

Fantastical Creatures & How to Survive Them:



A Student's Guide for
Adventure & Study

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My name is Winterlynn Graysun, and this book is intended to save your life.

Unless my fame has grown beyond my wildest dreams, you, reader, are probably a student at Windfell Academy like I was. Like all students, you've probably heard that there are secrets buried at Windfell. You may even remember the warning the groundskeeper gives the students every year: "Keep your head down and mind your own business and you should be fine."

With no disrespect to the groundskeeper, I can declare to you that this is a boldfaced lie. While it's possible it worked for someone, somewhere, at a place as filled with magic as Windfell no amount of minding your own business will help you when a spell goes wrong, or a teacher takes an interest in you, or you make a wrong turn and find yourself staring into the lair of someone's escaped experiment. At these times, it is impossible to keep your head down, and you either have the wit and knowledge needed to survive, or you die. It's as simple as that.

In my time as a student, I delved quite deeply into the secrets of Windfell Academy, and looking back I'm honestly surprised I'm still alive. I have no interest in exposing those secrets (and drawing the wrath of ancient powers to myself), but I also couldn't, in good conscience, leave the student body alone, knowing how unprepared they were for what one day might come up those basement stairs. So I wrote this book.

This book will not help you find any creature contained herein. Only a fool would seek many of these creatures out, and since I used to be one of those fools, I should know. Instead, this guidebook is designed to arm you with knowledge, and prepare you to survive when your studies inevitably bring you face to face with something that wants to eat you. And don't think for a minute that only interacting with 'safe' creatures will protect you. Angels are more powerful than you can imagine, nymphs kill those who disrespect them, and even satyrs will destroy the lives of 'lesser creatures' in their pursuit of fun. I'm sure some of your teachers have spun your head with tales of great wizards dominating these magical creatures in pursuit of greater power, but before you throw away my advice and start seeking these things out, let me remind you that the necromancy supply closet is filled with corpses from students who reached beyond their grasp.

I have conformed strictly to the standard bestiary method of creature classification for all beings described within this book, wherein every creature is assigned a challenge rating, and has its various strengths and abilities described with numbers. I claim no expertise in this system and I'm sure someone more versed in the method will find all sorts of mathematical flaws in my work, but frankly, I don't care. I observed every subject detailed herein with my own eyes, and I've written nothing down that I haven't personally witnessed.

In the arena of knowledge, may we all be well-armed.

Good luck to you,

Winterlynn Graysun
Author, Conjuror, and graduate of Windfell Academy.



ABOMINATIONS

Where to begin?

There are things underneath the school that shouldn't exist. Things that were created by ancient wizards as the result of experiments that no sane magician should ever have attempted. Let us be honest; there is no career in the world better designed to draw in megalomaniacs than academic wizardry, and the results of their work still grace the school's basement.

There is a sad truth about artificially-created creatures. Natural creatures find an equilibrium with the world. They hunt, they reproduce, they find a place to live. The abominations under the school are not such creatures. These things were never meant to exist, and therefore have no place in the world to find an equilibrium with. Some of them are constantly racked with pain or have violent tendencies that lead them to destroy everything around them. Some of them reproduce quickly and would consume every natural resource they found if released into the wild. All of them are extremely dangerous to the unwary.

For the most part, I do not know who created these things or why, and in the few instances where I do know, I have chosen not to include that information here. Again, my design in writing this book is not to cast blame or encourage secret-delving, all I want to do is arm you well enough to defend yourself. Which, for a lot of the creatures listed in this section, means giving you just enough information to realize why you should run from these creatures on sight.

DRAGON HORROR

Dragon Horror is, perhaps surprisingly, not a name of my own invention. It is what this creature calls itself.

The dragon horror was obviously originally a dragon, but was mutated by successive experiments trying to delve into the nature of life. It now resembles a dragon only superficially, with most of its body twisted and mutilated.

The dragon horror has a mind, but one that is a ravaged mockery of what it probably once was. The creature is in constant pain, and not the kind that any magic or healing can cure, which leaves its already scarred mind greatly agitated. The dragon horror rarely speaks, and even more rarely makes sense, but really has no desire for conversation, anyway. Instead, as far as I can tell it only wants to be left alone, save for when it's hungry, in which case it only wants to find something to eat.

The secret of the dragon horror's power is in its terrible versatility; it can change the shape and composition of its body, to a certain extent, to fit its needs, growing spines, spider legs, a scorpion tail, or other body parts to better adapt itself to battle whatever danger it is facing.

The dragon horror is probably the most dangerous abomination under the school, but is only the second-scariest. The only reason the dragon horror doesn't win that most undesirable of contests is that for all its power, it still has a mind, and therefore can be fooled or distracted like any other creature. But please, please, please don't let that encourage you. The dragon horror isn't the most fearful creature in the school in the same way being played alive isn't the absolute worst way to die; when it's destroying you, do you really care about its ranking in the lists?



DRAGON HORROR**CR19****XP 204,800**

CE Gargantuan dragon (shapechanger)

Init -1; **Senses** dragon senses (darkvision 120 ft., blindsense 60 ft., see 4x as well as a human in dim light, 2x as well in normal light); Perception +40**Aura** frightful presence (300 ft., DC 30)**DEFENSE****AC** 40, touch 6, flat-footed 39 (-1 Dex, +34 natural, -4 size, +1 dodge)**hp** 403 (26d12+208+26 Toughness); regeneration 5 (acid or fire)**Fort** +23, **Ref** +14, **Will** +24**DR** 15/magic; **Immune** paralysis, sleep; **SR** 30**OFFENSE****Speed** 60 ft., fly 150 ft. (clumsy)**Melee** bite +36 (4d6+14/19-20), 2 claws +36 (2d8+14/19-20), 2 wings +34 (2d6+7/19-20), tail slap +34 (4d6+7/19-20)**Space** 20 ft.; **Reach** 15 ft. (20 ft. with bite)**Special Attacks** crush (medium, DC 31, 4d6+21), tail sweep (30 ft half-circle, small, DC 31 half, 2d6+21),**STATISTICS****Str** 39, **Dex** 8, **Con** 27, **Int** 9, **Wis** 25, **Cha** 24**Base Atk** +26; **CMB** +44; **CMD** 53 (57 vs. trip)**Feats** Alertness, Critical Focus, Dodge, Toughness, Improved Critical (bite, claw, wing, tail), Iron Will, Multiattack, Power Attack, Staggering Critical, Vital Strike**Skills** Fly +14, Knowledge (dungeoneering) +28, Perception +40, Sense Motive +40, Swim +51**Languages** Common, Draconic**SPECIAL ABILITIES****Change (Ex)**

A dragon horror can grant itself up to 2 traits from the Alteration sphere as a swift action, treating its Hit Dice as its caster level for this purpose. These traits can be from any talent and last indefinitely, until the dragon horror spends another swift action to replace the two traits with two new traits. The dragon horror usually gives itself Trample and Pounce until it has a tactical reason to change.

Crush (Ex)

The dragon horror can land on foes as a standard action, using its whole body to crush them. This only functions against targets Medium size or smaller. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a DC 31 Reflex save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon horror moves off them. If the dragon horror chooses to maintain the pin, it must succeed at a combat maneuver check as normal. Pinned foes take damage from the crush each round if they don't escape.

Tail Sweep (Ex)

The dragon horror can sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon horror's space in any direction. Creatures within the swept area are affected if they are Small size or smaller. Affected creatures can attempt DC 31 Reflex saves to take half damage.

ECOLOGY**Environment** any**Organization** solitary**Treasure** standard

This close-up of the dragon horror's head was drawn when it was full of food and sleepy enough he didn't care about a little-old human.

The dragon horror's has only three mental states: hungry, angry, and sleepy. If you're fortunate enough to meet it when it's sleepy, or if you can feed it enough to make it sleepy, you're safe so long as you don't make it mad enough to care about you.

It took exactly 1 ton of salted fish for me to get him sleepy enough to draw.



HORROR #9

In a particularly unseemly corner of the academy underbelly, you'll find a series of chambers, each one marked with a number and sometimes a note, such as 'missing', 'deceased', or 'beyond control'. I have looked through what records remain in this hidden laboratory, and several of the academy's most horrific residents seem to have originated from this laboratory. This particular creature was originally housed in chamber 9, and as the creature was never named by whatever insane magic user first created it, I have taken to simply calling it horror 9.

Horror 9 does not look like a slime. It doesn't behave like a slime. If I hadn't fought one, I would never have believed it had slime-like qualities of any kind. And yet, horror 9 can do things that, searching through my own bestiaries, can only be described as 'slime-esque'.

Horror 9 has no mouth, eyes, or indeed any features at all other than its shaggy coat of fur and its 4 long legs. When it wants to consume something, it pushes against the target until the target sinks into it, passing directly through its skin and into its center. When struck by a sword, horror 9 doesn't die, but instead breaks into two smaller pieces, each of which will sprout new legs and become a new creature. This is, in fact, how it reproduces: after eating a meal, it splits the new mass off into several small pieces, which become smaller versions of horror 9.

Unlike the slime that it borrows so much of its physiology from, horror 9 is also very animal-esque. It definitely has an animalistic mind, and reacts to danger, loud noises, and other stimuli as one would expect from a wild animal.

Horror 9 always attacks in groups. A single horror 9 can quickly become a swarm, and the larger ones possess a maternal instinct in regard to smaller ones, leading them to food, and protecting them from danger. When engaging, I recommend splitting the larger ones into smaller ones, then frying all of them at once with something explosive.

HORROR 9

CR 5

XP 200

TN Medium magic beast

Init +1; **Senses** Blindsight 60 ft., scent, blind (immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight); Perception +7

DEFENSE

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)

hp 52 (8d10+8)

Fort +7, **Ref** +7, **Will** +2

OFFENSE

Speed 40 ft.

Melee 2 claws +14 (1d4+5)

Special Attacks consume, divide

STATISTICS

Str 20, **Dex** 12, **Con** 12, **Int** 2, **Wis** 11, **Cha** 9

Base Atk +8; **CMB** +13; **CMD** 24 (28 vs. trip)

Feats Improved Natural Armor (2), Weapon Finesse, Weapon Focus (claws)

Skills Climb +10, Swim +10, Perception +7

SPECIAL ABILITIES

Consume (Ex)

Horror 9 can attempt to consume a target the same size as itself or smaller as a standard action. The target is allowed a Reflex save to avoid being engulfed (DC 19).

Consumed creatures gain the pinned condition and are in danger of suffocating. They suffer 1d6 acid damage per round so long as they are inside the horror 9's body.

A consumed creature may attempt to break the pin through a combat maneuver check as normal. Once the pin has been broken, the consumed creature can try to cut its way free with any light melee weapon, including unarmed strikes (12 AC, 5 hp). If a consumed creature breaks its way out, the horror 9 splits in half (if it is able to, see divide below) as a result of the rupture to its insides.

Divide (Ex)

A horror 9 is immune to slashing and piercing damage. Instead, when struck with such a weapon, or at any time as a standard action, the horror 9 splits itself into two identical horror 9's, each with half of the original's current hit points (round down). When divided, each horror 9 is 1 size category smaller than the original. A Diminutive horror 9, or a horror 9 with 10 hit points or less cannot divide itself. If a horror 9 has consumed a creature and is then split in half, the creature is freed.

ECOLOGY

Environment any

Organization solitary, pair, or family (2-4, with 2-20 of smaller size)

Treasure standard



VARIANTS

HORROR 9, SMALL

CR 3

XP 800

TN Small magical beast

Init +2; **Senses** blindsense 60 ft., scent, blind (immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight); **Perception** +5

DEFENSE

AC 15, touch 13, flat-footed 13 (+2 Dex, +2 natural, +1 size)

hp 26 (4d10+4)

Fort +5, **Ref** +5, **Will** +1

OFFENSE

Speed 30 ft.

Melee 2 claws +9 (1d3+3)

Special Attacks consume, divide

STATISTICS

Str 16, **Dex** 13, **Con** 12, **Int** 2, **Wis** 11, **Cha** 9

Base Atk +4; **CMB** +6; **CMD** 17 (21 vs. trip)

Feats Weapon Finesse, Weapon Focus (claws)

Skills Climb +7, Swim +7, Perception +5

SPECIAL ABILITIES

Consume (Ex)

A small horror 9 can consume targets, as a horror 9. The Reflex save DC is 15, and its insides have an AC of 11 and 2 hp.

Divide (Ex)

A small horror 9 can divide, as a horror 9.

HORROR 9, TINY

CR 1

XP 400

TN Tiny magical beast

Init +2; **Senses** blindsense 60 ft., scent, blind (immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight); **Perception** +0

DEFENSE

AC 16, touch 14, flat-footed 14 (+2 Dex, +2 natural, +2 size)

hp 13 (2d10+2)

Fort +4, **Ref** +5, **Will** +0

OFFENSE

Speed 20 ft.

Melee 2 claws +6 (1d2+1)

Special Attacks consume, divide

STATISTICS

Str 12, **Dex** 14, **Con** 12, **Int** 2, **Wis** 11, **Cha** 9

Base Atk +2; **CMB** +1; **CMD** 13 (17 vs. trip)

Feats Weapon Finesse

Skills Climb +5, Swim +5

SPECIAL ABILITIES

Consume (Ex)

A tiny horror 9 can consume targets, as a horror 9. The Reflex save DC is 12, and its insides have an AC of 11 and 1 hp.

Divide (Ex)

A small horror 9 can divide, as a horror 9.

HORROR 9, DIMINUTIVE

CR 1/2

XP 200

TN Diminutive magical beast

Init +3; **Senses** blindsense 60 ft., scent, blind (immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight); **Perception** +0

DEFENSE

AC 19, touch 17, flat-footed 16 (+3 Dex, +2 natural, +4 size)

hp 6 (1d10+1)

Fort +3, **Ref** +5, **Will** +0

OFFENSE

Speed 20 ft.

Melee 2 claws +8 (1 damage)

Special Attacks consume, divide

STATISTICS

Str 10, **Dex** 16, **Con** 12, **Int** 2, **Wis** 11, **Cha** 9

Base Atk +1; **CMB** -3; **CMD** 10 (14 vs. trip)

Feats Weapon Finesse

Skills Climb +4

SPECIAL ABILITIES

Consume (Ex)

A diminutive horror 9 can consume targets, as a horror 9. The Reflex save DC is 11, and its insides have an AC of 11 and 1 hp.



HORROR #17

There is one other creature living in the underbelly of the academy that I have successfully traced back to the secret laboratory where I first read about horror 9. This creature, which was kept in chamber 17, can also self-replicate, which perhaps explains why it and horror 9 have survived where the rest of the experiments have apparently died.

Horror 17 is a cross-breed of bizarre construction, appearing to be a golem or giant in appearance, but one comprised of living plant matter rather than the stone, iron, or flesh one would normally expect.

As far as I can tell, horror 17 reproduces by breaking off pieces of itself, which take root in the ground for about a year before becoming a new horror 17 that can act autonomously. I don't know if a horror 17 possesses any maternal instinct towards its 'children', but I do know that a horror 17 is extremely territorial, and never plants part of itself except for within territory it has marked as its own; if you find a horror 17 growing out of the ground, it means a fully-grown horror 17 is somewhere nearby, and it will strongly object to your presence.

A horror 17 does not feed off of water or soil as one would expect from a plant-like creature, but it does magically feed off of light. This has the effect of making light sources dampen at its presence. When fully activating its magical abilities, it will often snuff out all nearby sources of light.



HORROR 17

CR 8

XP 4,800

TN Large plant

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +18

DEFENSE

AC 17, touch 8, flat-footed 16 (-1 Dex, +1 dodge, +8 natural, -1 size)

hp 105 (14d8+42)

Fort +14, **Ref** +5, **Will** +7

OFFENSE

Speed 30 ft.

Melee 2 slams +16 (1d6+5)

MAGIC

Caster Level 14th; **MSB** +14, **MSD** 25, concentration +15

Tradition Natural (none); **CAM** Cha

Spell Points 15

Dark Sphere – **DC** 18; **Duration** concentration +2 rounds or 14 minutes w/ 1 sp, 14 hours (meld); **Range** Medium (240 ft.), touch (meld); **Talents** Clearsight, Dark Slaughter, Disorienting Darkness, Hide in Darkness, Lingering Darkness, Pure Darkness, Snagging Darkness, Step Through Darkness, Thick Darkness

- *darkness* 45 ft. radius burst (disorienting, pure, snagging, thick)
- *meld* (1 sp: clearsight, dark slaughter, step through darkness, hide in darkness)

Nature Sphere – **DC** 18; **Duration** concentration or 14 rounds w/ 1 sp (or instantaneous), 14 minutes (spirit); **Packages** Plantlife; **Range** Medium (240 ft.), personal (spirit); **Talents** Greater Range, Grow Plants, Speak with Plants, Thorns, Towering Growth

- *entangle* 15 ft. radius (plantlife, concentration, towering growth: 140 ft., DC 29 Fly check)
- *growth* 14 plants (plantlife, 1 sp, instantaneous)
- *pummel* Huge branch +23 (2d6+7), 15 ft. reach (plantlife, concentration)
- *grow plants* 15 ft. radius (plantlife, 1 sp, instantaneous)
- *speak with animal* (spirit 1 sp)
- *thorns* 1d6+7, 15 ft. radius (plantlife, concentration, towering growth: 140 ft., DC 29 Fly check)

STATISTICS

Str 20, **Dex** 8, **Con** 16, **Int** 10, **Wis** 13, **Cha** 13

Base Atk +10; **CMB** +16; **CMD** 25

Feats Dodge, Great Fortitude, Iron Will, Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus (slam)

Skills Perception +18, Stealth +9

Languages Common

SPECIAL ABILITIES

Absorb Light (Su)

When a horror 17 creates an area of pure darkness, any mundane source of light in that area (torches, lanterns, fire) is snuffed out. Magical sources of light are dispelled if the horror 17 succeeds at a MSB check against them. Whenever the horror 17 snuffs out a source of light, it recovers 1 spell point.

ECOLOGY

Environment any forest or underground

Organization solitary or pair

Treasure standard

MR. MOUTH

I have no idea where to begin. I've tried to draw the thing I've taken to calling "Mr. Mouth", but I doubt any image can really communicate what it feels like to see it up close. Mr. Mouth is a soulless object of terror. It has no mind, no heart, no emotions, nothing. Nothing but hunger.

Mr. Mouth is a mass of mouths, each of which can strip the flesh off of anything, pulling themselves from one meal to the next via its tentacles.

In the description of the dragon horror, I mentioned that despite the dragon horror being the most powerful abomination in the school's underbelly, I only considered it the second-most intimidating. That's because Mr. Mouth exists. I'm sure in the grand scheme of things the dragon horror is more powerful, but if I had a choice in the matter, I would much rather face the dragon horror than Mr. Mouth.

Mr. Mouth is always hungry. Mr. Mouth cannot be tricked or reasoned with. If you hear the clicking of lots of teeth and the scraping of something on stone, don't look, don't search, don't even stop to think. Just turn around and run.

Which deranged wizard seriously thought THIS was a good idea!? I can understand building constructs, summoning planar creatures, and even experimental cross-breeds, but Mr. Mouth? If I ever find the wizard who created it, be it in this life or the next, I'm personally going to drag him back to the school and feed him to it!



MR. MOUTH

CR15

XP 51,200

TN Large aberration

Init +5; **Senses** blindsight 120 ft., Perception +8

DEFENSE

AC 26, touch 14, flat-footed 21 (+5 Dex, +12 natural, -1 size)

hp 230 (20d8+140), regeneration 20 (fire)

Fort +13, **Ref** +11, **Will** +12

Immune fear and mind-altering effects

OFFENSE

Speed 60 ft.

Melee 10 bites +24 (1d8+10 plus grapple)

Space 10 ft.; **Reach** 10 ft.

Special Attacks biting trample (4d8+25, DC), lunge

STATISTICS

Str 30, **Dex** 20, **Con** 24, **Int** -, **Wis** 10, **Cha** 16

Base Atk +15; **CMB** +26 (+30 grapple); **CMD** 41

Skills Perception +8, **Racial** Perception +8

Languages none

SQ blind, independent mouths

SPECIAL ABILITIES

Biting Trample (Ex)

As a full-round action, Mr. Mouth can attempt to overrun any creature that is at least one size category Smaller than itself. This works just like the overrun combat maneuver, but Mr. Mouth does not need to make a check, it merely has to move over opponents in its path. Targets of the biting trample suffer 4d8+25 damage, and can make an attack of opportunity, but at a -4 penalty. If targets forgo an attack of opportunity, they can attempt to avoid Mr. Mouth by making a DC 30 Reflex save to take half damage. Mr. Mouth can only deal this damage to each target once per round, no matter how many times its movement takes it over a target creature.

Blind (Ex)

Mr. Mouth is blind and deaf, and is therefore immune to illusions, gaze attacks, and other effects that depend on sight or sound.

Independent Mouths (Ex)

When Mr. Mouth grabs a target with one of its mouths, it can maintain a grapple with that target using only its mouth and without gaining the grappled condition itself, without the usual -20 penalty. When Mr. Mouth is grappling an opponent or opponents, it can maintain up to 10 grapples in this fashion as part of a single swift action, allowing it to still make a full attack during that round (minus the mouths involved in grappling). Mr. Mouth may pin or deal damage to them as normal, but may not move with them unless he has movement remaining in that round, such as from a move action.

Lunge (Ex)

Mr. Mouth can make an attack with a single mouth as a full-round action at double its usual reach. When making an attack in this fashion, it gains a +4 bonus to the attack roll.

ECOLOGY

Environment underground or ruins

Organization solitary

Treasure none

CELESTIALS

Celestials are the many varieties of Good-aligned outsiders, traditionally dwelling in Heaven and its various associated planes. While there are many species and varieties of celestials, they are all united in their dedication to Good and the manner in which they aim to cultivate the souls of mortals. Like most outsiders, celestials aren't just dedicated to this concept, but are actually a physical manifestation of righteousness itself (or, depending on your philosophical bend, our concept of righteousness is born from them). Celestials are born from the spirits of the righteous dead, and unlike many other outsiders, retain much of their physicality, personality, and experience even after they are reborn. To many people, this alone makes a celestial afterlife one worth striving for.

Keep your guard up. While celestials are only hostile to those who promote Evil and therefore are not a 'threat' in the same sense as your classmate's flesh-eating experiment, I'm not so naive as to think that a student would never be involved in some activity that would draw an angel's ire. I've taken classes from Lord Baroden before, and I don't think the heavenly host accepts "it was a homework assignment" as a valid excuse.

THE AVENGER

Avengers form the bulk of the celestial army, fighting to protect heaven's interests and keep the infernal host at bay. In this sense, the avenger represents the divine aspects of both protection and justice, and avengers are the celestials most likely to be seen fighting alongside paladins, wielding their holy weapons in defense of the weak and to exact retribution on the wicked and the oppressor.

Avengers are part of the 'archon' family of celestials, and usually appear as a member of a mortal race, only larger and more physically imposing, with resplendent skin and wings. This means that avengers of 'alternate' physicalities do exist (while the statistics I'll be providing below belong to a standard 'humanoid' avenger, the merfolk avenger who posed for the illustration wielded a trident instead of a sword, and possessed a 50 ft. swim speed and only a 20 ft. land speed).

While an avenger is primarily a warrior, they are not restricted only to combat roles. Avengers are one of heaven's most iconic images, and while a visitation from an avenger is significantly different than a visitation from a choir or primary, they nonetheless have been known to enact missions of mercy or peace as well as war.

Among the avengers, there are several different ranks, just as with a regular military. However, the intricacies of the celestial militaries are unknown to me; I don't know if an avenger 'rises through the ranks' as it were, or if an avenger's position is decided at birth, depending on the nature and power of the spirit that gave birth to it. However one attains rank, though, avengers of higher rank always possess even greater power.



AVENGER**CR4****XP 1,200**

LG Medium outsider (archon, extraplanar, good, lawful)

Init +1; **Senses** darkvision 60 ft., detect evil, low-light vision; Perception +10**Aura** aura of menace (DC 17)**DEFENSE****AC** 19, touch 12, flat-footed 17 (+4 armor, +1 Dex, +1 dodge, +3 natural) +2 deflection vs evil**hp** 47 (5d10+15+5 Toughness)**Fort** +7, **Ref** +2, **Will** +6; +4 vs. poison, +2 vs evil**DR** 5/evil; **Immune** electricity, petrification; **SR** 15**OFFENSE****Speed** 40 ft., fly 90 ft. (average)**Melee** +1 *greatsword* +9 (2d6+5/19-20)**Ranged** +1 *javelin* +7 (1d6+4)**Special Attacks** luminous weapon**MAGIC****Caster Level** 2nd; **MSB** +5, **MSD** 16, **Concentration** +8**Tradition** Natural (none); **CAM** Cha**Spell Points** 8**Life Sphere** – DC 14; **Range** Touch; **Talents** Greater Invigorate, Healthy Invigorate, Restore Health

- *cure* 2d8+2 (1 sp)
- *invigorate* +5 temp hp (1 hour)
- *restore* heal 1d4 ability damage, dazzled, fatigued, shaken, sickened, staggered, MSB vs poison and disease (1 sp, 2 rounds)

STATISTICS**Str** 16, **Dex** 12, **Con** 17, **Int** 10, **Wis** 15, **Cha** 16**Base Atk** +5; **CMB** +8; **CMD** 19**Feats** Dodge, Power Attack, Toughness**Skills** Diplomacy +11, Fly +9, Intimidate +11, Knowledge (religion) +8, Perception +10, Sense Motive +6, Survival +6**Languages** Celestial, Draconic, Infernal; truespeech**SQ** enemy of evil, second skin, teleportation**SPECIAL ABILITIES****Aura of Menace (Su)**

Any hostile creature within a 20-foot radius of an avenger must make a DC 17 Will save. The save DC is Charisma-based, and includes a +2 racial bonus. Those who fail take a –2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the avenger. A creature that has resisted or broken the effect cannot be affected again by the same avenger's aura for 24 hours.

Enemy of Evil (Ex)

An avenger gains a +2 deflection bonus to AC and a +2 bonus to saving throws vs evil creatures.

Luminous Weapon (Ex)

An avenger can manifest a +1 javelin or melee weapon of their choice as a move-equivalent action. The weapon vanishes if it leaves its hand, or in the case of a javelin, vanishes after striking or missing its target.

Second Skin (Ex)

An avenger is proficient in all forms of armor. It takes no reduction to its speed or any armor check penalties from wearing any sort of armor.

ECOLOGY**Environment** any good-aligned plane**Organization** solitary, pair, or squad (3-12)**Treasure** standard (masterwork chain shirt, other treasure)**VARIANTS****AVENGER SERGEANT****CR7****XP 3,200**

LG Medium outsider (archon, extraplanar, good, lawful)

Init +5; **Senses** darkvision 60 ft., detect evil, low-light vision; Perception +13**Aura** aura of menace (DC 19)**DEFENSE****AC** 24, touch 12, flat-footed 22 (+9 armor, +1 Dex, +1 dodge, +3 natural) +2 deflection vs evil**hp** 84 (8d10+32+8 Toughness)**Fort** +10, **Ref** +3, **Will** +8; +4 vs. poison, +2 vs evil**DR** 10/evil; **Immune** electricity, petrification; **SR** 18**OFFENSE****Speed** 40 ft., fly 90 ft. (average)**Melee** +1 *flaming burst greatsword* +12/+7 (2d6+5/19-20, +1d6 fire)**Ranged** +1 *flaming burst javelin* +10 (1d6+4, +1d6 fire)**Special Attacks** flaming weapon**MAGIC****Caster Level** 4th; **MSB** +8, **MSD** 19, concentration +11**Tradition** Natural (none); **CAM** Cha**Spell Points** 11**Fate Sphere** – DC 15; **Range** Close (35 ft.) or personal (consecration); **Target** 1 or 20 ft. radius (consecration); **Alignment** Good, **Talents** Bless

- *bless* (word, 1 sp)
- *hallow* +1 bonus (word, 1 sp, 4 minutes)
- *serendipity* +1 bonus (consecration, concentration or 4 rounds w/ 1 sp)

Life Sphere – DC 15, **Range** Touch, **Talents** Restore Health, Greater Invigorate, Healthy Invigorate

- *cure* 2d8+4 (1 sp)
- *invigorate* +7 temp hp (1 hour)
- *restore* heal 1d4 ability damage, dazzled, fatigued, shaken, sickened, staggered, MSB vs poison and disease (1 sp, 4 rounds)

STATISTICS**Str** 16, **Dex** 12, **Con** 19, **Int** 10, **Wis** 15, **Cha** 17**Base Atk** +8; **CMB** +11; **CMD** 22**Feats** Dodge, Improved Initiative, Power Attack, Toughness**Skills** Diplomacy +14, Fly +12, Intimidate +14, Knowledge (religion) +11, Perception +13, Sense Motive +9, Survival +9**Languages** Celestial, Draconic, Infernal; truespeech**SQ** enemy of evil, second skin, teleportation**SPECIAL ABILITIES****Flaming Weapon (Ex)**

An avenger sergeant can manifest a +1 *flaming burst* javelin or melee weapon of their choice as a move-equivalent action. The weapon vanishes if it leaves its hand, or in the case of a javelin, vanishes after striking or missing its target.

Second Skin (Ex)

An avenger sergeant is proficient in all forms of armor. It takes no reduction to its speed or any armor check penalties from wearing any sort of armor.

Enemy of Evil (Ex)

An avenger sergeant gains a +2 deflection bonus to AC and a +2 bonus to saving throws vs evil creatures.

Aura of Menace (Su)

Any hostile creature within a 20-foot radius of an avenger sergeant must succeed on a DC 19 Will save to resist its effects. The save DC is Charisma-based, and includes a +2 racial bonus. Those who fail take a -2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the avenger sergeant. A creature that has resisted or broken the effect cannot be affected again by the same avenger sergeant's aura for 24 hours.

ECOLOGY

Environment any good-aligned plane

Organization solitary, pair, or squad (1-2 sergeants, +2-6 avengers)

Treasure standard (masterwork full plate, other treasure)

AVENGER CAPTAIN

CR II

XP 12,800

LG Medium outsider (archon, extraplanar, good, lawful)

Init +6; **Senses** darkvision 60 ft., detect evil, low-light vision; Perception +20

Aura aura of menace (DC 24)

DEFENSE

AC 25, touch 13, flat-footed 22 (+9 armor, +2 Dex, +1 dodge, +3 natural) +2 deflection vs evil

hp 161 (14d10+70+14 Toughness)

Fort +14, **Ref** +6, **Will** +12; +4 vs. poison, +2 vs evil

DR 10/evil; **Immune** electricity, petrification; **SR** 24

OFFENSE

Speed 40 ft., fly 90 ft. (average)

Melee +5 *flaming burst cold iron greatsword* +23/+18/+13 (2d6+11/19-20, +1d6 fire)

Ranged +5 *flaming burst cold iron javelin* +14 (1d6+8, +1d6 fire)

Special Attacks greater flaming weapon

MAGIC

Caster Level 7th; **MSB** +14, **MSD** 25, **Concentration** +19

Tradition Natural (none); **CAM** Cha

Spell Points 19

Fate Sphere – DC 18; **Alignments** Good, Lawful; **Range** Close (40 ft.), personal (consecration); **Target** 1 or 4 w/ 1 sp (word), 40 ft. radius (consecration); **Talents** Bless, Echoing Word, Greater Consecration, Greater Serendipity

- *bless* (word, 1 sp, instantaneous)
- *hallow* +1 bonus (word, 1 sp, 7 minutes)
- *serendipity* +1 to allies and -1 to enemies (consecration, concentration or 7 rounds w/ 1 sp)

Life Sphere – DC 18; **Range** Touch; **Talents** Greater Invigorate, Healthy Invigorate, Restore Health

- *cure* 2d8+7 (1 sp)
- *invigorate* +13 temp hp (1 hour)
- *restore* heal 1d4 ability damage, dazzled, fatigued, shaken, sickened, staggered, MSB vs poison and disease (1 sp, 7 rounds)

STATISTICS

Str 18, **Dex** 14, **Con** 21, **Int** 14, **Wis** 17, **Cha** 20

Base Atk +14; **CMB** +19; **CMD** 31

Feats Combat Expertise, Dodge, Greater Trip, Improved Initiative, Improved Trip, Power Attack, Toughness

Skills Diplomacy +22, Fly +19, Intimidate +22, Knowledge (religion) +19, Perception +20, Sense Motive +20, Spellcraft +19, Survival +17

Languages Celestial, Draconic, Infernal; truespeech

SQ enemy of evil, ethereal change, second skin, teleportation

SPECIAL ABILITIES

Aura of Menace (Su)

Any hostile creature within a 20-foot radius of an avenger captain must succeed on a DC 24 Will save to resist its effects. The save DC is Charisma-based, and includes a +2 racial bonus. Those who fail take a -2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the avenger captain. A creature that has resisted or broken the effect cannot be affected again by the same avenger captain's aura for 24 hours.

Enemy of Evil (Ex)

An avenger captain gains a +2 deflection bonus to AC and a +2 bonus to saving throws vs evil creatures.

Greater Flaming Weapon (Ex)

An avenger captain can manifest a +5 cold iron *flaming burst* javelin or melee weapon of their choice as a move-equivalent action. The weapon vanishes if it leaves its hand, or in the case of a javelin, vanishes after striking or missing its target.

Second Skin (Ex)

An avenger captain is proficient in all forms of armor. It takes no reduction to its speed or any armor check penalties from wearing any sort of armor.

ECOLOGY

Environment any good-aligned plane

Organization solitary, pair, or troop (1-2 captains, +2-4 sergeants, +6-12 avengers)

Treasure standard (masterwork full plate, other treasure)

CHOIR

A choir is the common name for a lesser herald angel—those whose job it is to deliver messages, proclaim truth to mortals, and shepherd the servants of the divine. And yes, choir is a singular title, with groups of choirs being called choruses. Don't worry, it makes sense in the original Celestial.

A choir's strength (and by extension, that of the higher herald angel) rests in the power of their voice; when a choir declares joyous news or proclaims condemnation, the sound is like a celestial army shouting together. Choirs are also unparalleled musicians, singing hymns that can shake the mountains and overcome the wicked with their own grief. To my knowledge, neither musical ability nor force of oratory prowess is an unyielding prerequisite to becoming a choir, but it certainly helps, and many great musicians and speakers find themselves in this position when they are reborn.



A choir's primary mission is to serve as a mouthpiece of the divine, communicating important messages to servants of the gods. For clerics and other devout followers, a visitation from a choir is not only a great blessing, but also a great responsibility. Choirs are never sent for small reasons, and such a visitation indicates not only that the divinities have an important message for you, but that they also trust you to act correctly on that knowledge.

Or, as one of my sources put it, "A devotee with doubts, a cleric who's a little corrupt; these things are terrible, but at the end of the day we're all just mortal, and mistakes happen. It's like a child playing with their father's sword; they can do great damage, yes, but the child doesn't really understand what he's doing, and can somewhat be excused. But once you've been personally visited by the divine, friend, that all changes; suddenly your spirit has been touched by forces beyond your understanding, your perspective of life changed, and the questions you didn't know you still had forcefully answered. In a moment you've spiritually grown up, and those excuses you used for yourself in the past suddenly ring hollow."

Along with guidance and instruction, the gods may also send a choir to chastise someone, but this rarely happens, not because there aren't lots of people who deserve it, but because it's the ultimate form of condemnation. Once someone has been visited by a choir and had condemnation declared to them, just like the hypothetical divine servant mentioned above, they can no longer claim spiritual infancy as an excuse for their actions. Few people have the strength to come back from something like that.

Choirs, like avengers, wear a form similar to the form they held in life, only larger, radiant, and perfected, although I'm not sure if it is the divinities or the choir herself that decides exactly what 'perfected' means, but I've never heard of an angel who was disappointed with their body, so however the system works, it appears to work fairly well.

While one choir or herald angel is a great force on their own, choirs are at their most powerful when they have other choirs to sing with. When a choir lends its voice to one of its brothers or sisters, their voices combine to create something greater than the sum of its parts.

CHOIR**CR 6****XP 2,400**

NG Medium outsider (angel, extraplanar, good)

Init +7; **Senses** darkvision 60 ft., detect evil; Perception +16**Aura** protective aura**DEFENSE****AC** 18, touch 13, flat-footed 15 (+3 Dex, +5 natural) +4 Deflection vs Evil**hp** 68 (8d10+16+8 Toughness)**Fort** +4, **Ref** +9, **Will** +9; +4 vs. poison, +4 resistance vs. evil**DR** 5/evil; **Immune** acid, cold, petrification; **Resist** electricity 10, fire 10; **SR** 18**OFFENSE****Speed** 40 ft., fly 60 ft. (good)**Melee** 2 slams +9 (1d4+1)**Ranged** divine shout +11 (4d6 sonic plus deafen)**Special Attacks** countersong, harmonize**MAGIC****Caster Level** 8th; **MSB** +8, **MSD** 19, **Concentration** +11**Tradition** Natural (none); **CAM** Cha**Spell Points** 11**Fate Sphere** – **DC** 17, **Alignments** Good; **Range** Close (45 ft.), personal w/ 40 ft. radius (consecration); **Talents** Divine Force, Greater Consecration, Greater Serendipity

- *divine force* (consecration, instantaneous)
- *hallow* +1 (word, 1 sp, 8 minutes)
- *serendipity* +1 to allies and -1 to enemies (consecration, concentration or 8 rounds w/ 1 sp)

Life Sphere – **DC** 17, **Range** Touch, **Talents** Break Enchantment, Greater Restore, Restore Health, Restore Movement, Restore Soul

- *cure* 4d8+8 (1 sp)
- *invigorate* +8 temp hp (1 hour)
- *restore* heal ability damage, ability drain, dazzled, exhausted, fatigued, frightened, movement-impairing effects, nauseated, panicked, shaken, sickened, staggered, stunned, temporary negative levels, MSB vs poison and disease (1 sp, 8 rounds, +1 sp for MSB vs magic effects)

STATISTICS**Str** 13, **Dex** 16, **Con** 15, **Int** 16, **Wis** 16, **Cha** 17**Base Atk** +8; **CMB** +9; **CMD** 22**Feats** Alertness, Counterspell, Improved Initiative, Toughness**Skills** Acrobatics +14, Diplomacy +14, Escape Artist +11, Fly +18, Knowledge (planes, religion) +14, Perception +16, Perform (sing) +14, Sense Motive +16**Languages** Celestial, Draconic, Infernal; truespeech**SQ** hide self**SPECIAL ABILITIES****Countersong (Su)**

A choir can attempt a Perform (sing) check to counter magic effects that depend on sound. This ability functions as the bard ability of the same name.

Divine Shout (Su)

As a standard action, a choir can launch a concentrated blast of sonic energy from its mouth. This attack has a range of 90 ft. with no range increment. Any creature struck by a choir's divine shout suffers 4d6 sonic damage and must succeed at a DC 17 Fortitude save or be deafened for 1d4 minutes. The save DC is Charisma-based.

Harmonize (Sp)

When two or more choirs shout together, their voices combine to great effect. As a swift action, a choir may add its voice to aid another choir within 60 ft. This grants the aided choir a temporary bonus to its effective caster level during its turn, dependent on the number of choirs lending their voices. This bonus is +2 for one additional choir, +4 for 3 additional choirs, or +6 for 5 additional choirs.

Protective Aura (Su)

A choir grants a +4 deflection bonus to AC and a +4 resistance bonus to saving throws to itself and all allies within 20 ft. The bonus only applies against attacks and effects created by evil creatures.

ECOLOGY**Environment** any good-aligned plane**Organization** solitary, pair, or chorus (3–8)**Treasure** standard

HERALD ANGEL**CR 13****XP 38,400**

NG Medium outsider (angel, extraplanar, good)

Init +7; **Senses** darkvision 60 ft., detect evil, Perception +26**Aura** protective aura**DEFENSE****AC** 18, touch 13, flat-footed 15 (+3 Dex, +5 natural) +4 Deflection vs Evil**hp** 207 (18d10+90+18 Toughness)**Fort** +13, **Ref** +14, **Will** +14; +4 vs. poison, +4 resistance vs. evil**DR** 5/evil; **Immune** acid, cold, petrification; **Resist** electricity 10, fire 10; **SR** 28**OFFENSE****Speed** 40 ft., fly 60 ft. (good)**Melee** 2 slams +19 (1d4+1)**Ranged** divine shout +21 (9d6 sonic plus deafen)**Special Attacks** countersong, harmonize**MAGIC****Caster Level** 18th; **MSB** +18, **MSD** 29, **Concentration** +24**Tradition** Natural (none); **CAM** Cha**Spell Points** 24**Fate Sphere** – **DC** 26, **Alignments** Good, **Range** Close (70 ft.), personal w/ 40 ft. radius (consecration), **Talents** Divine Force, Greater Consecration, Greater Serendipity, Judgement

- *divine force* (consecration, instantaneous)
- *hallow* +2 (word, 1 sp, 18 minutes)
- *judgement* (consecration, concentration or 18 minutes w/ 1 sp)
- *serendipity* +1 to allies and -1 to enemies (consecration, concentration or 18 rounds w/ 1 sp)

Life Sphere – **DC** 25, **Range** Close (70 ft), **Target** 1 or 10 w/ 1 sp, **Talents** Break Enchantment, Restore Health, Restore Soul, Greater Restore, Restore Movement, Ranged Healing, Mass Heal, Resuscitate, Restorative Cure, Restore Senses, Restore Mind

- *invigorate* +18 temp hp (1 hour)
- *cure* 6d8+18 (1 sp, resuscitate, restorative cure)
- *restore* heal ability damage, ability drain, blindness, confused, dazed, dazzled, deafness (other senses), exhausted, fatigued, frightened, movement-impairing effects, nauseated, panicked, shaken, sickened, staggered, stunned, temporary negative levels, MSB vs poison and disease (1 sp, 18 rounds, +1 sp for MSB vs magic effects)

Light Sphere – **DC** 25, **Duration** 18 minutes, **Effect** bright light: 75 ft.; **Range** Medium (280 ft), **Talents** Blinding Light, Guiding Light

- *glow* dazzled, +1 to hit target (guiding, blinding)

STATISTICS**Str** 13, **Dex** 16, **Con** 20, **Int** 16, **Wis** 16, **Cha** 22**Base Atk** +18; **CMB** +18; **CMD** 31**Feats** Alertness, Counterspell, Improved Initiative, Toughness, Improved Counterspell, Greater Counterspell, Counterspell Mastery, Great Fortitude, Sphere Focus (Fate)**Skills** Acrobatics +24, Diplomacy +27, Escape Artist +21, Fly +28, Knowledge (planes, religion) +24, Perception +28, Perform (sing) +27, Sense Motive +28**Languages** Celestial, Draconic, Infernal; truespeech**SQ** ethereal change, hide self, teleportation**SPECIAL ABILITIES****Countersong (Su)**

A herald can attempt a Perform (sing) check to counter magic effects that depend on sound. This ability functions as the bard ability of the same name.

Protective Aura (Su)

A herald grants a +4 deflection bonus to AC and a +4 resistance bonus to saving throws to itself and all allies within 20 ft. The bonus only applies against attacks and effects created by evil creatures.

Harmonize (Sp)

A herald counts as a choir for the purpose of their harmonize ability. When two or more choirs sing or shout together, their voices combine to great effect. As a swift action, a herald may add its voice to aid another choir or heral within 60 ft. This grants the aided choir a temporary bonus to its effective caster level during its turn, dependent on the number of choirs lending their voices. This bonus is +2 for one additional choir, +4 for 3 additional choirs, or +6 for 5 additional choirs.

Divine Shout (Su)

As a standard action, a herald can launch a concentrated blast of sonic energy from its mouth. This attack has a range of 90 ft. with no range increment. Any creature struck by a choral angel's divine shout suffers 9d6 sonic damage and must succeed at a DC 25 Fortitude save or be deafened for 1d4 minutes. The save DC is Charisma-based.

ECOLOGY**Environment** any good-aligned plane**Organization** solitary, pair, or chorus (1-2 heralds, 3-8 choirs)**Treasure** standard

PRIMARY

A primary is the angelic spirit of kindness, nurture, and beauty. Primaries often serve as protectors of children and blessers of the oppressed, walking among mortals (often unseen or in disguise) as mortal faith permits, bestowing the tender mercies of the divine to those in need. Almost all primaries are women (although rare male primaries do exist). If it is true that all concepts on the material plane possess a 'perfect' version in the outer planes, then the primary is the celestial archetype for the wife/mother.

While avengers fight evil with a sword and a choir fights evil through their declarations of truth, primaries fight evil through comfort, acts of mercy, and inspiring mortal action to greater heights than it otherwise could have achieved. Primaries wage their war against evil in the hearts of the downtrodden, knowing it is a war that only kindness and resolve can win, and that sometimes quiet blessings and aid can do more to help a weary pilgrim win his personal battles than a celestial sword ever could.

All primaries have the ability to change their appearance at will, or even to disappear entirely from view if they desire, usually to provide some form of aid in secret. In their native form, though, primaries are embodiments of beauty and modesty, with the traditional wings and radiance of other celestials, but formed in a way that leaves onlookers more breathless than awe-struck.



PRIMARY

CR 7

XP 3,200

NG Medium outsider (angel, extraplanar, good)

Init +8; **Senses** darkvision 60 ft., detect evil, Perception +14

Aura inspiring aura, protective aura

DEFENSE

AC 19, touch 14, flat-footed 15 (+4 Dex, +5 natural); +4 Deflection vs Evil

hp 76 (8d10+24+8 Toughness)

Fort +9, **Ref** +12, **Will** +11; +4 vs. poison, +4 resistance vs. evil

DR 10/evil; **Immune** acid, cold, petrification; **Resist** electricity 10, fire 10; **SR** 18

OFFENSE

Speed 30 ft., fly 50 ft. (good)

Melee masterwork cold iron shortsword +15/+10 (1d6+1/19-20 x2)

Special Attack nurture, sacred blessing

MAGIC

Caster Level 8th; **MSB** +8, **MSD** 19, **Concentration** +16

Tradition Natural (none); **CAM** Cha

Spell Points 16

Life Sphere – **DC** 22; **Range** Close (65 ft.); **Talents** Break Enchantment, Ranged Healing, Restore Health, Restore Soul, Greater Restore, Restore Movement, Restore Senses, Restore Mind, Resuscitate

– *cure* 6d8+8 (1 sp, resuscitate)

– *invigorate* +8 temp hp (1 hour)

– *restore* heal ability damage, stunned, fatigued, exhausted, sickened, nauseated, shaken, frightened, panicked, staggered, dazzled, movement-imparing effects, ability drain, temporary negative levels, blindness, deafness, other senses, confused, dazed, MSB vs poison and disease (1 sp, 8 rounds, +1 sp for MSB vs magic effects)

STATISTICS

Str 12, **Dex** 18, **Con** 16, **Int** 18, **Wis** 16, **Cha** 26

Base Atk +8; **CMB** +9; **CMD** 23

Feats Improved Initiative, Toughness, Weapon Finesse, Great Fortitude

Skills Diplomacy +21, Escape Artist +16, Fly +16, Handle Animal +17, Heal +12, Intimidate +21, Knowledge (planes, religion) +16, Perception +16, Sense Motive +15, Stealth +16

Languages Celestial, Common, Draconic, Infernal, Sylvan; tongues

SQ change shape (any humanoid), ethereal change, teleportation

SPECIAL ABILITIES

Inspiring Aura (Su)

The primary and all of its allies within 20 ft of it gain a +2 morale bonus on attack rolls, saves, and skill checks.

