

Player Paraphernalia

#62

THE SERPENTFOLK
ASPIRANT
(TEMPLATE)

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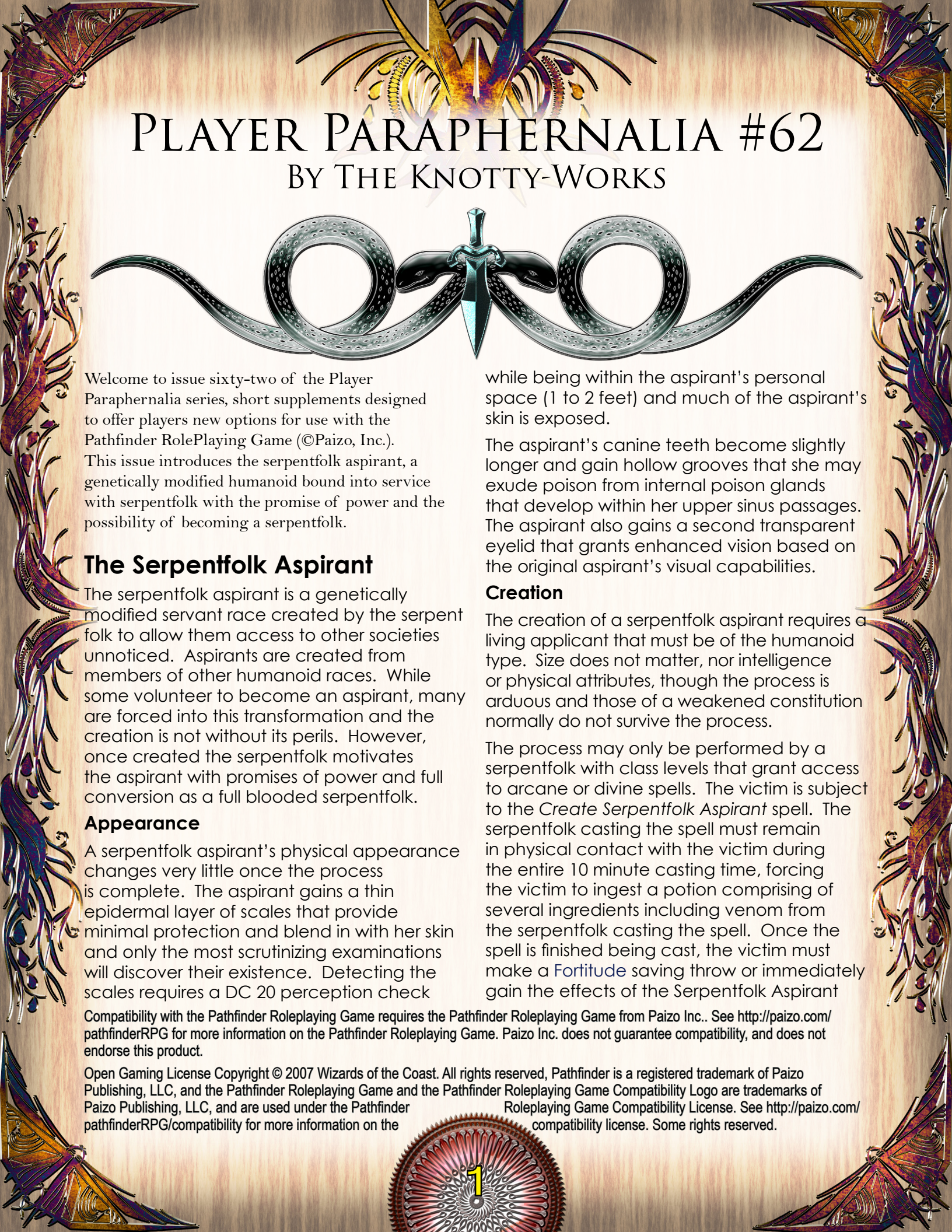
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PLAYER PARAPHERNALIA #62

BY THE KNOTTY-WORKS

Welcome to issue sixty-two of the Player Paraphernalia series, short supplements designed to offer players new options for use with the Pathfinder Roleplaying Game (©Paizo, Inc.). This issue introduces the serpentfolk aspirant, a genetically modified humanoid bound into service with serpentfolk with the promise of power and the possibility of becoming a serpentfolk.

