Dark Emperor. You must bury the body according to the teaching of the Great Church of the Pantheon on consecrated ground.

The Knowledge DC: to learn the creatures special weakness is DC 25 + the eternal creatures CR. The eternal creature does not know its own weakness unless it has made this check. GM's are encouraged to make this knowledge difficult to obtain and often the result of a special quest.

Suppress Regeneration (Ex): As an immediate action, an eternal creature can suppress its regeneration ability. If the eternal creature is killed or destroyed, it can rise from death 1d4 days later with 1 hit point if no further damage is inflicted upon its remains. It is still slain or destroyed if it is the result of its special weakness.

Ability Scores +10 Con.

Exemplar Creature

In a world of fantasy, belief has power; the superstitions of the common folk can imbue creatures with powers beyond what they would normally possess, born out of their own myths and legends. Others are simple born with this power, and their legend is pure truth. Occasionally a deity may grant a particularly favored servant these powers as a reward. At other times, a god may create such creature because it needs a favored servant but cannot find a worthy worshiper among its flock. These are the Exemplar Creatures.

An exemplar creature resembles a perfect specimen of its kind, but it has an unmistakably mark that sets it apart from those of its kin, a scar, unusual eyes, or unique coloration.

Creating an Exemplar Creature

"Exemplar creature" is an acquired or inherited template that can be added to any creature.

An exemplar creature uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: As the base creature +3.

Defensive Abilities: Increase the numeric value of any special quality by 5 (channel resistance +2 becomes channel resistance +7, damage reduction 10/adamantine becomes 15/adamantine, Resist energy 5 becomes 10, SR 15 becomes SR 20, or regeneration 6 becomes 11, etc.).

Speed: All of the base creature's movement types increase by 10 ft.

Special Abilities: An exemplar gains the following special abilities.

Perfect Health (Ex): Exemplar creatures possess maximum hit points for their Hit Dice.

Enhanced Caster (Ex): The caster level of all abilities increases by 5.

Enhanced Durability (Ex): Exemplar creatures do not go unconscious until they reach a number of negative hit points equal to their constitution modifier plus half their number of Hit Dice. They do not die until they reach a number of negative hit points equal to their constitution score plus their number of Hit Dice.

Enhanced Senses (Ex): Increase the range on any special senses the base creature possesses by 50% (darkvision 60 ft. it becomes darkvision 90 ft.).

Enhanced Energy Drain (Ex): Any energy drain attack the base creature possesses increases by 2.

Enhanced Special Abilities (Ex): Increase the area, range, duration, damage, bonuses, and effect of any auras and special attacks by 50% (an exemplar nessian hellhound's breath weapon would increase from a 30-ft. cone to a 45 ft. cone, and deal 15d6 damage instead of 10d6).

Enhanced Weakness (Ex/Su): If the base creature possesses any special weakness or vulnerabilities, it takes twice as much damage (200%) from that vulnerability, regardless of whether a saving throw is allowed or, if the save is a success or failure. Creatures with a vulnerability that is not an energy type instead take a –8 penalty on saves against spells and effects that cause or use the listed vulnerability (such as spells with the light descriptor) instead of the standard -4. Some creatures might suffer additional effects, as noted in their descriptions if that effect can be doubled, double it as well.

Ability Scores: Str +10, Dex +10, Con +10, Int +10, Wis +10, Cha +10.

Fascinating Creature (CR +1)

This creature is so unique and unusual that other creatures cannot help but stop and stare. Its quick rules are the same as its rebuild rules.

Rebuild Rules: Special Attacks *fascinating gaze;* Ability Scores +4 Cha.

Fascinating Gaze (Su) Fascinated for 2d4 rounds, 30 ft., Will (DC 10 + 1/2 the fascinating creature's HD + its Charisma modifier).

Fey Creature

Creating a Fey Creature

"Fey Creature" is an inherited or acquired template that can be added to any living, corporeal creature. A fey creature retains the base creature's statistics and special abilities except as noted here.

CR: 9 HD or less, as base creature +1; 10 HD or more, as base creature +2.

Alignment: Any non-lawful.

Type: The creature's type changes to fey. Do not recalculate HD, BAB, or saves.

Senses: A fey creature gains low-light vision.

Armor Class: Reduce the creature's natural armor, if any by 1 (minimum of 0).

Defensive Abilities: A fey creature gains a +4 bonus on saves against mind-affecting effects, resist cold and electricity 10, and DR 5/cold iron (if 11 HD or less) or DR 10/cold iron (if 12 HD or more).

Speed: Unless the base creature flies better, the fey creature flies at 1-1/2 times the base creature's land speed (good maneuverability), rounded down to the nearest multiple of 5 ft. If the creature already has flight with a maneuverability of good, it increases to perfect.

Special Abilities: A fey creature gains one of the

following abilities for every 4 HD, or fraction thereof.

Camouflage (Ex): A fey creature can use Stealth to hide in any sort of natural terrain, even if the terrain does not grant cover or concealment. It gains a +4 racial bonus on Stealth checks. This bonus does not stack with any racial Stealth bonus possessed by the base creature.

Change Shape (Su): A fey creature can change shape into a single form. Possible forms include a normal specimen of its base creature, a humanoid creature within one size category, or an animal within one size category. In all cases, the fey creature appears as the same individual of its alternate form each time it changes shape. The type of polymorph spell used should be chosen as appropriate based on the alternate form, such as alter self for taking humanoid form. This ability can be selected more than once, granting an additional form each time.

Energy Resistance (Ex): A fey creature gains resistance 10 to one energy type, or increases an existing resistance by 10. Resistance increased beyond 30 becomes immunity instead. This ability can be selected more than once.

Evasion (Ex): A fey creature gains evasion, as the rogue ability of the same name.

*Long Step (Su)***:** A fey creature can teleport up to 10 ft. per Hit Die as a move action. It may use this ability once every 1d4 rounds.

Spell Resistance (Ex): A fey creature gains SR equal to 11 + its CR. This does not stack with any existing SR possessed by the base creature.

Trackless Step (Ex): A fey creature does not leave a trail in natural surroundings and cannot be tracked. It can choose to leave a trail, if it so desires.

Vanish (Su): As a swift action, a fey creature can vanish for 1 round as if affected by invisibility. It can use this ability for 1 round per day per Hit Die.

Woodland Stride (Ex): A fey creature can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at its normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect it. Optionally, this ability may function in a different type of terrain, to allow the fey creature to move through, swamps, rocky areas, ice, and so forth. Whatever the choice, this ability only functions in one type of terrain. This ability can be selected more than once, for a different terrain each time.

Spell-Like Abilities: A fey creature with an Intelligence or Wisdom score of 8 or more has a cumulative number of spell-like abilities depending on its Hit Dice. Unless otherwise noted, an ability is usable once per day. Caster level equals the creature's HD (or the caster level or the base creature's spell-like abilities, whichever is higher).

Abilities: A fey creature gains a +4 bonus to Dexterity and a +2 bonus to Intelligence and Charisma. A fey creature receives a -2 penalty to Strength. Fey creatures derived from creatures without an Intelligence score gain an Intelligence of 3.

Skills: A fey creature with racial Hit Dice has skill points per racial Hit Die equal to 6 + its Intelligence modifier. It gains Acrobatics, Bluff, Fly, and Stealth as class skills.

Languages: Fey creatures speak Sylvan as well as any languages spoken by the base creature.

Fortune-blessed Creature

Whether blessed by the gods or simply born lucky, some creatures seem to live charmed lives. These are the fortune-blessed creature—those that seem able to beat the odds time and time again.

Fortune-blessed creatures look like normal specimens of their kinds, but many exhibit an attitude that appears to be foolish overconfidence. Fortune-blessed creatures tend to be risk-takers, and they frequently act without thinking. More often than not, however, their rash natures get them out of whatever trouble they get into.

Creating a Fortune-Blessed Creature

"Fortune-blessed" is an acquired or inherited template that can be added to any creature (referred to hereafter as the base creature).

A fortune-blessed creature uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature +1.

Size and Type: Size and type are unchanged, but the creature gains the chaotic subtype if the base creature did not already have it.

Armor Class: The fortune-blessed creature benefits from a +2 luck bonus to AC.

Defensive Abilities: Fortune-blessed creatures possess the following abilities.

Favored (Ex) A fortune-blessed creature gains a +2 luck bonus on all opposed checks, and saves, and enjoy a +1 luck bonus on all attack rolls.

Turn of Fate (Su) Once per day as a swift action, a fortune-blessed creature can reroll any failed roll it has just made. It must accept the results of the second roll.

Special Attacks Fortune-blessed creatures possess the following abilities.

Augmented Criticals (Su) The critical threat range of each of a fortune-blessed creature's attacks doubles. This doubling follows the standard rules for doubling critical ranges and does not stack with other doubling effects, such as keen edge, or the Improved Critical feat.

Lucky Strike (Su) As a free action once per encounter, the fortune-blessed creature can apply a true strike effect to a single attack.

Skill: Fortune-blessed creatures enjoy a +2 luck bonus on all skill checks. This stacks with the favored ability above.

Foul Creature (CR +1)

This creature imbues vile substances and excretes toxic and rank-smelling fumes. Its quick rules are the same as its rebuild rules.

Rebuild Rules: the foul creature gains a bite attack appropriate for its size (1d4 Small, 1d6 Medium, 1d8 Large, etc.) if it does not possess one. Special Attacks grab, swallow whole; Ability Scores +4 Con.

Enhanced Swallow Whole (Ex): A foul creature can grab and swallow whole an object or creature as if it were two size categories larger than it is.

Expel Object or Creature (Ex): Once per round as an immediate action a foul creature can expel a swallowed object or creature as an improvised thrown weapon (–4 to the attack roll.) The expelled creature takes normal slam damage based on the foul creature's size, plus 1 1/2 times the foul creature's Strength modifier; in addition, any opponent the expelled creature strikes takes this same amount of damage. A creature that is expelled off a mountain, for example, takes this amount of damage or the appropriate falling damage, whichever is greater. A foul creature can hurl the opponent up to five range increments. The size of the range increment is 10 ft. per Hit Die the foul creature possesses. This ability is most often used when a creature in the foul creature's gullet damages it, but before it escapes.

Vile Stench (Ex): This creature secretes an oily chemical that nearly every other creature finds offensive. All living creatures (except those with this ability) within 30 feet must succeed on a Fortitude save (DC 10 + 1/2 the foul creature's HD + its Constitution modifier) or be nauseated for as long as it's within the effect's radius and 1d4 rounds afterwards. A successful save results in the creature being sickened for the same duration. Afterwards, a creature that successfully saves cannot be affected by the same creature's vile stench for 24 hours. A delay poison or neutralize poison spell removes the effect from the nauseated or sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Giant Creature (+1)

Creatures with the giant template are larger and stronger than their normal-sized kin. This template cannot be applied to creatures that are Colossal.

Quick Rules: +2 to all rolls based on Str or Con, +2 hp/ HD, –1 penalty on all rolls based on Dex.

Rebuild Rules: Size increase by one category; AC increase natural armor by +3; Attacks increase dice rolled by 1 step; Ability Scores +4 size bonus to Str and Con, –2 Dex.

Half-Construct

Whether born, built, or repaired, half-constructs are a blend of creatures, living and construct. Most half-constructs only possess some of the general characteristics of construct, while the very rare few have one or more abilities of other constructs.

Creating a Half-Construct

"Half-Construct" is normally an acquired template, though extremely rare conditions can result in the birth of a half-construct creature. This template can be gained by any corporeal creature, referred to hereafter as the base creature.

Use all of the base creature's statistics until specified below.

CR: Most half-constructs do not have their CR changed. Those gaining abilities of other constructs have their CR's modified appropriately. Some example abilities with CR adjustments are listed below.

Defensive Abilities: Half-constructs gain the following traits.

Half-constructs gain a +4 racial bonus on saving throws against disease, mind-affecting effects, poison, and effects that cause either exhaustion or fatigue.

Half-constructs cannot be raised or resurrected.

Half-constructs do not breathe, eat, or sleep, unless they want to gain some beneficial effect from one of these activities. This means that a half-construct can drink potions to benefit from their effects and can sleep in order to regain spells, but neither of these activities is required for the construct to survive or stay in good health.

Melee: A half-construct gains a slam attack that deals damage as appropriate for its size, unless it already possesses a slam attack which deals better damage.

Special Abilities: Most half-constructs do not gain any special attacks. The following are abilities gained by those rare few half-constructs who gain at least one special ability possessed by constructs. Half-constructs with any of these abilities very rarely possess both damage reduction and hardness.

Construction Points (Ex): This ability functions as the ability of animated objects (Pathfinder Roleplaying Game Bestiary), increasing the half-construct's CR appropriately.

Cursed Wound (Ex): Damage dealt by a half-construct's natural attacks doesn't heal naturally and resists magical healing. A character attempting to use magical healing on a cursed wound must succeed on a caster level check (DC 10 + 1/2 the half-constructs Hit Dice + the greater of the half-constructs Strength or Charisma modifiers), or the healing has no effect on the injured creature. This increases the half-constructs CR by +1 if it can make only one natural attack in a round (not including iterative attacks), or +2 if it can make more than one natural attack in a round (including iterative attacks).

Damage Reduction (Ex): Some half-constructs gain

damage reduction as follows – DR 5/magic (HD 10 or less, CR +0), DR 10/magic (HD 11 or more, CR +1), DR 5/adamantine (HD 10 or less, CR +1), DR 10/adamantine (HD 11 or more, CR +2). Additional types of DR can be gained, increasing CR appropriately.

Hardness (Ex): Half-constructs with their outer surface replaced sometimes gain a natural hardness depending on the material they are not covered with. Hardness 1-4, CR +0; hardness 5-10, CR +1; hardness 10+, CR +2.

Masks of Control (Su): With a multitude of masks as part of it, a half-construct with this ability can force one of its masks onto a humanoid opponent's face as a standard action. This ability has a range of 30 feet. Attaching a mask in this way requires a successful combat maneuver check and does not provoke an attack of opportunity. Once in place, the mask has one of two effects.

Obedience: The target must make a Will save (DC 10 + 1/2 the half-construct's Hit Dice + Charisma modifier) each round or fall under the half-construct's control for 1 round. This functions as dominate person.

Solitude: The target cannot speak, breathe, or hear while the mask is in place.

The mask can be removed with a successful combat maneuver check against the half-construct's CMD. The mask can also be destroyed, but half of any damage dealt is made to the target instead of the mask. The mask has Hardness 5 and 5 hit points.

A half-construct has a number of masks equal to one-half its Hit Dice. If removed from a victim, the mask returns to the half-construct immediately and can be used again. Destroyed masks are replenished at the rate of 1 per day.

This ability increases half-constructs CR by +1(HD 10 or less), or by +2 (HD 11 or more).

See Invisibility (Sp): A half-construct with this ability has see invisibility as a constant spell-like ability. This increases the half-construct's CR by +1 (HD 10 or less), or by +0 (HD 11 or more), and is most often found with half-constructs who also have the masks of control ability above.

Splintering (Su): As a free action once every 1d4+1 rounds, a half-construct with this special attack can launch a barrage or razor-sharp wooden splinters from its body in a 20 ft. radius burst. All creatures caught within this area take 1d6 points of slashing damage per two HD, with a Reflex save for half damage (DC 10 + 1/2 half-constructs Hit Dice + the half-constructs Constitution modifier. This ability increases the half-construct's CR by +1 plus 1 per 3 additional dice of damage.

Hive Creature (CR +2)

This creature has become the nest of a swarm of other creatures. A hive creature's quick rules are the same as its rebuild rules.

Rebuild Rules: Defensive Abilities self-repair; Weakness vulnerability to water; Special Attack swarm nest; Ability Scores +6 Con.

Self-Repair (Ex): A hive creature's swarms can rebuild the creature's body structure, effectively healing any hit point damage at a rate equal to the hive creature's Constitution modifier per round; it loses this ability if it uses all of its uses per day of its swarm nest ability.

Swarm Nest (Ex): Hive creatures are constantly surrounded by one swarm (of a singular type chosen at the time the template is applied) that attacks the creature's enemies. The hive creature can expel another swarm of the same type as a standard action every 1d4 rounds, up to a maximum number of times per day equal one quarter its Hit Dice (minimum of 1), the expelled swarms remain for 1 hour if the hive creature is already surrounded by one swarm.

Vulnerability to Water (Ex): Complete immersion in water drowns the hive creature's swarm and it automatically loses its swarm nest and self-repair abilities for 24 hours, and suffers damage equal to half its normal hit point total (each round it is completely immersed). Ordinary rain does not hurt a hive creature.

Aquatic or amphibious swarms are not subject to vulnerability to water.

Immortal Creature

Seen as both a gift and a curse, an immortal creature does not age and does not die.

Creating an Immortal Creature

"Immortal" is an acquired or inherited template that can be added to any living creature with an Intelligence score of 3 or greater that is not already an outsider (referred to hereafter as the "base creature"). An immortal creature uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating Same as the base creature +1.

Type An immortal creatures type changes to outsider and it gains any appropriate subtypes.

Senses An immortal gains darkvision 60 ft. unless the base creature has better darkvision.

Armor Class Immortal creatures gain a +4 deflection bonus to armor class.

Hit Dice The base creatures racial hit dice change to d10's unless the base creature has d12's for hit dice.

Defensive Abilities All immortals gain fast healing 3. They are also immune to ability damage, ability drain, disease, energy drain, fatigue, paralysis, poison, sleep, starvation, and thirst. They gain resistance to acid, cold, electricity, and fire 10. They also gain the following ability.

Timeless Body (Ex) An immortal's body does not age, nor does it die from aging. Immortals still gain ability score bonuses to mental ability scores for aging.

Speed All speeds improve by +10 ft. If an immortal can fly, its maneuverability improved by one step, to a maximum of perfect.

Ability Scores Str +2, Con +2, Int +2, Cha +4

Feats For every 500 years an immortal lives, it gains Skill Focus in an Intelligence-based, Wisdom-Based, or Charisma-based skill as a bonus feat.

Jaunting Creature

Some creatures you cannot bind, fetter, or subjugate. They can transport people and objects from one place to another without traveling the distance in-between. Some creatures are born with this special gift, while the powers that be grant this ability to others, and still others gain it through accident or experimentation with the magic of teleportation. These marvelous and elusive beings are the Jaunting creatures.

Creating a Jaunting Creature

"Jaunting creature" is an inherited or acquired template that can be added to any creature. A jaunting creature uses all the base creature's statistics and abilities except as noted here.

CR: As the base creature +2.

Defensive Abilities: A jaunting creature gains evasion as the rogue ability, and is immune to poison and disease. Jaunting creatures with 9 or more Hit Dice have improved evasion instead of evasion.

Special Attacks: A jaunting creature gains the following special attacks.

Portal Attack (Su): A jaunting creature has a number of special attacks it can perform as part of its natural attack and weapon attacks. It can also use these abilities as a touch attack, but this requires a standard action. Saving throw DCs for these attacks are always 10 + 1/2 the jaunting creature's Hit Dice + its Charisma modifier, with an effective caster level equal to the jaunting creature's Hit Dice.

Astonishing Assault: A jaunting creature can use a portal to attack from an unexpected direction, which causes the opponent to become flat-footed against this attack, unless they make a successful Reflex save. The opponent must still be within normal reach or first range increment of the weapon.

Plane Shift: If a jaunting creature possesses at least 9 Hit Dice it can plane shift an opponent if it fails a Will save. Use of this ability still requires a jaunting creature to possess a tuning fork attuned to the designated plane. A creature that makes its save is immune to the jaunting creature's plane shift for 24 hours. The jaunting creature gains plane shift as an at will spell-like ability.

Teleport Attack: If a jaunting creature possesses at least 13 Hit Dice it can teleport attack an opponent if it fails a Will save. A creature that makes its save is immune to further teleport attacks from the jaunting creature for 24 hours.

Maze: If a jaunting creature possesses at least 15 Hit Dice it can use maze on an opponent if it fails a Will save. A creature that makes its save is immune to further maze attacks from the same jaunting creature for 24 hours.

The jaunting creature gains maze as an at will spell-like ability.

Redirect Ranged Attack (Su): By opening a portal, a jaunting creature can change the direction of any incoming ranged attack. Any incoming ranged attack provokes an attack of opportunity, to which the jaunting creature can make a special opposed attack roll essentially attacking the ranged attack with a teleportation portal. Otherwise it follows standard rules for opposed attack rolls. If successful, the attack is sent off in a random direction (including ranged spell attacks that require an attack roll to hit) as a grenade-like weapon. If its roll exceeds its opponents by 10 or more the jaunting creature can negate the attack, or it can choose a new target within range of the attack.

Special Qualities: A jaunting creature gains the following ability.

Jaunting (Su): A jaunting creature can use dimensional hop as a move action. This ability upgrades to dimension door when the jaunting creature has 7 Hit Dice, teleport at 9 Hit Dice, and greater teleport at 13 Hit Dice. This ability has an effective caster level equal to the jaunting creature's Hit Dice.

Ability Scores: Cha +6.

Magma Creature

Magma creatures are produced by the fusion of elemental earth and fire. These elemental beings are at home both on the Plane of Earth and the Plane of Fire, but a few exist on the Material Plane, roaming the incredibly hot realms beneath the crust of the world. Magma creatures sometimes pour out of volcanoes

during an eruption, increasing the devastation of such events tenfold.

The typical magma creature resembles a normal being and has a similar temperament. However, its alien mind and blisteringly hot body make communication with it nearly impossible.

Creating a Magma Creature

"Magma creature" is an acquired or inherited template that can be added to any living, corporeal creature with the fire or earth subtype (referred to hereafter as the base creature). Creatures with the cold subtype cannot be magma creatures.

A magma creature uses all the base creature's statistics and special abilities except as noted here.

CR: Same as the base creature +1.

Type: A magma creature's type becomes outsider with the earth, elemental, extraplanar, and fire subtypes. Recalculate hit points, saves, base attack, and skills unless the base creature is already an outsider or a dragon.

Senses: In areas of extreme heat (over 140 degrees Fahrenheit) a magma creature gains blindsense to a range of 30 ft.

Aura: Magma creatures possess the following ability.

Fiery Aura (Ex): Magma creatures exude heat to such a level that any creatures and objects within 10 ft. take 1d6 fire damage each round. A successful Fortitude save (DC 10 + 1/2 the magma creature's total Hit Dice + the magma creature's Con modifier) halves the damage for one round. A magma creature can suppress or resume their fiery aura as a free action once per round.

Armor Class: A magma creature's natural armor bonus increases by +2 over that of the base creature.

Hit Dice: All racial Hit Dice become d10's unless the base creature has d12's as Hit Dice.

Speed: A magma creature gains a burrow speed equal to the base creature's highest speed. Its blisteringly hot body allows it to melt and burrow through solid stone, leaving behind a molten tunnel that collapses and fills after 1 minute. The tunnel deals 2d6 fire damage each round to creatures within it. Magma creatures can swim through magma and lava at a speed equal to its burrow speed.

Attacks: Magma creatures gain a slam natural attack that deals damage appropriate to their size. If the base creature has a slam attack, the magma creature deals damage as the base creature, or the damage granted by this template, whichever is greater.

Special Attacks: Magma creatures gain the following abilities.

Burn (Ex): A creature damaged by a magma creature's fiery touch, engulf, or fiery aura must succeed on a Reflex save (DC 10 + 1/2 the magma creature's total Hit Dice + the magma creature's Con modifier) or catch fire. If the base creature already has the burn special ability, the magma creature gains a +2 racial bonus to the Reflex DC against its burn ability.

Earth Mastery (Ex): A magma creature gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, it takes a –4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the magma creature is initiating or resisting these kinds of attacks.

Engulf (Ex): If the base creature has the elemental subtype, the magma creature can engulf (see Pathfinder RPG Bestiary 2, Appendix 3) opponents one or more size categories smaller than them. Creatures engulfed suffer bludgeoning damage equal to the magma creature's slam damage plus fire damage equal to twice the magma creature's fiery aura damage each round.

Fiery Touch (Ex) A magma creature is hot to the touch. Any creature that makes a successful touch attack against it takes 2d6 fire damage. Each of the magma creature's natural melee attacks and attacks with metallic manufactured weapons deal +2d6 points of fire damage.

Grab (Ex) If the base creature has the elemental subtype, the magma creature gains grab (see Pathfinder RPG Bestiary, Appendix 3) with any natural melee attacks they have.

Ability Scores Str +4, Dex -4 (minimum 1), Con +4.

Skill In areas of extreme heat (over 140 degrees Fahrenheit) a magma creature gains a +4 racial bonus on Acrobatics, Climb, Escape Artist, Fly, Stealth and Swim skill checks. Magma creatures suffer a -10 penalty to Swim checks in water.

Languages All magma creatures possess Ignan and Terran as bonus languages.

Sample Magma Creatures

The following creatures are a couple examples of what can be done with the magma creature template. The Guardian of the Forge is the "guard dog" of Kahrvass' workshop, while the magma small fire elemental and magma wyrmling red dragon are all creature what could be found as workers, in the case of the elemental, or annoying pests, in the case of the dragon, in Kahrvass' workshop, House of the Firebrand.

Guardian of the Forge CR 15

XP 51,200

Male magma thoqqua

LN Huge outsider (earth, elemental, extraplanar, fire)

Init +3; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +21

Aura fiery (10 ft., 1d6 fire, DC 27), molten body

Defense

AC 16, touch 7, flat-footed 17 (-1 Dex, +9 natural, -2 size)

hp 287 (23d10+161)

Fort +19, **Ref** +14, **Will** +10

Immune fire, elemental traits
Weaknesses vulnerability to cold

Offense

Speed 30 ft., burrow 30 ft.
Melee slam +24 (3d6+31 plus 2d6 fire plus burn plus grab/19-20) or fiery touch +30 (2d6 fire plus burn)
Space 15 ft.; Reach 10 ft.
Special Attacks burn (2d6 fire, DC 29), engulf (DC 30, bludgeoning plus 2d6 fire), fiery touch

Statistics

Str 29, **Dex** 9, **Con** 23, **Int** 6, **Wis** 12, **Cha** 10
Base Atk +23; **CMB** +34 (+36 bull rush, +38 grapple); **CMD** 43 (45 vs. bull rush, can't be tripped)
Feats Awesome Blow, Greater Intensify Aura, Improved Bull Rush, Improved Critical (slam), Improved Initiative, Improved Natural Attack (slam), Intensify Aura, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Stealth), Toughness
Skills Acrobatics +20, Bluff +20, Perception +21, Sense Motive +21, Stealth +23
Languages Ignan, Terran (cannot speak)
SQ earth mastery

Ecology

Environment any land (House of the Firebrand)
Organization solitary
Treasure none

Special Abilities

Molten Body (Su) The guardian of the forge's body is hot enough to melt stone. Anyone striking him with a natural weapon or unarmed strike takes 1d6 points of fire damage. A creature that grapples the guardian of the forge or is grappled by him takes 3d6 points of fire damage each round the grapple persists. A creature that strikes him with a manufactured weapon can attempt a DC 27 Reflex save to pull the weapon away from his molten body quickly enough to avoid having the weapon take 1d6 points of fire damage—damage caused to a weapon in this manner is not halved as is normal for damage caused to items, and ignores the first 5 points of hardness possessed by the item. As a result, most metal weapons can generally safely strike the guardian of the forge without taking much damage, but wooden weapons have a significant chance of burning away if used against him. The save DC is Constitution-based.

Magma Small Fire Elemental CR

2
XP 600
N Small outsider (earth, elemental, extraplanar, fire)
Init +3; **Senses** darkvision 60 ft.; Perception +4
Aura fiery (10 ft., 1d6 fire, DC 13)

Defense

AC 15, touch 10, flat-footed 15 (-1 Dex, +5 natural, +1 size)
hp 15 (2d10+4)
Fort +5, **Ref** +2, **Will** +0
Immune elemental traits, fire
Weaknesses vulnerability to cold

Offense

Speed 50 ft., burrow 50 ft.
Melee slam +6 (1d4+3 plus 2d6 fire plus burn plus grab) or fiery touch +6 (2d6 fire plus burn)
Special Attacks burn (2d6 fire, DC 15) engulf (DC 13, 1d4+3 bludgeoning plus 2d6 fire)

Statistics

Str 14, **Dex** 9, **Con** 14, **Int** 4, **Wis** 11, **Cha** 11
Base Atk +2; **CMB** +3 (+7 grapple); **CMD** 12
Feats Improved Initiative, Power Attack
Skills Acrobatics +3, Climb +6, Escape Artist +3, Intimidate +4, Knowledge (planes) +1, Perception +4
SQ earth mastery

Ecology

Environment any (Plane of Fire)
Organization solitary, pair, or gang (3-8)
Treasure none

Magma Wyrmling Red Dragon CR 6

XP 2,400
CE Small dragon (earth, elemental, extraplanar, fire)
Init +4; **Senses** darkvision 120 ft., blindsense 60 ft., dragon senses; Perception +10
Aura fiery (10 ft., 1d6 fire, DC 17)

Defense

AC 19, touch 11, flat-footed 19 (+8 natural, +1 size)
hp 73 (7d12+28)
Fort +9, **Ref** +5, **Will** +5
Immune fire, paralysis, sleep
Weaknesses vulnerability to cold

Offense

Speed 40 ft., fly 150 ft. (average), burrow 40 ft.
Melee bite +13 (1d6+7 plus 2d6 fire plus burn), 2 claws +13 (1d4+5 plus 2d6 fire plus burn) or fiery touch +13

(2d6 fire plus burn)

Special Attacks burn (2d6 fire, DC 17), breath weapon (20-ft. cone, 2d10 fire, DC 17), fiery touch

Statistics

Str 21, **Dex** 10, **Con** 19, **Int** 10, **Wis** 11, **Cha** 10

Base Atk +7; **CMB** +11; **CMD** 21

Feats Hover, Improved Initiative, Intensify Aura, Skill Focus (Fly)

Skills Bluff +10, Climb +15, Fly +15, Perception +10, Spellcraft +10, Sealth +14

Languages Draconic, Ignan, Terran

SQ earth mastery

Ecology

Environment warm mountains

Organization solitary

Treasure triple

Manimal Creature

Somewhere between human and animal lies the manimal. Some say that these creatures are the abominable results of sorcerous crossbreeding between humans and animals. Others speak of bizarre druidic rites that can give animals human forms.

A manimal is an animal-like creatures with a humanoid shape and intellect. A manimal has two legs to walk upon and two arms with hands that can manipulate tools. Manimals are often mistaken for lycanthropes—more powerful creatures whose origins are lost to time.

Creating a Manimal

"Manimal" is an inherited or acquired template that can be added to any animal. A manimal retains all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature +1.

Alignment: Usually neutral.

Type: The creature's type changes to monstrous humanoid. Recalculate BAB, hit points, saves, and skill points.

Senses: A manimal gains darkvision 60 ft.

Speed: If the creature has a land speed slower than 10 ft. (or no land speed at all), it gains a land speed of 10 ft.

Attacks: The manimal retains all the base creature's attacks except those that depended on limbs that have turned to legs. Any other natural attacks it has retain the same primary or secondary status they had for the base creature.

Special Attacks: A manimal retains all the base creature's special attacks except rake.

Special Qualities: A manimal retains all the base creature's special qualities and gains those described here.

Amphibious (Ex): If the base creature was aquatic but did not have the amphibious special quality, the manimal gains it now. An amphibious creature can breathe both air and water equally easily.

Animal Blood (Ex): A manimal counts both as an animal and a humanoid for the purpose of spells, abilities, and effects that specifically affect animals. It is allowed a Will save to resist spells and effects that specifically affect animals, even if the effect does not normally allow a Will save. The DC for such a save equals 10 + the spell's level + caster's appropriate ability modifier. If the effect is not a spell, the DC is equal to 10 plus 1/2 manimal's HD plus manimal's Charisma modifier. Success renders the manimal immune to that particular effect for 24 hours. Awaken animal has no effect on a manimal.

Humanoid Shape (Ex): If the base creature has wings or a tail, these appendages adjust to the manimal. Of its other limbs, two become legs, and all others become arms. Any creature that does not have enough limbs of the appropriate kind to form at least two legs and two arms simply grows the necessary limbs.

Abilities: Int +8, Cha +2

Using Manimals In Your Game

Manimals can provide an interesting way to introduce anthropomorphic creatures into your games without the unbalancing effect that lycanthropes can have. Some might consider anthropomorphic creatures and characters silly, but lycanthropes are really no less so. Anthropomophic creatures can be funny, but they can also be terrifying, depending upon how they are played and presented.

Before you try out the manimal template, consider how you want it to work in your game. Once you know what purpose your manimals will serve, you can find a way to introduce them that suits their function in your game. Here are a few ideas.

The template might be applied to animals because of a spell, such as the one below.

A magic item could transform all the animals that live nearby or that touch it into manimals.

A manimal race might be one of your game worlds normal races, just like gnolls or lizardfolk.

A single crazed wizard or druid might be responsible for all the manimals in your world.

A distant island or a different plane could be home to a host of different manimal races.

A curse might transform PCs or NPCs into manimals until it is ended.

A disrupted reincarnate or awaken animal spell might cause the creation of a manimal.

Changing Manimal Sizes

If you're comfortable with advancing monsters and using difficult templates, you may find it fairly easy to alter a manimal's size to suit your game. If you want Medium manimal horses, Small manimal cats, or any size other than the base creatures' for your manimals, follow the guidelines in the Bestiary for advancing a creature and extrapolate that information to cover shrinking the creature. Changing the manimal's size usually affects it's Strength, Dexterity, Constitution, natural armor, natural attack damage, Stealth modifier, and size modifier to attack and damage.

Mithral-Clad Creature

Mithral-clad creatures are bonded to mithral either by birth or through magic. Shining mithral coats their forms, armoring them against attacks.

A mithral-clad creature can be born of mithral-clad parents, and indeed whole races of mithral-clad creatures can exist. Conversely, a magical ritual or a spell can cover a creature in mithral, and sometimes the gods create mithral-clad creatures as either a blessing or a curse.

Aside from mithral, there are creatures possessing skins of various other types of metals.

Creating a Mithral-Clad Creature

"Mithral-clad creature" is an acquired or inherited template that can be added to any corporeal creature (referred to hereafter as the base creature) that does not already have the mithral-clad template.

A mithral-clad creature uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: As the base creature +1.

Armor Class: A mithral-clad's natural armor increases by +8.

Defensive Abilities: A mithral-clad creature gains medium fortification (as the magical armor ability) and fire resistance 15.

Weaknesses: A mithral-clad creature gains vulnerability to electricity attacks.

Attacks: Mithral-clad gain a natural slam attack if the base creature has no natural attacks.

Damage: If a mithral-clad gains a slam attack, it deals damage appropriate for a creature of its size.

Special Attacks: A mithral-clad creature gains the following ability.

Strike as Silver (Ex): Due to the properties of mithral, a mithral-clad creatures natural attacks overcome damage reduction as silver weapons.

Ability Scores: Str +4, Con +2, Cha +2.

Skills: A mithral-clad creature suffers a -4 racial penalty on Swim checks.

Nightmare Creature

Spawned from the worst the collective unconscious can create, nightmare creatures can be nearly anything. They often appear as something or someone completely harmless until the time is right to make things go horribly wrong.

Creating a Nightmare Creature

"Nightmare creature" is an inherited template that can be added to any creature of evil alignment whose Intelligence and Charisma scores are each at least 6 (referred to hereafter as the base creature). A nightmare creature uses all the base creature's statistics and special abilities except as noted here.

Nightmare Creature Template

Challenge Rating: Same as the base creature +1.

Subtype: A nightmare creature gains the evil subtype if it did not already possess it.

Senses: Nightmare creatures possess darkvision to a range of 120 ft.

Aura: Nightmare creatures are terrifying, possessing the following two abilities.

Aura of Fear (Su): Nightmare creatures exude a natural aura of fear, forcing all within 60 ft. to make a Will save (DC 10 + 1/2 the nightmare creature's hit dice + the nightmare creature's Charisma modifier) or become shaken while they remain within 60 ft. of the nightmare creature for the next 24 hours. If the save is successful, the creature is immune to that nightmare creature's fear

aura for 24 hours. This ability even affects creatures that cannot see the nightmare creature. A nightmare creature can suppress or reactivate their fear aura as a free action once per round.

Frightful Presence (Ex): When a nightmare creature charges, makes a surprise attack, or succeeds on an Intimidate or Perform check (DC 15), every creature within 30 ft. must make a Will save (DC 10 + 1/2 the nightmare creature's hit dice + the nightmare creature's Charisma modifier) or become panicked for 2d6 rounds. Success renders a creature immune to that nightmare creature's frightful presence for 1 hour. A nightmare creature can choose for this ability to not activate.

Defensive Abilities: A nightmare creature gains DR 5/silver or good, immunity to all illusion spells and effects, and regeneration 5 (silver or good spells). They also gain a permanent, supernatural protection from good effect (as the spell).

Speed: Nightmare creatures gain a fly speed of 10 ft. with perfect maneuverability. If the base creature already has a fly speed, it increases to 10 ft. or remains the same, whichever is faster. In either case, its maneuverability become perfect. Although slow in the air, a nightmare creature's flight is nonetheless ominous to see.

Special Attacks: Nightmare creatures possess the following special attacks.

Night Terrors (Su): A nightmare creature can enter the dreams of a sleeping creature at will as a standard action. This ability has the same effect as a *dream* spell, except that once inside the dream of another creature, the nightmare creature can control the dream world with which the sleeper interacts.

When the nightmare creature first arrives in the dream, it can deliver a message, as described in the dream spell. So long as it does not attempt to control the victim's dream, this message is harmless and the dreamer can awaken at any time.

Immediately upon entering the victim's dream or at any time thereafter while it remains there, the nightmare creature can attempt to control the victim's dream. The victim must then succeed on a Will save (DC 10 + 1/2 the nightmare creature's hit dice + the nightmare creature's Charisma modifier) or remain unconscious and asleep, trapped in the dream world with the nightmare creature. The nightmare creature controls all aspects of the dream world, and the victim is powerless to change anything—although the nightmare creature might allow it to think it has such power or even that it has awakened from the dream. Each hour thereafter, the victim must make a new Will save. Success allows it to awaken immediately; failure means it remains asleep and trapped in the dream world. The victim automatically awakens after 8 hours if it is still alive.

Each hour that the victim remains trapped in sleep by the nightmare creature, it takes 1d4 points of Charisma damage. A creature that has taken Charisma damage during its dream awakens fatigued and does not heal or regain spells as it normally would while resting. A creature reduced to 0 Charisma by the night terrors dies.

A *wish* or *miracle* spell, or an antimagic field ends the effect and awakens the victim. A *protection from evil* spell blocks night terrors for its duration, but it does not awaken the creature. A *dream* spell used on the sleeping creature allows the victim a new save to break free of the effect, but the deliverer of the dream message must succeed on a Will save or be trapped in sleep with the nightmare creature ruling its dreams, just as though it were the original target of the night terrors. A blanket of silver links worth at least 2,000 gp prevents a nightmare creature from entering the sleeping creature's dreams so long as it is in contact with the sleeping creature, but it has no effect if placed on a sleeping creature already embroiled in night terrors.

Nightmare Spellcasting (Su): A nightmare creature's effective caster level for fear, phantasm, and shadow spells is treated as two higher than the base creature's caster level.

Spell-Like Ability (Sp): Once per day, a nightmare creature can *shadow walk* (as the spell) with a caster level equal to their hit dice.

Special Qualities: Nightmare creatures possess the following ability.

Feign Death (Ex): With a successful Bluff check, a nightmare creature can make itself appear dead. Any creature wishing to ascertain whether the nightmare creature is really dead must make a Heal check opposed by the nightmare creature's Bluff check. The nightmare creature cannot move or take any actions while pretending to be dead.

In addition, whenever a nightmare creature falls unconscious, it appears dead. The Heal DC to ascertain that the nightmare creature is alive is 10 + the nightmare creature's hit dice + the nightmare creature's Charisma modifier. Nightmare creature use this ability to escape destruction, to gain revenge, or to trick foes into approaching them.

Ability Scores: Dex +4, Int +2, Cha +4.

Skills: Nightmare creatures possess a +6 racial bonus on Intimidate and Stealth checks. Intimidate and Stealth are always class skills for nightmare creatures.

Nymph Child

Born of a union of mortal and the rapturously beautiful fey known as a nymph, a nymph child is a creature of both worlds, but typically not at home in either.

Creating a Nymph Child

"Nymph child" is an inherited template that can be added to any living creature except for elementals, oozes, or nymphs (referred to hereafter as the base creature). A nymph child differs from the base creature as follows.

Challenge Rating: Same as the base creature +2.

Type: Animals, humanoid, monstrous humanoids, and vermin become fey.

Senses: A nymph child gains low-light vision.

Defensive Abilities: A nymph child gains DR 5/cold iron.

Special Attacks: Nymph children possess the following abilities.

Dazzling Beauty (Su) Three times per day, plus once per day per 3 Hit Dice, a nymph child can affect all humanoids within 30 ft. Those who look directly at a nymph child must succeed on a Fortitude save (DC 10 + 1/2 the nymph child's hit dice + the nymph child's Charisma modifier) or be dazzled for 24 hours.

Stunning Glance (Su) As a standard action, a wrathful nymph child can stun a creature within 15 ft. with a look. The target creature must succeed on a Fortitude save (DC 10 + 1/2 the nymph child's hit dice + the nymph child's Charisma modifier) or be stunned for 1d4 rounds.

Special Qualities: A nymph child possesses the following abilities.

Nymph Blood (Ex): For all special abilities and effects, a nymph child is considered both a nymph and the base creature.

Unearthly Grace (Su): A nymph child add half its Charisma bonus (positive only) as a bonus on all saving throws, and as a deflection bonus to Armor Class.

Wild Empathy (Ex): Nymph children have wild empathy as a druid of their hit dice. They gain a +2 racial bonus when using this ability.

Ability Scores: Dex +2, Int +2, Wis +2, Cha +4

Skills: Nymph children gain a +4 racial bonus on Swim checks. All nymph children gain Sylvan as a bonus language.

Ogrekin

Ogres are capable of breeding with nearly as many things as humans. Most often, this results in half-ogres, with ogrekin being the result of nearly all other successful births.

Creating an Ogrekin

"Ogrekin" is a template that can be added to any Medium fey, humanoid, or monstrous humanoid, hereafter referred to as the "base creature."

An ogrekin uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature +1.

Alignment: Usually evil.

Size and Type: The base creature gains the giant subtype. Do not recalculate Hit Dice, base attack bonus, or saves. Size is unchanged, although ogrekin are generally bulkier and taller than the base creature (but not so much that their size increases).

Armor Class: Natural armor bonus increases by +3.

Special Qualities: An ogrekin has the special qualities of the base creature, plus low-light vision.

In addition, all ogrekin are deformed and hideous, and each bears different mutations and ungainly features as gifts from its brutish parent. Roll once on each of the following tables to determine an ogrekin's two deformities—one an advantage, and one a flaw.

Ability Scores: Change from the base creature as follows: +6 Strength, +4 Constitution, –2 Intelligence, –2 Charisma.

Pack Lord Template

Some afflicted lycanthropes become full-blooded shapechangers, and leaders of others of their kind.

Creating a Pack Lord

"Pack Lord" is an acquired template which can only be gained by afflicted lycanthropes.

Challenge Rating: Same as the base lycanthrope plus the base animal's CR +1.

Armor Class: Same as the base lycanthrope +4 in all forms.

Hit Dice Pack lords gain a number of hit dice equal to their base animals hit dice, and all benefits of them.

Special Qualities: Pack lords gain the following abilities.

Alpha (Ex): Pack lords possess a dominant inner strength and find themselves to possess a natural ease when it comes to controlling others of their kind. With lycanthropes of their exact type (werewolves with werewolves) they gain a +10 bonus on all Charisma-based skill checks. With all other types of lycanthropes, they gain a +4 bonus on all Charisma-based skill checks.

Natural Lycanthrope (Su): A pack lord becomes a natural lycanthrope, gaining all the benefits of being so.

Speed Same as the base lycathrope plus +10 ft. for all speeds except flying, which increases by +20 ft. These increases apply in all forms.

Attacks: Pack lords who lack a bite or claw attack in hybrid or animal form gain a bite and two claw attacks as a creature one size larger than their current form. Should they possess a bite or claw attacks, they deal damage as a creature one size larger than normal.

Special Attacks: Pack lords are treated as being in hybrid form while in their humanoid form, but lack any natural weapons they would gain for being in hybrid form.

Ability Scores: Str +2, Dex +4, Con +4, Wis +6, Cha +2. In addition to these increases, a pack lord's Strength, Dexterity and Constitution are modified by the base animals racial ability modifiers (for example – Str +2, Dex +4, Con +4 with wolves).

Feats: Pack lords gain Skill Focus (Perception) and Skill Focus (Stealth) as bonus feats in addition to any bonus feats their base animal possesses.

Skills: Pack lords gain a +4 racial bonus on Intimidate, Perception, Sense Motive, and Stealth checks in addition

to any racial bonus their base animal possesses. Like racial bonuses stack for pack lords. A pack lord gains skill points for its animal hit dice.

Preternatural Creature (CR +2)

Sometimes magic has a will of its own, causing it to manifest in a physical form so as to explore the nature of existence.

Quick Rules: DR 5/-; SR 15 + the base creature's HD; Special Attacks +1 bonus to damage per 3 HD the base creature possesses (maximum +5).

Rebuild Rules: Senses detect magic; Aura unnatural aura (30 ft.); Defensive Abilities absorb magic; DR 20/ natural weapons (see below); Weaknesses vulnerability to natural weapons; Special Attacks magic pool; Spell-Like Abilities constant – detect magic; Ability Scores Con +4, Cha +4.

Absorb Magic (Su): Upon a successful saving throw against a spell, spell-like ability, or supernatural effect, a preternatural creature negates the magic's effect on the preternatural creature. In addition, it gains a number of points to its magic pool equal to the spell level of the effect (or equal to half the Hit Dice of the effects controller if it is a supernatural effect). Effects that affect multiple targets or have an area of effect still function normally against other creatures.

Magic Pool (Su): Preternatural creatures gain a reserve of magical pool points equal to their Hit Dice; they can absorb points using their absorb magic ability but the number of points they possess can never exceed their total number of Hit Dice. They can discharge points from their pool in three different ways.

As a standard action, the preternatural creature hurls crackling bolts of mystical energy in a 30 ft. radius around its body. The bolts deal 1d6 points of damage per point expended from its magic pool to every creature in the area of effect. A successful Reflex save (DC 10 + 1/2 the preternatural creatures Hit Dice + its Charisma modifier) halves the damage.

As a move action, the preternatural creature can heal itself, healing 1d6 points of damage per point expended from its magic pool.

As a swift action, the preternatural creature can expend points to gain a morale bonus on its damage rolls for the round equal to the number of points expended, to a maximum of +5.

Vulnerability to Natural Weapons (Ex): Because of the unnatural transformation into their present state, preternatural creatures demonstrate a vulnerability to unarmed strike, natural weapons, and weapons crafted from organic materials (such as wood). It takes half again as much (+50%) damage as normal from these sources.

Phalanx Creatures

The ritualistic bonds of family, friends, and community have a special power in fantasy worlds. This force births creatures that never seem to need to talk to each other to communicate, can finish each other's sentences, speak in perfect unison, know what is happening to others of its kind, and they may even share the same mind. Some of these special beings are bonded twins, others are perfectly disciplined troops, and the most frightening of these share a collective consciousness. They are the Phalanx Creatures.

Creating a Phalanx Creature

"Phalanx creature" is an acquired template that can be added to two or more creatures.

Phalanx creatures use all the base creatures' statistics and special abilities except as noted here. Only Phalanx creatures from the same collective gain the benefits of their shared abilities, though they must be on the same plane of existence.

CR: +1 or +2 (true hivemind)

Alignment: Change the creatures' alignment to that of the majority of its members for both instances of alignment. If the number is balance they creature retains its original alignment.

Special Abilities: A phalanx gains the following special abilities.

Assistance (Ex): Phalanx Creatures gain a +2 bonus to all d20 rolls for every phalanx creature in conjoining adjacent squares (maximum +6).