Nurture (Su)

As an immediate action when an ally within 30 ft. is making a d20 roll such as a saving throw, attack roll, skill check, or ability check, a primary may allow the creature to roll twice and take the higher result. A primary cannot use this ability on herself.

Protective Aura (Su)

A primary grants a +4 deflection bonus to AC and a +4 resistance bonus to saving throws to itself and all allies within 20 ft. The bonus only applies against attacks and effects created by evil creatures.

Sacred Blessing (Su)

Once per day as a full-round action, a primary may grant a sacred blessing to a willing humanoid creature by touching it for 1 full round. The creature gains a +2 sacred bonus to one ability score of their choice. The primary always knows the hit points and status of whoever bears her sacred blessing.

If the bearer of a sacred blessing ever willingly commits an evil act, the sacred blessing immediately ends. A primary may be willing to grant the same creature a new blessing, but might require an act of repentance, or the undertaking of a quest to prove their devotion before the blessing is re-given.

A creature cannot benefit from more than one sacred blessing at a time, and a primary cannot have more than one sacred blessing bestowed at one time. Bestowing a sacred blessing on a new target automatically ends all previously-given blessings.

Winterlynn's note:

I once had a teacher who swore, quite emphatically, that a primary was nothing but a succubus under a different name. Of course I later found out this teacher was also an absolute pig who'd spent his youth summoning – and being unanimously rejected by – multiple primaries, so I can't say his word is one I would lay stake in. Nevertheless, it cannot be denied that the two groups have much in common.

Both are traditionally (but not exclusively) female, both possess beauty that has inspired all manner of stories and legends, and both are primarily responsible for the traces of outsider blood found among the mortal races. There are as many stories of a sinner turning from his ways for love of a primary as there are of a saint turning from his for lust of a succubus. The image of the evil diabolist and his harem of succubi has become so common that it's almost a stageplay cliché, but then again, we also all know the ancient tales of Sir Gideon, Grand Patriarch of the paladins, and his eighty primary wives.

Perhaps the best way to think about the relationship between primaries and succubi is as two sides of the same coin; they represent the same idea, but in complete opposite ways. Primaries embody the heights to which love can lift mortals, while succubi embody the depths of depravity someone can reach in pursuit of carnal pleasure. Primaries represent motherly devotion, aid, and unfailing love, while succubi represent temptation, seduction, and the blinding of the mind through bodily appetites. Primaries inspire mortals to be better than they are, while succubi manipulate them into mental and physical slavery.

According to my research, primaries also have much, much higher standards. I once heard a paladin's squire say the reason he was joining the order was to one day marry a primary, and his master boxed his ears and told him off in no uncertain terms. According to Professor Savesha, however, her succubi sisters love meeting desperate, sniveling men, as it just makes their job that much easier.



ECOLOGY

Environment any good-aligned plane

Organization solitary, pair, or society (3-12)

Treasure standard (masterwork cold iron shortsword, other treasure)

VARIANTS

WIFE OF GIDEON

CR17

XP 102,400

NG Medium outsider (angel, extraplanar, good)

Init +10; **Senses** darkvision 60 ft., detect evil, true seeing, Perception +33

Aura inspiring aura, protective aura

DEFENSE

AC 36, touch 14, flat-footed 32 (+9 armor, +4 Dex, +5 natural, +8 shield) +4 Deflection vs Evil

hp 310 (23d10+161+23 Toughness)

Fort +18, **Ref** +21, **Will** +22; +4 vs. poison, +4 resistance vs. evil

DR 20/evil; **Immune** acid, cold, petrification; **Resist** electricity 10, fire 10; **SR** 33

OFFENSE

Speed 30 ft., fly 90 ft. (perfect)

Melee +5 *cold iron shortsword* +34/+29/+24/+19 (1d6+10/19-20 x2), +5 *heavy steel shield* +28/+23/+18 (1d4+21 plus bullrush)

Special Attack aspect of protection, greater sacred blessing, nurture

MAGIC

Caster Level 23th; **MSB** +23, **MSD** 34, **Concentration** +33

Tradition Natural (*Drawbacks*: Bender (Warp)); **CAM** Cha

Spell Points 33

Fate Sphere – **DC** 31; **Range** Close (80 ft.), personal w/ 20 ft. radius (consecration); **Alignments** Good

- *serendipity* +1 to allies (consecration, concentration or 20 rounds w/ 1 sp)
- *hallow* +3 (word, 1 sp, 20 minutes)

Life Sphere – **DC** 31; **Range** Close (80 ft); **Target** 1 or 13 w/ 1 sp, **Talents** Break Enchantment, Restore Health, Restore Soul, Greater Restore, Restore Movement, Ranged Healing, Mass Heal, Resuscitate, Restorative Cure, Restore Senses, Restore Mind, Regeneration, Restore Mind and Body, Resurrection, Greater Resurrection, Ranged Healing, Mass Healing, Font of Life, Greater Healing (4)

- *cure* 6d8+115. (1 sp, resuscitate, restorative cure)
- *invigorate* +23 temp hp (1 hour)
- *restore* heal ability damage, stunned, fatigued, exhausted, sickened, nauseated, shaken, frightened, panicked, staggered, dazzled, movement-impairing effects, ability drain, temporary negative levels, blindness, deafness, other senses, confused, dazed, MSB vs poison and disease (1 sp, 23 rounds, +1 sp each for MSB vs magic effects, regeneration, permanent negative levels, greater effects)
- *resurrection* (3 sp and 1 hour, up to 20 days dead, 1 permanent negative level)

Warp Sphere – **DC** 31; **Talents** Plane Manipulator, Dimensional Lock

- *plane manipulator* 230 ft. radius (1 sp, concentration or 20 minutes, personal)
- *dimensional lock* 20 ft. radius (2 sp, 20 days, Medium (330 ft.))

STATISTICS

Str 20, **Dex** 22, **Con** 24, **Int** 22, **Wis** 24, **Cha** 30

Base Atk +23; **CMB** +28; **CMD** 44

Feats Improved Initiative, Toughness, Weapon Finesse, Great Fortitude, Shield Focus, Power Attack, Two-Weapon Fighting, Improved Two-Weapon Fighting, Greater Two-Weapon Fighting, Improved Shield Bash, Shield Slam, Shield Master

Skills Diplomacy +38, Escape Artist +31, Fly +34, Handle Animal +35, Heal +32, Intimidate +38, Knowledge (arcana) +31, Knowledge (planes, religion) +34, Perception +35, Sense Motive +35, Stealth +34

Languages Celestial, Common, Draconic, Infernal; Sylvan, tongues

SQ astral travel, change shape (any humanoid), ethereal change, hide self, teleportation

SPECIAL ABILITIES

Inspiring Aura (Su)

The primary and all of its allies gain a +2 morale bonus on attack rolls, saves, and skill checks so long as they are within 20 ft of the Primary.

Aspect of Protection (Ex)

A Wife of Gideon can manifest a +5 *heavy steel shield* in her hand as a move action. This shield disappears if it ever leaves her hand.

Nurture (Su)

As an immediate action when an ally within 30 ft. is making a d20 roll such as a saving throw, attack roll, skill check, or ability check, a primary may allow the creature to roll twice and take the higher result. A primary cannot use this ability on itself.

Protective Aura (Su)

A primary grants a +4 deflection bonus to AC and a +4 resistance bonus to saving throws to itself and all allies within 20 ft. The bonus only applies against attacks and effects created by evil creatures.

Greater Sacred Blessing (Su)

Once per day as a full-round action, a primary may grant a sacred blessing to a willing humanoid creature by touching it for 1 full round. The creature gains a +4 sacred bonus to one ability score of their choice. In addition, the primary always knows the hit points and status of whoever bears her sacred blessing. If the bearer of a primary's sacred blessing ever willingly commits an evil act, the sacred blessing immediately ends. A primary may be willing to grant the same creature a blessing a second time, but might require an act of repentance, or the undertaking of a quest to prove one's devotion before the gift is re-given. A creature cannot benefit from more than one sacred blessing at a time, and a primary cannot have more than one sacred blessing bestowed at one time. Bestowing a sacred blessing on a new target automatically ends all previously-given blessings.

ECOLOGY

Environment any good-aligned plane

Organization solitary, pair, or society (3-12)

Treasure double (+5 *chain shirt*, +5 *cold iron shortsword*)

PSYCHOPOMP

Psychopomps are shepherds of dead souls, collecting the deceased and ushering them to judgement. While psychopomps are certainly the most 'neutral' of the heavenly host, psychopomps are actually a cornerstone of the entire otherworldly order, collecting and shepherding souls to their respective re-wards no matter where it might be. I'm not quite sure how a mortal becomes a psychopomp, but it is one of the possible outcomes for a mortal soul.

I have heard all sorts of stories in my time about psychopomps, ranging from the uninformed to the downright absurd: Psychopomps are evil, psychopomps war with both heaven and hell who try to take their charges by force, psychopomps feed on the souls they collect, necromancers cut deals with psychopomps to power their magic with the souls of the fallen, that sort of drivel. In reality, I would categorize psychopomps as part of the host of heaven, although they have dealings with all outsiders from the Infernal host to the primordials in the fulfillment of their duties. Psychopomps do serve as guardians of the souls they collect, but this is more against necromancers and otherworldly monsters who would feast upon the souls rather than a defence against Heaven or Hell 'stealing' a soul.

There is apparently a lot of significance in whether a psychopomp speaks to you with their hood raised or lowered. I can't claim expertise in this particular point of lore, but I believe it has to do with their dual-nature; a psychopomp is simultaneously the comforter sent to end the suffering of the sick and injured, and the reaper come to cut down the arrogant who thought themselves invincible. If they speak to you with their hoods down and their faces exposed, it means you are a friend, or they wish to comfort you as they come to collect your soul. If they come for you with their hoods raised and their faces obscured, they don't like you, and you're in trouble.



PSYCHOPOMP

CR 9

XP 6,400

N Medium outsider (extraplanar, psychopomp)

Init +8; **Senses** darkvision 60 ft., detect chaos/evil/good/law, low-light vision, spiritsense; **Perception** +18

DEFENSE

AC 23, touch 15, flat-footed 18 (+4 Dex, +1 dodge, +8 natural)

hp 114 (12d10+48)

Fort +10, **Ref** +12, **Will** +13

Immune acid, charm, cold, death effects, disease, fear, poison, sleep; **Resist** electricity 10; **SR** 24

OFFENSE

Speed 30 ft., fly 50 ft. (Good)

Melee +2 cold iron scythe +17/+12 (2d4+6/x4 plus soul lock)

Special Attack reaper's scythe, soul lock, cryptic strike

MAGIC

Caster Level 9th; **MSB** +12, **MSD** 23, **Concentration** +15

Tradition Natural (*Drawbacks*: +Necromantic Limit (Death, no reanimate)); **CAM** Cha

Spell Points 15

Death Sphere – **DC** 17; **Range** Medium (190 ft); **Target** 1 or 65 ft cone w/ 1 sp; **Talents** Cryptic Strike, Greater Ghost Strike, Manipulate Undeath

- *ghost strike* (fatigued 10 rounds, 4d8 to undead, 1 sp each; exhausted 10 minutes, +4d8 to undead, vampiric strike 4d6)

Divination Sphere – **DC** 17; **Duration** concentration, 10 hours (sense); **Range** Medium (190 ft), personal (sense); **Talents** Divine Secrets, Ghost Sight, Dowsing

- *divine* (alignment, magic, undead, 1 sp: secrets, dowsing)
- *sense* (1 sp: read magic, ghost sight)

Fate Sphere – DC 17; **Alignments** Good, Evil, Lawful, Chaotic; **Range** Close (65 ft.), personal w/ 20 ft. radius (consecration)

- *hallow* +1 (word, 0 sp, 9 minutes)
- *serendipity* +1 to allies (consecration, concentration or 20 rounds w/ 1 sp)

STATISTICS

Str 16, **Dex** 19, **Con** 18, **Int** 18, **Wis** 16, **Cha** 17

Base Atk +12; **CMB** +15; **CMD** 29

Feats Dodge, Great Fortitude, Hover, Improved Initiative, Iron Will, Power Attack

Skills Bluff +18, Diplomacy +18, Intimidate +18, Knowledge (arcana, planes, religion) +19, Perception +18, Sense Motive +18, Spellcraft +16, Stealth +19

Languages Abyssal, Celestial, Common, Draconic, Infernal

SQ astral travel, ethereal change, master of alignments, spirit touch, teleportation

SPECIAL ABILITIES

Master of Alignments (Su)

A psychopomp counts as being all alignments for purposes of the Fate sphere, and does not need to spend a spell point to use the Hallow word.

Reaper's Scythe (Su)

Every psychopomp carries a distinctive cold iron scythe as both a weapon and a symbol of its duty. As a free action, the psychopomp can summon its weapon from any location and have it appear in its hands instantly. It can also dismiss its scythe to

its planar home as a free action. If a psychopomp's scythe is destroyed, it can summon a new one in 24 hours.

Soul Lock (Su)

Once per day, a psychopomp can use its +2 *cold iron scythe* to capture the soul of a creature at the threshold of death—any undead creature or being with 0 or fewer hit points. The target must succeed at a DC 19 Will save or be slain, its spirit locked within the scythe. This saving throw is Cha-based. A corporeal undead transforms into a corpse if affected by this ability, while an incorporeal undead is trapped bodily within the staff (this ability cancels a ghost's ability to rejuvenate). A spirit trapped within a psychopomp's scythe cannot be returned to life through any means short of true resurrection, miracle, or wish. A trapped soul can be freed if the psychopomp wills it, or by using rituals such as *banishment*, *dismissal*, or *freedom* upon the scythe. A psychopomp's scythe can only contain one soul at a time. The save DC is Wisdom-based.

Spirit Touch (Su)

A psychopomp's natural weapons, as well as any weapon it wields, are treated as though they had the *ghost touch* weapon special ability.

Spiritsense (Su)

A psychopomp notices, locates, and can distinguish between living and undead creatures within 60 ft., just as if it possessed the blindsight ability.

ECOLOGY

Environment any (purgatory)

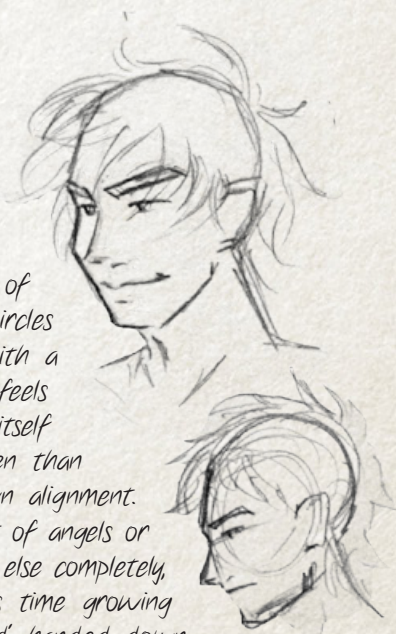
Organization solitary, pair, or group (3-12)

Treasure standard (+2 *cold iron scythe*, other treasure)

Winterlynn's Note: Divine Rewards

I have seen many differing writings about the nature of the afterlife as it was understood by various philosophers, prophets, and wizards, so for this book I decided to go to the source and summon a psychopomp. From our long conversation, I have come to understand that perhaps a better term than either 'reward' or 'punishment' is simply 'destination'. It is true that the greatest glories of Heaven are only available to a select few, as are the deepest circles of Hell, but according to my source, this has less to do with a judge's decree and more to do with what location the soul feels most at home in; a creature that has never truly aligned itself with Good will feel more miserable trying to live in Heaven than it will around others and in a location comprised of its own alignment. Likewise, a soul's final destiny of becoming either the humblest of angels or a solar, a pit fiend or the most sniveling of imps, or something else completely, has more to deal with the state of that soul after its time growing through mortality rather than some sort of cosmic 'reward' handed down from on-high (or down-low as the case may be).

It was at this point my psychopomp friend launched into a philosophical treatise on spiritual sensitivity and the growth of the soul through struggle, but I admit I lost focus halfway through. His hood was up, and psychopomps are gorgeous.



SOLAR

Solars are the generals of the celestial realm. They are archangels holding sway over entire nations, worlds, or philosophical concepts, and are the primary wielders of the swords of justice in the battle against the infernal realms.

Like the avenger, solars are very similar in appearance to the various humanoid races, although glorified, winged, and larger than life. While all celestials possess a power of presence that stems from that glorified nature, solars take this a step further; according to some accounts, a solar exposing its full glory is more than reality can take, which is why the ground often shakes at their passing.

Usually, a solar is found at the head of a celestial host, but they are also the ones entrusted with the most important of missions, and are fully capable of acting independently. Usually, these quests involve battling the greatest of foes from the infernal host or missions where the balance of planes and realities are at stake.

The birth of a solar is a very rare occurrence. A mortal must be among the greatest of divine servants, both in power and devotion, to become a solar upon death. I'm not familiar with all of the ins and outs of divine foresight, but I had a teacher who once told me that the divines know which mortals could one day become a solar even before those mortals are born; their spirit had to be something beyond the ordinary, prepared specifically from the foundations of time to realize their eventual destiny as a solar.

It must also be noted that, while powerful divine beings, there are some strict differences between a solar and a demigod. A solar's power is not directly related to worship like it can be for deity. Solars have been the spouses of gods and the progenitors of demigods (and I know at least one instance where a solar was called upon to mentor a young deity), but actually lack the autonomy of the demigod, as the power of a demigod is inherently selfish, while a solar is always a reflection of their liege.

At the same time, though, there are stories of mortals who ascend to godhood rather than solar-hood, lower angels who ascend to solar-hood, and solars who have become gods in their own right, which makes me wonder if perhaps the distinction between the two isn't as divisive as some scholars would have you believe.

SOLAR

CR 23

XP 819,200

NG Large outsider (angel, extraplanar, good)

Init +9; **Senses** darkvision 60 ft., low-light vision, detect evil, true seeing; **Perception** +33

Aura protective aura

DEFENSE

AC 44, touch 11, flat-footed 42 (+14 armor, +1 Dex, +1 dodge, +19 natural, -1 size); +4 deflection vs. evil, +4 vs attacks of opportunity from movement.



hp 561 (34d10+340+34 Toughness); regeneration 20 (evil artifacts, effects, and spells)

Fort +29, **Ref** +16, **Will** +27; +4 vs. poison, +4 resistance vs. evil

DR 20/evil; **Immune** acid, cold, petrification; **Resist** electricity 10, fire 10; **SR** 34

OFFENSE

Speed 50 ft., fly 150 ft. (good); 35 ft., fly 100 ft. (good) in armor

Melee +5 *dancing greatsword* +47/+43/+37/+32 (3d6+18/19-20, x2) or slam +42 (2d8+13)

Ranged +5 *composite longbow* (+9 Str bonus) +43/+38/+33/+28 (2d6+14/x3 plus slaying arrow)

Space 10 ft.; **Reach** 10 ft.

MAGIC

Caster Level 34th; **MSB** +34, **MSD** 45, **Concentration** +41

Tradition Natural (none); **CAM** Cha

Spell Points 75

Divination Sphere – **DC** 34; **Duration** concentration, 34 hours (sense); **Range** Long (1,760 ft.), personal (sense); **Talents** Battlefield Sense, Blindfolded Oracle, Detect Scrying, Divine Information, Divine Secrets, Dowsing, Foreshadow, Ghost Sight, Grant Sense, Greater Divine, See Hazard, Sense Magic, True Seeing, True Sight, Viewing

- *divine* (alignment, life, magic, 1 sp: secrets, information, dowsing, viewing)
- *sense* (1 sp: battlefield sense, blindfolded, foreshadow, ghost sight, hazards, read magic, true sight, 2 sp: magic, true seeing)

Fate Sphere – **DC** 35; **Range** Close (110 ft.), personal w/ 40 ft. radius (consecration); **Alignments** Good; **Targets** 1 or 12 w/ 1 sp (word); **Talents** Atonement, Bless, Close, Curse, Divine Force, Echoing Word, Freedom, Geas, Greater Consecration, Greater Geas, Greater Serendipity, Harm, Judgement, Mark of Judgement, Mercy, Open, Pain, Truth

- *atonement* (word, 2 sp)
- *bless* (word, 1 sp)
- *close* (word, 1 sp)
- *curse* (word, 1 sp)
- *divine force* (consecration, instantaneous)
- *freedom* (word, 1 sp)
- *geas* (word, 2 sp, permanent, any creature)
- *hallow* +4 (word, 1 sp, 34 minutes)
- *harm* (word, instantaneous or 34 rounds w/ 1 sp)
- *judgement* (consecration, 1 sp, concentration or 22 minutes w/ 1 sp)
- *mercy* (word, 1 sp, 34 rounds)
- *open* (word, 1 sp)
- *pain* (word, 1d4 + 11, 1 round or 34 rounds w/ 1 sp)
- *serendipity* +1 to allies, -1 to enemies (consecration, concentration or 34 rounds w/ 1 sp)
- *truth* (word, concentration or 34 minutes w/ 1 sp)



Life Sphere – **DC** 34, **Range** Close (110 ft), **Target** 1 or 19 w/ 1 sp, **Talents** Break Enchantment, Font of Life, Greater Healing (4), Greater Restore, Greater Resurrection, Mass Heal, Ranged Healing, Regeneration, Restorative Cure, Restore Health, Restore Mind, Restore Mind and Body, Restore Movement, Restore Senses, Restore Soul, Resurrection, Resuscitate,

- *cure* 6d8+170. (1 sp, restorative cure, resuscitate)
- *invigorate* +34 temp hp (1 hour)
- *restore* ability drain, blindness, confused, dazed, dazzled, deafness, exhausted, fatigued, frightened, heal ability damage, movement-impairing effects, nauseated, other senses, panicked, shaken, sickened, staggered, stunned, temporary negative levels, MSB vs poison and disease (1 sp, 34 rounds, +1 sp each for MSB vs magic effects, regeneration, permanent negative levels, greater effects)
- *Resurrection* (3 sp and 1 hour, up to 22 days dead, 1 permanent negative level)

Light Sphere – **DC** 34; **Duration** 34 minutes; **Effect** bright light: 115 ft.; **Range** Long (1,760 ft.); **Target** 1 or 40 ft. radius w/ 1 sp; **Talents** Area Glow, Beacon of Hope, Bound Light, Encompassing Light, Guiding Light, Light Link, Ranged Light, Repelling Light, Revealing Light

- *glow* +1 to hit target, +7 vs fear, light link (bound, encompassing, guiding, repelling, revealing)

STATISTICS

Str 28, **Dex** 20, **Con** 30, **Int** 23, **Wis** 27, **Cha** 25

Base Atk +34; **CMB** +44; **CMD** 59

Feats Combat Expertise, Dodge, Deadly Aim, Greater Trip, Greater Vital Strike, Improved Initiative, Improved Trip, Improved Vital Strike, Mobility, ManyShot, Point-Blank Shot, Power Attack, Precise Shot, Rapid Shot, Sphere Focus (Fate), Toughness, Vital Strike

Skills Bluff +44, Diplomacy +42, Fly +44, Knowledge (arcane, history, nature, planes, religion) +43, Perception +45, Sense Motive +45, Spellcraft +40, Stealth +42

Languages Celestial, Draconic, Infernal; truespeech

SQ astral travel, change shape (any humanoid), divine magic, ethereal change, hide self, teleportation

SPECIAL ABILITIES

Divine Magic

Solars are treated as possessing the divine petitioner tradition for the purpose of magic items and other effects dependent on that tradition. In addition, the solar gains an additional racial spell point and magic talent per hit die.

Protective Aura (Su)

A primary grants a +4 deflection bonus to AC and a +4 resistance bonus to saving throws to itself and all allies within 20 ft. The bonus only applies against attacks and effects created by evil creatures.

Slaying Arrow (Su)

A solar's bow needs no ammunition, and automatically creates a *slaying arrow* of the solar's choice when drawn.

ECOLOGY

Environment any good-aligned plane

Organization solitary or pair

Treasure double (+5 *composite longbow* [+9 Str bonus], +5 *dancing greatsword*, +5 *full plate*),

CONSTRUCTS

Constructs have always fascinated me, not from a construction standpoint, but from a functionality standpoint. Constructs, for the most part, are immune to almost every trick a magician knows: They are immune to mind control and illusions, they have no bodies to manipulate, and many are completely immune to direct magic attacks of any kind. It always seemed to me that constructs were specifically designed to counter magicians, which means the bigger a construct you create, the less of a chance of survival you have if it ever goes rogue and attacks you.

As for the constructs I have encountered here at school, while some remain under the control of undisclosed parties at the school, many of them do fall into this 'rogue' category. While a construct doesn't enter into an 'ecosystem' the same way an escaped living experiment will, a construct's lack of physical needs or aging means when it goes rogue, it will keep being rogue until it is finally destroyed or rusts away, which might take centuries.

Nevertheless, there ARE ways to counter a construct, even ones that are immune to magic; you can create a pit and push it in, you can create walls to crush it, or you can simply focus your magic on empowering allies to attack it on your behalf. So long as your magic doesn't rely directly on affecting the construct itself (unless, of course, you are a master of object-based magic, in which case you probably have a trick or two up your sleeve of your own), you should be fine, so long as you think ahead and keep your wits about you.

COLOSSUS

Academies attract mad wizards like flowers attract bees. Whether as students or as teachers, these mad wizards have built a lot of secret laboratories over the years, and at least one of these was dedicated to the construction of colossi.

The colossi are a collection of special golems who's construction is... unique. While golems and other constructs have never been my strong point, I do know that a colossus is a step above the average golem, incorporating elements of mechanical engineering alongside extremely advanced magic to create something that is much more 'alive' than normal. Unlike their lesser, more common counterparts, a colossus possesses an elemental spirit that functions for the colossus not dissimilar to a mortal soul, giving the colossus independence and life, after a fashion.

The particular colossi I have encountered under the academy seem to be part of a set; a series of experiments into the creation and adaptation of colossus theory. Let that sink in for a moment. Someone didn't just create one of these monstrosities, they created a whole line of them, principally as an educational exercise. I can only imagine at the expense for creating just one of these, let alone a whole line.

Before we get into the colossi themselves, you should have some background information on how colossi function, and what makes them different from normal golems.

You might remember the qualities of a construct, as detailed in class:

No Constitution score: Any DCs or other statistics that rely on a Constitution score treat a construct as having a score of 10 (no bonus or penalty).

Vision: Constructs have low-light vision and darkvision 60 ft..

Immunity: Constructs are immune to all mind-affecting effects, bleed, disease, death effects, necromancy effects, paralysis, poison, sleep effects, and stunning. They are not subject to ability damage, ability drain, fatigue, exhaustion, energy drain, nonlethal damage, or any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless).

Healing: Constructs cannot heal damage on their own, but often can be repaired via magic such as the Creation sphere or the *make whole* ritual, or through the use of the Craft Construct feat. Even a construct with the fast healing special quality still does not heal as a creature does through rest or the Heal skill.

Death: A construct is immediately destroyed when reduced to 0 hit points or less, and cannot be raised or resurrected. A construct is not at risk of death from massive damage.

To this list, I would add the following qualities for constructs with the Colossus subtype:

Elemental Soul: A colossus is an intelligent creature, and can use magic, gain skills and feats, and can even gain class levels.

Pinning Stomp (Ex): As a swift action, a colossus can make a single melee attack at its highest base attack against a target three or more size categories smaller than itself that occupies its same space. This attack deals an amount of damage equal to twice the colossus's slam attack plus 1-1/2 times the colossus's Strength bonus. If the colossus hits with this attack, it can attempt a grapple check as a free action. This grapple doesn't provoke attacks of opportunity. If the grapple is successful, the target is pinned and takes an amount of damage equal to the colossus's slam attack each round at the start of the colossus's turn until either the pinned creature frees itself, or the colossus moves out of the pinned creature's space. The colossus doesn't gain the grappled condition nor need to attempt grapple checks to continue the pin, nor can it attempt a grapple check to move, deal further damage, or tie up the grappled creature. A colossus can have at most two creatures pinned with this attack at one time.

MARK I

The Mark I was the first variety of colossi I encountered, and look more like small bipedal mountains than crafted creatures. They are peaceful after a fashion, in that I've never seen one go looking for a fight, but they are quick to flatten anything that invades their territory. Of all the colossi I have encountered, the Mark I's are the least intelligent, probably as a result of their being the first colossi their creator built.

MARK I

CR 10

XP 9,600

N Gargantuan construct (colossus)

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +13

DEFENSE

AC 24, touch 6, flat-footed 24 (-4 size, +18 natural)

hp 131 (13d10+60)

Fort +8, **Ref** +6, **Will** +6

DR 10/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 40 ft

Melee 2 slams +17 (2d12+8) or greatclub +18/+13/+8 (4d6+12) or stomp +17 (4d12+12 plus pinning stomp)

Space 20 ft.; **Reach** 20 ft.

STATISTICS

Str 26, **Dex** 10, **Con** -, **Int** 3, **Wis** 10, **Cha** 11

Base Atk +13; **CMB** +25; **CMD** 35

Feats Great Fortitude, Improved Vital Strike, Iron Will, Lightning Reflexes, Power Attack, Vital Strike, Weapon Focus (greatclub)

Skills Perception +13

Languages Common

SPECIAL ABILITIES

Immunity to Magic (Ex)

A mark I is immune to any spell, sphere effect, or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- A *transmute rock to mud* ritual or a similar magical effect slows the mark I (as the *slow* Time sphere effect with the Advanced Slow talent) for 2d6 rounds, with no saving throw, while *transmute mud to rock* or a similar effect heals all of its lost hit points.
- A *stone to flesh* ritual or a similar magical effect does not actually change the mark I's structure, but negates its damage reduction and immunity to magic for 1 full round.

ECOLOGY

Environment any land

Organization solitary or pair

Treasure standard (greatclub)

MARK I, BROKEN

CR 7

XP 3,200

N Gargantuan construct (colossus)

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +9

DEFENSE

AC 20, touch 6, flat-footed 20 (-4 size, +14 natural)

hp 65 ([13d10+60]/2)

Fort +4, **Ref** +2, **Will** +2

DR 10/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 20 ft

Melee 2 slams +13 (2d12+4) or greatclub +14/+9/+4 (4d6+8) or stomp +13 (4d12+8 plus pinning stomp)

Space 20 ft.; **Reach** 20 ft.

STATISTICS

Str 26, **Dex** 10, **Con** -, **Int** 3, **Wis** 10, **Cha** 11

Base Atk +13; **CMB** +21; **CMD** 31

Feats Great Fortitude, Improved Vital Strike, Iron Will, Lightning Reflexes, Power Attack, Vital Strike, Weapon Focus (greatclub)

Skills Perception +9

Languages Common

SQ Broken

SPECIAL ABILITIES

Broken (Ex)

A broken mark I shows great wear and tear that goes beyond simply missing hit points and instead affects the very way it functions.

The broken mark I has half its usual hit points and movement speed, and suffers a permanent -4 penalty to all attack rolls, weapon damage rolls, saving throws, skill checks, ability checks, as well as to its CMB, CMD, and natural armor.

Immunity to Magic (Ex)

A mark I is immune to any spell, sphere effect, or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- A *transmute rock to mud* ritual or a similar magical effect slows the mark I (as the *slow* Time sphere effect with the Advanced Slow talent) for 2d6 rounds, with no saving throw, while *transmute mud to rock* or a similar effect heals all of its lost hit points.
- A *stone to flesh* ritual or a similar magical effect does not actually change the mark I's structure, but negates its damage reduction and immunity to magic for 1 full round.

ECOLOGY

Environment any land

Organization solitary or pair

Treasure standard (greatclub)

MARK I, UNCHAINED BARBARIAN**CR 15****XP 9,600**

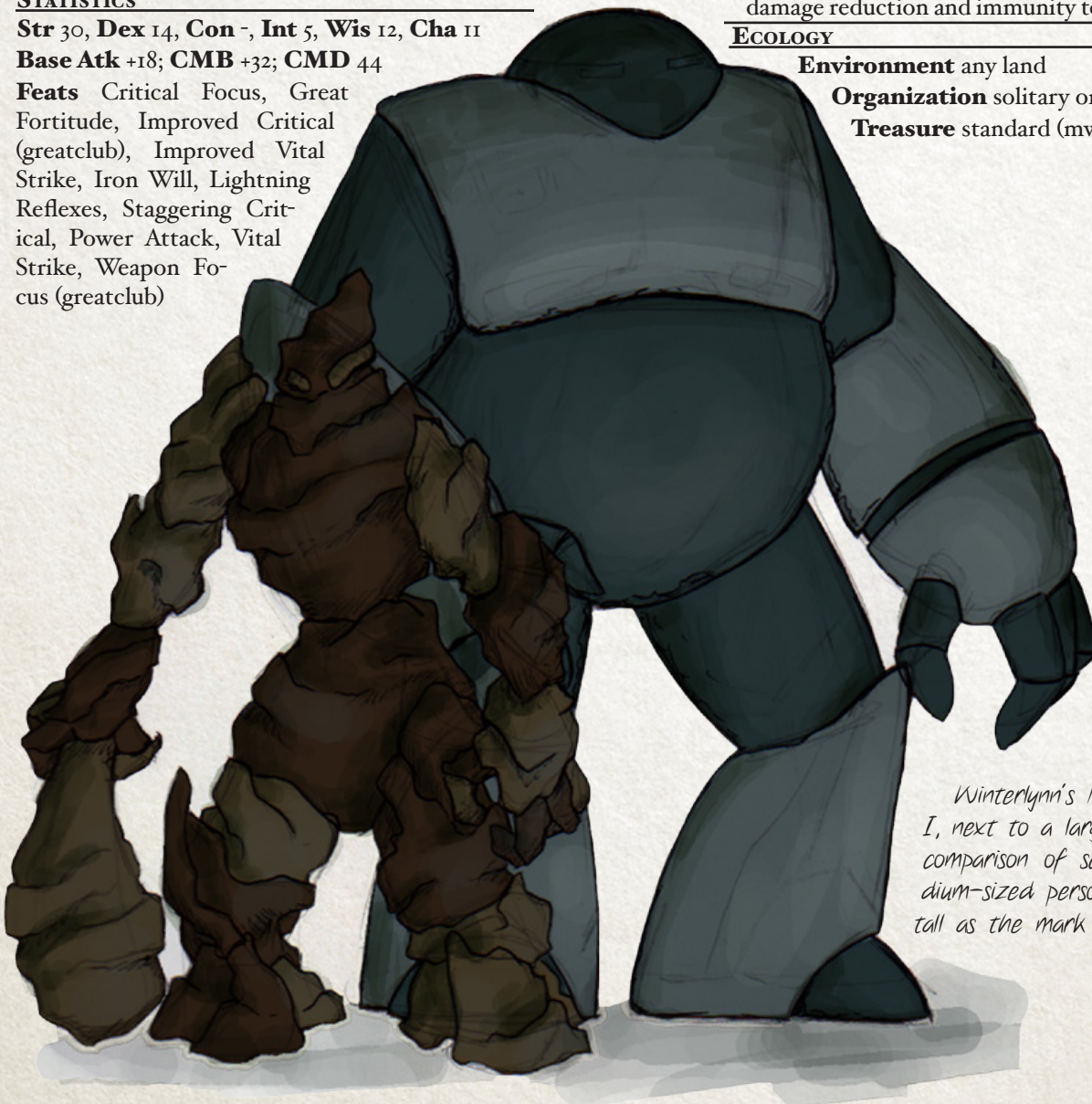
Unchained Barbarian 5

N Gargantuan construct (colossus)

Init +2; **Senses** low-light vision, darkvision 60 ft.; Perception +17**DEFENSE****AC** 24, touch 6, flat-footed 22 (+2 Dex, -4 size, +18 natural, -2 rage)**hp** 205 (13d10+5d12+60+36 rage)**Fort** +12, **Ref** +11, **Will** +12**DR** 10/adamantine; **Immune** construct traits, magic**Defensive Abilities** improved uncanny dodge**OFFENSE****Speed** 50 ft**Melee** 2 slams +28 (2d12+12) or mwk greatclub +30/+25/+20/+15 (4d6+17/19-20) or stomp +32 (4d12+17 plus pinning stomp)**Space** 20 ft.; **Reach** 20 ft.**Special Attacks** rage (12 rounds/day), rage powers (Accurate Stance, Deadly Accuracy)**STATISTICS****Str** 30, **Dex** 14, **Con** -, **Int** 5, **Wis** 12, **Cha** 11**Base Atk** +18; **CMB** +32; **CMD** 44**Feats** Critical Focus, Great Fortitude, Improved Critical (greatclub), Improved Vital Strike, Iron Will, Lightning Reflexes, Staggering Critical, Power Attack, Vital Strike, Weapon Focus (greatclub)**Skills** Climb +15, Perception +17, Swim +15**Languages** Common**SQ** fast movement, danger sense +1**Base Statistics** When not raging, the unchained barbarian mark I's statistics are: AC 26, touch 8, flat-footed 24; hp 169; Will +8; Melee 2 slams +24 (2d12+10) or mwk greatclub +26/+21/+16/+11 (4d6+15) or stomp +24 (4d12+15 plus pinning stomp)**SPECIAL ABILITIES****Immunity to Magic (Ex)**

A mark I is immune to any spell, sphere effect, or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- A *transmute rock to mud* ritual or a similar magical effect slows the mark I (as the *slow* Time sphere effect with the Advanced Slow talent) for 2d6 rounds, with no saving throw, while *transmute mud to rock* or a similar effect heals all of its lost hit points.
- A *stone to flesh* ritual or a similar magical effect does not actually change the mark I's structure, but negates its damage reduction and immunity to magic for 1 full round.

ECOLOGY**Environment** any land**Organization** solitary or pair**Treasure** standard (mwk greatclub)

Winterlynn's Note: This is a mark I, next to a larger mark V, to aid in comparison of scale. An average medium-sized person would be about as tall as the mark V's toe.

MARK II

The mark II is very different from any other colossus I've encountered. First, it's much, much smaller. Small enough that I hesitate to even call it a colossus, except it possesses an elemental soul. Second, it's a creature crafted from such intricate and elegant mechanics and metalworking that it doesn't really resemble a golem like the others do. But, nonetheless it is a colossus, and mark II's have an attitude.

Mark II's look like mechanical spiders, and although mark II's are smaller than mark I's and are therefore not as likely to step on you, mark II's have much more variety of option. A mark II can reassemble its body into different forms to better accomplish the task at hand, such as folding legs up and extracting wheels for fast movement, or spinning their bladed legs in front of them to make an unpassable barrier. I've even seen a few that had wand-like magic cannons attached to better damage foes at a distance.

My best advice when facing a mark II is to not follow advice. Mark II's are cunning and versatile, and if you ever think you've found a weakness in one you can exploit, odds are it's just luring you into a false sense of security before springing its trap.

MARK II

CR 4

XP 1,200

N Large construct (colossus)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +5

DEFENSE

AC 17, touch 12, flat-footed 14 (+3 Dex, -1 size, +5 natural)

hp 57 (5d10+30)

Fort +1, **Ref** +6, **Will** +3

DR 10/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 50 ft.

Melee 2 slams +10 (1d6+5), or stomp +10 (2d6+7 plus pinning stomp) or *destructive blast* +10 touch (1d6 or 2d6 w/ 1 sp)

Ranged *destructive blast* +8 touch (1d6 or 2d6 w/ 1 sp)

Space 10 ft.; **Reach** 10 ft.

MAGIC

Caster Level 2nd; **MSB** +5, **MSD** 16, **Concentration** +5

Tradition Natural (none); **CAM** Cha

Spell Points 5

Destruction Sphere – **DC** 11, **Range** Long (480 ft.), **Talents** Extended Range (2), Force Blast

– *destructive blast* 1d6 or 2d6 w/ 1 sp (1 sp: force blast)

STATISTICS

Str 20, **Dex** 16, **Con** -, **Int** 10, **Wis** 10, **Cha** 11

Base Atk +5; **CMB** +10; **CMD** 23

Feats Improved Initiative, Iron Will, Lightning Reflexes

Skills Fly +8, Perception +5

Languages Common

SQ switchable composition

SPECIAL ABILITIES

Immunity to Magic (Ex)

A mark II is immune to any spell, sphere effect, or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- A magical attack that deals electricity damage slows a mark II (as the *slow* Time sphere effect with the Advanced Slow talent) for 3 rounds, with no saving throw.
- A magical attack that deals fire damage breaks any slow effect on the mark II and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the mark II to exceed its full normal hit points, it gains any excess as temporary hit points for 1 minute. A mark II gets no saving throw against fire effects.
- A mark II is affected normally by rust attacks, such as those of a rust monster or a *rusting grasp* ritual.

Switchable Composition (Ex)

A mark II can change its physical composition as a swift action, gaining one of the following bonuses. This bonus lasts until the mark II spends another swift action to choose a new benefit:

- The mark II gains a +50 ft. bonus to its movement speed.
- The mark II gains a 40 ft. Climb speed.
- The mark II gains a 30 ft. Fly speed (average).
- The mark II gains a 40 ft. Swim speed.
- The mark II gains 2 additional claw attacks, which deal the same damage as its slam attacks.
- The mark II may spin its arms around itself to create an unpassable barrier. The mark II gains the benefits of the Whirlwind Attack feat. In any round this feat is used, the mark II may also make an unlimited number of attacks of opportunity.

ECOLOGY

Environment any land

Organization solitary, pair, or swarm (3-12)

Treasure standard

MARK II, WAR LEADER

CR 8

XP 1,200

Incant 5

N Large construct (colossus)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +5

DEFENSE

AC 19, touch 14, flat-footed 14 (+5 Dex, -1 size, +5 natural)

hp 87 (5d10+5d6+30+10 Toughness)

Fort +2, **Ref** +9, **Will** +7

DR 10/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 50 ft.

Melee 2 slams +13 (1d6+6), or stomp +13 (2d6+9 plus pinning stomp) or *destructive blast* +13 touch (4d6 or 7d6 w/ 1 sp)

Ranged *destructive blast* +12 touch (4d6 or 7d6 w/ 1 sp)

Space 10 ft.; **Reach** 10 ft.

MAGIC

Caster Level 7th; **MSB** +10, **MSD** 21, **Concentration** +13

Tradition Natural (none); **CAM** Cha

Spell Points 13

Destruction Sphere – DC 17, **Range** touch or Long (680 ft.), **Target** 1, 15 ft. radius burst w/ 1 sp; **Talents** Explosive Orb, Extended Range (2), Force Blast

- *destructive blast* 4d6 or 7d6 w/ 1 sp (1 sp: force blast)

War Sphere – DC 16, **Duration** concentration or 7 rounds w/ 1 sp, instantaneous (rally); **Range** Long (680 ft.), **Talents** Ranged Totem (3), Retribution, Revitalize, Safety, Totem of Iron, Totem of Tactical Prowess

- *rally* (1 sp: retribution, revitalize, safety)
- *totem* 65 ft. radius (tactical prowess, war, 1 sp: iron)

STATISTICS

Str 22, **Dex** 20, **Con** -, **Int** 12, **Wis** 10, **Cha** 16

Base Atk +7; **CMB** +13; **CMD** 28

Feats Counterspell, Extra Magic Talent (2), Improved Initiative, Iron Will, Lightning Reflexes, Sphere Focus (Destruction), Toughness

Skills Fly +18, Intimidate +13, Perception +10

Languages Common, Giant

SQ switchable composition

SPECIAL ABILITIES

Immunity to Magic (Ex)

A mark II is immune to any spell, sphere effect, or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- A magical attack that deals electricity damage slows a mark II (as the *slow* Time sphere effect with the Advanced Slow talent) for 3 rounds, with no saving throw.
- A magical attack that deals fire damage breaks any slow effect on the mark II and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the mark II to exceed its full normal hit points, it gains any excess as temporary hit points for 1 minute. A mark II gets no saving throw against fire effects.
- A mark II is affected normally by rust attacks, such as those of a rust monster or a *rusting grasp* ritual.

Switchable Composition (Ex)

A mark II can change its physical composition as a swift action, gaining one of the following bonuses. This bonus lasts until the mark II spends another swift action to choose a new benefit:

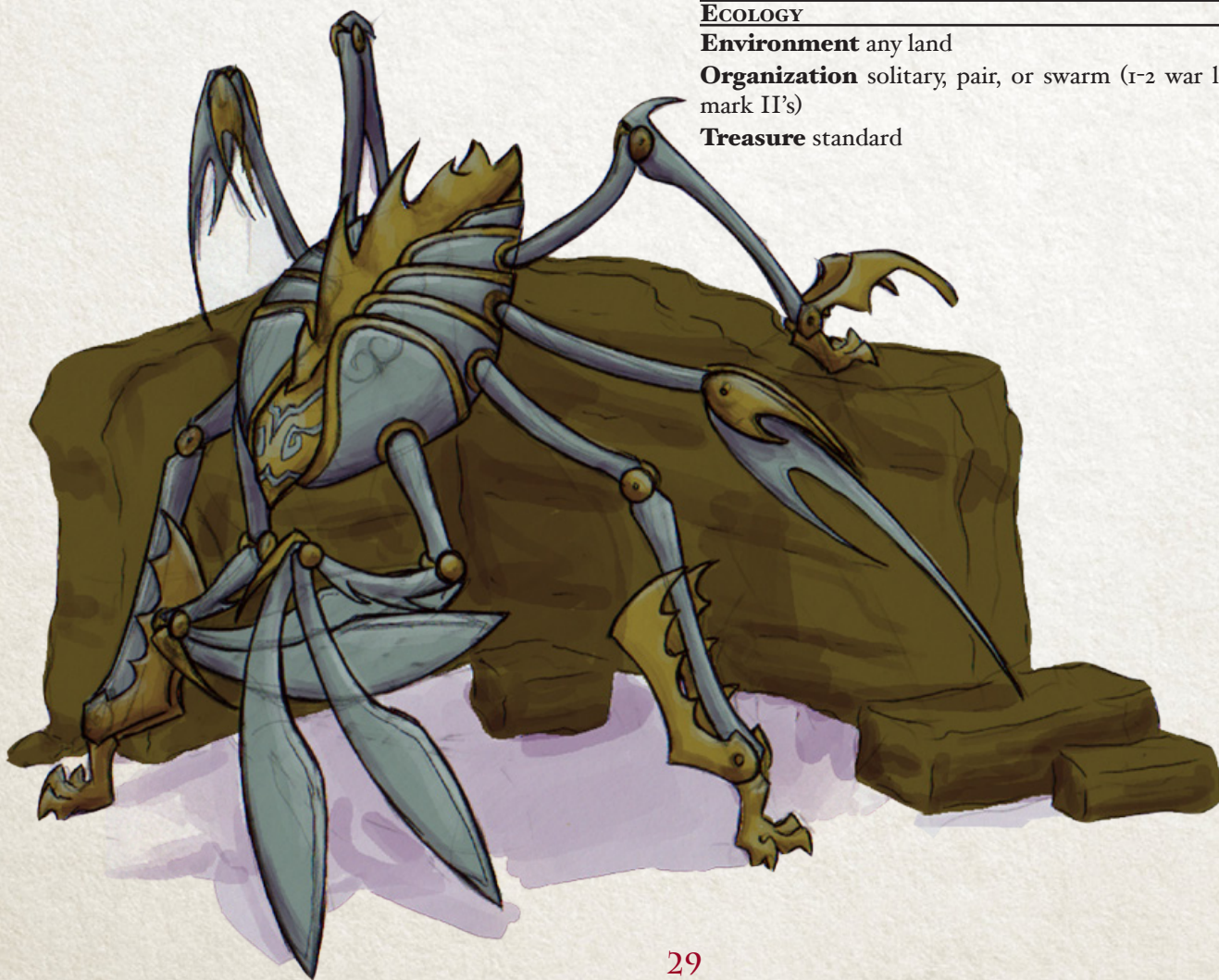
- The mark II gains a +50 ft. bonus to its movement speed.
- The mark II gains a 40 ft. Climb speed.
- The mark II gains a 30 ft. Fly speed (average)
- The mark II gains a 40 ft. Swim speed.
- The mark II gains 2 additional claw attacks, which deal the same damage as its slam attacks.
- The mark II may spin its arms around itself to create an unpassable barrier. The mark II gains the benefits of the Whirlwind Attack feat. In any round this feat is used, the mark II may also make an unlimited number of attacks of opportunity.