The Serpentfolk Aspirant

The serpentfolk aspirant is a genetically modified servant race created by the serpentfolk to allow them access to other societies unnoticed. Aspirants are created from members of other humanoid races. While some volunteer to become an aspirant, many are forced into this transformation and the creation is not without its perils. However, once created the serpentfolk motivates the aspirant with promises of power and full conversion as a full blooded serpentfolk.

Appearance

A serpentfolk aspirant's physical appearance changes very little once the process is complete. The aspirant gains a thin epidermal layer of scales that provide minimal protection and blend in with her skin and only the most scrutinizing examinations will discover their existence. Detecting the scales requires a DC 20 perception check

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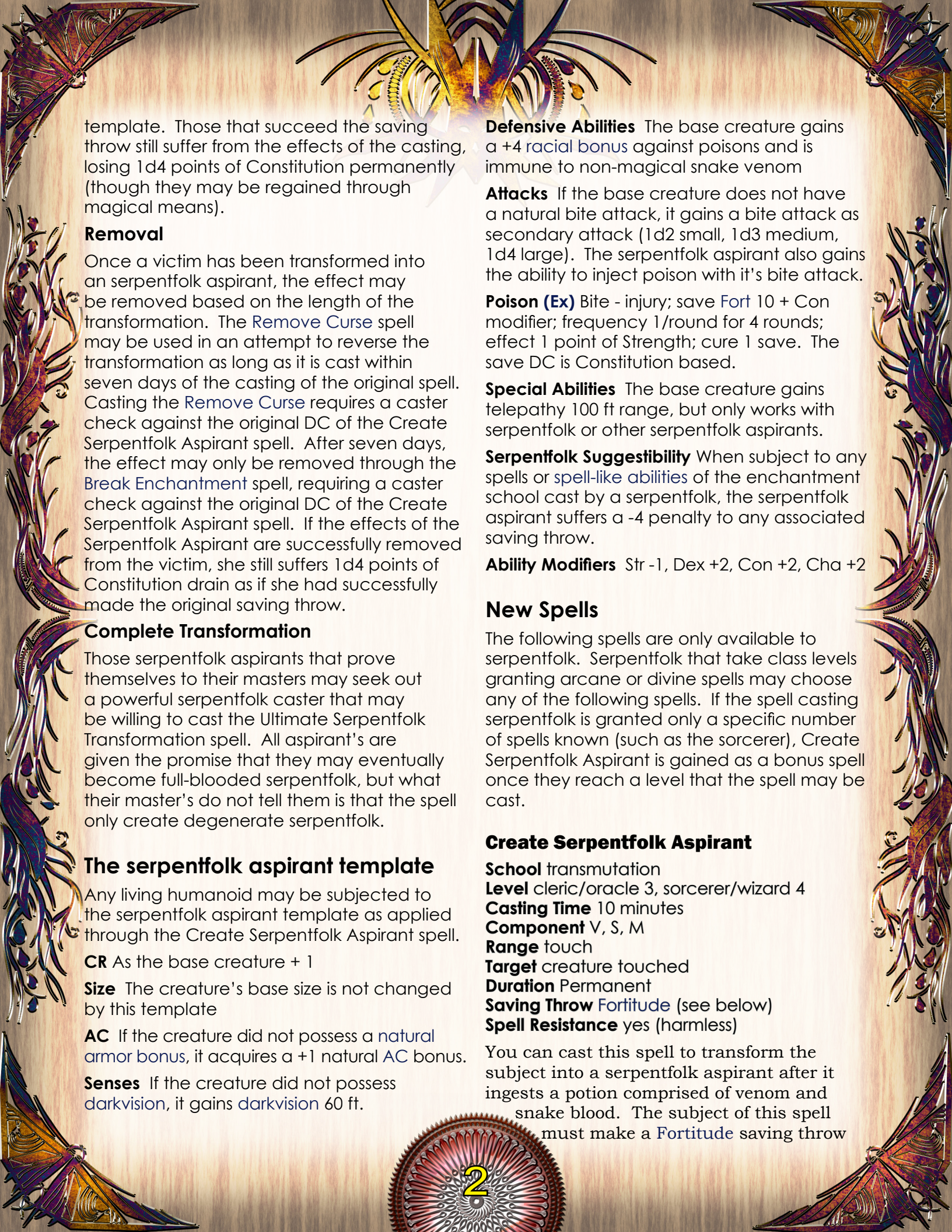
while being within the aspirant's personal space (1 to 2 feet) and much of the aspirant's skin is exposed.