Coordinated Tactics (Su): The phalanx creatures' powerful connection allows them to fight effectively as a team. A phalanx creature gains a +2 bonus to its attack rolls for each phalanx creature from its collective that is adjacent to the enemy it attacks (max +6). A phalanx creature's opponent never receives a cover bonus if another phalanx creature from the collective is present. Phalanx creatures never suffer the penalty for firing into melee if all other target's opponents are phalanx creatures from their collective.

Telepathic Bond (Ex): Phalanx Creatures can communicate telepathically with any other phalanx creature as long as they are on the same plane.

True Hivemind (Ex): This ability is not possessed by all phalanx creatures, as some collectives chose to maintain individuality. Any phalanx creature collective can choose to surrender this and form a hive mind as a standard action performed by each phalanx creature. A phalanx creature that possess a hive mind, gains a minimum Intelligence of 6.

Members of a True Hivemind gain a number of additional special abilities:

Shared Mentality: A phalanx creature makes Intelligence, Wisdom and Charisma checks along with Will saving throws using the highest bonus possessed by a member of its collective. They can gain the benefit of the assistance ability as well if other creatures spend a standard action to assist the phalanx creature making the attempt, even if they are not adjacent. Some phalanxes have members preparing readied actions to do just this.

Shared Life-force: The collective can choose to share some of its hit points as a pool that each member can draw upon rather than each creature having individual hit points. These function as temporary hit points and the amount used by a single individual cannot exceed its normal maximum hit point total, so for example a creature with a maximum of 10 hp could only use 10 hp from the Share Life-force hp pool. Phalanx creatures often set members in hiding on the fringes of a battlefield to supply temporary hit points.

Feats: A Phalanx creature with a True Hivemind can use any feat another member of its collective possess as a bonus feat though he must meet any non-Intelligence, non-Wisdom or non-Charisma based prerequisites.

Skills: Using the telepathic bond a phalanx creature can gain the benefits of any other Intelligence, Wisdom or Charisma based skill uses. A phalanx creature with a True Hivemind can also use the ranks of any other phalanx creature that is part of its collective for all other skill checks. Effectively a phalanx creature with a True Hivemind gains the highest skill ranks that any single individual member of its collective can contribute.

Quickling Creature

Some creatures are fast, and then some creatures are really fast. Quickling creatures leave them both standing still.

Creating a Quickling

"Quickling" is an acquired or inherited template which can be added to any living creature (referred to hereafter as the base creature).

A quickling uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature +1.

Initiative: Quicklings gain a +4 racial bonus on initiative checks.

Defensive Abilities: Quicklings gain a +4 dodge bonus to armor class. They also gain fast healing 1.

Speed: All modes of movement for a quickling are four times those of the base creature. If able to fly, a quickling's maneuverability improves by two steps (from poor to good, etc).

Special Attacks A quickling retains all the base creature's special attacks and gains those described here.

Rapid Attacks (Ex) A quickling may make an extra ranged attack at its highest attack bonus during any attack action. Furthermore, it may modify any or all of its melee attack rolls using its Dexterity modifier instead of its Strength modifier. When doing this, a quickling gains an extra melee attack at its highest attack bonus. Haste and similar effects do not grant an additional attack when a quickling is using this ability.

Quick Casting (Ex) When casting any spell or using spell-like abilities with a casting time greater than 1 round a quickling may cast the spell or spell-like ability in 1 round, if desired. This ability is only gained by quicklings that casts spells or have spell-like abilities.

Ability Scores: Dex +8. Quickling are much more agile than their mundane relatives.

Feats: Quicklings gain Dodge, Improved Initiative, Mobility, Quick Draw, and Spring Attack as bonus feats. Spellcasting quicklings also gain Quicken Spell as a bonus feat.

Skills Quicklings gain a +10 racial bonus on Acrobatics and a +2 racial bonus on Perception checks. Quicklings can also Take 10 when using Acrobatics regardless regardless of circumstances and Acrobatics is a class skill for quickling creatures.

Resilient Creature (CR +2)

This being can endure an extraordinary amount of punishment.

Quick Rules: +5 bonus to all saves; +5 hp/HD; DR 5/—; Resist 5 all energy types.

Rebuild Rules: Special Defenses gain a circumstance bonus to all saving throws equal to Constitution modifier; ignores all partial effects upon a successful saving throw; DR 5/— (if the creature possessed 10 or more HD this increases to 10/— or 15/— if the creature possesses 15 or more HD); Resist 5 to all energy types (if the creature possessed 10 or more HD it increases to 10 or 20 if the creature possesses 15 or more HD); Ability Scores +10 Con.

Riven Magic Creature (CR +2)

A riven magic creature's quick and rebuild rules are the same.

Rebuild Rules: Immune magic; Special Attacks drain spells, break magic item, caster's bane; Ability Scores +2 Str and Con.

Caster's Bane (Sp): The riven magic creature with an Intelligence or Wisdom score of at least 8 can use greater dispel magic and detect magic at will, as a standard action, with a caster level equal to its Challenge Rating.

Drain Spells (Su): Once per round with a touch attack (or as a part of its melee attack), the riven magic creature can drain spells (or spell slots) from a spellcaster. Each touch drains levels of prepared spells or unused spell slots equal the 1/2 the riven magic creature's CR (minimum 1), starting with the highest-level spells and working down. For example, say a CR 16 riven magic creature touches a sorcerer with a 4th-level spell slot, a 3rd-level slot, two 2nd-level slots, and five 1st-level slots left unused. It drains the 4th- and 3rd level slots, as well

as one 1st-level slot.

Each drained spell level gives the riven magic creature 5 temporary hit points, and every five drained spell levels grants it a +1 bonus to attacks and damage and a +1 dodge bonus to AC (maximum of a +5 bonus). These bonuses and temporary hit points last for 1 hour.

Break Magic Item (Su): If the riven magic creature touches a magic item (automatic for an unattended item or an item that strikes it, a touch attack against any other attended item), the item must make a caster level check (1d20 + the item's caster level) with a DC equal to 10 + the riven magic creature's CR. Failure results in the item suffering the broken condition (its hit points are reduced to one less than half its hit point total).

Immunity to Magic (Ex): A riven magic creature is immune to any spell or spell-like ability that allows spell resistance.

Rune-Carved Creature

"Rune-carved" is an acquired template that can be added to any creature (referred to hereafter as the base creature).

A rune-carved creature uses all the base creature's statistics and special abilities except as noted here.

CR: +2

Defenses/Qualities: Immune to explosive runes, glyph and symbol spells. Weakness vulnerability to erase (this spell deals 10 point of damage per caster level to a rune-carved creature, a successful caster level check DC 15+CR also removes the benefits of this template for that creature.)

Special Abilities: A rune-carved retains all the special abilities of the base creature, plus the special abilities as described below:

Domain Rune (Sp or Su): A rune-carved creature gains all the benefits of the domain or sub-domain associated as a cleric of a level equal to the base creature's HD. It also gains the domain spells as spell-like abilities, if it has an Int score of 8 or higher useable 1/day, but only those available to a cleric of a level equal to the base creature's HD. Caster level equals the creature's HD (or the caster level of the base creature's spell-like abilities, whichever is higher). All DCs for the domain abilities and spell-like abilities are Intelligence based rather than Wisdom or Charisma based.

For example, a GM applies this template to the standard Balor Demon choosing the word and rune for "Ruin" choosing to associate this with the Destruction domain. This Rune carved Balor would then gain the following abilities:

Destructive Smite (Su): 10/day with a +10 morale bonus on damage.

Destructive Aura (Su): For 20 rounds per day. A +10 morale bonus on damage.

Spell Abilities (CL 20): 1/day—*disintegrate, earthquake, harm, inflict critical wounds, implosion, rage, shatter, shout, true strike*

Personal Rune (Sp): A rune-carved creature can place its rune upon an item and gain a special connection to that item. The rune is permanent, and henceforth the rune-carved creature always knows the item's location and the name and race of any creature currently touching it a successful Will save negates (DC 10 + 1/2 the rune-carved creature's HD + its Intelligence modifier) this effect. The rune-carved creature can have as many personal sigils in effect as it has HD. Placing a personal rune is a full-round action.

A rune-carved creature can make this rune function as explosive runes. At 5 HD this ability upgrades to glyph of warding, at 11 HD this upgrades to greater glyph of warding, at 15 HD this upgrades to any symbol spell. CL is equal to HD.

Runic Complexity (Su): Strange and arcane symbols appear to float in the air all around the rune carved creature as it attacks. A rune-carved creature can require the target of one of its spell or special ability to modify its saving throw with its Intelligence ability score modifier rather than the standard ability score (Constitution for Fortitude saves, Wisdom for Will Saves, Dexterity for Reflex saves), because it must deal with the overwhelming complexity of the attack's intricacy. It can use this ability a number of times per day equal to 3 + its Intelligence modifier.

Runic Dominance: All the base creature's abilities (including DCs) for its Extraordinary, supernatural, spells and spell-like abilities are changed to Intelligence based (for example a rune-carved sorcerer's spell DCs and bonus spells would be adjusted by his Intelligence modifier rather than his Charisma modifier).

Abilities: Con +4, Int +8.

Skills: Rune-carved gain a +8 racial bonus on Knowledge (arcana) and Linguistics checks in addition to gaining these two skills as class skills.

Siphon

Sometimes, just sometimes, what you use to try and kill something ends up making your opponent more powerful. Siphons are creature which possess the ability to absorb nearly any effect and send it back upon their foes.

Creating a Siphon Creature

"Siphon" is an acquired or inherited template that can be added to any creature (referred to hereafter as the "base creature"). A siphon differs from the base creature as follows.

Challenge Rating: HD 6 or less, as the base creature +1; HD 7-12, as the base creature +2; HD 13 or more, as the base creature +3.

Type: Animals and vermin become magical beasts. Humanoid become monstrous humanoids.

Defensive Abilities: Siphon creatures gain immunity to energy types they are actively storing, and any spell they are actively storing. These immunities end as soon as the stored energies are gone, and the spells are cast.

Special Attacks: A siphon gains the two listed special attacks.

Energy Release (Su): As a standard action, a siphon may release one type of stored energy as a ranged touch attack against one foe. The range increment is equal to the base creature's Space, and the energy does any number of dice of damage up to the amount of damage that was stored (the creature's choice). Once the siphon uses up all the damage stored from a particular form of energy, it can no longer use that energy to attack.

Spell Release (Su): The siphon can release a spell it has stored as if it had cast the spell itself. The released spell is subject to saving throws (DC 10 + spell level + the siphon's Charisma modifier) and spell resistance as per the spell cast. Spell release never requires a concentration check, nor does it provoke an attack of opportunity. A released spell has a caster level equal to the siphon's total Hit Dice or the caster level of the original caster, whichever is lower. Once the siphon releases a stored spell, it can no longer cast that spell, unless it has the same spell stored more than once or can cast that spell through another ability.

Special Qualities: A siphon gains the following.

Absorption (Su) A siphon can absorb energy attacks that would otherwise damage it. Absorbable energy types include acid, cold, electricity, fire and sonic. The creature may store any type of energy, but only one different type at a time per 4 Hit Dice (minimum one). The energy may come from a passive (bonfire) or aggressive (fireball) source, although the siphon can only hold a number of dice of damage equal to its total Hit Dice from combined energy sources. Energies so stored dissipate harmlessly in a number of minutes equal to 3 plus the siphon's Constitution bonus (minimum 3 minutes). As a free action, a siphon may release stored energy harmlessly.

Normally, the siphon takes no damage from absorbed energies. However, if the creature's maximum absorption level is exceeded by it being struck by a different type of energy, it must decide whether to attempt to absorb the new energy or not. If the siphon attempts to absorb the new energy, it must completely disperse an equivalent amount of energy already being stored (if any). The exchange is difficult, and the siphon must make a saving throw against the incoming energy as normal. If the save fails (or no save is normally allowed), half of the energy is absorbed and the other half damages the siphon. A successful save indicates the siphon managed to absorb the incoming energy without harm. Whenever the creature elects not to absorb an incoming energy (that it isn't already storing), it takes damage normally and doesn't require a new form of attack. Siphon with an Intelligence of 2 or less always elect to exchange stored energy for incoming energy.

Kinetic Absorption (Su): A siphon absorbs kinetic energy differently than other forms, though still as a free action. For every 5 points of damage from physical attacks, the siphon gains 1 point of Strength, up to a maximum of twice its original Strength. The enhanced Strength is available only on the siphon's next turn to augment Strength checks, attack rolls, and damage rolls. Physical attacks still damage the siphon normally.

Spell Absorption (Su): A siphon can absorb spells specifically targeting it, so long as the spell does not involve energy. (If it does, the energy is absorbed, not the actual spell.) The creature can absorb a number of spell levels equal to its total Hit Dice, so long as the spell's individual spell level does not exceed one-third of the siphon's total Hit Dice (0-level spells count as half levels for this purpose). Absorbed spells do not affect the siphon. Stored spells dissipate harmlessly in a number of minutes equal to the siphon's Charisma bonus plus 3 (minimum 3 minutes). Rules for exchanging stored spells for incoming spells works as per absorption above, excepting that the siphon is fully affected by any spell against which it fails a save, and it loses the spell it was attempting to release to absorb the incoming magic.

Feats: Siphons gain Great Fortitude, Iron Will, Lightning Reflexes and Toughness as bonus feats.

Smoke Creature

Some sages have speculated that a smoke creature is a kind of psychic reflection of an air creature that died of agonizing burns. The flaw in this theory became apparent when it was learned that fiery smoke creatures also existed on the Elemental Plane of Fire. The current theory is that smoke creatures are native to the Elemental Plane of Fire or to some as yet undiscovered intermediate plane between Air and Fire. Whatever their origins, smoke creatures are appearing on the Material Plane in greater numbers and more frequently than ever before.

A smoke creature can easily be recognized by its ash-gray body and soot-black hair or feathers. Smoke constantly whirls and plays about its body, concealing much of it from view.

Smoke creatures are deadly foes that use choking smoke to suffocate foes. They can flit about through smoky areas with disturbing adroitness, and they enjoy using this ability to confound foes.

Creating a Smoke Creature

"Smoke creature" is an inherited template that can be added to any living, corporeal, nonaquatic creature with the air or fire subtype (referred to hereafter as the base creature).

A smoke creature uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: As the base creature +1.

Size and Type: The base creature's type changes to outsider with the augmented subtype, plus the air, elemental, extraplanar, and fire subtypes if the base

creature did not already have them. Do not recalculate base attack bonuses, saves, or skill points. Size is unchanged.

Senses: Smoke creatures possess the following perceptive ability.

Cloud Sight (Ex): A smoke creature can see through clouds, gases, fogs, mists, and smoke as though they didn't inhibit vision. Creature and objects do not gain concealment from a smoke creature due to such conditions.

Hit Dice: All racial Hit Dice change to d10's.

Defensive Abilities: A smoke creature possesses the following defensive abilities in addition to those of the base creature.

Air Mastery (Ex): Any airborne creature takes a -1 penalty on attack and damage rolls against a smoke creature.

Immunities (Ex): A smoke creature is immune to inhaled poisons and gas-, fog-, or cloud-based attacks and spells.

Smokey Form (Ex): The smoke that constantly wreathes a smoke creature's semisolid body makes it hard to determine its exact location. Attacks against a smoke creature suffer a 20% miss chance, though true seeing allows the caster to ignore that miss chance. This ability does not grant the smoke creature concealment. The effects of blur, displacement, or other similar effects do not stack with this effect; only the best miss chance applies.

Speed: The smoke creature retains the base creature's speeds and gains a fly speed equal to the base creature's lowest speed, with perfect maneuverability. If the base creature already has a fly speed, it remains the same, but the smoke creature's maneuverability becomes perfect if it was not already.

Special Attacks: Smoke creatures retain all the base creature's special attacks and gain the following.

Breath Weapon (Su): Once every 1d4 rounds, a smoke creature can breathe a cloud of superheated smoke and cinders. This cloud fills a 20 ft. cube adjacent to or surrounding the smoke creature, as desired. Every creature within the cloud takes 2d6 points of fire damage each round (no save). Furthermore, any breathing creature within the cloud must succeed on a Fortitude save (DC 10 + 1/2 the smoke creature's Hit Dice + the smoke creature's Constitution modifier) each round or take 1d4 points of Constitution damage. A creature within the smoke can hold its breath on its initiative to avoid taking the Constitution damage in later rounds. The smoke grants concealment as though it were a fog cloud spell. The smoke remains in place for 5 rounds despite prevailing winds; thereafter the cloud becomes normal smoke and disperses normally. Special Qualities: Smoke creatures possess the following ability.

Smoke Travel (Su): As a move action, a smoke creature can use dimension door to move from any area filled with smoke to any other smoke-filled area within range. This ability functions with an effective caster level equal to the smoke creature's Hit Dice.

Ability Scores: Dex +4, Int +2, Cha +2.

Skills: A smoke creature gains a +5 bonus on Stealth checks in areas of fog, smoke, or clouds.

Languages: If the smoke creature can speak, it gains Auran and Ignan as bonus languages.

Stealthy Creature (CR +2)

This being has the ability to slip by unnoticed and attack from ambush.

Quick Rules: sneak attack + 1d6, +4 bonus to attack rolls, AC, CMD, Initiative, Reflex saves and Dexterity-based skill checks.

Rebuild Rules: Special Attacks can sneak attack as a rogue of a level equal to half its HD (minimum level 1), Ability Scores +8 Dex; Feats Weapon Finesse; Skills gain Stealth as a class skill with bonus ranks equal to HD.

Spellpowered Creature

Spellpowered creatures possess inherent spell-like abilities beyond those typically exhibited by other creatures of their kind.

Creating a Spellpowered Creature

"Spellpowered Creature" is an acquired or inherited template which can be added to any creature (referred to hereafter as the "base creature"). A spellpowered creature uses all of the base creatures statistics except as stated below.

Challenge Rating: For a base creature with 6 or less Hit Dice, +1. For a base creature with 7-15 Hit Dice, +2. For a base creature with 16 or more Hit Dice, +3.

Type: Animals and vermin become magical beasts. Recalculate base attack bonus, feats, saves, and skills. Special Attacks Spellpowered creatures possess spell-like abilities according to the following:

Spell-Like Abilities: A spellpowered creature gains a number of points equal to twice its total Hit Dice. These points are spent on spells, which cost a number of points equal to their respective levels, with 1st-level spells costing 1 point, 2nd-level spells costing 2, and so on (0-level spells cost 1/2 a point). For example, fireball costs 3 points, since it is a 3rd-level spell.

Regardless, a spellpowered creature cannot possess a spell that has a level exceeding one-half the base creature's total Hit Dice (round up).

Expending a number of points equal to the spell's level allows the creature to use the ability once per day. Paying twice this amount allows use of the ability three times per day. Three times the spell's level in points allows use of the ability at will. A point expenditure of four times allows the effect to be continuously active. 0- level spells can be used at will for 1 point, and can be continuously

active for 2 points.

At will or continuous abilities may be labeled supernatural (Su) instead of spell-like (Sp), at your discretion. Continuous effects still have a caster level and may be temporarily dispelled, but can be reactivated as a free action on the spellpowered creatures next action.

Spellpowered creatures do not need a minimum score in any ability to use their spell-like abilities. The caster level for all abilities gained from this template are equal to the base creature's total Hit Dice. Saving throw DC's are based on the spellpowered creature's highest mental ability score.

Abilities: Spellpowered creatures of the magical beast type have an Intelligence score of at least 3.

Time Seer

Whether born with or granted their abilities, time seers are capable of viewing the multiple possibilities other simply imagine. Some see this as a blessing, other see it as a curse. Most view the abilities of a time seer as a little of both.

Creating a Time Seer

"Time seer" is an inherited or acquired template that can be applied to any creature whose Intelligence or Wisdom score is 13 or higher (hereafter referred to as the base creature).

A time seer uses all of the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature.

Alignment: Moves towards chaotic neutral over time.

Armor Class A time seer gains a +2 dodge bonus to Armor Class.

Defensive Abilities: A time see*r gains uncanny dodge (as the barbarian ability), or improved uncanny dodge (as the barbarian ability) if the base creature already has uncanny dodge.

Special Qualities: A time seer gains the following.

Conflicted Vision (Ex): Before a time seer rolls initiative, it must attempt a DC 15 Wisdom check. On a success, the time seer gains a +4 bonus on its initiative roll. On a failure by less than 5, the time seer rolls for initiative normally. A failure by 5 or more imposes a -4 penalty on the initiative roll. Additionally, there is a 50% chance a time seer suffers a -5 penalty on Perception and Sense Motive skill checks, concentration checks, and Wisdom ability checks each time a time seer needs to make one of them

Preternatural Knowledge (Ex): Once per round as a free action, a time seer may attempt a DC 20 Wisdom check. On a success, the time seer gains a +4 bonus on its next ability check, attack roll, saving throw, or skill check, whichever comes first. On a failure, the time seer misinterprets its vision of the future and takes a -4 penalty on its next ability check, attack roll, saving throw, or skill check, whichever comes first.

Spell-Like Abilities: A time seer gains the following spell-like abilities with a caster level equal to the time seer's total Hit Dice. A time seer must make a successful Wisdom check (DC 15 + spell level) whenever it wants to use one of its spell-like abilities. Failure means the attempt produces no effect but that usage is wasted.

At will—*augury;* 1/day—*true strike, vision*

Ability Scores: Wis +4, Cha -2 (minimum 1).

Skills: Time seers gain a +5 racial bonus on Knowledge checks, and a +5 racial bonus on Spellcraft checks made to identify spells being cast.

Trickster Creature

The trickster openly challenges and mocks authority, promotes impulsive and passionate behavior, hunts for new thoughts and encounters, demolishes customs and complacency, and encourages anarchy and turmoil. At the same time, the trickster brings new erudition, insights and many a moral. Even when castigated atrociously for its impudence, its unconquerable spirit keeps him coming back for more.

The trickster is a master of disguise and stealth, and often uses these abilities to steer the courses of action of those lives it meddles in. They often take on the physical traits of animals that symbolize trickery such as a coyote, crow, fox, rabbit, raven, or spider.

Creating a Trickster Creature

"Trickster creature" is an acquired template that can be added to any creature. A trickster creature uses all the base creature's statistics and special abilities except as noted here.

CR: As the base creature +1.

Alignment: The trickster creature's alignment is chaotic neutral.

Type: The trickster creature gains the chaotic subtype.

Defensive Abilities: A trickster creature gains DR 5/cold iron (increase to 10 if the trickster's CR is 10 or higher, increase to 15 if the trickster's CR is 15 or Higher), and evasion.

Special Attacks: A trickster creature gains the following special abilities.

Fascinating Gaze (Su): As long as the trickster creature is in its true form, and for 2d4 rounds after, creatures within 30 ft. who view the trickster creature are fascinated. A successful Will save (DC 10 + 1/2 the trickster creature's HD + its Charisma modifier) negates this effect for. This is a mind-affecting effect.

Faraway Sway (Sp): Three times per day as a standard action, a trickster creature can use any magic item or unused spell (or spell slot) without actually touching the item or being that spell's caster. The item or unused spell (or spell slot) to be used must be within Medium range (100 ft. + 10 ft./Hit Die). An item functions as though the

trickster creature were using it from the item's current position. Spells function as if the victim had cast the spell under the domination of the trickster creature; except it requires no action on the part of the victim. A successful Will negates (DC 10 + 1/2 the trickster creature's HD + its Charisma Modifier) the activation of the effect. Effects function with a caster level equal to the trickster creature's CR.

Warp Weapon (Sp): 3/day as a standard action a trickster creature can polymorph any non-cold iron weapon (as polymorph any object, CL equal to CR) into a harmless, humorous object Fort negates (DC 10 +1/2 the trickster creature's HD + its Charisma Modifier). Favorites include a scary-looking rubber snake, a teddy bear, a spoon, a petunia, a carrot, a wet noodle, cow manure, or a rune stone with the rune for peace. If the Trickster's CR is less than 15 this effect only lasts for one round per HD.

Special Qualities: A trickster creature gains the following abilities.

Change Shape (Su): Trickster creatures can change their form as often as they like. This functions as alter self.

Hide from the World (Sp): At will, for one round per HD; this glamer functions like invisibility, except that it masks image, scent, and sound alike, concealing the subject from all senses except touch.

Hide from the World renders the recipient immune to detection by blindsense, blindsight, faerie fire, glitterdust, invisibility purge, tremor sense, scent, and see invisibility. It can be detected by true seeing and any other divination spell with a successful caster level check (DC 15+ the trickster creature's CR), it can also still be tracked using mundane means.

A trickster creature can choose to allow a creature to perceive it.

Also the trickster creature can render itself ethereal as an immediate action granting it the evasion defensive ability listed above. Returning from the ethereal plane is a standard action.

Abilities: Int +4 (minimum 13), Cha +8 (minimum 13)

Feats: Reselect any feats as appropriate.

Skills: Recalculate all skills from racial Hit Dice, with a number of skill ranks equal to 6 + trickster creature's new Int modifier per racial Hit Dice. Class skills as per the Rogue character class, it also gains a +2 racial bonus to all Bluff, Disguise and Use Magic Device checks.

Environment: As the base creature, plus any urban.

Tough Creature

Tough creatures are able to take a worse beating than their ordinary cousins before falling. Creatures without a Constitution score cannot gain this template.

Challenge Rating As the base creature +1.

Armor Class Natural armor improves by an amount equal to the tough creatures Constitution bonus (minimum +2).

Hit Points Tough creatures possess maximum hit points from their Hit Dice.

Defensive Abilities A tough creature gains damage reduction against nonlethal damage equal to one-half its hit dice.

Special Qualities Tough creatures gain the following ability.

Improved Healing (Ex) Tough creatures heal at twice the normal rate of the base creature. This functions for fast healing and regeneration as well as more mundane healing.

Ability Scores Con +4

Feats Tough creatures gain Diehard, Endurance, and Toughness as bonus feats.

War Creature (CR +2)

This being has been created to exist for nothing but combat and battle.

Quick Rules: +10 bonus to AC, +2 to attack and damage rolls, +1d6 fire damage to all attacks, +2 hp/HD.

Rebuild Rules: Special Defenses Gain heavy armor +8 total armor bonus (automatically proficient); Special Attack melee and ranged attacks deal +1d6 of a chosen energy type (add an additional +1d6 for every 5 HD the base creature possesses);

Ability Scores +4 Str, +4 Dex, +4 Con.

Worm That Walks

When a powerful spellcaster with a strong personality, a lust for life, and a remorselessly evil soul dies and is buried in a graveyard infused with eldritch magic, a strange phenomenon sometimes occurs. The flesh of the decaying body fats and instructs the very worms that gnaw, and these graveworms quicken not only on corruption but upon the spellcaster's memories and magical power. The spellcaster's very soul is consumed in this vile process, only to be split apart to inhabit each of the individual chewing worms in so many fragments. The result is a hideous hive mind of slithering life known as a worm that walks—a mass of worms that clings to the vague shape of the body that granted it this new existence, and can wield the powers and magic the spellcaster had in life. A worm that walks retains memories of its life as a spellcaster before its death, but is not undead—it is a hideous new form of undulant life.

Creating a Worm That Walks

"Worm that walks" is a template that can be added to any evil spellcasting creature. A worm that walks retains all the base creature's statistics and abilities except as noted here.

CR: Same as the base creature +2.

Alignment: Any evil.

Type: The base creature's type changes to vermin. It gains the augmented subtype. Do not recalculate BAB,

saves, or skill ranks. Worms that walk are intelligent and do not possess the standard mindless trait of most vermin. Note that while a worm that walks has the ability to discorporate into a swarm, and while its body is made up of countless wriggling worms, it does not itself gain the swarm subtype.

Size: Although the worms that make up the worm that walks' body are Fine creature, the worm that walks is treated as a creature the same size as the base creature.

Senses: As the base creature, plus darkvision 60 ft., and blindsight 30 ft.

Engulf Damage	
HD	Engulf Damage
1-5	1d6 + 1.5 Str. bonus
6-10	2d6 + 1.5 Str. bonus
11-15	3d6 + 1.5 Str. bonus
16-20	4d6 + 1.5 Str. bonus
21+	5d6 + 1.5 Str. bonus

AC: The worm that walks loses any natural armor bonus the base creature may have had, but gains an insight bonus to its AC equal to its Wisdom bonus (minimum +2).

Hit Dice: Change the base creature's racial HD to d8s. All HD derived from class levels remain unchanged.

Defensive Abilities: A worm that walks retains all of the base creature's defensive abilities and special qualities. It also gains the following additional defensive abilities.

Worm that Walks Traits: A worm that walks has no discernible anatomy, and is not subject to critical hits or flanking. Reducing a worm that walks to 0 hit points causes it to discorporate (see below)—a worm that walks at 0 hit points is staggered, and one at negative hit points is dying. Worms that walk are immune to any physical spell or effect that targets a specific number of creatures (including single-target spells such as disintegrate), with the exception of such spells and effects generated by the worm that walks itself, which treat the worm that walks as one single creature if it so chooses. Mind-affecting effects that target single creatures function normally against a worm that walks, since the creature's individual components share a hive mind. A worm that walks takes half again as must damage (+50%) from damaging area effects, such as fireball and splash weapons. Worms that walk are susceptible to high winds—treat a worm that walks as a Fine creature for the purposes of determining wind effects.

Damage Reduction: A worm that walks loses any damage reduction possessed by the base creature and gains damage reduction 15/—.

Fast Healing: A worm that walks gains fast healing equal to its CR.

Immunities: Worms that walk are immune to disease, paralysis, poison, and sleep effects.

Melee Attacks: A worm that walks loses any natural attacks the base creature had, but gains a slam attack that deals damage based on its size (See "Natural Attacks" in Appendix 3 of the Pathfinder Roleplaying Game Bestiary). This slam has the grab ability and affects creatures up to one size larger than the worm that walks. A worm that walks retains any weapon proficiencies the base creature had.

Special Attacks: A worm that walks retains all of the base creature's special attacks. It also gains the following additional special attacks.

Discorporate (Su): A worm that walks can collapse into a shapeless swarm of worms as a free action. All held, worn, and carried items fall and its Strength score drops to 1. The worm that walks functions as a true swarm while discorporated, with a reach of 0 ft. (its space remains unchanged). While discorporated, the worm that walks loses all of its defensive abilities and gains all of the standard swarm traits. It loses its slam attack and all special abilities and special attacks, but can make a swarm attack that deals damage equal to its engulf attack (see below). A worm that walks can reform into its true form (including equipping all gear in reach) as a full-round action as long as it has at least 1 hit point.

Squirming Embrace (Ex): If a worm that walks grapples a foe, as a swift action it can cause a swarm of worms to squirm over the grappled creature. These worms deal automatic swarm damage with no attack roll needed (see below). If a creature takes damage from the swarm, it is also subject to the swarms distraction ability, and must make a Fortitude save or be nauseated for 1 round. The save DC equals 10 + 1/2 the worm that walks' HD + its Constitution modifier.

A worm that walks can only have one embraced target at a time, but it does not have to continue grappling in order to maintain the embrace. If the worm that walks moves more than 5 ft. from the swarm or dismisses the swarm (a free action) the swarm dies. Any area attack that damage the swarm or any severe or stronger wind effect that affects the swarm's target kills it.

Tenacious (Ex): A worm that walks gains a +4 racial bonus on CMB checks made to grapple and a +4 racial bonus to its CMD.

Abilities: Dex +4, Con +4.

Skills: Worms that walk gain a +8 racial bonus on Perception, Sense Motive, and Stealth checks.

Feats: Worms that walk gain Diehard as a bonus feat.

Wounding Creature (CR +2)

The injuries inflicted by this creature are extremely difficult to heal. A wounding creature's quick rules are the same as its rebuild rules.

Rebuild Rules: Special Attack Constitution damage, mar, nigh unhealable; Ability Scores +6 Str and Con.

Constitution Damage (Ex): Once per round when

a wounding creature successfully deals damage to a creature, that creature suffers 1 point of Constitution damage; if that attack was a critical hit, it suffers 4 points of Constitution damage instead.

Mar (Ex): When the wounding creature could deal damage that would kill an opponent it can instead choose to withhold that damage. If the attack is appropriate (GM's discretion) it can leave a vicious scar, permanently blind her (or only take one eye), or remove an appendage.

Nigh Unhealable (Su): Damage dealt by a wounding creature cannot be healed by natural or supernatural means (including extraordinary, spells, spell-like, and supernatural abilities), unless a specific type of creature under a specific circumstance casts remove curse. These specific requirements are subject to DM adjudication, examples include a creature that is immune to Constitution damage, a creature of the same type as the wounding creature, a creature who has never committed violence, on the dawn of the third day, on the site of the wounding creature's birth or creation, on holy ground dedicated to the ethos of healing. A Heal, or Knowledge (arcana) check (DC 15 + the wounding creature's CR) can be made to determine this requirement. This is a necromantic curse effect.

Traits

Child of the Streets (Social): You grew up on the streets of a large city, and as a result you have developed a knack for picking pockets and hiding small objects on your person. You gain a +1 trait bonus on Sleight of Hand checks, and Sleight of Hand is always a class skill for you.

Conduit (Dream): Once per day, plus an additional time per day for every 7 Hit Dice, you may call upon some otherworldly entity and draw a part of its essence onto the Plane of Dreams, or another dream-related plane. This functions as a summon monster spell equal to 1/4 your Hit Dice (minimum summon monster I). If you are evil, you summon only evil creatures. If you are good, you summon only good creatures. If you are neutral, you choose which to summon, but once made, the choice cannot be changed.

Dangerously Curious (Magic): You have always been intrigued by magic, possibly because you were the child of a magician or priest. You often snuck into your parent's laboratory or shrine to tinker with spell components and magic devices, and frequently caused quite a bit of damage and headaches for your parent as a result. You gain a +1 trait bonus on Use Magic Device checks, and Use Magic Device is always a class skill for you.

Diehard Dreamer (Dream): You hold fast to Dreams. When you would degrade a Dream so that it would be destroyed, make a DC 15 Charisma check. Success means the Dream is not destroyed, but it cannot be further degraded. It can still be sacrificed.

Dream-Barren Dreams cannot be degraded or sacrificed to affect you. Those who attempt to steal your dreams fail, become dazed for one round, and suffer a -3 penalty to Will saves for one hour. You do not suffer the usual penalties for having no dreams.

Glory of Old (Dwarven): With the blood of ancient heroes flowing through your veins, and the stories of their heroics told to you in your youth, you receive a +1 trait bonus on saving throws against poison, spells, and spell-like abilities.

Killer: You made your first kill at a very young age and found the task of war or murder to your liking. You either take particular pride in a well-placed blow, or find vile pleasure in such a strike as you twist the blade to maximize the pain. You deal additional damage equal to your weapon's critical hit modifier when you score a successful critical hit with a weapon; this additional damage is added to the final total, and is not multiplied by the critical hit multiple itself. This extra damage is a trait bonus.

Starry-Eyed Dreamer (Dream): You harbor an additional, secret Hope that fuels your lifelong ambitions. This Hope functions identical to any other Dream (See Coliseum Morpheuon, Chapter 2: Dreamburning for complete Dream rules).

Past Failures (Dream): That which haunts you also empowers you. In addition to your three starting Dreams, you have an additional Broken Dream. The Broken Dream starts as a degraded Hope and always remains Degraded, even when becoming an Aspiration or a Goal. Your Broken Dream can never be healed by any means. While on the Plane of Dreams your Broken Dream grants you a bonus to a skill chosen at the time you gain the Broken Dream as long as the skill is associated with the Broken Dream. The Broken Dream grants a +4 bonus as a Hope, a +2 bonus as an Aspiration, and a +1 bonus as a Goal. Broken Dreams may be sacrificed or stolen normally. A stolen Broken Dream provides both the thief and the original owner its bonus when engaging in the appropriate activity.

Reborn Dreamer: A dreamer can sacrifice their dreams to return another to life. The effect of sacrificing dreams depends on the number and types of dreams sacrificed. Dreamers can combine their dreams to create greater effects, but each dreamer assisting must possess this trait.

Reactionary (Combat): You were bullied often as a child, but never quite developed an offensive response. Instead, you became adept at anticipating sudden attacks and reacting to danger quickly. You gain a +2 trait bonus on Initiative checks.

Chapter 3: Feats

Advance Creature (Item Creation)
You know how to improve existing creatures using a mixture of alchemy and magic.

Prerequisites: Create Wondrous Creature, caster level 5, Knowledge (arcana) 5 ranks, Knowledge (nature) 5 ranks.

Benefit: You are able to advance creatures of the Aberration, Magical Beast, Monstrous Humanoid, and Plant types according to the rules presented in Appendix 2 of the Pathfinder Roleplaying Game Bestiary. You must pay the difference between the original creature being advanced, and the finished advanced creature (see Create Wondrous Creature below). You cannot reduce the original creature in CR to gain raw materials.

Special: If you have Create Elemental, you can use this feat to improved creatures with the elemental subtype. By paying twice the normal cost, you can add the advanced simple template (see Pathfinder Roleplaying Game Bestiary, Appendix 2) to yourself.

A Few Moments More (General)
Your pool of moments is greater than normal.

Prerequisite: Moment of Change class feature.

Benefit: You gain 3 additional moments of change each day.

Special You can gain A Few Moments More multiple times. Each time you take the feat after the first time, the number of additional moments of change per day you gain increases by 1.

Augment Creature (Item Creation)
Your knowledge of creating creatures allows you greater flexibility with what you are able to accomplish.

Prerequisites: Advance Creature, Craft Wondrous Item, Create Wondrous Creature, caster level 10, Knowledge (arcana) 15 ranks, Knowledge (nature) 15 ranks.

Benefit: When creating or advancing a creature, you may apply a template which modifies the CR of the creature by +/-1 for every 5 ranks in Knowledge (arcana) or Knowledge (nature) you have over 10 (minimum +/-1 CR). This alters the cost of creating or modifying a creature as appropriate.

Additionally, you may add abilities to a creature at the cost of the market price of the magical item. For example, if a character adds a +1 resistance bonus to a creature, it costs 1,000 gp to do so. Adding a +1 deflection bonus would cost 2,500 gp.

For example, if a character creates an advanced choker with a +1 resistance bonus to saves, the ability to haste itself once per day for 5 rounds, and a +2 enhancement bonus to Strength, it would cost 14,000 gp, and take 28 days to grow it. It would have a market price of 28,000 gp.

Special: An augmented creature shouldn't have more magical augmentations than its CR would grant in treasure.

Battlefield Intuition (Combat)
Your keen wit improves your reaction time.

Benefit: You add your Wisdom modifier to initiative checks. This is in addition to other modifiers to initiative checks, like the bonus provided by a high Dexterity score or the Improved Initiative feat.

Blood of the Deep (General)
Though you are a vampire, somewhere in your history there is a powerful connection to the sea. Running water is no threat to you.

Prerequisites: A vampire (the Risen or later).

Benefits: You are not harmed by running water as most vampires are. Further, you can "fly" through the water. You have a swim speed equal to your normal movement rate.

Bounding Hammer (Combat)
You can throw a hammer so it rebounds near you.

Prerequisites: Proficiency with hammer, base attack bonus +6.

Benefit: As a standard action, you may throw a hammer at an opponent within 20 feet. If you hit (whether or not the attack damages the target), the hammer rebounds off of the creature and lands in your square. If you have the Snatch Arrows feat, you may choose to catch the hammer when it enters your square (though this does not give you the ability to immediately throw the hammer). This ability may not work against some creatures or in certain circumstances as determined by the GM; for example, your weapon does not bounce off incorporeal creatures (unless it has the ghost touch ability), it may stick to creatures with the adhesive ability, the slowing effect of fighting underwater prevents you from using this feat, and so on.

Normal: A thrown weapon drops in the square where it hit its target.

Class Knack (General)
You can embody untyped class features as knacks.
Prerequisite: Trade class feature.
Benefit: You are a highly versatile savant. When embodying a trade, you can gain one untyped class feature (such as sneak attack) you have noted in your notebook as a knack.
Special: If you also have the Duplicate Knacks feat, you can embody more than one untyped class feature you have noted in your notebook.

Combat Advice (General)
You instruct your allies in the best ways to attack their foes.
Prerequisites: Charisma 15, base attack bonus +6
Benefit: When you spend a move action surveying the area and issuing orders, all allies within sight and hearing of you gain a +1 competence bonus to attack and damage rolls until your next turn.
Special: One cannot receive bonuses from this feat from two different characters in the same day.

Command (General)
You direct your allies efficiently in battle.
Prerequisite: Charisma 13
Benefit: You have a pool of command points equal to your level. Every day, on any round in which you use a move action to direct your comrades, you can spend these points to aid your allies (but not yourself). These points become competence bonuses to individual attack rolls, damage rolls, saving throws, or skill checks. You can never add more to a single roll than your Charisma bonus. So a 10th-level character with Charisma 15 can grant ten competence bonuses of +1, five bonuses of +2, or some combination thereof.
If your allies' actions are a part of a predetermined plan (GM's discretion), the allies need not be within sight or hearing of you to enjoy his aid. If your directions are not part of a set plan, however, allies must be able to see or hear you to gain the bonuses.

Counterspell Feedback (General)
Your counterspells cause your victim to take force damage.
Prerequisite Improved Counterspell
Benefit When you successfully counter a spell, the caster of the spell takes force damage equal to 1d4 force damage/level of the spell countered.

Create Wondrous Creature (Item Creation)
You have learned the magical art of creating new flesh from old.
Prerequisite: CL 5th.
Benefit: You can create any aberration, magical beast, monstrous humanoid, or plant creature whose prerequisites you meet. However, the creature created is not necessarily under your control.
To begin, you need access to an alchemist's lab worth at least 500 gp. The process involves subjecting a similar creature or creatures to various spells and grafting techniques. There is a chance that the experiment will be a failure.
To create a creature, you must succeed with both Knowledge (arcana) and Knowledge (nature) checks (DC 20 + CR of attempted creature). You gain a +1 circumstance bonus for every attempt at a specific creature that you have previously made, whether successful or not.
If both Knowledge skill checks are failed the creature dies a horrible death. If one Knowledge skill check fails and the other succeeds, the resulting creation is horribly deformed in some way and is hostile to you.
The base price of a creature is its CR value squared times 1,000 gp (CR x CR x 1,000 gp). Creating a creature takes 1 day/1,000 gp in its base price. To create a creature, you must supply raw materials costing 1/2 its base price.
The minimum CL for creating a creature is 2 times the CR (2 x CR) of the intended creature until you reach 10th level; thereafter, it's your level minus 5. The appropriate spells must be used to add extraordinary (Ex), spell-like (Sp), and supernatural (Su) abilities to the creature.
Special: If a charm monster spell is cast every day of the creation process, a successfully created creature will be entirely loyal to you, although not under your direct control. If a limited wish is used in the creation process, a successfully created creature will be loyal and will follow a life goal you choose for it. If a wish is used in the creation process, a successfully created creature and all its descendants will follow a single life goal of your choice.

Custom Poison (General)
Your poisons can be created specifically to affect certaincreatures.
Prerequisite: Craft (alchemy) 10+ ranks, Poison Use or Poison Immunity
Benefit: With a successful Craft (alchemy) skill check, you can modify a single dose of poison so it functions against a single, specific creature. Against the target, the poison DC is increased by the crafter's Intelligence bonus (positive only, minimum +1), and ignores any bonus against poisons the target may possess. Custom poisons are harmless to creatures other than the Creature they are crafted for, and require a least a smallpiece of whatever the poison is for.
Special If a creature immune to poisons possesses this feat and either the Poison Use feat, or Poison Use from another source (such as the assassin prestige class), they can craft special poisons functional against creatures normally immune to the effects of poison, such as constructs, undead, etc.

Dance of the Wind (General)
"It is all about the footwork."
Prerequisites: Battle dance or thunder dance (rain of blows) and fleet class features.

Benefit: All of your modes of movement (including land movement, burrow, climb, fly, and swim) are increased by your fleet class feature when it is active. In addition the speed bonus granted by your fleet class feature is increased by 15 ft.

Dance with Alacrity (General)

"Movement without thought."

Prerequisites: Battle dance or thunder dance class feature, Perform (dance) 5 ranks.

Benefit: You can start a battle dance or thunder dance as a swift action instead of a move action. If you are at least a 10th level bard, you can start a battle dance or thunder dance as an immediate action instead of a swift action.

Devastating Charge (Combat)

You put a lot of power behind your blows when you run into combat.

Prerequisites: Str 13, Power Attack, base attack bonus +1.

Benefits: When you are not mounted and you use the charge action, a successful attack deals an additional 2d4 points of damage. If you are using a two-handed weapon, or a one-handed weapon in two hands, you instead deal an additional 3d4 points of damage.

Source: *The Genius Guide To: Feats of Battle*. Copyright 2010, Super Genius Games. Author: Owen K.C. Stephens.

Draken Exemplar (General)

Your draconic traits are more defined and prominent than those of other members of your race.

Prerequisite: Draken.

Benefit: You can take the Aspect of the Beast (Pathfinder Roleplaying Game Advanced Player's Guide) even if you do not meet the normal prerequisites. Furthermore, your dragonlike nature manifests in one of the following ways. You choose the manifestation when you take this feat, and cannot change it later.

Dragon Senses (Ex): Your darkvision extends to a range of 120 ft.

Flying Terror (Ex): If you have vestigial wings, they improved to flying wings with average maneuverability. If you do not have vestigial wings, you gain them.

Sharp Claws (Ex): If you do not have claws from the natural weapons trait or the claws of the beast manifestation from the Aspect of the Beast feat (Pathfinder Roleplaying Game Advanced Player's Guide, Chapter 3), you gain the natural weapons trait for claws. If you have the natural weapon racial trait but lack claws, you gain claws. If you have the natural weapon racial trait and have claws, their damage improves one step.

Special: You can take this feat multiple times. Its effects do not stack. Each time you select it, you must choose a different manifestation.

Dream-Scarred [Dream]

You have endured true and powerful horror.

Benefit: You have suffered a terrible trauma, which excised a Hope from you. This awful event does provide some solace, though. You have the faintest memory of your lost Hope with you always, and never suffer the penalties for having no Dreams. Although your Dreams may be stolen as usual, any attempt to steal a Dream from you results in your opponent becoming dazed for one round and suffering a –3 penalty to Will saves for one hour.

Duplicate Knacks (General)

You can embody knacks multiple times.

Prerequisites: All Trades class feature.

Benefit: When you embody a trade, you can choose to embody a knack multiple times. For example, you could embody bestial weapon multiple times, selecting a different natural weapon from your notebook each time.

Eclectic Knowledge (General)

You know a spell outside of your normal field.

Prerequisites: Casting ability score 13, able to cast 2nd level spells.

Benefit: You gain a spell known or add a spell to your spellbook (or familiar if a witch) not normally found on your spell list. For you, this spell is at plus one spell level, meaning a wizard could learn cure light wounds as a 2nd level spell.

Normal: You cannot learn spells not on your spell list.

Special: You may gain is feat more than once, gaining another spell each time. Additionally, though alchemists are not truly spellcasters, they can gain this feat, adding a spell to their formula book each time.

Emergent Divinity [Godling]

Your innate, godlike powers grow.

Prerequisite: Godling

Benefit: You gain 1 rank of godling divine traits.

Special: This feat may be taken more than once, but not more often than once per 3 levels. Each time it is selected, it gives you 1 additional divine trait rank.

Entropic Strength (General)

You learn to siphon a measure of power from the entropic spirits as they feed upon those around you.

Prerequisites: Aura of Misfortune.

Benefit: You gain a +1 bonus to your Strength score whenever anyone rolls a natural one within your Aura of Misfortune. This ability stacks to a maximum of half your Malefactor level and lasts for one minute per level. Each additional bonus resets the duration.

Expanded Arcana (General)

Your research has revealed new spells.

Prerequisites Caster level 1st, see Special.

Benefit Add one spell from your class's spell list to your list of spells known. This is in addition to the number of spells normally gained at each new level in your class. You may instead add two spells from your class's spell list to your list of spells known, but both of these spells must be at least one level lower than the highest level spell you can cast in that class. Once made, these choices cannot be changed.

Special You can only take this feat if you possess levels in a class whose spellcasting relies on a limited list of spells known, such as the bard, oracle, and sorcerer.
You can gain Expanded Arcana multiple times.

