THE FORLANGEN

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A visage of beauty that makes her hard to resist, the young woman approaching looks pleadingly across the faces of those before her with tears falling from her eyes. Her sorrowful expression changes quickly to one of passion's rage as she opens her mouth and screams.

Forlangen CR 9 XP 6,400 NE Medium undead Init +7; Senses darkvision 60 ft., hear heartbeat; Perception +14

DEFENSE

AC 18, touch 13, flat-footed 15 (+3 Dex, +5 natural) hp 95 (10d8+50) Fort +8, Ref +6, Will +10 Defensive Abilities undead traits

OFFENSE

Speed 30 ft., swim 40 ft. Melee 2 claws +10 (1d4+2), hair +11 (2d4+2 plus grab) Space 5 ft.; Reach 5 ft. (20 ft. with hair) Special Attacks bardic performance, constrict (2d4+2), kiss, pull (hair, 10 ft.), siren's song, tresses Spell-Like Abilities (CL 10th) At will—*disguise self* (DC 16) 3/day—cause fear (DC 16), charm person (DC 16), deep slumber (DC 18), *shout* (DC 19)

STATISTICS

Str 15, Dex 16, Con –, Int 10, Wis 12, Cha 20 Base Atk +7; CMB +9; CMD 22 Feats Improved Initiative, Iron Will, Skill Focus (Stealth), Weapon Finesse, Weapon Focus (hair) Skills Bluff +15, Disguise +14, Intimidate +9, Perception +14, Perform (sing) +13*, Sense Motive +5, Stealth +18 *(Racial: Perform (sing) + 5)Languages Common

SPECIALABILITIES

Bardic Performance (Su) A forlangen may use bardic performance as a 4th-level bard (9 rounds/day), and can use countersong, distraction, fascinate, inspire competence, and in spire courage. Levels in the bard class stack with this ability.

The Heart's Veil (Ex) A forlangen appears as an extremely attractive member of its (living) race and gender. Creatures saving (Will DC 24; Cha-based) will see through the illusion, and be immune to the specific forlangen henceforth. It is believed the illusion portrayed by each specific forlangen is based upon how the original individual saw themselves within their own dreams and desires during their lives.

Kiss (Ex) If a forlangen successfully pins an opponent up to Large size that her tresses have successfully grappled, she can embrace it to deadly effect. On each round that the forlangen embraces a creature in this manner, she kisses it. Victims kissed by a forlangen take 1d4 Strength drain (Fort DC 20; Cha-based).

Forlangen are born from the broken-hearted, having spent a life in Tresses (Ex) At will, a forlangen can cause her hair to extend or reunrequited solitary. The forlangen is almost always a female, and is tract with great speed. Her hair is prehensile and capable of making attacks as a primary attack (break DC 25; AC 17, touch 15; 10 hp; perceived as an extremely attractive sample of their culture, often DR 15/slashing). On a successful attack, the tresses grab a target, times actually appearing to be more attractive than they were in which the forlangen then pulls into her embrace. Her hair can only life. Awakening to their undeath the forlangen are compelled to grapple one target at a time, and during that time, the hair cannot drive others to their doom with the very thing they feel they were attack another target. A forlangen does not gain the grappled condenied, desire and love. dition while using her hair in this manner.

Siren Song (Su) When a forlangen sings, all non-forlangens within Luring potential victims with their song a forlangen will employ a 300-foot spread must succeed on a DC 19 Will save or become their hair to fight off any companions of her intended victim, as enthralled (see below). The effect depends on the type of song the she prefers to finish her prey with a kiss. It is theorized there is a connection for the forlangen with their fascination with the act of forlangen chooses, and continues for as long as the forlangen sings and for 1 round thereafter. A creature that successfully saves cantaking a lover's last breath, but few of the creatures have been studnot be affected again by any of that forlangen's songs for 1 hour. ied enough to offer much more than just that, theory. These are sonic, mind-affecting effects. The save DC is Charismabased. Enthralled creatures behave in one of the following four Treasure: Claiming mementos of her time with her victims, the ways, which the siren chooses when she begins singing. rotting clothes adorning a forlangen will have their pockets filled

- **Captivation:** A forlangen's song has the power to infect the minds of those that hear it, calling them to the forlangen's side. When a forlangen sings, all creatures aside from other forlangen within a 300-foot spread must succeed on a DC 16 Will saving throw or become captivated. A creature that successfully saves is not subject to the same forlangen's song for 24 hours. A victim under the effects of the captivating song moves toward the forlangen using the most direct means available. If the path leads them into a dangerous area such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the forlangen simply stands and offers no resistance to the forlangen's attacks. This effect continues for as long as the forlangen sings and for 1 round thereafter. This is a sonic mind-affecting charm effect. The save DC is Charisma-based.
- Fascination: Affected creatures are fascinated.
- Obsession: An obsessed victim becomes defensive of the forlangen and does all he can to prevent harm from coming to her, going so far as attacking his allies in her defense. The victim is not controlled by the forlangen, but views her as a cherished ally. This is a charm effect.
- Slumber: The victim immediately falls asleep, rendering the creature helpless. While the forlangen is singing, no noise will wake the sleeping creature, though slapping or wounding him does. The creature continues sleeping for 1d4 minutes after the forlangen stops singing, but can be awakened by loud noises or any other normal method.

ECOLOGY

Environment any Organization solitary Treasure incidental (note text below) with odd collections of incidental gear. Trinkets and small baubles are just as likely to have been claimed as jewelry or locks of hair. For more common are likely blood crusted tufts of hair, ears and fingers.

%	Memento
1-50	String, stones, other useless items of this nature
51-70	Fingers, Ears, Tongues or other grisly trophies of this nature
71-80	Gem Stone/Jewelry valued at 100gp
81-90	Gem Stone/Jewelry valued at 250gp
91-95	Gem Stone/Jewelry valued at 500gp
96-100	Magical Ring*

* GM's not wishing to introduce a random magical ring in this method I suggest either replacing this memento with a 2000gp valued item or perhaps a cursed or faulty magical ring.



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