The aspirant's canine teeth become slightly longer and gain hollow grooves that she may exude poison from internal poison glands that develop within her upper sinus passages. The aspirant also gains a second transparent eyelid that grants enhanced vision based on the original aspirant's visual capabilities.

Creation

The creation of a serpentfolk aspirant requires a living applicant that must be of the humanoid type. Size does not matter, nor intelligence or physical attributes, though the process is arduous and those of a weakened constitution normally do not survive the process.

The process may only be performed by a serpentfolk with class levels that grant access to arcane or divine spells. The victim is subject to the *Create Serpentfolk Aspirant* spell. The serpentfolk casting the spell must remain in physical contact with the victim during the entire 10 minute casting time, forcing the victim to ingest a potion comprising of several ingredients including venom from the serpentfolk casting the spell. Once the spell is finished being cast, the victim must make a **Fortitude** saving throw or immediately gain the effects of the Serpentfolk Aspirant



template. Those that succeed the saving throw still suffer from the effects of the casting, losing 1d4 points of Constitution permanently (though they may be regained through magical means).

Removal

Once a victim has been transformed into an serpentfolk aspirant, the effect may be removed based on the length of the transformation. The **Remove Curse** spell may be used in an attempt to reverse the transformation as long as it is cast within seven days of the casting of the original spell. Casting the **Remove Curse** requires a caster check against the original DC of the Create Serpentfolk Aspirant spell. After seven days, the effect may only be removed through the **Break Enchantment** spell, requiring a caster check against the original DC of the Create Serpentfolk Aspirant spell. If the effects of the Serpentfolk Aspirant are successfully removed from the victim, she still suffers 1d4 points of Constitution drain as if she had successfully made the original saving throw.

Complete Transformation

Those serpentfolk aspirants that prove themselves to their masters may seek out a powerful serpentfolk caster that may be willing to cast the Ultimate Serpentfolk Transformation spell. All aspirant's are given the promise that they may eventually become full-blooded serpentfolk, but what their master's do not tell them is that the spell only create degenerate serpentfolk.

The serpentfolk aspirant template

Any living humanoid may be subjected to the serpentfolk aspirant template as applied through the Create Serpentfolk Aspirant spell.

CR As the base creature + 1

Size The creature's base size is not changed by this template

AC If the creature did not possess a **natural armor bonus**, it acquires a +1 natural **AC** bonus.

Senses If the creature did not possess **darkvision**, it gains **darkvision** 60 ft.

Defensive Abilities The base creature gains a +4 **racial bonus** against poisons and is immune to non-magical snake venom

Attacks If the base creature does not have a natural bite attack, it gains a bite attack as secondary attack (1d2 small, 1d3 medium, 1d4 large). The serpentfolk aspirant also gains the ability to inject poison with it's bite attack.

Poison (Ex) Bite - injury; save **Fort** 10 + Con modifier; frequency 1/round for 4 rounds; effect 1 point of Strength; cure 1 save. The save DC is Constitution based.

Special Abilities The base creature gains telepathy 100 ft range, but only works with serpentfolk or other serpentfolk aspirants.

Serpentfolk Suggestibility When subject to any spells or **spell-like abilities** of the enchantment school cast by a serpentfolk, the serpentfolk aspirant suffers a -4 penalty to any associated saving throw.