Extended Bane (General)
Your dedication knows no limits. Your wrath dies hard.
Prerequisite: Bane class feature.
Benefit: Add your Wisdom bonus to the number of rounds per day that you can use your bane ability.

Extend Spellblaze (General)
Your spellblaze range increases.
Prerequisite: Spellblaze class feature.
Benefit: The range at which your spellblaze ability can be used increases. At the cost of two uses, your spellblaze as a range of 100 ft. + 10 ft./level. At the cost of four uses, your spellblaze has a range of 400 ft. + 40 ft./level.

Extended Strife Surge
You gain additional Strife.
Prerequisites: Strife Surge class feature.
Benefit: The effects of your Strife surge ability last for an additional round.
Special: This feat can be selected multiple times. Each time you select it, your Strife Surge lasts for an additional round.

Extra Ability Shift (General)
You possess another ability shift.
Prerequisite Ability: shift class feature.
Benefit: You gain either another use of an ability shift you already have, or you gain a new ability shift which you can use once per day.
Special: You may take this feat multiple times. Each time you take this feat, you gain either another use of an ability shift you already have, or you gain a new ability shift which you can use once per day.

Extra Advanced Shaped Capacity (General)
Through constant practice, you have advanced your capacity to adapt.
Prerequisite: Advanced shapes and shaped capacity class features.
Benefit: You gain one additional advanced shaped capacity. You must meet all of the prerequisites for his advanced shaped capacity.
Special: You may take this feat more than once. Its effects do not stack. Each time you take the feat, you gain a different advanced shaped capacity.

Extra Cohort (General)
You have an additional trusted companion that acts as a counterpart to your other cohorts.
Prerequisite: Leadership
Benefit: You gain an additional cohort from your Leadership feat. The maximum level of this cohort is four levels below your own level. It otherwise gains experience and levels using the normal cohort rules.

Extra Embodiments (General)
You can embody trades more often.
Prerequisites: Trade class feature.
Benefit: You may embody trades for an additional minute per level.
Normal: You may embody trades for an additional minute every odd-numbered level.

Fearsome Reputation (General)
Word of your deeds travels fast, spreading fear far and wide.
Prerequisites: Cha 13, Intimidate 5 ranks, Persuasive.
Benefit: You gain a +2 bonus to Intimidate checks and do not suffer intimidation penalties due to your size. You also perform intimidation checks simply by talking as a standard action, (without making verbal threats or displays of prowess). You must actively attempt not to intimidate people with whom you wish to communicate.

Flowing Fury (Combat)
"There are no dance steps, it is one single motion."
Prerequisites: Dance of fury class feature, Dodge, Mobility.
Benefit: You do not provoke attacks of opportunity from your movement when performing a dance of fury. In addition, whenever you perform the dance of fury, your speed is increased by 5 ft.

Greater Steal (Combat)
You have a knack for snatching items from your opponents in combat.
Prerequisites: Int 13, Combat Expertise, Improved Steal, base attack bonus +6.
Benefit: You receive a +2 bonus on checks made to steal an item from a foe. This bonus stacks with the bonus granted by Improved Steal. If you successfully steal an item from a foe during combat, it does not notice the theft until after combat is over or if it attempts to use the missing item.
Normal: Creatures automatically notice items taken from them through the steal combat maneuver.

Greater Whip Mastery (Combat)
You can use a whip to make combat maneuvers with ease.
Prerequisites: Improved Whip Mastery, Weapon Focus (whip), Whip Mastery, base attack bonus +8.
Benefit: You are so quick with your whip that you never drop it due to a failed disarm or trip combat maneuver attempt. Further, you gain the ability to grapple using your whip. To do so, use the normal grapple rules with the following changes.
Attack: You cannot use your whip to attack while you are using it to grapple an opponent.
Damage: When dealing damage to your grappled opponent, you deal your whip's weapon damage rather than your unarmed strike damage.
Free Hands: You take no penalty on your combat maneuver check for having fewer than two hands free when you use your whip to grapple.
Reach: Rather than pulling your grappled opponent adjacent to you when you successfully grapple and when you move the grapple, you must keep him within your whip's reach minus his own reach to maintain the grapple. If the difference in reach is less than 0, such as is the case for a Medium whip wielder and a Gargantuan creature, you cannot grapple that opponent with your whip. If you have to pull a creature adjacent to you to grapple it with your whip, you still provoke an attack of opportunity from that opponent unless you have the Improved Grapple feat.
Tie Up: While adjacent to your opponent, you can attempt to use your whip to tie him up. If you do so to an opponent you have grappled rather than pinned, you take only a –5 penalty on the combat maneuver check rather than the normal –10

Head Butt (Combat)
You've learned how to use your cranium to smash your foes.
Prerequisite: Con 13, Toughness.
Benefit: You gain a natural attack that deals 1d3 points of damage (1d2 for Small characters, 1d4 for Large characters). If you have an unarmed attack that deals more damage, you may choose to deal that damage instead when you use this natural attack. If you damage a foe with this natural weapon, you take ¼ of the damage you inflict (if you have damage reduction, it does not reduce the share of the damage you suffer). You can use this natural attack without penalty even if your hands or feet are bound, or if you are in a grapple (you do not have to make a grapple check to use this natural attack when you are involved in a grapple).
Source: *The Genius Guide To: Feats of Battle*. Copyright 2010, Super Genius Games. Author: Owen K.C. Stephens.

Improved Caster Level (General)
You raise your caster level.
Prerequisite: Ability to cast spells.
Benefit: Your effective caster level in all spellcasting classes is increased by 4, but no higher than your character level.
Special: You can take this feat multiple times; its effects stack.

Improved Narrow Escape (General)
You always seem to know the best way out of a horrible situation.
Prerequisite: Moment of chance class feature.
Benefit: You do not need to spend a moment of chance to use the narrow escape ability; you only need to have at least one point in your moment of chance pool.

Improved Steal (Combat)
You have a knack for snatching items from your opponents.
Prerequisites: Int 13, Combat Expertise.
Benefit: You do not provoke an attack of opportunity when performing a steal combat maneuver. In addition, you receive a +2 bonus on checks made to steal an item from a foe. You also receive a +2 bonus to your Combat Maneuver Defense when an opponent tries to steal an item from you.
Normal: You provoke an attack of opportunity when performing a steal combat maneuver.

Improved Whip Mastery (Combat)
You are able to entangle opponents with the coils of your whip.
Prerequisites: Weapon Focus (whip), Whip Mastery, base attack bonus +5.
Benefit: While wielding a whip, you threaten the area of your natural reach plus 5 feet. You can also use a whip to grasp an unattended Small or Tiny object within your whip's reach and pull that object into your square. To do so, you must hit AC 10 with a melee touch attack. Further, you can use the whip to grasp onto an object within your whip's reach, using 5 feet of your whip as if it were a grappling hook, allowing you to use the rest of your whip to swing on like a rope. As a free action, you can release the object your whip is grasping, but you cannot use the whip to attack while the whip is grasping an object.

Inflict Terror [General]
You can create the type of fear you want.
Prerequisites: Fear-effect special ability, Intimidate 10 ranks, Cha 13.
Benefit: You can choose to have those who fail their save against your fear affects subject to the Cowering, Frightened, Panicked, or Shaken condition rather than its normal effect.

Lasting Judgment (General)
Your judgments do not end immediately.
Prerequisite: Judgment class feature

Benefit: At the end of a combat in which you have used a judgment, your judgment continues to grant you its bonuses for 15 minutes. If a new combat starts within this time, your original judgment still ends 15 minutes after the last combat stopped. If you invoke a new judgment while your old judgment is active, your old judgment ends.

Magic Sense (General)

You can sense magic energies and identify spells you save against.

Benefit: As a standard action, you can sense the presence of enchanted items or permanent spell effects within 30 ft, identifying which items or area are magical. In addition, whenever you succeed at a saving throw against a spell, spell-like ability, or supernatural ability, you know what would have happened had you failed your save. This is considered an extraordinary ability.

Special: This ability to sense enchanted items or spell effects does not allow you to bypass or reduce the effects of blindness or concealment in combat.

Massive Weapon Mastery (Combat)

You are able to use big weapons easier than most other people.

Prerequisite: Str 19, Power Attack, base attack bonus +6.

Benefit: While using a weapon which you suffer a size penalty to attack, and have Weapon Focus and Weapon Specialization for the weapon type, the attack penalty is reduced by 2 (minimum 0).

Special: A barbarian with the titan mauler archetype benefits from this feat while wielding two-handed weapons one-handed.

Monkey Style (Combat, Style)

Your unarmed fighting style is nimble and unpredictable, full of ground rolls and short leaps.

Prerequisites: Wis 13, Improved Unarmed Strike, Acrobatics 5 ranks, Climb 5 ranks.

Benefit: You add your Wisdom bonus on Acrobatics checks. While using this style, you take no penalty on melee attack rolls or to AC while prone. Further, you can crawl and stand up from lying prone without provoking attacks of opportunity, and you can stand up as a swift action if you succeed at a DC 20 Acrobatics check.

Normal: You take a –4 penalty on attack rolls and AC against melee attacks while prone. Standing up is a standard action that provokes attacks of opportunity.

Motion of the Moirai (General)

The Fates themselves bless your movements, and curse the movements of your foes.

Prerequisites: Improbable class feature (fateful footing).

Benefit: The speed rate benefit from fateful footing is continuous as long as you have at least one moment of chance in your pool. You can reduce an affected targets speed rating by 30 ft. (still a minimum of 5 ft.) and if you are a 5th-level luckbringer or higher the negative effects of fateful footing are permanent (as bestow curse with a caster level equal to your luckbringer level).

Special: You can select this feat as an improbable ability so long as you meet its prerequisites.

Mystical Healer (General)

Your skills at magical healing are without peer.

Benefit: You add additional dice to any form of healing you generate yourself (extraordinary abilities, spells, spell-like abilities, and supernatural abilities).

Caster Level	Additional Healing Dice
1st-3rd	+1d4
4th-6th	+1d6
7th-9th	+2d6
10th-12th	+3d6
13th	+4d6

Special: If you do not possess a caster level, use half your character level, rounded down to determine additional healing dice for supernatural or extraordinary abilities.

Poison Use (General)

You are trained to use poisons with no risk to yourself.

Prerequisite: Dex 13+

Benefit: You never risk accidentally poisoning yourself when crafting poisons, applying poisons, or attack with poisoned weapons.

Red Feast (General)

Blood is the life for all vampires, but you find it particularly invigorating and devour it greedily when given the chance.

Prerequisites: True Vampirism.

Benefits: You do 1d6 Constitution damage and gain 10 hit points or 10 temporary hit points from your blood drain special attack.

Normal: A vampire does 1d4 Constitution damage and gains 5 hit points or 5 temporary hit points from their blood drain special attack.

Sea Legs (General)

You have a sailor's instincts for moving about while aboard seagoing vessels.

Prerequisite: Profession (sailor) 5 ranks.

Benefit: You gain a +2 bonus on Acrobatics, Climb, and Swim checks.

Seduction [General]

You are good at using your sexual charms.

Prerequisite: Cha 13

Benefit You gain a +4 circumstance bonus to Bluff and Diplomacy checks with creatures who you are sexually compatible with. You also gain a +2 bonus to the DC of your charm spells.

Special: If you act with hostility toward or bluntly reject the advances of a creature you have used this feat with, their attitude toward you automatically declines by one step and you may not use Seduction with them again until it has improved. Sexual compatibility is determined by apparent race and sex of the seducer with respect to the normal sexual preferences of the target.

Shadow Strike (Combat)

You accurately strike even those you cannot clearly see.

Prerequisite: Base attack bonus +1.

Benefit: You can deal precision damage, such as sneak attack damage, against targets with concealment (but not total concealment).

Silent Master (Metamagic)

You can cast spells on your eidolon without making a sound.

Prerequisites: Silent Spell, eidolon class feature

Benefit: Spells you cast on your eidolon are cast as if using the Silent Spell metamagic feat, but do not increase the spell slot used, or the casting time.

Still Master (Metamagic)

You can cast spells on your eidolon without moving.

Prerequisites: Still Spell, eidolon class feature

Benefit: Spells you cast on your eidolon are cast as if using the Still Spell metamagic feat, but do not increase the spell slot used, or the casting time.

Supernatural Knack (General)

You can learn supernatural knacks.

Prerequisites: Trade class feature.

Benefit: You are more in touch with your magical side than most savants. When embodying a trade, you can gain one supernatural ability you have noted in your notebook as a knack.

Special: If you also have the Duplicate Knacks feat, you can embody more than one supernatural ability you have noted in your notebook.

The Bitten (General)

You have been bitten by a vampire and infected with the curse of undeath. As you sicken, your senses heighten and you become profoundly aware that every day, you are changing into something both more and less than mortal. You have only begun your transformation into the living dead.

Prerequisites: You must be bitten by a vampire.

Benefits: You gain darkvision 30 ft. and the Alertness feat, however your Constitution score is lowered by two permanently.

The Dying

You are dying. You can feel it in very core of your being. Your mortal blood is failing and the vampiric curse is overtaking you. Soon, you will die and rise again as a vampire.

Prerequisites: The Bitten, 3rd level.

Benefits: Your natural armor improves +2, your darkvision improves to 60 ft., you gain a +2 racial bonus to Perception and you gain the toughness feat.

However your Constitution score is again lowered by two permanently, you gain the shadowless special quality from the vampire template. Further, in full daylight you are sickened.

The Risen (General)

Vampirism has overtaken you and you have died. However after three days in the ground you have risen from your own death. You are now a fledgling vampire.

However, you are still unsure of your powers and only begun to understand the full repercussions of this dark gift. Still, you are fast as lightning and full of fury. You can barely restrain your thirst for living blood.

Prerequisites: The Bitten, The Dying, 5th level.

Benefits: You gain the feats Dodge, Improved Initiative and Lightning Reflexes. Your Dex score is improved by +2. You are now an undead and have no Constitution score. You gain resistance to cold 10 and electricity 10 in

addition to all the normal defensive abilities granted by being an undead. You also gain the special attack Blood Drain (as per the vampire template).

However, you must sleep in a coffin every night, you gain the vampiric weaknesses to daylight (this replaces being sickened by daylight) and running water, and if you ever go more than twenty four hours without feeding on living blood you become sickened until you feed. If you are sickened from lack of food and encounter a living creature with blood in their veins, you must make a DC 12 Will save or immediately try to drain their blood. If you succeed at such a save you do not have to check again for one hour.

If reduced to zero hit points, you fall dead, indistinguishable from a normal corpse. You will remain this way until either you are healed by negative energy or fed blood enough to heal you.

The Initiated (General)

You have been a vampire long enough that you are beginning to be able to control your condition. You need to feed less frequently and you have begun to control your form turning into mist or climbing like a spider.

Prerequisites: The Bitten, The Dying, The Risen, 7th level.

Benefits: You gain the feat Combat Reflexes. You gain a +4 racial bonus to Bluff, Perception, Sense Motive and Stealth Checks (the Perception bonus replaces the bonus from the Dying feat). You gain the gaseous form and spider climb special qualities of a vampire (see the vampire template). If reduced to zero hit points you turn gaseous and must find your coffin like a normal vampire. You are still sickened if you do not feed but now you need only feed every three days. However, you now recoil from mirrors and strongly presented holy symbols.

True Vampirism (General)

You have mastered your condition of vampirism and are now a true vampire in every sense.

Prerequisites: The Bitten, the Dying, the Risen, The Initiated, 9th level.

Benefits: You gain the full benefit and weaknesses of the vampire template, replacing the benefits gained from The Bitten, The Dying, The Risen, and The Initiated.

Special: Do not modify the CR of a creature that has gained the vampire template from True Vampirism and its prerequisite feats.

Time Reaver (General)

You gain power by damaging a creature's proper place within the timeline.

Prerequisites: Motes or aevum class features, non-good alignment.

Benefit: Whenever a target fails a saving throw against a spell or spell-like ability you gained from expending time motes or aevum, you regain 1 mote, as you rip some of that creature's fate free of the proper timeline. You can gain a maximum number of motes each day equal to 3 + your Charisma score through this method. A creature with the "enforce dissonance" ability is immune to this ability, and you never gain a mote when these creatures fail a saving throw against you. As a consequence of ripping temporal energy from the creature and displacing its role in the timeline, you are vulnerable to retribution from that creature. Anytime within 24 hours of you gaining a mote from it that the creature scores a critical hit against you, or you fail a saving throw against its spells or abilities, you lose 1 mote (to a minimum of 0).

Undead Master (General)

You can marshal vast armies of the undead to serve you.

Prerequisites Spell Focus (necromancy), the ability to cast animate dead or command undead.

Benefit When you cast animate dead or use the Command Undead feat, you are considered to be four levels higher when determining the number of Hit Dice you animate. When you cast command undead, your duration is doubled.

Walking Nightmare (General)

You feed on fear, and sow terror in your wake.

Prerequisite: Evil alignment, Intimidate as an in-class skill

Benefit: You gain a +1 trait bonus on Intimidate checks, and whenever you cause another creature to become shaken, frightened, panicked, or cowering, you gain 1 temporary hit point.

Wardance (Combat)

"I waltz in the flow of battle."

Prerequisites: Bardic performance class feature, Perform (dance) 6 ranks, Cha 13.

Benefit: By expending 3 rounds of your bardic performance as a swift action you gain a competence bonus equal to your Charisma bonus on all attack rolls until the end of your turn. You cannot use this feat if you are carrying a shield, wearing medium or heavy armor, or carrying a medium or heavy load.

Special: A bard may choose to take this feat in place of the benefit normally granted by the versatile performance class feature at 6th, 10th, 14th, or 18th level (losing only the benefit granted at that level, not all levels) so long as she meets its prerequisites.

Whip Mastery (Combat)

Your superior expertise with this weapon does not provoke attacks of opportunity from your enemies.

Prerequisites: Weapon Focus (whip), base attack bonus +2.

Benefit: You no longer provoke attacks of opportunity when attacking with a whip. You can deal lethal damage with a whip, although you can still deal nonlethal damage when you want. Further, you can deal damage with a whip despite a creature's armor bonus or natural armor bonus.
Normal: Attacking with a whip provokes attacks of opportunity as if you used a ranged weapon. A whip deals no damage to a creature that has an armor bonus of +1 or natural armor bonus of +3.

Horrifically Overpowered Feats

If you absolutely, positively want a character that overshadows others, you want at least one Horrifically Overpowered feat listed on your character sheet. Typically, these feats are not allowed.

Should you decide to allow them, they would be best used as "monster templates," increasing the capabilities of already existing critters, and increasing their CR an appropriate amount.

Horrifically Overpowered Meta-Attack feats can be used a number of times per day as indicated in the feat description. For every 4 Hit Dice a character has, the character may use 1 meta-attack feat of his choice 1 additional time per day.

The Horrifically Overpowered feats Gestalt and Magic-User can be taken more than once. There effects do not stack. Each time you gain either feat you gain the abilities of a different class or prestige class. Each additional time you take them after the first, they carry an increasing prerequisite of Character level +5. This means the first time you take Gestalt it has no level requirement, but the second time you must be at least 6th level, since the first Gestalt was taken with the unspoken prerequisite of Character level 1st.

A single Horrifically Overpowered creature can only have a total number of Gestalt and Magic-User Horrifically Overpowered feats equal to one-fifth their total Character Level, rounded up. This means they can have one of them from 1st to 5th, two from 6th to 10th, three from 11th to 15th, etc.

Class-Specific Archetype

(Horrifically Overpowered)
You gain a class-specific archetype.

Benefit: Select a class you have levels in, including effective levels gained from the Horrifically Overpowered feat Gestalt. You gain a single archetype, adding the abilities granted by the archetype to those you already have. You don't replace any existing class abilities when you gain the archetype. Your effective level for the purpose of archetype abilities is equal to your effective class level.

Special: This feat can be gained more than once. Its effects do not stack. Each time you gain this feat you gain another archetype. Archetype abilities gained through this feat never reduce, replace, or modify previously

existing class features unless it is advantageous to the character gaining this archetype. If you already have an archetype for a class you possess, you can gain the regular class abilities instead of another archetype.

Generic Archetype

(Horrifically Overpowered)
You gain a generic archetype.

Benefit: You gain a single generic archetype. Your effective level for this archetype is equal to your character level.

Special: You may gain this feat more than once. Each time after the first, your effective character level cumulatively decreases by 4, to a minimum of 0. Therefore, your effective character level is equal to your character level the first time you take this feat, character level -4 the second time, character level -8 the third time, etc.

Gestalt

(Horrifically Overpowered)
You are practically a member of two character classes, rather than just one.

Benefit: Select one character class. You gain all the class features (proficiencies and abilities listed in the "special" column of the class write-up) of that class other than spellcasting, as if half your total character level was your class level. (If you are 1st level, you gain only the armor and weapon proficiencies of your selected class until you reach 2nd level.) If you actually have levels in the selected class, you gain class features as if your class level was equal to you actual class level plus one-half of all your other levels.

Special: This feat may be taken more than once. Its effects do not stack; you gain the class features of another class. Each time you gain this feat after the first, your effective level in the newly gained classes class features

receives are gained at an effective level minus 4 of your previously gained gestalt class features, to a minimum 1. For example, Dorn, an 11th-level sorcerer gained Gestalt (monk) at 1st-level, and possesses the class features of a 5th-level monk. At 9th-level, he gained Gestalt (rogue), gaining the effective class features of a 1st-level rogue. If he were to take it again at 11th-level, gaining Gestalt (fighter), he would only gain the abilities of a 1st-level fighter, only gaining the 2nd-level abilities of a fighter once he reaches 20th-level sorcerer.

Magic-User
(Horrifically Overpowered)
You've picked up a considerable amount of spellcasting above and beyond your normal training.
Benefit: Select one spellcasting character class. You can cast spells as a member of this class of a level equal to half your total hit dice. (If you are 1st level, you cast spells as a 1st level member of the class, but can only cast 0-level spells).
Special: This feat may be selected more than once. Its effects do not stack. Each time it is selected, you must choose a new spellcasting class in which you gain spellcasting ability.

Skill Domination
(Horrifically Overpowered)
You are an expert in a wide range of skills.
Benefit: All skills count as class skills for you. You can always make a skill check untrained.

Bardic Masterpieces

Talented bards can learn or create masterpieces, unusual applications of the bardic performance ability requiring special training. Masterpiece descriptions adhere to the following guidelines.
Masterpiece Name: In addition to the name of the masterpiece, this line indicates which Perform skill or skills the masterpiece relies upon.
Prerequisites: Like feats, masterpieces have prerequisites that a bard must meet in order to learn them. Only bards may learn masterpieces.
Cost: Each masterpiece has an associated cost to learn it. Typically, a bard must spend one of his bard spells known of a specific spell level or select it in place of a feat. The bard can spend a bard spell known of a level higher than the listed level to learn a masterpiece (for example, spending a 4th-level spell known to learn a masterpiece that requires spending a 3rd-level spell known).
Effect: This brief description summarizes what occurs when a bard performs the masterpiece. Unless otherwise stated, a masterpiece's effects are supernatural. Unwilling creatures may attempt a Will save against the effect of a masterpiece; the save DC for masterpieces is equal to 10 + 1/2 the bard's level + the bard's Charisma bonus. Masterpieces that duplicate spells use the bard's caster level for the spell's caster level.
Use: This line specifies how many bardic performance rounds the bard must use to activate the masterpiece. In some cases, the bard can extend the duration of the masterpiece by expending additional rounds of bardic performance, just as if it were any other use of bardic performance. The bard expends the listed number of bardic performance rounds when he starts performing the masterpiece; if he is interrupted, the attempt fails and the spent performance rounds are lost.
Action: This line indicates the type of action performing the masterpiece requires. If it only requires a standard action to activate, being able to activate a bardic performance more quickly (at 7th level, activation is a move action, and at 13th, it becomes a swift action) applies to the masterpiece as well. Unless otherwise stated, effects or feats that extend the duration of bardic performance (such as Lingering Performance; see Chapter 3 of the Pathfinder Roleplaying Game Advanced Player's Guide) do not apply to masterpieces.
GMs can use these masterpieces to inspire their own ideas for other masterpieces. Masterpieces should generally be no more powerful than a cleric or sorcerer/wizard spell available to a caster of the same level as the minimum level needed to select the masterpiece (a masterpiece requiring 7 ranks in Perform requires a 7th-level bard, and thus should not be more powerful than a 4th-level cleric or sorcerer/wizard spell).

The Cat-Step (Dance)
Your agile dancing allows you and others to fall safely and land gracefully.
Prerequisite: Perform (dance) 5 ranks.
Cost: Feat or 2nd-level bard spell known.
Effect: This quick dance is a series of small steps culminating in a series of leaps. When you complete the performance, for the next 10 minutes you treat any distance fallen as if it were a number of feet shorter equal to half your bard level x5. You may spend the first minute of this effect demonstrating the dance to up to one creature per two bard level; if these students succeed at a DC 15 Perform (dance) check, they also gain the benefits of this masterpiece for the remainder of its duration.
Use: 4 bardic performance rounds.
Action: 4 full rounds.

The Dance of 23 Steps (Dance)
This complex dance makes you difficult to strike.
Prerequisite: Perform (dance) 4 ranks.
Cost: Feat or 2nd-level bard spell known.
Effect: The shuffling steps, bends, and leaps of this intricate dance make you a difficult target to hit, but also make it more difficult for you to perform other actions. When using this masterpiece, you take a –2 penalty on melee attack rolls and combat maneuver checks, and you must make a concentration check to cast any spell (DC 15 + the spell's level), but you gain a +2 dodge bonus to your

Armor Class. When you have 8 ranks in Perform (dance), and every 4 ranks thereafter, the penalty increases by –1 and the dodge bonus increases by +1. You can combine this masterpiece with fighting defensively and Combat Expertise, but not total defense. When you use this masterpiece, it lasts until the start of your next turn. Abilities that extend the duration of a bardic performance (such as Lingering Performance; see Chapter 3 of the Pathfinder Roleplaying Game Advanced Player's Guide) affect this masterpiece; this allows you to get multiple rounds of its benefit (and its penalties) at the cost of only 1 round of bardic performance.

Use: 1 bardic performance round.

Action: 1 free action.

The Depths of the Mountain

(Percussion, Wind)

Your drumming skills can break solid rock.

Prerequisite: Perform (percussion) 15 ranks or Perform (wind) 15 ranks.

Cost: Feat or 5th-level bard spell known.

Effect: Like a singer shattering a wine glass with a perfect note, your music cracks stone, shivering solid rock until it snaps. When you complete the performance, you create a tremor identical to an earthquake spell.

For each round you continue to expend bardic performance rounds, the area experiences a round-long aftershock, which has the following effects.

Caves, Caverns, or Tunnels: Smaller collapses cause 4d6 points of damage (Reflex DC 5 half) and pin any creatures caught inside.

Cliffs: More cliffs crumble, creating a landslide that travels half as far horizontally as it falls vertically. Any creature in the path takes 4d6 points of bludgeoning damage (Reflex DC 5 half) and is pinned beneath the rubble.

Open Ground: Each creature standing in the area must make a DC 5 Reflex save or fall down. Fissures open in the earth, and every creature on the ground has a 25% chance of falling into one (Reflex DC 10 to avoid a fissure). The fissures are 20 feet deep, and these fissures remain open at the end of the quake.

Pinned Beneath Rubble: Any creature pinned by the effects of the aftershock takes 1d3 points of nonlethal damage per minute while pinned. If a pinned character falls unconscious, she must make a DC 5 Constitution check or take 1d3 points of lethal damage each minute thereafter until freed or dead.

Rivers, Lakes, or Marshes: The area drained away by the earthquake remains drained for the duration of the aftershock.

Spellcasting: The concentration DC to cast during an aftershock is 15 + the spell's level.

Structure: Any structure standing on open ground takes 50 points of damage. A collapsing structure deals 4d6 points of bludgeoning damage to creatures inside it (Reflex DC 5 half), and the creatures inside are pinned beneath the rubble.

Use: 10 rounds of bardic performance, +1 round for each round of aftershocks.

Action: 10 full rounds.

Minuet of the Midnight Ivy (Dance)

Your winding, twisting dance is helpful in dodging obstacles and climbing.

Prerequisite: Perform (dance) 4 ranks.

Cost: Feat or 2nd-level bard spell known.

Effect: As ivy climbs walls and spills across even the rockiest and most uneven of terrain, so too does your dance propel you across broken stone and up walls. As long as you maintain the performance, whenever you move, you may move through 5 feet of difficult terrain each round as if it were normal terrain; this allows you to take a 5-foot step into difficult terrain. As long as you move laterally at least 10 feet, you may climb as if you had a climb speed equal to your base speed. You may spend the first round of this performance demonstrating the dance to up to one creature per two bard levels; if these students succeed at a DC 15 Perform (dance) check, they also gain the benefits of this masterpiece as long as you maintain the performance.

Use: 1 bardic performance round per round.

Action: 1 full round.

The Quickening Pulse

(Percussion, Wind)

Your driving notes cause unnatural heart rates in your opponents.

Prerequisite: Perform (percussion) 7 ranks or Perform (wind) 7 ranks.

Cost: Feat or 3rd-level bard spell known.

Effect: You create a musical tempo that first mirrors your enemies' heartbeats, and then quickens them to dangerous levels. When you complete the performance, all enemies within 30 feet who can hear your performance must save or take 1d6 points of damage as their pounding heart causes them to sweat blood. Creatures that are immune to critical hits are unaffected by this ability.

Each round that you continue the performance adds another round to the bleed effect. Abilities that extend the duration of a bardic performance (such as Lingering Performance; see Chapter 3 of the Pathfinder Roleplaying Game Advanced Player's Guide) affect this masterpiece.

Use: 1 bardic performance round per round of bleed.

Action: 1 standard action.

Triple Time

(Percussion, String, Wind)

Your lively cadence puts a spring in the step of weary marchers.

Prerequisite: Perform (percussion) 3 ranks, Perform

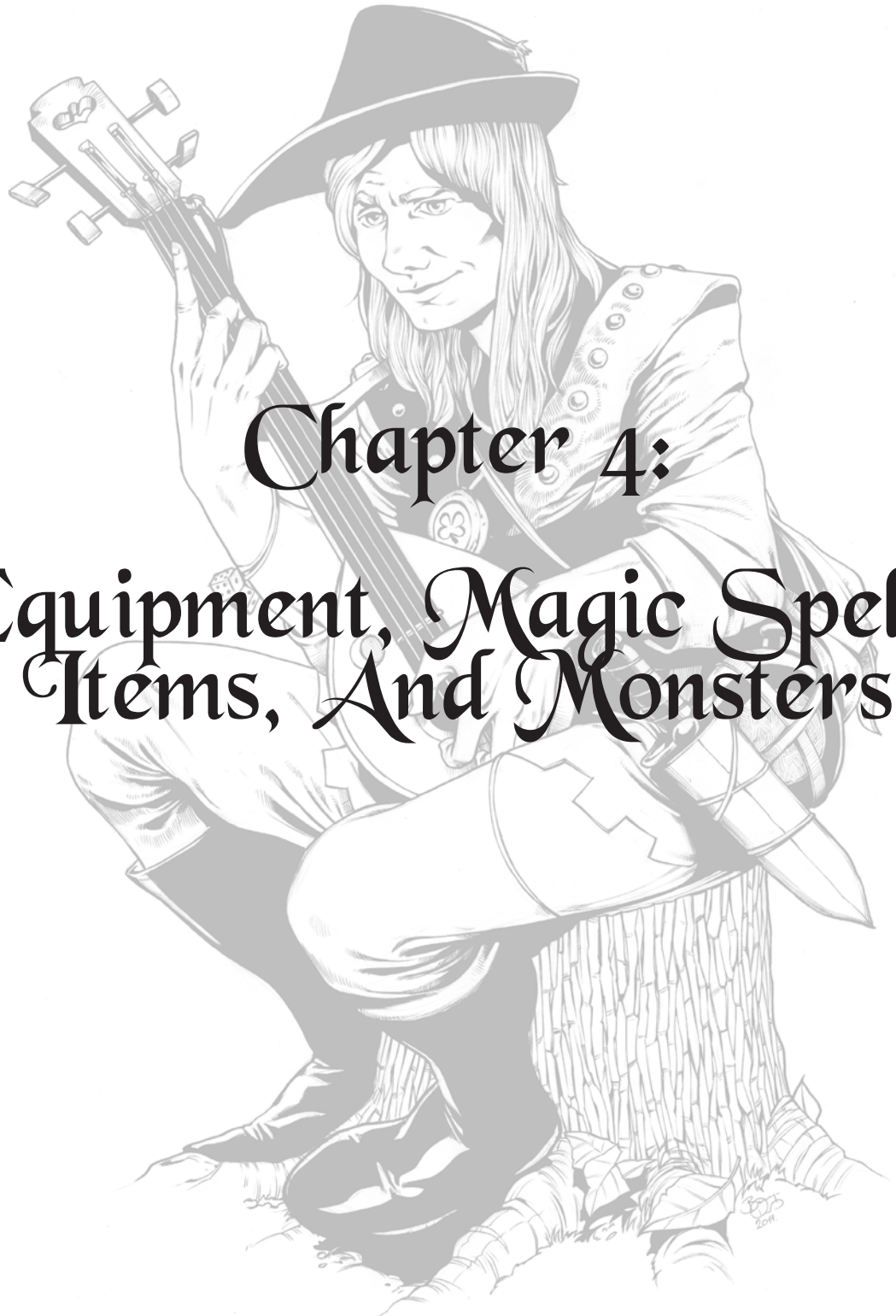
(string) 3 ranks, or Perform (wind) 3 ranks.

Cost: Feat or 1st-level bard spell known.

Effect: This bright and spritely tune mimics the sound of human feet, slowly building to a steady, ground-eating pace. When you complete this performance, you affect one ally in hearing range per bard level. This masterpiece increases the affected target's base land speed by 10 feet for 1 hour. This adjustment is treated as an enhancement bonus. There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with any effect that increases your speed, this spell affects your jumping distance (see the Acrobatics skill).

Use: 1 bardic performance round.

Action: 1 minute.



Chapter 4:

Equipment, Magic Spells, Items, And Monsters

Equipment

Bladed Tonfa These L-shaped swords gain their name by resembling standard wooden tonfa. The wielder holds the handle and either spins the blade or strikes with the blade covering the forearm.

Wrist Crossbow: A rare but useful weapon, the wrist crossbow is typically mounted on a leather bracer with the tip of the bolt over the middle knuckle of the wielders hand. Loading a wrist crossbow is a standard action.

You can shoot, but not load, a wrist crossbow with one hand at no penalty. You can shoot a wrist crossbow with each arm, but you take a penalty on attack rolls as if attack with two light weapons.

Magic Spells

Bloodthirsty Raiment

School conjuration (teleportation); **Level** sorcerer/wizard 4, summoner 4, witch 4
Casting time 2 rounds
Components V, S, M
Range touch
Target one article of cloth and one vessel (see text)
Duration 1 day per caster level
Saving Throw Will negates (harmless, object);
Spell Resistance yes (harmless, object)

This spell enchants an article of cloth or clothing (which must be at least as voluminous as a shirt for a Small size creature), mystically connecting it to separate vessel (which may be a bowl, cauldron, or even the stomach of the caster or a willing creature). Any blood spilt upon or otherwise absorbed by the cloth disappears in a matter of moments, leaving the article free of bloodstains. Blood so absorbed is mystically transported to the vessel across the intervening distance, up to a maximum distance of 1 mile per caster level, but may be blocked by any barrier or effect which would prevent teleport.

Blood-drinking creatures may use this spell as a means to subtly harvest nourishment across great distances. The precise amount of nourishment provided is up to GM's discretion depending on specifics of use, but generally speaking the enchanted clothing absorbs 1 Constitution-point's worth of sanguine nourishment for every 15 hit points worth of slashing or piercing damage occurring adjacent to the wearer of the clothing, or for every 5 hit points worth of slashing or piercing damage suffered by the wearer himself.

The caster may voluntarily dispel this enchantment and end the connection at any time prior to the ending of the spell's duration so long as he is touching the enchanted vessel.

Bloodthirsty Raiment, Greater

School conjuration (teleportation); **Level** sorcerer/wizard 6, summoner 6, witch 6

As *bloodthirsty raiment*, however the duration is permanent and the blood may be transported up to a maximum distance of 100 miles per caster level.

Bone Swarm

School evocation [force]; Level sorcerer/wizard 2, white necromancer 2
Casting Time 1 standard action
Components V, S
Range medium (100 ft. + 10 ft./level)
Effect 5-ft.-cubic mass of animated bones
Duration 1 round/level (D)
Saving Throw Reflex half; **Spell Resistance** yes

A 5-ft.-cubic mass of animated bones appears and attacks foes as directed.

These bones strike the opponent you designate, dealing 2d6 hp bludgeoning damage plus an additional 1d6 points per four additional caster levels (2d6 at 4th level, 3d6 at 8th, 4d6 at 12th, etc). A successful Reflex save halves this damage.

Each round after the first, you can use a move action to redirect the bones to a new target. The bones move 60 ft. per round. As part of this movement, they can climb up to 60 ft. or build a tower of bones up to 60 ft. high. If not directed to a new target, the bones continue to attack the previous round's target.

Spellcasting or concentrating on spells while within the area of a bone swarm requires a caster level check (DC 20 + spell level). Using skills that involve patience and concentration requires a DC 20 Will save.

Canny Shot

School: Divination; **Level:** Sor/Wiz 0
Casting Time: 1 Standard action

Components: V, S
Range: Personal
Target: You
Duration: see text

You gain temporary, intuitive insight into the immediate future during your next attack. Your next single ranged attack roll (if it is made before the end of the next round) gains a +2 insight bonus. Additionally, you reduce the miss chance that applies to attackers trying to strike a concealed target by 20%.

Cleanse of Alcohol

School conjuration (healing); **Level** bard 0, cleric 0, sorcerer/wizard 0
Casting Time 1 round
Components V, S
Range touch
Target personal or one creature
Duration instantaneous
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

The target of a cleanse of alcohol spell finds himself completely cured of any effect caused by indulging in alcohol.

Discern Health

School divination; **Level:** cleric 0, druid 0
Casting Time 1 round
Components V, S, DF
Range close (25 ft. + 5 ft./2 levels)
Target 1 living creature
Duration concentration
Saving Throw none; **Spell Resistance** no

You can see the aura that surrounds all living beings, and can read from it the target creature's health. The amount of information revealed depends on how long you concentrate on a particular target:

1st round: A creature's total and remaining hit points.

2nd round: Whether the creature is suffering from any debilitating condition.

3rd round: The name of the creature's debilitating condition (ability drained, confused, fatigued, etc.).

Many Arms

School transmutation; **Level** ranger 4, sorcerer/wizard 4
Casting Time 1 standard action
Components V, S, M (vial of blood from a marilith worth 100 gp)
Range touch
Target creature touched that has arms
Duration 1 round/level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

This spell causes the target creature to sprout an additional 1 arm per 3 caster levels (maximum 6 additional arms). In addition, the target's clothes and armor alter themselves to allow these new arms to function without penalty. If the target's hands ended in natural weapons such as claws, the new arms have similar natural attack forms. These additional arms allow the target to make additional attacks as part of a full round action, with all new arms allowing secondary attacks. If the target creature has the Two-Weapon Fighting feat, then it is treated as having the multiweapon mastery ability and never takes penalties to its attack roll when fighting with multiple weapons for the duration of the spell.

Foes' Measure

School: Divination; **Level:** Sor/Wiz 1
Casting Time: 1 standard action
Components: V, S
Range: Medium (100 ft. + 10 ft./level)
Target: Creatures in a 30-ft.-radius burst.
Duration: Instantaneous
Saving Throw: Special (see text);
Spell Resistance: Yes

The caster learns the power of all affected creatures in the area of effect. He learns their class or creature type (and subtype) along with their level or HD. Disguised creatures cause the spell to provide whatever information the disguised creature wishes (example commoner level 1 or dragon (fire) HD 25).

Mirrored Oracle

School: Divination; **Level:** Clr 8, Sor/Wiz 8
Casting Time: 10 minutes
Components: V, S, M (silver mirror)
Range: Touch
Target: Creature touched
Duration: 1 hour/level

By entering into a deep trance, you can portend another creature's future and provide him with additional insight about what lies ahead of him. *Mirrored oracle* does not provide the character any specific or even vague knowledge about his future. Instead, the character experiences a strange sense of déjà vu throughout the spell's duration. In game terms, this spell gives the character a total insight bonus equal to the caster level that he can add, in partial increments, to his AC or to any die roll including attack and damage rolls, saving throws, skill checks and ability checks even after determining the

initial outcome (excluding rolls for hit points). Whenever he applies an insight bonus under any of the preceding circumstances, he subtracts that amount from his remaining insight bonus until it is exhausted. An insight bonus added to his AC only applies to one attack made against him. For instance, a mirrored oracle spell cast by a 17th level cleric grants the recipient a total insight bonus of +17. If the character adds a +5 insight bonus to a saving throw, a +3 insight bonus to an attack roll and a +3 insight bonus to AC, he still has a +6 bonus that he can add to any one die roll or to multiple die rolls as long as the cumulative bonus does not exceed +6. The spell ends when the character has completely exhausted his insight bonus, and the effects of multiple oracle spells do not stack.

Phantasmal Pit

School: Illusion (Phantasm) [Fear, Mind-Affecting]; **Level:** Sor/Wiz 2
Casting Time: 1 standard action
Components: V, S
Range: Medium (100 ft. + 10 ft./level)
Target: One living creature
Duration: 1 round/level or one round
Saving Throw: Will disbelief, then Fortitude partial; see text;
Spell Resistance: yes

You create a phantasmal image of a pit simply by formin the thoughts of the subject's subconscious mind into something that its conscious mind can visualize: an infinite pit. Only the spell's subject can sense the phantasmal pit. You see only a vague shape on the ground. The target first gets a Will save to recognize the sensation as unreal. If that save fails, the subject believes it is falling and falls prone. The subject then must succeed on a second Will save or is afflicted with the stunned condition from fear. If the subject of phantasmal pit succeeds in disbelieving and possesses telepathy or is wearing a helm of telepathy, the fear of the pit can be turned upon you. You must then disbelieve it or become subject to believing you're falling, fall prone, and succeed on your second Will save or be stunned.

Predatory Stealth

School: Illusion (Glamer); **Level:** Drd 3, Rgr 3, Sor/Wiz 3
Casting Time: 1 standard action
Components: V, S, DF
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One creature/ level, no two of which can be more than 30 ft. apart
Duration: 10 minutes/level
Saving Throw: Fort negates (harmless);
Spell Resistance: Yes (harmless)

Predatory stealth masks the presence of the selected creatures, granting them a +5 competence bonus on Stealth checks and preventing them from being automatically detected by scent. Creatures with the scent ability must make Perception checks to detect affected creatures (and any items they carry) as if they lacked that ability. Creatures with the blindsense ability are likewise unable to detect the subjects' presence, while those with blindsight can detect the subjects' presence as if using blindsense instead.

Speak with Objects

School: Divination; Level: Sor/Wiz 2
Casting Time: 1 standard action
Components: V, S
Range: Personal
Target: You
Duration: 1 min./level

You can comprehend and communicate telepathically with manufactured objects, including animated objects and constructs. You are able to ask questions and receive answers from objects. An inanimate object's sense of its surroundings is limited, so it won't be able to give or recognize detailed descriptions of creatures or answer questions about events outside its immediate vicinity. The spell doesn't make animated objects or constructs any more friendly or cooperative than normal. Furthermore, they are likely to make inane comments. If an animated object or construct is friendly toward the caster, it may do some favor or service for the caster (as determined by the GM).

Summon the Dead I

School necromancy (summoning) [evil]; **Level** cleric 1, sorcerer/wizard 1, summoner 1, white necromancer 1, witch 1
Casting Time 1 round
Components V, S, M/DF (fistful of grave dirt, or fragment of tombstone)
Range close (25 ft. + 5 ft./2 levels)
Effect one summoned undead creature
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** no

This spell temporarily infuses the remains of a once-living creature with negative energy, animating it in a mockery of its former life. The resulting undead creature acts immediately, on your turn. It attacks your opponent to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions within the limits of the creature to obey or understand.

The spell animates one of the creature from the 1st-level list on the accompanying table. You choose which

kind of undead to animate, and you can change that choice each time you cast the spell.

To animate a particular type of undead, the correct remains must be available for each creature created. Remains must be mostly intact. A soul is present in any corporeal remains for which the creature has not been resurrected or previously animated as an undead. A soul can also be obtained from trap the soul, magic jar, or similar magic.

Unlike most spells, line of effect is not required to animate the remains, as long as their location is known. This allows a body to be animated in its grave.

Any animated undead cannot summon or otherwise conjure another creature, create spawn, or use any teleportation or planar travel abilities.

When you use *summon undead I* to summon a creature with an alignment or elemental subtype, it is a spell of that type.

Within the area of a desecrate effect, the duration of *summon the dead I* is doubled.

Summon the Dead II

School necromancy (summoning) [evil]; **Level** cleric 2, sorcerer/wizard 2, summoner 2, white necromancer 2, witch 2

This spell functions like *summon the dead I*, except you can animate one creature from the 2nd-level list, or 1d3 of the same option from the 1st-level list.

Summon the Dead III

School necromancy (summoning) [evil]; **Level** cleric 3, sorcerer/wizard 3, white necromancer 3, witch 3

This spell functions like *summon the dead I*, except you can animate one creature from the 3rd-level list, or 1d3 creatures of the same kind from the 2nd-level list, or 1d4+1 of the same option from the 1st-level list.

Summon the Dead IV

School necromancy (summoning) [evil]; **Level** cleric 4, sorcerer/wizard 4, summoner 3, white necromancer 4, witch 4

This spell functions like *summon the dead I*, except you can animate one creature from the 4th-level list, or 1d3 creatures of the same kind from the 3rd-level list, or 1d4+1 of the same option from a lower level list.

Summon the Dead V

School necromancy (summoning) [evil]; **Level** cleric 5, sorcerer/wizard 5, summoner 4, white necromancer 5, witch 5

This spell functions like *summon the dead I*, except you can animate one creature from the 5th-level list, or

1d3 creatures of the same kind from the 4th-level list, or 1d4+1 of the same option from a lower level list.

Summon the Dead VI

School necromancy (summoning) [evil]; **Level** cleric 6, sorcerer/wizard 6, white necromancer 6, witch 6

This spell functions like *summon the dead I*, except you can animate one creature from the 6th-level list, or 1d3 creatures of the same kind from the 5th-level list, or 1d4+1 of the same option from a lower level list.

Summon the Dead VII

School necromancy (summoning) [evil]; **Level** cleric 7, sorcerer/wizard 7, summoner 5, white necromancer 7, witch 7

This spell functions like *summon the dead I*, except you can of the same kind from the 6th-level list, or 1d4+1 of the same option from a lower level list.

Summon the Dead VIII

School necromancy (summoning) [evil]; **Level** cleric 8, sorcerer/wizard 8, white necromancer 8, witch 8

This spell functions like *summon the dead I*, except you can animate one creature from the 8th-level list, or 1d3 creatures of the same kind from the 7th-level list, or 1d4+1 of the same option from a lower level list.

Summon the Dead IX

School necromancy (summoning) [evil]; **Level** cleric 9, sorcerer/wizard 9, summoner 6, white necromancer 9, witch 9

This spell functions like *summon the dead I*, except you can animate one creature from the 9th-level list, or 1d3 creatures of the same kind from the 8th-level list, or 1d4+1 of the same option from a lower level list.

Treacherous Phantasm

School: Illusion (Mind-Affecting); **Level:** Brd 6, Sor/Wiz 8
Casting Time: 1 standard action
Components: V, S
Range: Long (400 ft. + 40 ft./level)
Target: One creature
Duration: See text
Saving Throw: None;
Spell Resistance: No

This insidious spell creates an illusory image chosen by the caster, usually the caster, someone close to the target, or someone whom the target trusts. This image is overlaid on his sense of reality and is accepted as real by all his senses (including touch); even magical effects such as true seeing fail to dismiss the image, though it will reveal it to be false. If the victim does not know the image to be false, statements or arguments by others that contradict the phantasm become altered or twisted to conform to the victim's perceptions. The illusory image does everything in its power to mislead the victim into eventually committing a tragic act (e.g., killing himself or a loved one, or committing an act of extreme heinousness that is against the subject creature's nature). The illusion ends when the tragic act has been committed, leaving the spell's target to deal with the consequences. The phantasm also records everything the subject experiences including the subject's very thoughts, while under the effect of this spell. If the caster dismisses the spell, all of that information is conveyed to the caster.