ECOLOGY

Environment any land

Organization solitary, pair, or swarm (1-2 war leaders, 3-12 mark II's)

Treasure standard



MARK V

Don't ask me what happened to marks III and IV, I never saw them and must assume they have been destroyed. It doesn't matter, though, as mark V makes up for its lack of predecessors by being the biggest, most ludicrous colossus I have ever seen.

I once saw a reference to the mark V in a hidden sub-lab that called it 'the god-killer'. I don't know if this is a title, a declaration of past deeds, a description of its intended purpose, or a nickname given to it because it's just that big. Either way, it should give you an idea of just what the mark V is capable of.

The mark V's only real weakness is its focused design and its massive size. Unlike some other colossus and constructs, the mark V has no real powers except for its great strength, and there are few places something that big can reach.

However, despite these weaknesses, do not think that you can easily out-smart it or out-maneuver it; the mark V is designed to destroy casters more than any other colossus or golem I've ever seen. The mark V isn't just immune to magic, the mark V has been trained to fight magic users, and knows several techniques to stop them from using magic. I'm no expert on melee combat, but watching the mark V fight is like watching a sword master at work; it's less combat and more poetry told in movement. I don't know why a wizard would create something designed only to destroy powerful magic users (like, I must assume, its creator) but if its nickname is any indication of the intent of its design, perhaps it does make a twisted sort of sense.

MARK V

CR 24

XP 9,600

N Colossal construct (colossus)

Init +10; **Senses** darkvision 60 ft, low-light vision, true seeing; Perception +45

DEFENSE

AC 42, touch 12, flat-footed 32 (+10 Dex, -8 size, +30 natural)
hp 300 (40d10+80)

Fort +12, **Ref** +22, **Will** +17

DR 20/adamantine; fast healing 20 **Immune** construct traits, magic

Winterlynn's Note: The mark V intrigues me, not because of its design or function, but more because of its attitude. I cannot impress upon you too thoroughly the futility of facing the mark V in combat, but when faced outside of combat, the mark V is actually very cordial. I spoke to it once, and while it wasn't very forthcoming about its master, its history, or its purpose, it did have a fondness for conversation and riddles, and brewed a great cup of tea.

This is the strange truth about colossi that sets them apart from other constructs. Colossi aren't fake-life; they are alive. While they are immortal and so certainly take the elongated view toward life, most of them are also quite child-like in disposition and intelligence, and every magic user who creates one runs the risk of it turning on them, not for any mistake they made in its creation, but rather, because they were a poor parent.

The mark V, however, isn't just the most powerful colossus under the school; he is also the most well-behaved and mature, and reflects everything its creator must have learned from raising the previous 4 models not only in design, but also in parenting. The mark V says 'please' and 'thank you', is very well-read, and a very good listener. He told me how much he loved his mother, and shared with me his dream to travel the world once his mother gave her permission.

I won't deny it, talking to the mark V was a wonderful change from the dull conversations I usually have with men at the academy. If I were only fifty feet taller and he wasn't made of metal, I might have fallen in love.

OFFENSE

Speed 120 ft

Melee 2 slams +54 (3d10+24) or stomp +52 (6d10+36 plus pinning stomp)

Ranged 2 finger cannons +42 (8d6/x3)

Space 30 ft.; **Reach** 30 ft.

STATISTICS

Str 50, **Dex** 30, **Con** -, **Int** 24, **Wis** 20, **Cha** 20

Base Atk +40; **CMB** +68; **CMD** 88

Feats Blinding Critical, Combat Expertise, Combat Reflexes, Critical Focus, Critical Mastery, Disruptive, Dodge, Greater Weapon Focus (slam), Greater Weapon Specialization (slam), Improved Critical (slam), Mobility, Pin Down, Power Attack, Spring Attack, Spellbreaker, Staggering Critical, Teleport Tactician, Weapon Focus (slam), Weapon Specialization (slam), Whirlwind Attack

Skills Acrobatics +50 (+100 when jumping); Climb +40, Diplomacy +45, Knowledge (all) +23; Perception +45, Swim +40

Languages Celestial, Common, Draconic, Dwarven, Elvish, Infernal, Sylvan,

SQ Greater Athletics

SPECIAL ABILITIES

Finger Cannons (Ex)

When making an attack action or full-attack action, the mark V can make a ranged attack in place of a slam attack, firing cannons from its fingers. These are considered natural attacks for the purpose of proficiencies, but are also considered firearms with a range increment of 210 ft. They have no chance of misfire, reload automatically, and do not provoke an attack of opportunity. The mark V can hold up to 100 shots of ammunition.

Greater Athletics (Ex)

The mark V counts its Hit Dice as fighter levels when qualifying for feats. It is always considered to have a running start when jumping, gains a +50 racial bonus to Acrobatics when jumping, and uses its Acrobatics check (rather than 1/4th its Acrobatics check) when determining the height of its jump.

Immunity to Magic (Ex)

A mark V is immune to any spell, sphere effect, or spell-like ability that allows spell resistance.

ECOLOGY

Environment any land

Organization solitary

Treasure standard

CYBORG

A cyborg is a living creature that has had a significant part of it replaced with non-living components, usually mechanical or magical (or, in the case of those I have encountered under the academy, both).

While technically a cyborg is not a construct, it possesses enough construct-like qualities that I have chosen to create a special template for them. Unlike someone who simply has a prosthetic, a cyborg's mind, heart, and soul are a mixture of both living and construct qualities, and are therefore affected.

Cyborg (+1 CR)

Cyborgs gain the following special qualities:

- **Type:** Cyborgs gain the half-construct subtype. Half-constructs cannot be raised or resurrected, and do not breathe, eat, or sleep, unless they want to gain some beneficial effect from one of these activities. This means that a cyborg 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 cyborg to survive or stay in good health.
- **Armor Class:** Cyborgs gain a +2 bonus to natural armor
- **Saving Throws:** Cyborgs gain a +2 racial bonus on saving throws against disease, mind-affecting effects, poison, and effects that cause either exhaustion or fatigue.
- **Casting:** Cyborgs are Low-Casters, gain a magic talent every 2 Hit Dice, and possess the following tradition:

Cybernetics

A cyborg uses mechanical and magical parts to create magical effects for themselves. Because of the connection between flesh, machine, and magic, evoking magic drains the cyborg's energy and produces a multiplicity of sounds and light effects, as well as a rush of chemically-induced euphoria.

Drawbacks: Addictive Casting, Draining Casting, Magical Signs, Personal Magics (Enhancement)

Boons: Easy Focus, Fortified Casting

CYBORG CENTAUR

CR4

XP 1,200

N Large monstrous humanoid (half-construct)

Init +6; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 22, touch 11, flat-footed 20 (+6 armor, +2 Dex, +3 natural, +2 shield, -1 size)

hp 30 (4d10+8)

Fort +3, **Ref** +6, **Will** +6 (+2 vs disease, mind-affecting effects, poison, exhaustion or fatigue)

OFFENSE

Speed 50 ft.; 35 ft. in armor

Melee longsword +5 (1d8+2/19-20), 2 hooves +0 (1d6+1)

Ranged spear +5 (1d8+2/x3)

Space 10 ft., **Reach** 5 ft.

MAGIC

Caster Level 2nd; **MSB** +5, **MSD** 16,

Concentration +5

Tradition Cybernetics; **CAM** Con

Spell Points 6

Enhancement Sphere - DC 13, **Range** Personal, **Duration** concentration +2 rounds or 2

minutes w/ 1 sp, **Talents** Bodily Enhancement, Greater Enhancement, Lingering Enhancement, Mental Enhancement

- *enhancement* +2 (equipment, bodily enhancement, mental enhancement)

STATISTICS

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

Base Atk +4; **CMB** +7; **CMD** 19 (23 vs. trip)

Feats Improved Initiative, Run

Skills Diplomacy +5, Intimidate +6, Knowledge (nature) +4, Perception +7, Survival +9

Languages Common, Elven, Sylvan

SQ undersized weapons

SPECIAL ABILITIES

Undersized Weapons (Ex)

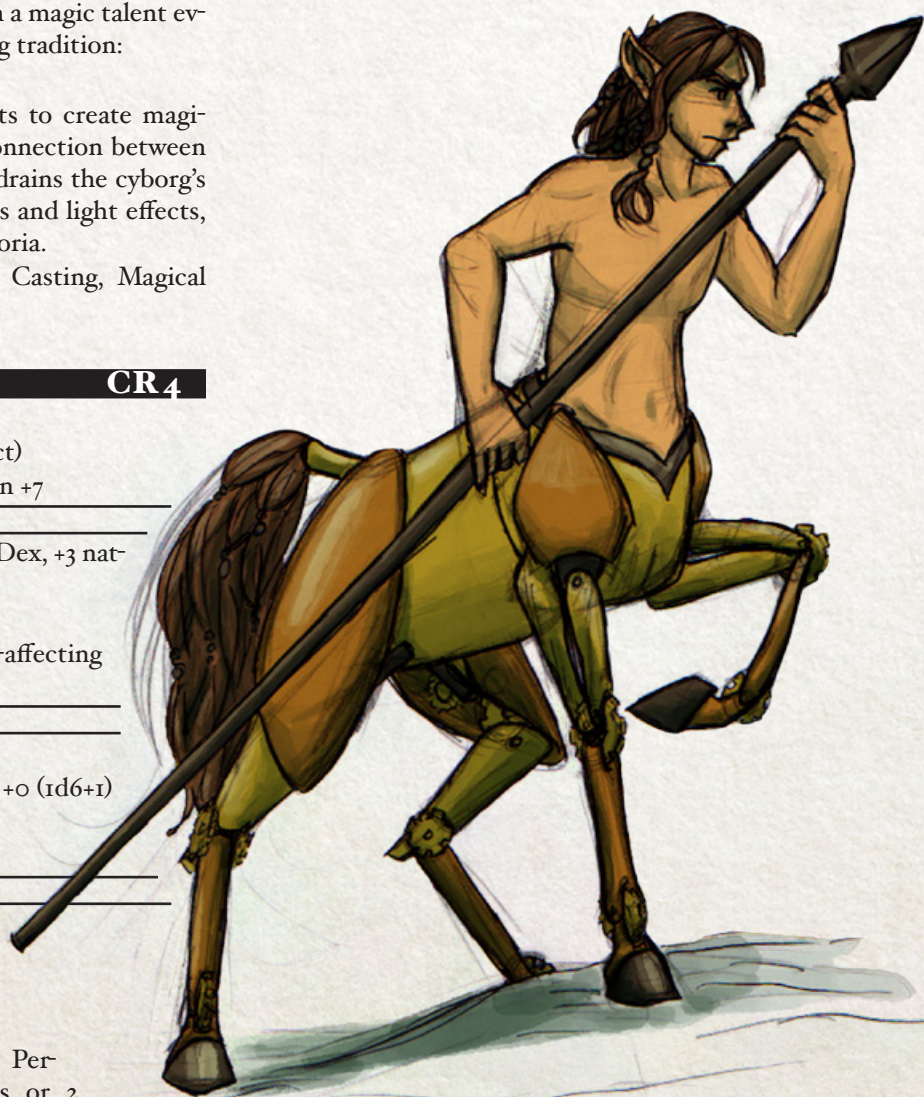
Although a centaur is Large, its upper torso is the same size as that of a Medium humanoid. As a result, they wield weapons as if they were one size category smaller than their actual size (Medium for most centaurs).

ECOLOGY

Environment temperate forests and plains

Organization solitary, pair, band (3-10), tribe (11-30 plus 3 hunters of 3rd level and 1 leader of 6th level)

Treasure standard (breastplate, heavy steel shield, longsword, spear, other treasure)



CYBORG HILL GIANT**CR 8****XP 4,800**

CE Large humanoid (giant, half-construct)

Init -1; **Senses** low-light vision; Perception +6**DEFENSE****AC** 23, touch 8, flat-footed 23 (+4 armor, -1 Dex, +11 natural, -1 size)**hp** 85 (10d8+40)**Fort** +11, **Ref** +2, **Will** +3**Defensive Abilities** rock catching**OFFENSE****Speed** 40 ft. (30 ft. in armor)**Melee** greatclub +14/+9 (2d8+10) or 2 slams +13 (1d8+7)**Ranged** rock +6 (1d8+10)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** rock throwing (120 ft.)**MAGIC****Caster Level** 5th; **MSB** +10, **MSD** 21, **Concentration** +5**Tradition** Cybernetics; **CAM** Con**Spell Points** 14**Enhancement Sphere** – **DC** 16, **Range** Personal, **Duration** concentration +2 rounds or 5 minutes w/ 1 sp, **Talents** Bodily Enhancement, Greater Enhancement, Lingering Enhancement- *enhancement* (equipment +3, bodily enhancement +2)**Life Sphere** – **DC** 16, **Range** Touch, **Talents** Restore Health, Restore Mind, Restore Movement- *cure* 4d8+5 (1 sp)- *invigorate* +5 temp hp (1 hour)- *restore* heal 1d4 ability damage, confused, dazed, dazzled, fatigued, movement-imparing, shaken, sickened, staggered, MSB vs paralysis, MSB vs poison and disease (1 sp, 5 rounds)**STATISTICS****Str** 25, **Dex** 8, **Con** 19, **Int** 6, **Wis** 10, **Cha** 7**Base Atk** +7; **CMB** +15; **CMD** 24**Feats** Cleave, Intimidating Prowess, Martial Weapon Proficiency (greatclub), Power Attack, Weapon Focus (greatclub)**Skills** Climb +10, Intimidate +12, Perception +6**Languages** Giant**ECOLOGY****Environment** temperate hills**Organization** solitary, gang (2–5), band (6–8), or raiding party (9–12 plus 1d4 synthetic wolves)**Treasure** standard (hide armor, greatclub, other treasure)**CYBORG FROST WORM****CR 13****XP 25,600**

N Huge magical beast (cold, half-construct)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +17**DEFENSE****AC** 29, touch 11, flat-footed 26 (+3 Dex, +18 natural, -2 size)**hp** 168 (16d10+80)**Fort** +15, **Ref** +13, **Will** +10**Immune** cold**Weaknesses** vulnerable to fire**OFFENSE****Speed** 30 ft., burrow 10 ft.**Melee** bite +25 (4d10+15 plus 4d6 cold)**Space** 15 ft.; **Reach** 10 ft.**Special Attacks** breath weapon (60-ft. cone, 15d6 cold damage, Reflex DC 23 half, usable once per hour), death throes, trill**MAGIC****Caster Level** 8th; **MSB** +16, **MSD** 27, **Concentration** +21**Tradition** Cybernetics (*Drawbacks*: +Bodily Enhancement (Enhancement)); **CAM** Con**Spell Points** 21**Enhancement Sphere** – **DC** 19, **Range** Personal, **Duration** concentration +2 rounds or 8 minutes w/ 1 sp, **Talents** Bodily Enhancement, Lingering Enhancement- *enhancement* (bodily enhancement +4)**Life Sphere** – **DC** 19, **Range** Touch, **Talents** Break Enchantment, Greater Restore, Restorative Cure, Restore Health, Restore Mind, Restore Movement, Restore Senses, Restore Soul,- *cure* 6d8+8 (1 sp restorative cure)- *invigorate* +8 temp hp (1 hour)- *restore* ability drain, blindness, confused, dazed, dazzled, deafness, exhausted, fatigued, frightened, heal ability damage, movement-imparing effects, nauseated, other senses, panicked, shaken, sickened, staggered, stunned, temporary negative levels, MSB vs poison and disease (1 sp, 8 rounds, +1 sp for MSB vs magic effects)**STATISTICS****Str** 31, **Dex** 16, **Con** 21, **Int** 2, **Wis** 16, **Cha** 11**Base Atk** +16; **CMB** +28; **CMD** 41 (can't be tripped)**Feats** Cleave, Combat Reflexes, Improved Initiative, Iron Will, Power Attack, Skill Focus (Perception), Stand Still, Weapon Focus (bite)**Skills** Perception +17, Stealth +6 (+14 in ice and snow); **Racial Modifiers** +8 Stealth in ice and snow**SQ** cold**SPECIAL ABILITIES****Cold (Su)**

A frost worm's body generates intense cold, allowing it to deal an additional 4d6 cold damage with its bite attack. Any creature that attacks a frost worm with an unarmed strike or a natural weapon takes 1d6 points of cold damage per successful hit. A creature that grapples or is grappled by a frost worm takes 4d6 points of cold damage per round the grapple is maintained.

Death Throes (Su)

When killed, a frost worm explodes in a 100-foot-radius burst that deals 12d6 cold damage and 8d6 piercing damage (DC 23 Reflex half). The save DC is Constitution-based.

Trill (Su)

As a full-round action, a frost worm can emit a strange trilling sound that affects all creatures within a 100-foot radius. Creatures must succeed on a DC 18 Will save or be fascinated for as long as the worm continues to trill (the frost worm can maintain this trill by concentrating). Once a creature has resisted or broken the effect, it cannot be affected again by that same frost worm's trill for 24 hours. This is a sonic mind-affecting effect. The save DC is Charisma-based.

ECOLOGY**Environment** cold plains or mountains**Organization** solitary**Treasure** incidental

EXPERIMENTAL GOLEMS

Almost all golems are made from the same materials: iron, stone, or flesh. Some wizards with a bit more creativity will create them out of glass, cloth, or wood. Someone under the school, though, had a bit more creativity than that.

The experimental golems are made of substances that shouldn't be able to be enchanted. And no, I have no idea how they did it. Under the school, I have encountered three types; ones made out of pure telekinetic force, ones made out of shadowstuff, and ones that, as far as I can tell, were just made out of, well, magic. I've included a picture of it down below, but as for its physical makeup, it's as if someone managed to distill pure magic itself and animated it as a golem.

Because of their strange material makeup, experimental golems are not immune to magic, but instead possess great magical abilities of their own. For the telekinetic golem and the shadowstuff golem, this is just a strong affinity with a particular style. For the magic golem, this is a strange mastery of the entirety of magic itself.

TELEKINETIC GOLEM

CR 6

XP 2,400

N Large construct (colossus)

Init +9; **Senses** darkvision 60 ft., low-light vision, see invisibility; **Perception** +8

DEFENSE

AC 17, touch 14, flat-footed 14 (+5 Dex, -1 size, +5 natural)

hp 74 (8d10+30)

Fort +2, **Ref** +7, **Will** +2

Immune construct traits

Defensive Abilities natural invisibility

OFFENSE

Speed 40 ft.

Melee 2 slams +13 (1d6+5)

Space 10 ft.; **Reach** 10 ft.

MAGIC

Caster Level 8th; **MSB** +8, **MSD** 19, **Concentration** +10

Tradition Natural (none); **CAM** Cha

Spell Points 10

Telekinetic Sphere – **DC** 17; **Range** Medium (180 ft.); **Target** up to 9; **Talents** Dancing Weapon, Divided Mind, Finesse, Flair, Flight, Greater Speed, Improved Range, Powerful Telekinesis, Telekinetic Maneuver

– *Telekinesis* Large, 50 ft., 5 CMB

STATISTICS

Str 20, **Dex** 20, **Con** -, **Int** 10, **Wis** 10, **Cha** 14

Base Atk +8; **CMB** +14; **CMD** 29

Feats Improved Initiative, Iron Will, Power Attack, Sphere Focus (Telekinesis)

Skills Fly +13, **Perception** +8

Languages Common

ECOLOGY

Environment any land

Organization solitary, pair, or patrol (3-6)

Treasure standard

SHADOW GOLEM

CR 11

XP 12,800

N Large construct (colossus)

Init +14; **Senses** darkvision 60 ft., low-light vision; **Perception** +14

DEFENSE

AC 28, touch 20, flat-footed 17 (+10 Dex, +1 Dodge -1 size, +8 natural)

hp 121 (14d10+30+14 Toughness)

Fort +4, **Ref** +14, **Will** +6

Immune construct traits

OFFENSE

Speed 60 ft

Melee 2 slams +24 (1d6+5)

Space 10 ft.; **Reach** 10 ft.

MAGIC

Caster Level 14th; **MSB** +14, **MSD** 25, **Concentration** +17

Tradition Natural (*Drawbacks*: Limited Creation (Creation, create only)), Material Focus (Creation, shadowstuff only)),

CAM Cha

Spell Points 17

Dark Sphere – **DC** 20, **Range** Medium (240 ft.), **Duration** concentration +2 rounds or 14 minutes w/ 1 sp, **Talents** Disorienting Darkness, Fearful Darkness, Greater Darkness, Hungry Darkness, Lingering Darkness, Looming Darkness, Pure Darkness, Silent Darkness, Snagging Darkness, Thick Darkness, Wall of Darkness

– *darkness* 45 ft. radius or 17 10-ft. cubes, 90 ft. radius or 34 10-ft. cubes w/ 1 sp (disorienting, fearful, hungry, looming, pure, silent, snagging, thick)

Creation Sphere – **DC** 20, **Range** Medium (240 ft.), **Duration** concentration or 14 hours w/ 1 sp, **Talents** Distant Creation (2), Divided Creation, Larger Creation, Lengthened Creation,

– *create* (1 sp, shadowstuff, hardness 5, 10 hp per inch, up to 14 small objects, 1 sp for 28)



STATISTICS

Str 20, **Dex** 30, **Con** -, **Int** 10, **Wis** 10, **Cha** 16

Base Atk +14; **CMB** +20; **CMD** 40

Feats Dodge, Improved Initiative, Iron Will, Power Attack, Sphere Focus (Dark), Toughness, Weapon Finesse

Skills Stealth +10, Perception +14

Languages Common

SPECIAL ABILITIES

Pure Dark (Su)

A shadow golem is always under the effects of the Clearsight, Dark Slaughter, Feed on Darkness, Hide in Darkness, and Step Through Darkness Dark (meld) talents. This means that the shadow golem is immune to all negative effects of its own darkness, and gains fast healing 1, 1d6 precision damage, the ability to hide while being observed, and the ability to teleport 30 ft. as a move action so long as it is within an area of darkness it has created.

ECOLOGY

Environment any land

Organization solitary, pair, or patrol (3-6)

Treasure standard

Winterlynn's Note: How by all the divinities do you make something out of magic? Not creating an object VIA magic, not using magic to build something out of force; magic as substance, distilled into a figure and given life. This is what, I believe, gives the magic golem its obscene power; because its substance is magic itself, it can adjust itself to easily manifest that power a hundred different ways.

Everything I know about magic theory says it should be impossible. Magic, the theory books say, isn't an object, but is instead a process for affecting the world around you. And yet there the magic golem sits, bold as brass, figuratively laughing at magical theory while it slaughters its enemies.

Maybe the magic golem is a localized fissure in the planes? That might explain where its power comes from, as well as its versatility, but it still leaves too many unanswered questions.

It could be a series of encased spirits of former magicians; that would explain where it gains all of its knowledge of magical casting and its versatility, except as far as I can tell it isn't a being of necromancy, it truly is an animated golem. Although, it could be a series of spirits joined together and animated the same way a flesh golem is animated from a combination of bodies; that might explain its creature type, although that still begs the question of how spirits could be animated.

Whatever. Welcome to Windfell academy, were paradoxes abound and impossibilities visit you for tea.

MAGIC GOLEM

CR 18

XP 153,600

N Large construct (colossus)

Init +19; **Senses** darkvision 60 ft., low-light vision; Perception +19

DEFENSE

AC 25, touch 25, flat-footed 14 (+10 Dex, +5 Deflection, +1 Dodge -1 size)

hp 192 (25d10+30+25 Toughness)

Fort +8, **Ref** +20, **Will** +10

Immune construct traits

Defensive Abilities incorporeal

OFFENSE

Speed fly 120 ft. (perfect)

Melee 2 slams +41 (1d4 Con damage)

Space 10 ft.; **Reach** 10 ft.

MAGIC

Caster Level 25th; **MSB** +25, **MSD** 36, **Concentration** +41

Tradition Natural (none); **CAM** Cha

Spell Points 40

Any Sphere - **DC** 27, **Range** Close (85 ft), Medium (350 ft), Long (1400 ft.)

STATISTICS

Str -, **Dex** 30, **Con** -, **Int** 10, **Wis** 10, **Cha** 20

Base Atk +25; **CMB** +35; **CMD** 45

Feats Dodge, Extra Spell Points (5), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Toughness, Weapon Finesse, Weapon Focus (slam)

Skills Fly +24, Perception +25, Stealth +25

Languages Common

SPECIAL ABILITIES

Magical Versatility (Su)

As a full-round action, a magic golem can choose a single sphere of magic (except the Conjunction sphere), gaining that sphere and every core magic talent contained therein (i.e., those included in *Spheres of Power*, other than advanced talents). The magic golem keeps these talents until it spends another full-round action to change its magic to a different sphere, losing the old sphere and talents and completely replacing them with the new sphere and talents.

ECOLOGY

Environment any land

Organization solitary or pair

Treasure standard

SYNTHETIC LIFEFORM

Of all the magicians who set up laboratories under the school, at least one was a true artist. This person didn't want to create weapons, slaves, or monsters, they wanted to create life.

That's the only way I can describe the varieties of synthetic life I have encountered underneath the school. These synthetic lifeforms were clearly created out of intricate mechanics, clockwork, and craftsmanship, but in all ways possible they look and act like actual living creatures, down to the smallest of detailed behaviors.

These creatures are definitely not an 'optimal use of resources' for a wizard, but as explorations of enchanting, they are exquisite. Their composition suggests either a craftsman experimenting to improve their craft, or an artist looking to capture life in immortal form. Probably both.

These creatures are still dangerous, don't misunderstand me. They have orders to expel intruders to their areas of the underground and are not to be taken lightly. But if you ever have the chance to see one up close, I hope you will appreciate just how genius these creatures are, and how difficult they must have been to create.



SYNTHETIC WOLF CR 1

XP 400

N Medium construct

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +5

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 31 (2d10+20)

Fort +0, **Ref** +2, **Will** +1

Immune construct traits

OFFENSE

Speed 50 ft.

Melee bite +3 (1d6+1 plus trip)

STATISTICS

Str 13, **Dex** 15, **Con** -, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +2; **CMB** +3; **CMD** 15 (19 vs. trip)

Feats Skill Focus (Perception)

Skills Perception +5, Stealth +2, Survival +1 (+5 scent tracking);

ECOLOGY

Environment any land

Organization solitary, pair, or pack (3-12)

Treasure none

SYNTHETIC KING COBRA CR 3

XP 400

N Large construct

Init +6; **Senses** darkvision 60 ft., low-light vision, scent; Perception +3

DEFENSE

AC 18, touch 11, flat-footed 16 (+2 Dex, +7 natural, -1 size)

hp 41 (2d10+30)

Fort +0, **Ref** +2, **Will** +3

Immune construct traits

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee bite +5 (1d6+7 plus poison)

STATISTICS

Str 20, **Dex** 15, **Con** -, **Int** 1, **Wis** 17, **Cha** 6

Base Atk +2; **CMB** +8; **CMD** 20 (can't be tripped)

Feats Improved Initiative

Skills Acrobatics +2, Climb +13, Perception +3 (+5 scent tracking), Stealth +4, Swim +13

SPECIAL ABILITIES

Poison (Ex)

Bite—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d2 Con; *cure* 1 save.

ECOLOGY

Environment any land

Organization solitary, pair, or pack (3-12)

Treasure none

SYNTHETIC BISON**CR 4****XP 1,200**

N Large construct

Init +4; **Senses** darkvision 60 ft., low-light vision, scent; Perception +5**DEFENSE****AC** 17, touch 9, flat-footed 17 (+8 natural, -1 size)**hp** 57 (5d10+30)**Fort** +1, **Ref** +1, **Will** +1**Immune** construct traits**OFFENSE****Speed** 40 ft.**Melee** gore +13 (2d6+12)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** stampede, trample (2d6+12, DC 20)**STATISTICS****Str** 27, **Dex** 10, **Con** -, **Int** 2, **Wis** 11, **Cha** 4**Base Atk** +5; **CMB** +14; **CMD** 24 (28 vs. trip)**Feats** Improved Bull Rush, Improved Initiative, Power Attack**Skills** Perception +5**SPECIAL ABILITIES****Stampede (Ex)**

A stampede occurs if three or more creatures with stampede make a trample attack while remaining adjacent to each other. While stampeding, the creatures can trample foes of their size or smaller, and the trample's save DC increases by +2.

ECOLOGY**Environment** any land**Organization** solitary, pair, or pack (3-12)**Treasure** none**SYNTHETIC ELEPHANT****CR 7****XP 3,200**

N Huge construct

Init +4; **Senses** darkvision 60 ft., low-light vision, scent; Perception +13**DEFENSE****AC** 17, touch 8, flat-footed 17 (+9 natural, -2 size)**hp** 89 (9d10+40)**Fort** +3, **Ref** +3, **Will** +5**Immune** construct traits**OFFENSE****Speed** 40 ft.**Melee** gore +19 (2d8+10), slam +19 (2d6+10)**Space** 15 ft.; **Reach** 10 ft.**Special Attacks** trample (2d8+15; DC 25)**STATISTICS****Str** 30, **Dex** 10, **Con** -, **Int** 2, **Wis** 13, **Cha** 7**Base Atk** +9; **CMB** +21; **CMD** 31 (35 vs. trip)**Feats** Great Fortitude, Improved Bull Rush, Improved Initiative, Iron Will, Power Attack, Skill Focus (Perception)**Skills** Perception +13**ECOLOGY****Environment** any land**Organization** solitary, pair, or pack (3-12)**Treasure** none**SYNTHETIC TYRANNOSAURUS****CR 9****XP 6,400**

N Gargantuan construct

Init +5; **Senses** darkvision 60 ft., low-light vision, scent; Perception +19**DEFENSE****AC** 21, touch 7, flat-footed 20 (+1 Dex, +14 natural, -4 size)**hp** 126 (12d10+60)**Fort** +4, **Ref** +5, **Will** +8**Immune** construct traits**OFFENSE****Speed** 40 ft.**Melee** bite +20 (6d6+22/19-20 plus grab)**Space** 20 ft.; **Reach** 20 ft.**Special Attacks** swallow whole (2d8+11, AC 17, hp 15)**STATISTICS****Str** 32, **Dex** 13, **Con** -, **Int** 2, **Wis** 15, **Cha** 10**Base Atk** +12; **CMB** +27 (+31 grapple); **CMD** 38**Feats** Bleeding Critical, Critical Focus, Improved Critical (bite), Improved Initiative, Improved Natural Attack (Bite), Iron Will, Power Attack, Run, Skill Focus (Perception)**Skills** Perception +19**SQ** powerful bite**SPECIAL ABILITIES****Powerful Bite (Ex)**

A synthetic tyrannosaurus applies twice its Strength modifier to bite damage.

Swallow Whole (Ex)

When the synthetic Tyrannosaurus begins its turn with an opponent grappled in its mouth, it can attempt a new combat maneuver check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage. The opponent can be up to Huge size.

Being swallowed causes a creature to take damage each round, as indicated above. A swallowed creature keeps the grappled condition, while the synthetic tyrannosaurus does not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is 15 hit points), or it can just try to escape the grapple. The Armor Class of the interior of the synthetic tyrannosaurus is 17.

If a swallowed creature cuts its way out, the synthetic tyrannosaurus cannot use swallow whole again until the damage is healed. If the swallowed creature escapes the grapple, success puts it back in the synthetic tyrannosaurus's mouth, where it may be bitten or swallowed again.

ECOLOGY**Environment** any land**Organization** solitary, pair, or pack (3-12)**Treasure** none

TIME TOYS

Time toys are evil incarnate. They may look like cute children's toys, but they are terror given form. While some of the creatures you find under the school are older than others, I believe that the time toys may be among the oldest creations still operating down there, and they are near the top of that place's proverbial food chain.

Time toys always attack in groups. When alone, a time toy is fairly weak, but in swarms they can quickly overcome almost any prey. It shouldn't be a surprise that my advice for traversing the school is to move in groups and never get backed against a wall, but this advice goes double when facing time toys; without allies to pull you out and a reasonable escape plan, they are almost impossible to overcome.

Time toys have a unique means of destroying their enemies, which is where they get their name. A time toy can steal a sliver of time from anything it touches, causing their victim to become slow and sluggish. After a few more hits, their victim freezes entirely. While this effect normally wears off after a few seconds, once a victim has fallen prey to the time toys they will constantly renew the effect, putting the target into indefinite stasis.

On the plus side, this means allies of the victim can come back later to rescue him. On the down side, it means that if there is no one left to rescue the victim, that victim will spend the rest of their life in a form of stasis, aware of the world around them but forever unable to escape the prison of their minds. Luckily, once someone has been trapped by the time toys, they start to age very quickly, so the victim will only have to endure this hell for a year or so before they die of old age.

Time toys reproduce quickly, and I doubt could every be truly eradicated. It is my belief that time toys use the time they steal from their victims to actually pull copies of themselves from the past or future, creating 'time clones', if you will, to pad their numbers.

Is this technically impossible, and would create a time-destrorying paradox if true? Yes. Yes it is.

Weren't the ancient wizards wonderful?

TIME TOY CR 1

XP 400

N Diminutive construct

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +2

DEFENSE

AC 20, touch 20, flat-footed 14 (+5 Dex, +1 Dodge, +4 size)

hp 11 (2d10)

Fort +0, **Ref** +6, **Will** +0

Immune construct traits



OFFENSE

Speed 40 ft.

Melee 2 slams +12 (1 -4 plus steal time)

STATISTICS

Str 2, **Dex** 20, **Con** -, **Int** -, **Wis** 10, **Cha** 12

Base Atk +2; **CMB** -6; **CMD** 9

Feats Weapon Finesse

Skills Perception +2

SPECIAL ABILITIES

Permanent Haste (Su)

A time toy is under the permanent effects of the haste *alter time* effect from the time sphere with the Improved Haste talent, caster level 2. If this effect is suppressed, the time toy loses 1 slam attack and +1 Dodge bonus to AC, reduces its movement speed to 20 ft., and suffers a -1 penalty to attack rolls and reflex saves.

Steal Time (Su)

When a time toy hits a target with a slam attack, that target is slowed as the slow *alter time* effect from the time sphere with the Improved Slow talent, caster level 2. The target is staggered and has its movement speed cut in half, as well as suffering a -1 penalty to attack rolls, AC, and Reflex saves. A successful DC 12 Will save negates this effect. This saving throw is Charisma-based. The effect lasts for 2 rounds.

If a time toy hits a target already suffering from this effect and the target fails their saving throw, the target becomes paralyzed for 2 rounds instead of slowed. This affects targets normally immune to paralysis, as the effect is created by manipulating time around the target.

A target ages at 50x the normal rate while paralyzed. This has little effect on a target in battle, but can quickly destroy a target who's been trapped by the time toys.

ECOLOGY

Environment underground or ruins

Organization pack (3-12), or army (10-20)

Treasure standard

TIME TOY SWARM**CR4****XP 400**

N Diminutive construct (swarm)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +9**DEFENSE****AC** 21, touch 21, flat-footed 14 (+6 Dex, +1 Dodge, +4 size)
hp 33 (6d10)**Fort** +2, **Ref** +11, **Will** +2**Immune** construct traits**Defensive Abilities** swarm traits; **Immune** weapon damage**OFFENSE****Speed** 40 ft.**Melee** swarm (1d6 plus steal time and distraction)**Space** 10 ft.; **Reach** 0 ft.**Special Attacks** distraction (DC 11)**STATISTICS****Str** 4, **Dex** 22, **Con** -, **Int** -, **Wis** 10, **Cha** 14**Base Atk** +6; **CMB** -, **CMD** -**Feats** Lightning Reflexes, Skill Focus (Perception), Weapon Finesse**Skills** Perception +9**SQ** swarm traits**SPECIAL ABILITIES****Greater Steal Time (Su)**

Any target who suffers the time toy swarm's swarm attack must pass a DC 15 Will save or be paralyzed for as long as it remains in the same space as the time toy swarm, +2 rounds. This affects targets normally immune to paralysis, as the effect is created by manipulating time around the target. This saving throw is Charisma-based.

If a creature passes this saving throw, it is still slowed as the slow *alter time* effect from the time sphere with the Improved Slow talent, caster level 6 for 2 rounds. A slowed target is staggered and has its movement speed cut in half, and suffers a -1 penalty to attack rolls, AC, and Reflex saves.

A target ages at 50x the normal rate while paralyzed. This has little effect on a target in battle, but can quickly destroy a target who's been trapped by the time toys.

Once a target is paralyzed, the swarm can carry them along with the swarm as it moves, but the swarm must move at half speed while doing so.

Permanent Haste (Su)

A time toy swarm is under the permanent effects of the haste *alter time* effect from the time sphere with the Improved Haste talent, caster level 2. If this effect is suppressed, the time toy swarm loses its +1 Dodge bonus to AC, reduces its movement speed to 20 ft., and suffers a -1 penalty to reflex saves.

ECOLOGY**Environment** underground or ruins**Organization** solitary, pack (2-5 swarms), or army (6-12 swarms)**Treasure** standard

Traits: A swarm has no clear front or back and no discernible anatomy, so it is not subject to critical hits or flanking. A swarm made up of Tiny creatures takes half damage from slashing and piercing weapons. A swarm composed of Fine or Diminutive creatures is immune to all weapon damage. Reducing a swarm to 0 hit points or less causes it to break up, though damage taken until that point does not degrade its ability to attack or resist attack. Swarms are never staggered or reduced to a dying state by damage. Also, they cannot be tripped, grappled, or bull rushed, and they cannot grapple an opponent.

A swarm is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as disintegrate), with the exception of mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms) if the swarm has an Intelligence score and a hive mind. A swarm takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells.

Swarms made up of Diminutive or Fine creatures are susceptible to high winds, such as those created by a gust of wind spell. For purposes of determining the effects of wind on a swarm, treat the swarm as a creature of the same size as its constituent creatures. A swarm rendered unconscious by means of nonlethal damage becomes disorganized and dispersed, and does not reform until its hit points exceed its nonlethal damage.

Swarm Attack: Creatures with the swarm subtype don't make standard melee attacks. Instead, they deal automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed. Swarm attacks are not subject to a miss chance for concealment or cover. A swarm's stat block has "swarm" in the Melee entries, with no attack bonus given.

A swarm's attacks are nonmagical, unless the swarm's description states otherwise. Damage reduction sufficient to reduce a swarm attack's damage to 0, being incorporeal, or other Special Abilities usually give a creature immunity (or at least resistance) to damage from a swarm. Some swarms also have acid, blood drain, poison, or other special attacks in addition to normal damage.

Swarms do not threaten creatures, and do not make attacks of opportunity with their swarm attack. However, they distract foes whose squares they occupy, as described below.

Distraction: Swarms possess the distraction ability. Spellcasting or concentrating on spells within the area of a swarm requires a caster level check (DC 20 + spell level). Using skills that involve patience and concentration requires a DC 20 Will save.

FEY

I don't think any one creature type has given birth to more legends, rumors, and stories than the fey. Angels and demons are the grand stuff of the eternities, but the fey will come right up to you in daylight, give you a drink, steal your shoes, and swap your child with one of their own on their way out. Half the stories about the fey sound like the ramblings of a drunk man or a story made up by a small child, and of those stories, half of them are completely true. The fey are immortal beings from an unseen world that still find the time to play pranks on disrespecting mortals as a form of sport.

My purpose here is not to teach you all of the intricacies of dealing with the fey. There are entire volumes already published on that subject, and the librarian would be more than happy to direct you to them. All I'm trying to do here is give you an idea of what fey creatures you might encounter around this school, and what to do if you find yourself the target of their anger or pranks.

LEPRECHAUN

Most people only know the 'common' leprechaun found in forests, as they are the ones most likely to have dealings with mortals. Other leprechauns, however either hailing from new locations or as the result of mixed blood with other creatures, can be found in the world, and as is usually the case for wizard schools, often make their way here.

The common leprechaun is a short fey creature with pointed ears and green eyes that is often fond of wine, song, and parties, and has quite the reputation for pranks and mischief. The demonic leprechaun, however, is an entire species of leprechaun with fiendish ancestry, who at least in my experience are less fond of pranks and more fond of torture. The most dangerous, though, are the red leprechauns. These leprechaun cousins hail from the deserts and are decidedly NOT fond of pranks; they'll just stab you.

LEPRECHAUN

CR 2

XP 600

CN Small fey

Init +7; **Senses** low-light vision; Perception +17

DEFENSE

AC 14, touch 14, flat-footed 11 (+3 Dexterity, +1 size)

hp 18 (4d6+4)

Fort +2, **Ref** +7, **Will** +6

DR 5/cold iron; **SR** 13

OFFENSE

Speed 40 ft.

Melee club +8 (1d8)

MAGIC

Caster Level 4th; **MSB** +4, **MSD** 15, **Concentration** +7

Tradition Natural (*Drawbacks*: +Neutrality (Fate));

CAM Cha

Spell Points 7

Fate Sphere – **DC** 15, **Range** Close (35 ft.), personal w/ 20 ft. radius (consecration); **Talents** Bless

- *bless* (word, 1 sp)
- *serendipity* +1 to allies (consecration, concentration or 4 rounds w/ 1 sp)

Illusion Sphere – **DC** 15; **Duration** concentration +2 rounds or 4 minutes w/ 1 sp; **Range** Close (35 ft.); **Senses** Sight, Sound, Odor; **Target** Huge (15 ft. cube); **Talents** Enlarged Illusion, Illusionary Odor, Illusionary Sound, Lingering Illusion

- *illusion* (1 sp)

- *trick* (4 minutes, +2 to odor)

STATISTICS

Str 7, **Dex** 16, **Con** 13, **Int** 14, **Wis** 15, **Cha** 16

Base Atk +2; **CMB** -1; **CMD** 12

Feats Cantrips^B, Improved Initiative, Weapon Finesse

Skills Bluff +10, Escape Artist +10, Knowledge (nature) +9, Perception +17, Perform (comedy) +8, Perform (dance) +8, Sense Motive +9, Sleight of Hand +14, Stealth +14; **Racial Modifiers** +8 Perception, +4 Sleight of Hand

Languages Common, Elven, Halfling, Sylvan

SQ hide self, leprechaun magic

SPECIAL ABILITIES

Leprechaun Magic (Su)

Leprechauns gain Cantrips as a bonus feat. Any club wielded by a leprechaun is treated as a light weapon with a +2 enhancement bonus and 1d8 base damage. A leprechaun gains a +4 bonus to its CMB and CMD when using its magic to deceive, trick, or humiliate a creature (at the GM's discretion).

ECOLOGY

Environment temperate forest

Organization solitary, pair, band (3–6), or family (7–10)

Treasure standard (club)



VARIANTS

LEPRECHAUN, DEMONIC

CR 4

XP 1,200

CE Small outsider (native)

Init +8; **Senses** darkvision 60 ft., low-light vision; Perception +19

DEFENSE

AC 16, touch 15, flat-footed 12 (+4 Dexterity, +1 natural armor, +1 size)

hp 32 (5d6+15)

Fort +6, **Ref** +8, **Will** +7

Immune poison; **Resist** acid 10, cold 10, electricity 10, fire 10; **DR** 5/cold iron and magic; **SR** 15

OFFENSE

Speed 40 ft., fly 80 ft. (good)

Melee club +9 (1d8+2), claw +2 (1d3), bite +2 (1d4), or 2 claws +7 (1d3), bite +7 (1d4)

Special Attacks smite good 1/day

MAGIC

Caster Level 5th; **MSB** +5, **MSD** 16, **Concentration** +10

Tradition Natural (*Drawbacks*: +Neutrality (Fate)); **CAM** Cha

Spell Points 10

Fate Sphere – **DC** 17; **Range** Close (35 ft.), personal w/ 20 ft. radius (consecration); **Talents** Bless

- *bless* (word, 1 sp)
- *serendipity* +1 to allies (consecration, concentration or 5 rounds w/ 1 sp)

Illusion Sphere – **DC** 17; **Duration** concentration +2 rounds or 5 minutes w/ 1 sp; **Range** Close (35 ft.); **Senses** Sight, Sound, Odor; **Target** Gargantuan (20 ft. cube); **Talents** Complex Illusion, Enlarged Illusion, Illusionary Odor, Illusionary Sound, Lingering Illusion.

- *illusion* (1 sp, +1 sp: complex)
- *tricks* (5 minutes, +2 to odor)

STATISTICS

Str 11, **Dex** 18, **Con** 17, **Int** 16, **Wis** 17, **Cha** 20

Base Atk +2; **CMB** +1; **CMD** 15

Feats Cantrips^B, Great Fortitude, Improved Initiative, Weapon Finesse

Skills Bluff +13, Escape Artist +12, Fly +17, Intimidate +13, Perception +19, Perform (comedy) +12, Perform (dance) +11, Sense Motive +9, Sleight of Hand +16, Stealth +16; **Racial Modifiers** +8 Perception, +4 Sleight of Hand

Languages Abyssal, Common, Sylvan

SQ hide self, leprechaun magic

SPECIAL ABILITIES

Leprechaun Magic (Su)

Leprechauns gain Cantrips as a bonus feat. Any club wielded by a leprechaun is treated as a light weapon with a +2 enhancement bonus and 1d8 base damage. A leprechaun gains a +4 bonus to its CMB and CMD when using its magic to deceive, trick, or humiliate a creature (at the GM's discretion).

Smite Good (Su)

Once per day as a swift action the demonic leprechaun can smite good as the smite evil ability of a paladin of the same level as the demonic leprechaun's Hit Dice, except affecting a good target. The smite persists until the target is dead or the leprechaun rests.

ECOLOGY

Environment any land

Organization solitary, pair, band (3–6), or family (7–10)

Treasure standard (club, other treasure)

LEPRECHAUN, RED

CR 6

XP 2,400

CE Small fey

Init +8; **Senses** low-light vision; Perception +23

DEFENSE

AC 16, touch 16, flat-footed 11 (+4 Dexterity, +1 dodge, +1 size)

hp 65 (10d6+20+10 Toughness)

Fort +5, **Ref** +11, **Will** +9

DR 10/cold iron; **SR** 17

OFFENSE

Speed 40 ft.