Ability Modifiers Str -1, Dex +2, Con +2, Cha +2

New Spells

The following spells are only available to serpentfolk. Serpentfolk that take class levels granting arcane or divine spells may choose any of the following spells. If the spell casting serpentfolk is granted only a specific number of spells known (such as the sorcerer), Create Serpentfolk Aspirant is gained as a bonus spell once they reach a level that the spell may be cast.

Create Serpentfolk Aspirant

School transmutation

Level cleric/oracle 3, sorcerer/wizard 4

Casting Time 10 minutes

Component V, S, M

Range touch

Target creature touched

Duration Permanent

Saving Throw **Fortitude** (see below)

Spell Resistance yes (harmless)

You can cast this spell to transform the subject into a serpentfolk aspirant after it ingests a potion comprised of venom and snake blood. The subject of this spell must make a **Fortitude** saving throw

upon completion of the spell casting. If successful, the creature does not gain the serpentfolk aspirant template but suffers 1d4 points of Constitution drain. If the creature fails the saving throw, the serpentfolk aspirant template is immediately applied to the target of the spell.

Creatures without a Constitution score (such as constructs or undead) cannot be affected by this spell. If the target is not of the humanoid or monstrous humanoid type, it cannot gain the template but will suffer 2d4 points of Constitution damage if it fails the saving throw and 1d4 points of Constitution damage if the saving throw is successful.

Mark of the Serpent

School enchantment (compulsion) [mind-affecting]

Level cleric/oracle 1, sorcerer/wizard 2

Casting Time 1 standard action

Component V, S, M

Range touch

Target creature touched

Duration 10 minutes/level

Saving Throw None

Spell Resistance yes (harmless)

You may mark a living creature with a sigil that makes it harder for the creature to resist your enchantment spells or **spell-like abilities**. This requires a touch melee attack and causes the target to suffer a -2 penalty to any **Will** saves versus any enchantment spells or **spell-like abilities** you cast for the duration of this spell.

Transform Serpentfolk Aspirant

School transmutation

Level cleric/oracle 3, sorcerer/wizard 4

Casting Time 1 standard action

Component V, S, M (drop of snake blood)

Range touch

Target creature touched

Duration 1 minute/level

Saving Throw **Fortitude** (harmless)

Spell Resistance yes (harmless)

You can use this spell to increase the strength and ferocity of a serpentfolk aspirant as well as a more snake-like appearance.

The serpentfolk aspirant gains a +4 bonus to its Strength and Constitution score along with any modifiers and hit points from the increased score for the duration of the effect. The aspirant's scales grant an additional +1 **natural armor bonus** that stacks with any other natural armor it may possess. In addition, the serpentfolk aspirant's bite causes 1d6 points of damage (1d4 for a small aspirant or 1d8 for a large aspirant). The DC for the poison is increased based on the serpentfolk aspirant's adjusted Constitution score and the frequency increases to 6 rounds, causing 1d2 points of Strength damage per round.

Transform Serpentfolk Aspirant, Communal

School transmutation

Level cleric/oracle 4, sorcerer/wizard 5

Casting Time 1 standard action

Component V, S, M (drop of snake blood)

Range touch

Target 1 creature per 2 levels

Duration 1 minute/level

Saving Throw **Fortitude** (harmless)

Spell Resistance yes (harmless)

This spell is identical to Transform Serpentfolk Aspirant except you may split the time up to 2 minute periods per subject touched while casting this spell.

Transform Serpentfolk Aspirant, Mass

School transmutation

Level cleric/oracle 6, sorcerer/wizard 7

Casting Time 1 standard action

Component V, S, M (drop of snake blood)

Range close (25 ft. + 5 ft./2 levels)

Target 1 creature/level, no two of which can be more than 30 ft. apart

Duration 1 minute/level

Saving Throw **Fortitude** (harmless)

Spell Resistance yes (harmless)

This spell is identical to Transform Serpentfolk Aspirant but affects multiple creatures.