The *treacherous phantasm* is a particularly subtle illusion, usually taking weeks or months to work its magic. A dispel magic has no effect, though a break enchantment may dispel the illusion.

Ward of Vaults

School: Abjuration; **Level:** Clr/Orc 7, Sor/Wiz 7, Wtc 7
Casting Time: 30 minutes
Components: V, S, F (accurate map of the warded location, with all secret doors and traps marked)
Range: Anywhere within the area to be warded
Area: Any enclosed structure (such as a building, vault, or chest) up to 200 sq. ft./level (S)
Duration: 2 hours/level (D)
Saving Throw: None; Spell Resistance: Yes

First used to protect the tombs of the wealthy, this spell renders a building or other structure resistant to thievery. Within the structure so warded (or part of the structure, if the area of the spell is insufficient to encompass the whole thing), the following modifications are in effect:

Disable Device and Perception skill checks suffer a -15 circumstance penalty.

Spells and spell-like effects of Conjuration (Teleportation), other magical transportation into or out of the building, spell effects that unlock or otherwise open portals and doors, and spells permitting movement through walls or solid objects must make a caster level check to function (DC equal to 15 + your caster level).

All save DCs for any traps built in the structure before the spell increase by +4.

Anyone possessing the focus of the spell is immune to all these effects. The caster can create multiple foci at the time of casting (up to one focus per caster level).

Witchbreaker

School: Evocation; **Level:** Clr 4, Pal 4
Casting Time: 1 standard action
Components: V, S
Range: Close (25 ft. + 5 ft./2 levels)
Area: 20-ft. radius sphere
Duration: Instantaneous
Saving Throw: Will partial; **Spell Resistance:** Yes

This spell creates a sphere of divine energy that causes anyone who can cast an arcane spell to take 1d6 divine damage per two levels (maximum 10d6 damage) and be staggered. A successful saving throw results in half damage and negates the staggered condition.

Zone of Parley

School: Abjuration; **Level:** Clr/Orc 4
Casting Time: 1 standard action
Components: V, S, DF
Range: Close (25 ft. + 5 ft./2 levels)

Area: 5-ft. radius/level emanation
Duration: 1 hour
Saving Throw: See text; **Spell Resistance:** No

The *zone of parley* is a special fortified sanctuary. When it is set up, anyone who enters it is compelled to proclaim whether he will respect the truce of the zone; this declaration is a free action. If he agrees to honor the truce, he is protected by a sanctuary spell until he leaves the *zone*. However, he must make a Will save to make any attack (even in response to another's attacks on him) within the *zone*, and suffers 6d8 points of divine damage even if he successfully makes his save. He loses his sanctuary when he attempts to commit an act that violates the *zone*, but must continue to make saving throws when he attempts to commit further acts of violence (and suffers the damage).

The *zone of parley* is most commonly used during parlays in battle.

Magic Items

Magic Item Qualities

Alterable: Weapons that possess the alterable enchantment are literally able to change their form and type upon command. After undergoing this enchantment, a weapon's form becomes blurred and indistinct, possessing a hazy or occasionally wavering quality. Alterable weapons can change from one weapon type to another at the command of the wielder, to a maximum of up to three distinct weapons, preselected by the crafter. For example, a weapon with the alterable enhancement could change from a longsword to a warhammer to a spear upon command. Weapons do not necessarily need to be held to change form, but they must be in physical contact with the wielder.

All the weapon types must be in the same size category in order for the change to occur. Alterable weapons cannot change from melee types to ranged types and vice versa. These weapons retain all magical enhancements in all their forms, though qualities applying only to specific weapon types (such as intense, keen, or vorpal) do not function when the weapon is not of the required type.

Strong transmutation; **CL** 15th; Craft Magic Arms and Armor, *polymorph any object*; **Price:** +1 bonus.

Alterable, Greater: Greater alterable weapons are quite similar to alterable ones, except that there is no limit to the number of weapon types they can change into. The only requirement is that the wielder must have seen the weapon type before. This enchantment does not allow duplication of specific weapons, only weapon types. Detail work, materials, and decorations cannot be duplicated.

A greater alterable, for example, could change from a claymore to a dire flail to a crossbow upon command. These weapons do not necessarily need to be held to change form, but they must be in physical contact with the wielder. Changing the weapon's size category, or changing a melee weapon into a ranged weapon or vice versa, requires a successful Charisma check (DC 12). Greater alterable weapons retain all magical enchantments and enhancements no matter what form they take.

Strong transmutation; **CL** 15th; Craft Magic Arms and Armor, *polymorph any object*; **Price:** +3 bonus.

Arcane: Arcane armor is enchanted in a way so as not to interfere as greatly with arcane spell casting. For every plus of armor enhancement, the chance for arcane spell failure is reduced by 10%. This ability may only be used on light or medium armor.

Moderate abjuration: **CL** 10th; Craft Magic Arms and Armor, *freedom of movement*, creator must be an arcane spellcaster; **Price:** +3 bonus.

Bane, Greater: Greater bane weapons are similar to regular bane weapons. Against a designated foe, the weapon's enhancement bonus is +4 better than its actual bonus. It also deals an extra 4d6 points of damage against the foe. To randomly determine a weapons designated foe, roll on the bane special weapon ability table (Pathfinder® Roleplaying Game Core Rulebook™).

Strong conjuration; **CL** 15th; Craft Magic Arms and Armor; summon monster VIII; **Price** +5 bonus.

Breaking: Upon command, a *breaking* weapon deals an extra 2d6 points of damage against inanimate objects and crystalline creatures on a successful hit and ignores the hardness of objects with a hardness of 5 or lower. When used against a crystalline creature, the damage from this effect does not stack with *bane* or similar weapon special abilities. This effect remains until another command is given.

Aura faint evocation; **CL** 5th; Craft Magic Arms and Armor, *break*[APG] or *shatter*; **Price** +1 bonus.

Countering: A *countering* weapon gives its wielder a +2 bonus to his combat maneuver defense against combat maneuvers made to disarm or sunder this weapon. If the attempt fails, the wielder can immediately attempt the

same maneuver against the opponent without provoking attacks of opportunity. The wielder never risks dropping his weapon with a failed disarm combat maneuver when counterattacking in this manner. This ability can be used even if the attacker is not within the wielder's reach. *Countering* can only be placed on melee weapons.

Faint transmutation; **CL** 5th; Combat Reflexes, Craft Magic Arms and Armor, *cat's grace*; **Price** +1 bonus.

Dueling: This special ability can only be placed on melee weapons. A *dueling* weapon (which must be a weapon that can be used with the Weapon Finesse feat) gives the wielder a +4 enhancement bonus on initiative checks, provided the weapon is drawn and in hand when the Initiative check is made. It provides a +2 bonus on disarm checks and feint checks, a +2 bonus to CMD to resist disarm attempts, and a +2 to the DC to perform a feint against the wielder.

Faint transmutation: **CL** 5th; Craft Magic Arms and Armor, *cat's grace*; **Price** +14,000 gp.

Determination (Armor Enhancement): A shield or armor with this property provides the ability to fight on against seemingly impossible odds. Once per day, when the owner reaches 0 or fewer hit points, the item automatically provides a *breath of life* spell.

Moderate conjuration; CL 10th; Craft Magic Arms and Armor, *breath of life*; Price +30,000 gp.

Funneling: A funneling weapon allows a creature with the siphon template to focus their energy release and spell release abilities into and through them, dealing the full effects as part of a melee or ranged attack.

Moderate transmutation; CL 8th; Craft Magic Arms and Armor, creator must be a siphon creature; Price +1 bonus.

Glamered: A glamered weapon can be commanded to change its shape and appearance to assume the form of another object of similar size. The weapon retains all its properties (including weight) when so disguised but does not radiate magic. Only true seeing or similar magic reveals the true nature of a glamered weapon while it is disguised. After a glamered weapon is used to attack, this special ability is suppressed for 1 minute.

Moderate illusion; **CL 10th;** Craft Magic Arms and Armor, *disguise self, magic aura;* **Price** +4,000 gp.

Grace: Armor with this quality becomes more flexible. Grace armor adds +2 to the maximum Dexterity bonus and lowers the armor check penalty by 3 to a minimum of zero.
Moderate transmutation; **CL** 6th; Craft Magic Arms and Armor, cat's grace; **Price**: +1 bonus.

Impervious: An impervious weapon is warded from damage and decay. A metallic weapon cannot rust and a wooden weapon cannot rot or warp, even by magical or supernatural means. An impervious weapon gains double the normal bonus to its hardness and hit points for each point of its enhancement bonus. The break DC for an impervious weapon and the wielder's combat maneuver defense against sunder maneuvers against the impervious weapon each gain a bonus equal to twice the weapon's enhancement bonus.

Moderate transmutation; **CL** 7th; Craft Magic Arms and Armor, *fabricate, make whole;* **Price** +3,000 gp.

Perilous: When a weapon with the perilous ability scores a critical hit, its critical can cascade: the player continues to reroll confirmations of a critical hit at a -5 cumulative attack penalty even after the first confirmation until there's a miss, and each successful strike increases the weapon's critical multiplier by x1. Thus if a character scores a critical with a perilous dagger (base critical x2), first he must roll a hit to confirm the critical, then roll again at a -5 attack penalty, then again at a -10 attack penalty, then again at a -15 penalty, etc., until he misses (for example, at a -20 penalty). The dagger in this case scored three additional successes beyond the initial critical, so the dagger's critical multiplier is increased to x5.
Construction: Strong transmutation; **CL** 15th; Craft Magic Arms and Armor; *keen edge*; **Price** +5 bonus.

Reshaping: This quality is a favorite of stalkers, assassins and spies. Armor enchanted with the *reshaping* property can reform itself upon command, changing its style and appearance. Plain black leather armor enchanted with this quality can transform into golden plate mail with an eagle crest, for example. Specific uniforms can be adapted to with a successful Disguise check (DC 15). Only a *true seeing* spell or similar magic see through this enchantment.

Strong transmutation; **CL** 15th; Craft Magic Arms and Armor, *polymorph any object*; **Price** +2,700 gp

Shattering: A *shattering* weapon functions as a *breaking* weapon that also explodes with a resounding crash upon striking a successful critical hit. In addition to the extra damage from the breaking ability, a shattering weapon deals an extra 1d10 points of damage to objects and crystalline creatures on a successful critical hit. If the weapon's critical multiplier is x3, it deals an extra 2d10 point of damage instead, and if the multiplier is x4, it deals an extra 3d10 points instead. When used against a crystalline creatures, this damage stacks with *bane* and similar weapon special abilities (thought the damage from the *breaking* ability still doesn't).

Even if the breaking ability is not active, the weapon still deals its extra damage on a successful critical hit. A *shattering* weapon ignores the hardness of objects with a hardness of 10 or lower.

moderate evocation; **CL** 8th; Craft Magic Arms and Armor, *break*[APG] or *shatter*; **Price** +2 bonus.

Smashing (Weapon Enhancement): A smashing weapon is specially enhanced to deal damage to objects. When used to make a sunder combat maneuver, a smashing weapon grants a +2 bonus on the sunder attempt, and +2d6 damage if the sunder attempt is successful.

Moderate evocation; **CL** 6th; Craft Magic Arms and Armor, *shatter*; **Price** +2 bonus.

Speed: When making a full-attack action, the wielder of a *speed* weapon may make one extra attack with it. The attack uses the wielder's full base attack bonus, plus any modifiers appropriate to the situation. (This benefit is not cumulative with similar effects, such as a *haste* spell.)
Moderate transmutation; **CL** 7th; Craft Magic Arms and Armor, *haste*; **Price** +3 bonus.

Sundering: This kind of weapon allows a wielder to attack opponents' weapons as if he had the Improved Sunder feat.

Faint metacreativity; **ML 5th;** Craft Magic Arms and Armor, Greater Sunder**,** *metaphysical weapon;* **Price** +1 bonus.

Titanic Armor Enhancement: A suit of armor with the titanic ability is almost comically oversized, though the effect is superficial and the interior fits a creature normally, with no adjustments necessary. A creature wearing titanic armor is considered one size category larger for the purpose of using or being affected by special attacks that depend on size, such as swallow whole and trample. Once per day on command, the wearer can increase her size as if using enlarge person (even if the wearer is not humanoid) for 1 minute. In addition, once per minute as a free action the wearer can add the armor's enhancement bonus to a single Strength check or combat maneuver check, or to her CMD against a single combat maneuver. Because of its great bulk, the armor check penalty of titanic armor is increased by an abilities amount equal to its enhancement bonus.

Moderate transmutation; **CL** 7th; Craft Magic Arms and Armor, *enlarge person*; **Price** +3 bonus.

Weightless: Armor given this enchantment has no weight at all. *Weightless* armor removes any adjustment for speed from a given armor type and reduces the arcane spell failure percentage chance by 10%. It also decreases the Armor Check penalty by 2 and increases the Max Dex adjustment by 2.

Moderate transmutation; **CL** 7th; Craft Magic Arms and Armor, *levitate*; **Price** +1 (light or medium), +2 (heavy)

Ioun Stones

Implanting Ioun Stones

Binding a stone to a single owner is a lengthy process. To begin the ritual, the owner meditates with a single stone in orbit around him. The body must be cleansed by fasting for a period of at least 3 days. If the fast is broken or interrupted, the process must begin anew. At the end of the fast, the owner makes a DC 20 Charisma check; taking 10 is not permitted on this check. Success indicates the stone has bonded with the owner, and may be implanted. Extending the fasting increases the chance of bonding with the stone, but the character may suffer the effects of starvation and thirst if he persists after several failures; the character gains a +1 circumstance bonus to the Charisma check for each full day past the third spent in fasting, to a maximum of +5. Failing the check means the owner must start over.

Once the owner establishes this bond with the stone, he can have it implanted in his body, which takes 1 hour. This requires a DC 25 Heal check (with a –5 penalty if the owner is the one performing the surgery) and a

DC 25 Knowledge (arcana) check to succeed. Failure inflicts 1d6 points of Constitution damage and means the implantation process must start again. Success binds the stone on the surface of the owner's skin in a location of his choice (usually the head, arm, or hand), where it becomes one with the owner's flesh, deals him 1d2 points of Constitution damage (which he can heal naturally or with magic), and gives him the full benefits of the ioun stone. Once implanted, an ioun stone may not be sundered or targeted by effects and cannot be removed without the owner's consent while he is alive (barring complete removal of the implanted body part).

Note: For creatures that possess natural invisibility, such as will-o-wisps, implanted ioun stones become invisible when the creature does.

Amber Spindle Ioun Stone
Aura moderate abjuration; **CL** 12th
Slot none; **Price** 10,000 gp; **Weight** –

Description

This stone grants you a +1 resistance bonus on saving throws. The bonuses from multiple amber spindles stack (up to a maximum of a +5 resistance bonus on saving throws).
Construction Craft Wondrous Item, *resistance*, creator must be 12th level; **Cost** 5,000 gp

Crimson Sphere Ioun Stone
Aura moderate
transmutation; **CL** 12th
Slot none; **Price** 24,000 gp; **Weight** —
Description

This stone grants you a +2 enhancement bonus to Intelligence. The bonuses from multiple crimson spheres stack (up to a maximum of a +6 enhancement bonus to Intelligence).
Construction Requirements Craft Wondrous Item, *fox's cunning*, creator must be 12th level; **Cost** 12,000 gp

Dark Green Sphere Ioun Stone
Aura moderate
transmutation; **CL** 12th
Slot none; **Price** 24,000 gp; **Weight** –
Description

This stone grants you a +2 enhancement bonus to Charisma. The enhancement bonuses from multiple dark green spheres stack (up to a maximum of a +6 enhancement bonus to Charisma).
Construction Craft Wondrous Item, *eagle's splendor*, creator must be 12th level; **Cost** 12,000 gp

Emerald Ellipsoid Ioun Stone
Aura moderate necromancy; **CL** 12th
Slot none; **Price** 20,000 gp; **Weight** –
Description

This stone grants you 5 temporary hit points, which are restored automatically at a specific time of day unique to each stone (typically sunrise or sunset). The bonuses from multiple emerald ellipsoids stack, with no known limit.
Construction Craft Wondrous Item, *false life*, creator must be 12th level; **Cost** 10,000 gp

Mossy Disk Ioun Stone
Aura moderate transmutation; **CL** 12th
Slot none; **Price** 5,000 gp; **Weight** –
Description

This stone grants you a +5 competence bonus on one Knowledge skill (chosen by the stone's creator).
Construction Craft Wondrous Item, *fox's cunning*, creator must be 12th level; **Cost** 2,500 gp

Mulberry Pentacle Ioun Stone
Aura moderate transmutation; **CL** 12th
Slot none; **Price** 10,000 gp; **Weight** —
Description

This stone grants you a +5 competence bonus on Bluff and Diplomacy checks.
Construction Craft Wondrous Item, *eagle's splendor*, creator must be 12th level; **Cost** 5,000 gp

Onyx Rhomboid Ioun Stone
Aura moderate transmutation; **CL** 12th
Slot none; **Price** 24,000 gp; **Weight** —
Description

This stone grants you a +2 enhancement bonus to Constitution. The enhancement bonuses from multiple onyx rhomboids stack (up to a maximum of a +6 enhancement bonus to Constitution).

Construction Craft Wondrous Item, *bear's endurance*, creator must be 12th level; **Cost** 12,000 gp

Opalescent White Pyramid Ioun Stone

Aura strong transmutation; **CL** 12th
Slot none; **Price** 10,000 gp; **Weight** —
Description

Each stone of this type is keyed to a particular kind of weapon (heavy flail, light crossbow, short sword, and so on) and grants you proficiency with that weapon.

Construction Craft Wondrous Item, transformation or proficiency in the appropriate weapon, creator must be 12th level; **Cost** 5,000 gp

Pale Blue and Dark Green Prism Ioun Stone

Aura moderate transmutation; **CL** 12th
Slot none; **Price** 24,000 gp; **Weight** –
Description

This stone grants you a +2 enhancement bonus to Strength. The enhancement bonuses from multiple pale blue and dark green prisms stack (up to a maximum of a +6 enhancement bonus to Strength).

Construction Craft Wondrous Item, *bull's strength*, creator must be 12th level; **Cost** 12,000 gp

White Prism Ioun Stone

Aura faint transmutation; **CL** 12th
Slot none; **Price** 1,800 gp; **Weight** –
Description

This stone allows you to utilize the spell *mage hand* at will.

Construction Craft Wondrous Item, *mage hand*; **Cost** 900 gp

Magical Libations

The following bewitched liqueurs can be made in more than one way, and are presented with at least two different ways to make them, but the cost to make them remains the same unless stated differently.

Ambrosia

Aura strong transmutation; **CL** 20th
Slot —; **Price** 25,000 gp (cup), 400,000 gp (gallon), 12,600,000 gp (barrel); **Weight** 1 lb (cup), 16 lbs. (gallon), 1,000 lbs. (barrel)
Description

This heavenly golden nectar smells of exquisite perfume and tastes like sweet honey. Literally the nectar of the gods, it comes from celestial fields blessed by good deities. It can only be served in a vessel of pure gold - any cup or glass made of lesser stuff merely dissolves under the ambrosia's power as the divine liquid evaporates.

Various Containers of Liquids

Container	Amount
Thimble	1/2 ounce
Shot	1 ounce
Tea cup	2 ounces
Cup	8 ounces
Mug	16 ounces
Bottle	25 ounces
Gallon	128 ounces
Barrel	31.5 gallons
Tun	252 gallons

Any who drink at least 1 cup of this divinely inspired brew gain the following benefits for 1 hour: +4 bonus to their ability scores, +5 morale bonus to Armor Class and Saving Throws, fast healing 5, immunity to bleed, disease and poison. Any unwanted effects the drinker is suffering are removed completely. A cup of ambrosia can be poured over the remains of a corpse to restore it to life (as *true resurrection*).

Construction Brew Potion, Craft (alchemy) 10 ranks, *miracle* or *wish*, crafter must possess a *philosopher's stone*

Cost 12,500 gp (cup), 200,000 gp (gallon), 6,300,000 gp (barrel)

Anaximander's Weeping Dryad Ale

Aura faint transmutation and strong necromancy; **CL** 5th
Slot —; **Price** 225 gp (mug), 1,800 gp (gallon), 56,700 gp (barrel); **Weight** 1 lb (mug), 8 lbs. (gallon), 330 lbs. (barrel)
Description

This light ale is micro-brewed by evil artisans out of grains grown amongst the ashes of ancient forests recently burnt to the ground. Connoisseurs claim that you can really taste the might of tall oaks in the last bark-flecked dregs of each glass. It is served in a glass rimmed with the blood-sap of a treant, woodland fairy, or dryad.

Any creature not of the fey or plant type who drinks this gains a +1 enhancement bonus to natural armor for 1 hour, suffers 1d2 Charisma damage, and can deal 2d4 points of damage to mundane plants with a touch each round. Against a fey or plant creature, the drinker's touch deals 1 point of damage.

Any creature of the fey or plant type who drinks more than a sip of this is fatigued for 1 hour and suffers 1d4 Constitution damage.

Construction Brew Potions, Craft (alchemy) 3 ranks, *barkskin, horrid wilting*

Cost 112 gp, 5 sp (mug), 900 gp (gallon), 28,350 gp (barrel)

Balor's Blood

Aura moderate evocation and necromancy; **CL** 9th
Slot —; **Price** 175 gp (mug), 1,400 gp (gallon), 44,100 gp (barrel); **Weight** 1 lb. (mug), 8 lbs. (gallon), 330 lbs. (barrel)

Description

This hot, blood-based beverage is more soup than drink, filled with bits of fresh marrow and spiked with a strong dose of demonic moonshine. A favorite of demons and evil spirits, the reddish-black sludge tastes bitter, coppery, and stings viciously on the tongue of any mortal foolish enough to quaff it. It is served in a humanoid skull, usually garnished with at least one pickled eyeball, ear, or tongue skewered on an iron spike.

This syrupy concoction grants creatures of the demon subtype a +3 luck bonus on attack and damage rolls for 1 minute, but also suffer 1d4 Wisdom damage. Creature not of the demon subtype suffer the effects of a *poison* spell (DC 16) instead of gaining the luck bonus.

Construction Craft Wondrous Item, Craft (alchemy) 7 ranks, *divine favor, poison*

Cost 87 gp, 5 sp (mug), 700 gp (gallon), 22,050 gp (barrel)

Cackling Cauldron

Aura faint conjuration (creation); **CL** 3rd

Slot —; **Price** 100 gp (mug), 800 gp (gallon), 33,000 gp (barrel); **Weight** 1 lb. (mug), 8 lbs. (gallon), 330 lbs. (barrel)

Description

This bubbling fermented cider is tangy, crisp and acidic, smelling like apple pie and burnt caramel. It is served boiling hot in a miniature cast iron cauldron, garnished with a few floating newt eyes.

Those who drink this cider gain an *unseen servant* (as the spell) for 1 hour, and grows a "witch's wart" for the same time period.

Construction Brew Potion, Craft (alchemy) 3 ranks, *unseen servant*

Cost 50 gp (mug), 400 gp (gallon), 16,500 gp (barrel)

Drunkard's Absolution

Aura faint conjuration (healing); **CL** 3rd

Slot —; **Price** 50 gp (mug), 400 gp (gallon), 12,600 gp (barrel); **Weight** 1 lb (mug), 8 lbs. (gallon), 330 lbs. (barrel)

Description

This viscous, clumpy green syrup tastes like a mouthful of freshly cut grass, but with a pleasant peppermint aftertaste. While it is famous for curing ails, it is disdained among some tavern crowds as "the Coward's Quaff" and is deliberately overpriced to take advantage of desperate, intemperate souls. It is served topped with a fried egg, in a paper or wooden cup, with the drinker's outstanding bill stuck to the bottom.

Drunkard's absolution affects the drinker as the *cleanse of alcohol* spell, though it is useless against the effects of rotgut whiskey.

Construction Brew Potion, Craft (alchemy) 1 rank, *cleanse of alcohol*

Cost 25 gp (mug), 200 gp (gallon), 6,300 gp (barrel)

Efreeti's Kiss

Aura faint abjuration and evocation; **CL** 6th

Slot —; **Price** 75 gp (tea cup), 900 gp (bottle), 150,000 gp (barrel); **Weight** — (tea cup), 2 lbs. (bottle), 400 lbs. (barrel)

Description

This steaming beverage is made of black tea and fire-infused brandy imported from the City of Brass. Despite its own heat, it is quite refreshing, even in sweltering climates. It is served boiling hot in a metal teacup, traditionally poured from a brass lantern teapot.

Each cup of Efreeti's Kiss grants the drinker fire resistance 1 for one hour and the ability to cast *spark* as a spell-like ability (once per cup). Each additional cup increases the fire resistance by 1 (maximum 10), and the duration by 1 hour (maximum 10).

Construction Brew Potion, Craft (alchemy) 1 rank, *burning hands, resist energy, spark*

Cost 37 gp, 5 sp (tea cup), 450 gp (bottle), 75,000 (barrel)

Juggernaut Juice

Aura faint necromancy and transmutation; **CL** 5th

Slot —; **Price** 325 gp (mug), 2,500 gp (gallon), 80,000 (barrel); **Weight** 1 lbs. (mug), 8 lbs (gallon), 330 lbs (barrel)

Description

This constantly fizzing reddish-orange alcoholic punch contains several secret ingredients including titan's blood, extract of dire bear groin, and powdered horn of minotaur. It provides a surge of aggressive energy and is a favorite of brutes, boorish fighters, and those seeking liquid courage. It is served cold in a stein or large goblet, traditionally decorated with a trophy of war such as an enemy's tooth, a scalp, or a bit of broken armor.

This mixture has several effects on those who drink it. They gain a +4 morale bonus to Charisma and Constitution, 10 temporary hit points, and a -6 penalty to

Wisdom (minimum 1). These effects last for 10 minutes, except the Wisdom penalty, which persists for 1 hour.
Construction Craft Wondrous Item, Craft (alchemy) 10 ranks, *bear's endurance, bestow curse, eagle's splendor, false life*
Cost 162 gp, 5 sp (mug), 1,250 gp (gallon), 40,000 gp (barrel)

Milk of Mammon

Aura faint conjuration and necromancy or moderate conjuration; **CL** 3rd or 11th
Slot —; **Price** 50 gp (mug), 12,600 (barrel); **Weight** 1 lb (mug), 330 lbs (barrel)
Description
This rich and creamy drink is made from the raw milk of a celestial animal (or at least a blessed cow) spiked with a nasty swirl of gold-flecked schnapps. Its luxurious, heavy draw is pleasant and at first very filling, but the feeling of fullness quickly fades, leading to increased thirst and appetite. It is served warm in a stone or porcelain mug, usually as a precursor to a hearty meal.
Drinking a mug of this brew before resting doubles the amount of natural healing achieved during resting; but, if the drinker does not eat two day's worth of food before resting, they are fatigued for the next 24 hours.
If *heal* is used to create a batch of Milk of Mammon instead of *cure light wounds*, the drinker is fully healed after 8 hours of rest, but must eat four day's worth of food before resting or become exhausted for the next 24 hours.
Construction Craft Wondrous Item, Craft (alchemy) 5 ranks, *cure light wounds* or *heal, touch of fatigue*
Cost 25 gp (mug), 6,300 gp (barrel)

Pixie Clover Wine

Aura moderate enchantment; **CL** 5th
Slot —; Price 5 gp (thimble), 250 gp (bottle), 20,000 gp (barrel); Weight — (thimble), 1 1/2 lbs (bottle), 330 lbs. (barrel)
Description
This sweet purple wine is euphorically delicious, tasting of cloves, honey, and warm fruit. Its fragrance wafts thickly and visibly like violet smoke, bringing heady scents of summer fields and the hint of forbidden mischief. It is best served slightly chilled in a glass thimble.
The potency of this wine depends on the amount drank. A single thimble effects the drinker as the *confusion* spell for 5 rounds, and a -2 Wisdom penalty for 5 mintues. Two to four thimbles effects the drinker as the *confusion* spell for 5 minutes, gives the drinker a -4 penalty on Will saves for 1 hour, and a -4 Wisdom penalty for 1 hour. Five or more thimbles effects the

drinker as *confusion* spell for 1 hour, gives the drinker a -10 penalty on Will saves for 1 hour, a -10 Wisdom penalty for 1 hour, and makes those around the drinker appear more appealing. Unlike normal *confusion*, the afflicted drinker does not attack others; instead, they make rude social gestures and clumsy attempts at affection. Whenever the drinker is confused, they are also under the effects of *haste* (as the spell).
Construction Brew Potion, Craft (alchemy) 5 ranks, *confusion, haste, mind fog, seeming*
Cost 2 gp 5 sp (per 1/2 ounce thimble), 10,000 gp (per 31.5 gallon barrel), 80,000 gp (per 252 gallon tun)

Rotgut Whiskey

Aura faint necromancy; **CL** 7th
Slot —; **Price** 2 gp (shot), 50 gp (bottle), 8,000 gp (barrel); **Weight** — (shot), 1 1/2 lbs. (bottle), 330 lbs. (barrel)
Description
This dark yellow whiskey is strong, bitter, and highly acidic. Its smell is pungent and unpleasant, and its taste has been compared to curdled urine strained through a beggar's dirty sock. It is best not drunk at all, but those who do prefer it served as a shot in a small lead cup.
For each shot, the drinker gains one of the following conditions for 1 hour. Each additional shot adds a new condition and increases the duration of all conditions by 1 hour.

d20	Condition
1	blinded
2	confused
3	dazed
4	deafened
5	exhausted
6	fatigued
7	nauseated
8	paralyzed
9	prone
10	sickened
11	staggered
12	stunned
13-20	unconscious

"Practiced" drinkers of rotgut whiskey (those who have imbibed 13 or more shots of rotgut whiskey over 13 days) may choose which condition affects them instead of rolling, but they must choose a new condition with each subsequent shot.
Construction Craft Wondrous Item, Craft (alchemy) 5 ranks, *poison*
Cost 1 gp (shot), 25 gp (bottle), 4,000 gp (barrel)

The Wise and Eternal Khan's Chimeric Beverage of Ten Thousand Enlightened Victories

Aura moderate enchantment (compulsion) [mind-affecting] and illusion (phantasm) [mind-affecting, evil]; **CL** 9th

Slot —; **Price** 200 gp (cup), 3,200 gp (gallon), 100,000 gp (barrel); **Weight** 1/2 lb. (cup), 8 lbs. (gallon), 330 lbs. (barrel)

Description

This unique beer is the official alcoholic beverage of the Coliseum Morpheuon and is served exclusively within the Chimeric Amphitheater. Named by the Khan of Nightmares himself, it is most commonly short-handed as "Khan Light". While at first it appears to be nothing at all - a literally invisible liquid - when consumed it transforms itself, mimicking the drinker's most idealized memory of delicious liquid refreshment. It is made exclusively from grains cultivated in the Khan's own fields, tended by dream-crafting oneirobound slaves and watered by tears distilled from the Slumbering Sea.

Those who drink this experience "entertaining" hallucinations – dictated by the Chimeric Amphitheater itself – which correspond to events, performances, and the mood of the crowd. They also gain a +1 morale bonus to all saving throws, except for mind-affecting effects. Against mind-affecting effects, they suffer a -4 penalty on their saving throws. Creature normally immune to mind-affecting effects that drink this beverage lose their immunity for 4 hours. So long as at least one mug is consumed every 4 hours, the drinker does not require rest, allowing them to cheer for their favored gladiators, or jeer those they despise. The magical effects of this libation only function within the Chimeric Amphitheater. If a creature goes more than 24 hours without drinking another Khan Light (whether inside the Chimeric Amphitheater or not), they fall asleep and suffer the effects of a *nightmare* spell (DC 17).

Construction Craft Wondrous Item, Craft (alchemy) 18 ranks, *bless*, *mind fog*, *nightmare*

Cost 100 (cup), 1,600 gp (gallon), 50,000 gp (barrel)

Magic Rings

Ring of Arcane Knowledge

Aura moderate divination; **CL** 10th

Slot ring; **Price** 7,500 gp (+5), 30,000 gp (+10); **Weight** —

Description

This silver band bears numerous magical symbols on it outer surface. While worn, this ring grants the wearer a bonus of either +5 or +10 to their Knowledge (arcana) and Spellcraft skill checks.

Construction Forge Ring, creator must have 5 or 10 ranks in both Knowledge (arcana) and Spellcraft; **Cost** 3,750 gp (+5), 15,000 gp (+10)

Ring of Ashes

Aura strong transmutation; **CL** 17th

Slot ring; **Price** 60,000 gp; **Weight** —

Description

Once per day, the wearer of this adamantine-strong

black sapphire band can capture the soul of a creature in an urn constructed of their own disintegrated ashes. The target creature must be dead, or unconscious due to damage, and within 50 ft. of the wearer. The target creature is allowed a Will save (DC 25) to negate this effect. Dead targets suffer a -5 penalty on their Will save against this effect. Should the targeted creature fail their save, their body turns to ash which swirls for 1 round, after which the ashes solidify into an urn containing its soul. The urn holding their soul bears images showing important events in the life of the creature it is made of. The wearer must provide a black sapphire worth 1000 gp per HD of the target creature which is held within the ash urn, otherwise the soul is bound to the ring, and the ring fails to function until the soul is removed.

Construction Forge Ring, Spell Focus (necromancy), Greater Spell Focus (necromancy), *disintegrate*, *soul bind*; **Cost** 30,000 gp

Ring of the Disembodied

Aura faint illusion; **CL** 3rd

Slot ring; **Price** 22,000 gp; **Weight** —

Description

This warped glass ring functions as a *ring of invisibility*, except that the user may elect to have a portion of the user's body remain visible as the rest of the user's body fades into invisibility, giving the appearance of a disembodied hand, a twitching tail, or perhaps only a lingering floating smile. A partially invisible creature gains only partial concealment (20% miss chance).

This item functions even when a creature is polymorphed. It may be worn as an earring (or other piercing), but still occupies a ring slot.

Construction Forge Ring, Natural Spell, *invisibility*; Cost 11,000 gp

Ring of Finesse

Aura faint transmutation; **CL** 5th

Slot ring; **Price** 5,000 gp; **Weight** —

Description

While worn, this ring grants the wearer Weapon

Finesse as a bonus feat.
Construction Forge Ring, Weapon Finesse, *cat's grace*; **Cost** 2,500 gp

Ring of Force
Aura strong universal; **CL** 17th
Slot ring; **Price** 6,000 gp; **Weight** —
Description
As hard as adamantine, this crystal ring grants its wearer the use of the Toppling Spell metamagic feat for up to 3rd-level spells 3 times per day. This ring is a slotless item, it can be worn with two other rings and does not prevent them from functioning, nor does it cease functioning. Though slotless, this ring must be worn to function.
Construction Forge Ring, *Toppling Spell*, any one 3rd-level or lower force spell; **Cost** 3,000 gp.

Ring of Perfection
Aura strong transmutation; **CL** 13th
Slot ring; **Price** 34,000 gp (+2), 136,000 gp (+4), 306,000 gp (+6); **Weight** –
Description
This exquisitely crafted platinum band grants its wearer a +2 to +6 enhancement bonus to Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma scores, plus skill ranks as a headband of vast intellect.
Construction Forge Ring, bear's endurance, bull's strength, cat's grace, eagle's splendor, fox's cunning, owl's wisdom; Cost 17,000 gp (+2), 68,000 gp (+4), 153,000 gp (+6)

Porter's Ring
Aura faint transmutation; **CL** 3rd
Slot ring; **Price** 1,000 gp (lesser), 1,500 gp (greater); **Weight** —
Description
Made of magically preserved sinew, this ring grants its wearer a bonus to their Strength score only for the purpose of increasing their carrying capacity. A lesser porter's ring grants a +4 bonus, while a greater porter's ring grants a +8 bonus.
Construction Forge Ring, bull's strength; **Cost** 500 gp (lesser), 750 gp (greater)

Ring of Revelation
Aura strong divination; CL 17th
Slot ring; **Price** 255,000 gp; **Weight** —
Description
The wearer of this ring is continuously protected by both foresight and true seeing.
Construction Forge Ring, foresight, true seeing; **Cost** 127,500 gp

Ring of Semi-Immortality
Aura strong conjuration (healing) and transmutation; **CL** 17th

Slot ring; **Price** 150,000 gp; **Weight** —
Description
This band of twisted metal is literally made of various other magical rings. It functions as four of any of the following rings: evasion, feather falling, force shield, freedom of movement, inner fortitude (minor, major, or greater), mind shielding, regeneration, spell turning, sustenance, and water walking. Each day, the wearer selects which functions this ring possesses, to a combined total of 100,000 gp of rings.

Construction Forge Ring, *create food and water, feather fall, freedom of movement, jump, nondetection, regenerate, restoration, spell turning, wall of force*, and *water walk*; **Cost** 75,000 gp

Ring of Vanishing
Aura faint illusion (glamer); **CL** 2nd
Slot ring; **Price** 3,600 gp; **Weight** —
Description
By activating this simple silver ring, the wearer can benefit from *vanish*, as the spell (see Chapter 5 of the *Pathfinder Roleplaying Game Advanced Player's Guide*).
Construction Forge Ring, *vanish*; **Cost** 1,800 gp

Specific Magic Items

Alpha Cap
Aura moderate transmutation; **CL** 8th
Slot head; **Price** 42,000 gp; **Weight** 1 lb.
Description
This hat is an excellent addition to the wardrobe of anyone who commands others, whether by force or tact. The wearer gains a +6 enhancement bonus to Charisma, can cloak themselves at will with *disguise self*, and gains a +4 bonus on Diplomacy and Intimidate skill checks against creatures of the same creature type.
Construction Craft Wondrous Item, *disguise self, eagle's splendor;* **Cost** 21,000 gp

Amulet of Luck
Aura strong evocation; **CL** 16th
Slot neck; **Price** 30,000 gp; **Weight** –
Description
This golden rimmed, silver amulet has a four-leafed clover on one side. It grants a +1 luck bonus to all d20 rolls its wearer makes. In addition, once per day the wearer can reroll one failed d20 roll as an immediate action.
Construction Craft Wondrous Item, *divine favor*; **Cost** 15,000 gp

Amulet of Yog'vhus'chuul

Aura moderate abjuration, divination and transmutation; **CL** 10th
Slot neck; **Price** 68,750 gp; **Weight** 1 lb.
Description

This simple silver amulet functions as all of the following items: *amulet of proof against detection and location* (DC 21), *dragonfoe amulet*[UE], *golembane scarab*.

Construction Craft Wondrous Item, Spell Penetration, *detect magic, jump, magic weapon, nondetection*, creator must be at least 10th level; **Cost** 34,375 gp

Angel Plate

Aura strong transmutation [good]; **CL** 15th
Slot armor; **Price** 218,300 gp; **Weight** 25 lbs.
Description

Rarer and more powerful than its demonic counterpart, this *+5 ghost touch grace weightless mithral full-plate* grants its wearer a fly speed of 30 ft. with good maneuverability, and DR 5/— against melee attacks from creatures with the evil subtype. While flying, the armor sprouts wings which shed light as a torch.

As a swift action once per day, the wearer can cause the armor to sprout six wings, increasing their fly speed to 60 ft. with perfect maneuverability for 1 minute.

Construction Craft Magic Arms and Armor, Craft Wondrous Item, *fly, holy smite, overland flight, righteous might*; **Cost** 114,400 gp

Anklet of Perfection

Aura strong transmutation; **CL** 12th
Slot anklet (counts as wrist); **Price** 34,000 gp (+2), 136,000 gp (+4), 306,000 gp (+6); **Weight** —
Description

Braided strands of adamantine, gold, mithral, and silver make up this simple in design anklet. It grants the wearer a +2, +4, or +6 enhancement bonus to all six ability scores. Unlike a headband of vast intelligence, the anklet does not grant skill ranks.

Construction Craft Wondrous Item, *bear's endurance, bull's strength, cat's grace, eagle's splendor, fox's cunning, owl's wisdom*; **Cost** 17,000 gp (+2), 68,000 gp (+4), 153,000 gp (+6)

Apprentice's Cheating Gloves

Aura faint transmutation; CL 3rd
Slot hands; Price 2,200 gp; Weight —
Description

These nondescript white gloves are a boon to minor spellcasters and fakes who are limited or lacking in magical ability or versatility. The wearer of these gloves can employ *mage hand* and *prestidigitation* at will.

Construction Craft Wondrous Item, *mage hand, prestidigitation;* **Cost** 1,100 gp

Arbiter's Hat

Aura moderate divination and illusion; CL 9th
Slot head; **Price** 100,000 gp; **Weight —**
Description

In addition to granting the wearer a +10 competence bonus on Diplomacy and Intimidate check, this unassuming hat allows the wearer use of discern lies, disguise self, and ghost sound at will.

Construction Craft Wondrous Item, *discern lies, disguise self, ghost sound;* **Cost** 50,000 gp

Arsenal Gloves

Aura strong transmutation; **CL** 6th
Slot hands; **Price** 40,000 gp; **Weight 1** lb.
Description

These paired gloves each function as a glove of storing with a weight limit of 40 lbs. each. They can hold any number of items so long as each gloves weight limit is observed. Two-handed weapons split their weight evenly between the gloves. Both gloves must be worn for them to function

Construction Craft Wondrous Item, *shrink item;* **Cost** 20,000 gp

Assessor's Goggles

Aura strong divination; **CL** 17th
Slot eyes; **Price** 25,000 gp; **Weight** –
Description

While worn, these goggles grant a +5 bonus to any check to determine the weaknesses, if any, of a creature, item, or structure.

Construction Craft Wondrous Item, *miracle* or *wish*; **Cost** 12,500 gp

Belt of Consuming Teeth

Aura moderate transmutation; **CL** 9th
Slot belt; **Price** 50,000 gp; **Weight** 5 lbs.
Description

The adamantine buckle on this stout leather belt is fashioned to resemble six demonic faces. Up to three times each round, this belt's buckle can animate, lashing out at a creature that provokes an attack of opportunity within 10 ft. This attack uses its wearer's base attack bonus and Strength modifier, with a +4 competence bonus. It deals damage as a bite attack made by a creature one size larger than its wearer's (1d8 for a Medium wearer; see Appendix 3 of the Pathfinder Roleplaying Game Bestiary) plus 1-1/2 the wearer's Strength modifier. On a successful critical hit, the belt deals x3 damage and inflicts 1 point of Constitution bleed on the target.

These attacks do not count against the wearer's normal number of attacks of opportunity each round. If the same target is bitten by the belt three times in one round, the belt rips chunks out of the target, automatically treating the final bite as a critical hit that deals maximum damage.

If the third bite was already a critical hit, it deals x5 damage and 1d3+1 Constitution bleed.
Construction Craft Wondrous Item**,** *beast shape III, bleed;* **Cost** 25,000 gp

Belts of Fate
Aura strong divination; **CL** 15th
Slot waist; **Price** 5,000 gp (+1), 20,000 gp (+2), 45,000 gp (+3), 80,000 gp (+4), 125,000 gp (+5); **Weight** 1 lb.
Description
This belt is woven from the golden strands of a norn's hair. It subtly shifts the threads of fate in the favor of the wearer, granting an insight bonus to AC, saving throws, and initiative of +1 to +5.
Construction Craft Wondrous Item, *moment of prescience*, creator's caster level must be at least three times that of the bonus placed in the belt; **Cost** 2,500 gp (+1), 10,000 gp (+2), 22,500 gp (+3), 40,000 gp (+4), 62,500 gp (+5)

Belt of Teeth
Aura faint transmutation; **CL** 1st
Slot belt; **Price** 4,000 gp; **Weight** 3 lbs.

Description
The brass buckle on this stout leather belt is fashioned to resemble three demonic faces. Once each round, this belt's buckle can animate, lashing out at a creature that provokes an attack of opportunity within 5 feet. This attack uses its wearer's base attack bonus and Strength modifier, with a +4 competence bonus. It deals damage as a bite attack made by a creature of its wearer's size (1d6 for a Medium wearer; see Table 3—1: Natural Attacks by Size, Bestiary 302) plus the wearer's Strength modifier. This belt does not add to the normal number of attacks the wearer can make in a round; it offers another way in which to make attacks of opportunity.
Construction Craft Wondrous Item, *magic fang;* **Cost** 2,000 gp

Belt of Unfettering
Aura moderate transmutation; **CL** 10th
Slot waist; **Price** 40,000 gp; **Weight** 1 lb.
Description
While worn by an eidolon, this belt allows the outsider to ignore the negative effects of being away from their summoner master, as if an unfetter spell had been cast. The eidolon and master still benefit from life link and life bond summoner abilities.
Construction Craft Wondrous Item, *unfetter*; **Cost** 20,000 gp

Boots of the Cat
Aura faint transmutation; **CL** 1st
Slot feet; **Price** 1,000 gp; **Weight** 1lb.
Description
These high-soled blue boots provide a great deal of comfort and arch support while also making the wearer appear a little bit taller than normal. The boot's wearer always takes the minimum possible damage from falls (as if the GM had rolled a 1 on each die of damage incurred by the fall) and at the end of a fall always lands on his feet.
Construction Craft Wondrous Item, *feather fall;* **Cost** 500 gp

Boots of Swiftness
Aura strong transmutation; **CL** 20th
Slot boots; **Price** 256,000 gp; **Weight** 1lb.
Description
These soft-soled leather boots grant their wearer a +2 bonus to Dexterity, a +30 ft. bonus to all their movement types, a +10 bonus to Acrobatics and Sleight of Hand skill checks, as well as Dexterity-based ability checks, and a climb speed of 30 ft. While worn, the wearer gains Weapon Finesse, and the ability to use it with all one-handed melee weapons.
Construction Craft Wondrous Item**,** *cat's grace, expeditious retreat, hast, jump, spider climb, creator must be 20th-level;* **Cost** 128,000 gp

Bracers of Chance
Aura strong evocation; **CL** 10th
Slot wrist; **Price** 2,500 gp; **Weight** –
Description
These simple twine bracers have an ancient rune for fortune inside them. As an immediate action, the wearer gains a bonus ranging from -2 to +2. Roll 1d4 to determine the bonus.

1d4	Bonus/Penalty
1	-2
2	-1
3	+1
4	+2

These bracers functions three times per day.
Construction Craft Wondrous Item, *bestow curse*, *gallant inspiration*; **Cost** 1,250 gp

Bracers of Determination (Greater)
Aura strong conjuration; **CL** 16th
Slot wrists; **Price** 100,000 gp; **Weight** 1 lb.
Description

Wearers of these bracers gain a +8 armor bonus to armor class. Additionally, once per day when the wearer falls unconscious, the bracers automatically provide a *breath of life* spell.

Construction Craft Magic Arms and Armor, Craft Wondrous Item, *breath of life, mage armor*; **Cost** 50,000 gp

Bracers of Determination (Lesser)

Aura moderate conjuration; **CL** 10th

Slot wrists; **Price** 40,000 gp; **Weight** 1 lb.

Description

These bracers grant their wearer a +4 armor bonus to armor class. Additionally, once per day when the wearer falls unconscious, the bracers automatically provide a *cure critical wounds* spell.

Construction Craft Magic Arms and Armor, Craft Wondrous Item, *cure critical wounds, mage armor*; **Cost** 20,000 gp

Bracers of the Monkey

Aura moderate transmutation; **CL** 9th

Slot wrists; **Price** 25,000 gp; **Weight** 1 lb.

Description

The wearer of these bamboo bracers gains the benefits of both Improved Unarmed Strike and Monkey Style. When fighting while prone, the wearer gains a +1 dodge bonus to AC, and gains a +10 bonus to Acrobatics checks to jump up from prone. When making an unarmed strike, it is treated as a *+1 breaking* weapon unless better.

Construction Craft Wondrous Item, Improved Unarmed Strike, Monkey Style, *cat's grace, expeditious retreat, jump*, and *break*[APG] or *shatter*; **Cost** 12,500 gp

Bullseye

Aura strong divination and transmutation; **CL** 15th

Slot wrist; **Price** 160,470 gp; **Weight** 2 lbs.