Melee club +12 (1d8)

MAGIC

Caster Level 10th; **MSB** +10, **MSD** 21, **Concentration** +15

Tradition Natural (*Drawbacks*: +Neutrality (Fate)); **CAM** Cha

Spell Points 15

Fate Sphere – **DC** 20; **Range** Close (50 ft.), personal w/ 20 ft. radius (consecration); **Talents** Bless, Curse, Greater Serendipity

- *bless* (word, 1 sp)
- *curse* (word, 1 sp)
- *serendipity* +1 to allies, -1 to enemies (consecration, concentration or 10 rounds w/ 1 sp)

Illusion Sphere – **DC** 20, **Duration** concentration +2 rounds or 10 minutes w/ 1 sp, **Range** Close (50 ft.), **Senses** Sight, Sound, Touch (2), Odor; **Target** Colossal (30 ft. cube), **Talents** Complex Illusion, Enlarged Illusion, Illusionary Odor, Illusionary Sound, Illusionary Touch (2), Lingering Illusion, Manipulate Aura

- *illusion* (1 sp, +1 sp complex, 15 nonlethal damage)
- *tricks* (10 minutes, +5 odor)

STATISTICS

Str 7, **Dex** 18, **Con** 15, **Int** 14, **Wis** 15, **Cha** 20

Base Atk +5; **CMB** +2; **CMD** 22

Feats Cantrips^B, Combat Training, Defensive Dodge, Improved Initiative, Toughness, Weapon Finesse

Skills Bluff +17, Escape Artist +17, Knowledge (nature) +13, Perception +23, Perform (comedy) +13, Perform (dance) +13, Sense Motive +15, Sleight of Hand +21, Stealth +21; **Racial Modifiers** +8 Perception, +4 Sleight of Hand

Languages Common, Gnoll, Goblin, Sylvan

SQ hide self, leprechaun magic

SPECIAL ABILITIES

Leprechaun Magic (Su)

Leprechauns gain Cantrips as a bonus feat. Any club wielded by a leprechaun is treated as a light weapon with a +2 enhancement bonus and 1d8 base damage. A leprechaun gains a +4 bonus to its CMB and CMD when using its magic to deceive, trick, or humiliate a creature (at the GM's discretion).

ECOLOGY

Environment warm desert

Organization solitary, pair, band (3–6), or family (7–10)

Treasure standard (club, other treasure)

NYMPH

Possibly even more famous among males than either the primary or the succubus, the nymph is the fey spirit of beauty and femininity, beautiful almost to the point of being painful to look at. Unlike the succubus or primary, one needn't perform dark summonings nor impress a higher power to win their love and favor; a very pretty face and a bit of luck are all that's required, though I hear good musicianship helps.

I have heard that nymphs are actually considered minor deities, as most trace their ancestry to either primordials, fey lords, or both. Such claims are common among the fey, though, and are certainly difficult to prove. Still, with nymphs I can believe it; poets, lovers, and dreamers have wasted their lives away searching for the secret homes of the nymphs, half of whom came back blind or mad, and the other half never came back at all. And yet, I have never heard of one regretting their fate. In fact, some of the most moving poems and songs ever written were crafted by these men, trying to recapture in words what they saw.

As a whole, Nymphs are kind, lustful, and extremely jealous and possessive towards the focus of their affection. Like the aasimar or the tieflings, the children of a nymph and a mortal (the sidhier) are mortal, but possessed of beauty and magic beyond their father's usual kin. When the father is also fey, there is a 50% chance the child will either be a nymph, otherwise they will be the father's race.

In addition to being spirits of femininity, nymphs are also connected to nature. Although wood nymphs (commonly called dryads) and water nymphs are the most common, there are also fire nymphs, shadow nymphs, and perhaps the most powerful of all, the nymphs of the stars themselves.

For ease of reference, every creature that possesses the nymph subtype possesses the following two qualities:

Inspiration (Su)

A nymph can choose to inspire and serve as a muse for an intelligent creature by giving that creature a token of her affection (usually a lock of her hair). As long as the nymph retains her favor for this creature and as long as the creature carries the nymph's token, the creature gains a +4 insight bonus on all Will saving throws, Craft checks, and Perform checks. If the creature is a bard, they can use his bardic performance for an additional number of rounds per day equal to his nymph muse's Charisma modifier. The nymph always knows the distance and direction of her token, and so long as its carrier still possesses it, she always knows of any conditions the carrier is under: unharmed, wounded, poisoned, confused, etc. The nymph can end this effect at any time as a free action. A single nymph may only inspire one creature at a time in this manner.

Unearthly Grace (Su)

A nymph adds her Charisma modifier as a racial bonus on all saving throws, and as a deflection bonus to her Armor Class.

Wild Empathy (Su)

This works like the druid's wild empathy class feature, except the nymph has a +6 racial bonus on their check. The nymph's effective druid level is equal to her HD for determining her total modifier to the check.

DRYAD (WOOD NYMPH)

CR 3

XP 800

CG Medium fey (nymph)

Init +3; **Senses** low-light vision; Perception +10

DEFENSE

AC 17, touch 17, flat-footed 14 (+4 deflection, +3 Dexterity)

hp 31 (5d6+14)

Fort +7, **Ref** +11, **Will** +10

DR 5/cold iron

Weaknesses tree dependent

OFFENSE

Speed 30 ft.

Melee dagger +5 (1d4/19-20)

Ranged mwk longbow +6 (1d8/x3)

MAGIC

Caster Level 5th; **MSB** +5, **MSD** 16, **Concentration** +9

Tradition Natural (none); **CAM** Cha

Spell Points 9

Mind Sphere – **DC** 16, **Range** Close (35 ft.), **Talents** Enthrall, Expanded Charm, Sleep

– *charm* 1 sp greater (suggestion, sleep, enthrall)

Nature Sphere – **DC** 16; **Duration** concentration or 5 rounds w/ 1 sp (or instantaneous), 5 minutes (spirit) **Packages** plant **Range** Close (35 ft.), personal (spirit) **Target** self (spirit), or varies, **Talents** Grow Plants, Speak with Plants

– *entangle* 10 ft. radius (plantlife, concentration)

– *grow plants* 10 ft. radius (plantlife, 1 sp, instantaneous)

– *growth* 5 plants (plantlife, 1 sp, instantaneous)

– *pummel* Large branch, 15 Str, +8 to hit, 1d8+2 (plantlife, concentration)

– *speak with plants* (spirit, 1 sp)

STATISTICS

Str 10, **Dex** 17, **Con** 14, **Int** 14, **Wis** 15, **Cha** 19

Base Atk +2; **CMB** +2; **CMD** 19

Feats Sphere Focus (Nature), Stealthy, Weapon Finesse

Skills Climb +8, Craft (wood) +18, Diplomacy +12, Escape Artist +13, Handle Animal +12, Knowledge (nature) +10, Perception +10, Stealth +13; **Racial Modifiers** +6 Craft (wood)

Languages Common, Sylvan

SQ tree meld, unearthly grace, wild empathy +15

SPECIAL ABILITIES

Tree Dependent (Su)

A dryad is mystically bonded to a single, enormous tree and must never stray more than 300 yards from it. Most dryad trees are oak trees, but other trees function as well (often having subtle influences on a specific dryad's personality and appearance). A dryad who moves 300 yards beyond her bonded tree immediately becomes sickened. Every hour

thereafter, she must make a DC 15 Fortitude save to resist becoming nauseated for an hour. A dryad that is out of range of her bonded tree for 24 hours takes 1d6 points of Constitution damage, and another 1d6 points of Constitution damage every day that follows—eventually, this separation kills the dryad. A dryad can forge a new bond with a new tree by performing a 24-hour ritual and making a successful DC 20 Will save.

Tree Meld (Su)

A dryad can meld with any tree, disappearing inside. While inside a tree, she may hear what happens around the tree, but cannot see it, and may only target herself with her magic. Minor physical damage to the tree does not harm her, but its partial destruction (to the extent that she would no longer fit within it) expels her and deals her 5d6 points of damage. The tree's complete destruction expels her and slays her instantly unless she makes a DC 18 Fortitude save. Even if she make her save, she still take 5d6 points of damage.

She can remain melded with a tree as long as she wishes. While melded, she may spend a spell point to teleport to another tree of the same kind within 1000 feet.

Woodcraft (Ex)

A dryad has a +6 racial bonus to Craft checks involving wood, and is always treated as if she had masterwork artisan's wood-working tools when making such checks. Additionally, she may alter the shape of wood as if using the Forge talent from the Creation sphere, using her HD as her caster level.



ECOLOGY

Environment temperate forest

Organization solitary, pair, or grove (3–8)

Treasure standard (dagger, masterwork longbow with 20 arrows, other treasure)

Nymph, Water

CR 7

XP 3,200

CG Medium fey (nymph)

Init +5; **Senses** low-light vision; Perception +14

Aura blinding beauty (30 ft., DC 20)

DEFENSE

AC 23, touch 23, flat-footed 17 (+7 deflection, +5 Dex, +1 dodge)

hp 60 (8d6+32)

Fort +13, **Ref** +18, **Will** +16

DR 10/cold iron

OFFENSE

Speed 30 ft., swim 20 ft.

Melee mwk dagger +10 (1d4/19–20)

Special Attacks stunning glance

MAGIC

Caster Level 8th; **MSB** +8, **MSD** 19, **Concentration** +15

Tradition Natural (none); **CAM** Cha

Spell Points 19

Mind Sphere – DC 21; **Range** Close (45 ft.); **Talents** Enthrall, Expanded Charm, Inspiration

– *charm* 1 sp greater (suggestion, enthrall, inspiration)

Nature Sphere – DC 21; **Duration** concentration or 8 rounds w/ 1 sp (or instantaneous), 8 minutes (spirit); **Packages** water **Range** Close (45 ft.), personal (spirit); **Talents** Create Water, Wave

- *create water* 4 5-ft. cubes (water, 1 sp)
- *fog* 15 ft. radius (water, concentration)
- *freeze* 8 squares (water, 1 sp, instantaneous)
- *speak with animals* (spirit, 1 sp)
- *vortex* 15 ft. high, 1d8+4 (water, concentration)
- *wave* 50 ft. or 15 ft. land, 15 CMB (water, 1 sp)

Winterlynn's Note: Despite being known for nudity, it is surprising how quickly nymphs can adopt mortal clothing styles in places where the two groups frequently intermix. While sometimes nymphs adopt modesty to help mortals feel more comfortable around them, more often an outfit is worn simply because it's beautiful. Also, as their garments are usually gifts from lovesick mortals, it can also be a sign of affection, or of the nymph's social status, similar to how a mortal might display their wealth.

Life Sphere – DC 21; **Range** Touch; **Talents** Greater Healing, Restore Senses

- *cure* 2d8+16 (1 sp)
- *invigorate* +23 temp hp (1 hour)
- *restore* blindness, dazed, deafness, fatigued, heal ability damage, other senses, shaken, sickened, staggered (1 sp, 8 rounds)

STATISTICS

Str 10, **Dex** 21, **Con** 18, **Int** 16, **Wis** 17, **Cha** 25

Base Atk +4; **CMB** +9; **CMD** 25

Feats Agile Maneuvers, Combat Casting, Dodge, Weapon Finesse

Skills Diplomacy +18, Escape Artist +16, Handle Animal +15, Heal +11, Knowledge (nature) +14, Perception +14, Sense Motive +14, Stealth +16, Swim +19

Languages Common, Sylvan

SQ unearthly grace, wild empathy +21

SPECIAL ABILITIES

Blinding Beauty (Su)

This ability affects all humanoids within 30 ft. of a water nymph. Those who look directly at a water nymph must succeed on a DC 20 Fortitude save or be blinded permanently. A water nymph can suppress or resume this ability as a free action. The save DC is Charisma-based.

Stunning Glance (Su)

As a standard action, a water nymph can stun a creature within 30 ft. with a look. The target must succeed on a DC 20 Fortitude save or be stunned for 2d4 rounds. The save DC is Charisma-based.

ECOLOGY

Environment temperate forests near rivers or lakes

Organization solitary

Treasure standard (masterwork dagger, other treasure)

NYMPH, FIRE

CR 9

XP 6,400

CG Medium fey (nymph)

Init +7; **Senses** low-light vision; Perception +16

Aura bewildering beauty (30 ft., DC 21)

DEFENSE

AC 25, touch 24, flat-footed 17 (+6 deflection, +7 Dexterity, +1 dodge, +1 natural), +4 vs movement

hp 75 (10d6+40)

Fort +13, **Ref** +20, **Will** +16

DR 10/cold iron

OFFENSE

Speed 40 ft.

Melee mwk dagger +13 (1d4/19-20)

Special Attacks burning glance

MAGIC

Caster Level 10th; **MSB** +10, **MSD** 21, **Concentration** +16

Tradition Natural (none); **CAM** Cha

Spell Points 16

Mind Sphere – DC 21, **Range** Medium (200 ft.), **Talents** Enthrall, Expanded Charm, Hostility, Paralyze, Ranged Mind

- *charm* 1 sp greater (suggestion, enthrall, hostility, paralyze)

Nature Sphere – DC 21, **Duration** concentration or 19 rounds w/ 1 sp (or instantaneous), 10 minutes (spirit),

Packages fire **Range** Medium (200 ft.), personal (spirit), **Talents** Feed on Fire, Greater Range, Move Fire

- *affect fire* Large, +/- 3 categories (fire, concentration)
- *create fire* Small, 2d6 (fire, concentration)
- *feed on fire* Fire Resistance 10, +5 hp (spirit, 1 sp)
- *manipulate lava* 15 ft. high, 10 squares w/ 1 sp (fire)
- *move fire* Large, 30 ft. (fire, concentration)

Light Sphere – DC 21; **Duration** 10 minutes; **Effect** bright light: 55 ft. radius **Range** Medium (200 ft.); **Talents** Revealing Light

- *glow* (revealing light)

STATISTICS

Str 10, **Dex** 25, **Con** 18, **Int** 16, **Wis** 17, **Cha** 23

Base Atk +5; **CMB** +12; **CMD** 29

Feats Agile Maneuvers, Combat Casting, Dodge, Mobility, Weapon Finesse

Skills Acrobatics +20, Diplomacy +19, Escape Artist +20, Handle Animal +19, Heal +8, Intimidate +11, Knowledge (nature) +16, Perception +16, Sense Motive +16, Stealth +20

Languages Common, Ignan, Sylvan

SQ unearthly grace, wild empathy +22

SPECIAL ABILITIES

Bewildering Beauty (Su)

This ability affects all humanoids within 30 ft. of a fire nymph. Those who look directly at a fire nymph must succeed on a DC 21 Will save or have their mind boiled, becoming permanently confused. A fire nymph can suppress or resume this ability as a free action. The save DC is Charisma-based.

Burning Glance (Su)

As a standard action, a fire nymph can cause a creature within 30 ft. to burn from the inside. The target must succeed on a DC 21 Fortitude save or take 4d6 fire damage and become nauseated for 1 round. The save DC is Charisma-based.

ECOLOGY

Environment warm desert or volcanoes

Organization solitary

Treasure standard (masterwork dagger, other treasure)

NYMPH, SHADOW

CR 11

XP 12,800

CE Medium fey (nymph)

Init +6; **Senses** low-light vision; Perception +20

Aura terrifying beauty (30 ft., DC 23)

DEFENSE

AC 27, touch 24, flat-footed 20 (+7 deflection, +6 Dexterity, +1 dodge, +3 natural)

hp 110 (13d6+65)

Fort +14, **Ref** +19, **Will** +17

DR 10/cold iron

OFFENSE

Speed 30 ft.

Melee mwk dagger +13 (1d4/19-20)

Special Attacks withering glance

MAGIC

Caster Level 13th; **MSB** +13, **MSD** 24, **Concentration** +20

Tradition Natural (none); **CAM** Cha

Spell Points 20

Mind Sphere – **DC** 23; **Range** Close (55 ft.); **Talents** Enthrall, Expanded Charm, Fear

- *charm* 1 sp greater (suggestion, enthrall, fear)

Dark Sphere – **DC** 23; **Duration** concentration or 13 minutes w/ 1 sp, 3 hours (meld); **Range** Medium (230 ft.) or touch (meld); **Talents** Clairsight, Darkvision, Fearful Darkness, Feed on Darkness, Hungry Darkness, Quick Meld, Step Through Darkness

- *darkness* 40 ft. radius (fearful, hungry)
- *meld* (1 sp: clairsigh, darkvision, feed on darkness, step through darkness)

Illusion Sphere – **DC** 21; **Duration** concentration; **Range** Close (55 ft.); **Senses** Sight, Touch; **Target** Colossal (30 ft. cube); **Talents** Illusionary Touch, Invisibility

- *illusion* (1 sp)
- *invisibility* (1 sp, +13 Stealth)
- *trick* (13 minutes, +6 Sleight of Hand)

STATISTICS

Str 10, **Dex** 23, **Con** 20, **Int** 18, **Wis** 19, **Cha** 25

Base Atk +6; **CMB** +12; **CMD** 30

Feats Agile Maneuvers, Combat Casting, Dodge, Mobility, Skill Focus (Stealth), Stealthy, Weapon Finesse

Skills Acrobatics +22, Bluff +23, Diplomacy +23, Escape Artist +24, Handle Animal +23, Intimidate +20, Knowledge (nature) +15, Perception +20, Sense Motive +20, Sleight of Hand +14, Stealth +30

Languages Common, Sylvan, Undercommon

SQ unearthly grace, wild empathy +26

SPECIAL ABILITIES

Terrifying Beauty (Su)

This ability affects all humanoids within 30 ft. of a shadow nymph. Those who look directly at a shadow nymph must succeed on a DC 23 Will save or become frightened for 1d6+1 rounds. A shadow nymph can suppress or resume this ability as a free action. This is a mind-affecting fear effect. The save DC is Charisma-based.

Withering Glance (Su)

As a standard action, a shadow nymph can drain the energy from a creature within 30 ft. with a look. The target must succeed on a DC 23 Fortitude save or become exhausted. The save DC is Charisma-based.

ECOLOGY

Environment underground

Organization solitary

Treasure standard (masterwork dagger, other treasure)

NYMPH, STAR

CR15

XP 51,200

CG Medium fey (nymph)

Init +15; **Senses** low-light vision; Perception +25

Aura shining beauty (30 ft., DC 26)

DEFENSE

AC 34, touch 29, flat-footed 23 (+8 deflection, +8 Dexterity, +3 dodge, +5 natural)

hp 195 (17d6+119+17 Toughness)

Fort +20, **Ref** +29, **Will** +23

Defensive Abilities improved uncanny dodge; **Immune** cold, fire; **DR** 15/cold iron

OFFENSE

Speed 30 ft.

Melee mwk dagger +17 (1d4/19-20)

Special Attacks searing glance

MAGIC

Caster Level 17th; **MSB** +17, **MSD** 28, **Concentration** +25

Tradition Natural (*Drawbacks*: +Touch of Light (Light), +Personal Warp (Warp)); **CAM** Cha

Spell Points 22/25

Divination Sphere – **DC** 26, **Duration** concentration, 17 hours (sense), **Range** Medium (270 ft) personal (sense), **Talents** Battlefield Sense, Foreshadow, Logos

- *divine* (charms, illusions, magic)
- *sense* (1 sp: battlefield sense, foreshadow, logos, read magic)

Mind Sphere – **DC** 27, **Range** Close (65 ft.), **Talents** Enthrall, Expanded Charm, Inspiration, Powerful Charm, Ranged Mind

- *charm* 1 sp greater, 2 sp powerful (enthrall, inspiration, suggestion)

Light Sphere – **DC** 27, **Duration** 17 minutes **Effect** 65 ft. radius bright light, **Range** Medium (270 ft.), **Target** 1 or 15 ft. radius w/ 1 sp **Talents** Area Glow, Blinding Light, Encompassing Light, Revealing Light, Searing Light

- *glow* dazzled (blinding, encompassing, revealing, searing)

Warp Sphere – **DC** 26, **Range** Medium (270 ft.) or Long (1 sp, 1080 ft.) w/ 1 sp, 40 ft. (emergency teleport), **Talents** Distant Teleport, Emergency Teleport, Quick Teleport, Unseeing Teleport

- *teleport* (1 sp each: move action)
- *emergency teleport* (1 sp, evasion, +8 AC and Reflex saves)

STATISTICS

Str 10, **Dex** 27, **Con** 24, **Int** 18, **Wis** 21, **Cha** 27

Base Atk +8; **CMB** +16; **CMD** 37

Feats Agile Maneuvers, Combat Casting, Dodge, Improved Initiative, Mobility, Sphere Focus (mind, light), Toughness, Weapon Finesse

Skills Acrobatics +28, Diplomacy +28, Escape Artist +28, Handle Animal +28, Heal +25, Knowledge (nature) +24, Knowledge (planes) +21, Perception +25, Sense Motive +25, Stealth +28

Languages Common, Sylvan; logos

SQ unearthly grace, wild empathy +31

SPECIAL ABILITIES

Always Prepared

The Star Nymph always has its foreshadow and logos senses active. When these senses are not active, the star nymph's statistics are **Init** +8; **AC** 32, touch 27, flat-footed 23; **Ref** +26; **Defensive Abilities** —; **Languages** Common, Sylvan

Searing Glance (Su)

As a standard action, a star nymph can cause a creature within 30 ft. to burst into flames. The target must succeed on a DC 26 Reflex save or take 12d6 fire damage and catch fire, taking an additional 1d6 fire damage each turn until the fire is extinguished. Each round the target may make another Reflex save as a free action to attempt to extinguish the flames. Rolling on the ground or using a blanket to smother the flames (a full-round action) grants the target a +4 bonus to that round's sav-

ing throw. Any creature reduced to 0 or fewer hit points by this effect is reduced to dust, as if by the disintegrate spell. The save DC is Charisma-based.

Shining Beauty (Su)

This ability affects all humanoids within 30 ft. of a star nymph. Those who look directly at a star nymph must succeed on a DC 26 Fortitude save or be permanently blinded and confused, and stunned for 1d4 rounds. A star nymph can suppress or resume this ability as a free action. The save DC is Charisma-based.

ECOLOGY

Environment outer space

Organization solitary

Treasure standard (masterwork dagger, other treasure)



Winterlynn's Note: There are some things so universal that reflections of them are found among all outsiders, including the celestials, the Infernals, and the fey. I find it intriguing that alongside war, art, and a few other concepts, all three groups sport an incarnation of female beauty. True, male primaries and succubi theoretically exist, but they're still so closely associated with femininity that they may as well be synonymous. For nymphs, they really are synonymous; male nymphs don't even exist.

Depending on your philosophical bend, there are a few explanations of this. The most common explanation I'm sure you've heard is that because children germinate inside the woman, the outer-planes representation of sex and physical beauty are expressed by femininity, but I and several other philosophers haven't been satisfied with that simplistic answer.

Archmage Nicholas Delohineson has one convincing treatise that insists that masculine/feminine is actually the third axis, aligned alongside the more common law/chaos and good/evil divides to create a three-dimensional graph of one's alignment with the fundamental aspects of reality. I've read several papers that disagree with this theory (primarily because no one's discovered an outer plane of femininity or masculinity, like exist for good and evil), but Delohineson's theory remains one of the most complete masculine/feminine examinations I've ever found.

There are also some older theories, ones that reject the plane-centric model of philosophy, that insist masculine and feminine energies are the true root of the material world, working both together and in opposition to create the cycle of life and death, to move time forward, etc. In these theories, every material duality (hot/cold, active/passive, good/evil) is somehow tied to this single, overarching gendered duality.

Once, one of my fellow students created the 'graph of femininity' as a joke, where he placed 'primary', 'nymph', and 'succubi' along one axis and 'maiden', 'matron', and 'crone' (referring to the spiritualist concept of the triple goddess) along the other to create 9 possible female 'alignments'. It was a sex thing and Professor Savesha slapped him silly over it, but that doesn't mean we all didn't have a lot of fun in the women's dorm afterward, figuring out where each of us fit.



SATYR

Satyrs are the fey creatures most associated with excess and debauchery, and most of them would have it no other way.

In many texts, the satyr is considered the exact counterpart to the nymph: Just like all nymphs are female, all satyrs are male. While nymphs are the embodiment of attraction (passive sexuality), satyrs are the embodiment of seduction (active sexuality), and whereas nymphs have beauty that inspires all manner of poems and tragic plays, the raunchy nature of satyrs inspires just as many comedies and bar songs.

All satyrs are accomplished musicians. Whether because of a cultural love or as part of the magic that flows through all fey creatures like blood, I have never seen a satyr that wasn't a master performer.

In fact, a satyr's music is actually the heart of their magical powers; if you don't want to be seduced by a satyr, cover your ears or take away his instrument. If not, he will enchant you, fill you with fine wine, and have his way with you, and you'll be powerless to resist.

While I've heard of some young ladies making a life for themselves among the satyrs, usually encounters are for a single night only. If the encounter results in a pregnancy, the child will always be a satyr, whose father's clan will usually come shortly after birth to take the child back with them. The only exception seems to be trysts with nymphs, which have a 50% chance of producing either a satyr or a nymph.

SATYR

CR4

XP 1,200

CN Medium fey

Init +2; **Senses** low-light vision; Perception +20

DEFENSE

AC 18, touch 13, flat-footed 15 (+2 Dexterity, +1 dodge, +5 natural)

hp 38 (7d6+14)

Fort +4, **Ref** +7, **Will** +7

DR 5/cold iron

OFFENSE

Speed 40 ft.

Melee dagger +5 (1d4+2/19-20), horns +0 (1d6+1)

Ranged short bow +5 (1d6/x3)

MAGIC

Caster Level 7th; **MSB** +7, **MSD** 18, **Concentration** +11

Tradition Satyr Music (*Drawbacks*: Skilled Casting (Perform (wind, percussion, or string instruments))); **CAM** Cha

Spell Points 13

Mind Sphere – **DC** 17; **Range** Medium (170 ft.); **Target** 1 or 4 w/ 1 sp; **Talents** Confusion, Enthrall, Expanded Charm, Group Charm, Ranged Mind, Sleep, Subtlety

- *charm* 1 sp greater (confusion, enthrall, sleep, suggestion)

Illusion Sphere – **DC** 17, **Duration** concentration, **Range** Close (40 ft.); **Senses** Sight; **Target** Huge (15 ft. cube)

- *illusion* (1 sp)

- *trick* (7 minutes)



STATISTICS

Str 14, **Dex** 15, **Con** 15, **Int** 12, **Wis** 14, **Cha** 19

Base Atk +3; **CMB** +5; **CMD** 18

Feats Dodge, Mobility, Nimble Moves, Skill Focus (Perception)

Skills Bluff +14, Diplomacy +14, Disguise +8, Intimidate +8, Knowledge (nature) +9, Perception +20, Perform (wind instruments) +18, Stealth +16, Survival +6; **Racial Modifiers** +4 Perception, +4 Perform, +4 Stealth

Languages Common, Sylvan

ECOLOGY

Environment temperate forest

Organization solitary, pair, band (3–6), or orgy (7–11)

Treasure standard (dagger, masterwork panpipes, short bow plus 20 arrows, other treasure)

VARIANTS

SATYR ROGUE

CR 6

XP 2,400

CN Medium fey rogue 2

Init +9; **Senses** low-light vision; Perception +21

DEFENSE

AC 22, touch 16, flat-footed 16 (+1 armor, +5 Dexterity, +1 dodge, +5 natural)

hp 51 (7d6+2d8+14)

Fort +4, **Ref** +13, **Will** +6

Defensive Abilities evasion; DR 5/cold iron

OFFENSE

Speed 40 ft.

Melee +1 *short sword* +10 (1d6+4/19-20), horns +4 (1d6+1)

Ranged short bow +9 (1d6/x3)

Special Attacks sneak attack +1d6

MAGIC

Caster Level 7th; **MSB** +7, **MSD** 18, **Concentration** +11

Tradition Satyr Music (*Drawbacks*: Skilled Casting (Perform (wind, percussion, or string instruments))); **CAM** Cha

Spell Points 15

Mind Sphere – DC 19; **Range** Medium (170 ft.); **Target** 1 or 4 w/ 1 sp; **Talents** Confusion, Enthrall, Expanded Charm, Group Charm, Ranged Mind, Sleep, Subtlety

- *charm* 1 sp greater (confusion, enthrall, sleep, suggestion)

Illusion Sphere – DC 19; **Duration** concentration; **Range** Close (40 ft.); **Sense** Sight; **Target** Huge (15 ft. cube)

- *illusion* (1 sp)
- *trick* (7 minutes)

STATISTICS

Str 16, **Dex** 20, **Con** 15, **Int** 14, **Wis** 12, **Cha** 23

Base Atk +4; **CMB** +7; **CMD** 23

Feats Dodge, Improved Initiative, Mobility, Nimble Moves, Skill Focus (Perception), Weapon Finesse

Skills Bluff +18, Diplomacy +18, Disguise +18, Intimidate +18, Knowledge (nature) +10, Perception +21, Perform (wind instruments) +20, Sleight of Hand +17, Stealth +21, Survival +5; **Racial Modifiers** +4 Perception, +4 Perform, +4 Stealth

Languages Common, Sylvan

SQ trapfinding

Combat Gear hushing arrow (2); **Other Gear** +1 *short sword*, short bow plus 20 arrows, *bracers of armor* +1, masterwork panpipes, 115 gp

ECOLOGY

Environment temperate forest

Organization solitary, pair, band (3–6), or gang (7–11)

Treasure standard (listed gear, other treasure)

SATYR KNIGHT

CR 8

XP 4,800

CN Medium fey mageknight 4

Init +4; **Senses** low-light vision; Perception +20

DEFENSE

AC 24, touch 15, flat-footed 19 (+4 armor, +4 Dexterity, +1 dodge, +5 natural)

hp 84 (7d6+4d10+33)

Fort +9, **Ref** +10, **Will** +11

Defensive Abilities resist magic +1, stalwart; **DR** 5/cold iron

OFFENSE

Speed 40 ft.

Melee +1 *battleaxe* +13/+8 (1d8+14/x3), horns +7 (1d6+4) or *destructive blast* +11 (5d6, 9d6 w/ 1 sp, stone blast)

Ranged *destructive blast* +11 touch (5d6, 9d6 w/ 1 sp, stone blast)

Special Attacks mystic combat (unbreakable),

MAGIC

Caster Level 9th; **MSB** +9, **MSD** 20, **Concentration** +15

Tradition Satyr Music (*Drawbacks*: Skilled Casting (Perform (wind, percussion, or string instruments))); **CAM** Cha

Spell Points 17

Destruction Sphere – DC 20; **Range** touch or Medium (190 ft.); **Talents** Extended Range, Stone Blast

- *destructive blast* (5d6, 9d6 w/ 1 sp, stone blast)

Mind Sphere – DC 20; **Range** Medium (190 ft.); **Target** 1 or 5 w/ 1 sp; **Talents** Confusion, Enthrall, Expanded Charm, Group Charm, Ranged Mind, Sleep, Subtlety

- *charm* 1 sp greater (confusion, enthrall, sleep, suggestion)

Illusion Sphere – DC 20; **Duration** concentration, **Range** Close (45 ft.), **Senses** Sight; **Target** Gargantuan (20 ft. cube)

- *illusion* (1 sp)
- *trick* (9 minutes)

STATISTICS

Str 20, **Dex** 18, **Con** 17, **Int** 10, **Wis** 14, **Cha** 23

Base Atk +7; **CMB** +11; **CMD** 26

Feats Dodge, Improved Bull Rush, Mobility, Nimble Moves, Power Attack, Skill Focus (Perception), Weapon Focus (battleaxe)

Skills Bluff +16, Diplomacy +13, Disguise +10, Intimidate +13, Knowledge (nature) +8, Perception +20, Perform (wind instruments) +20, Stealth +18, Survival +10; **Racial Modifiers** +4 Perception, +4 Perform, +4 Stealth

Languages Common, Sylvan

Combat Gear potion of cure light wounds (2); **Other Gear** +1 *wooden armor*, +1 *battleaxe*, *belt of giant strength* +2, masterwork panpipes, 89 gp

ECOLOGY

Environment temperate forest

Organization solitary, pair, troop (4–12), squadron (1–2 warlords, 2–4 musicians, 4–8 knights)

Treasure standard (listed gear, other treasure)

SATYR MUSICIAN

CR 10

XP 9,600

CN Medium fey hedgewitch 6

Init +4; **Senses** low-light vision; Perception +29

DEFENSE

AC 23, touch 16, flat-footed 18 (+2 armor, +1 deflection, +4 Dexterity, +1 dodge, +5 natural)

hp 107 (7d6+6d8+52)

Fort +8, **Ref** +11, **Will** +12

DR 5/cold iron

OFFENSE

Speed 40 ft.

Melee +1 *dagger* +12/+7 (1d4+5/19–20), horns +6 (1d6+3)

Ranged short bow +11/+6 (1d6+3/x3)

Special Attacks bardic performance 6 rounds/day (counter-song, distraction, fascinate), guile pool (6 points, +2 to skill check or sneak attack +3d6),

MAGIC

Caster Level 11th; **MSB** +11, **MSD** 22, **Concentration** +18

Tradition Satyr Music (*Drawbacks*: Skilled Casting (Perform (wind, percussion, or string instruments))); **CAM** Cha

Spell Points 20

Mind Sphere – DC 22; **Range** Medium (210 ft.); **Target** 1 or 6 w/ 1 sp, **Talents** Confusion, Courage, Enthrall, Expanded Charm, Fear, Group Charm, Hostility, Powerful Charm, Ranged Mind, Sleep, Subtlety

- *charm* 1 sp greater, 2 sp powerful (confusion, fear, enthrall, hostility, sleep, suggestion)

Illusion Sphere – DC 22; **Duration** concentration; **Range** Close (50 ft.); **Senses** Sight; **Target** Colossal (30 ft. cube)

- *illusion* (1 sp)
- *trick* (11 minutes)

STATISTICS

Str 12, **Dex** 19, **Con** 19, **Int** 14, **Wis** 14, **Cha** 25

Base Atk +7; **CMB** +8; **CMD** 23

Feats Arcane Strike, Combat Casting, Dodge, Mobility, Nimble Moves, Skill Focus (Perception), Weapon Finesse

Skills Bluff +27, Diplomacy +27, Disguise +22, Handle Animal +27, Intimidate +11, Knowledge (nature) +10, Perception +29, Perform (sing) +27, Perform (wind instruments) +27, Sense Motive +27, Sleight of Hand +20, Stealth +24, Survival +6; **Racial Modifiers** +4 Perception, +4 Perform, +4 Stealth

Languages Common, Sylvan

SQ versatile performance (sing, wind)

Combat Gear elixir of hiding; **Other Gear** +1 *dagger*, short bow plus 20 arrows, *bracers of armor* +2, *headband of alluring charisma* +2, *ring of protection* +1, masterwork panpipes, 67 gp

ECOLOGY

Environment temperate forest

Organization solitary, pair, band (3–6), or troupe (8–20)

Treasure standard (listed gear, other treasure)

SATYR WARLORD

CR 14

XP 38,400

CN Medium fey armorist 12

Init +3; **Senses** low-light vision; Perception +25

DEFENSE

AC 33, touch 15, flat-footed 29 (+12 armor, +1 deflection, +3 Dexterity, +1 dodge, +6 natural)

hp 209 (7d6+12d10+95+19 Toughness)

Fort +17, **Ref** +14, **Will** +12

Resist fire 10; **DR** 5/cold iron

OFFENSE

Speed 40 ft.

Melee bound *adamantine* +1 *frost speed*/+1 *frost staff* of War +3 +22/+22/+22/+17/+17/+12 (1d6+12 plus 1d6 cold), horns +15 (1d6+7)

Melee summoned +3 *shocking falchion* +25/+20/+15 (2d4+13/18-20 plus 1d6 electricity)

Ranged summoned +3 *corrosive composite short bow* +21/+16/+11 (1d6+14 plus 1d6 acid/x3)

Special Attacks bound equipment (*adamantine* +1 *frost speed*/+1 *frost staff* of War +3, +3 *mithril full plate* of fire resistance), summon equipment +4,

Base Statistics Without its bound equipment, the satyr warlord's statistics are AC 21, touch 15, flat-footed 17; Resist —; Special Attacks rally (Long range; absorb, position 30 ft., retribution 6d6), totems (Close range, 80 ft. radius; liberation +3, war +4 damage)

MAGIC

Caster Level 13th; **MSB** +13, **MSD** 24, **Concentration** +18

Tradition Satyr Music (*Drawbacks*: Skilled Casting (Perform (wind, percussion, or string instruments))); **CAM** Cha

Spell Points 21

Mind Sphere – DC 21; **Range** Medium (230 ft.); **Target** 1 or 7 w/ 1 sp; **Talents** Confusion, Enthrall, Expanded Charm, Group Charm, Ranged Mind, Sleep, Subtlety

- *charm* 1 sp greater (confusion, enthrall, sleep, suggestion)

Illusion Sphere – DC 21; **Duration** concentration; **Range** Close (50 ft.); **Senses** Sight; **Target** Colossal (30 ft. cube)

- *illusion* (1 sp)
- *trick* (11 minutes)

War Sphere – DC 21, **Range** Long (920 ft.), **Talents** Absorb, Position, Ranged Totem, Retribution, Totem of Liberation

- *rally* (1 sp: absorb, position, retribution)
- *totem* 90 ft. radius (liberation, war)

STATISTICS

Str 24, **Dex** 17, **Con** 20, **Int** 12, **Wis** 12, **Cha** 21

Base Atk +15; **CMB** +22; **CMD** 35

Feats Arcane Strike, Combat Casting, Dazzling Display, Dodge, Double Slice, Heavy Armor Proficiency, Improved Two-Weapon Fighting, Mobility, Nimble Moves, Skill Focus (Perception), Toughness, Two-Weapon Fighting, Weapon Focus (quarterstaff)

Skills Bluff +21, Diplomacy +21, Disguise +8, Intimidate +30, Knowledge (nature) +9, Perception +25, Perform (wind instruments) +25, Stealth +14, Survival +13; **Racial Modifiers** +4 Perception, +4 Perform, +4 Stealth

Languages Common, Sylvan

SQ armor training, arsenal tricks (arcane strike, greater materials, heavy armor, improved equipment, improved materials, weapon focus)

Combat Gear *elemental gem (air)*, potion of bear's endurance, potion of cure critical wounds (2); **Other Gear** *amulet of natural armor* +1, *belt of giant strength* +4, *circlet of persuasion*, *cloak of resistance* +2, *pipes of sounding*, *ring of protection* +1, 450 gp

ECOLOGY

Environment temperate forest

Organization solitary, pair, or squadron (1–2 warlords, 2–4 musicians, 4–8 knights)

Treasure standard (listed gear, other treasure)

SATYR KING

CR 23

XP 307,200

CN Large fey

Init +5; **Senses** low-light vision; Perception +43

Aura intoxicating haze (50 ft., DC 33)

DEFENSE

AC 36, touch 14, flat-footed 31 (+5 Dexterity, +22 natural, -1 size)

hp 382 (24d6+298); regeneration 10 (cold iron)

Fort +24, **Ref** +19, **Will** +22

DR 15/cold iron and magic; **Resist** cold 20, electricity 20; **SR** 31

OFFENSE

Speed 30 ft.

Melee +5 *thundering greatclub* +27/+22/+17 (2d8+20 plus arcane strike), horns +21 (1d8+10)

Special Attacks thunderous drums, rewrite reality

Space 10 ft.; **Reach** 10 ft.

MAGIC

Caster Level 24th; **MSB** +24, **MSD** 35, **Concentration** +32

Tradition Satyr Music (*Drawbacks*: Skilled Casting (Perform (wind, percussion, or string instruments)), +Limited Creation (Creation, *create* only)); **CAM** Cha

Spell Points 37

Creation Sphere – **DC** 30; **Range** Close (85 ft.); **Duration** concentration or 24 hours w/ 1 sp; **Talents** Distant Creation, Divided Creation, Expanded Materials, Lengthened Creation

- *create* 24 Small objects (1 sp)

Mind Sphere – **DC** 30; **Range** Long (1,360 ft.); **Target** 1 or 13 w/ 1 sp; **Talents** Command, Confusion, Courage, Enthrall, Expanded Charm, Fear, Group Charm, Hostility, Powerful Charm, Ranged Mind (2), Sleep, Subtlety, Mind Control

- *charm* 1 sp greater, 2 powerful (command, confusion, courage, enthrall, fear, hostility, sleep, suggestion, mind control)

Illusion Sphere – **DC** 30; **Duration** concentration +2 rounds or 24 minutes w/ 1 sp; **Range** Medium (340 ft.); **Senses** Sight, Sound, Touch, Odor; **Target** Colossal++ (50 ft. cube); **Talents** Complex Illusion, Illusionary Odor, Illusionary Sound, Illusionary Touch, Lingering Illusion, Ranged Illusion

- *illusion* (1 sp, +1 sp: complex)
- *trick* (24 minutes, +12 odor)

STATISTICS

Str 30, **Dex** 20, **Con** 32, **Int** 17, **Wis** 23, **Cha** 27

Base Atk +12; **CMB** +23 (+25 bull rush); **CMD** 38 (40 vs. bull rush)

Feats Arcane Strike, Awesome Blow, Cleave, Combat Casting, Great Cleave, Great Fortitude, Improved Bull Rush, Iron Will, Power Attack, Quicken Spell, Skill Focus (Perception), Weapon Focus (greatclub)

Skills Bluff +35, Diplomacy +35, Intimidate +32, Knowledge (nature) +30, Perception +43, Perform (percussion) +39, Perform (sing) +39, Perform (wind instruments) +39, Sense Motive +33; **Racial Modifiers** +4 Perception, +4 Perform, +4 Stealth



Languages Common, Sylvan

SQ change self (human), god of luck, hide self

SPECIAL ABILITIES

God of Luck (Ex)

the satyr king rolls twice and takes the better result whenever he makes an attack roll, saving throw, ability check, or skill check.

Intoxicating Haze (Su)

Any creature that breathes the air within 50 ft. of the satyr king must succeed on a DC 33 Fortitude save or become sickened and confused for 12 rounds. A strong wind (21+ mph) disperses the haze in 4 rounds; a severe wind (31+ mph) disperses the haze in 1 round. The haze returns after 1d4 rounds of moderate or weaker winds. The save DC is Constitution-based. This ability can be suppressed or resumed as a free action.

Master of Revels (Su)

Any bludgeoning weapon the satyr king wields (including its standard greatclub) gains a +5 enhancement bonus and the thundering weapon property. This bonus does not stack with any existing enhancement bonus the weapon may have. Weapons retain this quality for one hour after the satyr king releases the weapon, but after this the weapon reverts to its standard magical properties, if any.

Rewrite Reality(Su)

Once per day as a standard action, the satyr king can rewrite reality. This functions as the *limited wish* spell/ritual, but with no material component.

Thunderous Drums (Ex)

As a standard action, the satyr king can strike a mighty blow on its drum, unleashing a wave of force. Treat this as a bull rush attempt against all creatures and objects within 15 ft., except the satyr king does not move from its position, and the check is made with a +5 circumstance bonus. Using this ability does not provoke attacks of opportunity.

ECOLOGY

Environment temperate forest

Organization solitary or court (1 king plus 1 or 2 warlords; 3-5 musicians; and 8-12 knights or rogues)

Treasure standard (masterwork greatclub, masterwork drums, masterwork panpipes, other treasure).

Winterlynn's Note: Beware the Satyr King.

The Satyr King is a demigod; he's the son of a fey lord and is the high prince of debauchery itself. If you've seen the play "Night of No Moon", do you remember that scene where the Satyr King curses the hero to never be able to stop dancing until he chases down his she-goat that's been transformed into a half-human hybrid and make love to it? That's based on a true story.

The Satyr King is the most foul, debased creature to have ever lived, with godly powers to back himself up. If the Satyr King ever offers you a drink, or if a satyr should ever invite you to meet his king, spin a story about all the promiscuous men/maidens waiting for you at home, make your excuses, and leave!

INFERNALS

Devils, demons, div; it seems like there is no end to the species and sub-species of the Infernal dwellers, and listing all of them here is an impractical task. Instead, I have focused my attention on infernals that I have actually seen manifested in the school.

Infernals are beings of the lower planes, united in their devotion to evil, but divided in methodology (and, of course, the tendency of evil to double-cross their allies for their own personal gain). Just like celestials, infernals are embodiments of concepts and are likewise born from the spirits of the mortal dead, although in this case, they are born from evil souls, and are embodiments of corruption, pain, disease and destruction. Unlike celestials, infernals tend to lose most of their memories, physicalities, and other individualistic markers when they undergo this transformation.

No matter how exotic some infernals might be, you can always count on a few familiar faces turning up anywhere young magicians congregate; imps serving as advisors, deal makers buying someone's soul, and succubi someone thought it would be a good idea to summon. In my third year, I saw one succubus parading through the dorms so many times that we ended up talking. To this day she still sends me a letter whenever she crosses the material plane.

ALP

An alp is a demon that spreads and feeds on nightmares. In its physical form, an alp appears as an animal wearing a hat, usually a monkey or cat or something else small that may easily sit on its intended victim's chest. An alp's hat is the seat of its power, without which it cannot turn invisible nor use many of its abilities.

Like all infernals, alps spread pain and are ultimately after souls, but alps go about it in a very peculiar fashion. When an alp chooses a victim, they tend to stay with that victim for years, terrorizing them nightly. Every night, an alp gives its victims terrible nightmares, while they suck the victim's blood and sit on the victim's chest to make their breathing difficult. If not expelled, the victim will eventually die, usually through either exhaustion or suicide.

Alps are not natural fighters but are very smart, preferring to hide from their would-be attackers and come after them while they sleep. If the victim's symptoms are correctly identified and an exorcism called for, the alp will disappear for its own safety before the exorcism begins, either to find a new victim or to convince the victim that the diagnosis was wrong before returning later to finish the job.

ALP	CR3
XP 800	
CE Tiny outsider (chaotic, demon, evil, extraplanar)	
Init +2; Senses darkvision 60 ft., Perception +	
DEFENSE	
AC 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size)	
hp 22 (4d10)	
Fort +3, Ref +6, Will +4	
Immune electricity, poison; Resist acid 10, cold 10, fire 10	
OFFENSE	
Speed 30 ft.	
Melee 1 bite +4 (1d3 plus vampiric bite), 2 claws +4 (1d2)	
Special Attacks nightmares, vampiric bite	
MAGIC	
Caster Level 4th; MSB +4, MSD 15, Concentration +6	
Tradition Natural (<i>Drawbacks</i> : +Focused Casting [hat]);	
CAM Cha	

Spell Points 7

Mind Sphere – DC 14; **Range** Close (35 ft.); **Target** 1 or 4 (w/ 1 sp); **Talents** Expanded Charm, Fear, Group Charm, Powerful Charm, Sleep

– charm 1 sp greater, 2 sp powerful (fear, sleep, suggestion)

STATISTICS

Str 10, **Dex** 14, **Con** 10, **Int** 14, **Wis** 11, **Cha** 15

Base Atk +4; **CMB** +4; **CMD** 16

Feats Improved Initiative, Great Fortitude

Skills Diplomacy +9, Escape Artist +9, Intimidate +9, Knowledge (planes) +9, Knowledge (religion) +9, Perception +7, Sense Motive +7, Stealth +17

Languages Abyssal, Common, Draconic; telepathy 100 ft.