Ultimate Serpentfolk Transformation

School transmutation

Level cleric/oracle 7, sorcerer/wizard 8

Casting Time 1 hour

Component V, S, M

Range touch

Target creature touched

Duration permanent

Saving Throw **Fortitude** (see below)

Spell Resistance yes (harmless)

You may cast this on a serpentfolk aspirant. If the subject is unwilling, a **Fortitude** saving throw is allowed to fight the effects of the transformation. If the subject is willing or it fails the saving throw, the serpentfolk aspirant must make a DC 20 Constitution ability check. If the Constitution check is successful, the subject becomes a full-blooded degenerate serpentfolk. If the Constitution check fails, the subject suffers 2d4 points of Constitution drain. If the

Sy blis

Serpentfolk Aspirant Shadow Monk* 3

LE female medium humanoid (human)

Init +2; **Senses** Darkvision 90 ft, **Perception** +7

DEFENSE

AC 17, touch 16, flat-footed 14 (+2 dex, +1 dodge, +1 nat, +3 wis)

hp 26 (3d8 +9)

Fort +6, **Ref** +5, **Will** +6

Defensive Abilities +2 vs negative energy, death effects, and fear based effects; +4 versus poison; immune to snake venom; evasion

OFFENSE

Speed 45 feet; fast movement

Melee Unarmed Attack +2 (1d6)

Flurry of Blows +1/+1 (1d6)

Quarterstaff +2 (1d6)

Bite -3 (1d3 + poison)

Ranged Sling +4 (1d4)

Special Attacks flurry of blows, poison

TACTICS

Before Combat Sy blis will consume per potion of **Bull's Strength** if she has time before combat begins if facing a more powerful opponent or more than one opponent.

During Combat Sy blis prefers to engage in melee using her unarmed attacks or quarterstaff in conjunction with her flurry of blows. She will only use her bite attack if alone or working with others that know she is a serpentfolk aspirant.

STATISTICS

Str 11, **Dex** 15, **Con** 17, **Int** 14, **Wis** 16, **Cha** 12

target makes its saving throw, it suffers 1d4 points of Constitution drain but does not become a degenerate serpentfolk.

You may cast this spell on a creature that does not have the serpentfolk aspirant template. You must remain in constant contact with the victim for the duration of the casting and the target is allowed a **Fortitude** saving throw. If the victim succeeds the **Fortitude** save it suffers 1d4 points of Constitution damage, while if it fails the **Fortitude** save it suffers 2d4 points of Constitution damage. Creatures with no Constitution score (such as a construct or undead) are not affected by this spell.

Base Atk +2; **CMB** +3; **CMD** 15

Feats **Blind-Fight**, **Contortionist****, **Dodge**, **Fleet**, **Improved Unarmed Strike**, **Monk Weapon Proficiencies**

Skills **Acrobatics** +10, **Climb** +6, **Disguise** +4, **Escape Artist** +10, **Perception** +9, **Perform** (acting) +7, **Sense Motive** +9, **Stealth** +8

Languages aklo, common, draconic; telepathy 100 ft. (limited to serpentfolk and serpentfolk aspirants)

Combat Gear potion of **Bull's Strength**, potion of **Cure Light Wounds**

Other Gear robes, masterwork quarterstaff, sling + 20 sling bullets

Poison (Ex) injury; save **Fort** 13; freq. 1/round for 4 rounds; effect 1 **Str**; cure 1 save. The save DC is Constitution based.

Sy blis discovered heartbreak and hatred at an early age with the death of her parents and brother by a raiding barbarians that ransacked her village. She was enslaved and forced into the most demeaning and menial of chores. She was eventually traded to a cabal of mysterious monks that eventually trained her in their arts after using her for many of their depraved rituals.

It was through the monks that Sy blis met her mentor Yzriann, a serpentfolk priestess. Yzriann taught her young initiate skills of martial prowess which Sy blis used against many of the monks that had used her so callously. Yzriann eventually convinced Sy blis into taking the mantle of an aspirant and performed the ceremony to change the young monk into her personal spy.

* Player Paraphernalia #54 The Shadow Monk

** Feats Unbound

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