Description

This +5 cunning** funneling seeking darkwood wrist crossbow can grant its wielder a +10 insight bonus to attack as a free action five times per day as a free action.

Construction Craft Magic Arms and Armor, *true seeing, true strike, creator must be a siphon creature;* Cost 80,470 gp

***Pathfinder® Roleplaying Game: Advanced Player's Guide™*

Bulwark

Aura strong abjuration and conjuration; **CL** 20th

Slot shield; **Price** 132,430 gp; **Weight** 225 lb.

Description

This huge mithral tower shield looks like it should be part of a castle wall. It has a *+4 enhancement* bonus and can function as an *animated* shield, even though it is a tower shield. It remains *animated* until its user takes hold of it again. Once per day, the wearer can set the shield against the ground and have it grow into a wall of reinforced masonry, covering up to 500 cubic ft of space.

Construction Craft Magic Arms and Armor, *animate objects, wall of iron, wall of stone*; **Cost** 67,230 gp

Circlet of Persuasion, Greater

Aura moderate enchantment and transmutation; **CL** 7th

Slot head; **Price** 15,000 gp; **Weight** —

Description

In addition to granting a +3 competence bonus on Charisma-based checks, this delicately engraved silver headband grants its wearer the ability to use charm monster (DC 16) once per day.

Construction Craft Wondrous Item, *charm monster, eagle's splendor*; **Cost** 7,500 gp

Citadel

Aura strong abjuration and transmutation; **CL** 20th

Slot armor; **Price** 254,500 gp; **Weight** 25 lb. (when medium)

Description

This full-plate is constructed of mithral and is emblazoned with the image of a castle on the chestplate. It functions as +3 *heavy fortification* armor. Additionally, the wearer can increase in size (as *enlarge person*) or decrease in size (as *reduce person*) at will, regardless of the wearers actual creature type. The armor changes size and shape to fit whoever puts it one, and can be donned in 1 minute with or without assistance. As long as the wearer is on a solid surface, they gain a +10 bonus to their CMD against any effect that would move the wearer against their will, such as bull-rush, trip, even magical effects, such as *teleport*.

Construction Requirements Craft Magic Arms and Armor, *bull's strength, dimensional anchor, enlarge person, haste, limited wish or miracle, reduce person*; **Cost** 132,500 gp

Cloak of the Beast

Aura moderate transmutation; **CL** 11th

Slot shoulders; **Price** 6,000 gp (lesser), 11,200 gp (standard), 18,000 gp (greater), 26,400 gp (superior); Weight -

Description

This cloak appears to have been made from the pelt or hide of a specific animal or magical beast. Once per day this cloak allows the wearer to polymorph into the specific creature symbolized by the cloaks motif as a swift action for 10 minutes.

A lesser cloak functions as beast shape I, a standard cloak beast shape II, a greater cloak beast shape III, and a superior cloak as beast shape IV. Examples include cloak of the eagle (lesser), cloak of the tiger (standard), cloak of the elephant (greater), cloak of the chimera (superior).

Construction Craft Wondrous Item, *beast shape I, II, III, or IV*; **Cost** 3,000 gp (lesser), 5,600 gp (standard), 9,000 gp (greater), 13,200 gp (superior)

Coins of Preservation

Aura faint necromancy; **CL** 3rd
Slot none; **Price** 6,000 gp, 1 cp each; **Weight** —
Description

When placed over the eyes of a dead creature, these simple copper coins preserve the corpse as *gentle repose* for as long as they remain over the eyes of the corpse. A separate coin must be placed over each eye the creature possesses.

Construction Craft Wondrous Item, *gentle repose*; **Cost** 3,000 gp, 1 cp

Continuum's Edge (Minor Artifact)

Aura strong transmutation; **CL** 20th
Slot none; **Weight** 1 lb.
Description

Unless wielded by a creature capable of manipulating time, this is only a *+1 dagger*. If wielded by a creature capable of manipulating time, *Continuum's Edge* is a *+2 keen speed dagger*, and grants its wielder the benefit of time stop when a successful critical hit is made with it.

Destruction

Continuum's Edge loses all its abilities if a creature existing outside of time uses it to kill a creature existing in multiple times.

Crystal Key, Lesser

Aura strong conjuration (creation); **CL** 9thh
Slot none; **Price** 10,000 gp; **Weight** 1 lb.
Description

These keys can be used on mundane doors to open portals to other planes. Each key opens a portal to a specific plane as a standard action. Once open, a portal remains active while in use, closing one minute after the last thing passes through it. Crystal keys do not pass through their own portals, leaving those passing through stranded unless they have another key, or some other way to travel the planes. Lesser crystal keys function up to three times each day.

Construction Requirements Craft Wondrous Item, *plane shift;* **Cost** 5,000 gp

Crystal Key, Greater

Aura strong conjuration (creation); **CL** 9th
Slot none; **Price** 30,000 gp; **Weight** 1 lb.
Description

Like their lesser version, greater crystal keys allow passage from one plane to another. Unlike lesser crystal keys, these travel with their user and allow transport back to the plane of origin. Greater crystal keys can be used at will.

Construction Requirements Craft Wondrous Item, *plane shift;* **Cost** 15,000 gp

Diadem of Servitude

Aura strong enchantment and transmutation; **CL** 17th
Slot headband; **Price** 285,000 gp; **Weight** 1 lb.
Description

Designed and crafted specifically for the Crystal Seer, this delicate looking crown grants a +6 enhancement bonus to his Intelligence and Wisdom, as well as the bonus skill ranks as a headband of vast intelligence (Climb, Disguise, Sleight of Hand). Additionally, the wearer is subjected to a dominate monster effect (DC 33) repeatedly until the item is removed, or the subject fails their save. Once the wearer fails their save, they do not willingly remove the diadem, attempting to put it back on should it be forcefully removed. Built to the specifications of the Khan of Nightmares, the wearer and the Khan can communicate telepathically across any distance (but not across planar boundaries), so long as the Khan himself desires.

Construction Craft Wondrous Item, *dominate monster, fox's cunning, mind fog, owl's wisdom, telepathic bond;* **Cost** 142,500 gp

Deliquescent Gloves

Aura moderate conjuration; **CL** 7th
Slot hands; **Price** 8,000 gp; **Weight** 1 lb.
Description

These heavy leather gloves ripple and flows at the wearer's command, reshaping to fit any hand, claw, tentacle, or alien limb. The wearer's melee touch attacks with that hand deal 1d6 points of acid damage. If the wearer uses that hand to wield a weapon or make an attack with an unarmed strike or natural weapon, that attack gains the corrosive weapon special ability.

The wearer's gloved hand is protected from the acid ability of oozes, allowing him to use that hand to attack oozes with unarmed strikes or natural attacks without risk of harm from contact with the ooze. These unarmed strikes and natural attacks never cause an ooze to split.

Construction Craft Wondrous Item, *acid arrow, summon monster V;* **Cost** 4,000 gp

Deliquescent Talons of Confusion

Aura strong transmutation; **CL** 15th
Slot hands; **Price** 80,000 gp; **Weight** 1 lb.
Description

These delicate silk gloves are stitched with magically treated adamantine thread, making them incredibly durable. While worn, they allow the wearer to make two claw attacks (1d4 Medium, 1d3 Small), with a +3 enhancement bonus to attack and damage rolls. On a critical hit with one of these claws, the target struck must succeed a DC 20 Will save or become permanently confused as the insanity spell. If the wearer makes a

successful critical hit against the same target with both claws in a round, the Will save increases to a DC of 30.

Additionally, these gloves allow the wearer to deal 1d6 points of acid damage as a melee touch attack, or adds the acid damage as if a corrosive weapon if the wearer uses a weapon, unarmed strike, or natural weapon to attack.

The wearer's hands are protected from the acid ability of oozes, allowing him to use that hand to attack oozes with unarmed strikes or natural attacks without risk of harm from contact with the ooze. These unarmed strikes and natural attacks never cause an ooze to split.

Both gloves must be worn for their magic to be effective.
Construction Craft Magic Arms and Armor, **Craft** Wondrous Item, *acid arrow, greater magic fang, insanity, summon monster V;* **Cost** 40,000 gp

Elixir of Healing

Aura strong conjuration (healing); **CL** 15th
Slot none; Price 11,250 gp ; **Weight** 1 lb.
Description

This bottle contains a thick, bland tasting fluid which affects the creature that drinks it with a heal spell, healing 150 points of damage. Each bottle has enough fluid to be drank from twice before being empty.
Construction Craft Wondrous Item, heal; Cost 5,625 gp

Eyes of the Owl

Aura faint transmutation**; CL** 5th
Slot eyes; **Price** 4,000 gp; **Weight** —
Description

These magical goggles are decorated with owl motifs, including clusters of feathers over the eyes. The wearer gains low-light vision.
Construction Requirements Craft Wondrous Item, *beast shape I;* **Cost** 2,000 gp

Eye Patch of Awareness

Aura moderate divination; **CL** 7th
Slot eyes; **Price** 24,000 gp; **Weight** —
Description

Wearers of these eye patches gain a +5 competence bonus on Perception checks, and can make use of the following spell effects:

At will – *detect magic*
5/day – *see invisibility* (1 minute)
1/day – *arcane sight* (1 minute)

Construction Craft Wondrous Item, *arcane sight, detect magic, see invisibility*; **Cost** 12,000 gp

Eye Patch of Awareness, Greater

Aura strong divination; **CL** 17th
Slot eyes; **Price** 160,000 gp; **Weight** —
Description

Those who wear these eye patches gain a +10 competence bonus on Perception checks, and the ability to use the following spell effects:

Constant – *deathwatch, true seeing*
At will – *greater arcane sight* (1 minute)
5/day – quickened *true strike*
1/week – *foresight* (1 hour, self only)

Construction Craft Wondrous Item, Quicken Spell, *deathwatch, foresight, greater arcane sight, true seeing, true strike*; **Cost** 80,000 gp

Eye Patch of Awareness, Lesser

Aura faint divination; **CL** 2nd
Slot eyes; **Price** 1,500 gp; **Weight** —
Description

The wearer of this eye patch gains a +2 competence bonus on Perception checks, and can make use of *detect magic* at will for up to 1 minute each use.
Construction Craft Wondrous Item, *detect magic*; **Cost** 750 gp

The Fool's Blade (minor artifact)

Aura strong transmutation; **CL** 20th; **Weight** 10 lbs.
Description

Doubling as a trophy and a weapon, The Fool's Blade is the prize held by the reigning champion of The Theater of Triumph. When wielded inside the Theater of Triumph, it functions as a +4 keen speed vorpal adamantine weapon. As an immediate action, the current wielder can change the form of the fool's blade to any two-handed melee weapon capable of dealing slashing damage. The blade always changes size to be the most advantageous for the wielder. Regardless of form, it is always a work of art.

Sadly, this mighty weapon carries a curse. When used within the Chimeric Amphitheater, it functions as a -4 backbiter weapon (as a -2 cursed sword and backbiter spear; See Cursed Items in Chapter 6 of Pathfinder Roleplaying Game Ultimate Equipment). Outside of the Theater of Triumph and the Chimeric Amphitheater, the fool's blade functions as a masterwork weapon, but retains its mutability.

The fool's blade can not be given away, sold, lost, or stolen, only defeat in The Theater of Triumph passes the blade from one champion to another. Wielders can be disarmed, but the blade refuses to be wielded by anyone other than its rightful owner.

Should the fool's blade leave the possession of its rightful owner (disarm, etc), the owner becomes enraged (as the template below) until they regain the blade.

In the rare event the fool's blade takes any damage, the wielder grows in size and ferocity, gaining both the enraged and giant templates (see both below) until the blade is repaired.

Destruction

The fool's blade explodes (20d10 in a 30 ft. radius, no save) should the wielder (or a series of wielders) fight and lose thirteen consecutive matches in The Theater of Triumph while using it.

Farglass

Aura faint divination; **CL** 5th
Slot none; **Price** 6,400 gp; **Weight** 1 lb.
Description

This telescoping brass spyglass functions as a normal spyglass and allows clear vision to the horizon 3 miles away at sea level. From atop a typical crow's nest, or similar structure, this vision extends to over 10 miles. Once per day, the user of a farglass can activate a *clairaudience/clairvoyance* effect upon any location seen through the farglass's lens. As long as the location is kept in sight through the lens, the *clairaudience/clairvoyance* sensor can move with the location. This effect lasts for up to 5 minutes.

Construction Craft Wondrous Item, *clairaudience/clairvoyance*; **Cost** 3,700 gp

Figurine of Wondrous Power, Bloodstone Tiger

Aura moderate transmutation; **CL** 11th
Slot —; **Price** 10,000 gp; **Weight** 1 lb.
Description

When animated, a bloodstone tiger acts in all ways like a normal tiger under the command of its possessor. The item can be used twice per week for up to 6 hours per used. When 6 hours have passed or when the command word is spoken, the bloodstone tiger once again becomes a tiny statuette.
Construction Craft Wondrous Item, *animate objects*; **Cost** 5,000 gp

Gauntlet of Holy Smiting

Aura moderate evocation [good]; **CL** 9th
Slot hands; **Price** 16,005 gp; **Weight** 1 lb.
Description

This adamantine spiked gauntlet gains a *+1 enhancement* as well as the *holy* weapon ability when used against evil creatures. The gauntlet gains the *bane* ability when used against evil outsiders.
Construction Craft Magic Arms and Armor, *holy smite, summon monster I*; **Cost** 9,505 gp

Gravedigger's Shovel

Aura faint transmutation [earth]; **CL** 3rd
Slot none; **Price** 3,600 gp; **Weight** 8 lbs.
Description

Though it has an iron blade, this shovel has a handle made of bone. When used to dig a grave, the user can dig a 5 ft. cube hole each minute they dig. Up to five times each day, the shovel can be used to create the effects of *expeditious excavation* (see *Pathfinder Roleplaying Game: Advanced Player's Guide*, Chapter 5) as a standard action. Medium or smaller creatures are allowed a Reflex save (DC 11) to land harmlessly or hop to an adjacent square if the shovel is used to create a hole under them.
Construction Craft Wondrous Item, *expeditious excavation*; **Cost** 1,800 gp

Gate Key

Aura strong conjuration (creation); **CL** 17th
Slot none; **Price** 100,000 gp; **Weight** 1 lb.
Description

The greatest type of crystal key, a gate key functions as a greater crystal key, but can be used to open portals to any plane and allow passage back and forth through the same portal.
Construction Craft Wondrous Item, *gate;* **Cost** 50,000 gp

Gloves of Activation

Aura faint divination; **CL** 1st
Slot hands; **Price** 1,000 gp (+2), 3,500 gp (+5), 10,000 gp (+10); **Weight** 1 lb.
Description

These gloves change their appearance to match the overall look of their wearer, and grant the wearer a bonus on Use Magic Device checks while worn. Both gloves must be worn for the wearer to gain the bonus.
Construction Craft Wondrous Item, *disguise self, eagle's splendor,* creator must have twice the number of ranks in Use Magic Device than the bonus granted by the gloves; **Cost** 500 gp (+2), 1,750 gp (+5), 5,000 gp (+10)

Guillotine

Aura strong necromantic and transmutation; **CL** 18th
Slot none; **Price** 110,080 gp; **Weight** 48 lb.
Description

This axe was forged from a single, massive piece of adamantine, and has waged a bloody path during its existence. In combat, it functions as a gargantuan *+3 battleaxe*. If wielded by a creature with Improved Critical (battleaxe), it gains the *perilous* (see below) ability as well. When wielded two-handed, add double the Strength modifier of the wielder to damage instead of one and a half times their Strength modifier.
Construction Craft Magic Arms and Armor, *circle of death, keen edge*; **Cost** 56,580 gp

Haunted Shoes

Aura faint conjuration and illusion; **CL** 3rd
Slot feet; **Price** 6,480 gp; **Weight** 1 lb.
Description

Two times per day, the wearer of these shoes can call forth 1d4 spirit servants to aid her. The spirit servants are invisible, mindless, shapeless beings that act as servants summoned by the unseen servant spell. The spirits return

to the shoes after 3 hours have passed. The wearer can choose to dismiss one or more of the spirit servants early.

Once per day, the wearer can command the ghostly spirits inside her haunted shoes to emerge and swirl around her, making her difficult to target in combat. The wearer gains concealment (20% miss chance) for 3 minutes. The spirits cannot be harmed, but a true seeing spell ignores the concealment effect. The concealment effect cannot be activated while any of the spirits are currently being used as unseen servants.

Construction Craft Wondrous Item, *blur, unseen servant;* **Cost** 3,240 gp

Infiltrator's Boots

Aura moderate transmutation; **CL** 7th

Slot feet; **Price** 20,000 gp (+2), 26,000 gp (+4), 36,000 gp (+6); **Weight** 1 lb.

Description

These soft leather boots are a favorite to those seeking to slip in and out of places not their own. While worn, these boots grant a swim speed of 20 ft., and a luck bonus to Acrobatics and Stealth skill checks of +2, +4, or +6.

Construction Craft Wondrous Item, *cat's grace, touch of the sea;* Cost 10,000 gp (+2), 13,000 gp (+4), 18,000 gp (+6)

Infiltrator's Gloves

Aura moderate transmutation; **CL** 7th

Slot hands; **Price** 20,000 gp (+2), 26,000 gp (+4), 36,000 gp (+6)**; Weight** –

Description

These soft leather gloves are a favorite to those seeking to slip in and out of places not their own. While worn, these gloves grant a climb speed of 20 ft., and a luck bonus to Disable Device and Use Magic Device skill checks of +2, +4, or +6.

Construction Craft Wondrous Item**,** *eagle's splendor, spider climb;* **Cost** 10,000 gp (+2), 13,000 gp (+4), 18,000 gp (+6)

Jabberwock Jacket

Aura strong abjuration and evocation; **CL** 18th

Slot chest; **Price** 152,000 gp; **Weight** 2 lbs.

Description

Made from the skin of a jabberwock, this jacket grants the wearer DR 5/*vorpal,* or adds a *vorpal* component to any existing damage reduction the wearer already possesses.

Construction Craft Wondrous Item, *heal, regeneration*; **Cost** 76,000 gp

The Khan of Nightmare's Amulet of Command

Aura overwhelming enchantment; **CL** 20th

Slot neck; **Weight** —

Description

This gold chain bears a pendant with a multitude of small gems of many different types. It grants the wearer the ability to control the minds and bodies of others. This amulet possesses 50 charges which can be used to power the following abilities (using the wearers highest mental ability score to set any save DC), and recharge automatically after 24 hours.

1 charge:

deep slumber (DC 13; no Hit Dice limit)

feeblemind (DC 15)

mass charm monster (DC 18)

mass suggestion (DC 16)

mind fog (DC 15)

2 charges

dominate monster (DC 19)

mass hold monster (DC 19)

This amulet can also be used to control up to 20 different items designed to exert control over others, such as a *diadem of servitude.*

Destruction

If worn by a creature wearing 10 items it controls, the amulet is destroyed, and the wearer must succeed on a Will save (DC 40) or be permanently effected by *feeblemind*

and *mind fog.* A *miracle* spell cast by a worshiper of a deity of freedom can remove these effects.

Keel Breaker

Aura strong transmutation; **CL** 15th
Slot none; **Price** 103,016 gp; **Weight** 12 lbs.
Description

These large *+2 adamantine morningstars* are prized by those who find themselves regularly engaged in combat at sea as they become *+4 smashing* weapons while in water, and for 1 round thereafter. Wielders of a keel breaker who have a natural swim speed gain a +20 ft. bonus to their swim speed, while those lacking a swim speed gain a swim speed of 30 ft.

Additionally, wielders of a keel cracker never suffer attack or damage adjustments due to water, though magical effects still affect the wielders attack and damage adjustments as normal.

Lastly, as a full-round action once per day, keel cracker can be used to summon 1d3 giant squids. The giant squids serve the wielder for up to 1 hour, but are dismissed at the end of combat should they engage in combat.

Construction Craft Magic Arms and Armor, *shatter, summon nature's ally VIII, touch of the sea*; **Cost** 53,016 gp

Hammer of Justice

Aura strong evocation [lawful] and strong necromancy; **CL** 20th
Slot none; **Price** 255,010 gp; **Weight** 10 lbs.
Description

This single sphere *+4 axiomatic mithral meteor hammer of speed* is possessed of an unintelligent will obsessed with punishing lawbreakers. Against any chaotic creature, or any creature the wielder knows to have broken an oath, contract, or law within the past month, the hammer inflicts an immediately activated *mark of justice* on a successful critical hit.

This meteor hammer is specially constructed to function as a thurible – a hanging censer for burning holy incense. While incense may be burned normally, at any time the wielder may, as a free action, cause this weapon to emit an even thicker white smoke. This white smoke functions as *obscuring mist*, does not hinder the wielder's vision, grants the wielder concealment (20% miss chance), and gives the wielder the ability to *see invisibility* (as the spell) so long as the invisible creatures are in the area of the smoke.

Construction Craft Magic Arms and Armor, *haste, mark of justice, obscuring mist, order's wrath, see invisibility*, creator must be lawful; **Cost** 130,010 gp

Meteor Hammer: This exotic two-handed melee weapon is one or two spherical weights attached by a 10-foot chain. You whirl the weights and wrap them around an opponent's body. If you succeed at a trip attempt with a meteor hammer, you can drag your opponent 5 feet closer rather than knocking her prone. You may use this weapon in two different ways: in meteor mode you use it as a double weapon, and in fortress mode you cannot use it as a double weapon but gain a +1 shield bonus to AC. Switching between these two modes is a free action decided at the start of your turn. A meteor hammer with only a single sphere can only be used in fortress mode.

Meteor hammer: **Cost** 10 gp; **Damage** 1d8(S), 1d10(M); **Critical** 19–20/x2; **Ranged** —; **Weight** 10 lbs.; **Type** B; **Special** reach, trip

Mask of Sightless Dreaming

Aura moderate divination; **CL** 10th
Slot head; **Price** 65,000 gp; **Weight** 3 lbs.

Description

This polished wooden mask with a crescent moon symbol grants different abilities to its wearer depending on the wearer's visual capabilities:

A non-blind creature gains blindsense 10 ft.

A creature with blindsense gains blindsight with a range of 5 ft. per point of Wisdom modifier (minimum 5 ft.).

A blind creature gains the ability to sense the dreams of non-oneirobound beings while on the plane of Dreams. This functions as *detect thoughts* (DC 12 plus wearer's Charisma modifier plus 1 per dream trait the wearer possesses) but only for the purpose of dreams. This function of the mask only works five times per day, as a standard action.

Construction Craft Wondrous Item**,** *detect thoughts, remove blindness/deafness, true seeing;* **Cost**

Mask of Yog'vhus'chuul

Aura moderate abjuration and divination; **CL** 10th
Slot head; **Price** 27,000 gp; **Weight** 1 lb.
Description

This eyeless mask functions as both a *mask of a thousand tomes*[UE] and a *cap of the free thinker*[UE].

Construction Craft Wondrous Item, *clairaudience/clairvoyance, mind blank*; **Cost** 13,500 gp

Master's Cheating Gloves

Aura strong transmutation; **CL** 15th
Slot hands; **Price** 93,150 gp; **Weight** —
Description

With years of use, these formerly nondescript white gloves are now a mottled brown are a boon to spellcasters and fakes who are limited or lacking in magical ability or versatility. The wearer of these gloves can employ *prestidigitation* and *telekinesis* at will.

Construction Requirements Craft Wondrous Item, *prestidigitation, telekinesis;* **Cost** 46,575 gp

Morningstar of Retribution

Aura strong transmutation; **CL** 12th
Slot none; **Price** 95,008 gp; **Weight** 6 lbs.
Description

This *+4 ghost touch cold iron morningstar* has spikes of both adamantine and mithral, allowing it to overcome damage reduction as adamantine, cold iron, and silver.

As a free action on their turn, the wielder can select a single opponent who has struck them in melee. Against this opponent, the morningstar gains the *speed* weapon ability, but the wielder suffers a -2 penalty to all attacks made with the weapon until the combat is over, or the selected opponent is defeated.

Construction Craft Magic Arms and Armor, *haste, plane shift, summon monster I*; **Cost** 50,508 gp

Prosthetic Iron Arm

Aura faint transmutation; **CL** 11th
Slot none; **Price** 3,700 gp; **Weight** 5 lbs.

Description

An iron arm mimics every function of a real arm perfectly. It also functions like a gauntlet, and unarmed strikes with the arm deal 1d3 (plus Strength bonus) lethal damage (as opposed to nonlethal). The iron arm also acts as a buckler, granting a +1 shield bonus. An iron arm includes an iron hand.

Construction Craft Wondrous Item, *animate object*; **Cost** 2,340 gp

Prosthetic Iron Hand

Aura faint transmutation; **CL** 11th
Slot none; **Price** 2,600 gp; **Weight** 2 lbs.
Description

An iron hand mimics every function of a real hand perfectly. It also functions like a gauntlet, and unarmed strikes with the hand deal 1d3 (plus Strength bonus) lethal damage (as opposed to nonlethal).

Construction Craft Wondrous Item, *animate object*; **Cost** 1,340 gp

Prosthetic Mithral Arm

Aura moderate transmutation; **CL** 8th
Slot hands; **Price** 16,500 gp; **Weight** 2 lbs.
Description

Dwarves and drow elves have argued for hundreds of years over which of the two races invented this particular magical prosthetic, as the item is well known in both cultures. The mithral arm is a very life-like arm, matching the body style and shape of the wearer. If it wasn't for the fact that the arm is silver-blue and shiny, someone looking at it could mistake it for a real arm. Anyone wearing a mithral arm has a +4 bonus to Strength. The arm does grant some feelings: the wearer can sense heat, cold, and pressure with the arm, but not pain. Mithral arms have been crafted that replace the entire arm from the shoulder, or just the forearm and hand.

Construction Craft Wondrous Item, *animate object, bear's strength*; **Cost** 8,500 gp

Resplendent Robe of the Four Plus One (Major Artifact)

Aura overwhelming all schools; **CL** 25th
Slot body; **Weight** 1 lb.
Description

This majestic robe is composed of elemental air, earth, fire, and water, and grants its wearer the assistance on mighty representatives of those elements. Not only does the wearer gain acid, cold, electricity, and fire resistance 30, but the wearer can call upon the services of 2d4+1 advanced elder elementals once per day. The called elementals remain for 24 hours, unless slain. The wearer may call more than one type of elemental.

The wearer gains a +2 bonus to their caster level when casting a spell with an elemental descriptor, and increases the caster level of magic items by +1 if they duplicate elemental effects.

Lastly, once per week, the wearer can summon an advanced shoggoth which remains for a number of minutes equal to the wearers Hit Dice, or until slain.

Destruction

This robe can be destroyed if struck by successful critical hits in the same round by the natural attacks of four different outsiders with different elemental subtypes so long as each possess a CR of 20 or higher.

Robe of Action

Aura moderate transmutation; **CL** 10th
Slot body; **Price** 16,000 gp; **Weight** 1 lb.
Description

While worn, the wearer of this robe gains a +4 insight bonus on initiative checks, and can perform a full-round of actions on a surprise round instead of just a standard action.

Construction Craft Wondrous Item, Improved Initiative, *haste*; **Cost** gp

Robe of Needles

Aura faint evocation; **CL** 5th
Slot body; **Price** 1,000 gp; **Weight** 4 lbs.
Description

This dark, hooded robe has six long, silvery, razor-sharp needles protruding from the bottom of its loose sleeves, three on each side. The wearer can launch one needle as a ranged touch attack. The needle counts as a thrown weapon with a range increment of 10 feet. If the needle hits, it embeds itself in the target's flesh, dealing 1 point of piercing damage and 1 point of bleed damage. A creature can pull out the needle as a full-round action, which ends the bleed effect. The needle is destroyed if an attack with it misses or when it is removed from a creature it was embedded in. The robe regrows all spent

needles each morning.
Construction Craft Wondrous Item, *bleed*; **Cost** 500 gp

Rod of the Veiled Master

Aura strong transmutation; **CL** 14th
Slot none; **Price** 74,305 gp; **Weight** 5 lbs.
Description

The rod of the veiled master acts as a *+2 corrosive burst*[UE] *light mace*. With a shaft made to look like six intertwined tentacles, one end of the rod has six eye-shaped rubies imbedded in it, while the other end comes to a sharp point. When exposed to moisture, the surface of the rod takes on a slimy sheen that doesn't affect the wielder's grip, but grant the wielder a +10 bonus to CMD against disarm, steal, and sunder combat maneuvers. The rod has the following powers.

Three times per day, as an immediate action, after a successful attack, the target struck must make a Will save (DC 19) or be staggered until the end of the wielders next turn. If the target is under the effects of *haste*, it is suppressed by this ability.

A successful critical hit with the rod deals 1 point of Wisdom damage to the opponent struck, and the wielder gains 5 temporary hit points which remain for 1 minute.

If a spellcaster capable of casting 4th-level spells, the wielder can spontaneously cast or convert prepared spells to *black tentacles*. If capable of casting 7th-level spells, the wielder can also spontaneously cast or convert prepared spells to *widened black tentacles*.

At the cost of a -2 penalty to attack rolls, the wielder can increase their reach with the rod by 5 ft. for 1 round.

The wielder gains a constant swim speed of 20 ft. If the wielder already possesses a swim speed, it increases by 10 ft.

Any mind-affecting effects the wielder uses gain a +1 bonus to their save DC.

Lastly, while holding the rod, the wielder gains the benefits of both Iron Will and Improved Iron Will. If the wielder already has one or both of these feats, their effects stack.

Construction Craft Rod, Widen Spells, *black tentacles, enlarge person, false life, haunting mists*[APG]*, mind blank, slow, touch of the sea*[APG]; **Cost** 37,305 gp

Rod of the Walking Dead

Aura moderate necromancy [evil]; **CL** 10th
Slot none; **Price** 34,122 gp; **Weight** 5 lbs.
Description

Typically constructed from the spine and skull of a medium humanoid creature, this rod allows its wielder to animate up to 40 HD of skeletons and zombies at a time, but no more than 20 HD each day. As long as the rod is held, the undead are controlled. As a full-round action, the wielder can reverse the animating magic, returning any of the skeletons and zombies they control by virtue of this rod to mundane corpses. This rod can be used in combat as a masterwork heavy mace.

Construction Craft Rod, *animate dead*; **Cost** 17,217 gp

Scorpion Robe

Aura strong necromancy and transmutation; **CL** 15th
Slot body; **Price** 82,610 gp; **Weight** 5 lbs.
Description

In addition to functioning similar to a robe of needles, this dark, hooded robe's sleeves can be used as magical whips.

The wearer can launch needles based on their base attack bonus (1 needle at base attack +0 to +5, 2 needles at base attack +6 to +10, etc.) as ranged attacks, with a range increment of 15 ft. If a needle hits, it embeds itself in the target's flesh, dealing 1d2 points of piercing damage plus the wearer's Strength modifier, and 1 point of bleed damage. The robe has an unlimited supply of needles.

Additionally, each sleeve of this robe can function as a *+1 wounding scorpion whip*. The wearer decides as a free action once per round whether to use one or both sleeves as whips, and gains the benefits of Whip Mastery, Improved Whip Mastery, and Greater Whip Mastery while using the sleeves as whips.

The wearer is considered proficient with both functions of this robe. A wearer can use one sleeve as a whip and the other to throw needles, suffering two-weapon fighting penalties as normal.

With either attack, on a successful critical hit the opponent struck is subject to poison (as the spell, DC 16). A successful hit by sleeves in the same round also inflict poison.

Construction Craft Magic Arms and Armor, Craft Wondrous Item, Greater Whip Mastery[UC], Improved Whip Mastery[UC], Greater Whip Mastery[UC], *poison, silk to steel*[UM]; **Cost** 41,610 gp

Serpent Tongue Bracer

Aura faint transmutation; **CL** 5th
Slot wrist; **Price** 2,301 gp; **Weight** 1 lb.
Description

This sleek, black leather bracer has a polished brass snake wrapped down its length. As a free action, the wearer can cause the snake to extend or withdraw and function as a masterwork whip dealing lethal or nonlethal damage as the wearer wishes, and deals damage to creatures with an armor bonus of +1 or higher and a natural armor bonus of +3 or higher. The bracer can be further enchanted as bracers of armor when worn as a pair, and the whip can enchanted as a normal weapon.

See the "Magic Item Creation" section in Chapter 15 of the Pathfinder Roleplaying Game Core Rulebook for additional information on improving existing magical items. Should the wearer of a serpent touch bracer possess a natural poison, the bracer siphons this poison, delivering it with each strike of it's snake whip.

Construction Craft Magic Arms and Armor, Craft Wondrous Item, *haste*; **Cost** 1,301 gp

Shadow Band

Aura strong evocation [darkness]; **CL** 17th
Slot ring; **Price** 275,000 gp; **Weight** 1 lb.
Description

This gold band is criss-crossed with a web of solid shadows. The wearer is continuously surrounded by supernatural darkness, which they can suppress or reactivate as a free action once per round. They also gain the see in darkness ability, allowing the wearer to see perfectly in darkness of any kind, even that created by the ring itself.

Construction Forge Ring, Heighten Spell, Quicken Spell, *deeper darkness, true seeing*; **Cost** 137,500 gp

Shadow Robe

Aura strong evocation [darkness]; **CL** 17th
Slot body; **Price** 300,000 gp; **Weight** 1 lb.
Description

This midnight black robe protects its wearer with a constant *protective penumbra spell (*see Chapter 5 of Pathfinder Roleplaying Game Ultimate Magic), and the ability to create deeper darkness at will (as deeper darkness Heightened to 9th level) on themselves. While shrouded in darkness, the wearer gains see in darkness (see Universal Monster Rules in Appendix 3 of the Pathfinder Roleplaying Game Bestiary 2), a +30 ft. increase to their land spell, and the Run feat.

*T*he abilities of this robe only function for creatures with light sensitivity, light blindness, vulnerability to sunlight, or some similar quality.

Construction Craft Wondrous Item, Heighten Spell**,** *deeper darkness, expeditious retreat, protective penumbra;* **Cost** 150,000 gp

Showman's Sandals

Aura moderate transmutation; CL 10th
Slot feet; Price 5,000 gp; Weight 1 lb.
Description

These sandals grant their wearer a +5 morale bonus to Charisma-based ability and skill checks while in front of a crowd.

Construction Craft Wondrous Item, *eagle's splendor;* **Cost** 2,500 gp

Silvershot

Aura moderate conjuration and transmutation; **CL** 15th
Slot none; **Price** 214,400 gp; **Weight** 2 lbs.
Description

This one of a kind wand rifle has a short triple-barrel and a pistol grip, as well as a razor sharp blade composed of an alloy of adamantine and mithral running from just past the trigger to two inches past the end of the barrel. The third barrel is larger than the other two, and can be used to fit a magical shortstaff, as long as it's no longer than 2 ft. All abilities of the staff are available to silvershot's wielder.

Silvershot grants a +3 circumstance bonus to attack rolls with rays fired from it, and functions as a *+5 keen orc bane falcata of speed*, which the wielder is automatically proficient with.

All damage dealing wands loading into Silvershot deal damage as empowered versions of whatever spell they are against creatures with the shapechanger subtype.

Construction Craft Magic Arms and Armor, Craft Wondrous Item, *haste, keen edge, righteous might, summon monster I*; **Cost** 107,900 gp

Slippers of Yog'vhus'chuul

Aura moderate transmutation; **CL** 7th
Slot feet; **Price** 40,000 gp; **Weight** 2 lbs.
Description

This elegantly simple looking sandals grant their wearer a multitude of abilities. When worn, they function simultaneously as all of the following wondrous items: *acrobat slippers*[UE], *boots of striding and springing, boots of the cat*[UE], *feather step slippers*[UE], *jaunt boots*[UE], *verdant boots*[UE].

Construction Requirements Craft Wondrous Item, *cat's grace, feather fall, feather step*[APG], *jester's jaunt*[APG], *longstrider, plant growth*, creator must have 5 ranks in the Acrobatics skill; **Cost** 20,000 gp

Sliver

Aura strong transmutation; **CL** 17th
Slot none; **Price** 230,015 gp; **Weight** 2 lbs.
Description

With a blade of liquid mercury, this +3 critical sync gladius grants its wielder the ability to reroll a failed attack after a successful critical hit. The failed attack must have been made in the same round as the critical hit, and must have occurring immediately before the successful critical hit.

Construction Craft Magic Arms and Armor, *keen edge, polymorph any object, true strike* or *divine favor*; **Cost** 115,015 gp.

Sniper

Aura strong divination, necromancy, and transmutation; **CL** 20th
Slot wrist; **Price** 184,470 gp; **Weight** 2 lbs.
Description

This *+5 distance funneling seeking darkwood wrist crossbow* reduces the range penalty on attack rolls by 1 (stacks with Far Shot). Once per day, when Sniper threatens a critical it, the creature struck must succeed on a Fort save (DC 15 plus 1/2 wielder's Base Atk) to avoid dying. On a successful save the target suffers the effects of a successful critical hit plus an additional 30 damage.

Construction Craft Magic Arms and Armor, Far Shot, *clairaudience/clairvoyance, slay living, true seeing,*

creator must be a siphon creature; **Cost 92,470 gp**

Stone of Shielding

Aura faint abjuration; **CL** 1st
Slot none; **Price** 100 gp; **Weight** 1 lb.
Description

This small, soft stone can be crushed as a standard action, provoking an attack of opportunity and granting the creature crushing it the effects of shield for one minute.

Additionally, there is a 50% chance the stone is crushed, activating automatically, if its possessor suffers more than 10 points of bludgeoning damage.
Construction Craft Wondrous Item, *shield;* **Cost** 50 gp

The Fool's Blade (minor artifact)
Aura strong transmutation; **CL** 20th; **Weight** 10 lbs.
Description
Doubling as a trophy and a weapon, *The Fool's Blade* is the prize held by the reigning champion of The Theater of Triumph. When wielded inside the Theater of Triumph, it functions as a *+4 keen speed vorpal adamantine weapon*. As an immediate action, the current wielder can change the form of the fool's blade to any two-handed melee weapon capable of dealing slashing damage. The blade always changes size to be the most advantageous for the wielder. Regardless of form, it is always a work of art.

Sadly, this mighty weapon carries a curse. When used within the Chimeric Amphitheater, it functions as a *-4 backbiter weapon* (as a *-2 cursed sword* and *backbiter spear*; See Cursed Items in Chapter 6 of *Pathfinder Roleplaying Game Ultimate Equipment*). Outside of the Theater of Triumph and the Chimeric Amphitheater, the fool's blade functions as a masterwork weapon, but retains its mutability.

The fool's blade can not be given away, sold, lost, or stolen, only defeat in The Theater of Triumph passes the blade from one champion to another. Wielders can be disarmed, but the blade refuses to be wielded by anyone other than its rightful owner.

Should the fool's blade leave the possession of its rightful owner (disarm, etc), the owner becomes enraged (as the template below) until they regain the blade.

In the rare event the fool's blade takes any damage, the wielder grows in size and ferocity, gaining both the enraged and giant templates (see both below) until the blade is repaired.

Destruction

The fool's blade explodes (20d10 in a 30 ft. radius, no save) should the wielder (or a series of wielders) fight and lose thirteen consecutive matches in The Theater of Triumph while using it.

Triple-Toss Dagger

Aura moderate transmutation; **CL** 9th
Slot —; **Price** 106,004 gp; **Weight** 3 lbs.
Description

Only when thrown does this +1 adamantine dagger reveal the entirety of its abilities. When thrown, this dagger becomes three separate weapons, each functioning as +3 adamantine keen returning daggers. When throwing this dagger, resolve all three attacks using your full attack bonus -5. As normal for a returning weapon, a triple-toss dagger returns to your hand at the beginning of your next turn, as a single dagger.

Construction Requirements Craft Magic Arms and Armor, *haste, major creation, telekinesis;* **Cost** 53,002 gp

Vest of Yog'vhus'chuul

Aura moderate abjuration, evocation, and transmutation; **CL** 10th **Slot** chest; **Price** 29,500 gp; **Weight** 1 lb.

Description

This beautifully stitched vest functions as all of the following magic items: *shirt of immolation*[UE], *tunic of careful casting*[UE], *unfettered shirt*[UE].

Construction Requirements Craft Wondrous Item, Combat Casting, *cat's grace, fire shield, freedom of movement*; **Cost** 14,750 gp

Wand Storing Bracers

Aura moderate conjuration and evocation; **CL** 7th
Slot wrists; **Price** 16,500 gp (+1), 21,000 gp (+2), 31,500 gp (+3), 38,500 gp (+4), 47,500 gp (+5), 58,500 gp (+6), 71,500 gp (+7), 86,500 gp (+8); **Weight** 1 lb.
Description

These items appear to be wrist or arm guards. Wand storing bracers constantly surround the wearer with an invisible but tangible field of force, granting them an armor bonus of +1 to +8, just as tough they were wearing armor.

Additionally, those bracers granting a +1 to +4 bonus can store up to two wands in them, while bracers granting a +5 to +6 bonus can store up to six wands in them. Storing a wand is a full-round action, while retrieving a wand is a swift action. Only one wand can be retrieved each round. Though they are called wand storing bracers, they can also store staves, which take up two wand spaces.

Both bracers must be worn for the magic to be effective, and magical armor enhancements can be added to wand storing bracers in the same way as bracers of armor.

Construction Requirements Craft Wand, Craft Wondrous Item, *mage armor, mage hand;* **Cost** 8,250 gp (+1), 10,500 gp (+2), 15,750 gp (+3), 19,250 gp (+4), 23,750 gp (+5), 29,250 gp (+6), 35,750 gp (+7), 43,250 gp (+8)

Stripper

Aura strong transmutation; **CL** 15th
Slot none; **Price** 196,002 gp; **Weight** 1 lb.
Description

This *+4 countering dueling glamered impervious keen speed adamantine dagger* has a hunger to destroy clothing and armor. When used to sunder armor and clothing (items in the belts, body, chest, feet, hands, shoulders, and wrists item slots), Stripper grants its wielder Improved Sunder and Greater Sunder, and is treated as a bane weapon with regards to the damage dealt to the item.

Construction Requirements Combat Reflexes, Craft Magic Arms and Armor, Craft Wondrous Item, *cat's grace, disguise self, fabricate, haste, keen edge, magic aura, make whole;* **Cost** 99,502 gp

Vhulgus' Amulet

Aura strong abjuration and transmutation; **CL** 15th
Slot neck; **Price** 147,500 gp; **Weight** 1 lb.

Description

The wearer of this amulet gains a +5 enhancement bonus to their natural armor, as well as permanent *nondetection (DC 30)* and *shield* effects.

Construction Craft Wondrous Item, *barkskin, nondetection, shield;* **Cost** 73,750 gp

Vhulgus' Belt

Aura strong transmutation; **CL** 12th
Slot belt; **Price** 100,500 gp; **Weight** 3 lbs.
Description

This stylish wide leather belt has many loops on it. Up to two one-handed melee weapons or up to four light melee weapons can be hung from the belt in straps or sheaths. When the wearer draws a weapon attached to this belt and throws it before the end of her next turn, the weapon *teleports* back to its strap or sheath immediately after the attack is resolved. The wearer can draw any weapon attached to the belt as a free action, or an immediate action if disarmed.

Additionally, this belt grants the wearer a +6 enhancement bonus to their Strength and Dexterity while worn. Treat this as a temporary ability bonus for the first 24 hours the belt is worn.

Lastly, the wearer of this belt's carrying capacity is tripled.

Construction Craft Wondrous Item, *ant haul*, bull's strength, cat's grace, haste, teleport object;* **Cost** 50,250 gp

Vhulgus' Circlet

Aura moderate enchantment; **CL** 17th
Slot head; **Price** 90,000 gp; **Weight** —
Description

Not only does this delicately engraved platinum circlet grant the wearer a +10 bonus to Charisma-based skill and ability checks, but they can also make use of *charm monster (DC 16)* at will.

Construction Craft Wondrous Item, *charm monster, eagle's splendor;* **Cost** 45,000 gp

Vhulgus' Cloak

Aura moderate universal; **CL** 10th
Slot shoulders; **Price** 130,000 gp; **Weight** 1 lb.
Description

This dashing cloak grants its wearing many abilities in addition to a +5 resistance bonus to the wearer's saves. They can use all of the following at will: *acid splash, daze (DC 10), detect magic, ghost shoud, light, mage hand, prestidigitation, resistance, touch of fatigue.* They can also use all of the following once per day, with a DC of 11 for those needed: *cause fear, charm person, color spray, detect secret doors, endure elements, enlarge person, expeditious retreat, floating disk, mage armor, magic missile, ray of enfeeblement, shield, silent image, sleep, true strike, unseen servent.*

Lastly, as a swift action once per day the wearer of this cloak can activate the effects of *fly, haste, and righteous* might on themselves for 1 minute. While this is active, the wearer can not use any of the spells provided by this cloak, but retains the +5 resistance bonus.

Construction Craft Wondrous Item, *acid splash, cause fear, charm person, color spray, daze, detect magic, detect secret doors, endure elements, enlarge person, expeditious retreat, floating disk, fly, ghost sound, haste, light, mage armor, mage hand, magic missile, prestidigitation, ray of enfeeblement, resistance, righteous might, shield, silent image, sleep, touch of fatigue, true strike, unseen servant;* **Cost** 65,000 gp

Vhulgus' Gloves

Aura moderate transmutation; **CL** 10th
Slot hands; **Price** 100,000 gp; **Weight** 1 lb.
Description

These gloves grant their wearer a +5 competence bonus on Sleight of Hand checks, and twice per day the ability to use the Snatch Arrows feat. The wearer can make use of *telekinesis at will.*

Construction Craft Wondrous Item, *shield, telekinesis,* creator must have 5 ranks in Sleight of Hand; **Cost** 50,000 gp

Vhulgus' Headband

Aura strong transmutation; **CL** 16th
Slot headband; **Price** 189,000 gp; **Weight** —

Description

The wearer of this silk headband gains a +6 enhancement bonus to all mental ability scores (Intelligence, Wisdom, and Charisma), and gains skills ranks equal to their character level in Acrobatics, Fly, and Knowledge (nature). They can *fly* (as the spell) at will with an effective caster level of 17th, and all other spells they cast that grant flight are cast at +1 caster level.

Construction Craft Wondrous Item, Extend Spell, *eagle's splendor, fly, fox's cunning, owl's wisdom;* **Cost** 94,500 gp

Vhulgus' First Ring

Aura moderate universal; **CL** 11th
Slot ring; **Price** 120,000 gp; **Weight** —
Description

This gold ring grants the wearer a +10 competence bonus on Spellcraft checks, double the number of base 4th level arcane spell slots they possess, and increases their Strength by 8 for the purpose of carrying capacity.

Construction Forge Ring, *limited wish, bull's strength,* creator must have 10 ranks in Spellcraft; **Cost** 60,000 gp

Vhulgus' Second Ring

Aura moderate evocation; **CL** 11th
Slot ring; **Price** 200,000 gp; **Weight** —
Description

This platinum band negates any force spell or force spell-like ability targeted against the wearer, absorbing the spell into itself. Doing so gives the ring a number of charges equal to the absorbed spells level. The ring can hold a maximum of 18 charges. If an incoming force attack would surpass the rings charge limit, the ring absorbs what it can, reducing the force attack by an appropriate amount. On command, the wearer can use the ring's charges to cast *magic missile,* unleashing one missile per charge, but not more than five missiles per round.

Additionally, all magic missiles cast by the wearer of this ring, either from the ring or themselves is enhanced by the Toppling Spell metamagic feat.

Construction Requirements Forge Ring, Heighten Spell, Toppling Spell, *magic missile;* **Cost** 100,000 gp

Vhulgus' Robe

Aura moderate universal; **CL** 11th
Slot body; **Price** 167,500 gp; **Weight** 2 lbs.
Description

The wearer of this robe doubles the base number of base 1st, 2nd, and 3rd level arcane spell slots they possess.

Additionally, the robe functions as a spell component pouch that never empties of components, and the robe can produce spell components or focuses with a specific cost. The robe can produce up to 10,000 gp of expensive components and focuses each day. The materials are only suitable for spellcasting, and disappear if they leave the wearer's person or when the spell requiring them is cast.