SQ change shape (any animal, Small or Tiny), hide self

SPECIAL ABILITIES

Change Shape (Su)

As a swift action, an alp can become any animal of Tiny or Small size. If the alp becomes Small sized it gains a +2 bonus to Strength along with all the other benefits and detriments of the size increase. This change is permanent until the alp spends another swift action to change again. No matter what shape an alp assumes, its hat is always visible on its head.

Hat

An alp's power is situated in its hat. If the hat is removed or destroyed (either through the Sleight of Hand skill or a Steal or Sunder combat maneuver), the alp can no longer use its hide self ability, change shape ability, nor its nightmare ability, along with the standard penalties for losing its casting focus. An alp hat has an AC of 9, a Hardness of 2, and 10 hp.

Nightmares (Su)

When an alp touches a sleeping target, it can fill that target with terrible dreams. The target must pass a DC 14 Will check, or awakened fatigued and unrested, meaning they do not recover hit points, spell points, or other spent class features.

Vampiric Bite (Su)

When an alp bites a target (usually either in combat or when the target is sleeping), they deal +1d6 damage to the target, and gain a number of temporary hit points equal to the damage dealt. These temporary hit points last for 24 hours or until lost.

ECOLOGY

Environment any (Abyss)

Organization solitary

Treasure none (hat)

Note: I ran out of room writing this one down and wasn't able to get a sketch in. See page 58 for an image of an Alp.

CAMBION

Sometimes, a succubus or incubus will choose to impregnate, or be impregnated by, their partners. The resulting child is called a cambion, or half-succubus. Unlike other half-fiends, first generation cambions can pass completely for humanoids, although their children are often tieflings with obvious fiendish traits.

Being mortals, cambions are not bound to follow their demonic parent in temperament, and although reports show that most usually do, there are many who strive to follow different paths. No matter what their temperament though, all cambions are powerful, usually very cunning, and possess an extreme lust for both physical pleasure and emotional experience in all its forms.

CAMBION	CR 1
XP 400	
CE Medium native outsider	
Init +1; Senses darkvision 60 ft., Perception +6	
DEFENSE	
AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)	
hp 15 (2d10+4)	
Fort +2, Ref +4, Will +4	
Immune poison; Resist acid 10, cold 10, electricity 10, fire 10	
DR 5/magic; SR 11	
OFFENSE	
Speed 30 ft.	
Melee 1 bite +2 (1d6), 2 claws +2 (1d4)	
Special Attacks passion (2/day, DC 15)	
MAGIC	
Caster Level 2nd; MSB +2, MSD 13, Concentration +6	
Tradition Natural (none); CAM Cha	
Spell Points 6	
Mind Sphere – DC 15, Range Close (30 ft.), Talents Enthrall, Expanded Charm, Powerful Charm	
- charm 1 sp greater, 2 sp powerful (enthrall, suggestion)	

Winterlynn's Note: While Succubi are usually female and cambion can also be female, the majority of cambions are in fact male. Perhaps this is simply a strange quirk, but I honestly believe it is an actual decision made on the part of the succubi at the moment of conception.

Seduction is the realm of the succubus, but this is usually done to pursue some goal, like dominating the soul of their partner, or sowing seeds of some plot, not necessarily for any sort of child-bearing purpose. When a succubus does decide to create a cambion, however, they are laying seeds for a long-term 'investment' as it were; creating a mortal life that is dripping in infernal blood, usually with the express design of spreading that infernal blood as far as it can. For that purpose, a male seducer can accomplish much more than a female seducer, making their way through the world leaving tiefling children in their wake.

You have no idea how many romance novels I've read where the heroine is seduced by a cambion, and then somehow gets him to marry her and they live happily ever after. A bit of life advice: this never happens.

STATISTICS

Str 10, Dex 12, Con 14, Int 13, Wis 12, Cha 19

Base Atk +2; CMB +2; CMD 13

Feats Persuasive

Skills Bluff +9, Diplomacy +11, Intimidate +11, Knowledge (planes) +6, Perception +6, Sense Motive +6, Stealth +6

Languages Abyssal, Common

SQ change shape (any humanoid)

SPECIAL ABILITIES

Passion (Su)

A cambion can choose to drain energy from a mortal they lure into an act of passion. Unwilling victims must be grappled before the cambion can use this ability. The victim gains 1 negative level, DC 15 Fortitude save to remove the negative level.

A cambion can use this ability a number of times per day equal to their Hit Dice. The save DC is Charisma-based.

ECOLOGY

Environment any (Abyss)

Organization solitary, pair, or family (3-6)

Treasure standard



CAMBION SORCERER**CR 7****XP 4,800**

NE Medium native outsider Sorcerer 7

Init +6; **Senses** darkvision 60 ft.; Perception +9**DEFENSE****AC** 20, touch 14, flat-footed 17 (+5 armor, +2 Dex, +1 deflection, +1 dodge, +1 natural)**hp** 83 (2d10+7d6+36+9 Toughness)**Fort** +6, **Ref** +9, **Will** +11**Immune** poison; **Resist** acid 10, cold 10, electricity 15, fire 10**DR** 5/magic; **SR** 18**OFFENSE****Speed** 30 ft.**Melee** *destructive blast* +5 touch (5d6, 9d6 w/ 1 sp, 1's and 2's are 3's) or 1 bite +5 (1d6), 2 claws +5 (1d4)**Ranged** *destructive blast* +6 touch (5d6, 9d6 w/ 1 sp, 1's and 2's are 3's)**Special Attacks** passion (9/day, DC 18)**MAGIC****Caster Level** 9th (10th Mind); **MSB** +9, **MSD** 20, **Concentration** +6**Tradition** Natural (none); **CAM** Cha**Spell Points** 23**Mind Sphere** – DC 21; **Range** Medium (200 ft.); **Target** 1 or 7 w/ 1 sp; **Talents** Command, Enthrall, Expanded Charm, Group Charm, Powerful Charm, Ranged Mind, Read Mind, Subtlety- *charm* 1 sp greater, 2 sp powerful (command, enthrall, read mind, suggestion)**Destruction Sphere** – DC 19; **Range** touch or Close (50 ft.); **Target** 1, 50 ft cone or 190 ft line w/ 1 sp; **Talents** Crafted Blast, Sculpt Blast- *destructive blast* 5d6, 9d6 w/ 1 sp, 1's and 2's are 3's**STATISTICS****Str** 10, **Dex** 14, **Con** 18, **Int** 11, **Wis** 14, **Cha** 25**Base Atk** +5; **CMB** +5; **CMD** 18**Feats** Dodge, Improved Initiative, Light Armor Proficiency, Persuasive, Sphere Focus (Mind), Toughness**Skills** Bluff +19, Diplomacy +21, Intimidate +21, Knowledge (planes) +6, Perception +9, Sense Motive +9, Stealth +8**Languages** Common**SQ** change shape (any humanoid)**Combat Gear** 2 life potions (2d8+2), 2 invisibility potions (4 minutes, +4 stealth), **Other Gear** *cloak of resistance* +1, *ring of protection* +1, +1 *chain shirt***SPECIAL ABILITIES****Passion (Su)**

A cambion can choose to drain energy from a mortal they lure into an act of passion. Unwilling victims must be grappled before the cambion can use this ability. The victim gains 1 negative level, DC 18 Fortitude save to remove the negative level.

A cambion can use this ability a number of times per day equal to their Hit Dice. The save DC is Charisma-based.

ECOLOGY**Environment** any (Abyss)**Organization** solitary or cabal (2-6 cambion sorcerers)**Treasure** standard (listed gear plus other treasure)**CAMBION MAGEKNIGHT****CR 12****XP 19,200**

TN Medium native outsider mageknight 12

Init +6; **Senses** darkvision 60 ft., Perception +10**DEFENSE****AC** 21, touch 14, flat-footed 18 (+6 armor, +1 deflection, +2 Dex, +1 dodge, +1 natural)**hp** 137 (2d10+12d10+42+14 Toughness)**Fort** +12, **Ref** +19, **Will** +12; +3 vs magic**Defensive Abilities** Stalwart, Mystic Defense (6)**Immune** poison; **Resist** acid 10, cold 10, electricity 10, fire 10**DR** 5/magic; **SR** 23**OFFENSE****Speed** 30 ft.**Melee** 1 bite +17 (1d6+4), or unarmed strike +17/+12/+7 (1d2+2), 1 bite +12 (1d6+1), 2 claws +12 (1d4+1)**Ranged** +2 *longbow* +17/+12/+7 (1d8+2)**Special Attacks** passion (14/day, DC 18), marked, mystic combat (mystic maneuver (grapple), unbreakable, mystic might)**MAGIC****Caster Level** 7th; **MSB** +14, **MSD** 25, **Concentration** +19**Tradition** Natural (none); **CAM** Cha**Spell Points** 21**Mind Sphere** – DC 20, **Range** Medium (200 ft.), **Target** 1 or 7 w/ 1 sp, **Talents** Command, Courage, Enthrall, Expanded Charm, Group Charm, Hostility, Inspiration, Ranged Mind, Paralyze, Powerful Charm- *charm* 1 sp greater, 2 sp powerful (suggestion, enthrall, command, paralyze, hostility, courage, inspiration)**STATISTICS****Str** 16, **Dex** 14, **Con** 16, **Int** 11, **Wis** 12, **Cha** 24**Base Atk** +14; **CMB** +17 (+21 grapple); **CMD** 29 (33 vs grapple)**Feats** Deadly Aim, Dodge, Improved Initiative, Improved Grapple, Improved Unarmed Strike, Greater Grapple, Persuasive, Point-Blank Shot, Power Attack, Toughness**Skills** Bluff +14, Diplomacy +24, Intimidate +20, Knowledge (planes) +6, Perception +10, Sense Motive +10, Stealth +10**Languages** Common**SQ** change shape (any humanoid)**Combat Gear** +2 *chain shirt*, +2 *longbow*, **Other Gear** *cloak of resistance* +1, *ring of protection* +1**SPECIAL ABILITIES****Passion (Su)**

A cambion can choose to drain energy from a mortal they lure into an act of passion. Unwilling victims must be grappled before the cambion can use this ability. The victim gains 1 negative level, DC 18 Fortitude save to remove the negative level.

A cambion can use this ability a number of times per day equal to their Hit Dice. The save DC is Charisma-based.

ECOLOGY**Environment** any (Abyss)**Organization** solitary or team (2-6 cambion mageknights)**Treasure** standard (listed gear plus other treasure)

CHARON

Charon is the boatman of the Infernal realms, ferrying souls across the many layers, levels, and realms of the lower planes. Charon is the master of the river Styx, which serves as one of the primary routes of travel through the Outer Realms, and is one of the only means of traveling the many depths of the Inferno in relative safety.

In many ways, Charon is seen as the god of neutrality for the lower planes. He is the one who maintains the divides between the various internal realms, making certain souls go to the place they are intended. He is neutral in the battles between infernal dukes, and is one of the only creatures of the depths powerful enough to enforce law upon them.

The story of Charon's origin is not one I am versed in, although most seem to agree there is some connection between Charon and the psychopomps, but beyond that I cannot say for certain. I've read some accounts that claim he was the first of the psychopomps, condemned to Hell for some ancient trespass, while others claim he predates the world as we understand it, being a creature as ancient as time itself.

Despite being an infernal figure, Charon is surprisingly easy to deal with. Any creature who can pay his price can hire his services when traveling the realms and levels of the lower planes. One need only call his name at any bank of the river Styx, and he will appear within a minute. Charon charges 100 gold pieces per level per creature, which may be paid in cold, gems, or magic items. He cannot be bargained with; if you cannot pay his price, he will leave.

CHARON

CR 23

XP 820,000

NE Medium outsider (daemon, evil, extraplanar)

Init +9; **Senses** darkvision 60 ft., detect evil/chaos/lawful/good, detect magic, detect thoughts; Perception +47

DEFENSE

AC 40, touch 24, flat-footed 35 (+5 Dex, +16 natural, +9 profane)

hp 496 (32d10+288+32 Toughness)

Fort +29, **Ref** +25, **Will** +20

DR 20/good; **Immune** acid, death effects, disease, poison;

Resist cold 10, electricity 10, fire 10; **SR** 33

OFFENSE

Speed 50 ft.

Melee +3 quarterstaff +46/+41/+36/+31 (1d6+13 plus paralysis/19-20)

Special Attacks fear gaze (30 ft., DC 35 Will)



MAGIC

Caster Level 32nd; **MSB** +32, **MSD** 43, **Concentration** +41

Tradition Natural (none); **CAM** Cha

Spell Points 41

Conjuration Sphere – **DC** 35; **Duration** concentration or 32 minutes w/ 1 sp; **Range** Close (105 ft.); **Talents** Armored Companion (3), Bestial (9), Extra Companion (2), Fortified Companion (3), Magic Attacks (3), Natural Aspect (3), Powerful Companion (3), Quick Companion (3), Ranged Summoning, Skilled Companion (3)
– *companions* (3 greater daemons)

STATISTICS

Str 31, **Dex** 20, **Con** 28, **Int** 26, **Wis** 26, **Cha** 28

Base Atk +32; **CMB** +42; **CMD** 57

Feats Alertness, Blind-Fight, Combat Expertise, Combat Reflexes, Great Fortitude, Improved Critical (quarterstaff), Improved Initiative, Improved Sunder, Iron Will, Lightning Reflexes, Persuasive, Power Attack, Skill Focus (Bluff), Skill Focus (Diplomacy), Weapon Focus (quarterstaff), Toughness

Skills Appraise +40, Bluff +50, Diplomacy +54, Escape Artist +37, Intimidate +45, Knowledge (arcana) +40, Knowledge (history) +40, Knowledge (local) +43, Knowledge (planes) +43, Perception +47, Sense Motive +47, Spellcraft +43, Stealth +40, Survival +43

Languages Abyssal, Aquan, Celestial, Common, Daemonic, Draconic, Ignan, Infernal; telepathy 100 ft., truespeech

SQ astral travel, teleportation

Gear +3 quarterstaff

SPECIAL ABILITIES

Fear Gaze (Su)

Charon can stare at a target within 30 ft. (a standard action) to cause that creature to become panicked for 32 rounds unless the target succeeds at a DC 35 Will save. Even if the target succeeds, it is shaken for 1 round.

Paralysis (Ex)

A creature hit by Charon's staff takes normal damage and must succeed on a DC 30 Fortitude save or be paralyzed for 2d6 minutes. This ability only functions in Charon's hands.

ECOLOGY

Environment Any lower plane

Organization solitary

Treasure standard coins; 50% goods; 50% items

Winterlynn's Note: The afterlife is subject to market forces, and that is a scary thought.

Just like a charity can't feed the hungry without money for food, the outer planes, both those above and those below, have markets and make use of material wealth in the pursuit of their goals. I don't think any one figure drives this idea home more thoroughly than Charon.

Although he is technically a daemon, Charon doesn't care about spreading destruction, or indeed about much of anything I can determine. All he cares about is getting paid by those who wish to use his services. I have no idea where the money goes, or what someone like Charon could possibly need money for, but if you find yourself in Hell and want a better seat, all you need to do to get it is pay the price of passage.

Which perhaps explains why evil creatures love money so much.

SUMMONS

GREATER DAEMON

NE Medium outsider (daemon, extraplanar)

Init +8; **Senses** Perception +28

DEFENSE

AC 46, touch 19, flat-footed 37 (+13 armor, +8 Dex, +1 dodge, +14 natural)

hp 348 (24d10+192+24 Toughness)

Fort +24, **Ref** +18, **Will** +16 (+4 vs charm and enchantment)

Defensive Abilities improved evasion, devotion,

OFFENSE

Speed 30 ft., fly 150 ft. (average)

Melee 1 bite +37 (1d8+19) or 1 bite +37 (1d8+13), 2 slams +37 (1d6+13), 2 wings +35 (1d6+6), 2 talons +35 (1d4+6)

Special Attacks pounce

STATISTICS

Str 36, **Dex** 26, **Con** 27, **Int** 10, **Wis** 10, **Cha** 11

Base Atk +24; **CMB** +30; **CMD** 41

Feats Dodge, Great Fortitude, Iron Will, Improved Natural Attack (5), Lightning Reflexes, Multiattack, Power Attack, Skill Focus (Perception), Toughness

Skills Acrobatics +30, Fly +35, Swim +20, Perception +34

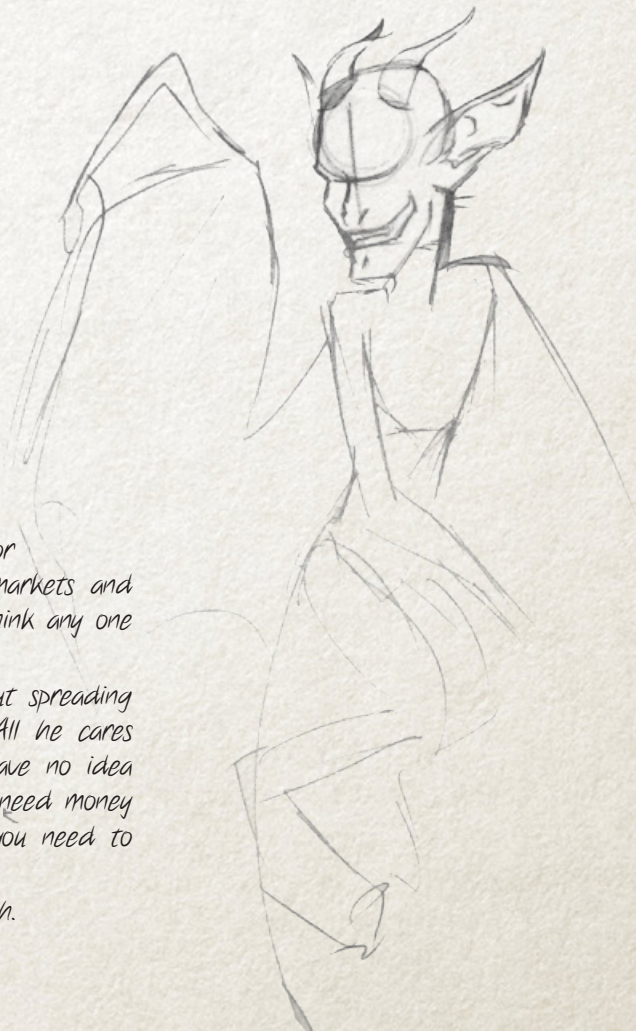
Languages Daemonic

SQ magic attacks

SPECIAL ABILITIES

Magic Attacks (Ex)

The greater daemon's natural attacks count as being both cold iron and adamantite for the purpose of overcoming damage resistance.



CORRUPTER

Corrupters form the bulk of the infernal army, serving as the infernal counterpart to the angelic avenger. However, unlike their celestial foes, corrupters are almost mindless, being filled with an animalistic fury that consumes almost all they do. Even when in battle, corrupters will stop to do things like eat their victims, sometimes before the victim is even dead.

Corrupters only resemble humanoids in the most vague of ways, being more bestial than man. Despite their small size, they are deadly at close range, using their claws and teeth to rip apart their enemies with relish. Corrupters prefer to attack in groups and have control over death, meaning each corruptor must usually be killed twice.

CORRUPTER CR4

XP 1,200

CE Small outsider (chaotic, demon, evil, extraplanar)

Init +6; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 17, touch 14, flat-footed 14 (+2 Dex, +1 dodge, +3 natural, +1 size)

hp 37 (5d10+10)

Fort +6, **Ref** +3, **Will** +3

DR 10/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10

OFFENSE

Speed 50 ft.

Melee 1 bite +8 (1d4+2 plus poison), 2 claws +8 (1d3+2 plus poison)

Special Attacks Cryptic Strike

MAGIC

Caster Level 2nd; **MSB** +5, **MSD** 16, **Concentration** +5

Tradition Natural (none); **CAM** Cha

Spell Points 5

Death Sphere – DC 11; **Range** touch (reanimate) or Medium (120 ft.); **Talents** Cryptic Strike, Greater Reanimate, Necrotic Feeding

- *ghost strike* (exhausting strike, 1 sp: necrotic feeding)
- *reanimate* 6 HD (1 sp, 2 minutes)

STATISTICS

Str 14, **Dex** 14, **Con** 14, **Int** 4, **Wis** 8, **Cha** 11

Base Atk +5; **CMB** +6; **CMD** 18

Feats Power Attack, Dodge, Improved Initiative

Skills Bluff +6, Intimidate +7, Perception +7, Stealth +12

Languages Abyssal; telepathy 100 ft.

SPECIAL ABILITIES

Poison (Ex)

Bite, claw —injury; *save* Fort DC 14; *frequency* 1/round for 6 rounds; *effect* 1d3 Con; *cure* 2 consecutive saves.

ECOLOGY

Environment any (Abyss)

Organization solitary, pair, or squad (3-12)

Treasure none.



VARIANTS

CORRUPTER, VILE CR6

XP 2,400

CE Small outsider (chaotic, demon, evil, extraplanar)

Init +7; **Senses** darkvision 60 ft., Perception +10

DEFENSE

AC 18, touch 14, flat-footed 15 (+2 Dex, +1 dodge, +4 natural, +1 size)

hp 68 (8d10+16+8 Toughness)

Fort +8, **Ref** +5, **Will** +5

DR 10/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10

OFFENSE

Speed 50 ft.

Melee 1 bite +13 (1d4+4 plus poison), 2 claws +13 (1d3+4 plus poison)

Ranged spit +12 touch (1d6 acid plus paralysis)

Special Attack Paralysis (1d4+1 rounds, Fort DC 16), Cryptic Strike

MAGIC

Caster Level 4th; **MSB** +8, **MSD** 19, **Concentration** +9

Tradition Natural (none); **CAM** Cha

Spell Points 9

Death Sphere – DC 13; **Range** touch (reanimate) or Medium (140 ft.); **Target** 1 or 35 ft. cone w/ 1 sp; **Talents** Cryptic Strike, Drain, Greater Ghost Strike, Greater Reanimate, Necrotic Feeding

- *ghost strike* (exhausting strike, 1 sp: drain, inflict disease, necrotic feeding)
- *reanimate* 12 HD (1 sp, 4 minutes)

STATISTICS

Str 18, **Dex** 16, **Con** 14, **Int** 7, **Wis** 8, **Cha** 12

Base Atk +8; **CMB** +11; **CMD** 24

Feats Dodge, Improved Initiative, Power Attack, Toughness

Skills Bluff +12, Intimidate +12, Perception +10, Stealth +18

Languages Abyssal, telepathy 100 ft.

SPECIAL ABILITIES

Poison (Ex)

Bite, claw—injury; *save* Fort DC 16; *frequency* 1/round for 6 rounds; *effect* 1d4 Con; *cure* 2 consecutive saves.

Spit (Ex)

As a standard action, the vile corruptor can spit paralyzing acid at enemies as a ranged touch attack. This attack has a range increment of 20 ft. The save DC is Con-based.

ECOLOGY

Environment any (Abyss)

Organization solitary, pair, or squad (1 or 2, 4–10 corruptors)

Treasure none.

CORRUPTOR CAPTAIN**CR 10**

XP 9,600

CE Small outsider (chaotic, demon, evil, extraplanar)

Init +6; **Senses** darkvision 60 ft.; Perception +19

DEFENSE

AC 22, touch 18, flat-footed 15 (+6 Dex, +1 dodge, +4 natural, +1 size)

hp 119 (14d10+28+14 Toughness)

Fort +16, **Ref** +12, **Will** +10

DR 10/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 21

OFFENSE

Speed 90 ft., fly 120 ft. (perfect)

Melee +1 *longsword* +23/+18/+13 (1d6+10 plus poison), 1 bite +17 (1d4+3 plus poison), or 1 bite +22 (1d4+7 plus poison), 2 claws +22 (1d3+7 plus poison)

Winterlynn's Note: Corruptor captains are exceptions to all the rules. Corruptors are stupid ground soldiers, and vulnerable to flying targets. Corruptor captains are dangerous flyers who use natural cunning, ranged weapons, and magic to destroy their enemies. I've never heard of a normal corruptor praised for their intellectual prowess, but everyone I've ever interviewed who's faced their captains in battle always references their terrible cunning.

Corruptor captains feel nothing when sending their lesser brothers and sisters to their deaths to overwhelm the enemy, often staying behind to coordinate the reanimation of their fellows to keep mounting the pressure, and using their incredible speed to hunt down anyone who tries to flank or otherwise out-manuever their subordinates. While a group of corruptors or vile corruptors often charge at their enemies without thought, corruptor captains lay traps and ambushes, using anything they can to exploit their target's weaknesses and bring them down painfully.

Avoid them at all costs.

Ranged spit +21 touch (1d6 acid plus paralysis)

Special Attack Paralysis (1d4+1 rounds, Fort DC 22)

MAGIC

Caster Level 7th; **MSB** +14, **MSD** 25, **Concentration** +16

Tradition Natural (none); **CAM** Cha

Spell Points 16

Death Sphere – DC 15, **Range** Touch (reanimate) or Medium (170 ft.), **Target** 1 or 40 ft. cone (w/ 1 sp) **Talents** Command Undead, Cryptic Strike, Drain, Expanded Necromancy, Greater Ghost Strike, Greater Reanimate (2), Necrotic Feeding

– *ghost strike* (exhausting strike, 1 sp: drain, inflict disease, necrotic feeding)

– *reanimate* 28 HD, (1 sp, expanded necromancy)

STATISTICS

Str 24, **Dex** 22, **Con** 20, **Int** 13, **Wis** 8, **Cha** 15

Base Atk +14; **CMB** +22; **CMD** 38

Feats Dodge, Improved Initiative, Iron Will, Great Fortitude, Lightning Reflexes, Power Attack, Toughness

Skills Bluff +19, Fly +16, Intimidate +19, Perception +19, Stealth +27, Knowledge (planes) +18

Languages Abyssal, Common, Infernal; telepathy 100 ft.

SPECIAL ABILITIES

Demonic Weapon (Ex)

A corruptor captain can manifest a +1 melee weapon of their choice as a move-equivalent action. The weapon vanishes if it leaves its hand. Attacks made with these weapons can infect a target with the corruptor captain's poison.

Poison (Ex)

Bite, claw, demonic weapon—injury; *save* Fort DC 22; *frequency* 1/round for 6 rounds; *effect* 1d4 Con; *cure* 2 consecutive saves.

Spit (Ex)

As a standard action, the corruptor captain can spit paralyzing acid at enemies as a ranged touch attack. This attack has a range increment of 20 ft. The save DC is Con-based.

ECOLOGY

Environment any (Abyss)

Organization solitary, pair, or squad (1 captain, 2–4 vile corruptors, 4–8 corruptors)

Treasure standard



DEALMAKER

The dealmakers are the businessmen of hell. Born from the spirits of the particularly greedy, deal makers buy and sell power, fueling the infernal economy with their art.

While some dealmakers simply do business with travelers to the Hell's Iron City, others actively travel the planes looking to make a deal. A dealmaker is more than willing to trade in magic, goods, or slaves, but their true desire is always souls. A dealmaker will find a way to make your dreams come true at the cost of your soul, and many Dukes of Hell will employ dealmakers to snatch particularly worthwhile souls for them.

Dealmakers tend to be short with extremely 'demonic' appearances of blue or red skin and horns, hidden behind suits of the finest fabrics and cuts.

To my knowledge, dealmakers appear to always be bound to their word. This is, however, an unfortunately weak defense for those who would have dealings with them, as they are masters of manipulation, twisting words to serve their ends. A dealmaker's mechanizations are as subtle as a succubus, their vehicle is simply greed rather than seduction.

DEALMAKER

CR 8

XP 4,800

LE Medium outsider (lawful, devil, evil, extraplanar)

Init +5; **Senses** darkvision 60 ft; detect magic, see in darkness, Perception +14

DEFENSE

AC 22, touch 13, flat-footed 20 (+1 Dex, +1 deflection, +1 dodge, +4 natural, +5 shield)

hp 75 (10d10+10+10 Toughness)

Fort +5, **Ref** +9, **Will** +9

DR 10/good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 19

OFFENSE

Speed 30 ft.

Melee +3 *longsword* +14/+9 (1d8+4/19-20) or 2 claws +11 (1d4+1)

Ranged +3 *composite longbow* (+1 Str) +14/+9 (1d8+4/x3)

MAGIC

Caster Level 10th; **MSB** +10, **MSD** 21, **Concentration** +16

Tradition Natural (none); **CAM** Cha

Spell Points 16

Dark Sphere – **DC** 21; **Duration** concentration +2 rounds or 5 minutes w/ 1 sp, 5 hours (meld), **Range** Medium (150 ft.), Touch (meld); **Talents** Dark Slaughter, Greater Darkness, Lingering Darkness, Pure Darkness

- *darkness* 20 ft. radius, 45 ft. radius w/ 1 sp (pure darkness)
- *meld* (1 sp: dark slaughter)

Mind Sphere – **DC** 22, **Range** Medium (200 ft.), **Target** 1 or 7 w/ 1 sp, **Talents** Expanded Charm, Group Charm, Powerful Charm, Ranged Mind, Read Mind, Subtlety,

- *charm* 1 sp greater, 2 sp powerful (read mind, suggestion)

STATISTICS

Str 13, **Dex** 13, **Con** 12, **Int** 17, **Wis** 12, **Cha** 23

Base Atk +10; **CMB** +11; **CMD** 22

Feats Dodge, Improved Initiative, Persuasive, Sphere Focus (mind), Toughness

Skills Appraise +16, Bluff +19, Diplomacy +23, Intimidate +23, Knowledge (arcana, planes) +16, Perception +14, Sense Motive +14, Stealth +14

Languages Abyssal, Celestial, Common, Draconic, Infernal; telepathy 100 ft., truespeech

SQ hide self, teleportation

Combat Gear 4 life potions (1d8+12), 2 invisibility potions (4 minutes, +4 Stealth), potion of resistance (5 hours, +2 resistance bonus to all saving throws), destruction wand (4 CL, 2 sp, 2d6, 4d6 w/ sp, frost blast only, 35 ft. range); **Other Gear** cloak of resistance +1, ring of protection +1

SPECIAL ABILITIES

Contracts (Su)

A dealmaker's contracts are fully enforced by the might of Infernal law.

Whether through their own power or the power of their contacts, a dealmaker can easily get a buyer a specific magic item of their choice, cause an event to happen in a faraway place, supply rituals or other magical aid, or intercede with powerful demon lords on the buyer's behalf. However, once terms are decided, they become binding as if by the Greater Geas advanced Fate talent. At the agreement of both parties, alternate penalties can be provided for a breach of terms than the



usual geas penalty (such as forfeiting ownership of the buyer's soul, extreme and instantaneous loss of wealth, the instantaneous death of a loved one, or any number of other unsavory consequences).

While a deal can always be renegotiated, the only other way to cancel a deal with a dealmaker is through the direct intercession of deity or the *wish* ritual, and even then the creature will find all the dealmaker's allies and contacts targeting them, seeking to enforce the contract by any means necessary.

Personal Equipment (Su)

A dealmaker possesses the ability to manifest weapons and equipment that function only on his own person. As a swift action, he may summon a +3 *weapon* or +3 *shield* of his choice, which remains until released from the dealmaker's hand, or the dealmaker dismisses the weapon or shield as a free action.

The dealmaker may trade the enhancement bonus from these weapons or shields for special qualities, as an armorer of equal level.



Winterlynn's Note: Never get involved with a dealmaker. It doesn't matter how innocently the bargain may begin, a clever dealmaker always plans several moves ahead. You start making an innocent deal trading gemstones for a magic item, then suddenly an ogre is holding you upside down and you're accepting the dealmaker's 'profane gift' in exchange for some much-needed help, and before you know it, you're sacrificing virgins and bathing in goat's blood to get your soul's ownership changed from Guthlag the Devourer to a demon lord not as prone to eating his own servants.

Profane Gift (Su)

A dealmaker may grant a profane gift to a willing humanoid creature by touching it for 1 full round, just as a succubus can. The target gains a +2 profane bonus to an ability score of his choice. A single creature may have no more than one profane gift at a time. As long as the profane gift persists, the dealmaker can communicate telepathically with the target across any distance, and may use his suggestion *charm* on it. A profane gift is removed by *dispel evil* or the Break Enchantment talent from the Life sphere. The dealmaker can remove it as well as a free action (causing 2d6 Charisma drain to the victim, no save).

Secret Chest (Sp)

A dealmaker possesses an extradimensional storage space, as the Warp sphere talent, which can fit up to 200 lbs. of equipment. The dealmaker can summon any equipment from his secret chest as a swift action, manifesting it in their hand or in an unoccupied adjacent space. A dealmaker can send unattended equipment he is touching to his secret chest as a standard action.

When a dealmaker dies, the contents of its secret chest appear in the nearest unoccupied spaces.

Silver Speech (Ex)

Whenever a dealmaker makes a Bluff, Diplomacy, or Intimidate skill check, they may roll twice and take the higher result.

ECOLOGY

Environment any land or lower plane

Organization solitary, pair, or squad (1 or 2, with 4-10 corruptors)

Treasure double.

MERCHANT OF HELL**CR 19****XP 153,600**

LE Medium outsider (devil, evil, extraplanar, lawful)

Init +12; **Senses** darkvision 60 ft, detect magic, see in darkness, Perception +34**DEFENSE****AC** 33, touch 21, flat-footed 24 (+2 deflection, +8 Dex, +1 dodge, +4 natural, +8 shield)**hp** 337 (25d10+175+25 Toughness)**Fort** +17, **Ref** +25, **Will** +23**DR** 20/good; **Immune** fire, poison; **Resist** acid 10, cold 10;**SR** 29**OFFENSE****Speed** 30 ft.**Melee** +5 *longsword* +39/+34/+29/+24 (1d8+13/19-20) or 2 claws +33 (1d4+8)**Ranged** +5 *composite longbow* (+8 Str) +39/+34/+29/+24 (1d8+13/x3)**MAGIC****Caster Level** 25th; **MSB** +25, **MSD** 36, **Concentration** +40**Tradition** Natural (none); **CAM** Cha**Spell Points** 40**Dark Sphere** – DC 37; **Duration** concentration +2 rounds or 25 minutes w/ 1 sp, 25 hours (meld); **Range** Medium (350 ft.) or touch (meld); **Talents** Dark Slaughter, Fearful Darkness, Feed on Darkness, Greater Darkness, Hungry Darkness, Lingering Darkness, Looming Darkness, Pure Darkness, Silent Darkness, Snagging Darkness, Thick Darkness, Wall of Darkness

- *darkness* 70 ft. radius or 28 10-ft. cubes, 145 ft. radius or 56 10-ft. cubes w/ 1 sp (fearful, hungry, looming, pure, silent, snagging, thick)
- *meld* (1 sp: dark slaughter, feed on darkness)

Mind Sphere – DC 38; **Range** Medium (350 ft.); **Target** 1 or 14 w/ 1 sp; **Talents** Confusion, Courage, Expanded Charm, Group Charm, Hostility, Inspiration, Powerful Charm, Ranged Mind, Read Mind, Subtlety, Paralyze, Project Thoughts, Vision

- *charm* 1 sp greater, 2 sp powerful (confusion, courage, hostility, inspiration, paralyze, project thoughts, read mind, suggestion, vision)

STATISTICS**Str** 26, **Dex** 26, **Con** 24, **Int** 30, **Wis** 22, **Cha** 40**Base Atk** +25; **CMB** +33; **CMD** 41**Feats** Combat Reflexes, Dodge, Improved Initiative, Many-shot, Persuasive, Point-Blank Shot, Power Attack, Rapid Shot, Shield Focus, Sphere Focus (mind), Toughness, Weapon Focus (longbow), Weapon Focus (longsword)**Skills** Appraisal +38, Bluff +43, Diplomacy +47, Handle Animal +40, Intimidate +47, Knowledge (arcana, planes) +38, Knowledge (history, nature, geography, local, religion) +35, Perception +34, Sense Motive +34, Stealth +36, Use Magic Device +40**Languages** Abyssal, Aquan, Auran, Celestial, Common, Draconic, Dwarven, Elven, Ignan, Infernal, Undercommon Sylvan, Terran; telepathy 100 ft., truespeech**SQ** hide self, teleportation**Combat Gear** 4 life potions (1d8+40), 2 invisibility potions (10 minutes, +10 Stealth), time wand (10 CL, 2 sp, improved haste, improved slow, group time, 50 ft. range), fate wand (10 CL, bless and curse only, 4 sp, 50 ft. range); **Other Gear** *cloak of resistance* +3, *ring of protection* +2**SPECIAL ABILITIES****Greater Contracts (Su)**

A merchant of hell forges contracts, just as a deal-maker does. However, a merchant of hell's ability to grant desires is much more powerful.

A merchant of hell can make virtually anything happen, as the *wish* ritual. However, this power can only be used to fulfill the desires of a target, and only after the contract's terms have been set. Not even a *wish* ritual can release a target from a contract made with a merchant of hell.**Personal Equipment (Su)**A merchant of hell possesses the ability to manifest weapons and equipment that function only on his own person. As a swift action, he may summon a +10 *weapon* or +10 *shield* of his choice, which remains until released from the merchant of hell's hand, or the merchant of hell dismisses the weapon or shield as a free action.

The merchant of hell may trade the enhancement bonus from these weapons or shields for special qualities, as an armorerist of equal level. A weapon cannot manifest more than +5 of a weapon as enhancement bonus; the rest must be spent on special qualities.

Profane Gift (Su)A merchant of hell may grant a profane gift to a willing humanoid creature by touching it for 1 full round, just as a succubus can. The target gains a +4 profane bonus to an ability score of his choice. A single creature may have no more than one profane gift at a time. As long as the profane gift persists, the merchant of hell can communicate telepathically with the target across any distance, and may use his suggestion *charm* on it. A profane gift is removed by *dispel evil* or the Break Enchantment talent from the Life sphere. The merchant of hell can remove it as well as a free action (causing 2d6 Charisma drain to the victim, no save).**Secret Chest (Sp)**

A merchant of hell possesses an extradimensional storage space, as the Warp sphere talent, which can fit up to 2,000 lbs. of equipment. The merchant of hell can summon any equipment from his secret chest as a swift action, manifesting it in their hand or in an unoccupied adjacent space. A merchant of hell can send unattended piece of equipment he is touching to his secret chest as a standard action.

When a merchant of hell dies, the contents of its secret chest appear in the nearest unoccupied spaces.

Silver Speech (Ex)

Whenever a merchant of hell makes a Bluff, Diplomacy, or Intimidate skill check, they may roll twice and take the higher result.

ECOLOGY**Environment** any land or lower plane**Organization** solitary, pair, or squad (1 or 2, with 4-10 corruptors)**Treasure** double

IMP

Imps are small devils that resemble fairies, but with the addition of pointed teeth, horns, red skin, bat-like wings, and a tail. Imps are born from the souls of liars, manipulators, and others of a dishonest strain.

Imps are physically weak, and are rarely willing to engage in a direct fight if one can at all be avoided. If forced into conflict, they can be extremely tricky little things, using shapeshifting and their various magics to throw their would-be opponents off their guard. An imp's true power, however, is not what it can do in a fight, but really what it can do with a trick; I've heard accounts of unbound imps manipulating all sorts of things behind the scenes, from altering ledgers and accounts to sabotaging wagons and equipment, and even once heard of an imp who became the leader of a gang of kobold bandits, using its cunning to strike fear into a local settlement.

Imps exist in a strange place in the hierarchy of the Infernal host. They are the lowest of creatures and serve no purpose in the army, but because of that lowly station they are the Infernal most commonly seen on the material plane, usually summoned by a magician of some sort to serve as a servant or advisor. Because of this, an imp's most important work for the infernal host is to be a spy and tempter,

serving the needs of their humanoid masters while gathering information on behalf of their true infernal masters.

Imps are useful, there's no denying it; they're easy to summon, provide cunning advice, and their various powers make them ideal for delivering messages or spying or doing whatever other odd job a caster may need done. They also have the inherent ability to communicate directly with the Infernal lords, making them invaluable resources for information. The problem is that imps know this; imps serve the Infernal host, and only serve mortals because endearing themselves to mortals puts them in a greater position to pursue their own ends than they otherwise would be able to on their own.

An imp is completely loyal to their summoner, except when acting against the interests of their Infernal masters. While this works wonderfully when serving a mortal who also serves the infernal host, it is still the observed rule when working for casters of a more neutral bend. While an imp may seem to serve its caster unfailingly, imps are always more cunning than expected, and are very adept long-term planners; giving their mortal masters anything less than complete loyalty means they won't hold a position of trust when the critical moment arrives where their advice or action will condemn their mortal master to Hell, earning them a nice little soul to present to their true, Infernal masters.

Winterlynn's Note: One of the most intense fights I've ever seen was between an imp and an alp about who got to 'keep' the student they'd both attached themselves to. In the end the imp won out, but there are few things in the world quite as harrowing as seeing two fiends argue over their plans for a soul.



XP 600

LE Tiny outsider (devil, evil, extraplanar, lawful)

Init +3; **Senses** darkvision 60 ft., detect good, see in darkness; Perception +7

DEFENSE

AC 17, touch 16, flat-footed 13 (+3 Dex, +1 dodge, +1 natural, +2 size)

hp 16 (3d10); fast healing 2

Fort +1, **Ref** +6, **Will** +4

DR 5/good or silver; **Immune** fire, poison; **Resist** acid 10, cold 10

OFFENSE

Speed 20 ft., fly 50 ft. (perfect)

Melee sting +8 (1d4 plus poison)

Space 2-1/2 ft.; **Reach** 0 ft.

MAGIC

Caster Level 3rd; **MSB** +3, **MSD** 14, **Concentration** +5

Tradition Natural (none); **CAM** Cha

Spell Points 5

Divination Sphere – **DC** 13; **Duration** concentration, 3 hours (sense); **Range** Medium (130 ft.), personal (sense); **Talents** Divine Knowledge, Read Omens

- *divine* (charm, divine knowledge, magic, read omen)
- *sense* (read magic)

Mind Sphere – **DC** 13; **Range** Close (30 ft.); **Talents** Expanded Charm, Powerful Charm, Subtlety

- *charm* 1 sp greater, 2 sp powerful (suggestion)

STATISTICS

Str 10, **Dex** 17, **Con** 10, **Int** 13, **Wis** 12, **Cha** 14

Base Atk +3; **CMB** +1; **CMD** 15

Feats Dodge, Weapon Finesse

Skills Acrobatics +9, Bluff +8, Fly +21, Knowledge (arcana) +7, Knowledge (planes) +7, Perception +7, Spellcraft +7

Languages Common, Infernal

SQ change shape (boar, giant spider, rat, or raven), hide self

SPECIAL ABILITIES**Commune (Su)**

An imp gains the Read Omens and Divine Knowledge advanced Divination talents.

Poison (Ex)

Sting—injury; save Fort DC 13; frequency 1/round for 6 rounds; effect 1d2 Dex; cure 1 save. The save DC is Constitution-based, and includes a +2 racial bonus.

ECOLOGY

Environment any (Hell)

Organization solitary, pair, or flock (3–10)

Treasure standard

GRAND COUNCILOR

CR 5

XP 1,600

LE Tiny outsider (devil, evil, extraplanar, lawful)

Init +5; **Senses** darkvision 60 ft., detect good, see in darkness; Perception +10

DEFENSE

AC 19, touch 18, flat-footed 13 (+5 Dex, +1 dodge, +1 natural, +2 size)

hp 39 (6d10+6 Toughness); fast healing 2

Fort +1, **Ref** +9, **Will** +5

DR 5/good or silver; **Immune** fire, poison; **Resist** acid 10, cold 10

OFFENSE

Speed 20 ft., fly 50 ft. (perfect)

Melee sting +13 (1d4 plus poison)

Space 2-1/2 ft.; **Reach** 0 ft.

MAGIC

Caster Level 6th; **MSB** +6, **MSD** 17, **Concentration** +9

Tradition Natural (none); **CAM** Cha

Spell Points 9

Divination Sphere – **DC** 16; **Duration** concentration, 6 hours (sense); **Range** Medium (160 ft.); **Talents** Divine Knowledge, Read Omens

- *divine* (charm, divine knowledge, magic, read omen)
- *sense* (read magic)

Mind Sphere – **DC** 13, **Range** Medium (160 ft.), **Target** 1 or 5 w/ 1 sp, **Talents** Command, Expanded Charm, Group Charm, Powerful Charm, Ranged Mind, Subtlety

- *charm* 1 sp greater, 2 sp powerful (command, suggestion)

STATISTICS

Str 10, **Dex** 21, **Con** 10, **Int** 16, **Wis** 13, **Cha** 17

Base Atk +6; **CMB** +4; **CMD** 19

Feats Dodge, Toughness, Weapon Finesse

Skills Acrobatics +14, Bluff +12, Fly +25, Knowledge (arcana) +12, Knowledge (planes) +12, Knowledge (religion) +12, Perception +10, Spellcraft +12, Stealth +14

Languages Abyssal, Celestial, Common, Infernal

SQ change shape (any Tiny or Small animal), hide self, teleportation

SPECIAL ABILITIES**Commune (Su)**

An imp gains the Read Omens and Divine Knowledge advanced Divination talents.

Poison (Ex)

Sting—injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Dex; cure 1 save. The save DC is Constitution-based, and includes a +2 racial bonus.

ECOLOGY

Environment any (Hell)

Organization solitary, pair, or flock (1–2 grand councilors, 3–10 imps)

Treasure standard

SUCCUBUS

The Succubus is the embodiment of lust and carnal desire, feeding upon their enemy's physical desire as a source of power. Succubi and incubi (male succubi) are born from the souls of the truly lustful and depraved, and are the outer-planes representation of the lengths mortals will employ to satisfy carnal desire, and the corruptions of body and soul that can come from such paths.

Succubi are master seducers and manipulators, using sexual addiction, well-placed words, and pure dark taint to drive their victims into a state of mental slavery. They are considered one of the most dangerous forms of Infernal, not because of physical might, but because they can topple kingdoms no other demon can touch by getting their victims to do the work for them.

Succubi are shapeshifters and can adopt any guise to prey upon their target's physical appetites, but in their unaltered form appear as a mixture of a shapely humanoid and a beast, sporting bat-like wings, horns, and a tail, and might or might not have cloven hooves or red skin.

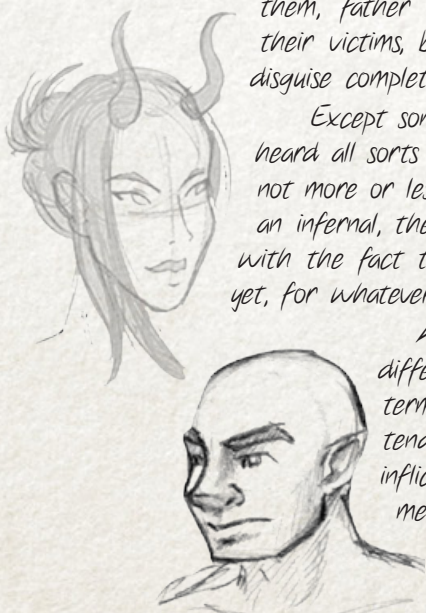


Winterlynn's Note: Incubi are male succubi, and I still don't know what that means.