Construction Requirements Craft Wondrous Item, *limited wish, major creation;* **Cost** 83,750 gp

Vhulgus' Slippers

Aura strong conjuration; **CL** 13th
Slot feet; **Price** 160,000 gp; **Weight** 1 lb.
Description

The wearer of this fine slippers ignore all difficult terrain, and never takes falling damage, even landing on their feet after a fall. Whenever they take a 5 ft. step, they can move up to 15 ft., and still not draw any attacks of opportunity for doing so.

Additionally, the wearer can *teleport at will,* and *plane shift* once per day.

Construction Requirements Craft Wondrous Item, *feather fall, feather step*, jester's jaunt*, plane shift, teleport;* **Cost** 80,000 gp

Vhulgus' Spectacles

Aura strong divination; **CL** 11th
Slot eyes; **Price** 166,750 gp; **Weight** —
Description

The wearer of these innocent looking spectacles gains a +5 competence bonus on Perception checks, Survival checks when tracking, and Linguistics checks when detecting forgeries.

Additionally, the spectacles convert any written language to one known by the wearer, as the *comprehend languages* spell.

Lastly, the wearer is under the constant effects of true seeing while wearing these spectacles.

Construction Craft Wondrous Item, *comprehend languages, true seeing;* **Cost** 83,375 gp

Vhulgus' Vest

Aura moderate transmutation and faint conjuration; **CL** 7th
Slot chest; **Price** 9,000 gp; **Weight** 5 lbs.
Description

The wearer of this vest can, once per day as a standard action, pour a potion into the lining of this vest, where it is absorbed and stored for later use. If the potion has an instantaneous duration, the wearer can activate its effect as a swift action. If the potion's duration is measured in rounds, the wearer can active its effect as a swift action, gaining the benefits of the potion for 1 round, repeating as desired until the potion's entire duration is used. These rounds do not need to be consecutive. The vest can only absorb potions with instantaneous or round-based durations, and only those which affect creatures. Once absorbed, a potion can not be retrieved from the vest. An absorbed potion loses its powers after 24 hours, even if unused.

Additionally, once per day as a standard action, the wearer can bring forth a set of masterwork tools for any one Craft skill. These tolls remain for 24 hours, and can

not be used, or even touched by other creatures.
Construction Craft Wondrous Item, *amplify elixir*, summon instrument;* **Cost** 4,500 gp

Relics

Godling relics are special magic items, typically unique which grow in power as their wielder/wearer/possessor does. For more information about Godling Relics take a look at *Genius Guide to Relics of the Godlings* and *Genius Guide to Relics of the Godlings II*.

Lokanaut (Relic)

Also known as the Trickster's Gift, the lokanaut rings are rings of power that make their wearers feel wise and powerful. They are also called cursing rings, as the promise of power a lokanaut represents often makes the wearer arrogant and foolish, leading to such ringbearers to anger friend and foe alike and eventually call some doom down upon themselves. Some lokanauts are given grudgingly as gifts by gods who are commanded to aid their demimortal children, but most are found by accident (usually right after their previous owners suffer a gruesome fate).

And most who bear these rings do get themselves killed, often at a young age. When used with caution and humility, a lokanaut can be a great boon to its owner. But as its their original creator perhaps intended, the powers of the ring encourage those who own them to steal, sneak, threaten, and bully when diplomacy and caution might be better choices.

Aura strong divination; **CL** as wielder's level
Slot ring; **Weight** —
Powers By Level
Level 1 (350 gp): The wearer can use *mage hand,* CL 1, 1/day.
Level 2 (500 gp): The ring grants a +1 competence bonus to Appraise and Intimidate checks.
Level 3 (1,500 gp): The ring now grants the wearer a +1 deflection bonus to AC against melee attacks.
Level 4 (3,000 gp): The ring now grants the wearer a +1 deflection bonus to AC against all attacks. Additionally the *mage hand* may be used twice per day.
Level 5 (4,750 gp): The competence bonuses to Appraise and Intimidate increase to +2.
Level 6 (6,750 gp): The competence bonuses to Appraise and Intimidate increase to +3.
Level 7 (9,750 gp): The ring now grants the wearer a +2 deflection bonus to AC.
Level 8 (11,750 gp): The wearer gains the benefits of *ant haul*[APG].
Level 9 (15,500 gp): The competence bonuses to Appraise and Intimidate increase to +4.
Level 10 (20,500 gp): The wearer can use *cure moderate wounds* (CL 3) 3 times/day.
Level 11 (26,500 gp): The ring grants the wearer Dazzling Display. If the wearer does not have Weapon Focus with some weapon, he may use the feat by displaying the ring.
Level 12 (33,750 gp): The competence bonuses to Appraise and Intimidate increase to +5. Additionally, the *mage hand* may be used 5/day.
Level 13 (42,500 gp): The ring now grants the wearer a +3 deflection bonus to AC.
Level 14 (54,500 gp): The *cure moderate wounds* now uses the wearer's HD as the caster level.
Level 15 (68,500 gp): The wearer can now use *magic missile* (using his HD as the caster level) 5 times/day. Additionally, the competence bonuses to Appraise and Intimidate increase to +6.
Level 16 (87,500 gp): The ring now grants the wearer a +4 deflection bonus to AC. Additionally, the competence bonuses to Appraise and Intimidate increase to +7.
Level 17 (111,000 gp): The wearer can now use *charm person* (using his HD as the caster level) 5 times/day. Additionally, the competence bonuses to Appraise and Intimidate increase to +8.
Level 18 (140,000 gp): The ring now grants the wearer a +5 deflection bonus to AC. Additionally, the competence bonuses to Appraise and Intimidate increase to +10.
Level 19 (176,000 gp): Five times each day, the wearer may use one of the spells from the lower-level relic powers as a swift action.
Level 20 (220,000 gp): The wearer can use *greater teleport* or *plane shift* (using his HD as the caster level) twice a day.

Seven League Boots (Relic)

Aura strong transmutation; **CL** as wearer's level
Slot feet; **Weight** 2 lbs.
Description

The *seven league boots* are legendary footwear imbued with divine powers of movement, agility, and luck. They aid their wearer in making greater and greater leaps, eventually granting the power to jump seven leagues (21 miles) with a single step. They also grant a measure of nimbleness and general good fortune to their wearer, a link to the good fortune of the well-traveled, and the common mythological idea of wanderers also acting as lucky rogues and bold tricksters.

The *seven league boots* are most often given to clever heroes who need help in surviving and escaping situations well beyond their abilities. Such heroes are most often rogues, bards, rangers, alchemists, or more rarely humble monks. The appearance of the boots are generally worn and practical, with a hint they were once part of much more expensive finery.

Powers By Level
Level 1: The seven league boots grant their wearer a +2 competence bonus to Acrobatics checks made to jump.
Level 2: The competence bonus to Acrobatics checks made to jump increases to +3.
Level 3: The competence bonus to Acrobatics checks made to jump increases to +5.

Level 4: The wearer now treats all jumps as if they were running jumps.
Level 5: Once per day, the wearer may activate the "league jumping" ability of the boots. For five minutes, the wearer can make jumps of up to 30 feet as move actions, and of up to 120 feet as full-round actions. The wearer can make longer jumps, but they take one full round of activity per 120 feet jumped – a character wishing to jump 360 feet is airborne and unable to do anything but take swift or free actions for 3 full rounds.
Level 6: The competence bonus to Acrobatics checks now applies to all Acrobatics checks.
Level 7: The wearer of the seven league boots now always lands on his feet from any fall or jump, as long as he's conscious and has not lost his Dex bonus to AC.
Level 8: The seven league boots grant their wearer a +1 luck bonus on all saving throws.
Level 9: The seven league boots grant their wearer a +1 luck bonus to armor class. Additionally, the wearer can add small springs and hops to every move he makes, granting him a +10 ft. bonus to his movement rate.
Level 10: The wearer may now activate the "league jumping" ability twice per day.
Level 11: The competence bonus to Acrobatics checks increases to +6, and the luck bonus to saving throws increases to +2.
Level 12: The wearer's enhancement bonus to his movement rate increases to +15 ft., and his luck bonus to AC increases to +2.
Level 13: Once per day the wearer of the seven league boots may call upon a flash of luck. As a swift or immediate action, when the wearer fails any d20 check he may make a second d20 roll and use the better of the two results.
Level 14: The competence bonus to Acrobatics checks increases to +7, and the luck bonus to saving throws increases to +3.
Level 15: When the wearer uses the "league jumping" ability of the seven league boots, he now has the option of making a single leap as a standard action, traveling up to 400 feet, +40 feet per level, rather than gain the ability to make 120 ft. jumps as full-round actions for 5 minutes.
Level 16: The wearer's enhancement bonus to his movement rate increases to +20 ft., and his luck bonus to AC increases to +3.
Level 17: The competence bonus to Acrobatics checks increases to +8, and the flash of luck can now be used twice per day.
Level 18: The "league jumping" ability can now be used five times per day.
Level 19: The competence bonus to Acrobatics checks increases to +9, and the luck bonuses to saves and armor class increase to +4.
Level 20: Each time the wearer activates the "league jumping" ability, he can now leap up to 7 leagues (21 miles) as a move action. He retains this ability for 6 minutes each time he activates, and can activate it up to five times per day, granting the wearer the power to makes leaps that cover thousands of miles.

Monsters

Laughing Lucky, the Vanishing Bard of Bedlam

Male eidolon (biped base form) Bard 16
CN Medium outsider
Init +5; **Senses** darkvision 60 ft.; Perception +16

Defense
AC 34, touch 18, flat-footed 29 (+8 armor, +3 deflection, +4 Dex, +1 dodge, +8 natural)
hp 90 (12d10+24)
Fort +13, **Ref** +12, **Will** +12 (+16 vs. enchantment)
Defensive Abilities devotion, improved evasion; **Resist** electricity 30

Offense
Speed 30 ft.
Melee *+2 keen short sword of speed* +17/+17/+12/+7 (1d6+16/17-20)
Ranged *+1 composite longbow of speed* +18/+18/+13/+8 (1d8+7/x3)

Tactics
Before Combat Lucky attempts to parley with potential aggressors, forestalling combat while Gozutozawa casts spells.
During Combat Unless ordered otherwise, Lucky fights

valiantly with his short sword, making use of his Power Attack feat. If he begins taking more damage than he is dealing, he switches to fighting defensively.
Morale Lucky attempts to escape if reduced below 30 hp, unless ordered otherwise.

Statistics
Str 22, **Dex** 18, **Con** 13, **Int** 13, **Wis** 10, **Cha** 28
Base Atk +12; **CMB** +19; **CMD** 37
Feats Armor Proficiency (light)[B], Catch Off-Guard[B], Dodge, Martial Weapon Proficiency (all)[B], Mobility, Power Attack[B], Simple Weapon Proficiency[B], Skill Focus (Heal), Skill Focus (Perform [sing]), Skill Focus (Perform [stringed instruments]), Toughness
Skills Bluff +25, Diplomacy +22, Heal +27, Knowledge (history) +17, Knowledge (planes) +17, Perception +16, Perform (dance) +33, Perform (sing) +39, Perform (stringed instruments) +41, Use Magic Device +22; Racial Modifiers +8 Heal, +8 Perform (sing), +8 Perform (stringed instruments), +1 to Charisma-based skill checks with humans
Languages Aboleth, Abyssal, Aklo, Aquan, Auran, Boggard, Celestial, Common, Cyclops, Dark Folk, Draconic, Dwarven, Elven, Giant, Gnoll, Gnome, Goblin, Halfling, Ignan, Infernal, Orc, Sylvan, Tengu, Terran, Treant, Undercommon
SQ evolutions (ability increase [+6 Cha], armor training [light], charming demeanor, one of them [human - +2 Cha, bonus feat], skilled [Heal], skilled [Perform – dance], skilled [Perform – sing], skilled [Perform – stringed instruments], weapon training [martial, simple]), link, share spells
Gear *+5 glamoured studded leather armor of greater electricity resistance*, *+2 keen short sword of speed*, *+1 composite (Str 22) longbow of speed* with 60 arrows, *amulet of luck*, *belt of unfettering*, *bracers of chance*, *cloak of resistance +3*, *efficient quiver*, h*eadband of mental prowess +6* (Int, Cha; Diplomacy, Knowledge [history], Use Magic Device), mwk mandolin, *ring of protection +3*

Lucky the Bard CR -
Male eidolon (biped base form) bard 10
CN Medium outsider
Init +4; **Senses** darkvision 60 ft.; Perception +12

Defense
AC 24, touch 13, flat-footed 21 (+5 armor, +3 Dex, +6 natural)
hp 60 (8d10+16)
Fort +9, **Ref** +7, **Will** +8 (+12 vs. enchantment)
Defensive Abilities devotion, evasion; **Resist** electricity 10

Offense
Speed 30 ft.
Melee *+1 keen short sword* +15/+10 (1d6+6/17-20) or mwk dagger +15/+10 (1d4+5/19-20)
Ranged mwk composite longbow +13/+8 (1d8+5/x3)

Tactics
Before Combat Lucky attempts to parley with potential aggressors, forestalling combat while Gozutozawa casts spells.
During Combat Unless ordered otherwise, Lucky fights defensively.
Morale Lucky attempts to escape if reduced below 20 hp, unless ordered otherwise.

Statistics
Str 20, **Dex** 16, **Con** 13, **Int** 11, **Wis** 10, **Cha** 19
Base Atk +8; **CMB** +14; **CMD** 27
Feats Armor Proficiency (light)[B], Catch Off-Guard[B], Martial Weapon Proficiency (all)[B], Simple Weapon Proficiency[B], Skill Focus (Heal), Skill Focus (Perform [sing]), Skill Focus (Perform [stringed instruments]), Toughness

Skills Bluff +11, Diplomacy +13, Heal +20, Knowledge (history) +12, Knowledge (planes) +9, Perception +12, Perform (dance) +16, Perform (sing) +27, Perform (stringed instruments) +29; Racial Modifiers +8 Heal, +8 Perform (sing), +8 Perform (stringed instruments), +1 to Charisma-based skill checks with humans
Languages Abyssal, Aklo, Common, Draconic, Elven, Giant, Goblin, Halfling, Infernal, Orc, Sylvan, Undercommon
SQ evolutions (armor training [light], charming demeanor, one of them [human - +2 Cha, bonus feat], skilled [Heal], skilled [Perform – sing], skilled [Perform – stringed instruments], weapon training [martial, simple]), link, share spells
Gear +2 *glamoured studded leather armor of electricity resistance*, *+1 keen short sword*, mwk dagger, mwk composite (Str 20) longbow with 20 arrows, *amulet of luck*, *bracers of chance*, *cloak of resistance +1*, *headband of mental prowess +4* (Int, Cha; Diplomacy, Knowledge [history]), mwk mandolin

Lucky the Bard CR -
Male eidolon (biped base form) 4
CN Medium outsider
Init +1; **Senses** darkvision 60 ft.; Perception +5

Defense
AC 18, touch 11, flat-footed 17 (+4 armor, +1 Dex, +3 natural)
hp 22 (3d10+6)
Fort +4, **Ref** +2, **Will** +3
Defensive Abilities evasion

Offense
Speed 30 ft.
Melee mwk dagger +7 (1d4+3/19-20)
Ranged mwk light crossbow +5 (1d8/19-20)

Tactics
Before Combat Lucky attempts to parley with potential aggressors, forestalling combat while Gozutozawa casts spells.
During Combat Unless ordered otherwise, Lucky fights defensively.
Morale Lucky attempts to escape if reduced below 10 hp, unless ordered otherwise.

Statistics
Str 17, **Dex** 13, **Con** 13, **Int** 9, **Wis** 10, **Cha** 15
Base Atk +3; **CMB** +6; **CMD** 17
Feats Armor Proficiency (light)B, Simple Weapon ProficiencyB , Skill Focus (Heal), Toughness
Skills Bluff +7, Heal +14, Knowledge (history) +5, Knowledge (planes) +3, Perception +5, Perform (dance) +8, Perform (sing) +15, Perform (stringed instruments) +17; Racial Modifiers +8 Heal, +8 Perform (sing), +8 Perform (stringed instruments)
Languages Abyssal, Aklo, Common, Draconic, Elven, Halfling, Sylvan
SQ evolutions (armor training [light], one of them [human – +2 Cha], skilled [Heal], skilled [Perform – sing], skilled [Perform – stringed instruments], weapon training [simple]), link, share spells
Gear *+1 studded leather armor*, mwk dagger, mwk light crossbow with 10 bolts, *bracers of chance*, *headband of mental prowess +2* (Int, Cha; Knowledge [history]), mwk mandolin

Yog'vhus'chuul's Aberrations

6-Headed Cryo-Hydra, Advanced CR 8
XP 4,800
NE Huge magical beast (cold)
Init +3; **Senses** darkvision 60 ft., low-light vision, scent; Perception +13

Defense
AC 20, touch 11, flat-footed 17 (+3 Dex, +9 natural, -2 size)
hp 69 (6d10+36); fast healing 6
Fort +11, **Ref** +10, **Will** +6
Immune cold
Weaknesses fire vulnerability

Offense
Speed 20 ft., swim 20 ft.
Melee 6 bites +9 (1d8+5)
Space 15 ft.; Reach 10 ft.
Special Attack breath weapon (15 ft. cone, 3d6 cold, DC 19, useable every 1d4 rounds), pounce

Statistics
Str 21, **Dex** 16, **Con** 22, **Int** 6, **Wis** 15, **Cha** 13
Base Atk +6; **CMB** +13; **CMD** 26 (cannot be tripped)
Feats Combat Reflexes, Iron Will, Lightning Reflexes
Skills Perception +13, Swim +13; Racial Modifiers +2 Perception
Language Aklo (cannot speak)
SQ hydra traits, regenerate head

Ecology
Environment cold marshes or glaciers
Organization solitary
Treasure standard

Special Abilities
Fast Healing (Ex): An advanced 6-headed cryo-hydra has fast healing 6. This fast healing applies only to damage inflicted on the hydra's body.

Hydra Traits (Ex): A hydra can be killed by severing all of its heads or slaying its body. Any attack that is not an attempt to sever a head affects the body, including area attacks or attacks that cause piercing or bludgeoning damage. To sever a head, an opponent must make a sunder attempt with a slashing weapon targeting a head. A head is considered a separate weapon with hardness 0 and hit points equal to the hydra's HD. To sever a head, an opponent must inflict enough damage to reduce the head's hit points to 0 or less. Severing a head deals damage to the hydra's body equal to the hydra's current HD. A hydra can't attack with a severed head, but takes no other penalties.

Regenerate Head (Ex): When a hydra's head is destroyed, two heads regrow in 1d4 rounds. A hydra cannot have more than twice its original number of heads at any one time. To prevent new heads from growing, at least 5 points of acid or fire damage must be dealt to the stump (a touch attack to hit) before they appear. Acid or fire damage from area attacks can affect stumps and the body simultaneously. A hydra doesn't die from losing its heads until all are cut off and the stumps seared by acid or fire.

10-Headed Cryo-Hydra, Advanced CR 12
XP 19,200
NE Huge magical beast (cold)
Init +3; Senses darkvision 60 ft., low-light vision, scent; Perception +16

Defense
AC 24, touch 11, flat-footed 21 (+3 Dex, +13 natural, -2 size)

hp 115 (10d10+60); fast healing 10
Fort +13, **Ref** +12, **Will** +7
Immune cold
Weaknesses fire vulnerability

Offense
Speed 20 ft., swim 20 ft.
Melee 10 bites +14 (2d6+6/19-20)
Space 15 ft.; Reach 10 ft.
Special Attacks breath weapon (15 ft. cone, 3d6 cold, DC 21, useable every 1d4 rounds), pounce

Statistics
Str 22, **Dex** 16, **Con** 22, **Int** 6, **Wis** 15, **Cha** 13
Base Atk +10; **CMB** +18; **CMD** 31 (cannot be tripped)
Feats Combat Reflexes, Improved Critical (bite), Improved Natural Attack (bite), Iron Will, Lightning Reflexes
Skills Perception +16, Swim +18; Racial Modifiers +2 Perception
Language Aklo (cannot speak)
SQ hydra traits, regenerate head

Special Abilities
Fast Healing (Ex): See above.
Hydra Traits (Ex): See above.
Regenerate Head (Ex): See above.

Avatar of Legend
Rimeheart, an unusually adept and capable white dragon, was never the largest beast. Over his lifetime he had to learn a different way of fighting, developing deadly rogue skills that made him into a legendary ambush predator and stalker of dark, icy lands.

Below are two versions of Rimeheart. The CR 14 version is available to the CR 21 version of Nil, and the CR 6 version available to the CR 13 version of Nil.

Rimeheart CR 14
XP 38,400
Male adult white dragon rogue 8
NE Large dragon (cold)
Init +7; **Senses** dragon senses, snow vision; **Perception** +28
Aura cold (5 ft., 1d6 cold), frightful presence (180 ft., DC 21)

Defense
AC 34, touch 13, flat-footed 34 (+4 armor, +3 Dex, +1 dodge, +17 natural, -1 size)
hp 246 (21 HD; 13d12+8d8+126)
Fort +16, **Ref** +17, **Will** +14

Defensive Abilities evasion, improved uncanny dodge, trap sense +2, uncanny dodge; **DR** 5/magic; **Immune** cold, paralysis, sleep; **SR** 25
Weaknesses vulnerability to fire

Offense
Speed 60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.
Melee bite +26 (2d6+10/19-20), 2 claws +25 (1d8+7), 2 wings +23 (1d6+3), tail slap +23 (1d8+10)
Special Attacks breath weapon (40 ft. cone, DC 26, 12d4 cold), sneak attack +4d6 plus 4 bleed
Spell-Like Abilities (CL 13th; concentration +14)
At will—*fog cloud, gust of wind*
Spells Known (CL 1st; concentration +2)
1st (4/day) – *shield, true strike*
0 (at will) – *detect magic, ghost sound* (DC 11), *prestidigitation, touch of fatigue* (DC 11)

Tactics
Before Combat If summoned before combat, Nil mounts Rimeheart, all the better to allow the dragon to maneuver as necessary during the upcoming fight.

During Combat Rarely summoned outside of combat, Rimeheart usually opens with a strafing cone of cold. Unless opponents can fly, between uses of his breath weapon, Rimeheart casts *shield* on himself. If additional time is required, he casts true strike to augment his bite and makes a Flyby Attack against an enemy spellcaster.

Morale Rimeheart fights until Nil breaks its concentration, or until he is reduced to 50 hit points or less, at which point Rimeheart lands if flying so Nil doesn't fall once he is reduced to 0 hit points.

Statistics
Str 24, **Dex** 16, **Con** 23, **Int** 16, **Wis** 18, **Cha** 12
Base Atk +19; **CMB** +27; **CMD** 41 (45 vs. trip)
Feats Acrobatic, Combat Expertise, Dodge, Flyby Attack, Improved Critical (bite[B]), Improved Initiative, Mobility, Multiattack, Skill Focus (Stealth), Spring Attack, Stealthy, Vital Strike, Weapon Focus (bite)[B], Whirlwind Attack

Skills Acrobatics +31, Bluff +14, Climb +20, Disable Device +31, Escape Artist +20, Fly +25, Intimidate +17, Perception +28, Sense Motive +16, Sleight of Hand +15, Spellcraft +27, Stealth +33, Swim +19, Use Magic Device +25
Languages Abyssal, Common, Draconic, Giant
SQ icewalking, rogue talents (bleeding attack, combat trick, fast stealth, weapon training), trapfinding +4
Gear mithral shirt barding, exotic military saddle

Rimeheart CR 6

XP 2,400
Male very young white dragon rogue 4
NE Small dragon (cold)
Init +5; **Senses** dragon senses, snow vision; **Perception** +12

Defense

AC 21, touch 13, flat-footed 21 (+3 armor, +1 Dex, +1 dodge, +5 natural, +1 size)
hp 72 (9 HD; 5d12+4d8+27)
Fort +8, **Ref** +9, **Will** +5
Defensive Abilities evasion, trap sense +1, uncanny dodge; Immune cold, paralysis, sleep
Weaknesses vulnerability to fire

Offense

Speed 60 ft., burrow 30 ft., fly 150 ft. (average), swim 60 ft.
Melee bite +12 (1d6+4/19-20), 2 claws +12 (1d4+3)
Special Attacks breath weapon (20 ft. cone, DC 17, 4d4 cold), sneak attack +2d6 plus 2 bleed

Tactics

During Combat Unless engaged in melee by foes capable of flight, Rimeheart circles opponents, strafing them as his cone of cold is available. In melee combat, Rimeheart does his best to focus his attacks against lightly armor, or armorless opponents.

Morale Rimeheart fights until Nil breaks its concentration, or until "killed."

Statistics

Str 17, **Dex** 13, **Con** 17, **Int** 12, **Wis** 11, **Cha** 12
Base Atk +8; **CMB** +10; **CMD** 22 (26 vs. trip)
Feats Acrobatic, Dodge, Improved Critical (bite[B]), Improved Initiative, Mobility, Vital Strike
Skills Acrobatics +15, Bluff +6, Climb +7,Disable Device +7, Escape Artist +5, Fly +17, Intimidate +9, Perception +12, Sense Motive +12, Sleight of Hand +13, Spellcraft +5, Stealth +17, Swim +15, Use Magic Device +13
Languages Common, Draconic
SQ icewalking, rogue talents (bleeding attack, combat trick), trapfinding +2
Gear mwk studded leather barding

Botfly Swarm

Like a cloud of black dust, a swirling swarm of insects hovers in the air. From within comes the low, droning buzz of thousands of tiny flies.

Botfly Swarm CR 4

XP 1,200
N Fine vermin (swarm)
Init +0; **Senses** darkvision 60 ft.; **Perception** +0

Defense

AC 18, touch 18, flat-footed 18 (+8 size)
hp 40 (9d8)
Fort +6, **Ref** +3, **Will** +3
Defensive Abilities swarm traits; Immune mind-affecting effects, weapon damage
Weaknesses swarm traits

Offense

Speed 0 ft., fly 60 ft. (good)
Melee swarm (2d6 plus infestation)
Space 10 ft.; Reach 0 ft.
Special Attacks disease, distraction (DC 14), suffocation

Statistics

Str 2, **Dex** 11, **Con** 10, **Int** —, **Wis** 11, **Cha** 2
Base Atk +6; **CMB** —; **CMD** —
Skills Fly +12

Ecology

Environment warm jungles and swamps
Organization solitary or colony (2–20 swarms)
Treasure none

Special Abilities

Infestation (Ex): A living creature injured by a botfly swarm's attack must make a DC 14 Fortitude save or be infested with the swarm's larvae. The larvae may be cut out of the host with a DC 15 Heal check, though each attempt inflicts 1d8 points of damage whether or not it's successful. A remove disease spell destroys all larvae without further harm to the host.

Botfly larvae: infestation; save Fort DC 14; onset 1 day; frequency 1/day; effect 1d4 Con damage.

Common to sweltering jungles, warm swamplands, and lazy riverbanks, these pestilent fly swarms seek humanoid hosts for their eggs. While not as physically dangerous as their giant cousins, implanted botfly larvae typically carry diseases that spread to the host.

Infestations

Parasites such as botfly larvae cause infestations, a type of affliction similar to diseases. Infestations can only be cured through specific means; otherwise, no matter how many saving throws are made, the infestation continues to afflict the target. While a remove disease spell (or similar effect) instantly halts an infestation, immunity to disease offers no protection, as the infestation itself is caused by parasites.

Aquatic Botfly Swarms: Thankfully extremely rare, there are swarms of botflies which are not as agile in the air, but are a fierce force in water. Such swarms have a fly speed of only 40 ft. (average), but gain a swim speed of 40 ft., the aquatic subtype, and amphibious quality. They also gain low-light vision.

Froghemoth, Advanced CR 14

XP 38,400
NE Huge aberration
Init +7; **Senses** all-around vision, blindsight 30 ft., darkvision 60 ft.; Perception +29

Defense

AC 32, touch 11, flat-footed 29 (+3 Dex, +21 natural, -2 size)
hp 216 (16d8+144)
Fort +14, **Ref** +8, **Will** +13
Immune electricity (partial); Resist fire 10
Weaknesses slowed by electricity

Offense

Speed 20 ft., swim 30 ft.
Melee bite +22 (2d6+12 plus grab/19-20), 4 tentacles +20 (2d6+6 plus grab/19-20), tongue +20 (1d4+6 plus grab)
Space 15 ft.; Reach 15 ft. (30 ft. with tongue)
Special Attacks constrict (tentacle, 1d6+12), swallow whole (3d6+12, AC 20, hp)

Statistics

Str 34, **Dex** 17, **Con** 28, **Int** 6, **Wis** 17, **Cha** 15
Base Atk +12; **CMB** +26 (+30 grappe); **CMD** 39
Feats Critical Focus, Improved Critical (bite, tentacle), Improved Initiative, Improved Natural Attack (tentacle), Multiattack, Power Attack, Skill Focus (Stealth)
Skills Perception +29, Stealth +20 (+28 in marshes), Swim +24; Racial Modifiers +8 Perception, +8 Stealth in marshes

Special Abilities

Slowed by Electricity (Ex): Although a froghemoth is immune to damage from electricity, whenever it would otherwise take such damage it is instead slowed for 1 round.

Grindylow, Advanced CR 1

XP 400
NE Small aberration (aquatic)
Init +4; **Senses** darkvision 60 ft.; Perception +6

Defense

AC 19, touch 15, flat-footed 15 (+4 Dex, +4 natural, +1 size)
hp 7 (1d8+3)
Fort +3, **Ref** +4, **Will** +4

Offense

Speed 15 ft., swim 30 ft., jet 200 ft.
Melee spear +4 (1d6+4/x3), bite +0 (1d3+1)
Ranged spear +5 (1d6+3/x3)
Special Attack tangling tentacles

Statistics

Str 16, **Dex** 18, **Con** 17, **Int** 13, **Wis** 14, **Cha** 13
Base Atk +0; **CMB** +2; **CMD** 16 (22 vs. trip)
Feats Weapon Finesse
Skills Climb +7, Perception +6, Stealth +16, Survival +6, Swim +15; Racial Modifiers +4 Stealth
Languages Aquan
SQ amphibious

Ecology

Environment any water
Organization solitary, pair, gain (3-9), warband (10-16 with1-2 octopus minions), or tribe (17-40 plus 1 ranger sergeant of 1st-3rd level per 20 members, 1 cleric or barbarian leader of 4th-8th level, 2-8 octopus pets, and 1-2 devilfish guardians)
Treasure NPC gear (spear, other treasure)

Special Abilities

Tangling Tentacles (Ex): Although a grindylow cannot attack to cause damage with its six tentacles, these wriggling legs constantly writhe and reach out to tug at and trip adjacent foes. During the grindylow's turn, it can make a single trip attack against any adjacent foes as a swift action. It gains a +4 racial bonus on trip attacks made with its tangling tentacles, and if it fails to trip a foe, that creature cannot attempt to trip the grindylow in retaliation.

Ur Shogga's Host Bodies

Ur-Shogga has a variety of bodies it uses, each one carefully selected, harvested, and stored by One-of-Many like a useful outfit. The CR 21 and CR 14 incarnations of Ur-Shogga preserve each body through regular casting of gentle repose; the CR 7 version of Ur-Shogga struggles daily to preserve its small collection of hosts, stealing or buying necessary magics. Ur-Shogga's favored host body for most activities is Walid ibn Jaffa al-Souk, as whom Ur-Shogga carries out the life of an eccentric alchemical merchant. The following are just some of Ur-Shogga's host bodies; if you want to add an additional host body for Ur-Shogga to use, we recommend you limit yourself to a maximum of CR 13 for high-levels, CR 9 for mid-levels, and CR 4 for low-levels.

High-Level CR 13

Aximander CR 13

XP 25,600

Male elf artisan 14 (*Faces of the Tarnished Souk: Kahrvass Fleymbrow, Smith of Burning Desire*)
LN Medium humanoid (elf)
Init +5; **Senses** low-light vision; Perception +5

Defense

AC 30, touch 20, flat-footed 25 (+5 armor, +5 deflection, +5 Dex, +5 natural)
hp 108 (14d8+42)
Fort +12, **Ref** +14, **Will** +17; +2 vs. magic items, and enchantment
Defensive Abilities evasion, item resistance; **Immune** magical sleep effects

Offense

Speed 40 ft.
Melee *+4 greater alterable keen dagger* +17/+12 (1d4+7/17-20)
Ranged *+4 greater alterable keen light crossbow* +19 (1d8+4/19-20)

Statistics

Str 16, **Dex** 21, **Con** 16, **Int** 24, **Wis** 16, **Cha** 8
Base Atk +10; **CMB** +13; **CMD** 33
Feats Brew Potion[B], Craft Construct, Craft Magic Arms and Armor, Craft Rod, Craft Staff, Craft Wand[B], Craft Wondrous Item[B], Craftsman[B], Fast Item Creation[B] (2), Forge Ring, Frugal Crafting, Mass Production[B] (2)
Skills Acrobatics +5 (+14 jumping), Appraise +24, Craft (armor, bows, jewelry, locks, traps, weapons) +21, Craft (all others) +9, Knowledge (arcana, engineering) +20, Knowledge (dungeoneering, geography, history, nobility, religion) +12, Knowledge (local, nature, planes) +24, Perception +5, Spellcraft +24, Use Magic Device +16; **Racial Modifiers** +2 Perception

Languages Abyssal, Celestial, Common, Draconic, Dwarven, Elven, Infernal
SQ crafter's ease, elven magic, field of expertise, knowledge base, weapon familiarity
Gear *+4 greater alterable keen dagger, 20 bolts, alchemist's lab, alchemy crafting kit[UE], all tool's vest[UE], amulet of natural armor +5, bandolier[UE] (2), bedroll, belt of physical perfection +6, belt pouch (2), blanket, bracers of armor +5 titanic[UE], compass[UE], engineer's workgloves[UE], everburning torch, flint and steel, gear maintenance kit[UE], glass cutter[UE], gold holy symbol, greater reach metamagic rod[UE], gunsmith's kit[UE], headband of ponderous recollection[UE] +6 (Knowledge [local, nature, planes]), helm of disguise and telepathy, magnifying glass, merchant's scale, muleback cords[UE] of resistance +5, mwk backpack[UE], ring of evasion and feather falling, ring of force, ring of major acid resistance and protection +5, sack (2), scrivener's kit[UE], surgeon's tools[UE], treasure hunter's goggles[UE], tremor boots[UE] of striding and springing, wire saw[UE] (adamantine), wire saw replacement wires[UE] (2 adamantine)*

Special Abilities

Crafter's Ease (Ex): Aximander receives a +14 bonus on all skill checks, usually Spellcraft or a Craft,

when actively crafting magic and mundane items. He can make Craft (traps) checks to disarm traps as a rogue with trapfinding, and Craft (locks) to unlock locks.

Field of Expertise (Ex): Aximander is a balanced artisan, excelling in neither the crafting of offensive nor defensive items. He has an effective caster level of 16 for the purpose of gaining and using his item creation feats.

Item Resistance (Ex): Aximander has a +3 bonus on all saving throws against the effects of magic items.

Knowledge Base (Ex): As an artisan, Aximander is able to add spells from the cleric, druid, and wizard spell lists to his portfolio.

Portfolio: Aximander's portfolio contains the following spells. Ur-Shogga can use spells from Aximander's portfolio to craft magic items while inhabiting Aximander's body.

9th—*astral projection, dominate monster, etherealness, foresight, mass hold monster, meteor swarm, prismatic sphere, refuge, shades, soul bind, teleportation circle, wail of the banshee, wish, plus 3 more*

8th—*dimensional lock, form of the dragon III, giant form II, iron body, mass charm monster, maze, mind blank, polymorph any object, protection from spells, sunburst, temporal stasis, trap the soul, plus 4 more*

7th—*control undead, finger of death, giant form I, greater arcane sight, greater scrying, mages' magnificent mansion, phase door, plane shift, reverse gravity, simulacrum, statue, plus 4 more*

6th—*antimagic field, chain lightning, contingency, control water, create undead, flesh to stone, form of the dragon I, geas/quest, greater dispel magic, mass cat's grace, mass eagle's splendor, permanent image, repulsion, true seeing, wall of iron, plus 6 more*

5th—*break enchantment, cone of cold, contact other plane, elemental body II, fabricate, hold monster, mage's private sanctum, major creation, mind fog, overland flight, polymorph, secret chest, seeming, sending, telekinesis, telepathic bond, wall of force, plus 6 more*

4th—*arcane eye, detect scrying, dimension door, fire shield, fire trap, greater invisibility, phantasmal killer, remove curse, plus 8 more*

3rd—*animate dead, clairaudience/clairvoyance, deeper darkness, dispel magic, displacement, dominate animal, fly, gaseous form, gentle repose, glyph of warding, haste, hold person, inflict serious wounds, lightning bolt, magic circle against chaos/good/law, magic vestment, nondetection, shrink item, slow, snare, spike growth, tiny hut, plus 8 more*

2nd—*arcane lock, barkskin, bear's endurance, blur, bull's strength, cat's grace, continual flame, cure moderate wounds, darkness, desecrate, detect thoughts, eagle's splendor, fox's cunning, glitterdust, gust of wind, inflict moderate wounds, invisibility, knock, lesser restoration, mirror image, misdirection, obscure object, owl's wisdom, protection from arrows, remove paralysis, resist energy, see invisibility, shatter, shield other, spider climb, undetectable alignment, web, whispering wind, wood shape, plus 10 more*

1st—*alarm, bless, bless water, charm person, cure light wounds, curse water, deathwatch, detect animals or plants, detect good, detect snares and pits, detect undead, disguise self, endure elements, enlarge person, entangle, entropic shield, expeditious retreat, feather fall, hold portal, identify, jump, longstrider, magic fang, produce flame, protection from chaos, shield of faith, silent image, unseen servant, ventriloquism,* plus 12 more

0—all cleric, druid and wizard

Baz-karitzal CR 13

XP 25,600

Female accelerated apex predator young umbral dragon

NE Large dragon (extraplanar)

Init +12; **Senses** dragon senses; Perception +21

Defense

AC 49, touch 27, flat-footed 36 (+5 armor, +5 deflection, +12 Dex, +1 dodge, +17 natural, -1 size)

hp 181 (11d12+77)

Fort +22, **Ref** +24, **Will** +19

Defensive Abilities evasion; Immune cold, death effects, energy drain, paralysis, sleep; Resist acid 20

Offense

Speed 40 ft., fly 200 ft. (poor)

Melee bite +22 (3d6+18/19-20), 2 claws +22 (1d8+12), 2 wings +17 (1d6+6), tail slap +17 (1d8+18) or
bite +19 (3d6+27 plus 3d6/19-20)

Space 10 ft.; Reach 5 ft. (10 ft. with bite)

Special Attack breath weapon (40 ft. cone, 6d8 negative energy, DC 22)

Statistics

Str 35, **Dex** 34, **Con** 31, **Int** 30, **Wis** 25, **Cha** 24

Base Atk +11; **CMB** +24; **CMD** 52 (56 vs. trip)

Feats Combat Reflexes[B], Dodge[B], Flyby Attack, Improved Critical (bite), Improved Initiative[B], Improved Natural Attack (bite), Mobility[B], Power Attack, Spring Attack[B], Vital Strike, Wingover

Skills Acrobatics +23 (+27 jumping), Climb +26, Disguise +17, Fly +20, Intimidate +21, Knowledge (arcana) +22, Knowledge (dunegoneering, engineering, geography, history, nobility, religion) +17, Knowledge (local, nature, planes) +24, Perception +21, Sense Motive +21, Spellcraft +24, Stealth +22, Swim +26, Use Magic Device +21

Languages Abyssal, Common, Draconic, Undercommon

SQ ghost bane, umbral scion

Gear *all tool's vest[UE], amulet of natural armor +5, belt of physical perfection +6, bracers of armor +5 titanic[UE], engineer's workgloves[UE], greater reach metamagic rod[UE], headband of ponderous recollection[UE] +6*

(Knowledge [local, nature, planes]), helm of disguise and telepathy, muleback cords[UE] of resistance +5, ring of evasion and feather falling, ring of force, ring of major acid resistance and protection +5, treasure hunter's goggles[UE]

Special Abilities

Breath Weapon (Su): Baz-karitzal's breath weapon deals negative energy damage, but does not heal undead.

Ghost Bane (Su): Baz-karitzal's physical attacks deal damage to incorporeal creatures normally.

Quickness (Su): Once per round, Baz-karitzal may make an additional move action after she has moved.

Umbral Scion (Ex): Baz-karitzal has negative energy affinity, and is immune to energy drain and death effects.

Hssursh CR 13

XP 25,600

Male apex predator desert giant barbarian 2

NE Large humanoid (giant)

Init +11; **Senses** low-light vision, tremorsense 20 ft.; Perception +23

Defense

AC 43, touch 24, flat-footed 43 (+5 armor, +5 deflection, +11 Dex, +1 dodge, +14 natural, -2 rage, -1 size)

hp 313 (15 HD; 13d8+2d12+242)

Fort +28, **Ref** +24, **Will** +16

Defensive Abilities evasion, rock catching, uncanny dodge; Immune fire; Resist acid 20

Offense

Speed 70 ft.

Melee +4 greater alterable keen falchion +30/+25/+20 (2d6+41/15-20) or +4 greater alterable keen scimitar +26/+21/+16 (1d8+30/15-20), +4 greater adaptable keen scimitar +22 (1d8+24/15-20)

Ranged +4 greater alterable keen composite longbow +25/+20/+15 (2d6+21/x3)

Space 10 ft.; Reach 10 ft.

Special Attacks rage (20 rounds/day), rage power (knockback), rock throwing (100 ft.), scimitar training

Base Statistics AC 45, touch 26, flat-footed 45; hp 283; Fort +26, Will +14; Melee +4 greater alterable keen falchion +28/+23/+18 (2d6+38/15-20) or +4 greater alterable keen scimitar +24/+19/+14 (1d8+28/15-20), +4 greater alterable keen scimitar +20 (1d8+24/15-20); Str 44, Con 39; CMB +29 (+31 sunder); Skills Climb +35, Swim +35.

Statistics

Str 48, **Dex** 33, **Con** 43, **Int** 29, **Wis** 20, **Cha** 16

Base Atk +11; **CMB** +31 (+33 sunder); **CMD** 56 (58 vs. sunder)

Feats Combat Expertise, Combat Reflexes, Dodge, Improved Sunder, Mobility, Power Attack, Spring Attack, Whirlwind Attack

Skills Acrobatics +29 (+50 jumping), Climb +37, Disguise +13, Intimidate +10, Knowledge (local, planes) +24, Knowledge (nature) +27, Perception +23, Sense Motive +20, Stealth +26, Survival +23, Swim +37, Use Magic Device +18

Languages Common, Giant

SQ fast movement, sandwalking

Gear *+4 greater alterable keen falchion, +4 greater alterable keen composite (Str 44) longbow* with 20 arrows, *all tool's vest[UE], amulet of natural armor +5, bandolier[UE] (2), bedroll, belt of physical perfection +6, belt pouch (2),* blanket, *bracers of armor +5 titanic[UE],* compass[UE], *everburning torch,* flint and steel, *gear maintenance kit[UE], headband of ponderous recollection[UE] +6 (Knowledge [local, nature, planes]), helm of disguise and telepathy, muleback cords[UE] of resistance +5,* mwk backpack[UE], *ring of evasion and feather falling, ring of force, ring of major acid resistance and protection +5, sack (2), treasure hunter's goggles[UE], tremor boots[UE] of striding and springing*

Special Abilities

Sandwalking (Ex): Hssursh travels at full speed across sand, rocky ground, or dust, and leaves no trail behind unless he chooses to.

Scimitar Training (Ex): Though he prefers to fight with a massive falchion, Hssursh is just as skilled with scimitars as the rest of his kin. He can wield scimitars as light weapons, adds his full Strength bonus to attacks made with a scimitar in each hand, and gains a +4 bonus to CMD versus disarm and sunder attempts when fighting with a scimitar in each hand.

Walid ibn Jaffa al-Souk CR 13

XP 25,600

Male human alchemist[APG] (internal alchemist[UM], vivisectionist[UM]) 14

LE Medium humanoid (human)

Init +5; Senses tremorsense 20 ft.; Perception +17

Defense

AC 30, touch 20, flat-footed 30 (+5 armor, +5 deflection, +5 Dex, +5 natural)

hp 122 (14d8+56)

Fort +18, **Ref** +19, **Will** +9

Defensive Abilities discoveries, evasion, uncanny dodge; Immune cold, disease, nonlethal damage, paralysis, poison, sleep; Resist acid 20

Offense

Speed 40 ft.; wings

Melee *+4 greater alterable keen dagger* +11/+6

(1d4+6/17-20)
Ranged *+4 greater alterable keen light crossbow* +11 (1d8+4/17-20)
Special Attacks great metamorphosis, sneak attack +7d6 plus 7 bleed

Statistics

Str 14, **Dex** 21, **Con** 18, **Int** 24, **Wis** 10, **Cha** 14
Base Atk +10; **CMB** +12 (+16 trip); **CMD** 32 (34 vs. trip)
Feats Brew Potion[B], Combat Expertise[B], Extra Discovery[APG], Greater Trip, Improved Trip, Skill Focus (Appraise, Bluff, Diplomacy), Weapon Finesse
Skills Acrobatics +14 (+23 jumping), Appraise +30, Bluff +18, Craft (alchemy) +24 (+38 crafting), Craft (glass, jewelry, paintings, shoes, traps) +14, Diplomacy +22, Disguise +12, Fly +16, Knowledge (arcana) +18, Knowledge (local, planes) +21, Knowledge (nature) +24, Perception +17, Sleight of Hand +9, Spellcraft +24, Use Magic Device +19
Languages Abyssal, Celestial, Common, Draconic, Giant, Goblin, Ignan, Undercommon
SQ alchemy +14, breath mastery, cognatogen, cruel anatomist, discoveries, metamorphosis, mutagen, persistent mutagen
Gear *+4 greater alterable keen weapon,* 20 bolts, alchemist's lab, alchemy crafting kit[UE], all tool's vest[UE], *amulet of natural armor +5, bandolier[UE] (2), bedroll, belt of physical perfection +6, belt pouch (2), blanket, bracers of armor +5 titanic[UE], compass[UE], engineer's workgloves[UE], everburning torch,* flint and steel, gear maintenance kit[UE], glass cutter[UE], gold holy symbol, *greater reach metamagic rod[UE],* gunsmith's kit[UE], *headband of ponderous recollection[UE] +6 (Knowledge [local, nature, planes]), helm of disguise and telepathy,* magnifying glass, merchant's scale, *muleback cords[UE] of resistance +5,* mwk backpack[UE], *ring of evasion and feather falling, ring of force, ring of major acid resistance and protection +5, sack (2),* scrivener's kit[UE], surgeon's tools[UE], treasure hunter's goggles[UE], *tremor boots[UE] of striding and springing, wire saw[UE] (adamantine), wire saw replacement wires[UE] (2 adamantine)*

Special Abilities

Breath Mastery: Without preparation, Walid can hold his breath for 18 minutes. By spending a full-round action preparing himself, he can instead hold his breath for 18 hours. He can survive twice as long as normal without food or water before taking penalties. Lastly, as a move action, he can put himself into a state of suspended animation, becoming unconscious and appearing dead, awakening either at a preset time, or in response to a condition set when he enters this state. This replaces Throw Anything.

Cruel Anatomist: Walid can use Knowledge (nature) to make Heal skill checks.

Disease Immunity: Walid is immune to all diseases. This replaces swift alchemy.

Discoveries: Walid has the following alchemist discoveries.

Bleeding Attack (Ex): When Walid makes a successful sneak attack, his target takes 7 points of hit point bleed each round.

Cognatogen (Su): In addition to normal mutagens, Walid can create cognatogens. Cognatogens improve Walid's Intelligence, Wisdom, or Charisma at the expense of Strength, Dexterity, or Constitution respectively. Aside from these changes, cognatogens function in all other ways as normal mutagens. After using a cognatogen, Walid takes 2 points of ability damage to the score penalized by it. Walid typically has a mutagen prepared (+4 Con, -2 Cha, +2 natural armor, 14 hours), but prepares a cognatogen as needed.

Greater Cognatogen (Su): When Walid creates a cognatogen, it grants a +4 natural armor bonus, a +6 alchemical bonus to Intelligence, and a +4 alchemical bonus to either Wisdom or Charisma. Strength, and either Dexterity or Constitution, take the usual penalty while the cognatogen persistents. Walid's greater cognatogen functions for 14 hours, after which the two physical ability scores take 2 points of ability damage.

Mummification (Ex): Having mastered preserving flesh, Walid has turned himself in a quasi-undead creature. Though not undead, he is immune to cold, nonlethal damage, paralysis, and sleep.

Poison Conversion: By spending 1 minute, Walid can convert 1 dose of poison from its current type (contact, ingested, inhaled, or injury) to another type. This process requires an alchemy lab.

Preserve Organs (Ex): Walid has learned to alchemically preserve and protect his vital organs. He has a 25% chance to negate any critical hits or sneak attacks successfully made against him, reducing them to normal hits.

Spontaneous Healing (Ex): As a free action, Walid can gain fast healing 5 for 1 round. He can do this for 7 rounds each day. If knocked unconscious due to damage, this ability activates automatically, unless it has been completely used that day.

Wings (Ex): Thanks to his alchemically grown wings, Walid can fly with a speed of 60 ft. and good maneuverability. He can do this for up to 14 minutes each day, in 1 minute increments.

Metamorphosis (Su): Walid is a practitioner of one of the definitive alchemical arts, metamorphosis. He possesses both base and great metamorphosis (see below). This ability replaces alchemist extracts.

Base Metamorphosis: Walid can transmute base materials (ceramic, rocks, water, cotton, lead, and so on) into more valuable materials (such as onyx, quartz, wine, silk, and gold). He must have at least a small sample of the material to be created, and no less than eight uninterrupted hours of quiet and a location appropriate for alchemical experimentation. He can create 1d20+21 sp of material each day.

Great Metamorphosis: Walid can perform the two greater acts of metamorphosis a combined total of 21 times each day. A great metamorphosis can affect a single creature or an inanimate object with an area of five cubic feet. All great metamorphoses require a ranged touch attack as a standard action and have a range of 20 feet.

Deteriorate: Walid can weaken the durability of inanimate objects. On a successful hit, the object loses 7 hardness. Attended and magical objects are allowed a Fortitude save (DC 24) to negate this effect.

Transfigure: Walid can attempt to turn creatures and inanimate objects into a simple base material, such as ash, lead, salt, or clay. The target is dealt 5d6 points of damage. If a creature is killed or if an object gains the broke condition as a result of this attack, it is transformed into the desired simple material. (These materials cannot have any great gp value—for efforts to make raw materials of value see base metamorphosis above.)

Mid-Level CR 9

Aximander CR 9

XP 6,400

Male elf artisan 10 (*Faces of the Tarnished Souk: Kahrvass Fleymbrow, Smith of Burning Desire*)
LN Medium humanoid (elf)
Init +3; **Senses** low-light vision; **Perception** +4

Defense

AC 22, touch 15, flat-footed 19 (+5 armor, +2 deflection, +3 Dex, +2 natural)
hp 58 (10d8+10)
Fort +4, **Ref** +6, **Will** +9; +2 vs. magic items, and enchantment
Defensive Abilities evasion, item resistance; **Immune** magical sleep effects

Offense

Speed 30 ft.
Melee *+1 alterable keen dagger* +9/+4 (1d4+2[/17-20)
Ranged *+1 light crossbow* +11 (1d8+1/19-20)

Statistics

Str 12, **Dex** 17, **Con** 12, **Int** 20, **Wis** 15, **Cha** 8
Base Atk +7; **CMB** +8; **CMD** 23
Feats Brew Potion[B], Craft Magic Arms and Armor, Craft Rod, Craft Wand[B], Craft Wondrous Item[B], Craftsman[B], Fast Item Creation[B], Forge Ring, Frugal Crafting, Mass Production[B]
Skills Appraise +13, Craft (armor, bows, jewelry, locks, traps, weapons) +18, Craft (all others) +7, Knowledge (arcana, engineering) +13, Knowledge (dungeoneering, geography, history, local, nature, nobility, religion) +9, Knowledge (planes) +18, Perception +4, Spellcraft +18, Use Magic Device +12; Racial Modifiers +2 Perception
Languages Abyssal, Celestial, Common, Draconic, Dwarven, Elven, Infernal
SQ crafter's ease, elven magic, field of expertise, knowledge base, weapon familiarity
Gear *+1 alterable keen dagger, +1 light crossbow with 20 bolts*, alchemist's lab, all tool's vest[UE], *amulet of natural armor +2*, bandolier[UE] (2), bedroll, *belt of physical perfection +2, belt pouch (2), blanket, bracers of armor +5, compass*, engineer's workgloves[UE], *everburning torch*, flint and steel, gear maintenance kit[UE], glass cutter[UE], gold holy symbol (100 gp), gunsmith's kit[UE], *headband of ponderous recollection (Knowledge [Planes])[UE]*, magnifying glass, merchant's scale, *muleback cords[UE], mwk backpack[UE], portfolio, ring of evasion, ring of protection +2, sack (2), scrivener's kit[UE], surgeon's tools[UE]*, treasure hunter's goggles[UE], wire saw[UE] (adamantine), wire saw replacement wire[UE] (adamantine)

Special Abilities

Crafter's Ease (Ex): Aximander receives a +10 bonus on all skill checks, usually Spellcraft or a Craft, when actively crafting magic and mundane items. He can make Craft (traps) checks to disarm traps as a rogue with trapfinding, and Craft (locks) to unlock locks.

Field of Expertise (Ex): Aximander is a balanced artisan, excelling in neither in the crafting of offensive

nor defensive items. He has an effective caster level of 12 for the purpose of gaining and using his item creation feats.

Item Resistance (Ex): Aximander has a +2 bonus on all saving throws against the effects of magic items.

Knowledge Base (Ex): As an artisan, Aximander is able to add spells from the cleric, druid, and wizard spell lists to his portfolio.

Portfolio: Aximander's portfolio contains the following spells. Ur-Shogga can use spells from Aximander's portfolio to craft magic items while inhabiting Aximander's body.

8th—*dimensional lock, form of the dragon III, giant form II, iron body, mass charm monster, maze, mind blank, polymorph any object, protection from spells, sunburst, temporal stasis, trap the soul, plus 2 more*

7th—*control undead, finger of death, giant form I, greater arcane sight, greater scrying, mages' magnificent mansion, phase door, plane shift, reverse gravity, simulacrum, statue, plus 2 more*

6th—*antimagic field, chain lightning, contingency, control water, create undead, flesh to stone, form of the dragon I, geas/quest, greater dispel magic, mass cat's grace, mass eagle's splendor, permanent image, repulsion, true seeing, wall of iron, plus 3 more*

5th—*break enchantment, cone of cold, contact other plane, elemental body II, fabricate, hold monster, mage's private sanctum, major creation, mind fog, overland flight, polymorph, secret chest, seeming, sending, telekinesis, telepathic bond, wall of force, plus 3 more*

4th—*arcane eye, detect scrying, dimension door, fire shield, fire trap, greater invisibility, phantasmal killer, remove curse, plus 4 more*

3rd—*animate dead, clairaudience/clairvoyance, deeper darkness, dispel magic, displacement, dominate animal, fly, gaseous form, gentle repose, glyph of warding, haste, hold person, inflict serious wounds, lightning bolt, magic circle against chaos/good/law, magic vestment, nondetection, shrink item, slow, snare, spike growth, tiny hut, plus 4 more*

2nd—*arcane lock, barkskin, bear's endurance, blur, bull's strength, cat's grace, continual flame, cure moderate wounds, darkness, desecrate, detect thoughts, eagle's splendor, fox's cunning, glitterdust, gust of wind, inflict moderate wounds, invisibility, knock, lesser restoration, mirror image, misdirection, obscure object, owl's wisdom, protection from arrows, remove paralysis, resist energy, see invisibility, shatter, shield other, spider climb, undetectable alignment, web, whispering wind, wood shape, plus 4 more*

1st—*alarm, bless, bless water, charm person, cure light wounds, curse water, deathwatch, detect animals or plants, detect good, detect snares and pits, detect undead, disguise self, endure elements, enlarge person, entangle, entropic shield, expeditious retreat, feather fall, hold portal, identify, jump, longstrider, magic fang, produce flame, protection from chaos, shield of faith, silent image, unseen servant, ventriloquism, plus 5 more*

0—*arcane mark, create water, dancing lights, detect magic, detect poison, ghost sound, guidance, know direction, light, mage hand, mending, open/close, purify food and drink, prestidigitation, read magic, resistance, spark, stabilize, virtue*

Valdis CR 9

XP 6,400

Female human barbarian (titan mauler) 5/fighter (weapon master) 5

N Medium humanoid (human)

Init +3; **Senses** Perception +9

Defense

AC 20, touch 13, flat-footed 17 (+5 armor, +2 deflection, +3 Dex, +2 natural, -2 rage)

hp 119 (10 HD; 5d12+5d10+55)

Fort +13, **Ref** +5, **Will** +5

Defensive Abilities evade reach, evasion, weapon guard

Offense

Speed 30 ft.

Melee *+1 alterable keen greatsword* +18/+10 (2d6+20/17-20) or *+1 alterable keen greatsword +18* (2d6+20 plus 2d6/17-20) *+1 alterable keen greatsword* +12/+4 (2d6+14/17-20), *+1 alterable keen greatsword* +9/+4 (2d6+11/17-20)

Ranged *+1 light crossbow* +14 (1d8+1/19-20)

Special Attacks big game hunter, jotungrip, rage (15 rounds/day), rage powers (knockback, quick reflexes), reliable strike, weapon training (greatsword +1)

Statistics

Str 23, **Dex** 17, **Con** 20, **Int** 12, **Wis** 12, **Cha** 8

Base Atk +10; **CMB** +16 (+20 sunder); **CMD** 29 (31 vs. sunder)

Feats Double Slice, Furious Focus[APG], Greater Sunder, Improved Sunder, Improved Two-Weapon Fighting, Power Attack, Two-Weapon Fighting, Vital Strike, Weapon Focus (greatsword)

Skills Acrobatics +16, Climb +14, Intimidate +12, Knowledge (nature) +5, Knowledge (planes) +11, Perception +9, Stealth +8, Survival +6, Swim +11

Languages Common, Giant

SQ armor training 1, massive weapons

Combat Gear *potion of enlarge person;* **Other Gear** *+1 alterable keen greatsword (2), +1 light crossbow with 20 bolts,* all tool's vest[UE], *amulet of natural armor +2,* bandolier[UE] (2), *bedroll, belt of physical perfection +2,* belt pouch (2), blanket, *bracers of armor +5, everburning torch,* flint and steel, gear maintenance kit[UE], *headband of ponderous recollection (Knowledge [Planes])[UE], muleback cords[UE], mwk backpack[UE], ring of evasion, ring of protection +2,* sack (2), treasure

hunter's goggles[UE], wire saw[UE] (adamantine), wire saw replacement wire[UE] (adamantine)

Special Abilities

Big Game Hunter (Ex): Valdis gains a +1 bonus on attack rolls and a +1 dodge bonus to AC in melee against Large and larger creatures. This replaces fast movement.

Evade Reach (Ex): As a swift action, Valdis can choose one creature within her line of sight, reducing its reach regarding her by 5 ft. This ability replaces improved uncanny dodge.

Jotungrip (Ex): Valdis may choose to wield her two greatswords, each one-handed. Doing so inflicts a -2 penalty to attack rolls while doing so. Normal one-handed weapon rules apply. This ability replaces uncanny dodge.

Massive Weapons (Ex): When using Large one-handed, or Huge light weapons, Valdis reduces the attack roll penalty due to size by 1. This replaces trap sense.

Reliable Strike (Ex): Once per day, Valdis may reroll an attack roll, critical hit confirmation roll, miss chance check, or damage roll as an immediate action. She much accept the second roll, even if it is worse. This ability replaces weapon training 1.

Weapon Guard (Ex): Valdis gains a +1 bonus to CMD against disarm and sunder attempts while wielding her greatswords. She gains the game bonus on saves against effects which target her greatswords. This ability replaces bravery.

Weapon Training (Ex): Valdis gains a +1 bonus on attack and damage rolls with greatswords. This ability replaces armor training 1, 2, 3, and 4.

Base Statistics AC 22, touch 15, flat-footed 19; hp 99; Fort +11, Will +3; Melee +1 alterable greatsword +16/+8 (2d6+8/17-20) or +1 alterable greatsword +10/+2 (2d6+6/17-20), +1 alterable greatsword +7/+2 (2d6+6/17-20); Str 19, Con 17; CMB +14 (+18 sunder); Skills Climb +12, Swim +9.

Stone CR 9

XP 6,400

Male accelerated apex predator gargoyle rogue 4

CE Medium monstrous humanoid (earth)

Init +17; **Senses** darkvision 60 ft.; Perception +17

Defense

AC 41, touch 26, flat-footed 41 (+5 armor, +2 deflection, +13 Dex, +1 dodge, +10 natural)

hp 130 (9 HD; 5d10+4d8+81)

Fort +11, **Ref** +21, **Will** +10

Defensive Abilities evasion, uncanny dodge; DR 10/magic; Resist fire 10

Offense

Speed 70 ft., fly 90 ft. (average)

Melee 2 claws +21 (1d8+6), bite +21 (1d6+6), gore +21 (1d6+6) or *+1 alterable keen dagger* +22/+17 (1d4+7/17-20), claw +16 (1d8+3), bite +16 (1d6+3), gore +16 (1d6+3)

Ranged revolver +21/+16 (1d8/x4)

Special Attacks sneak attack +2d6

Statistics

Str 22, **Dex** 36, **Con** 29, **Int** 22, **Wis** 20, **Cha** 14

Base Atk +8; **CMB** +14; **CMD** 40

Feats Amateur Gunslinger[B,UC] (quick clear), Combat Reflexes[B], Deft ShootistB,[UC], Dodge[B], Exotic Weapon Proficiency (firearms), Extra Rogue Talent (firearm training), Gunsmithing[UC], Improved Initiative[B], Mobility[B], Skill Focus (Bluff, Sense Motive), Spring Attack[B], Weapon Finesse

Skills Acrobatics +25 (+41 jumping), Appraise +18, Bluff +17, Climb +16, Diplomacy +14, Escape Artist +22, Fly +25, Knowledge (dungeoneering, local) +11, Knowledge (planes) +15, Perception +17, Sense Motive +20, Sleight of Hand +24, Stealth +27 (+31 in stony environs), Swim +11; Racial Modifiers +2 Stealth (+6 in stony environs)

Languages Aquan, Common, Terran, Undercommon

SQ bribery +1, conceal item +2, distraction, freeze, obsidian, rogue talents

Gear *+1 alterable keen dagger,* revolver[UE] with 30 metal cartridge bullets[UE], all tool's vest[UE], *amulet of natural armor +2, bandolier[UE] (2),* bedroll, *belt of physical perfection +2, belt pouch (2), blanket, bracers of armor +5,* compass[UE], engineer's workgloves[UE], *everburning torch, flint and steel,* gear maintenance kit[UE], glass cutter[UE], gunsmith's kit[UE], *headband of ponderous recollection (Knowledge [Planes])[UE],* magnifying glass, *muleback cords[UE], mwk backpack[UE], ring of evasion, ring of protection +2, sack (2),* treasure hunter's goggles[UE], wire saw[UE] (adamantine), wire saw replacement wire[UE] (adamantine)

Special Abilities

Freeze (Ex): Stone can hold himself so still he appears to be a statue. Using this ability, he can take 20 on Stealth checks to hide in plain sight as a stone statue.

Obsidian (Ex): Stone's skin is covered in jagged glass spikes which deal 1d4 points of damage to anything attacking him with unarmed or natural attacks. Additionally, the razor-sharp edges of their natural weapons increases the damage they do by one step.

Rogue Talents: Stone has the following rogue talents.

Canny Observer (Ex): Stone gains a +4 bonus to Perception checks to hear details of a conversation or to find concealed or secret objects (including doors and traps).

Firearm Training (Ex): Stone has Exotic Weapon Proficiency (firearms) as a bonus feat.

Grit (Ex): Stone has Amateur Gunslinger (quick clear) and Deft Shootist as bonus feats.

Obsidian Gargoyles: Creatures at home in the searing heat of volcanoes and lava fields, obsidian

gargoyles have the dark, glassy appearance of polished obsidian. The razor-sharp edges of their claws and teeth increase the damage of their natural attacks by one step, and anyone attacking an obsidian gargoyle with unarmed or natural attacks takes 1d4 points of damage from the gargoyle's jagged glass spikes. Obsidian gargoyles also have fire resistance 10.

(CR +0)

Walid ibn Jaffa al-Souk CR 9

XP 6,400

Male human alchemist[APG] (internal alchemist[UM], vivisectionist[UM]) 10

LE Medium humanoid (human)

Init +3; **Senses** Perception +13

Defense

AC 22, touch 15, flat-footed 22 (+5 armor, +2 deflection, +3 Dex, +2 natural)

hp 70 (10d8+20)

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

Defensive Abilities discoveries, evasion, uncanny dodge; Immune cold, disease, nonlethal damage, paralysis, poison, sleep

Offense

Speed 30 ft.; wings

Melee +1 alterable keen dagger +11/+6 (1d4+1/19-20)

Ranged +1 light crossbow +11 (1d8+1/19-20)

Special Attacks great metamorphosis, sneak attack +5d6 plus 5 bleed

Statistics

Str 10, **Dex** 17, **Con** 14, **Int** 19, **Wis** 10, **Cha** 14

Base Atk +7; **CMB** +7 (+9 trip); **CMD** 22 (24 vs. trip)

Feats Brew Potion[B], Combat Expertise[B], Extra Discovery[APG], Improved Trip, Skill Focus (Appraise, Diplomacy), Weapon Finesse

Skills Acrobatics +12, Appraise +23, Craft (alchemy) +17 (+27 crafting), Craft (glass, jewelry, paintings, shoes, traps) +9, Diplomacy +18, Fly +12, Knowledge (arcana, nature) +15, Knowledge (planes) +14, Perception +11, Sleight of Hand +7, Spellcraft +15, Use Magic Device +13

Languages Celestial, Common, Draconic, Ignan, Undercommon

SQ alchemy +10, breath mastery, cognatogen, cruel anatomist, discoveries, metamorphosis, mutagen

Gear *+1 alterable keen dagger, +1 light crossbow with 20 bolts,* alchemist's lab, alchemy crafting kit[UE]*, all tool's vest*[UE]*, amulet of natural armor +2, bandolier*[UE] *(2), bedroll, belt of physical perfection +2, belt pouch (2), blanket, bracers of armor +5,* compass[UE], engineer's workgloves[UE], *everburning torch*, flint and steel, gear maintenance kit[UE], glass cutter[UE], gold holy symbol (100 gp), gunsmith's kit[UE], *headband of ponderous recollection (Knowledge [Planes])*[UE], magnifying glass, merchant's scale, *muleback cords*[UE], mwk backpack[UE], *ring of evasion, ring of protection +2, sack (2),* scrivener's kit[UE], surgeon's tools[UE], treasure hunter's goggles[UE], wire saw[UE] (adamantine), wire saw replacement wire[UE] (adamantine)

Special Abilities

Breath Mastery: Without preparation, Walid can hold his breath for 14 minutes. By spending a full-round action preparing himself, he can instead hold his breath for 14 hours. He can survive twice as long as normal without food or water before taking penalties. Lastly, as a move action, he can put himself into a state of suspended animation, becoming unconscious and appearing dead, awakening either at a preset time, or in response to a condition set when he enters this state. This replaces Throw Anything.

Cruel Anatomist: Walid can use Knowledge (nature) to make Heal skill checks.

Disease Immunity: Walid is immune to all diseases. This replaces swift alchemy.

Discoveries: Walid has the following alchemist discoveries.

Bleeding Attack (Ex): When Walid makes a successful sneak attack, his target takes 5 points of hit point bleed each round.

Cognatogen (Su): In addition to normal mutagens, Walid can create cognatogens. Cognatogens improve Walid's Intelligence, Wisdom, or Charisma at the expense of Strength, Dexterity, or Constitution respectively. Aside from these changes, cognatogens function in all other ways as normal mutagens. After using a cognatogen, Walid takes 2 points of ability damage to the score penalized by it. Walid typically has a mutagen prepared (+4 Con, -2 Cha, +2 natural armor, 100 minutes), but prepares a cognatogen as needed.

Mummification (Ex): Having mastered preserving flesh, Walid has turned himself in a quasi-undead creature. Though not undead, he is immune to cold, nonlethal damage, paralysis, and sleep.

Preserve Organs (Ex): Walid has learned to alchemically preserve and protect his vital organs. He has a 25% chance to negate any critical hits or sneak attacks successfully made against him, reducing them to normal hits.

Spontaneous Healing (Ex): As a free action, Walid can gain fast healing 5 for 1 round. He can do this for 5 rounds each day. If knocked unconscious due to damage, this ability activates automatically, unless it has been completely used that day.

Wings (Ex): Thanks to his alchemically grown wings, Walid can fly with a speed of 60 ft. and good maneuverability. He can do this for up to 10 minutes each day, in 1 minute increments.

Metamorphosis (Su): Walid is a practitioner of one of the definitive alchemical arts, metamorphosis. He possesses both base and great metamorphosis (see

below). This ability replaces alchemist extracts.

Base Metamorphosis: Walid can transmute base materials into more valuable materials. He must have at least a small sample of the material to be created, and no less than eight uninterrupted hours of quiet and a location appropriate for alchemical experimentation. He can create 1d20+8 sp of material each day.

Great Metamorphosis: 8 times each day a great metamorphosis can affect a single creature or an inanimate object with an area of five cubic feet. All great metamorphoses require a ranged touch attack as a standard action and have a range of 20 feet.

Deteriorate: Walid can weaken the durability of inanimate objects. On a successful hit, the object loses 2 hardness. Attended and magical objects are allowed a Fortitude save (DC 15) to negate this effect.

Transfigure: Walid can attempt to turn creatures and inanimate objects into a simple base material, such as ash, lead, salt, or clay. The target is dealt 2d6 points of damage. If a creature is killed or if an object gains the broke condition as a result of this attack, it is transformed into the desired simple material. (These materials cannot have any great gp value—for efforts to make raw materials of value see base metamorphosis above.)

Low-Level CR 4

Crimsonmane CR 4

XP 1,200

Male accelerated apex predator young worg

LE Small magical beast

Init +16; **Senses** darkvision 60 ft., low-light vision, scent; Perception +15

Defense

AC 30, touch 24, flat-footed 17 (+2 armor, +12 Dex, +1 dodge, +4 natural, +1 size)

hp 34 (4d10+12)

Fort +7, **Ref** +16, **Will** +7

Offense

Speed 50 ft.

Melee bite +18 (1d4+5 plus trip)

Statistics

Str 21, **Dex** 35, **Con** 17, **Int** 14, **Wis** 22, **Cha** 18

Base Atk +4; **CMB** +8; **CMD** 31 (35 vs. trip)

Feats Combat Reflexes[B], Dodge[B], Improved Initiative[B], Mobility[B], Run, Spring Attack[B], Weapon Finesse

Skills Acrobatics +16 (+28 jumping), Climb +10, Perception +15, Stealth +25, Survival +12, Swim +9; Racial Modifiers +2 Perception, +2 Stealth, +2 Survival

Languages Common, Goblin

SQ quickness

Gear bracers of armor +2, muleback cords[UE]

Special Abilities

Quickness (Su): Once per round, Crimsonmane may make an additional move action after it has moved.

Hexter CR 4

XP 1,200

Male half-orc barbarian (invulnerable rager) 2/ fighter (two-handed) 3

N Medium humanoid (human, orc)

Init +5; **Senses** darkvision 60 ft.; Perception +6

Defense

AC 15, touch 9, flat-footed 14 (+2 armor, +1 Dex, -2 raging, +4 shield)

hp 57 (5 HD; 2d12+3d10+23)

Fort +10, **Ref** +2, **Will** +4

Defensive Abilities invulnerability, orc ferocity; **DR** 1/—

Offense

Speed 40 ft.

Melee +1 alterable greatsword +12 (2d6+10/19-20)

Ranged light crossbow +6 (1d8/19-20)

Special Attacks overhand chop, rage (8 rounds/day), rage power (quick reflexes)

Base Statistics AC 17, touch 11, flat-footed 16; hp 47; Fort +8, Will +2; Melee +1 alterable greatsword +10 (2d6+8/19-20); Str 18, Con 14; CMB +9; Skills Climb +9, Swim +8.

Statistics

Str 22, **Dex** 13, **Con** 18, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +5; **CMB** +11; **CMD** 24

Feats Furious Focus[APG], Improved Initiative, Improved Sunder[B], Power Attack[B], Shield of Swings[APG]

Skills Acrobatics +6 (+10 jumping), Climb +11, Intimidate +5, Knowledge (nature) +4, Perception +6, Ride +5, Stealth +4, Survival +5, Swim +10

Languages Common, Orc

SQ fast movement, orc blood, shattering strike

Gear *+1 alterable greatsword*, light crossbow with 20 bolts, bandolier[UE] (2), bedroll, belt pouch (2), blanket, *bracers of armor +2*, compass[UE], everburning torch, flint and steel, gear maintenance kit[UE], muleback cords[UE], mwk backpack[UE], sack (2), wire saw[UE] (adamantine)

Special Abilities

Invulnerability (Ex): Hexter has damage reduction equal to half her barbarian level, or twice this amount against nonlethal damage. This ability replaces uncanny dodge, improved uncanny dodge, and damage reduction.

Overhand Chop (Ex): When Hexter makes a single attack (with the attack action or a charge) with a two-handed weapon, he adds double his Str bonus on damage rolls. This ability replaces armor training 1.

Shattering Strike (Ex): Hexter gains a +1 bonus to CMB and CMD on sunder attempts and on damage rolls made against objects. This replaces bravery.

Walid ibn Jaffa al-Souk CR 4

XP 1,200

Male human alchemist[APG] (internal alchemist[UM], vivisectionist[UM]) 5

LE Medium humanoid (human)

Init +2; **Senses** Perception +8

Defense

AC 14, touch 12, flat-footed 12 (+2 armor, +2 Dex)

hp 31 (5d8+5)

Fort +5, **Ref** +6, **Will** +1; +4 vs. disease and poison

Defensive Abilities discoveries

Offense

Speed 30 ft.

Melee +1 alterable dagger +6 (1d4/19-20)

Ranged light crossbow +5 (1d8/19-20)

Special Attacks great metamorphosis, sneak attack +3d6

Statistics

Str 8, **Dex** 15, **Con** 12, **Int** 16, **Wis** 10, **Cha** 14

Base Atk +3; **CMB** +2; **CMD** 14

Feats Brew Potion[B], Combat Expertise[B], Extra Discovery[APG], Skill Focus (Appraise), Weapon Finesse

Skills Acrobatics +5, Appraise +14, Craft (alchemy) +11 (+16 crafting), Craft (glass) +7, Diplomacy +7, Knowledge (arcana, nature)+11, Perception+8, Sleight of Hand +6, Spellcraft +11, Use Magic Device +10

Languages Celestial, Common, Draconic, Ignan

SQ alchemy +5, breath mastery, cognatogen, cruel anatomist, discoveries, metamorphosis, mutagen

Gear *+1 alterable dagger*, light crossbow with 20 bolts, alchemist's lab, alchemy crafting kit[UE], bandolier[UE] *(2)*, bedroll, belt pouch (2), blanket, *bracers of armor +2*, compass[UE], everburning torch, flint and steel, gear maintenance kit[UE], glass cutter[UE], magnifying glass, merchant's scale, muleback cords[UE], mwk backpack[UE], sack (2), scrivener's kit[UE], surgeon's tools[UE], wire saw[UE] (adamantine)

Special Abilities

Breath Mastery: Without preparation, Walid can hold his breath for 12 minutes. By spending a full-round action preparing himself, he can instead hold his breath for 12 hours. He can survive twice as long as normal without food or water before taking penalties. Lastly, as a move action, he can put himself into a state of suspended animation, becoming unconscious and appearing dead, awakening either at a preset time, or in response to a condition set when he enters this state. This replaces Throw Anything.

Cruel Anatomist: Walid can use Knowledge (nature) to make Heal skill checks.

Disease Resistance: Walid has a bonus on all saving throws against disease equal to his poison resistance bonus. This replaces swift alchemy.

Discoveries: Walid has the following discoveries.

Cognatogen (Su): In addition to normal mutagens, Walid can create cognatogens. Cognatogens improve Walid's Intelligence, Wisdom,

or Cha at the expense of Str, Dex, or Con respectively. Aside from these changes, cognatogens function in all other ways as normal mutagens. After using a cognatogen, Walid takes 2 points of ability damage to the score penalized by it. Walid typically has a mutagen prepared (+4 Con, -2 Cha, +2 natural armor, 50 minutes), but prepares a cognatogen as needed.

Preserve Organs (Ex): Walid has learned to alchemically preserve and protect his vital organs. He has a 25% chance to negate any critical hits or sneak attacks successfully made against him, reducing them to normal hits.

Spontaneous Healing (Ex): As a free action, Walid can gain fast healing 5 for 1 round. He can do this for 2 rounds each day. If knocked unconscious due to damage, this ability activates automatically, unless it has been completely used that day.

Metamorphosis (Su): Walid is a practitioner of one of the definitive alchemical arts, metamorphosis. He possesses both base and great metamorphosis (see below). This ability replaces alchemist extracts.

Base Metamorphosis: Walid can transmute base materials into more valuable materials. He must have at least a small sample of the material to be created, and no less than eight uninterrupted hours of quiet and a location appropriate for alchemical experimentation. He can create 1d20+8 sp of material each day.

Great Metamorphosis: 8 times each day a great metamorphosis can affect a single creature or an inanimate object with an area of five cubic feet. All great metamorphoses require a ranged touch attack as a standard action and have a range of 20 feet.

Deteriorate: Walid can weaken the durability of inanimate objects. On a successful hit, the object loses 2 hardness. Attended and magical objects are allowed a Fortitude save (DC 15) to negate this effect.

Transfigure: Walid can attempt to turn creatures and inanimate objects into a simple base material, such as ash, lead, salt, or clay. The target is dealt 2d6 points of damage. If a creature is killed or if an object gains the broke condition as a result of this attack, it is transformed into the desired simple material. (These materials cannot have any great gp value—for efforts to make raw materials of value see base metamorphosis above.)

Tarnished Souk Appendix

Setrai Tkossirk, the Whispered Word of Dream

Once a mortal oracle of the occult obsessed with the control and dominion over the spirits of the dead, Setrai Tkossirk completed the Ritual of Transformation and became a vrock demon. Shedding his former life, losing his mortality, and acquiring a form more suited to the appetite for power and corruption he possessed, he established himself within the Coliseum Morpheuon as an obsequious medium, an individual who knows many others, both in this life, and the afterlife. He makes introductions, connects people seeking services or information with other individuals capable of providing those services or information. In truth, he seeks to build his own power-base, gaining the True Names of potential servants and even serving as a demonic patron for those who contact him in search of the same ritual he used. He still maintains his services as an intercessor and medium, and has a widely respected talent for contacting the spirits of the deceased to question or simply converse. Some even patronize him in their sleep, finding him in the Tarnished Souk while they dream. He steals the souls of the wicked who die dreaming, guiding them to his own hidden lair in the Abyss, where they may incubate and grow until he gifts them as quasits to potential transformation candidates.

Amongst the regulars of the Tarnished Souk, Setrai is often underestimated due to his noncommittal, almost simpering and accommodating manner, as well as his rich and non-threatening appearance. Tkossirk prefers sumptuous fabrics, fine silver jewelry, and while he does not need to eat or drink, he still does out of habit, with a penchant for rich dreamwines and nearly raw exotic meats. He hunches forward slightly, and regularly wears a thin smile of understanding and agreement while talking with someone. The price for his services, either contacting the dead or introducing the living, is information. Names, True Names, introductions, and confirmed habits or preferences are the coin of choice for Tkossirk, and he politely chuckles at offers for magic or gold. The dead reveal the abandoned wealth of their lives to him when he asks for it, why does he need it now?

He regularly attends the competitions of the Khan of Nightmares, and occasionally visits the abodes and entourages of all the more powerful benefactors of the games. When performing his services as either a concierge or medium, Setrai acts with a simple, deferring elegance. If asked, Tkossirk maintains an open disdain for the elf, the "Crystal Seer," Twillion Zanzig. In his words, "Honest ability and power needs no pretense; the results speak for themselves." None of the Coliseum's benefactors trust him, though, each believing the vrock serves a rival. This suits the demon just fine; they all regularly accept his visits in attempts to glean tidbits of information while feeding misinformation to their competitors.

GM's Note On the Vrock -- For the sake of theme and flavor, Setrai's psychic template abilities should be cosmetically portrayed as being performed by the spirits it commands. Additionally, some of the descriptive text alternates between using the male pronoun and the indeterminate "it" pronoun. While Setrai was once a mortal male, now, as a demon, it has no specific gender unless the GM decides to assign one to it.

Dreamburning and Setrai Tkossirk

Hope: Setrai Tkossirk realizes the power of names and the potential for servitude which exists if someone discovers his past and acquires his True Name or the arcane connections of his mortal existence. He hopes to keep this legacy safe and unknown from any who seek it, going so far as to hunt and kill a few weaker wizards who have summoned him more than once. Many in the Khan's realm are quite certain Setrai Tkossirk isn't even the demon's third or fourth psuedonym.

Aspiration: Setrai dreams of becoming a demon lord, perhaps of dreams and nightmares, maybe of subtle corruption and the destruction of innocence. He realizes this may bring him into conflict with the Khan of Nightmares and quite probably with the Demon Lord of Deception, which is why he seeks to work through intermediaries and unwitting pawns until he is ready to make his move and claim his prize.

Goal: Tkossirk seeks the True Names of several of the Benefactors of the teams competing in the Chimeric Amphitheatre, so he might acquire the senior portion of the Damnation Epoch's prize purse of wishes without ever risking himself upon the sands. He desires the wishes as a method to accelerate his progress towards his Aspiration, and to serve as a currency among the sorts of creatures he must deal with to achieve his Aspiration.

In the Tarnished Souk

The stall of Setrai Tkossirk is a luxurious tent, easily forty feet across and nearly twenty feet high. Its walls are lined with a fine, loose silver mesh, which Setrai claims to force spirits to enter through the same threshold as the living. Huge piles of silken pillows and low, darkwood tables await visitors. The vrock lounges at the center of the space, in an enormous bowl-like chair upon a wide, fuligin rug shot through with star-like motes. The demon smokes a hookah and sips dreamwine from amethyst goblets, while the air is heavy with incense. To pass the time between visits to various Coliseum benefactors and visitors calling upon the tent, Setrai will create sculptured animals of the hookah-smoke and prestidigitate them into tricks, acrobatics, even battles against another visiting magical practicioner.

The vrock keeps two or three oneirobound slaves to serve it and visiting guests within the tent, but regularly gifts them to others as "small tokens of appreciation." Those lucky enough to request Setrai's employment after such an exchange can actually earn the oracle's services for the minimal price of a couple of fresh, new slaves.

Tkossirk insists on oneirobound purchased directly from the holds of the merchants from Leng, before they've been "tainted" by the effects of the Coliseum.

For those using Ultimate Campaign, Setrai Tkossirk can provide access to any kind of contact, but while the demon can insulate a character's reputation and reduce the associated risk, its involvement increases the cost by either 50% or a story event determined by the GM. Tkossirk is considered a reliable contact by most other NPCs, but player characters wishing to develop an appropriate rapport with the oracle require a story event.

Lore

Characters may learn the following information via Diplomacy (Gather Information) or Knowledge (Local) skill checks:

DC 15 – A demon oracle, said to speak with the spirits of the dead, maintains an occasional storefront in the Tarnished Souk. It should be easy to find with these directions.

DC 20 – Despite being a demon (or maybe a half-demon), it seems to know its way around social circles quite well, and its powers appear quite genuine. A social creature, it appears to prefer dealing in bits of information when it comes to transactions or arranging introductions.

DC 25 – The oracle speaks to any dead spirit, regardless of the language it spoke in life. For the right price, the demon is even willing to pull specific knowledge from the minds of the living.

DC 35 – Setrai Tkossirk is a dangerous individual to barter with over time. Yes, it can make you very useful introductions, but the price of those introductions can require. For those who ask, it is said Tkossirk knows rituals capable of permanently transforming a mortal into a demon.

DC 40 – It is very possible Setrai Tkossirk was once a mortal who directly became a demon. Sometimes it makes a slip of conversation and mentions how it occasionally forgets what it was like to eat a particular dish or drink a particular substance.

A cloud of glowing motes and shadowy, translucent figures surrounds this man-vulture, clothed in deep burgundy-colored silks and wearing many exquisitely crafted pieces of silver jewelry. Slightly hunched, its eyes gleam with cunning intelligence and it seems to smile as it takes a heavy draw from the hookah next to it before handing the jade mouthpiece to an oneirobound slave.

Setrai Tkossirk, the Whispered Word of Dream — CR 20

XP 307,200

Male psychic (telekinetic) vrock oracle (aetherurgist) 14

CE Large outsider (chaotic, demon, evil, extraplanar)

Init +8; **Senses** darkvision 60 ft.; Perception +30

Defense

AC 27, touch 16, flat-footed 24 (+4 deflection, +3 Dex, +11 natural, –1 size)

hp 296 (23 HD; 9d10+14d8+184)

Fort +23, **Ref** +20, **Will** +24

DR 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 31

Offense

Speed 30 ft., fly 80 ft. (perfect)

How to use Setrai Tkossirk

- Setrai's tent in the Souk is a known location where those who have made the vrock's acquaintance are welcome to relax and converse. For characters hoping to indirectly meet with other notable individuals in the Coliseum Morpheuon, the oracle's tent offers a perfect neutral ground
- The vrock's demonic nature and hidden penchant for killing those who summon him multiple times could bring the player characters to the Coliseum in order to kill him. This embroil the party in a much greater conflict, as Setrai calls in owed favors and contacts to eliminate the threat represented by the PCs.
- In exchange for a difficult introduction or other divinatory or oracular services, the party finds itself aiding Setrai in the completion of a possibly shady activity. The true nature of this outing might not be apparent until much later, or until after Setrai completes its part of the bargain. At that point, the characters must decide how they deal with their complicity in something they now recognize as morally questionable. Does it need to be atoned for, or is it just the price of doing business in the Coliseum?
- An arcane caster in the party seeks out Setrai Tkossirk to learn the secrets of the Ritual of Transformation, allowing them to become a full-fledged demon. While this is a more individual-focused goal, it is an extended process which could lead the whole party into further adventures.
- At higher levels, Setrai has either raise dead or resurrection easily available. The party seeks the demon out to restore a member of the party who would normally perform such services. How will this divine caster feel about being brought back to life by a demon?
- Setrai's former nature as a mortal creature leaves it with feelings for Lady Puzzledeep, Meabh Liadan, Ioanna Vipershade, or another citizen of the Coliseum Morpheuon. The vrock asks the party to convey tokens of its affection to the powerful individual, and return the creature's responses. It's quite possible Tkossirk blames the player characters should they botch the delivery, or even if the creature simply spurns the oracle's advances.

Melee 2 claws +22 (2d6+4), bite +22 (1d8+4), 2 talons +22 (1d6+4)
Space 10 ft.
Special Attacks *dance of ruin* (DC 27), *spores, stunning screech* (DC 29)
Psychic Spell-Like Abilities (CL 23rd; concentration +29)
At will—*mage hand*
3/day—*telekinesis* (DC 21), *wall of force*
2/day—*hold portal* (DC 18), *sympathetic vibration* (DC 22)
1/day—*animate rope* (DC 17), *control water, floating disk, pyrotechnics* (DC 18), *repel metal or stone, repel wood, resilient sphere* (DC 20), *reverse gravity* (DC 23), *telekinetic sphere* (DC 24)
Vrock Spell-Like Abilities (CL 12th; concentration +18)
At will—*greater teleport* (self plus 50 lbs. of objects only), *telekinesis* (DC 21)
1/day—*heroism, mirror image, summon* (level 3, 1 vrock 35%)
Oracle Spells Known (CL 14th; concentration +20)
7th (3/day) — *resurrection, vision*

6th (5/day) — *greater dispel magic, project image*
5th (5/day) — *contact other plane, plane shift, slay living* (DC 21), *true seeing*
4th (7/day) — *divination, dismissal* (DC 20), *spiritual ally, summoner conduit*UC (DC 20), witchbreaker* (DC 20)
3rd (7/day) — *agonizing rebuke*ARG (DC 19), *dispel magic, haunting choir*UM, *vision of hell*UM (DC 19), *windwall*
2nd (7/day) — *augury, blinding ray*ARG (DC 18), *disfiguring touch*UM (DC 18), *lesser restoration, silence, spiritual weapon*
1st (8/day) — *doom* (DC 17), *karmic blessing*ARG, *murderous command*UM (DC 17), *obscuring mist, protection from good, unseen servant*
0 (at will) — *bleed* (DC 16), *create water, detect magic, ghost sound, guidance, light, mage hand, mending, read magic, spark*APG, *stabilize*
Mystery Occult

Tactics

Before Combat Setrai activates its ectoplasmic armor and releases its cloud of spores. If possible, it opens combat with its stunning screech or reverse gravity to remove an opponent from combat.
During Combat The oracle summons one of its spirits to aid in combat, and then engages poorly armored foes in melee. Once per day, Setrai can attempt to counter a spell by casting the appropriate spell as an immediate action instead of doing so with a readied action. It must identify the spell to do so.
Morale Capable of greater teleport at will, the demon only remains in combat as long as it wants to be in combat, usually to prove a point. Immortal and able to seek out foes at its leisure, Tkossirk has no qualms about

The CR 11 version of Setrai suffers from extended Dreamfyre addiction, which leaves it with the Afflicted template from *101 Not So Simple Monster Templates* by Rite Publishing. If cured of this addiction (requiring a greater restoration spell or better) use the CR 14 version of Setrai.

If using the Contacts subsection of Chapter 3: Campaign Systems of the *Pathfinder Roleplaying Game Ultimate Campaign*, Setrai cannot provide introductions to any contacts with a risk value greater than 2 while Afflicted; otherwise, its introductions to potential contacts are limited to creatures of its CR or less. Even Afflicted, Tkossirk can still provide introductions to benefactor NPCs of Coliseum Morpheuon, but their initial attitude begins at Unfriendly and two successful checks are required to improve it beyond Indifferent.

Dreamfyre

Dreamfyre is the concentrated fever and pleasure dreams of the oneirobound, extracted from their souls and mixed with the moment of an unnecessary death and a distillation of dream spider venom. An analgesic and hallucinogenic, it affects all creature types. Outsiders, in particular, suffer a -2 to Fortitude saves against Addiction to it.

Type drug (inhaled, injury, or ingested); **Addiction** Severe, **Fortitude** DC 25 **Price** 500 gp **Effects** variable; 50% chance to be comatose for 1d4 hours and have *confusion* for 1d4 hours after that or gain 1d4 *contact outer planes* effect over 1d4 hours **Damage** 1d4 Con damage

returning to attack an enemy even months later, when the demon is presumed gone or occupied elsewhere.

Statistics

Str 19, **Dex** 17, **Con** 26 **Int** 16, **Wis** 20, **Cha** 22
Base Atk +19; **CMB** +24; **CMD** 41
Feats Abundant Revelations[UM] (brain drain), Abundant Revelations[UM] (spirit walk),Cleave, Combat Casting, Combat Reflexes, Ectoplasmic Spell[APG,B], Extra Revelation (3), Improved Initiative, Iron Will[B], Lightning Reflexes, Power Attack, Warrior Priest[UM]
Skills Acrobatics +12, Appraise +12, Bluff +24, Diplomacy +24, Fly +20, Intimidate +25, Knowledge (arcana) +17, Knowledge (history) +17, Knowledge (local) +17, Knowledge (planes) +26, Perception +30, Sense Motive +19, Spellcraft +20 (+25 to identify a spell for counterspelling), Stealth +25, Survival +17; Racial Modifiers +8 Perception
Languages Abyssal, Aklo, Celestial, Common; telepathy 100 ft.
SQ channel revelation, dual curse, divert spirit, revelations (brain drain, ectoplasmic armor, spectral spells, spirit walk, voice of the grave), Spirit Mastery, Spirit Sense, Voices from Beyond the Veil
Combat Gear ring of the ram (50 charges), staff of the master[UE] (10 charges); **Other Gear** bag of holding (type IV), cloak of resistance +5, headband of counterspelling[UE], migrus locker[UE], 1,400 gp

Special Abilities

Brain Drain (Su): As a standard action up to four times per day, Setrai can violently probe the mind of a single intelligent creature within 100 feet. The target receives a Will save (DC 23) to negate the effect and immediately knows the source of this harmful mental prying. Those who fail this save are wracked with pain, and take 14d4 points of damage. After successfully attacking with this ability, Setrai can use a full-round action to sort through the jumble of stolen thoughts and memories and then attempt a single Knowledge check using the victim's skill bonus. The randomly stolen thoughts remain in Setrai's mind for six rounds. Treat the knowledge gained as if he had used detect thoughts. This is a mind-affecting effect.

Dual Curse (Ex): Setrai has the haunted and tongues curses. These grant him Abyssal and Aklo as bonus languages, the ability to understand all languages (as the tongues spell), and he has ghost sound and mage hand as bonus orisons known. Retrieving a stored item requires a standard action for him, unless longer. Any item he drops lands 10 ft. from him in a random direction.

Divert Spirit (Su): Normally Setrai must give form to an ambient spirit. As a full-round action, he may select one square with 60 ft. containing the body of a creature that died no more than 1 round ago. The creature must not have been a construct or undead, or have the elemental subtype. Setrai may summon a spirit in this square using his spirit mastery ability, except that he does not need to be adjacent to the square.

Ectoplasmic Armor (Su): Setrai can conjure armor made of ectoplasm that grants a +8 armor bonus to AC. In addition, this armor functions as if it had the ghost touch special ability. He can use this armor for 11 hours per day in 1 hour increments.

Ectoplasmic Armor (Su): Setrai can conjure armor made of ectoplasm that grants a +8 armor bonus to AC. In addition, this armor functions as if it had the ghost touch special ability. He can use this armor for 14 hours per day in 1 hour increments.

Spectral Spells (Su): Setrai has Ectoplasmic Spell as a bonus feat. Three times per day, he can cast a spell with the Ectoplasmic Spell metamagic feat as a standard action that does not increase the level of the spell.

Spirit Mastery (Su): Setrai has a spirit mastery score and the ability to summon spirits of the dead to aid he and his allies. His spirit mastery score is 7, and spirits he summons remain for 14 minutes.

Setrai may only have three spirits out at any given time. Summoning a spirit is a move action that provokes attacks of opportunities. They appear in a square adjacent to Setrai, chosen at the time of summoning. Setrai may only summon one spirit per round. The spirits act during Setrai's turn. Dismissing a spirit is a swift action that requires Setrai to be adjacent to them. The form the spirits take varies from aetherurgist to aetherurgist, but a common form is of a faceless hooded figure in a praying stance. Setrai's spirits have the following statistics.

Offensive Spirit

CE Undead
AC 16, touch 16, flat-footed 16 (+6 deflection)
hp 74
Fort +23, **Ref** +20, **Will** +24
Defensive Abilities not quite there (50% miss chance);
DR 15/—
Speed —
Range spirit touch +25 (7d4+6 force)
SQ channel revelation, limited agency, tenuous existence

Defensive Spirit

CE Undead
AC 16, touch 16, flat-footed 16 (+6 deflection)
hp 74
Fort +23, **Ref** +20, **Will** +24
Defensive Abilities not quite there (50% miss chance);
DR 15/—
Speed —
Ranged touch +25 (by revelation)
SQ channel revelation, limited agency, tenuous existence, warding spirit (70 ft., +7 deflection)Spirit Sense (Sp): Setrai can detect the presence of undead; ethereal; or incorporeal creatures. This ability functions like detect

undead, and he detects all of these creatures rather than trying to detect one kind (though it does not reveal what type of undead is detected).