While a celestial usually retains the markers of their previous life when they transform, infernals usually lose all of theirs; race, age, gender, everything changes to suit the new form. For succubi, this almost always means becoming female, but it's not like that matters much for a shapeshifter. A succubus can become male when it suits them, father or mother children with their victims, but if forced out of their disguise completely they are revealed to be female.

Except sometimes. Very rarely, a succubi is male in its default form and is called an incubi. I've heard all sorts of explanations for the existence of incubi, but none of them make sense. Incubi are not more or less powerful than succubi, and because of the way a soul transforms when it becomes an infernal, the soul's gender or personal wishes don't seem to factor into anything. Combine that with the fact that they're shapeshifters anyway, and it just seems like a pointless distinction. And yet, for whatever reason, incubi are a thing.

As far as I can tell, the only real difference between succubi and incubi is the differences in energies. Succubi tend to be hyper-feminine, and practically invented the term 'womanly wiles' by the way they subtly manipulate their targets. Incubi, however, tend to be hyper-masculine, and very direct in their work, dominating their targets and inflicting equal parts pain and pleasure until the mortal isn't sure if they're begging for mercy or for more. Both groups can certainly use the other's preferred tactics, but since demons generally don't like even the risk of failure, they do tend to play to their strengths when attempting a seduction.



*Post-Script: Perhaps the existence of incubi lends credence to Archmage Nicholas Delohineson's theories, as discussed on page 43. For more elaboration on this idea, please see my thesis "On Planes and Gender", available in the school library.

SUCCUBUS**CR 7****XP 3,200**

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +3; **Senses** darkvision 60 ft., detect good, detect thoughts; Perception +21**DEFENSE****AC** 20, touch 13, flat-footed 17 (+3 Dex, +7 natural)**hp** 84 (8dro+4o)**Fort** +7, **Ref** +9, **Will** +10**DR** 10/cold iron or good; **Immune** electricity, fire, poison;**Resist** acid 10, cold 10; **SR** 18**OFFENSE****Speed** 30 ft., fly 50 ft. (average)**Melee** 2 claws +11 (1d6+1)**Special Attacks** energy drain, profane gift, vampiric touch**MAGIC****Caster Level** 8th; **MSB** +8, **MSD** 19, **Concentration** +16**Tradition** Natural (none); **CAM** Cha**Spell Points** 16**Mind Sphere** – **DC** 22, **Range** Medium (180 ft.), **Target** 1 or 6 w/ 1 sp, **Talents** Command, Enthrall, Expanded Charm, Group Charm, Mind Control, Powerful Charm, Project Thoughts, Ranged Mind, Subtlety– *charm* 1 sp greater, 2 sp powerful (mind control, project thoughts, suggestion)**STATISTICS****Str** 13, **Dex** 17, **Con** 20, **Int** 18, **Wis** 14, **Cha** 27**Base Atk** +8; **CMB** +11; **CMD** 22**Feats** Agile Maneuvers, Combat Reflexes, Iron Will, Weapon Finesse**Skills** Bluff +27, Diplomacy +19, Disguise +19, Escape Artist +11, Fly +14, Intimidate +16, Knowledge (local) +15, Perception +21, Sense Motive +13, Stealth +14; **Racial Modifiers** +8 Bluff, +8 Perception**Languages** Abyssal, Celestial, Common, Draconic, Infernal; telepathy 100 ft., tongues**SQ** change shape (any humanoid), ethereal change, teleportation,**SPECIAL ABILITIES****Energy Drain (Su)**

A succubus drains energy from a mortal she lures into an act of passion, such as a kiss. An unwilling victim must be grappled before the succubus can use this ability. The succubus's kiss bestows one negative level. The kiss also has the effect of a suggestion *charm*, asking the victim to accept another act of passion from the succubus. The victim must succeed on a DC 22 Will save to negate the suggestion. The DC is 22 for the Fortitude save to remove a negative level. These save DCs are Charisma-based.

Profane Gift (Su)

Once per day as a full-round action, a succubus may grant a profane gift to a willing humanoid creature by touching it for 1 full round. The target gains a +2 profane bonus to an ability score of his choice. A single creature may have no more than one profane gift from a succubus at a time. As long as the profane gift persists, the succubus can communicate telepathically with the target across any distance (and may use her suggestion spell-like ability through it). A profane gift is removed by dispel evil or dispel chaos. The succubus can remove it as well as a free action (causing 2d6 Charisma drain to the victim, no save).

Vampiric Touch (Su)

As a standard action, a succubus needs only to touch a target to deal 4d6 negative energy damage to it. The succubus gains temporary hit points equal to the amount of damage dealt, to a maximum equal to what would kill the subject. The temporary hit points disappear after 1 hour.

ECOLOGY**Environment** any (Abyss)**Organization** solitary, pair, or harem (3–12)**Treasure** double

Winterlynn's note: One of the questions that all new students ask eventually is whether or not they should be afraid of Professor Savesha. She is, after all, a succubus, yet also the school's conjuration master.

The 'question' of Professor Savesha is actually a series of questions, all of which are worth considering: How much personal independence does an Outsider possess, either intrinsically or at the allowance of the gods and fiends who rule their homelands? Can an Outsider choose their own goals over those of their Plane? Can an Outsider change their alignment? The answer to each of those questions is: I don't know.

I will delve deeper into Professor Savesha later in this tome, but it is worth mentioning here that Professor Savesha was the sponsor for my thesis, and she never once asked me to do anything I was uncomfortable with, never tried to steal my soul, and I've seen her give especially harsh punishments to male students who thought her succubus nature would make her responsive to their advances. And yet even I, who call her friend and mentor, would never dream of saying I know her completely.

Is she everything she appears to be? Or is she working a fiendishly evil long-term scheme, pretending to be reformed while laying the groundwork for some great plot? Until this hypothetical long-term scheme comes to fruition, could anyone ever know for certain? Personally, I think Professor Savesha herself would be more offended than anyone if she were to learn that one of her students completely trusted her or anyone else, as it means they obviously haven't been paying attention to her lectures on conjuring bargains.



MAGICAL BEASTS

There are several creatures under the school that were, at some point, normal animals. They are not anymore. Usually, there is a difference between 'animals' like badgers and bears, and 'magical beasts' like unicorns and griffons. However, whether because of some wizard's experimentation or simply as a result of centuries spent below a school of magic, there are no 'animals' below the school. Every creature I have encountered down there has possessed some sort of magic, from the largest spider to the smallest ant.

Most of these creatures are harmless, but some most definitely are not. I've described the particularly nasty ones below, in hopes you won't be caught off-guard, thinking it's 'just a spider' before it's too late.

ECHO BAT

Echo bats are a strange sub-species of magical bat that can not only reflect sound, but also themselves. To my knowledge, they are only found under the school, but I am not sure if they themselves are magical experiments, or simply common bats that have developed magic after generations living under the school.

A single bat can create up to 2 copies of itself and quickly become a small swarm. This is not, however, their greatest power. Echo bats feed off of each other's presence; when multiple non-summoned bats get near each other, their magic increases in power, and their summoned companions become more powerful. Thus, while a single echo bat can quickly become a swarm, a swarm of echo bats can quickly become an army of super-powered monsters.

While a swarm of echo bats can produce powerful summons, the original echo bats themselves are not so empowered, so even a swarm of echo bats can be destroyed by lighting the entire area on fire. However, not only do echo bats possess powerful magic, they also possess enhanced intellects; while not as crafty as some creatures, they are more than capable of hiding themselves while their summoned companions do battle with threats on their behalf.



ECHO BAT

CR 2

XP 400

N Medium Magical Beast

Init +2; **Senses** blindsense 40 ft.; **Perception** +4

DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dexterity)

hp 13 (2d10+2)

Fort +5, **Ref** +5, **Will** +3

OFFENSE

Speed 20 ft., fly 30 ft. (good)

Melee 1 bite +3 (1d6+1)

Special Attacks summon echo bat (2/day)

STATISTICS

Str 12, **Dex** 15, **Con** 14, **Int** 4, **Wis** 16, **Cha** 16

Base Attack Bonus 2, **CMB** 3, **CMD** 15

Feats Flyby attack

Skills Fly +7, **Perception** +4, **Stealth** +2

SQ colony casting, greater form

SPECIAL ABILITIES

Colony Casting (Su)

An echo bat has an effective caster level and MSB equal to its Hit Dice, +1 for every non-summoned echo bat within 30 ft. of it.

Greater Form (Ex)

As an echo bat gains caster level from its colony casting special quality, its conjured echo bat companions gains power. For every +1 bonus to caster level the echo bat possessed at the time of summoning, its conjured echo bat companion gains +10 hp and a +1 bonus to BAB, AC, all skill checks, damage rolls, and all saving throws. An echo bat companion does not increase nor decrease in power after it has already been summoned.

Summon Echo Bat (Sp)

Two times per day as a spell-like ability, an echo bat may spend a standard action to summon another echo bat somewhere within 30 ft. for 2 minutes. This second bat is similar to an echo bat in all ways, except it does not possess any special abilities (colony casting, greater form, or summon echo bat), and is considered an outsider with the extraplanar subtype.

ECOLOGY

Environment Caves and underground

Organization solitary, pair, or colony (4-12)

Treasure standard

GIANT INVISIBLE MANTIS

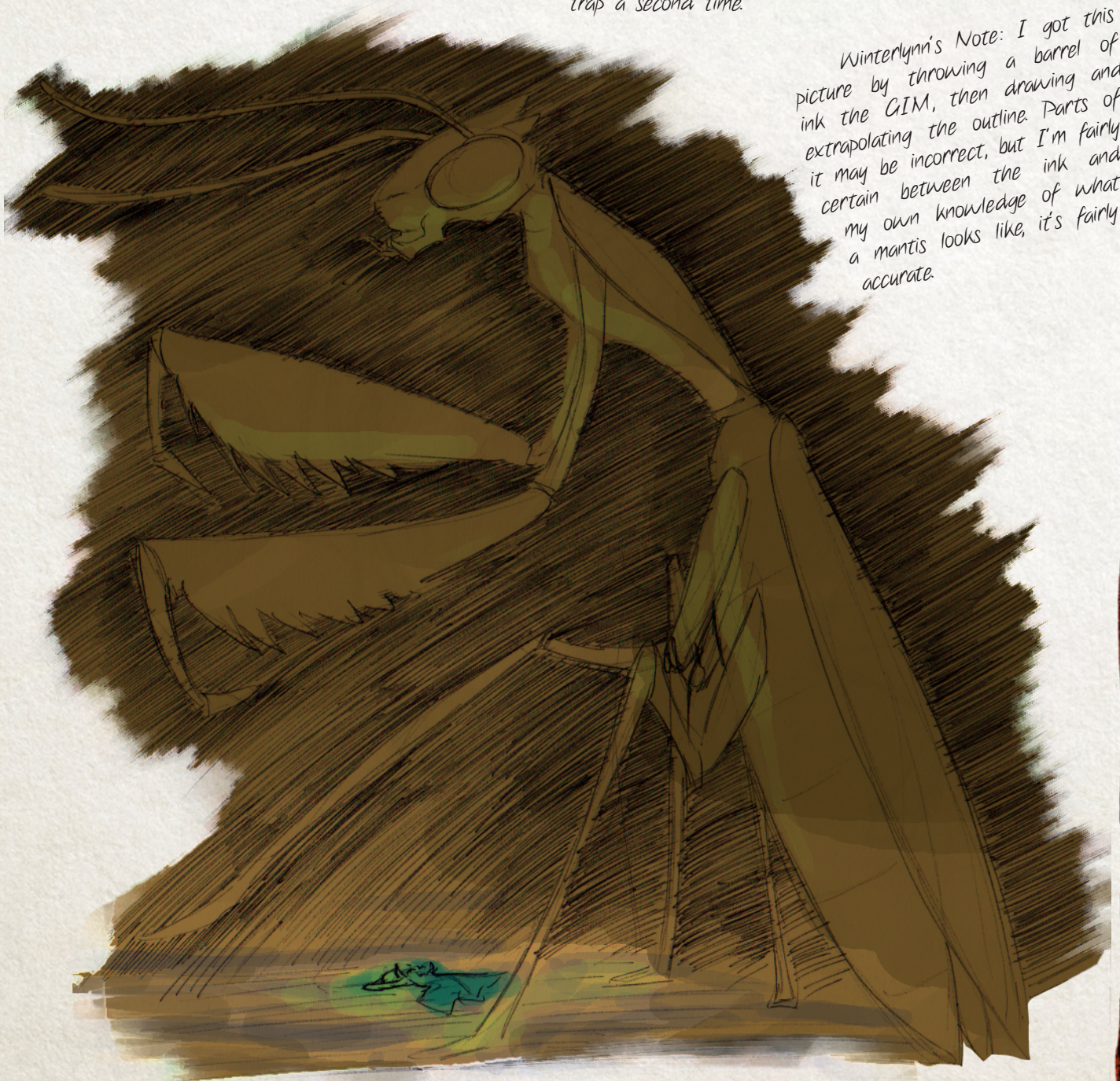
It would be very easy for me to point fingers at which teacher most likely thought it was a good idea to create a giant invisible mantis, but such is not the purpose of this book.

The giant invisible mantis has been empowered by magic in a variety of methods, in what I can only assume was research into changing a creature from one type to another. Rather than simply being under an enchantment to become invisible and powerful (which could therefore be dispelled by a skilled magician), the giant invisible mantis has been transformed into a magical beast, whose invisibility and physical power are as much a part of it as its arms and legs.

The greatest danger of the giant invisible mantis is that it has no determined hunting ground; the creature stalks the halls of the school's underbelly, and might be encountered anywhere in its search for food. While the mantis's size forbids it from reaching some locations, it is impossible to explore most regions thoroughly without potentially crossing into the mantis's path.

Thankfully, the creature's great size means it can sometimes be heard even if it can't be seen. Also, it's vermin mind means it doesn't learn very quickly; if you manage to cover it with powder or ink to make it visible, while it will eventually wash itself off, it won't know to avoid the same trap a second time.

Winterlynn's Note: I got this picture by throwing a barrel of ink the GIM, then drawing and extrapolating the outline. Parts of it may be incorrect, but I'm fairly certain between the ink and my own knowledge of what a mantis looks like, it's fairly accurate.



GIANT INVISIBLE MANTIS CR 10

XP 9600

N Huge Magical Beast

Init +3; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 19, touch 13, flat-footed (+3 Dexterity, +9 natural, -2 size)

hp 136 (13d10+65)

Fort +13, **Ref** +11, **Will** +6

Defensive Abilities natural invisibility (Ex)

Immune mind-affecting effects

OFFENSE

Speed 50 ft., climb 50 ft. fly 60 ft. (poor)

Melee 2 claws +23 (2d6+10 plus grab)

Special Attacks lunge, mandibles, sudden strike

STATISTICS

Str 30, **Dex** 17, **Con** 20, **Int** —, **Wis** 15, **Cha** 11

Base Attack 13, **CMB** +23 (+27 grapple), **CMD** 36 (40 vs. trip)

Skills Climb +10, Fly -1, Perception +2, Stealth +15 (+35 when still)

SPECIAL ABILITIES

Lunge (Ex)

A giant invisible mantis's limbs are capable of reaching much farther than normal for a creature of its size. As a full-attack action, it can make a single attack with its claws at double its normal reach. When the giant invisible mantis attacks with a claw in this manner, it gains a +4 bonus on its attack roll. A giant invisible mantis cannot make attacks of opportunity with its lunge.

Mandibles (Ex)

A giant invisible mantis that grabs a foe can make a bite attack against that foe as a secondary attack. The mantis's bite is a +10 attack that inflicts 1d8+5 points of damage on a hit.

Sudden Strike (Ex)

A giant invisible mantis is particularly adept at moving quickly when its foes are surprised. During a surprise round, a giant mantis may act as if it had a full round to act, rather than just one standard action.

ECOLOGY

Environment Any (forest)

Organization solitary

Treasure none

Winterlynn's Note: Ecosystems

As far as I know, there is only one giant invisible mantis under the school. However, due to the nature of invisible opponents, I very well could be wrong, and there could be 2, 3, or more that I have assumed to simply be the same mantis appearing multiple times.

This brings up an issue that any student exploring under the school must understand: Windfell Academy is not, in fact, a single ecosystem.

In most locations in the world, a certain creature or creatures will create a home following certain parameters. If a band of harpies take up residence in a ruin, their natural enemies will expulse them, or leave. Likewise, if a family of rats find a space well-suited to survival, they will multiply and expand their influence. In each of these cases, an intelligent student can easily view the creature and the surroundings and make an educated guess as to what place a particular creature fills in their ecosystem.

Windfell Academy, however, follows none of these rules. Many natural enemies cannot leave each other's presence, and so battles that should only happen once instead happen day after day. Some creatures rule their territories, but have no means to reproduce, while others survive despite being completely unsuited to the area, and breed exceedingly quickly.

For these reasons, it is impossible to truly know the ecosystem of the school's underbelly. There could be one giant invisible mantis, or there could be dozens. They could be near the bottom of the school's food chain, or they could be its unseen rulers. For all I know, they could all be dead by the time you read this book.

UNICORN

There are few creatures in the world quite as famous as the unicorn, which resembles a horse in almost every way, with the addition of a single horn on top of their head. A unicorn usually 8 feet long and 5 feet tall at the shoulder, weighing about half a ton.

The unicorn is a magical being closely associated with beauty, magic, and femininity. While unicorns are male as often as female, they have a tendency to shun all creatures except for animals, good-aligned fey, and good-aligned humanoid women. I'm not sure why they shun men, and not even Professor Daemen could really articulate it for me (although as a black unicorn, he's hardly a standard by which to judge others of his kind), but with the exception of Professor Daemen, I have never seen a unicorn not bound by this tendency.

Unicorns are beings of pure goodness, refusing to even allow evil creatures to pass unmolested through their territory. When faced with such evil creatures (or those seeking to defile the nature of their territory), unicorns can, in fact, become quite violent in driving the offenders out. This is not just a zeal for goodness, but also self-preservation: unicorn hair, blood, and horns are all extremely powerful magical reagents, with the horn being the most valuable. Many evil creatures have been known to hunt unicorns for their valuable parts, which I'm sure adds to a unicorn's hatred for those of evil alignment. Even if a unicorn should survive an encounter with a hunter, a unicorn without its horn loses much of its magical power.

UNICORN

CR3

XP 800

CG Large magical beast

Init +3; **Senses** darkvision 60 ft., detect evil, low-light vision, scent; Perception +10

Aura magic circle against evil

DEFENSE

AC 15, touch 12, flat-footed 12 (+3 Dex, +3 natural, -1 size, +1 vs evil creatures)

hp 34 (4d10+12)

Fort +7, **Ref** +7, **Will** +6; +1 vs evil

Immune charm, compulsion, poison

OFFENSE

Speed 60 ft.

Melee gore +8 (1d8+4), 2 hooves +5 (1d3+2); +1 vs evil creatures

Space 10 ft., **Reach** 5 ft.

Special Attacks powerful charge (gore, 2d8+8)

MAGIC

Caster Level 3rd; **MSB** +4, **MSD** 15, **Concentration** +11

Tradition Unicorn Magic (**Boons**: Easy Focus, **Drawbacks**: Focused Casting (horn), Magical Signs; **CAM** Cha

Spell Points 11

Life Sphere – DC 19; **Range** Touch; **Talents** Fount of Life, Greater Healing, Greater Invigorate, Restore Health

- cure 2d8+8 (1 sp, fount of life)
- invigorate +11 temp. hp (4 hours)

- restore heal 1d4 ability damage, fatigued, sickened, shaken, staggered, dazzled, MSB vs poison and disease (1 sp, 4 rounds)

Light Sphere – DC 19; **Duration** 4 minutes; **Effect** 40 ft. **Range** Medium (140 ft.)

- glow

STATISTICS

Str 18, **Dex** 17, **Con** 16, **Int** 11, **Wis** 21, **Cha** 24

Base Atk +4; **CMB** +9; **CMD** 22 (+26 vs trip)

Feats Multiattack, Weapon Focus (horn)

Skills Acrobatics +8, Perception +10, Stealth +8, Survival +7 (+10 in forests); **Racial Modifiers** +4 Stealth, +3 Survival in forests

Languages Common, Sylvan

SQ Forest Travel, Magical Strike, Wild Empathy +17

SPECIAL ABILITIES

Forest Travel (Su)

Once per day while inside its territory, a unicorn can teleport itself and up to 1 other Medium sized or smaller creature without miss-chance as a standard action to any other part of the territory. The size of a territory may not exceed 50 square kilometers (roughly 20 square miles). It takes one month to become familiar enough with an area to use this ability after changing the territory.

Magic Circle against Evil (Su)

Summoned evil creatures cannot get within 10 ft. of the unicorn (unless the unicorn initiates the movement). Additionally, the unicorn and all creatures within 10 ft. of it gain the benefits of the hallow word (good), using the unicorn's HD as its caster level.

Magical Strike (Ex)

A unicorn's gore attack is treated as a magic good weapon for the purposes of damage reduction.

Wild Empathy (Su)

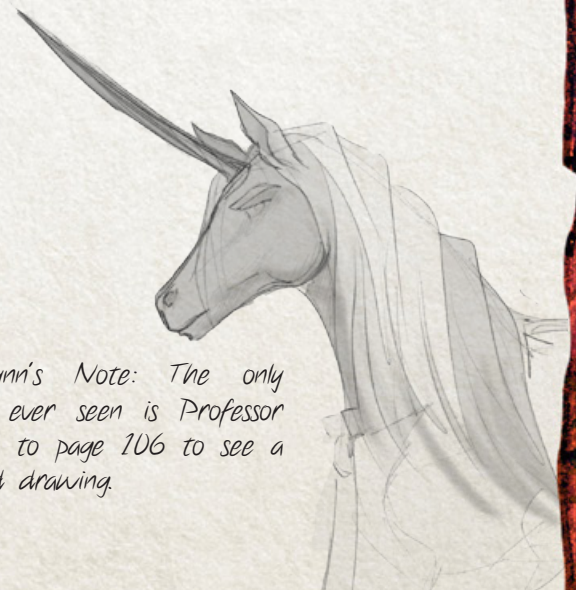
This works like the druid's wild empathy class feature, except the unicorn has a +6 racial bonus on the check. Unicorns with druid levels add this racial modifier to their wild empathy checks.

ECOLOGY

Environment temperate forests

Organization solitary, mated pair, or blessing (3–6)

Treasure none



Winterlynn's Note: The only unicorn I've ever seen is Professor Daemen. Turn to page 106 to see a more detailed drawing.

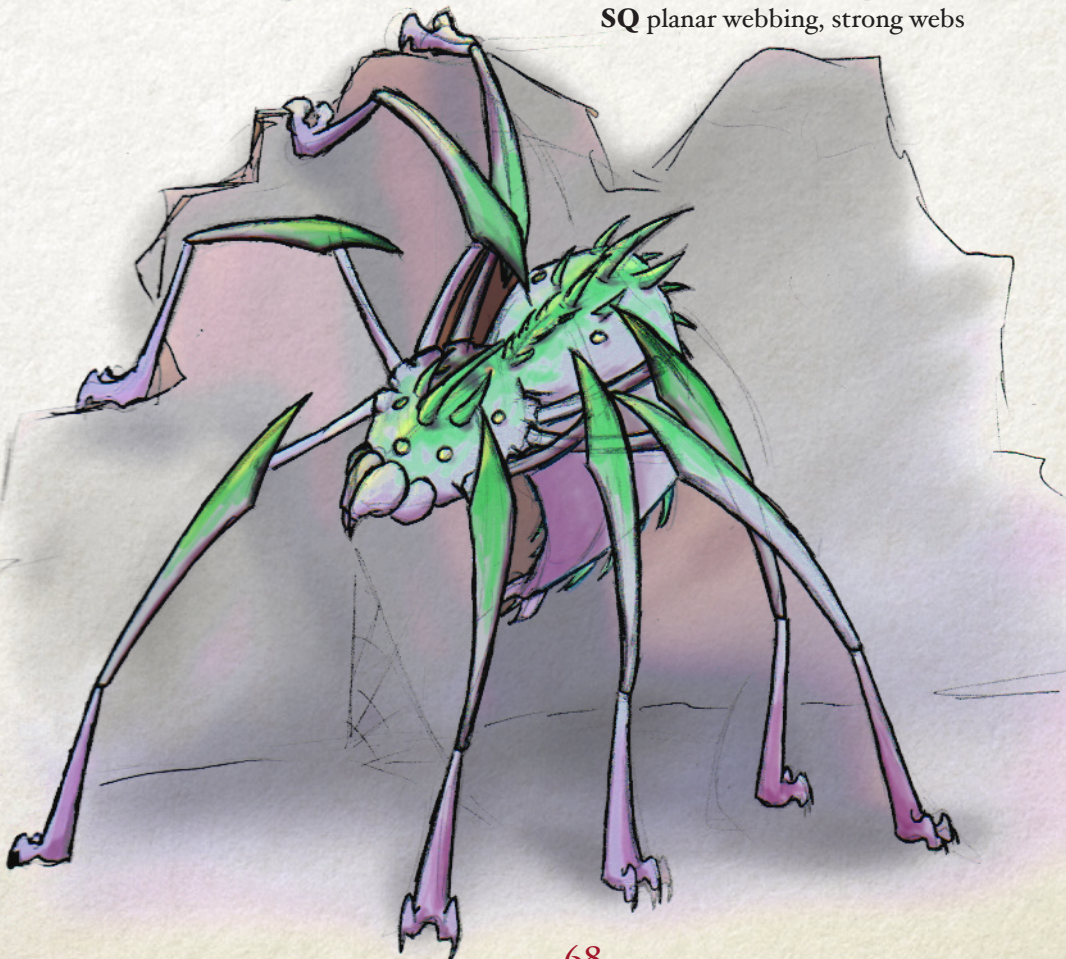
WARP SPIDER

Like the echo bats, I must assume that warp spiders were, at one point, normal spiders. However, after so many generations of living around magical experimentations, they became something more powerful and magical.

Unlike normal giant spiders (or even echo bats), warp spiders are remarkably intelligent. They are still beasts and to my knowledge possess no language of their own, but where other spiders may lay simple traps to catch their prey, warp spiders lay cunning and elaborate traps that rely on misdirection, carefully-placed noises, and other things that will catch all but the most observant.

As their name implies, warp spiders are masters of teleportation. They will often lay a teleport trap for their foes, then teleport in themselves, then teleport their enemies into their webs. Escaping warp spiders is not a process of running quickly, but an elaborate game of cat and mouse, where the unfortunates student must not only escape the spider's web, but also hide from the spider as it teleports after you to bring you back.

It must be noted that, except for other warp spiders, teleporting is almost impossible when trapped by a warp spider. Therefore, while crushing them with brute force is always the first option, I would recommend all travelers to the dark parts of the school carry fire with them, to burn their way out of a web if they should be caught.



WARP SPIDER

CR4

XP 800

N Large Magical Beast

Init +7; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

AC 15, touch 12, flat-footed 12 (+3 Dexterity, +3 natural, -1 size)

hp 32 (5d10+5)

Fort +5, **Ref** +7, **Will** +1

OFFENSE

Speed 30 ft., climb 30 ft.

Melee 1 bite +7 (1d8+6 plus web warp)

Special Attacks web (8/day, +7 ranged, DC 17, 30 hp), web warp

MAGIC

Caster Level 5th; **MSB** +5, **MSD** +16, **concentration** +8

Tradition Natural (none); **CAM** Cha

Spell Points 8

Warp Sphere — DC 16; **Range** Close (35 ft.) or Medium (150 ft.) w/ 1 sp, 10 ft. (emergency); **Target** touch **Talents** Emergency Teleport, Quick Teleport, Teleport Trap (2), Unseeing Teleport, Unwilling Teleport

- emergency teleport (1 sp, evasion, +2 AC and Reflex saves)
- teleport (1 teleport trap, 1 sp each: move action, no line of sight required, unwilling target)

STATISTICS

Str 18, **Dex** 16, **Con** 12, **Int** 10, **Wis** 10, **Cha** 16

Base Attack +5, **CMB** +7, **CMD** 20

Feats Improved Initiative, Sphere Focus (Warp), Stealthy

Skills Climb +17, Perception +4, Stealth +6 (+10 in webs)

SQ planar webbing, strong webs

SPECIAL ABILITIES

Planar Webbing (Ex)

The webs of a warp spider act as a dimensional anchor, as per the Planar Manipulator talent. This is a permanent effect that affects any creature in the webbing and requires no concentration to maintain. Warp spiders are immune to the effects of Planar Webbing, even in the webs of other warp spiders.

Strong Webs (Ex)

A warp spider's webs gain a +4 bonus to the DC to break or escape (already included in the Web ability).

Web (Ex)

Warp spiders can create sheets of sticky webbing up to three times their size that can be placed, or fired as a ranged touch attack with a 10 ft. range increment, as if attacking with a net. Approaching creatures must succeed on a DC 20 Perception check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Escaping from the web requires an Escape Artist check or Strength check with a DC equal to 17. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot-square section of web has a number of hit points equal to the Hit Dice of the warp spider that created it and DR 5/—. Web may be created 8 times per day.

Web Warp (Su)

A creature struck by a warp spider's bite attack must make a Will saving throw against a DC of 16 or be instantly teleported into a section of the warp spider's webbing within Close range, as with the Unwilling Teleport talent. A creature placed into the webbing is immediately treated as entangled by the web, as in the web ability. This secondary effect of the bite attack functions even if the damage of the attack is nullified, such as through damage reduction.

ECOLOGY

Environment jungles and underground

Organization solitary, pair, colony (1 matriarch, 4-12 warp spiders)

Treasure standard

VARIANT

WARP SPIDER MATRIARCH

CR 10**XP 800**

N Large Magical Beast

Init +7; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

AC 21, touch 15, flat-footed 15 (+5 Dexterity, +1 dodge, +6 natural, -1 size), +4 vs movement

hp 123 (13d10+39+13 Toughness)

Fort +11, **Ref** +13, **Will** +5

OFFENSE

Speed 30 ft., climb 30 ft.

Melee 1 bite +19 (1d8+10 plus web warp)

Special Attacks web (+17 ranged, DC 24, 128 hp), web warp

MAGIC

Caster Level 13th; **MSB** +13, **MSD** +24, **concentration** +18

Tradition Natural (none); **CAM** Cha

Spell Points 18

Warp Sphere — DC 22; **Range** Medium (230 ft.) or Long (920 ft.) w/ 1 sp, 30 ft. (emergency);

Target Close (55 ft.), 1 or 7 creatures w/ 1 sp; **Talents** Distant Teleport, Emergency Teleport, Group Teleport, Quick Teleport, Ranged Teleport, Splinter, Swap Placement, Teleport Trap (5), Unseeing Teleport, Unwilling Teleport,

- *emergency teleport* (immediate action, 30 ft., grants evasion and +6 dodge to AC and Reflex saves, 1 sp)

- *teleport* 6d6 damage (5 teleport traps, 1 sp each: move action, no line of sight required, unwilling target)

Str 24, **Dex** 20, **Con** 16, **Int** 9, **Wis** 12, **Cha** 20

Base Attack +13, **CMB** +7, **CMD** 20

Feats Dodge, Improved Initiative, Mobility, Sphere Focus (Warp), Spring Attack, Stealthy, Toughness

Skills Climb +20, Perception +9, Stealth +12 (+10 in webs)

SQ planar webbing, strong webs

SPECIAL ABILITIES

Planar Webbing (Ex)

The webs of a warp spider act as a dimensional anchor, as per the Planar Manipulator talent. This is a permanent effect that affects any creature in the webbing and requires no concentration to maintain. Warp spiders are immune to the effects of Planar Webbing, even in the webs of other warp spiders.

Strong Webs (Ex)

A warp spider's webs gain a +4 bonus to the DC to break or escape (already included in the Web ability).

Web (Ex)

Warp spiders can create sheets of sticky webbing up to three times their size that can be placed, or fired as a ranged touch attack with a 10 ft. range increment, as if attacking with a net. Approaching creatures must succeed on a DC 20 Perception check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Escaping from the web requires an Escape Artist check or Strength check with a DC of 24. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot-square section of web has a number of hit points equal to the Hit Dice of the warp spider that created it and DR 5/—. Web may be created 8 times per day.

Web Warp (Su)

A creature struck by a warp spider's bite attack must make a Will saving throw against a DC 22 or be instantly teleported into a section of the warp spider's webbing within Close range, as with the Unwilling Teleport talent. A creature placed into the webbing is immediately treated as entangled by the web, as in the web ability. This secondary effect of the bite attack functions even if the damage of the attack is nullified, such as through damage reduction.

ECOLOGY

Environment jungles and underground

Organization solitary or colony (1 matriarch, 4-12 spiders)

Treasure standard

MONSTROUS HUMANOIDS

Monstrous humanoids are similar to humanoids, but possess greater natural magic and physical abilities. They also usually possess a lack of society as understood by humanoids, but luckily that distinction has become less important over the years (it's no longer standard reading in class and for good reason, but if you want to get a look at how bizarre things used to be at the academy, read Arch-Diviner Granimen's arguments in 'beasts of our world', where he argues the goblinoid races should all be re-classified as monstrous humanoids).

ID

An id is a strange creature, and it would not be wrong to call it emotion given flesh. Every emotion an id feels is powerful; an id doesn't feel scared, happy, or angry, it feels panicked, ecstatic, or boiling with hatred. Not only that, but ids transmit their emotions empathically to everything around them; just being near an id can overwhelm you with emotions not your own.

It is possible to deal calmly with an id, although they are not given to negotiation. However, doing so is dangerous, as one never knows when they will accidentally do something to inspire a sudden spike of anger, fear, apathy, lust, or some other sort of emotion in the id, which will quickly be transferred to everything nearby.

Ids have an appearance not unlike a mixture between a humanoid and a fire elemental, although they do not actually burn. Ids can eat plants and animals, and have little society of their own, as their natures do not work well with living in groups. When two ids meet in the wild, they will often fight, mate, or both, before quickly going their separate ways. There appears to be no distinct genders among ids, with such encounters producing a number of children in both parents, which are quickly abandoned to fend for themselves.

ID	CR 6
XP 2,400	
CN Medium Monstrous Humanoid	
Init +2; Senses darkvision 60 ft., Perception +2	
Aura emotional aura	
DEFENSE	
AC 15, touch 13, flat-footed 12 (+2 Dex, +1 dodge, +2 natural)	
hp 84 (8d10+32+8 Toughness)	
Fort +10, Ref +8, Will +0	
OFFENSE	
Speed 30 ft.	
Melee 2 slams +13 (1d4+5 plus emotions)	
MAGIC	
Caster Level 6th; MSB +8, MSD 19, Concentration +12	
Tradition Natural (none); CAM Cha	
Spell Points 14	
Mind Sphere – DC 17, Range Medium (160 ft.), Target 1 or 5 w/ 1 sp, Talents Enthrall, Expanded Charm, Fear, Group Charm, Hostility, Powerful Charm, Ranged Mind	
– <i>charm</i> 1 sp greater, 2 sp powerful (enthrall, fear, hostility, suggestion)	
STATISTICS	
Str 20, Dex 14, Con 18, Int 2, Wis 7, Cha 19	

Base Atk +8; **CMB** +13; **CMD** 25

Feats Dodge, Extra Spell Points, Power Attack, Toughness

Skills Survival +9

SPECIAL ABILITIES

Emotional Aura (Su)

All creatures within 60 ft. of an id must make a Will saving throw (DC 19) each round or suffer the effect of the id's current emotion.

Emotions

An id is driven by powerful emotions. Depending on the emotion an id is feeling, it gains one of the following effects. An id's emotional state changes automatically when another emotion's criteria is met, but no more than once per round, on its turn. The GM may always decide that specific situations or magical effects may also change what emotion an id is feeling.

When an id successfully strikes a target, the target must make a Will save (DC 18) or suffer the effect of the id's emotion for 1 round. This is a mind-affecting effect.

- **Fear** (when reduced to 1/4 hp or lower) the id becomes frightened.
- **Anger** (when attacked by a hostile creature) the id is affected by rage, gaining a +2 morale bonus to Str and Con, a +1 bonus to Will saving throws, and a -1 penalty to ac. The id cannot use magic of any kind, nor any Int- or Cha-based skill.
- **Happiness** (when something beneficial is happening) The id gains a +2 circumstance bonus to all attack rolls, damage rolls, skill checks, and saving throws.
- **Apathy** (when not in combat) The id is staggered.

ECOLOGY

Environment any land

Organization solitary or pair

Treasure standard



MERP

Merps are walking contradictions; on one hand, their armless, furry bodies make them appear extremely non-threatening, and yet the amount of magic at their disposal makes them some of the most powerful creatures I've ever encountered. Likewise, they are among the most intelligent creatures you'll ever meet, and yet they are so child-like that most interpersonal conflicts one might have with a merp can be solved by a good game of hide and seek.

If you are on their good side, merps make wonderful allies; they'll back you up with unrivaled arcane might and share their favorite puzzle games with you. If you get on their bad side, however, prepare yourself for the most magically devastating temper tantrum you will have ever seen.

All creatures with the merp subtype possess the following special qualities:

Magic Sight (Su)

A merp is continuously under the effects of the sense magic (sense) talent of the Divination sphere.

Magic Mimicry

A merp can intuitively understand magic that they see in practice. When a merp successfully identifies a sphere effect, as an immediate action it can gain knowledge of one or more talents used in that effect. The merp chooses which talent or talents to gain in this fashion. This knowledge is retained until this ability is used again or the merp rests to regain spell points.

The total number of talents a merp may mimic at one time is determined by its Hit Dice. Every merp may mimic 1 talent at a time, +1 per 5 Hit Dice it possesses.

If a merp uses this ability to gain more talents than the total allowed, they must choose which previously gained talents to lose until their total mimicked talents is equal to their allowed total. The merp cannot choose to lose a talent that is a prerequisite for another talent gained from this ability.

MERP, LUCKY CR2

XP 600

CN Medium Monstrous Humanoid (merp)

Init +2; **Senses** darkvision 60 ft., Perception +5

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 25 (3d10+6+3 Toughness)

Fort +3, **Ref** +5, **Will** +2

DR 5/non-magic

OFFENSE

Speed 30 ft.

Melee slam +3 (1d6)

MAGIC

Caster Level 3rd; **MSB** +3, **MSD** 14, Concentration +6

Tradition Natural (none); **CAM** Int

Spell Points 8

Fate Sphere – DC 14; **Alignment** Chaos; **Range** Close (30 ft.), personal w/ 20 ft. radius (consecration); **Target** 1 or 3 w/ 1 sp, (word), **Talents** Bless, Curse, Divine Force, Echoing Word

- *bless* (word, 1 sp)
- *curse* (word, 1 sp)
- *divine force* (consecration, instantaneous)
- *hallow* (word, 1 sp)
- *serendipity* +1 to allies (consecration, concentration or 7 rounds w/ 1 sp)

STATISTICS

Str 10, **Dex** 14, **Con** 14, **Int** 17, **Wis** 8, **Cha** 11

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

Feats Extra Spell Points, Skill Focus (Spellcraft)^B, Toughness

Skills Knowledge (arcana) +6, Knowledge (dungeoneering) +6, Knowledge (nature) +6, Knowledge (planes) +6, Perception +5, Spellcraft +9, Stealth +8

Languages Common, Elvish, Gnomish, Sylvan

SPECIAL ABILITIES

Spell Siphon (Su)

As a melee touch attack, a lucky merp can steal 1d4 spell points from another creature. A successful DC 14 Will save reduces this by half, round down, minimum 0.

Combat Gear none, **Other Gear** *dull gray ioun stone*

ECOLOGY

Environment temperate forests or jungles

Organization solitary, group (2-8), riot (9-20)

Treasure standard (*dull gray ioun stone* plus other treasure)

MERP, SPEEDY CR4

XP 1,200

CN Medium Monstrous Humanoid (merp)

Init +3; **Senses** darkvision 60 ft., Perception +7

DEFENSE

AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural)

hp 42 (5d10+10+5 Toughness)

Fort +3, **Ref** +7, **Will** +3

DR 5/non-magic

OFFENSE

Speed 30 ft.

Melee slam +5 (1d6)

MAGIC

Caster Level 5th; **MSB** +5, **MSD** 16, Concentration +9

Tradition Natural (none); **CAM** Int

Spell Points 11

Time Sphere – DC 17; **Range** Close (35 ft.); **Target** 1 or 3 w/ 1 sp; **Talents** Group Time, Improved Haste, Ranged Time, Retry, Steal Time, Time Freeze

- *haste* +1 att., AC and Reflex, +30 ft. (concentration or 5 rounds w/ 1 sp)
- *retry* (2 sp)
- *slow* (concentration or 5 rounds w/ 1 sp)
- *steal time* (1 sp)
- *time freeze* 15 ft. radius (1 sp)

STATISTICS

Str 10, **Dex** 16, **Con** 14, **Int** 18, **Wis** 8, **Cha** 11

Base Atk +5; **CMB** +5; **CMD** 17

Feats Extra Spell Points, Skill Focus (Spellcraft)^B, Sphere Focus (Time), Toughness

Skills Appraise +9, Knowledge (arcana) +9, Knowledge (dungeoneering) +9, Knowledge (history) +9, Knowledge (nature) +9, Knowledge (planes) +9, Perception +7, Spellcraft +12

Languages Common, Draconic, Elvish, Gnomish, Sylvan

SPECIAL ABILITIES

Slowing Spell Siphon (Su)

As a melee touch attack, a speedy merp can steal 1d4 spell points and the merp may cast *alter time* (slow) on the target as a free action. A successful DC 16 Will save reduces the spell point transfer by half, round down, minimum 0.

Combat Gear none, **Other Gear** *ioun torch*

ECOLOGY

Environment temperate forests or jungles

Organization solitary, group (2-8), riot (9-20)

Treasure standard (*ioun torch* plus other treasure)

MERP, RADIANT

CR 8

XP 4,800

CN Medium Monstrous Humanoid (merp)

Init +4; **Senses** darkvision 60 ft., Perception +12

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 Dex, +4 natural)

hp 85 (10d10+20+10 Toughness)

Fort +5, **Ref** +9, **Will** +6

DR 5/non-magic

OFFENSE

Speed 30 ft.

Melee slam +10 (1d6) or *destructive blast* +10 touch (5d6 or 10d6 (w/ 1sp))

Ranged *destructive blast* +14 touch (5d6 or 10d6 (w/ 1sp))



MAGIC

Caster Level 10th; **MSB** +10, **MSD** 21, Concentration +14

Tradition Natural (none); **CAM** Int

Spell Points 16

Destruction Sphere – DC 19; **Range** Medium (200 ft.); **Duration** Instantaneous or 10 rounds (energy wall), **Target** 1 or 10 ft. radius w/ 1 sp; **Talents** Energy Wall, Explosive Orb, Extended Range, Fire Blast

– *destructive blast* (5d6 or 10d6 w/ 1 sp, fire blast)

– *energy wall* (1 sp, 200 ft. or 25 ft. radius)

Light Sphere – DC 20, **Range** Medium (200 ft.), **Duration** 31 minutes (glow), **Talents** Blinding Light, Repelling Light, Revealing Light, Searing Light,

– *Glow dazzle* (blinding light, repelling light, revealing light, searing light)

STATISTICS

Str 10, **Dex** 19, **Con** 14, **Int** 19, **Wis** 8, **Cha** 11

Base Atk +10; **CMB** +10; **CMD** 22

Feats Extra Spell Points, Point Blank Shot, Precise Shot, Sphere Focus (Light), Skill Focus (Spellcraft), Toughness

Skills Appraise +14, Knowledge (arcana) +14, Knowledge (dungeoneering) +14, Knowledge (history) +14, Knowledge (nature) +14, Knowledge (planes) +14, Perception +12, Spellcraft +17

Languages Common, Draconic, Elvish, Gnomish, Sylvan

SPECIAL ABILITIES

Radiant Spell Siphon (Su)

As a melee touch attack, a speedy merp can steal 1d6 spell points and the merp may cast *glow* on the target as a free action. A successful DC 19 Will save reduces the spell point transfer by half, round down, minimum 0.

Combat Gear none, **Other Gear** *ioun torch*

ECOLOGY

Environment temperate forests or jungles

Organization solitary, group (2-8), riot (9-20)

Treasure standard (*ioun torch* plus other treasure)

MERP, TINKER

CR 16

XP 76,800

CN Medium Monstrous Humanoid (merp)

Init +5; **Senses** darkvision 60 ft., Perception +23

DEFENSE

AC 26, touch 18, flat-footed 21 (+5 Dex, +8 natural, +3 deflection)

hp 220 (21d10+84+21 Toughness)

Fort +10, **Ref** +17, **Will** +11

DR 10/non-magic

OFFENSE

Speed 30 ft.

Melee slam +21 (1d6)

MAGIC

Caster Level 21th; **MSB** +21, **MSD** 32, Concentration +26

Tradition Natural (none); **CAM** Int

Spell Points 32

Alteration Sphere – DC 25, **Range** Close (75 ft.), **Duration** Concentration or 21 minutes w/ 1 sp, **Talents** Additional Limbs, Elemental Transformation, Greater Transformation, Ranged Alteration, Size Change

- *Shapeshift* 5 traits (additional limbs, elemental transformation, size change)

Creation Sphere – DC 25; **Range** Close (75 ft.); **Duration** Concentration or 21 hrs w/ 1 sp; **Talents** Distant Creation, Divided Creation, Expanded Materials, Exquisite Detail, Forge, Greater Creation, Larger Creation, Lengthened Creation

- *create* 21 Small objects, 42 w/ 1 sp (1 sp, exp. materials)
- *destroy* 1d4+10
- *forge* 21 Small objects, 42 w/ 1 sp (1 sp, exp. materials)
- *repair* 1d4+10

Enhancement Sphere – DC 25, **Range** Close (75 ft.), **Duration** Concentration or 210 minutes w/ 1 sp, **Target** 1 or 12 w/ 1 sp, **Talents** Animate Object, Bestow Intelligence, Deep Enhancement, Mass Enhancement, Physical Enhancement

- *animate object* Colossal, 13d12+80, 6 CP
- *enhance* (bestow intelligence, physical enhancement)

STATISTICS

Str 10, **Dex** 20, **Con** 18, **Int** 20, **Wis** 8, **Cha** 11

Base Atk +21; **CMB** +21; **CMD** 36

Feats Counterspell, Counterspell Mastery, Extra Spell Points (3), Improved Counterspell, Greater Counterspell, Ritual Caster, Skill Focus (Spellcraft)^B, Spellcrafting, Toughness, Wand Wielder

Skills Appraise +26, Knowledge (arcana) +26, Knowledge (dungeoneering) +26, Knowledge (history) +26, Knowledge (nature) +26, Knowledge (planes) +26, Perception +23, Spellcraft +29

Languages Common, Draconic, Elvish, Gnomish, Sylvan, Terran

SPECIAL ABILITIES

Unraveling Spell Siphon (Su)

As a melee touch attack, a tinker merp can steal 2d6 spell points from another creature. If successful, the merp may target that creature with the Counterspell feat as a free action, paying the spell point cost of the counterspell as normal. A successful DC 25 Will save reduces the spell point transfer by half, round down, minimum 0.