Spirit Walk (Su): Twice per day, Setrai can become incorporeal and invisible. While in this form, he can move in any direction and pass through solid objects. He can take no actions other than to move while in this form. He can remain in this form for fourteen rounds, but can end this effect prematurely as a standard action.

Voices from Beyond the Veil (Su): Setrai's ability to hear and understand spirits of the dead is developed enough to allow him to speak in this tongue as well. As the spirits themselves are mindless, talking to them serves no purpose (though many aetherurgists do so anyway). Setri may use the language to understand and be understood by undead creatures (all of which know the voice of the dead as a language, even if it is not listed), and to communicate with other aetherurgist. Additionally, language is no longer a barrier when the he uses the speak with dead spell.

Voice of the Grave (Su): Setrai can use speak with dead, as the spell, for 14 rounds per day. These rounds do not need to be consecutive. The dead creature takes a –4 penalty on its Will save to resist this effect.

Setrai Tkossirk, CR 17
Intercessor of Shadows and Terror's Gentle Light

XP 102,400

Male psychic (telekinetic) vrock oracle (aetherurgist) 11

CE Large outsider (chaotic, demon, evil, extraplanar)

Init +7; **Senses** darkvision 60 ft.; Perception +30

Defense

AC 27, touch 16, flat-footed 24 (+4 deflection, +3 Dex, +11 natural, –1 size)

hp 259 (20 HD; 9d10+11d8+160)

Fort +22, **Ref** +19, **Will** +22

DR 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 31

Offense

Speed 30 ft., fly 75 ft. (perfect)

Melee 2 claws +22 (2d6+5), bite +22 (1d8+5), 2 talons +22 (1d6+5)

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

Special Attacks dance of ruin (DC 25), spores, stunning screech (DC 28)

Psychic Spell-Like Abilities (CL 20th; concentration +25)

At will—*mage hand*

3/day—*telekinesis* (DC 20), *wall of force*

2/day—*hold portal* (DC 17), *sympathetic vibration* (DC 21)

1/day—*animate rope* (DC 16), *control water, floating disk, pyrotechnics* (DC 17), *repel metal or stone, repel wood, resilient sphere* (DC 19), *reverse gravity* (DC 22), *telekinetic sphere* (DC 23)

Vrock Spell-Like Abilities (CL 12th; concentration +17)

At will—*greater teleport* (self plus 50 lbs. of objects only), *telekinesis* (DC 20)

1/day—*heroism, mirror image, summon* (level 3, 1 vrock 35%)

Oracle Spells Known (CL 11th; concentration +16)

5th (5/day) 2+1— *contact other plane, raise dead, slay living* (DC 20)

4th (7/day) 3+1— *dismissal* (DC 20), *divination, spiritual ally, witchbreaker** (DC 20)

3rd (7/day) 4+1— *agonizing rebuke*[ARG] (DC 18), *dispel magic, haunting choir*[UM], *vision of hell*[UM] (DC 17), *windwall*

2nd (7/day) 5+1— *augury, blinding ray*[ARG] (DC 17), *disfiguring touch*[UM] (DC 17), *lesser restoration, silence, spiritual weapon*

1st (8/day) 5+1— *doom* (DC 16), *karmic blessing*[ARG], *murderous command*[UM] (DC 16), *obscuring mist, protection from good, unseen servant*

0 (at will) 9+2— *bleed* (DC 15), *create water, detect magic, ghost sound, guidance, light, mage hand, mending, read magic, spark*[APG], *stabilize*

Mystery Occult

Tactics

Before Combat Setrai activates its ectoplasmic armor and releases a cloud of spores. If possible, he opens combat with his stunning screech or reverse gravity to remove an opponent from combat.

During Combat Setrai summons an offensive spirit to aid in combat, and then engages poorly armored foes in melee. Once per day, he can attempt to counter a spell by casting the appropriate spell as an immediate action instead of doing so with a readied action. He must identify the spell to do so.

Morale Capable of greater teleport at will, Setrai only remains in combat as long as he wants to be in combat, usually to prove a point. Immortal and able to seek out foes at his leisure, Tkossirk has no qualms about returning to attack an enemy even months later, when Setrai is presumed gone or occupied elsewhere.

Statistics

Str 20, **Dex** 17, **Con** 26 **Int** 16, **Wis** 20, **Cha** 20

Base Atk +17; **CMB** +23; **CMD** 40

Feats Abundant Revelations[UM] (brain drain), Cleave, Combat Casting, Combat Reflexes, Ectoplasmic Spell[APG,B], Extra Revelation (3), Improved Initiative, Iron Will[B], Lightning Reflexes, Power Attack

Skills Acrobatics +12, Appraise +12, Bluff +19,

Diplomacy +20, Fly +18, Intimidate +20, Knowledge (arcana) +15, Knowledge (history) +17, Knowledge (local) +13, Knowledge (planes) +26, Perception +30, Sense Motive +17, Spellcraft +20 (+25 to identify a spell for counterspelling), Stealth +22, Survival +17; Racial Modifiers +8 Perception

Languages Abyssal, Aklo, Celestial, Common; telepathy 100 ft.

SQ channel revelation, dual curse, divert spirit, revelations (brain drain, ectoplasmic armor, spectral spells, spirit walk, voice of the grave), spirit mastery, spirit sense, voices from beyond the veil

Gear bag of holding (type IV), cloak of resistance +5, headband of counterspelling[UE], migrus locker[UE], ring of the ram, 1,400 gp

Special Abilities

Brain Drain (Su): As a standard action up to four times per day, Setrai can violently probe the mind of a single intelligent creature within 100 feet. The target receives a Will save (DC 20) to negate the effect and immediately knows the source of this harmful mental prying. Those who fail this save are wracked with pain, and take 11d4 points of damage. After successfully attacking with this ability, Setrai can use a full-round action to sort through the jumble of stolen thoughts and memories and then attempt a single Knowledge check using the victim's skill bonus. The randomly stolen thoughts remain in Setrai's mind for five rounds. Treat the knowledge gained as if he had used detect thoughts. This is a mind-affecting effect.

Dual Curse (Ex): Setrai has the haunted and tongues curses. These grant him Abyssal and Aklo as bonus languages, the ability to understand all languages (as the tongues spell), and he has ghost sound and mage hand as bonus orisons known. Retrieving a stored item requires a standard action for him, unless longer. Any item he drops lands 10 ft. from him in a random direction.

Divert Spirit (Su): Normally Setrai must give form to an ambient spirit. As a full-round action, he may select one square within 50 ft. containing the body of a creature that died no more than 1 round ago. The creature must not have been a construct or undead, or have the elemental subtype. Setrai may summon a spirit in this square using his spirit mastery ability, except that he does not need to be adjacent to the square.

Ectoplasmic Armor (Su): Setrai can conjure armor made of ectoplasm that grants a +8 armor bonus to AC. In addition, this armor functions as if it had the ghost touch special ability. He can use this armor for 11 hours per day in 1 hour increments.

Spectral Spells (Su): Setrai has Ectoplasmic Spell as a bonus feat. Three times per day, he can cast a spell with the Ectoplasmic Spell metamagic feat as a standard action that does not increase the level of the spell.

Spirit Mastery (Su): Setrai has a spirit mastery score and the ability to summon spirits of the dead to aid he and his allies. His spirit mastery score is 6, and spirits he summons remain for 11 minutes.

Setrai may only have three spirits out at any given time. Summoning a spirit is a move action that provokes attacks of opportunities. They appear in a square adjacent to Setrai, chosen at the time of summoning. Setrai may only summon one spirit per round. The spirits act during Setrai's turn. Dismissing a spirit is a swift action that requires Setrai to be adjacent to them. The form the spirits take varies from aetherurgist to aetherurgist, but a common form is of a faceless hooded figure in a praying stance. Setrai's spirits have the following statistics.

Offensive Spirit

CE Undead
AC 15, touch 15, flat-footed 15 (+5 deflection)
hp 64
Fort +22, **Ref** +19, **Will** +22
Defensive Abilities not quite there (50% miss chance);
DR 15/—
Speed —
Range spirit touch +22 (6d4+5 force)
SQ channel revelation, limited agency, tenuous existence

Defensive Spirit

CE Undead
AC 15, touch 15, flat-footed 15 (+5 deflection)
hp 64
Fort +22, **Ref** +19, **Will** +22
Defensive Abilities not quite there (50% miss chance);
DR 15/—
Speed —
Ranged touch +22 (by revelation)
SQ channel revelation, limited agency, tenuous existence, warding spirit (60 ft., +6 deflection)

Spirit Sense (Sp): Setrai can detect the presence of undead; ethereal; or incorporeal creatures. This ability functions like detect undead, and he detects all of these creatures rather than trying to detect one kind (though it does not reveal what type of undead is detected).

Spirit Walk (Su): Once per day, Setrai can become incorporeal and invisible. While in this form, he can move in any direction and pass through solid objects. He can take no actions other than to move while in this form. He can remain in this form for eleven rounds, but can end this effect prematurely as a standard action.

Voices from Beyond the Veil (Su): Setrai's ability to hear and understand spirits of the dead is developed enough to allow him to speak in this tongue as well. As the spirits themselves are mindless, talking to them serves no purpose (though many aetherurgists do so anyway). Setrai may use the language to understand and be understood by undead creatures (all of which know the voice of the dead as a language, even if it is not listed), and to communicate with other aetherurgists. Additionally,

language is no longer a barrier when he uses the speak with dead spell.

Voice of the Grave (Su): Setrai can use speak with dead, as the spell, for 11 rounds per day. These rounds do not need to be consecutive. The dead creature takes a –4 penalty on its Will save to resist this effect.

Setrai Tkossirk, the Medium of Clouded Minds CR 14

XP 38,400

Male psychic (telekinetic) vrock oracle (aetherurgist) 6

CE Large outsider (chaotic, demon, evil, extraplanar)

Init +7; **Senses** darkvision 60 ft.; Perception +30

Defense

AC 27, touch 16, flat-footed 24 (+4 deflection, +3 Dex, +11 natural, –1 size)

hp 196 (15 HD; 9d10+6d8+120)

Fort +17, **Ref** +14, **Will** +16

DR 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 25

Offense

Speed 30 ft., fly 75 ft. (perfect)

Melee 2 claws +16 (2d6+4), bite +16 (1d8+4), 2 talons +16 (1d6+4)

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

Special Attacks dance of ruin (DC 22), spores, stunning screech (DC 25)

Psychic Spell-Like Abilities (CL 15th; concentration +20)

At will—*mage hand*

3/day—*telekinesis* (DC 20)

2/day—*hold portal* (DC 17), *sympathetic vibration* (DC 21)

1/day—*animate rope* (DC 16), *control water, floating disk, pyrotechnics* (DC 17), *repel metal or stone, repel wood, resilient sphere* (DC 19), *reverse gravity* (DC 22)

Vrock Spell-Like Abilities (CL 12th; concentration +17)

At will—*greater teleport* (self plus 50 lbs. of objects only), *telekinesis* (DC 20)

1/day—*heroism, mirror image, summon* (level 3, 1 vrock 35%)

Oracle Spells Known (CL 6th; concentration +11)

3rd (4/day) — *dispel magic, haunting choir*[UM]

2nd (6/day) — *disfiguring touch*[UM] (DC 17), *silence, spiritual weapons*

1st (8/day) — *karmic blessing*[ARG], *murderous command*[UM] (DC 16), *obscuring mist, protection from good, unseen servant*

0 (at will) — *detect magic, ghost sound, guidance, light, mage hand, mending, read magic, spark*[APG], *stabilize*

Mystery Occult

Tactics

Before Combat Setrai activates its ectoplasmic armor and releases its cloud of spores. If possible, he opens combat with his stunning screech or reverse gravity to remove an opponent from combat.

During Combat Setrai summons one offensive spirit to aid in combat, and then engages poorly armored foes in melee. Once per day, Setrai can attempt to counter a spell by casting the appropriate spell as an immediate action instead of doing so with a readied action. He must identify the spell to do so.

Morale Capable of greater teleport at will, Setrai only remains in combat as long as he wants to be in combat, usually to prove a point. Immortal and able to seek out foes at his leisure, Tkossirk has no qualms about returning to attack an enemy even months later, when Setrai is presumed gone or occupied elsewhere.

Statistics

Str 19, **Dex** 17, **Con** 26 **Int** 16, **Wis** 20, **Cha** 20

Base Atk +13; **CMB** +18; **CMD** 35

Feats Abundant Revelations[UM] (brain drain), Cleave, Combat Casting, Combat Reflexes, Extra Revelation (ectoplasmic armor), Improved Initiative, Iron Will[B], Lightning Reflexes, Power Attack

Skills Acrobatics +12, Appraise +12, Bluff +14, Diplomacy +20, Fly +18, Intimidate +20, Knowledge (arcana) +10, Knowledge (history) +12, Knowledge (planes) +21, Perception +30, Sense Motive +17, Spellcraft +15 (+20 to identify spell for counterspelling), Stealth +17, Survival +17; Racial Modifiers +8 Perception

Languages Abyssal, Aklo, Celestial, Common; telepathy 100 ft.

SQ channel revelation, dual curse, revelations (brain drain, ectoplasmic armor), spirit mastery, spirit sense, voices from beyond the veil

Gear headband of counterspelling[UE], cloak of resistance +1

Special Abilities

Brain Drain (Su): As a standard action up to three times per day, Setrai can violently probe the mind of a single intelligent creature within 100 feet. The target receives a Will save (DC 18) to negate the effect and immediately knows the source of this harmful mental prying. Those who fail this save are wracked with pain, and take 6d4 points of damage. After successfully attacking with this ability, Setrai can use a full-round action to sort through the jumble of stolen thoughts and memories and then attempt a single Knowledge check using the victim's skill bonus. The randomly stolen thoughts remain in Setrai's mind for five rounds. Treat the knowledge gained as if he had used detect thoughts. This is a mind-affecting effect.

Dual Curse (Ex): Setrai has the haunted and tongues curses. These grant him abyssal and aklo as bonus languages known, and ghost sound and mage hand as bonus orisons known. During combat, he can only

speak abyssal or aklo, which does not interfere with this spellcasting, but does apply to language-dependent spells. Retrieving a stored item requires a standard action for him, unless longer. Any item he drops lands 10 ft. from him in a random direction.

Ectoplasmic Armor (Su): Setrai can conjure armor made of ectoplasm that grants a +4 armor bonus to AC. In addition, this armor functions as if it had the ghost touch special ability. Setrai can use this armor for 6 hours per day in 1 hour increments.

Spirit Mastery (Su): Setrai has a spirit mastery score and the ability to summon spirits of the dead to aid he and his allies. His spirit mastery score is 3, and spirits he summons remain for 6 minutes.

Setrai may only have two spirits out at any given time. Summoning a spirit is a standard action that provokes attacks of opportunities. They appear in a square adjacent to Setrai, chosen at the time of summoning. Setrai may only summon one spirit per round. The spirits act during Setrai's turn. Dismissing a spirit is a swift action that requires Setrai to be adjacent to them. The form the spirits take varies from aetherurgist to aetherurgist, but a common form is of a faceless hooded figure in a praying stance. Setrai's spirits have the following statistics.

Offensive Spirit
CE Undead
AC 15, touch 15, flat-footed 15 (+5 deflection)
hp 49
Fort +17, **Ref** +14, **Will** +16
Defensive Abilities not quite there (20% miss chance); **DR** 5/magic
Speed —
Range spirit touch +18 (3d4+5 force)
SQ channel revelation, limited agency, tenuous existence

Defensive Spirit
CE Undead
AC 15, touch 15, flat-footed 15 (+5 deflection)
hp 49
Fort +17, **Ref** +14, **Will** +16
Defensive Abilities not quite there (20% miss chance); **DR** 5/magic
Speed —
Ranged touch +18 (by revelation)
SQ channel revelation, limited agency, tenuous existence, warding spirit (30 ft., +3 deflection)

Spirit Sense (Sp): Setrai can detect the presence of undead; ethereal; or incorporeal creatures. This ability functions like detect undead, and he detects all of these creatures rather than trying to detect one kind (though it does not reveal what type of undead is detected).

Voices from Beyond the Veil (Su): Setrai's ability to hear and understand spirits of the dead is developed enough to allow him to speak in this tongue as well. As the spirits themselves are mindless, talking to them serves no purpose (though many aetherurgists do so anyway). Setrai may use the language to understand and be understood by undead creatures (all of which know the voice of the dead as a language, even if it is not listed), and to communicate with other aetherurgists. Additionally, language is no longer a barrier when Setrai uses the speak with dead spell.

Setrai Tkossirk, the Buzzard of Broken Spirits — CR 11
XP 12,800
Male afflicted psychic (telekinetic) vrock oracle (aetherurgist) 6
CE Large outsider (chaotic, demon, evil, extraplanar)
Init +3; **Senses** darkvision 60 ft.; Perception +22
DEFENSE
AC 19, touch 12, flat-footed 19 (+4 deflection, -1 Dex, +7 natural, –1 size)
hp 151 (15 HD; 9d10+6d8+75)
Fort +15, **Ref** +10, **Will** +12
DR 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 25

Offense
Speed 30 ft., fly 55 ft. (perfect)
Melee 2 claws +12 (2d6), bite +12 (1d8), 2 talons +12 (1d6)
Space 10 ft.; **Reach** 10 ft.
Special Attacks dance of ruin (DC 18), spores, stunning screech (DC 21)
Psychic Spell-Like Abilities (CL 15th; concentration +16)
At will—*mage hand*
3/day—*telekinesis* (DC 16)
2/day—*hold portal* (DC 13), *sympathetic vibration* (DC 17)
1/day—*animate rope* (DC 12), *control water, floating disk, pyrotechnics* (DC 13), *repel metal or stone, repel wood, resilient sphere* (DC 15), *reverse gravity* (DC 18)

Vrock Spell-Like Abilities (CL 12th; concentration +12)
At will—*greater teleport* (self plus 50 lbs. of objects only), *telekinesis* (DC 16)
1/day—*heroism, mirror image, summon* (level 3, 1 vrock 35%)
Oracle Spells Known (CL 6th; concentration +7)
2nd (5/day) — *disfiguring touch*UM (DC 13), *silence, spiritual weapon*
1st (7/day) — *karmic blessing*ARG, *murderous command*UM (DC 12), *obscuring mist, protection from good, unseen servant*
0 (at will) — *detect magic, ghost sound, guidance, light, mage hand, mending, read magic, spark*APG, *stabilize*
Mystery Occult

Tactics

Before Combat Setrai activates its ectoplasmic armor and releases its cloud of spores. If possible, it opens combat with its stunning screech or reverse gravity to remove an opponent from combat.

During Combat The oracle summons one of its spirits to aid in combat, and then engages poorly armored foes in melee. Once per day, Setrai can attempt to counter a spell by casting the appropriate spell as an immediate action instead of doing so with a readied action. It must identify the spell to do so.

Morale Capable of greater teleport at will, the demon only remains in combat as long as it wants to be in combat, usually to prove a point. Immortal and able to seek out foes at its leisure, Tkossirk has no qualms about returning to attack an enemy even months later, when the demon is presumed gone or occupied elsewhere.

Statistics

Str 11, **Dex** 9, **Con** 18 **Int** 8, **Wis** 12, **Cha** 12

Base Atk +13; **CMB** +14; **CMD** 27

Feats Abundant Revelations[UM] (brain drain), Combat Casting, Combat Reflexes, Extra Revelation (ectoplasmic armor), Great Fortitude, Improved Initiative, Iron Will[B], Lightning Reflexes, Toughness

Skills Bluff +10, Diplomacy +10, Fly +14, Intimidate +7, Knowledge (arcana) +5, Knowledge (history) +7, Knowledge (planes) +12, Perception +22, Sense Motive +10, Spellcraft +8 (+13 to identify spell for counterspelling), Stealth +2, Survival +2; Racial Modifiers +8 Perception

Languages Abyssal, Aklo, Celestial, Common; telepathy 100 ft.

SQ channel revelation, dual curse, revelations (brain drain, ectoplasmic armor), spirit mastery, spirit sense, voices from beyond the veil

Gear headband of counterspelling[UM], cloak of resistance +1

Special Abilities

Brain Drain (Su): As a standard action up to three times per day, Setrai can violently probe the mind of a single intelligent creature within 100 feet. The target receives a Will save (DC 18) to negate the effect and immediately knows the source of this harmful mental prying. Those who fail this save are wracked with pain, and take 6d4 points of damage. After successfully attacking with this ability, Setrai can use a full-round action to sort through the jumble of stolen thoughts and memories and then attempt a single Knowledge check using the victim's skill bonus. The randomly stolen thoughts remain in Setrai's mind for one round. Treat the knowledge gained as if he had used detect thoughts. This is a mind-affecting effect.

Dual Curse (Ex): Setrai has the haunted and tongues curses. These grant him abyssal and aklo as bonus languages known, and ghost sound and mage hand as bonus orisons known. During combat, he can only speak abyssal or aklo, which does not interfere with this spellcasting, but does apply to language-dependent spells. Retrieving a stored item requires a standard action for him, unless longer. Any item he drops lands 10 ft. from him in a random direction.

Ectoplasmic Armor (Su): Setrai can conjure armor made of ectoplasm that grants a +4 armor bonus to AC. In addition, this armor functions as if it had the ghost touch special ability. Setrai can use this armor for 6 hours per day in 1 hour increments.

Spirit Mastery (Su): Setrai has a spirit mastery score and the ability to summon spirits of the dead to aid he and his allies. His spirit mastery score is 3, and spirits he summons remain for 6 minutes.

Setrai may only have two spirits out at any given time. Summoning a spirit is a standard action that provokes attacks of opportunities. They appear in a square adjacent to Setrai, chosen at the time of summoning. Setrai may only summon one spirit per round. The spirits act during Setrai's turn. Dismissing a spirit is a swift action that requires Setrai to be adjacent to them. The form the spirits take varies from aetherurgist to aetherurgist, but a common form is of a faceless hooded figure in a praying stance. Setrai's spirits have the following statistics.

Offensive Spirit

CE Undead

AC 11, touch 11, flat-footed 11 (+1 deflection)

hp 37

Fort +15, **Ref** +10, **Will** +12

Defensive Abilities not quite there (20% miss chance); **DR** 5/magic

Speed —

Range spirit touch +14 (3d4+1 force)

SQ channel revelation, limited agency, tenuous existence

Defensive Spirit

CE Undead

AC 11, touch 11, flat-footed 11 (+1 deflection)

hp 37

Fort +15, **Ref** +10, **Will** +12

Defensive Abilities not quite there (20% miss chance); **DR** 5/magic

Speed —

Ranged touch +14 (by revelation)

SQ channel revelation, limited agency, tenuous existence, warding spirit (30 ft., +3 deflection)

Spirit Sense (Sp): Setrai can detect the presence of undead; ethereal; or incorporeal creatures. This ability functions like detect undead, and he detects all of these creatures rather than trying to detect one kind (though it does not reveal what type of undead is detected).

Voices from Beyond the Veil (Su): Setrai's ability to hear and understand spirits of the dead is developed enough to allow him to speak in this tongue as well. As the spirits themselves are mindless, talking to them

serves no purpose (though many aetherurgists do so anyway). Setrai may use the language to understand and be understood by undead creatures (all of which know the voice of the dead as a language, even if it is not listed), and to communicate with other aetherurgists. Additionally, language is no longer a barrier when Setrai uses the speak with dead spell.

Setrai Tkossirk, the Rapturous Raptor — CR 8

XP 4,800

Male psychic (telekinetic) half-vrock human oracle (aetherurgist) 6

CE Medium outsider (native)

Init +6; **Senses** darkvision 60 ft.; Perception +8

Defense

AC 17, touch 16, flat-footed 15 (+4 deflection, +2 Dex, +1 natural)

hp 51 (6d8+24)

Fort +6, **Ref** +4, **Will** +9

DR 5/magic; **Immune** poison; **Resist** acid 10, cold 10, electricity 10, and fire 10; **SR** 19

Offense

Speed 30 ft., fly 60 ft. (perfect)

Melee 2 claws +5 (1d4+1), bite +5 (1d6+1)

Special Attacks shriek, smite good, spores

Spell-Like Abilities (CL 6th; concentration +11)

At will—*mage hand*

3/day—*darkness*

2/day—*hold portal* (DC 17)

1/day—*animate rope* (DC 16), *floating disk, mirror image, pyrotechnics* (DC 17), *unholy blight* (DC 19)

Oracle Spells Known (CL 6th; concentration +11)

3rd (4/day) — *dispel magic, haunting choir*[UM]

2nd (6/day) — *disfiguring touch*[UM] (DC 17), *silence, spiritual weapon*

1st (8/day) — *karmic blessing*[ARG], *murderous command*[UM] (DC 16), *obscuring mist, protection from good, unseen servant*

0 (at will) — *detect magic, ghost sound, guidance, light, mage hand, mending, read magic, spark*[APG], *stabilize*

Mystery Occult

Tactics

Before Combat Setrai activates his ectoplasmic armor casts protection from good, neither of which is included in his statistics. If possible, he summons his two spirits for offense and opens combat with his brain drain.

During Combat Setrai summons a haunting choir to aid in combat on the first round, and then continues to use brain drain on well-armored opponents. Once per day, he can attempt to counter a spell by casting the appropriate spell as an immediate action instead of doing so with a readied action. He must still identify the spell to counterspell it.

Morale Setrai only remains in combat as long as he wants to be in combat, usually to prove a point. Immortal and able to seek out foes at his leisure, Tkossirk has no qualms about returning to attack an enemy even months later, when the oracle is presumed gone or occupied elsewhere.

Statistics

Str 12, **Dex** 14, **Con** 18 **Int** 15, **Wis** 14, **Cha** 20

Base Atk +4; **CMB** +5; **CMD** 21

Feats Abundant Revelations[UM] (brain drain), Combat Casting, Extra Revelation (ectoplasmic armor), Improved Initiative, Iron Will[B]

Skills Bluff +14, Diplomacy +14, Fly +19, Knowledge (planes) +11, Perception +8, Sense Motive +11, Spellcraft +11 (+16 to identify spell for counterspelling)

Languages Abyssal, Aklo, Celestial, Common, Draconic

SQ channel revelation, dual curse, revelations (brain drain, ectoplasmic armor), spirit mastery, spirit sense, voices from beyond the veil

Gear headband of counterspelling[UE], cape of mountebank

Special Abilities

Brain Drain (Su): As a standard action up to three times per day, Setrai can violently probe the mind of a single intelligent creature within 100 feet. The target receives a Will save (DC 18) to negate the effect and immediately knows the source of this harmful mental prying. Those who fail this save are wracked with pain, and take 6d4 points of damage. After successfully attacking with this ability, Setrai can use a full-round action to sort through the jumble of stolen thoughts and memories and then attempt a single Knowledge check using the victim's skill bonus. The randomly stolen thoughts remain in Setrai's mind for five rounds. Treat the knowledge gained as if it had used detect thoughts. This is a mind-affecting effect.

Dual Curse (Ex): Setrai has the haunted and tongues curses. These grant him abyssal and aklo as bonus languages known, and ghost sound and mage hand as bonus orisons known. During combat, he can only speak abyssal or aklo, which does not interfere with this spellcasting, but does apply to language-dependent spells. Retrieving a stored item requires a standard action for him, unless longer. Any item he drops lands 10 ft. from him in a random direction.

Ectoplasmic Armor (Su): Setrai can conjure armor made of ectoplasm that grants a +4 armor bonus to AC. In addition, this armor functions as if it had the ghost touch special ability. Setrai can use this armor for 6 hours per day in 1 hour increments.

Shriek (Su): Once per day, Setrai can utter a shrill screech. All creatures except himself and demons within a 30-foot-radius spread must succeed at a DC 17 Fortitude save or be staggered for 1 round.

Smite Good (Su): As a swift action once per day, Setrai can smite good as the smite evil ability of a 6th-level paladin, except affecting a good target. Against the

target of his smite, he gains a +5 bonus to attack rolls, his deflection bonus to AC increases by +1, and he deals +6 damage. The smite persists until target is dead or Setrai rests.

Spirit Mastery (Su): Setrai has a spirit mastery score and the ability to summon spirits of the dead to aid he and his allies. His spirit mastery score is 3, and spirits he summons remain for 6 minutes.

Setrai may only have two spirits out at any given time. Summoning a spirit is a standard action that provokes attacks of opportunities. They appear in a square adjacent to Setrai, chosen at the time of summoning. Setrai may only summon one spirit per round. The spirits act during Setrai's turn. Dismissing a spirit is a swift action that requires Setrai to be adjacent to them. The form the spirits take varies from aetherurgist to aetherurgist, but a common form is of a faceless hooded figure in a praying stance.

Setrai's spirits have the following statistics.

Offensive Spirit
CE Undead
AC 15, touch 15, flat-footed 15 (+5 deflection)
hp 12
Fort +6, **Ref** +4, **Will** +9
Defensive Abilities not quite there (20% miss chance); **DR** 5/magic
Speed —
Range spirit touch +9 (3d4+5 force)
SQ channel revelation, limited agency, tenuous existence

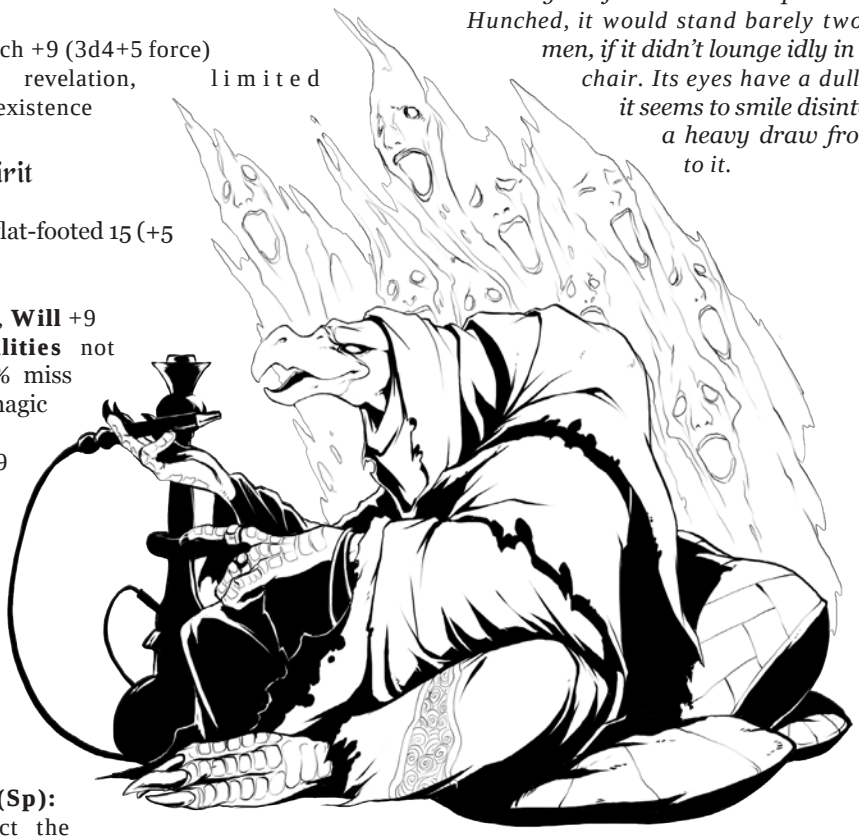
Defensive Spirit
CE Undead
AC 15, touch 15, flat-footed 15 (+5 deflection)
hp 12
Fort +6, **Ref** +4, **Will** +9
Defensive Abilities not quite there (20% miss chance); **DR** 5/magic
Speed —
Ranged touch +9 (by revelation)
SQ channel revelation, limited agency, tenuous existence, warding spirit (30 ft., +3 deflection)

Spirit Sense (Sp): Setrai can detect the presence of undead; ethereal; or incorporeal creatures. This ability functions like detect undead, and he detects all of these creatures rather than trying to detect one kind (though it does not reveal what type of undead is detected).

Spores (Ex): Setrai is covered with a fine layer of spores. As a free action, he can infest a creature he hits with a melee attack with these spores; Setrai must wait a minute before using hi spores again. A creature targeted by Setrai's spores becomes sickened by the pain caused by the spores for 2d4 rounds as they raise hideous welts on the victim's flesh. This is a disease effect.

Voices from Beyond the Veil (Su): Setrai's ability to hear and understand spirits of the dead is developed enough to allow him to speak in this tongue as well. As the spirits themselves are mindless, talking to them serves no purpose (though many aetherurgists do so anyway). Setrai may use this language to understand and be understood by undead creatures (all of which know the voice of the dead as a language, even if it is not listed), and to communicate with other aetherurgits. Additionally, language is no longer a barrier when Setrai uses the speak with dead spell.

A cloud of glowing motes and shadowy, translucent figures surrounds this enormous man-vulture, clothed in dirty, grease-stained burgundy-colored silks and wearing a few tarnished pieces of silver jewelry. Hunched, it would stand barely two heads above most men, if it didn't lounge idly in the large, bowl-like chair. Its eyes have a dull glaze to them, and it seems to smile disinterestedly as it takes a heavy draw from the hookah next to it.



NPC Job Table

Ahnkar-Kosh, the Unstoppable	bodyguard
Primus Gearheat, the Clockwork King	constructs, magic items
Le Loup Solitaire	smuggler
Viscount Zanzig, the Crystal Seer, High Prognosticator of Sarnath	fortune teller
Elspeth Black, Executive Officer of Blackblade	mercenary leader
The Dark Lady Ninyantë, Mistress of Venom	poisoner
The Ghost-Light that Dreamed, Gozutozawa	street musician
The Mad Wench Maelgatryx	tavern keeper
Arhanoht, the Iron Gavel	arbiter
Brynhild Eirensdottir, the Shining Valkyrie	healer
Magnus Thrax, Sculptor of War	gladiator trainer
Belladonna, the Face of Love Unrequited	madame
Nix Ra Bael, Dreamkiller	assassin
Kahrvass Fleymbrow, Smith of Burning Desire	smith, magic items
Bonetongue, Steward of Dead Dreams	gravedigger
Khufusiris, the Crooked Sleuth of Unfathered Sin	thief-taker
Xoti, the Usurper	carouser
Gobseck Vaultwright, Meister of the Golden Anvil	banker, moneylender
Z.Z. Grimshanks, the Knave of Sharp Seconds	thief, gladiator
Po'Kesteros, the Lostling	thief, assassin
Smiles-Under-the-Bed	nightmare alley cat
Perfect Aneshka, Fate's Immaculate Blade	priestess of fate
Dread Captain Miraxa, Queer Corsair of the Slumbering Sea	pirate
Balduros Thundrsen, the Roaring Hammer	entertainer
Nameless Nil, the Beggar of Self	beggar
Jubal D'tirn, the Fool's Champion	taxidermist, gladiator
Vhulgus Sangrevorro, the Endless Dandy	tailor, haberdasher
Zara, the Girl Who Died Dreaming	matchstick girl, scourge
Ur-Shogga, the All-Consuming Thought	alchemist
Yog'vhus'chuul, Harbinger of the Deeping Void	aberrations, fishmonger
Setrai Tkossirk, the Whispered Word of Dream	medium, intercessor

Simple Adventure Seeds for the Tarnished Souk:

Destination Dream: A caravan-master needs your help as he is taking goods to the Tarnished Souk, and would like to take the PCs along as guards. This is not your normal escort mission – in addition to the unreal pitfalls of crossing Dream, the caravan-master dies just before arrival, leaving the PCs to bargain to unload the goods in the Tarnished Souk so they can get paid. The cargo also turns out to be much more (or much less) than expected – perhaps the true cargo of the mission is the dead caravan master's Hope, which he placed in a chest for delivery to one of the Faces of the Tarnished Souk as payment for an important debt.

A Bounty On Their Heads: There is a bounty on a (non-Souk) NPC's head, and the PCs learn that the NPC is hiding on the plane of Dream, in the Tarnished Souk. It's time to go and get her! Or, perhaps a large bounty has been placed on the heads of the PCs by a Face of the Tarnished Souk, and the PCs must go to Dream to get the bounty removed, or they're captured and taken there against their will by a bounty hunter.

The Devil's Trade: People are traveling to the Tarnished Souk and spending their money, but there's a trade-balance problem because the local ruler can't collect taxes from the merchants in the Tarnished Souk, nor find a reliable means of exporting goods to the Souk for sale, and high-end consumers (as in, the PCs) keep

Appendix: CR Table

NPC Name	CR
Lady Elspeth, Agent of Blackblade	4
Xoti, The Fallen	5
Arhanoht, The Broken Law	6
Balduros the Beaten	6
Brynhild the Merciful	6
"The Girl"	6
Gobseck Vaultwright, the Smoldering Miser	6
Le Loup Solitaire	6
Old Bonetongue, Him with the Rictus Grin	6
Nil the Hollow	6
Viscount Zanzig of Sarnath	6
Elspeth Black, Operative of Blackblade Section X	7
First Mate Miraxa, Crusher of Hopes and Reaper of Sorrows	7
Jubal D'tirn, Foolish Usurper	7
Kosh	7
Mad Maelga, the Raging Wench	7
Thrax the Iron-Fisted	7
Poor Kesteros, the Boy the Faeries Took	7
Primus	7
Venerable Vhulgus, the Vermin of Vanity	7
Ur-Shogga, the Bodiless Brain	7
Gozutozawa, The Lonely Light	8
Kahrvass Fleymbrow, Heart of the Forge	8
Sweet Bella, the Girl of Your Dreams	8
Ninyantë	8
Setrai Tkossirk, the Rapturous Raptor	8
Sharp Aneshka, the Girl Who Wished She Was a Sword	8
Smiles-Under-the-Bed, the Old Grey Cat	8
Z. Grimshanks, Esquire	8
Khufusiris the Mongrel	9
Nix Ra Bael, the Questioning	10
Yog'vhus'chuul, the Worm Through the Gate	10
Bonetongue, Shepherd of the Shambling Horde	11
Setrai Tkossirk, the Buzzard of Broken Spirits	11
Viscount Zanzig, the Crystal Seer	11
Arhanoht, The Dented Judge	12
Balduros Thundrsen, the Laughing Lord of Empty Barrels	12
Jubal D'tirn, Triumph's Tragedy	12
Xoti, The Exile	12
Belladonna the Withering Heart	13
Brynhild Eirensdottir, the Bright Swan of Battle	13
Faceless Nil, the Hungry Mask	13
Gobseck Vaultwright, the Wind of Fell Fortune	13
Khufusiris, the Mongrel of Barren Mystery	13
Le Loup Solitaire	13
Smiles-Under-the-Bed, the Laughter in Dark Alleys	13
Vhulgus Sangrevorro, the Gentleleech	13

NPC Name	CR
Ahnkar-Kosh	14
The Dark Lady Ninyantë	14
Fine Mr. Grimshanks, Bastard of the Moment	14
Gozutozawa, Light of Twice-Twisted Hope	14
Maelgatryx, the Rune-Witch of Rotgut	14
Miraxa One-Eye, Reaver of the Infinities	14
Pious Aneshka, the Blessed Blade	14
Rector Thrax, The Sharpening Stone	14
Primus Gearheart	14
Ur-Shogga, the Mind over Matter	14
Setrai Tkossirk, The Medium of Clouded Minds	14
Elspeth Black, Executive officer of Blackblade	15
Kahrvass Fleymbrow, the Molten Maker	15
Nix Ra Bael, the Unanswered	15
Po'Kesteros Fell-Fate, the Lost Boy Grown	15
Yog'vhus'chuul, the Squirming Threshold	15
Bonetongue, Steward of Dead Dreams	16
Viscount Zanzig, the Crystal Seer, High Prognosticator of Sarnath	16
Belladonna, The Face of Love Unrequited	17
Khufusiris, the Crooked Sleuth of Unfathered Sin	17
Setrai Tkossirk, Intercessor of Shadows and Terror's Gentle Light	17
Balduros Thundrsen, the Roaring Hammer	18
Smiles-Under-the-Bed	19
Vhulgus Sangrevorro, the Eternal Dandy	19
Xoti, The Usurper	19
Brynhild Eirensdottir, the Shining Valkyrie	20
Gobseck Vaultwright, Meister of the Golden Anvil	20
Jubal D'tirn, The Fool's Champion	20
Kahrvass Fleymbrow, Smith of Burning Desire	20
The Mad Wench Maelgatryx	20
Magnus Thrax, Sculptor of War	20
Po'Kesteros, the Lostling	20
Setrai Tkossirk, the Whispered Word of Dream	20
Ahnkar-Kosh, The Unstoppable	21
Arhanoht, the Iron Gavel	21
Dread Captain Miraxa, Queen Corsair of the Slumbering Sea	21
The Ghost-Light that Dreamed, Gozutozawa	21
Le Loup Solitaire	21
Nameless Nil, the Beggar of Self	21
Nix Ra Bael, Dreamkiller	21
The Dark Lady Ninyantë, Mistress of Venom	21
Primus Gearheart, the Clockwork King	21
Ur-Shogga, the All-Consuming Thought	21
Yog'vhus'chuul, Harbinger of the Deeping Void	21
Z.Z. Grimshanks, the Knave of Sharp Seconds	21
Perfect Aneshka, Fate's Immaculate Blade	22
Zara, the Girl Who Died Dreaming	22

spending mountains of coin in the Souk instead of locally. The ruler sends the PCs to negotiate a trade deal with the Faces of the Tarnished Souk; if unsuccessful, the local economy suffers and a planar trade war (or possibly a real war) could erupt.

Good Housekeeping: The Khan of Nightmares has placed the PCs in charge of a stall in the Tarnished Souk and they must, despite their lack of proficiency in such things, make it a profitable venture. Inventory has been stolen. The proprietor's assistant is dead. The location smells. The other Souk NPCs compete with the PCs for business, rail that they did not earn their place, and everyone wants the previous owner to return.

Method to the Madman: One of the Tarnished Souk NPCs has gone berserk, terrorizing the marketplace, and the PCs are recruited to capture him alive so he may be cured of this sudden madness. The PCs must also discover the hidden culprit who triggered the rampage, and take them before The Iron Gavel for some mean street justice.

You Want What?: The PCs join a scavenger hunt as a bit of sport during the Festival of Dreams. They must win. The event involves finding strange items within the Tarnished Souk, one of the other contestants is less than honest, and the game becomes far more deadly than intended. NPCs of the Tarnished Souk use the escapade as an excuse to learn trade secrets and commit a few thefts under the guise of a game, setting the PCs up to take the fall as the ones next on the scene.

The Souk Job: Someone hires the PCs to perform a heist – from one of the Tarnished Souk's NPCs. The PCs must do the job without alerting anyone, and must replace what they steal with a forgery. Then, there's getting away with it.

The Tarnished Souk and Other Campaign Settings.

The plane of Dream is a transitional plane that touches upon all others. You can travel from the depths of Hell's deepest damnation, to the heights of the elemental plane of air, or enter it from Rite Publishing's own city of Questhaven. What makes Dream great for Game Masters is that characters do not necessarily need to cast plane shift or find a gate, they can just go to sleep and find themselves there. All of this is under the GM's control, of course – attempts to reach Dream through simple dreaming can fail, producing only normal dreams, or may occur even if the characters do not intend to embark upon such a journey. Similarly, the effects of adventuring in Dream through dreams alone can still have tangible consequences back in the waking world, either under a theory that the mind makes it real, or upon simple acknowledgement that we're talking about profoundly mystical happenings here, and the profound magic of Dream is more than capable of affecting reality beyond the veil of sleep.

In my home game one way I have made use of the Tarnished Souk is as a portable Bazaar of the Bizarre, for when my players are far, far away from civilization and I don't want to waste the time of time of having them travel all the way back. They go to sleep and enter the Tarnished Souk, for time moves differently in Dream, and not all dreams are remembered, so the Player Character who is currently on watch dreamed this before and just did not remember it. Such is the strange nature of dreams. If they spend money they wake up to find it gone, and if they purchased something they find it upon their person when they wake. They can perform research here, gather information, and even become involved in the intrigues of the Tarnished Souk; perhaps when they reach a high enough level they will travel on to the Coliseum Morpheuon or delve down The Rabbit Hole. Game Masters can easily end up running two adventures rather than one using this method – one in the Tarnished Souk and the other in the waking world.

If you take this route, I recommend implementing a linked villain who must be defeated in both locations in order to be permanently vanquished; if the characters defeat the villain in the waking world but not in Dream, he or she (or it) will soon return, rising from the dead or using its intact dream spirit to possess another form in the waking world; if the characters defeat the villain in Dream but neglect to deal with its waking form, the villain simply dreams their dream spirit self anew.

In low-level grim and gritty campaigns with very little fantasy, use Souk NPCs sparingly, use their lowest-tier CR versions, and disguise them (magically or otherwise) as normal everyday NPCs. Keep their most fantastic qualities subtly secret, giving hints only sparingly and allowing only one PC to catch a glimpse of their true nature out of the corner of their eye.

Another option is to implement the Tarnished Souk as a strange occurrence within you campaign. For example, within the city of Questhaven there is a small political enclave which belongs to a far-off power called 'The Mar'. Every night within the plaza of enclave a middle-tier Challenge Rating version of a Tarnished Souk character appears to vend their wares and do business. This implementation keeps the strange and mystical nature of the Tarnished Souk alive, but distances it somewhat from the potent high-level play associated with the full-force Tarnished Souk, Dream, and the Coliseum Morpheuon. In your campaign setting, you could make a single Souk NonPlayer Character and her place of business appear and disappear like the Little Shop That Was Not There Yesterday, choosing whether to use a low-tier, middle-tier, or highest-tier version of the character. Utility and versatility are the real strengths of the Faces of the Tarnished Souk as a cast of characters; we designed them for modular use at all levels of play.

Steven D. Russell
Rite Publishing

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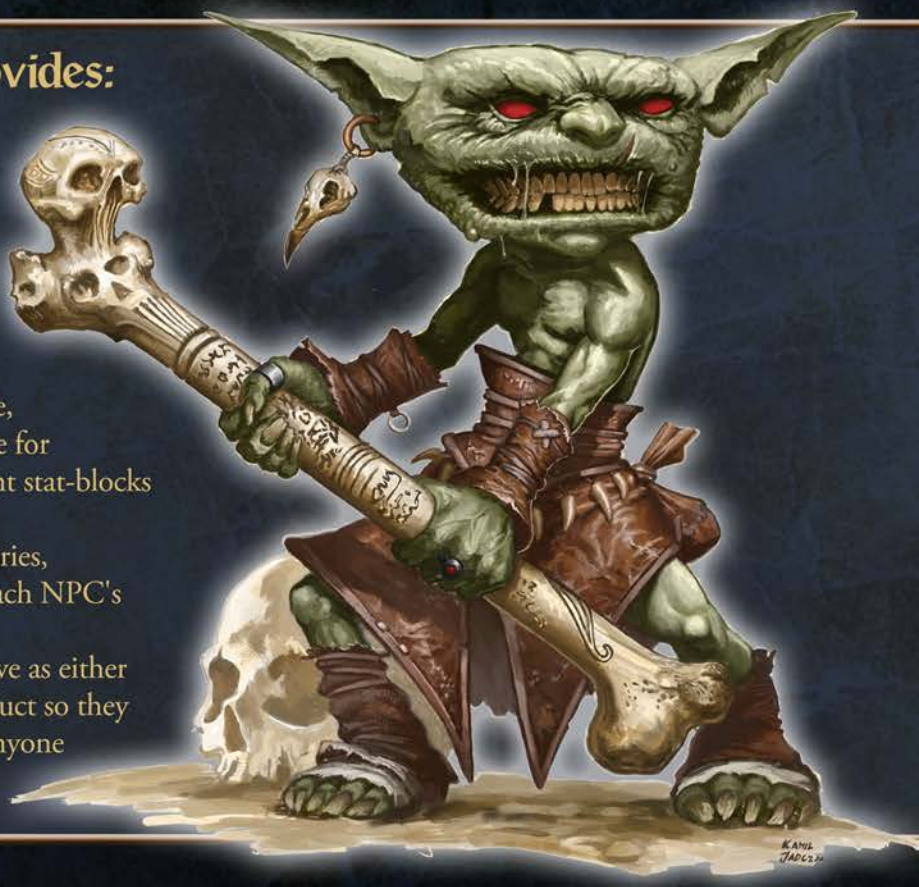

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