Combat Gear *ring of protection* +3, **Other Gear** *ioun torch*

ECOLOGY

Environment temperate forests or jungles

Organization solitary, group (2-8), riot (9-20)

Treasure standard (*ring of protection* +3, *ioun torch* plus other treasure)

MERP, DILETTANTE

CR 20

XP 307,200

CN Medium Monstrous Humanoid (merp)

Init +5; **Senses** darkvision 60 ft., Perception +33

DEFENSE

AC 30, touch 20, flat-footed 20 (+5 Dex, +10 natural, +5 deflection)

hp 325 (31d10+124+31 Toughness)

Fort +20, **Ref** +28, **Will** +21

DR 10/non-magic

OFFENSE

Speed 30 ft.

Melee slam +31 (1d6) or destructive blast +31 touch (1d6d or 31d6 (w/ 1sp))

Ranged *bludgeon* +38 (varies) or destructive blast +37 touch (1d6d or 31d6 (w/ 1sp))

MAGIC

Caster Level 31th; **MSB** +31, **MSD** 42, Concentration +38

Tradition Natural (none); **CAM** Int

Spell Points 42

Alteration Sphere – DC 32; **Range** Close (100 ft.); **Duration** concentration or 31 minutes w/ 1 sp

- *shapeshift* 7 traits

Creation Sphere – DC 32, **Range** Close (100 ft.), **Duration** concentration or 31 hours w/ 1 sp **Talents** Lingering Creation

- *create* 31 Small objects (1 sp)
- *destroy* 1d4+15
- *repair* 1d4+15

Dark Sphere – DC 32; **Range** Medium (410 ft.); **Duration** concentration or 31 minutes w/ 1 sp

- *darkness* 85 ft. radius

Death Sphere – DC 32; **Range** Close (100 ft.), touch (reanimate); **Target** 1

- *ghost strike* (exhausting strike)
- *reanimate* 62 HD (1 sp, 31 minutes)

Destruction Sphere – DC 32; **Range** Close (100 ft.)

- *destructive blast* 1d6d or 31d6 w/ 1 sp

Divination Sphere – DC 32, **Duration** Concentration or 31 hrs. (sense), **Range** Medium (410 ft.) or personal (sense)

- *divine* (alignment, charms, elements, illusions, life, magic, undead, unnaturals, weather, etc.)
- *sense* (read magic)

Enhancement Sphere – DC 32; **Duration** Concentration or 31 minutes; **Range** Close (100 ft.)

- *enhance* (equipment)

Fate Sphere – DC 32; **Range** Close (100 ft.) or personal w/ 20 ft. radius (consecration)

- *hallow* +4 bonus (word, 1 sp, 31 minutes)
- *serendipity* +1 to allies (consecration, concentration or 31 rounds w/ 1 sp)

Illusion Sphere – DC 32; **Duration** concentration+2 rounds, 31 minutes w/ 1 sp; **Range** Close (100 ft.); **Senses** Sight; **Target** Colossal+++ (60 ft. cube); **Talents** Invisibility, Lingering Illusion, Silence

- *illusion* (1 sp)
- *invisibility* (1 sp, +20 Stealth)
- *silence* (1 sp)
- *trick* (31 minutes, +15 Sleight of Hand)

Life Sphere – DC 32, **Range** Touch

- *cure* 1d8+31, (1 sp)
- *invigorate* +31 temp. hp (1 hour)
- *restore* heal 1d4 ability damage, dazzled, fatigued, shaken, sickened, staggered, (1 sp, 31 rounds)

Light Sphere – DC 32; **Range** Close (100 ft.); **Duration** 31 minutes (glow)

- *glow*

Mind Sphere – DC 32; **Range** Close (100 ft.); **Talents** Expanded Charm

- *charm* 1 sp greater (suggestion)

Nature Sphere – DC 32; **Range** Close (100 ft.), personal (spirit); **Duration** concentration or 31 rounds w/ 1 sp (or instantaneous) **Packages** Earth, Fire, Plantlife, Water; **Talents** Expanded Geomancing (3), Speak with Animals

- *affect fire* Colossal (fire, concentration)
- *bury* 35 ft. radius (earth, concentration)
- *dust storm* 40 ft. radius (earth, concentration)
- *entangle* 35 ft. radius (plantlife, concentration)
- *fog* 40 ft. radius (water, concentration)
- *freeze* 31 inches (water, 1 sp, instantaneous)
- *grow* 31 plants (plantlife, 1 sp, instantaneous)
- *manipulate fire* Gargantuan, 6d6 (fire, concentration)
- *manipulate lava* (as *vortex* and *freeze*)
- *pummel* Colossal branch +49 (4d8+10), 30 ft. reach (plantlife, concentration)
- *speak with animals* (spirit, 1 sp)
- *tremor* 35 ft. radius (earth, 1 sp, instantaneous)
- *vortex* 40 ft high, 20 ft. diameter, 1d8+15 damage (water, concentration)

Protection Sphere – DC 32; **Range** touch (aegis), personal w/ 40 ft. radius; **Duration** concentration or 31 rounds w/ 1 sp, 31 hrs. (aegis)

- *aegis* (1 sp: deflection)
- *barrier* 35 hp, break DC 30 (ward)

Telekinesis Sphere – DC 32; **Range** Close (100 ft.); **Duration** Concentration or 31 minutes w/ 1 sp; **Target** Colossal; **Talents** Flight

- *bludgeon* +38
- *catch*
- *telekinesis* Colossal, 50 ft., 17 AC, 48 CMD (1 sp: flight, hostile lift, sustained force)

Time Sphere – DC 32; **Range** touch; **Talents** Shift Time

- *haste* (concentration or 31 rounds w/ 1 sp)
- *slow* (concentration or 31 rounds w/ 1 sp)
- *shift time* (1 sp)

War Sphere – DC 32, **Range** long (1,640 ft.), **Duration** concentration or 31 rounds w/ 1 sp, instantaneous (rally);

Talents Retribution

- *rally* (retribution)
- *totem* 125 ft. radius (war)

Warp Sphere – DC 32; **Range** Close (100 ft.) or Medium (410 ft.) w/ 1 sp; **Target** touch; **Talents** Unwilling Teleport

- *teleport* (1 sp: unwilling)

Weather Sphere – DC 32; **Duration** Concentration or 31 minutes w/ 1 sp; **Range** Medium (410 ft.); **Talents** Severe Weather

- *control weather severity* 5, 1 sp: 6

STATISTICS

Str 10, **Dex** 22, **Con** 20, **Int** 24, **Wis** 8, **Cha** 13

Base Atk +31; **CMB** +31; **CMD** 47

Feats Counterspell, Counterspell Mastery, Empower Spell, Extra Spell Points (2), Greater Counterspell, Improved Counterspell, Iron Will, Point Blank Shot, Precise Shot, Quicken Spell, Ritual Caster, Skill Focus (Spellcraft)^B, Spellcrafting, Spell Penetration, Toughness, Wand Wielder

Skills Appraise +36, Fly +40, Knowledge (arcana) +36, Knowledge (dungeoneering) +36, Knowledge (local) +36, Knowledge (history) +36, Knowledge (nature) +36, Knowledge (religion) +36, Knowledge (planes) +36, Perception +33, Spellcraft +39

Languages Auran, Common, Draconic, Elvish, Gnomish, Ignan, Sylvan, Terran

SPECIAL ABILITIES

Mimicking Spell Siphon (Su)

As a melee touch attack, a dilettante merp can steal 2d6 spell points from another creature and gains knowledge of all spheres known by that creature, allowing the merp to learn any of those talents as a free action as if it had successfully used its magic mimicry ability. A successful DC 32 Will save reduces the spell point transfer by half, round down, minimum 0. This does not increase the number of talents that the dilettante merp can know from its greater magic mimicry ability.

Combat Gear *ring of protection* +5, *cloak of resistance* +5, **Other Gear** *ioun torch*

ECOLOGY

Environment temperate forests or jungles

Organization solitary, group (2-8), riot (9-20)

Treasure standard (*ring of protection* +5, *cloak of resistance* +5, *ioun torch* plus other treasure)

Winterlynn's Note: Merps are agents of Chaos, pure and simple, and yet they are unlike any I have ever met. They revel in the 'natural state', wherein they refuse on ethical grounds to build structures, expand their community, or attempt to subdue nature in any way. If asked, most will emphatically describe the virtues of their way of life and insist that all intelligent creatures should join them. And yet, their extreme lack of civilization is only possible because of their unique physiology; they can subsist on moss and small plants, that would be insufficient for most creatures, and can defend their homes from predators with their natural magic without the need for walls or armies. To further undercut their insistence, they show a child-like wonder at toys and complicated blacksmith's puzzles that are simply not craftable in their 'natural society', and they possess a love of magical learning that often leads them to congregate around centers of learning, which are often housed in the same cities they claim to disdain.

I once asked a merp dilettante about this seeming contradiction, and he laughed at me. After all, he told me, how can one champion Chaos without embracing a few contradictions?

NATIVE OUTSIDERS

Native outsiders are a particular sub-set of outsiders who, despite their non-mortal nature, are nonetheless considered at 'home' on the material plane.

While aligned non-native outsiders fall into very specific families (celestials, fiends, etc.), natives are not actually a conglomerate group. Instead, native outsiders could include anything from a mortal that has achieved a higher state of being, to a mortal spirit that, rather than ascend or descend, instead simply returns bound in new flesh. Even the rules that bind them are different than other outsiders; unlike other outsiders, native outsiders have need of food and drink to survive, and may also be raised from the dead with magic as if they were mortal.

Honestly, I'm not sure why we even call these creatures outsiders. Everything I've seen on the subject seems to indicate that there's really nothing 'outsider-ish' about native outsiders at all, but that's the classification system we've inherited, and changing it is beyond the scope of this book.

BODHISATTVA

A bodhisattva is a mortal creature that has transcended mortality, usually through an elongated mortal journey involving meditation and self-discovery and advancement through study and combat. As I understand it, the state is almost exclusively obtained by monks. Those beings who are able to achieve this state become legends, teachers, and exemplars for the monasteries they hailed from, becoming signposts on the road to enlightenment and self-improvement.

Although it would not be amiss to call bodhisattvas 'semi-divine', it must be remembered that the only alignment associated with them is Law (as like all practitioners of the Way, monks embrace Law as part of the means of their personal growth). This means a bodhisattva could be neutral to the conflicts between good and evil, or embrace either end of the spectrum. I have heard tales of the sort of destruction that can be wrought when two opposing bodhisattvas fight each other, and I have no desire to see it up close.

Interestingly enough, there are in fact many routes to becoming a bodhisattva, although none could be called 'easy'. The only one I have seen in or around the school took a different route than normal, studied a particular form of self-regulated magic rather than simply studying the application of 'ki' as many monks do, and therefore instead of becoming a common native outsider, he actually ascended to a fey-like variant. The statistics presented herein related to that fey-like bodhisattva (the one I observed), but most bodhisattvas would replace the listed creature type with 'outsider', and the damage resistance to 'lawful' instead of 'cold iron'.



BODHISATTVA**CR20****XP 409,600**

Archon-blooded Aasimar yamabushi (unchained monk) 20

LN Medium fey (augmented outsider, human, native)

Init +9; **Senses** darkvision 60 ft., low-light vision, Perception +37**DEFENSES****AC** 50, touch 40, flat-footed 30 (+5 armor, +5 deflection, +5 Dex, +1 dodge, +5 monk, +5 natural, +14 Wis)**hp** 294 (20d10+160+20 Toughness)**Fort** +25, **Ref** +22, **Will** +27; +2 vs enchantment, roll twice on Will saves**Defensive Abilities** improved evasion, **DR** 10/cold iron; **Immune** age penalties, disease, **Resist** acid 5, cold 5, electricity 5**OFFENSE****Speed** 90 ft.**Melee** unarmed strike +30/+25/+20/+15 (8d8+10/19-20) or flurry of blows +30/+30/+30/+25/+20/+15 (8d8+10/19-20)**Ranged** *destructive blast* +25 touch (5d4, 10d4 w/ 1 sp)**Space** 5 ft.; **Reach** 20 ft.**Special Attacks** ki strike (adamantine, cold iron, lawful, magic, silver), style strikes (2/round: flying kick, foot stomp, hammerblow, spin kick)**MAGIC****Caster Level** 10; **MSB** +20, **MSD** 30, Concentration +34**Tradition** Radiant Ki (*Boons*: Easy Focus, *Drawbacks*: Energy Focus (Destruction, Radiant Blast), Magical Signs, Natural Spirit (Nature), Painful Magic (DC 15 Fort save)); **CAM** Wis**Spell Points** 34**Destruction Sphere** – DC 29; **Range** touch or Long (800 ft.); **Talents** Clinging Blast, Extended Range (2), Radiant Blast, Retributive Blast- *destructive blast* 5d4 or 10d4 w/ 1 sp (*radiant blast, 1 sp: *clinging blast)- **retributive blast* (1 sp)**Light Sphere** – DC 29; **Duration** 10 minutes; **Range** Medium (200 ft.); **Talents** Bound Light, Encompassing Light, Revealing Light- *glow* (bound light, encompassing light, revealing light)**Nature Sphere** – DC 29; **Packages** none; **Range** personal; **Talents** Rejuvenation- ***rejuvenation* (concentration or 1 minute w/ 1 sp, fast healing 5 to 124 hp)**Ki Powers**

- *Diamond Mind (Su)*: (2 sp, swift action, remove frightened or panicked conditions)
- *Diamond Soul (Ex)*: (2 sp, swift action, gain SR 30, 2 minutes)
- *Empty Body (Su)*: (3 sp, move action, ethereal, 1 minute)
- *Feather Balance (Ex)*: (1 sp, swift action, roll nat 20 on Acrobatics, 1 minute)
- *High Jump (Ex)*: (1 sp, swift action, +20 Acrobatics, 1 round)
- *Ki Strike (Su)*: (1 sp, swift action, flurry of blows gains additional attack at highest BAB)
- *Ki Volley (Su)*: (2 sp, immediate action, successful Diamond Soul reflects spells)
- *Light Steps (Ex)*: (using Feather Balance allows ignoring difficult terrain)
- *Quivering Palm (Su)*: (4 sp, standard action, slay touched target, DC 36 Fort save)
- *Wind Jump (Su)*: (1 sp, move action, Fly 90 ft. (perfect), 1 minute)

STATISTICS**Str** 20, **Dex** 20, **Con** 27, **Int** 20, **Wis** 39, **Cha** 16**Base Atk** 20; **CMB** +25; **CMD** 45**Feats** Ability Focus (Quivering Palm), Combat Reflexes, Counterspell, Counterspell Mastery, Deflect Arrows, Dodge, Improved Critical (unarmed strike), Improved Initiative, Iron Will, Improved Trip, Medusa's Wrath, Quicken Spell, Snatch Arrows, Toughness**Skills** Acrobatics +28, Climb +28, Intimidate +26, Knowledge (religion) +28, Perception +37, Sense Motive +37, Stealth +28**Languages** Celestial, Common, Draconic, Elven, Gnome, Sylvan; Tongues**SPECIAL ABILITIES****Natural Self (Ex)**

The bodhisattva may enter a state of perfect calm. During this time, he takes no actions, but he does regain spell points at the rate of 1 point per hour spent at calm. He cannot use this ability to gain an amount of spell points in excess of his maximum.

Gear Civara of Light**ECOLOGY****Environment** any**Organization** solitary or pair**Treasure** standard (civara of light plus other treasure)

Winterlynn's Note: As Professor Toas is in the habit of saying, 'the only limit on the potential of magic is what hasn't been discovered yet'. The following talents and items have been observed to be part of the bodhisattva's abilities and possessions, but are outside the 'common scope' of magic that you may not have ever heard of them. I am putting them down below in this separate entry to better aid you in understanding the capabilities of the bodhisattva observed around the school.

While none of these magical abilities seem particularly dangerous, they are outside the common lexicon of magical abilities we study at Windfell (at least in my day), which would place each of these firmly in the category of 'experimental magic' for students to pursue. Please ask permission before conducting any independent research directed to reproducing any of the following effects.

Post Script: I will be doing something similar later in this book as well, if the need for custom talents arises again.

NEW TALENTS AND ITEMS

*New Destruction Sphere Talents

Clinging Blast

You may spend an additional spell point to have all damage from the *destructive blast* be treated as continuous for the purposes of any concentration checks until the start of your next turn.

Radiant Blast (blast type)

A bodhisattva's destructive blast deals untyped damage, and uses a d4 as the damage die instead of a d6. Any creature damaged by the blast must pass a Fortitude save or treat all creatures as if they had concealment (20%) for 1 round. This bypasses the immunities of the undead type. The damage die size increases to d8 against undead creatures and any creatures vulnerable to sunlight.

Retributive Blast (blast shape)

Whenever a creature misses with a melee or melee touch attack against the bodhisattva, he may spend a spell point as an immediate action to use his destructive blast against that creature. The creature may make a Reflex save to negate the damage. The bodhisattva must be aware of the attack and able to act.

**New Nature Sphere Talents

Rejuvenation (spirit)

As a concentration effect, the bodhisattva may grant themselves fast healing equal to 1/2 their caster level (minimum 1). This fast healing only confers healing so long as the bodhisattva has 1/2 their maximum hit points or less (wounded or in critical condition).

CIVARA OF LIGHT

Bodhisattva each possess a single minor artifact with roots to their monastery such as a civara (robe) or mala (prayer beads), which are granted to a monk who has ascended in spirit if not in body. The civara of light is one such relic.

Aura overwhelming Light; **CL** 20th

Slot body; **Price** 120,000 gp; **Weight** -

DESCRIPTION

This robe bestows different scaling effects depending upon which prerequisites they meet:

- When worn by someone who is both unarmored and not carrying a heavy load gains the constant benefits of the Encompassing Light talent as if cast by someone with only 1 caster level.
- When worn by someone with improved unarmed strike and stunning fist while unarmored and not carrying a heavy load, they gain the constant benefits of the Encompassing Light talent as if cast by someone with 10 caster levels.
- When worn by a monk who has unlocked their capstone while unarmored and not carrying a heavy load, they gain the constant benefits of the Encompassing Light talent as if cast by someone with 20 caster levels.
- Those bestowed with the benefits of Encompassing Light may turn on or off this effect once each round as a free action.

DESTRUCTION

While a civara of light can with decades of dedication and patience be unwoven into harmless threads of light, the easiest way to destroy this minor artifact is by throwing the garment into a sphere of annihilation.



ONI

Commonly referred to as 'ogre mages', oni are actually as far from ogres as you can get while still being big, ugly, and mean. Oni are malevolent spirits that cloak themselves in the flesh of brutish humanoids, usually with a skin of some shade of red.

Oni and Kami are related somehow, but I have read differing accounts as to their exact nature (Kami, you might recall from class, are spirits bound to protecting nature and the material plane). The most commonly-held belief is that Oni were once Kami who broke their oaths, transforming into evil creatures bent on wickedness, although there are accounts to support the claim that at least some Oni were once mortals, having achieved the form of an Oni upon death after a life of terrible evil.

Oni are extremely cunning and seem to relish in evil for its own sake, but luckily are also solitary and vain; while an oni might rally lesser ogres to itself, it is rare to find two or more oni willing to work together. However, some rare oni warlords are so powerful that they can rally other oni to themselves. This has only happened a few times, in recorded history, but the resulting army has always become the stuff of legends.

ONI

CR 8

XP 4,800

LE Large outsider (giant, native, oni, shapechanger)

Init +7; **Senses** darkvision 60 ft. low-light vision; Perception +13

DEFENSE

AC 21, touch 12, flat-footed 16 (+4 armor, +3 Dex, +5 natural, -1 size)

hp 115 (10d10+60); regeneration 5 (fire or acid)

Fort +13, **Ref** +6, **Will** +9

SR 19

OFFENSE

Speed 40 ft. fly 60 ft. (good)

Melee ranseur +17/+12 (2d6+10/x3)

Ranged composite longbow +13/+8 (2d6+7/x3)

Space 10 ft.; **Reach** 10 ft.

MAGIC

Caster Level 5; **MSB** +10, **MSD** 19, Concentration +14

Tradition Natural (none); **CAM** Cha

Spell Points 13



Oni and Yaksha hate each other. This goes beyond society and into the realm of biology; like celestials and infernals, there's something about the creative process that births an oni and a yaksha that predisposes them to seeking each other's demise. At least, that's what the yaksha I interviewed told me.

Dark Sphere – DC 15, **Duration** concentration +2 rounds or 5 minutes w/ 1 sp, 5 hours (meld), **Range** Medium (150 ft.)
Talents Clear sight, Greater Darkness, Hide in Darkness, Lingering Darkness, Pure Darkness, Thick Darkness

- *darkness* 35 ft. radius burst (pure, thick)
- *meld* (1 sp, clear sight, hide in darkness)

STATISTICS

Str 24, **Dex** 17, **Con** 23, **Int** 14, **Wis** 14, **Cha** 17

Base Atk +10; **CMB** +18; **CMD** 31

Feats Combat Expertise, Combat Reflexes, Improved Disarm, Improved Initiative, Greater Disarm

Skills Bluff +16, Intimidate +16, Knowledge (arcana) +15, Perception +15, Sense Motive +15, Spellcraft +15, Stealth +13, Survival +15

Languages Common, Giant

SQ change shape (small, medium, or large humanoid), hide self

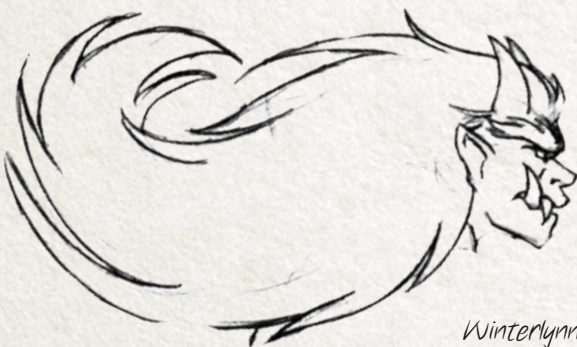
Gear alchemist's fire x5

ECOLOGY

Environment hills

Organization solitary, pair, or patrol (1-2 plus 2-4 ogres)

Treasure double (chain shirt, ranseur, composite longbow [+7 Str] with 20 arrows, alchemist's fire, other treasure)



Winterlynn's Note:

Oni, are a strange hybrid of natures. On one hand, they are large, angry, and violent. On the other hand, they are intelligent and can be quite civil. Perhaps this is what makes them so dangerous as foes; only an oni could simultaneously be accepted by ogres and hill giants as one of their own while enforcing the sort of strict discipline that transforms these creatures from ragged marauders into a deadly army.

VARIANT

WARMONGER, ONI

CR 12

XP 19,200

LE Huge outsider (giant, native, oni, shapechanger)

Init +5; **Senses** darkvision 120 ft. low-light vision; Perception +13

DEFENSE

AC 27, touch 12, flat-footed 16 (+6 armor, +1 Dex, +12 natural, -2 size)

hp 200 (16d10+112); regeneration 5 (fire or acid)

Fort +17, **Ref** +6, **Will** +13

SR 23

OFFENSE

Speed 40 ft., fly 60 ft. (good)

Melee +4 *greatsword* +28/+23/+18/+13 (4d6+16/19-20)

Ranged *destructive blast* +21 touch (4d6, 8d6 w/ 1 sp)

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

MAGIC

Caster Level 8; **MSB** +16, **MSD** 27, Concentration +21

Tradition Natural (none); **CAM** Cha

Spell Points 21

Destruction Sphere – DC 19, **Range** touch or close (45 ft.),

Talents Air Blast, Energy Sphere, Energy Wall, Fire Blast

- *destructive blast* 4d6 or 8d6 w/ 1 sp
- *energy wall* 160 ft. or 20 ft. radius (1 sp)
- *orb* 40 ft. Fly, 8 rounds (1 sp)

Mind Sphere – DC 19; **Range** Close (45 ft.); **Talents** Hostility

- *charm* 1 sp for greater (native outsider only, hostility, suggestion)

War Sphere – DC 19; **Talents** Blood Totem, Retribution

- *rally* (1 sp: retribution)
 - *totem* 90 ft. radius (blood, war)
-

STATISTICS

Str 26, **Dex** 13, **Con** 25, **Int** 14, **Wis** 16, **Cha** 20

Base Atk +16; **CMB** +26; **CMD** 37

Feats Combat Reflexes, Greater Sunder, Improved Initiative, Improved Sunder, Improved Vital Strike, Power Attack, Quicken Spell, Vital Strike

Skills Bluff +16, Intimidate +16, Knowledge (arcana) +15, Perception +15, Sense Motive +15, Spellcraft +15, Stealth +13, Survival +15

Languages Common, Giant

SQ change shape (small, medium, large, or huge humanoid), hide self

ECOLOGY

Environment hills

Organization solitary, or patrol (1 plus 4-12 oni)

Treasure double (breastplate, +4 *greatsword*, other treasure)

RAKSHASA

Rakshasa are spirits that cloak themselves in humanoid form so that it may walk unseen among its prey. While they are powerful shapechangers, in their unaltered shape they appear as animal-headed humanoids (usually a tiger or lion) with their hands on backwards.

Rakshasa embody many human vices, revelling in excesses of all kinds, including the consumption of humanoid meat. While rakshasa are very evil by any metric of the term, rakshasa care nothing for the cosmic struggle between good and evil, except for how it may allow them to prey upon mortals, or manipulate them to do their bidding. As such, it is not unheard of for rakshasa to side with the traditional forces of good, when it is convenient for them.

While this is the classical view of rakshasa, these creatures are far from simple. There exist some rakshasa known as 'covenant' rakshasa who, while still cannibalistic, exhibit much more honor than most of their brethren. Rather than reveling in vices, these covenant rakshasa live for making bargains. While most of these bargains involve the undertaking of quests that almost always somehow end up granting the rakshasa more power.

A covenant rakshasa is much more honorable than an infernal dealmaker, as the covenant rakshasa has no interest in souls and will honor the agreement without twisting the words to the mortal's disadvantage. However, a covenant rakshasa also doesn't have the entire financial and magical might of hell backing up their bargains, making it less likely the bargain will always be within the rakshasa's power. Also, covenant rakshasa tend to follow their end of the bargain to the absolute letter, with no concern for the mortal's thoughts or needs (or the rakshasa's, for that matter).



Winterlynn's Note: This rakshasa was a jerk. I asked him to show me his animal face, and he said no. I said I can't draw a picture of a rakshasa without an animal face, and he put on a mask. After I finished, he tried to force a submission collar onto me and make me a part of his slave harem, so I had to kill him. Not my favorite model.

Ranged destructive blast +18 touch (3d6, 6d6 w/ 1 sp)

Special Attacks detect thoughts (DC 19)

MAGIC

Caster Level 6; **MSB** +13, **MSD** 24, **Concentration** +16

Tradition Natural (none); **CAM** Cha **Spell Points** 16

Destruction Sphere – **DC** 16; **Range** Close (55 ft.); **Talents** Electric Blast

- *destructive blast* 3d6 or 6d6 w/ 1 sp (electric blast)

Illusion Sphere – **DC** 16; **Duration** concentration +2 rounds, 6 minutes w/ 1 sp; **Senses** Sight; **Range** Close (55 ft.); **Talents** Invisibility, Lingering Illusion

- *illusion* (1 sp)

- *invisibility* (1 sp, +6 Stealth)

- *tricks* (6 minutes, +3 Sleight of Hand)

Mind Sphere – **DC** 16; **Range** Close (55 ft.); **Talents** Expanded Charm

- *charm* 1 sp for greater (suggestion)

Protection Sphere – **DC** 16; **Duration** concentration or 6 rounds w/ 1 sp, 6 hours (aegis); **Range** touch (aegis), personal w/ 15 ft. radius

- *aegis* (1 sp, deflection)

- *barrier* 10 hp, break DC 18 (ward)

STATISTICS

Str 16, **Dex** 20, **Con** 22, **Int** 13, **Wis** 13, **Cha** 17

Base Atk +12; **CMB** +15; **CMD** 30

Feats Dodge, Improved Critical (kukri), Improved Initiative, Mobility, Quicken Spell, Spring Attack, Weapon Finesse

Skills Bluff +23, Diplomacy +19, Disguise +27, Perception +17, Perform +19, Sense Motive +17, Stealth +21; **Racial Modifiers** +4 Bluff, +8 Disguise

Languages Common, Undercommon

SQ change shape (any small or medium humanoid)

ECOLOGY

Environment any

Organization solitary, pair, or cult (3-12)

Treasure double (+1 *kukri*, other treasure)

RAKSHASA

CR 10

XP 9,600

LE Medium outsider (native, shapechanger)

Init +9; **Senses** darkvision 60 ft., Perception +17

DEFENSES

AC 25, touch 16, flat-footed 19 (+5 Dex, +1 dodge, +9 natural) hp 131 (13d10+60)

Fort +10, **Ref** +13, **Will** +9

DR 10/good and piercing; **SR** 21

OFFENSE

Speed 40 ft.

Melee +1 kukri +19/+14/+9 (1d4+4/15-20), claw +13 (1d4+1), bite +13 (1d6+1)

RAKSHASA, COVENANT CR 18**XP 9,600**

LN Medium outsider (native, shapeshifter)

Init +9; **Senses** darkvision 120 ft., Perception +17**DEFENSE****AC** 40, touch 23, flat-footed 33 (+8 armor, +6 deflection, +6 Dex, +1 dodge, +9 natural)**hp** 337 (25d10+200)**Fort** +28, **Ref** +20, **Will** +24**Defensive Abilities** always prepared **DR** 20/good and piercing; **Resist** acid 35, cold 35, electricity 35, fire 35, sonic 35; **SR** 29**OFFENSE****Speed** 40 ft.**Melee** +3 *falchion* +35/+30/+25/+20 (1d10+13/15-20), 1 bite +27 (1d6+3)**Ranged** *destructive blast* +31 touch (13d6, 25d6 w/ 1 sp)**Special Attacks** detect thoughts (DC 32)**MAGIC****Caster Level** 25; **MSB** +25, **MSD** 36, Concentration +35**Tradition** Natural (none); **CAM** Cha**Spell Points** 27/35**Destruction Sphere** – DC 32; **Range** Close (85 ft.); **Talents** Electric Blast

- *destructive blast* 13d6 pr 25d6 w/ 1 sp (electric blast)

Fate Sphere – DC 32; **Alignment** Lawful; **Range** Close (85 ft.) or personal w/ 20 ft. radius; **Talents** Atonement, Geas, Greater Geas, Judgement, Mark of Judgement

- *atonement* (word, 2 sp, instantaneous)
- *geas* (2 sp, permanent)
- *hallow* +3 (word, 1 sp, 25 minutes)
- *judgement* (consecration, concentration or 25 minutes w/ 1 sp)
- *serendipity* +1 to allies (consecration, concentration or 25 rounds w/ 1 sp)

Illusion Sphere – DC 32; **Duration** concentration +2 rounds or 25 minutes w/ 1 sp; **Senses** Sight, Sound, Odor, Touch (2); **Range** Close (85 ft.); **Talents** Complex Illusion, Illusionary Odor, Illusionary Sound, Illusionary Touch (2), Invisibility, Lingering Illusion, Manipulate Aura

- *illusion* (1 sp, +1 sp: complex, 35 nonlethal damage)
- *invisibility* (1 sp, +20 Stealth)
- *tricks* (25 minutes, auras, +12 odor)

Mind Sphere – DC 32; **Range** Close (85 ft.); **Target** 1 or 13 w/ 1 sp; **Talents** Group Charm, Powerful Charm, Project Thoughts

- *charm* 1 sp for greater or 2 sp for powerful (project thoughts, suggestion)

Protection Sphere – DC 32; **Duration** concentration or 25 rounds w/ 1 sp, 25 hours (aegis); **Range** touch or personal w/ 40 ft. radius; **Talents** Armored Magic, Energy Resistance, Greater Barrier, Healing Aegis, Resistance

- *aegis* (1 sp, armored, deflection, energy resist, resistance)
- *barrier* 29 hp, break DC 27 or 250 hp, break DC 37 w/ 1 sp
- *healing aegis* 35 hp

STATISTICS**Str** 24, **Dex** 22, **Con** 26, **Int** 20, **Wis** 18, **Cha** 30**Base Atk** +25; **CMB** +32; **CMD** 48**Feats** Counterspell, Counterspell Mastery, Critical Focus, Dodge, Greater Counterspell, Improved Counterspell, Improved Critical (falchion), Improved Initiative, Mobility, Quicken Spell, Spring Attack, Staggering Critical, Stunning Critical**Skills** Bluff +42, Diplomacy +38, Disguise +46, Perception +32, Perform +38, Sense Motive +32, Stealth +34; **Racial Modifiers** +4 Bluff, +8 Disguise**Languages** Aklo, Celestial, Common, Infernal, Sylvan, Undercommon**SQ** change shape (any small or medium humanoid)**SPECIAL ABILITIES****Always Prepared**

Covenant rakshasa each day have the following aegis cast upon them, which are already taken in account to their statistics above: Armored Magic, Deflection, Energy Resistance: Acid, Energy Resistance: Cold, Energy Resistance: Electricity, Energy Resistance: Fire, Energy Resistance: Sonic, Resistance.

- *Base Statistics*When not given time to prepare or when all of their aegis are dispelled, the rakshasa's statistics are **AC** 26, touch 17, flat-footed 19; **Fort** +22, **Ref** +14, **Will** +18; no energy resistance to acid, cold, electricity, fire, or sonic.**Contracts (Su)**

A covenant's contracts are enforced by magic.

Whether through their own power or the power of their contacts, a covenant can with effort and time acquire a buyer a specific magic item of their choice, cause an event to happen in a faraway place, supply rituals or other magical aid, or intercede with powerful fey lords on the buyer's behalf. In exchange, the covenant rakshasa usually has quests or other work they need done to advance their power. Once terms are decided, they become binding as if by the Greater Geas advanced Fate talent.

Beyond the common effects of breaking a Greater Geas, a contract might also have other clauses built into it in the case of a breach of contract. These clauses could include the enslavement of the individual and their descendants for a set period of time such as a hundred, five hundred or even a thousand years. Such slaves are actually treated more like wealthy servants, but those who misbehave are often served as meals to other rakshasa guests. After their servitude is terminated, any remaining descendants (if any) are released with a modest sum and placed near a community they feel in which the settlers would most likely accept them.

While a deal can always be renegotiated, the only other way to cancel a deal with a covenant rakshasa is through the direct intercession of deity or the *wish* ritual, and even then the creature will find all the covenant's allies and contacts targeting them, seeking to enforce the contract by any means necessary.**ECOLOGY****Environment** any**Organization** solitary, pair, or congressional (1-2 covenants and 1-10 rakshasa)**Treasure** double (+3 *falchion*, other treasure)

YAKSHA

Yaksha are the natural inverse of oni. While oni are evil spirits wrapped in flesh, yaksha are benevolent protectors of mortalkind and nature wrapped in flesh. Also, while yaksha males also have a large, monstrous appearance not-unlike that of



(although often with blue skin instead of red), yaksha females (yakshi) are said to appear as extremely beautiful women.

Yaksha are as dedicated to protecting nature as oni are to causing destruction, and in pursuit of that end, yaksha will often partner with mortals. I've even heard it said that the yaksha claim to have been the ones who first taught the art of swordsmanship to mortals, but then again most outsiders like to make that claim.

Oni and yaksha hate each other with a passion I've only seen matched by infernals against celestials. I don't believe it is possible for the two to meet without fighting each other. Whatever the oni's motivations for the fight may be, yaksha, at least, view it as their solemn duty to destroy oni wherever they are found, as oni are not only evil, but a constant threat to the nature that the yaksha have dedicated themselves to protecting.

Rather than being solitary like oni, yaksha tend to operate in small groups, usually as families. Despite their benevolent nature, yaksha are not prone to working together very much more than oni are, and yaksha armies are rare things.

Perhaps rare is the wrong word. While oni seek destruction, yaksha seek protection. Therefore, when an oni army gets together, it becomes a force of destruction almost unparalleled anywhere else in the world. When yaksha get together though, there isn't much for them to do unless there's an oni army to oppose. Thus, while it is easier for yaksha to appoint a war leader, an oni war leader is more likely to be powerful, as well as threatening enough to his neighbors that his exploits will end up resounding through history.

Winterlynn's note: After witnessing the battle between the yaksha and oni that was drawn on page 76, I never saw that yaksha again for a solo portrait. Look there if you really want to see his picture again.

YAKSHA

CR 6

XP 2,400

CG Large outsider (giant, native, oni, shapechanger)

Init +3; **Senses** darkvision 60 ft. low-light vision; Perception +13

DEFENSE

AC 19, touch 12, flat-footed 16 (+4 armor, +3 Dex, +3 natural, -1 size)

hp 76 (8d10+32); regeneration 5 (fire or acid)

Fort +6, **Ref** +9, **Will** +8

SR 17

OFFENSE

Speed 40 ft., fly 60 ft. (good)

Melee glaive +12/+7 (2d8+5/x3)

Ranged composite longbow +11/+6 (2d6+4/x3)

Space 10 ft.; **Reach** 10 ft.

MAGIC

Caster Level 4; **MSB** +8, **MSD** 19, **Concentration** +14

Tradition Natural (none); **CAM** Cha

Spell Points 14

Nature Sphere - **DC** 18; **Duration** concentration or 4 rounds w/ 1 sp (instantaneous), 4 minutes (spirit); **Packages** Water; **Range** Close (35 ft.), personal (spirit); **Talents** Animal Friend, Create Water, Speak with Animals, Waterwalk, Wave

- *animal friend* 4 CR animal (spirit, 1 sp)
- *create water* two 5 ft. cubes (water, 1 sp, instantaneous)
- *fog* 10 ft. radius (water, concentration)
- *freeze* 4 inches (water, 1 sp, instantaneous)
- *speak with animals* (spirit, 1 sp)
- *vortex* 5 ft. wide 10 ft deep, 1d8+2 (water, concentration)
- *waterwalk* (spirit, 1 sp)
- *wave* 40 ft. or 10 ft. line, +10 CMB (water, 1 sp, instantaneous)

STATISTICS

Str 18, **Dex** 17, **Con** 18, **Int** 14, **Wis** 14, **Cha** 22

Base Atk +8; **CMB** +12; **CMD** 26

Feats Combat Expertise, Combat Reflexes, Improved Trip, Greater Trip

Skills Handle Animal +17, Intimidate +17, Knowledge (nature) +13, Perception +13, Sense Motive +13, Spellcraft +13, Stealth +10, Survival +13

Languages Common, Sylvan

SQ change shape (small, medium, or large humanoid), hide self

Gear acid flasks x5

ECOLOGY

Environment any forest

Organization solitary, pair, or patrol (1-2 plus 2-4 wood nymphs)

Treasure double (hide armor, silver glaive, composite longbow [+4 Str] with 20 arrows, acid flasks, other treasure)

VARIANT

WARLORD, YAKSHA CR 14

XP 38,400

CG Huge outsider (giant, native, oni, shapechanger)

Init +2; **Senses** darkvision 120 ft. low-light vision, Perception +24

DEFENSE

AC 29, touch 11, flat-footed 26 (+6 armor, +2 Dex, +1 dodge +12 natural, -2 size)

hp 218 (19d10+114); regeneration 5 (fire or acid)

Fort +17, **Ref** +7, **Will** +13

SR 25

OFFENSE

Speed 40 ft., fly 60 ft. (good)

Melee +4 silver falchion +33/+28/+23/+18 (3d6+15/18-20)

Ranged *destructive blast* +21 touch (5d6 or 9d6 w/ 1 sp)

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

MAGIC

Caster Level 9; **MSB** +19, **MSD** 30, **Concentration** +26

Tradition Natural (none); **CAM** Cha

Spell Points 26

Destruction Sphere – DC 21; **Range** touch or Close (50 ft.);

Talents *Adhesive Blast

- *destructive blast* 5d6 or 9d6 w/ 1 sp (adhesive blast)

Nature Sphere – DC 21; **Duration** concentration +2 rounds or 9 rounds w/ 1 sp (or instantaneous), 9 minutes; **Packages**

plant; **Range** Close (50 ft.), personal (spirit); **Talents** Animal Friend, Barkskin**, Grow Plants, Lingering Nature**, Speak with Animals, Towering Growth,

- *animal friend* CR 9 animal (spirit, 1 sp)
- *barkskin* +2 natural AC (spirit, 1 sp)
- *entangle* 10 ft. radius (plantlife, concentration, towering growth: 90 ft., DC 24 Fly check)
- *grow plants* 10 ft. radius (plantlife, 1 sp)
- *growth* 9 plants (plantlife, 1 sp, instantaneous)
- *pummel* Large branch, +14 (1d8+4), 10 ft. reach (plantlife, concentration)
- *speak with animals* (spirit, 1 sp)

War Sphere – DC 21, **Range** 0 ft., **Talents** Absorb

- *rally* (absorb)
- *totem* 70 ft. radius (war)

STATISTICS

Str 26, **Dex** 15, **Con** 22, **Int** 14, **Wis** 14, **Cha** 24

Base Atk +19; **CMB** +29; **CMD** 41

Feats combat expertise, combat reflexes, dodge, greater vital strike, imbue with nature, improved vital strike, mobility, quicken spell, spring attack, vital strike

Skills Handle Animal +29, Intimidate +29, Knowledge (nature) +24, Perception +24, Sense Motive +24, Spellcraft +24, Stealth +16, Survival +24

Languages Common, Sylvan

SQ change shape (small, medium, large, or huge humanoid), hide self

SPECIAL ABILITIES

Imbue with Nature (Ex)

Whenever a yaksha warlord uses his adhesive blast, he may increase the casting time by one step or spend an additional spell point to draw material from the environment to enhance their blast, allowing it to bypass spell resistance.

ECOLOGY

Environment any forest

Organization solitary, pair, or patrol (1-2 plus 2-4 yakshaw or tyrannosaurus)

Treasure standard (mithril chainmail, +4 silver falchion, other treasure)

NEW TALENTS

*New Destruction Sphere Talents

Adhesive Blast (blast type)

Yakshaw warlords may transmute their *destructive blast* into a sticky, acidic sap. Their destructive blast deals acid damage. Any creature damaged by the attack must pass a Reflex save or be entangled and unable to move for 1 round.

**New Nature Sphere Talents

Barkskin (plantlife, spirit)

Yakshaw warlords may spend a spell point as a standard action to grow plantlife all over their body for 1 minute per caster level. This grants them a +1 enhancement bonus to natural armor, +1 per 5 caster levels. In addition, in natural environments they gain a circumstance bonus to Stealth equal to 1/2 their caster level (minimum 1). They temporarily lose this circumstance bonus to Stealth during any round that it moves 5 or more feet.

Lingering Nature

When yakshaw warlords uses a Nature sphere ability that requires concentration, the ability continues to maintain itself for 2 rounds after they stop concentrating.

YAOGUAI

Like most native outsiders, Yaoguai are spirits made flesh in the world. However, Yaoguai are unique in that they also have a unique relationship with the outer planes.

Yaoguai could rightly be called fallen spirits. While trapped on the mortal plane and distinctly evil by most standards, yaoguai dream of ascension and Nirvana. To accomplish this feat while trapped on the mortal plane, they seek out and consume the flesh of holy men, absorbing their 'goodness'. Yaoguai who succeed in consuming enough good-aligned creatures can even ascend to Nirvana, although their manner of ascension prohibits full acceptance by the plane. This does not seem to be a concern for the yaoguai, however, as those yaoguai who manage to enter the plane willingly become prey for deific hunts and sport, taking their place in the plane's hierarchy without complaint.

In order to consume the required holy flesh, many yaoguai will spend a great many years studying humanoid customs, magic, philosophy, and religion, disguising themselves as completely as humanoids as they can considering their animal appearance.

Yaoguai have little society of their own, as most of their time is spent in pursuit of their goal. However, there do exist yaoguai kings who call themselves 'mōwāng'. These greater yaoguai often take up residence in or around abandoned temples and shrines, where they rule and coordinate the lesser yaoguai. When a mōwāng ascends, they often earn places as favored pets of the deities who rule that plane.



YAOGUAI

CR4

XP 1,200

NE Medium outsider (native)

Init +4; **Senses** darkvision 60 ft.; Perception +8

Aura unnatural aura (30 ft.)

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 Dex, +4 natural)

hp 42 (5d10+15)

Fort +7, **Ref** +8, **Will** +1

Defensive Abilities fortification (50%)

OFFENSE

Speed 40 ft.

Melee 1 bite +9 (1d6+2), 2 claws +9 (1d4+2)

Special Attacks pounce

MAGIC

Caster Level 2; **MSB** +5, **MSD** 16, **Concentration** +7

Tradition Natural (none); **CAM** Cha

Spell Points 7

Divination Sphere – **DC** 13; **Duration** concentration, 2 hours (sense), **Range** Medium (120 ft.), personal (sense)

– *divine* (alignment, magic)

– *sense* (1 sp: read magic)

Fate Sphere – **DC** 13; **Alignment** Evil; **Range** Close (30 ft.) or personal w/ 20 ft. radius; **Talents** Curse, Divine Force

– *curse* (word, 1 sp)

– *divine force* (consecration, instantaneous)

– *hallow* +1 (word, 1 sp, 2 minutes)

– *serendipity* +1 to allies (consecration, concentration or 2 rounds w/ 1 sp)

STATISTICS

Str 14, **Dex** 18, **Con** 16, **Int** 6, **Wis** 10, **Cha** 14

Base Atk +5; **CMB** +9; **CMD** 21

Feats Agile Maneuvers, Combat Reflexes, Weapon Finesse

Skills Disguise +10, Knowledge (religion) +6, Perception +8, Survival +8

Languages Common (see Bestial below)

SQ corpse eater

SPECIAL ABILITIES

Bestial (Ex)

While capable of understanding spoken common, Yaoguai are anatomically incapable of speaking it fluently. A Yaoguai may, however, communicate articulately with anyone under the effects of *Speak with animals* such as from the spell, the Nature sphere talent, or any other similar ability.

Corpse Eater (Su)

As a full-round action, a yaoguai may consume the flesh of an adjacent corpse with a good-aligned aura. Yaoguai gain essence of good depending upon the alignment aura's strength. An aura strength of 'None' grants 0 essence, 'Faint' grants 1 essence, 'Moderate' grants 2 essence, 'Strong' grants 4 essence, and 'Overwhelming' grants 8 essence. Yaoguai may spend essence as if they were spell points to power sphere talents or abilities. Once a yaoguai has acquired an amount of essence equal to its HD, it becomes passive and slowly dissipates, ascending to another plane.

Fortification (Ex)

The yaoguai has a 50% chance to treat any critical hit or sneak attack as a normal hit, as if wearing moderate fortification armor.

Pounce (Ex)

When a yaoguai makes a charge, it can make a full attack.

Unnatural Aura (Su)

Animals do not willingly approach within 30 feet of the yaoguai unless the animal's master makes a DC 25 Handle Animal, Ride, or wild empathy check.

ECOLOGY

Environment any

Organization solitary or pair

Treasure standard

VARIANT

YAOGUAI, MÓWÁNG

CR 8

XP 4,800

NE Large outsider (native)

Init +4; **Senses** darkvision 120 ft.; Perception +13

Aura unnatural aura (60 ft.)

DEFENSE

AC 20, touch 12, flat-footed 17 (+3 Dex, +8 natural, -1 size)

hp 95 (10d10+40)

Fort +11, **Ref** +6, **Will** +7

Defensive Abilities fortification (75%)

OFFENSE

Speed 60 ft.

Melee 1 bite +15 (1d8+5), 2 claws +15 (1d6+5)

Space 10 ft.; **Reach** 10 ft.

Special Attacks pounce

MAGIC

Caster Level 5; **MSB** +10, **MSD** 21, **Concentration** +14

Tradition Natural (none); **CAM** Cha

Spell Points 14

Divination Sphere – **DC** 16; **Duration** concentration, 5 hours (sense); **Range** Medium (150 ft.); **Talents** Ghost Sight, Logos

- *divine* (alignment, magic)
- *sense* (1 sp: read magic, ghost sight, logos, 2 sp: logos)

Fate Sphere – **DC** 16; **Alignment** Evil; **Range** Close (35 ft.) or personal w/ 20 ft. radius; **Talents** Curse, Divine Force, Judgement

- *curse* (word, 1 sp)
- *divine force* (consecration, instantaneous)
- *hallow* (word, 1 sp, 5 minutes)
- *judgement* (consecration, concentration or 5 minutes w/ 1 sp)
- *serendipity* +1 to allies (consecration, concentration or 5 rounds w/ 1 sp)

STATISTICS

Str 20, **Dex** 16, **Con** 18, **Int** 6, **Wis** 10, **Cha** 18

Base Atk +10; **CMB** +16; **CMD** 29

Feats Cleave, Combat Reflexes, Great Cleave, Lunge, Power Attack

Skills Disguise +17, Knowledge (religion) +11, Perception +13, Survival +13

Languages Common (see Bestial below)

SQ corpse eater

SPECIAL ABILITIES

Bestial (Ex)

Mówáng with its low intelligence while capable of understanding spoken common, are anatomically incapable of speaking it fluently. It may however communicate articulately with anyone under the effects of *Speak with Animals* such as from the spell, Nature sphere talent, or any other similar ability.

Corpse Eater (Su)

As a full-round action, a mówáng may consume the flesh of an adjacent corpse with a good-aligned aura. Mówáng gain essence of good depending upon the alignment aura's strength. An aura strength of 'None' grants 0 essence, 'Faint' grants 1 essence, 'Moderate' grants 2 essence, 'Strong' grants 4 essence, and 'Overwhelming' grants 8 essence. Mówáng may spend essence as if spell points to power sphere talents or abilities. Once a mówáng has acquired an amount of essence equal to its HD, it becomes passive and slowly dissipates, ascending to another plane.

Fortification (Ex)

The mówáng has a 75% chance to treat any critical hit or sneak attack as a normal hit, as if wearing heavy fortification armor.

Pounce (Ex)

When a mówáng makes a charge, it can make a full attack.

Unnatural Aura (Su)

Animals do not willingly approach within 60 feet of the mówáng unless the animal's master makes a DC 25 Handle Animal, Ride, or wild empathy check.

ECOLOGY

Environment any

Organization solitary or sangha (1 mówáng plus 1-4 yaoguai)

Treasure standard

Winterlynn's Note: Yaoguai are the great exception to the rule that spirits seek their own alignment. I do not know why the yaoguai strive so hard to enter Nirvana, but as one pilgrim once told me, if you must be eaten by an evil flesh-craving monster, at least with the yaoguai your remains are being put to good use.

PLANTS

Just like there exist magical beasts in opposition to normal animals, there also exists magical plants in opposition to the more basic ones. These plants may be intelligent or unintelligent, grand or minor, but like most things around Windfell academy, none are ordinary.

Plant creatures are the only creature type I'm aware of that is completely and truly without society. Vermin usually come in swarms, and even animals exist in families, but plant creatures are usually completely solitary. I say 'usually' because, like all things at Windfell, someone decided to break that rule and see what would happen (the guardian plants).

I'm not familiar with how old world forests worked, but I'm under the impression that it was once possible to travel through a forest in relative safety. Know that the forests around the academy aren't those forests; there are so many plant creatures per square mile that any and all travel is potentially hazardous.

CLOCKWORK VINES

Clockwork vines get their name because they function not dissimilar to machinery; clockwork vines rarely fight by themselves, but instead make use of whatever tools they can find. As a clockwork vine gets older and collects victims, it can amass quite a collection of armor, shields, and weapons that it uses to attack its enemies. Even newly-born clockwork vines tend to take a weapon or two from their parent-plant, meaning a clockwork vine is rarely without tools at its disposal.

CLOCKWORK VINES CR 6

XP 2,400

N Medium plant

Init +3; **Senses** low-light vision, tremorsense 60 ft.; Perception +0

DEFENSE

AC 26, touch 13, flat-footed 23 (+6 armor, +3 Dex, +5 natural, +2 shield)

hp 65 (10d8+20)

Fort +9, **Ref** +6, **Will** +3

Immune plant traits

OFFENSE

Speed 20 ft.

Melee battleaxe +12/+7 (1d8+5)

Ranged longbow +10/+5 (1d8)

STATISTICS

Str 20, **Dex** 16, **Con** 14, **Int** -, **Wis** 10, **Cha** 11

Base Atk +7; **CMB** +11; **CMD** 24

SPECIAL ABILITIES

Battle Skilled (Ex)

Clockwork vines are proficient with shields, all forms of armor, as well as simple and martial weapons.

ECOLOGY

Environment any (temperate forests)

Organization solitary

Treasure standard (heavy wooden shield, longbow, battleaxe, breastplate, other treasure)

VARIANT

CLOCKWORK VINES, NEST CR 11

XP 12,800

N Huge plant

Init +3; **Senses** low-light vision, tremorsense 60 ft.; Perception +2

DEFENSE

AC 29, touch 11, flat-footed 26 (+6 armor, +3 Dex, +10 natural, +2 shield, -2 size)

hp 153 (18d8+72)

Fort +15, **Ref** +9, **Will** +8

Immune plant traits

OFFENSE

Speed 40 ft.

Melee battleaxe +28/+23/+18/+13 (1d8+10)

Ranged longbow +21/+16/+11/+6 (1d8)

Space 15 ft.; **Reach** 10 ft.

STATISTICS

Str 30, **Dex** 16, **Con** 18, **Int** -, **Wis** 14, **Cha** 11

Base Atk +18; **CMB** +30; **CMD** 43

SPECIAL ABILITIES

Battle Skilled (Ex)

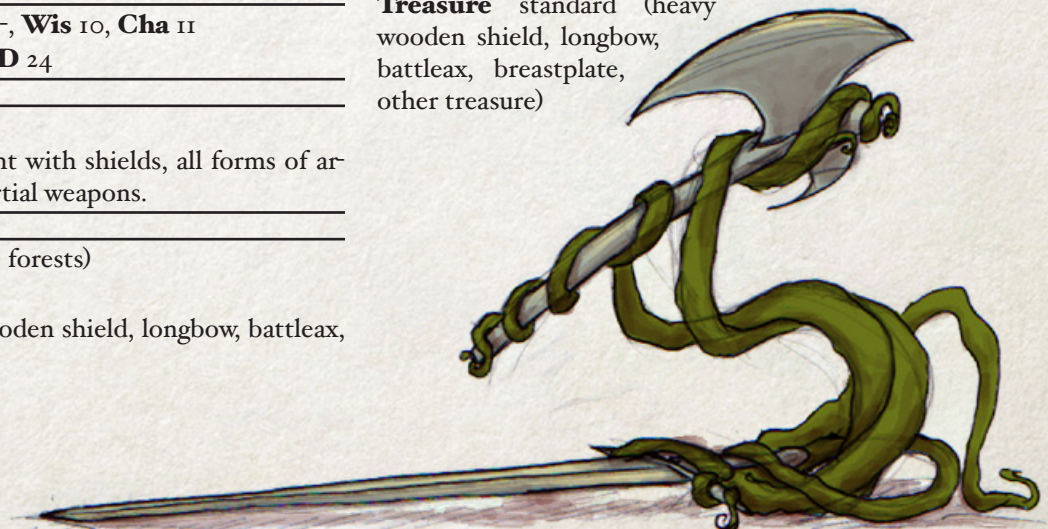
Clockwork vines are proficient with shields, all forms of armor, as well as simple and martial weapons.

ECOLOGY

Environment any (temperate forests)

Organization solitary

Treasure standard (heavy wooden shield, longbow, battleaxe, breastplate, other treasure)



THE GAZEBO

The gazebo is a creature that appears to have been magically crafted to hunt mortals, because there's no other explanation behind its existence. The gazebo doesn't disguise itself as a harmless building like a mimic might; it actually IS a wooden structure in its natural state, just one that is alive and feasts on the energy of others. If a target should attempt to escape its charms, the gazebo can also attack in its own right, grabbing its victims and forcefully extracting energy from them.

The gazebo is perhaps 8 or so feet across and about 15 feet or so tall. It hunts its targets by invading their minds, planting a suggestion to sit inside, eat the food that appears there, and then to fall asleep. Once asleep, the gazebo slowly drains energy from the target until they die, whereupon the body is removed, the gazebo teleports to a new location, and it begins waiting for its next victim.

Beware the gazebo. Not only is it dangerous, but it also holds a grudge, and has been known to stalk those who escape its grip, determined to win in the end.

THE GAZEBO CR 12

XP 19,200

N Huge Plant

Init +4; **Senses** low-light vision, Perception +0

DEFENSE

AC 24, touch 8, flat-footed 24 (+16 natural, -2 size)

hp 216 (16d8+144)

Fort +19, **Ref** +7, **Will** +7

Immune plant traits

OFFENSE

Speed 5 ft.

Melee 2 slams +20 (2d6+8 plus grab)

Space 15 ft.; **Reach** 10 ft.

Special Attacks energy drain

MAGIC

Caster Level 16; **MSB** +16, **MSD** 27, **Concentration** +23

Tradition Natural (none); **CAM** Cha

Spell Points 27

Mind Sphere – DC 26; **Range** Medium (260 ft.); **Target** 1 or 9 w/ 1 sp; **Talents** Command, Confusion, Enthrall, Expanded Charm, Fear, Group Charm, Powerful Charm, Ranged Mind, Sleep, Subtlety

- *charm* 1 sp greater, 2 sp powerful (command, confusion, enthrall, fear, sleep, suggestion)

Warp Sphere — DC 25; **Range** Medium (260 ft.) or Long (920 ft.) w/1 sp; **Target** touch, 1 or 9 w/1 sp; **Talents** Distant Teleport, Group Teleport, Plane Manipulator, Quick Teleport, Unseeing Teleport, Unwilling Teleport

- *teleport* (1 sp each: move action, no line of sight, unwilling)
- *plane manipulator* 160 ft. radius (1 sp, concentration or 16 minutes w/1 sp; 1 sp: banish via touch)

STATISTICS

Str 26, **Dex** 10, **Con** 28, **Int** 12, **Wis** 10, **Cha** 24

Base Atk +12; **CMB** +20; **CMD** 25

Feats Skill Focus (Stealth), Skill Focus (Perception), Lightning Reflexes, Iron Will, Improved Initiative, Extra Spell Points (2), Sphere Focus (Mind)

Skills Disguise +46, Stealth +25, Perception +25

SQ mimic gazebo, enchanted food

SPECIAL ABILITIES

Enchanted Food (Su)

As a standard action, the gazebo can spontaneously create a platter of food and drink on the table located at its center. This food does not supply sustenance, but appears to; creatures who eat the food will feel full. The food dissolves and disappears within 1d4 rounds of being removed from the gazebo.

When a target eats food from a gazebo, they must pass a DC 25 Fortitude save or fall asleep for 1d4 hours.

Energy Drain (Su)

As a free action taken once per creature per round, the gazebo bestows 1 negative level on any creature that is unconscious inside its space, or that it has grappled with its grab ability. The DC is 25 for the Fortitude save to remove the negative level. These save DCs are Charisma-based.

Mimic Gazebo (Ex)

A gazebo appears to be a large wooden structure, and gains a +20 racial bonus on Disguise checks when imitating an object. Disguise is always a class skill for a gazebo.

ECOLOGY

Environment Temperate Forest

Organization solitary

Treasure double



GUARDIAN PLANTS

The idea of plants or other creatures with symbiotic relationships is nothing new, but guardian plants are the only creatures I'm aware of who's symbiosis is naturally tactical.

Guardian plants are magical plants designed to be planted in groups, each one offering tactical prowess that naturally synergizes with its fellows. They are hostile to any creature who attempts to pass through their area that is not safe.

When a guardian plant first sprouts from its seed, it imprints on the one or ones who regularly care for it. These creatures become 'safe' to it, and the plant will not attack these creatures. After the plant is about 3 months old, however, it becomes hostile to any creature that is not safe.

Guardian plants are very difficult to raise; if I'm not mistaken, each plant only sprouts a handful of seeds every year, and takes a DC 30 Survival check every week for 3 months to raise correctly, otherwise the plant will die. For the few who can gain them, raise them, and plant them, however, they are very good guardians for whatever you need protected.

The only real drawback to the guardian plants (other than location, as they can only survive in good soil with access to water) is that no creature can become 'safe' after the 3 month mark; unlike regular guards, they cannot be paid off, given passwords, or other means by which to ignore a new creature. Therefore, the best use of guardian plants is to provide long-term protection for a route regularly traveled by enemies that never negotiate, such as undead.

All plants with the guardian plant subtype have the following special quality:

Camouflage (Ex)

Guardian plants are exceedingly skilled at blending in with their environments, despite their size. They have a +10 racial bonus to Stealth in vegetation or forested areas.

GUARDIAN PLANT, ENTANGLING VINE CR2

XP 600

N Large Plant (guardian plant)

Init -2; **Senses** Low-light vision; Perception +0

DEFENSE

AC 14, touch 7, flat-footed 14 (-2 Dex, +7 natural, -1 size)

hp 22 (3d8+9)

Fort +6, **Ref** -1, **Will** +1

Immune plant traits

Weaknesses vulnerable to fire



OFFENSE

Speed 5 ft.

Melee 1 slam +5 (1d4+6 plus grab)

Special Attacks grab

Space 10 ft.; **Reach** 10 ft.

MAGIC

Caster Level 2; **MSB** +3, **MSD** 13, **Concentration** +3

Tradition Natural (*Drawbacks*: +Limited Creation (Creation, create only), Material Focus (Creation, Plant matter), **CAM** Wis

Spell Points 3

Nature Sphere - DC 11; **Duration** concentration or 2 rounds w/ 1 sp (or instantaneous); **Packages** Plantlife, **Range** Close (30 ft.)

- *entangle* 5 ft. radius (plantlife, concentration)
- *growth* 2 plants (plantlife, 1 sp, instantaneous)
- *pummel* Medium branch, +4 (1d6+2), 5 ft. reach (plantlife, concentration)

Creation Sphere - DC 11; **Range** Close (30 ft.); **Duration** concentration or 2 hours w/ 1 sp; **Talents** Larger Creation, Lengthened Creation

- *create* 2 Small objects, 4 w/ +1 sp (1 sp, vegetable matter only)

STATISTICS

Str 18, **Dex** 6, **Con** 16, **Int** -, **Wis** 10, **Cha** 1

Base Atk +2; **CMB** +5; **CMD** 13

SQ camouflage

SPECIAL ABILITIES

Camouflage (Ex)

While remaining immobile and not utilizing its slam attack, an entangling vine is very difficult to see and requires a DC 15 perception check to notice when standing among vegetation.

GUARDIAN PLANT, THORN

CR 3

XP 800

N Small Plant (guardian plant)

Init +3; **Senses** Low-light vision; Perception +0

DEFENSE

AC 19, touch 14, flat-footed 16 (+3 Dex, +5 natural, +1 size)

hp 18 (4d8)

Fort +5, **Ref** +4, **Will** +1

Immune plant traits

Weaknesses vulnerable to fire

OFFENSE

Speed 5 ft.

Melee 2 slams +6 (1d3+2) or *destructive blast* +7 (2d6 or 4d6 w/ 1 sp)

Ranged *destructive blast* +7 touch (2d6 or 4d6 w/ 1 sp)

Special Attacks bleed

Space 2 1/2 ft.; **Reach** 5ft.

MAGIC

Caster Level 4; **MSB** +4, **MSD** 15, Concentration +4

Tradition Natural (*Drawbacks*: Energy Focus (Destruction));

CAM Wis

Spell Points 4

Destruction Sphere – DC 12; **Range** Medium (140 ft.); **Talents** Extended Range, Thorn Blast

– *destructive blast* 2d6 or 4d6 w/1 sp (Thorn Blast only)

STATISTICS

Str 14, **Dex** 16, **Con** 10, **Int** -, **Wis** 10, **Cha** 1

Base Atk +3; **CMB** +4; **CMD** 17

GUARDIAN PLANT, FUNGUS

CR 5

XP 1,600

N Medium Plant (guardian plant)

Init -1; **Senses** Low-light vision; Perception +0

DEFENSE

AC 17, touch 9, flat-footed 17 (-1 Dex, +8 natural)

hp 66 (7d8+35)

Fort +10, **Ref** +1, **Will** +2

Immune plant traits

Weaknesses vulnerable to fire

OFFENSE

Speed 5 ft.

Melee 2 slams +9 (1d6+4 plus poison)

Special Attacks poison, spore cloud

STATISTICS

Str 18, **Dex** 8, **Con** 20, **Int** -, **Wis** 10, **Cha** 1

Base Atk +5; **CMB** +10; **CMD** 19

SQ camouflage, poison, spore cloud

SPECIAL ABILITIES

Poison (Ex)

Slam—injury; **save** Fort DC 18; **frequency** 1/round for 6 rounds; **effect** 1d4 Str; **cure** 2 saves. The save DC is Constitution-based.

Spore Cloud (Ex)

As a standard action once per minute, a fungus can release a cloud of spores in a 20-foot radius around itself. Creatures within the area must succeed on a DC 18 Fortitude save or be affected by powerful mind-control for as long as they remain in the cloud +1d4 rounds after leaving the area. This functions as the Mind Control advanced Mind talent, except that a new save can be made each round. Although this is a mind-affecting effect, it can affect undead and vermin (but not oozes or plants). A spore cloud persists for 5 rounds before dispersing—a strong wind causes it to disperse immediately. The save DC is Constitution-based.

GUARDIAN PLANT, MAN-TRAP

CR 7

XP 3,200

N Huge Plant (guardian plant)

Init -2; **Senses** Low-light vision; Perception +0

DEFENSE

AC 16, touch 6, flat-footed 16 (-2 Dex, +10 natural, -2 size)

hp 135 (10d8+90)

Fort +11, **Ref** +1, **Will** +3

Immune plant traits

Weaknesses vulnerable to fire

OFFENSE

Speed 5 ft.

Melee bite +13 (2d6+12 plus 2d6 acid plus grab)

Special Attacks grab, swallow whole (2d6+4 plus 2d6 acid, AC 15, hp 13)

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

MAGIC

Caster Level 7; **MSB** +10, **MSD** 21, Concentration +10

Tradition Natural (none); **CAM** Wis

Spell Points 10

Illusion Sphere – DC 13; **Duration** concentration +2 rounds or 7 minutes w/ 1 sp; **Range** Close (40 ft.); **Target** Huge (15 ft. cube); **Talents** Complex Illusion, Illusionary Odor, Illusionary Sound, Illusionary Touch, Invisibility, Lingering Illusion

– *illusion* (1 sp, +1 sp complex, sight, sound, smell/taste)

– *invisibility* (1 sp, +7 Stealth)

STATISTICS

Str 26, **Dex** 6, **Con** 28, **Int** -, **Wis** 10, **Cha** 1

Base Atk +7; **CMB** +17; **CMD** 25

SQ camouflage

SPECIAL ABILITIES

Acid (Ex)

A man-trap secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Each time a creature suffers damage from a man-trap's acid, its clothing and armor also suffer this acid damage. A DC 24 Reflex save prevents damage to clothing and armor. If a man-trap remains in contact with a wooden or metal object for 1 full round, it inflicts 24 points of acid damage (no save) to the object. The save DCs are Constitution-based.

Swallow Whole (Ex)

If the man-trap begins its turn with an opponent grappled in its mouth, it can attempt to swallow the target, as if attempting a pin. If it succeeds, the man-trap swallows its prey, and the opponent takes bite damage. The target can be up to one size category smaller than the man-trap.

A swallowed creature suffers damage (2d6+4 plus acid) each round, and keeps the grappled condition, even while the man-trap does not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (if it deals 13 or more damage) or it can just try to escape the grapple. If a swallowed creature cuts its way out, the man-trap cannot use swallow whole again until the damage is healed. If the swallowed creature escapes the grapple, success puts it back in the man-trap's mouth, where it may be bitten or swallowed again.

GUARDIAN PLANT, CHAMPION

CR 9

XP 6,400

N Huge Plant (guardian plant)

Init +2; **Senses** Low-light vision; Perception +0

DEFENSE

AC 22, touch 10, flat-footed 20 (+2 Dex, +12 natural, -2 size)

hp 142 (15d8+75)

Fort +14, **Ref** +7, **Will** +5

Immune plant traits

OFFENSE

Speed 5 ft.

Melee 4 vines +15 (1d8+7 plus 1d4 bleed plus grab) or *destructive blast* +10 touch (5d6 or 10d6 w/ 1 sp)

Ranged *destructive blast* +10 touch (5d6 or 10d6 w/ 1 sp)

Special Attacks bleed, grab

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

MAGIC

Caster Level 10; **MSB** +15, **MSD** 26, Concentration +10

Tradition Natural (*Drawbacks*: Limited Creation (Creation, create only), Material Focus (Creation, Plant matter), Energy Focus (Destruction, plant type)), **CAM** Wis

Spell Points 15

Destruction Sphere - DC 15,

Range Medium (150 ft.), **Target** 1

or 20 ft. radius burst w/ 1 sp; **Tal-**

ents *Bramble Blast, Explosive Orb, Extended Range, *Thorn Blast

- *destructive blast* 5d6 or 10d6 w/1 sp (thorn blast or bramble blast only)

Creation Sphere - DC 15; **Range** Close (50 ft.);

Duration concentration or 10 hours w/1 sp, **Talents**

Larger Creation, Lengthened Creation

- *create* 10 Small objects, 20 w/ 1 sp (1 sp, vegetable matter only)

Nature Sphere - DC 15; **Duration** concentration or 10 rounds w/ 1 sp (or instantaneous); **Packages** Plantlife,

Range Close (50 ft.)

- *entangle* 15 ft. radius (plantlife, concentration)

- *growth* 10 plants (plantlife, 1 sp, instantaneous)
- *pummel* Huge branch, +15 (2d6+5), 15 ft. reach (plantlife, concentration)

STATISTICS

Str 24, **Dex** 14, **Con** 20, **Int** -, **Wis** 10, **Cha** 1

Base Atk +10; **CMB** +19; **CMD** 31

SQ camouflage

NEW TALENTS

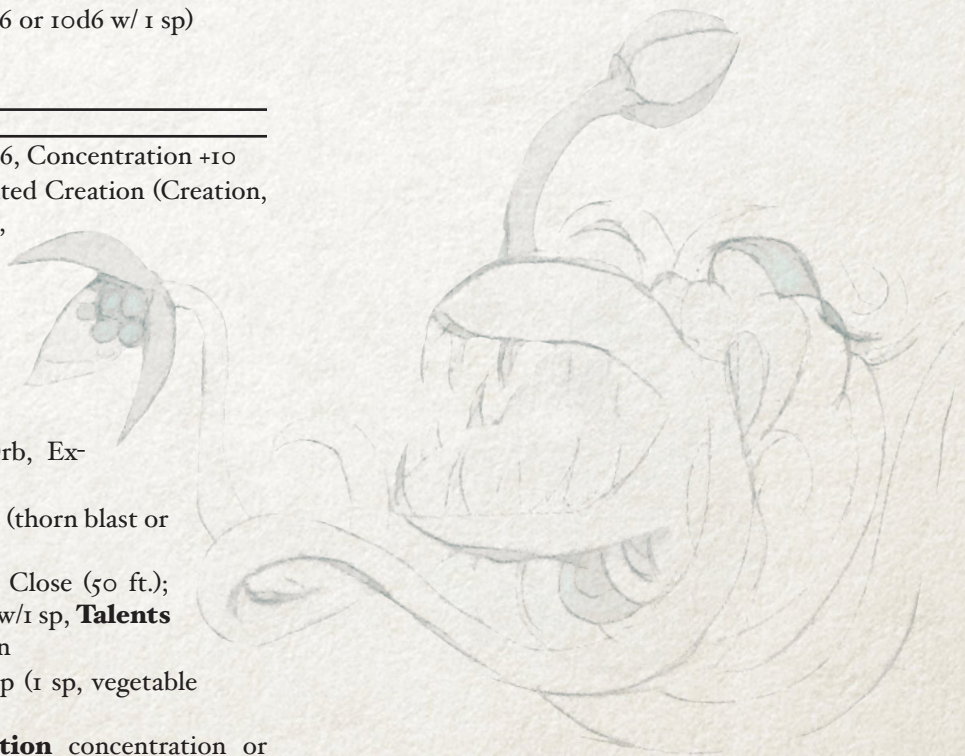
*New Destruction Sphere Talents

Bramble Blast (blast type)

Your *destructive blast* becomes an explosion of thorny brambles, growing where it strikes. A bramble blast uses d4's instead of d6's as its damage die and deals piercing damage. The target of your bramble blast must pass a Reflex save or be entangled and unable to move. In addition, the target's square (or the blast's affected area) becomes overgrown with brambles and counts as difficult terrain. Breaking free of the entangled condition is a move action, requiring either a Strength check or an Escape Artist check against the bramble blast's save DC. A target may also destroy the brambles on a square or creature by dealing 3 damage per caster level to the bramble. This removes the entangled condition from the creature and destroys the difficult terrain. Brambles disappear after 1 minute.

Thorn Blast (blast type)

Your *destructive blast* becomes a stream of jagged thorns, dealing piercing damage. Any creature damaged by the attack suffers bleed damage equal to the number of damage die rolled.



VENUS FISHER

Like the gazebo, the venus fisher is a hunter, lying in wait to trap humanoids and other creatures foolish enough to step into its part of the woods. While the gazebo is more dangerous in the sense that it can teleport and control minds, the venus fisher is the more powerful of the pair, if a creature has been ensnared and must fight its way out.

The venus fisher is a skilled mind reader, and hunts its prey by attempting to attract it through the use of its attraction pods. The attraction pod becomes something that the venus fisher senses will attract the target, completely hiding that it is, in fact, part of a plant. This could include material wealth, food, family members, or anything else its mind reading reveals might work.

When a creature touches the attraction pod, the pod quickly closes around the target, bursting from the ground and dragging the target to the venus fisher's mouth, which can be hidden hundreds of feet away.

I must impress upon you that the myth that venus fishers only produce beautiful women to draw in targets is false. The venus fisher tailors each attraction pod to best snare whatever target is approaching, and even if eight times out of ten this results in an offer of sex, that has more to do with the target than the fisher (most anecdotal accounts of venus fishers were recorded by soldiers, loggers, and woodsmen, most of whom all wanted the same thing after spending so many months away from civilization, and therefore were forced to adopt policies of 'never chase after a naked woman in the woods' as a matter of survival).

SPECIAL ABILITIES

Acid (Ex)

A venus fisher secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Each time a creature suffers damage from a man-trap's acid, its clothing and armor take the same amount of damage from the acid. A DC 30 Reflex save prevents damage to clothing and armor. If this acid remains in contact with a wooden or metal object for 1 full round, it inflicts 24 points of acid damage (no save) to the object. The save DCs are Constitution-based.

Attraction Pod (Su)

As a full-round action, a venus fisher may lay down an attraction pod in an unoccupied space anywhere within 120 ft. A venus fisher may have up to 4 attraction pods in the ground at any one time. These attraction pods can be anywhere within 120 ft. of the venus fisher's main body, but must be laid on soil. An attraction pod occupies a single 5 ft. square. Uprooting an attraction pod is a free action.

When a venus fisher places an attraction pod in the ground, it may choose one target within 200 ft. that has failed their saving throw against its mind delve ability. The attraction pod physically changes into the shape most likely to attract that creature to the pod. The disguise is extremely realistic; identifying the object as a fake requires a DC 50 Perception check.

If a target touches an attraction pod, they must pass a DC 30 Fortitude save, or be paralyzed for 1d4+1 rounds.

A venus fisher uses the same limb to place an attraction pod as it uses to make a slam attack. This means that the venus fisher may make a slam attack against any target adjacent to its attraction pods, but cannot use that slam attack to target other creatures. If the venus fisher successfully grabs a target, it may move that target 30 ft. closer to its mouth as a free action.

VENUS FISHER

CR 14

XP 38,400

N Huge Plant

Init -2; **Senses** Low-light vision, Blindsight 200 ft.; Perception +0

DEFENSE

AC 24, touch 6, flat-footed 24 (-2 Dex, +18 natural, -2 size)

hp 290 (20d8+200)

Fort +11, **Ref** +1, **Will** +3

Immune plant traits;

Weaknesses vulnerable to fire

OFFENSE

Speed 5 ft.

Melee bite +28 (2d6+15 plus grab plus acid), 4 slams +28 (1d8+15 plus grab)

Special Attacks hide, swallow whole (2d6+15 plus 2d6 acid, AC 19, hp 29)

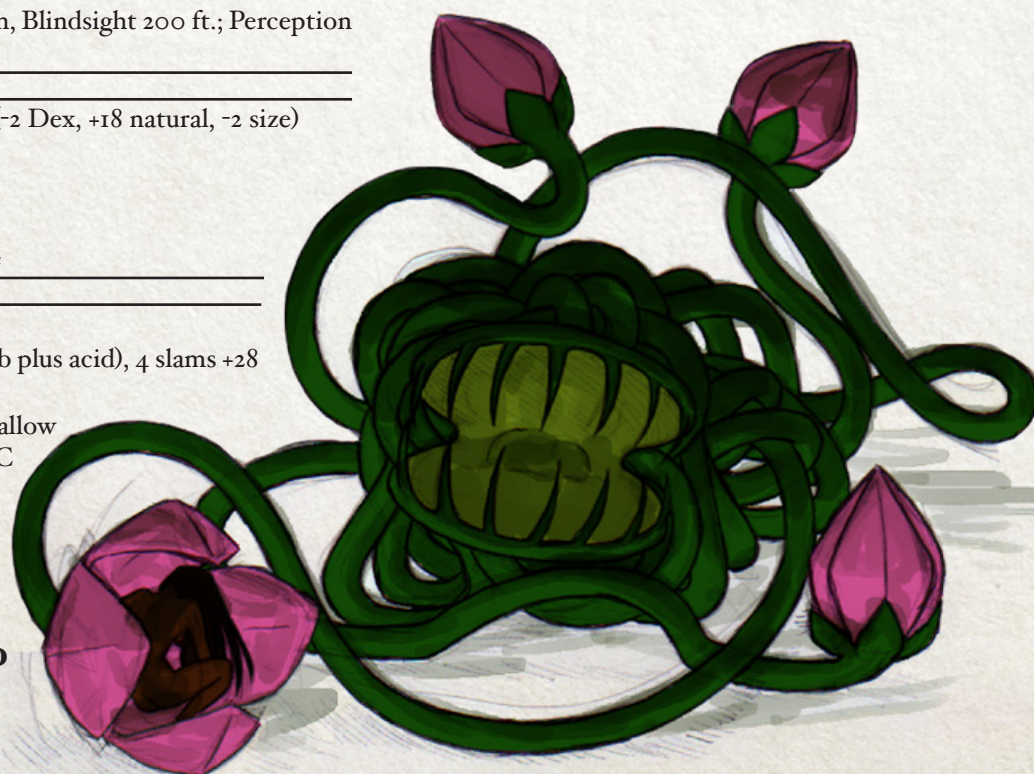
Space 15 ft.; **Reach** 10 ft.

STATISTICS

Str 40, **Dex** 6, **Con** 30, **Int** -, **Wis** 10, **Cha** 21

Base Atk +15; **CMB** +28; **CMD** 38

SQ incredible reach



Hide (Ex)

Venus fishers can burrow into the ground as a full-round action. When a venus fisher burrows into the ground, it cannot move until it spends a standard action to burrow back out. While it is burrowed, a venus fisher can make a Stealth check with a +20 racial bonus (meaning when taking 10, its Stealth check result to hide is 30.)

Incredible Reach (Ex)

As a full-round action, a venus fisher may make a slam attack against any target within 40 ft. of it.

Mind Delve (Sp)

As a standard action, the venus fisher may read the mind of a target within 200 ft. This is a mind-altering effect. The target must make a Will saving throw with a DC of 25. If a target succeeds at this saving throw, they cannot be targetted again for 24 hours.

Targets who fail this saving throw may be targetted by the venus fisher's attraction pod ability.

Swallow Whole (Ex)

If the venus fisher begins its turn with an opponent grappled in its mouth, it can attempt to swallow the target, as if attempting a pin. If it succeeds, the venus fisher swallows its prey, and the opponent takes bite damage. The target can be up to one size category Smaller than the venus fisher.

A swallowed creature suffers damage (2d6+15 plus 2d6 acid) each round, and keeps the grappled condition, even while the venus fisher does not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (if it deals 29 or more damage) or it can just try to escape the grapple. If a swallowed creature cuts its way out, the venus fisher cannot use swallow whole again until the damage is healed. If the swallowed creature escapes the grapple, success puts it back in the venus fisher's mouth, where it may be bitten or swallowed again.

ECOLOGY

Environment temperate forest, jungle

Organization solitary

Treasure double

Winterlynn's Note: Passing by the venus fisher is a strange lesson in introspection; the plant doesn't intelligently create things, all it can do is scan your mind and present you with things the scan reveals will attract you.

Circumstances once made me pass by one particular venus fisher several times in succession, and each time the plant tried something different. The first time, it conjured a chest full of gold coins lying open on the ground, somehow glittering in the sun despite it being a cloudy day. The second time, it conjured a stack of rare books, and a dress I remember the Dutchess of Kingsbread wearing to a ball when I was a child; the dress had made quite an impression on me, and I remember asking father if I would wear things that beautiful when I grew up.

The third time it was a naked man named Favilo who claimed he was a master bard, scholar, and student of elvish massage, who desperately needed someone to join him for stimulating conversation and a rub down, lest his massage skill get rusty from lack of use.



UNDEAD

Undead are perhaps the most common creature type to be found in the employ of wizards, for a number of reasons. First, as with the conjuring of outsiders, there is an entire accepted school of magic dedicated to the undead (necromancy). Second, for those with a true lack of any moral compass, study of the undead can lead to immortality, via lichdom. Third, (and I have heard this argument made by a teacher almost word for word) necromancy is just a form of recycling, wherein one can make use of enemies and failed experiments by putting their remains to good use.

Windfell academy currently employs a lich, so its view of necromancy may be somewhat skewed compared to the rest of the world, but make no mistake: With the possible exception of the fabled 'white necromancers', the creation of undead is an act of evil, no matter how many orphans you may rescue with your skeletons in an attempt to justify it. Creating undead requires the theft of another's body and soul, and results in the creation of a creature who inherently seeks the torture and death of all living things. Before you throw this book down in anger, I present the following examples:

DEATH KNIGHT

Death knights are the truest champions of all that is evil in the world. They are beings of undeath and cruelty that exist for little reason beyond to spread pain and death. Most (but not all) death knights were paladins in life, who broke their vows in such a complete and horrific way that they became the exact inverse of their former holiness. This goes far beyond simply losing honor; only someone who has completely and utterly fallen in word, deed, and disposition could become something as horrific as a death knight.

Death knights are undead with a mastery of necromancy, meaning they are almost always accompanied by undead servants and retainers. In the case of the great death knight lords, this can extend to an entire kingdom of undead minions.

DEATH KNIGHT

CR 12

XP 19,200

NE Medium Undead (augmented) Mageknight 11

Init +6; **Senses** darkvision 60 ft.; **Perception** +13

Aura fear aura (10 ft.)

DEFENSE

AC 27, touch 11, flat-footed 26 (+10 armor, +1 Dex, +4 natural, +2 shield)

hp 115 (11d10+44+11 Toughness)

Fort +11, **Ref** +5, **Will** +8;

Defensive Abilities resist magic +3, stalwart, mystic defense (5)

Channel Resistance +4, **Immune** cold, electricity, undead traits;

DR 15/bludgeoning and magic; **SR** 20,

OFFENSE

Speed 30 ft.

Melee +2 longsword +19/+14/+9 (1d8+8) or 2 claws +17 (1d4+6)

Ranged ghost strike +13 touch, javelin +13 (1d6+6)

Special Attacks channel negative energy 7/day (DC 19, 6d6), channel smite, cryptic strike, marked

MAGIC

Caster Level 5th (Death 11th); **MSB** +11, **MSD** 22, **Concentration** +15

Tradition Natural (none); **CAM** Cha

Spell Points 15

Death Sphere – DC 20; **Range** Medium (210 ft.), touch (reanimate); **Target** 1, 50 ft. cone w/ 1 sp; **Talents** Cryptic Strike, Drain, Greater Ghost Strike, Manipulate Undeath, Permanent Undeath, Vampiric Strike

- ghost strike (drain, manipulate undeath, vampiric strike)
- reanimate 22 HD (1 sp, 11 minutes, 2 sp for permanent)

Warp Sphere – DC 16; **Range** Close (35 ft.) or Medium (150 ft.) w/ 1 sp; **Talents** Quick Teleport

- teleport (1 sp: move action)

STATISTICS

Str 23, **Dex** 14, **Con** –, **Int** 10, **Wis** 13, **Cha** 18

Base Atk +11; **CMB** +17; **CMD** 29



Feats Cornugon Smash, Furious Focus, Heavy Armor Proficiency, Improved Initiative, Intimidating Prowess, Power Attack, Quick Channel, Sphere Focus (Death), Toughness

Skills Intimidate +24, Knowledge (Religion) +11, Perception +13,

Languages Common

SQ mystic combat (invisibility, penetrating blow, sustain)

SPECIAL ABILITIES

Channel Energy

The death knight may channel negative energy as an evil cleric, treating its total Hit Dice as its effective cleric level.

Deathly Blade

The death knight does not provoke attacks of opportunity when using the Cryptic Strike talent from the Death sphere.

Fear Aura (Su)

Creatures within a 10-foot radius of the death knight must succeed on a DC 19 Will save. Creatures with fewer than 5 HD who fail this saving throw are frightened for 11 rounds, while creatures with 5 or more HD who fail their saving throw are shaken for 11 rounds. A creature that successfully saves cannot be affected again by the same death knight's aura for one day. This is a mind-affecting fear effect and is Charisma-based.

Grave-touched

The death knight uses its HD as its caster level for the Death sphere.

Undead Servants

Death knights possess the Permanent Undead advanced Death talent.

Combat Gear +2 *longsword*, masterwork javelins (2), masterwork heavy steel shield, +2 *fullplate*, **Other Gear** silver unholy symbol

ECOLOGY

Environment any

Organization solitary, pair (2), or squad (1-2, various undead servants)

Treasure standard

VARIANTS

DEATH KNIGHT LORD CR 18

XP 153,600

NE Medium Undead (augmented) Mageknight 17

Init +6; **Senses** darkvision 60 ft.; Perception +19

Aura fear aura (10 ft.)

DEFENSE

AC 35, touch 14, flat-footed 31 (+11 armor, +1 Dex, +2 deflection, +1 dodge, +4 natural, +4 shield)

hp 195 (17d10+85+17 Toughness)

Fort +15, **Ref** +7, **Will** +12;

Defensive Abilities resist magic +5, stalwart, mystic defense (8)

Channel Resistance +4, **Immune** cold, electricity, undead traits;

DR 15/bludgeoning and magic; **SR** 26,

OFFENSE

Speed 30 ft.

Melee +3 *longsword* +27/+20/+17/+12 (1d8+9) or 2 claws +23 (1d4+6)

Ranged *ghost strike* +13 touch, javelin +13 (1d6+6)

Special Attacks channel negative energy 8/day (DC 23, 9d6), channel smite, cryptic strike, marked

MAGIC

Caster Level 8th (Death 17th); **MSB** +17, **MSD** 28, **Concentration** +22

Tradition Natural (none); **CAM** Cha

Spell Points 22

Death Sphere – DC 24; **Range** Medium (270 ft.), touch (reanimate); **Target** 1, 65 ft. cone w/ 1 sp; **Talents** Cryptic Strike, Drain, Greater Ghost Strike, Greater Reanimate, Killing Curse, Lingering Necromancy, Manipulate Undeath, Permanent Undeath, Vampiric Strike

– *ghost strike* (Drain, Manipulate Undeath, Vampiric Strike)

– *reanimate* 51 HD (17 hours, 2 sp for permanent)

Warp Sphere – DC 19; **Range** Close (45 ft.) or Medium (180 ft.) w/ 1 sp; **Talents** Quick Teleport

– *teleport* (1 sp: move action)

STATISTICS

Str 23, **Dex** 14, **Con** –, **Int** 10, **Wis** 13, **Cha** 20

Base Atk +17; **CMB** +23; **CMD** 35

Feats Cornugon Smash, Dodge, Extra Channel (2), Furious Focus, Heavy Armor Proficiency, Hurtful, Improved Channel, Improved Initiative, Intimidating Prowess, Power Attack, Quick Channel, Sphere Focus (Death), Toughness

Skills Intimidate +24, Knowledge (Religion) +11, Perception +13,

Languages Common

SQ mystic combat (invisibility, lingering pain, penetrating blow, sustain)

SPECIAL ABILITIES

Channel Energy

The death knight lord may channel negative energy as an evil cleric, treating its total Hit Dice as its effective cleric level.

Deathly Blade

The death knight lord does not provoke attacks of opportunity when using the cryptic strike talent.

Fear Aura (Su)

Creatures within a 10-foot radius of the death knight lord must succeed on a DC 23 Will save. Creatures with fewer than 8 HD who fail this saving throw are frightened for 17 rounds, while creatures with 8 or more HD who fail their saving throw are shaken for 17 rounds. A creature that successfully saves cannot be affected again by the same death knight lord's aura for one day. This is a mind-affecting fear effect and is Charisma-based.

Grave-touched

The death knight lord uses its HD as its caster level for the Death sphere.

Undead Servants

Death knight lords possess the Permanent Undead advanced Death talent.

Combat Gear +3 *longsword*, +2 *heavy steel shield*, masterwork javelins (2), +3 *fullplate*, *ring of protection* +2, **Other Gear** silver unholy symbol

ECOLOGY

Environment any

Organization solitary, kingdom (1, 2-4 deathknights, various undead servants)

Treasure standard

DRAUGR

Draugr, according to Lord Baroden de Fleur, are the golden standard of undead. Greater by far than anything simple magic can reproduce, draugr are naturally-occurring undead of great power, possessing intelligence, cunning, and a great hunger and hatred for the living.

Draugr can rest near their burial sites for centuries, and do not require human blood and flesh to survive. Instead, their hunger for flesh seems to be more for their own enjoyment than anything else. Draugr are very territorial, and will set themselves upon any creature who invades their homes and attempt to take the treasure they amass to themselves.

Draugr possess natural magic that makes them much more powerful than they appear at first glance. Draugr can grow to larger sizes, and the more powerful draugr can control weather, and even corrupt the minds of any creatures who come near them.

Draugr hunt for fun, meaning if you escape their territory, there's no guarantee they won't follow you in order to try again. In the most extreme cases, draugr have been known to spend years hunting a mortal who escaped their clutches, never ceasing until the mortal dies, whereupon they take the mortal's possessions and return to their burial sites and sit in wait until another mortal disturbs them.

There is nothing a draugr wants that can be used to bargain with it. A draugr simply seeks death, and will not stop until either the intruder or the draugr is dead.

DRAUGR CR3

XP 800

NE Medium Undead

Init +2; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 16, touch 12, flat-footed 14 (+0 armor, +2 Dex, +4 natural)

hp 22 (3d8+6+3 Toughness)

Fort +3, **Ref** +3, **Will** +3

Immune undead traits

DR 3/-

OFFENSE

Speed 30 ft., 15 ft. burrow

Melee bite +6 (1d6+3 plus blood drain, grab), battleaxe +5 (1d8+3, x3)

Special Attacks blood drain (1d2 Constitution), grab

MAGIC

Caster Level 2nd; **MSB** +3, **MSD** 14, Concentration +5

Tradition Natural (*Drawbacks*: Lycanthropic (Alteration));

CAM Cha

Spell Points 4

Alteration Sphere – DC 13; **Range** self; **Duration** concentration or 2 minutes w/ 1 sp; **Target** self; **Talents** Bestial Reflexes, Greater Transformation, Size Change

– *shapeshift* 2 traits (bestial reflexes, size change)

STATISTICS

Str 17, **Dex** 14, **Con** –, **Int** 10, **Wis** 11, **Cha** 14

Base Atk +2; **CMB** +5 (+7 grapple); **CMD** 17 (19 vs grapple)

Feats Improved Grapple, Toughness, Weapon Focus (bite)

Skills Appraise +3, Intimidate +8, Perception +6, Stealth +8

Languages Common

SPECIAL ABILITIES

Blood Drain (Ex)

The creature drains blood at the end of its turn if it grapples a foe, inflicting Constitution damage.

ECOLOGY

Environment any

Organization solitary

Treasure double (battleaxe, other treasure)



DRAUGR, STORM**CR 7****XP 3,200**

NE Large Undead

Init +3; **Senses** darkvision 60 ft.; Perception +12**DEFENSE****AC** 20, touch 12, flat-footed 17 (+3 Dex, +8 natural, -1 size)**hp** 67 (9d8+18+9 Toughness)**Fort** +5, **Ref** +5, **Will** +6**Immune** undead traits**DR** 5/-**OFFENSE****Speed** 40 ft., 20 ft. burrow**Melee** bite +14 (1d8+5 plus blood drain, grab), battleaxe +13 (1d8+5, x3)**Special Attacks** blood drain (1d2 Constitution)**MAGIC****Caster Level** 6th; **MSB** +9, **MSD** 20, Concentration +11**Tradition** Natural (*Drawbacks*: Lycanthropic (Alteration)); **CAM** Cha**Spell Points** 8**Alteration Sphere** – DC 15; **Range** self; **Duration** concentration or 6 minutes w/ 1 sp; **Target** self; **Talents** Bestial Reflexes, Greater Transformation, Size Change- *shapeshift* 3 traits (bestial reflexes, size change)**Weather Sphere** – DC 15; **Range** Long (640 ft.); **Duration** concentration or 6 minutes w/ 1 sp; **Talents** Greater Size, Greater Weather, Rain Lord, Storm Lord (2), Wind Lord- *control weather* severity 3, 4 rain and wind, +1 w/ 1 sp (Wind Lord, Rain Lord)- *storm lord* 1 per round**STATISTICS****Str** 21, **Dex** 16, **Con** –, **Int** 10, **Wis** 11, **Cha** 14**Base Atk** +9; **CMB** +14 (+16 grapple); **CMD** 27 (29 vs grapple)**Feats** Extra Magic Talent (3), Improved Grapple, Toughness, Weapon Focus (bite)**Skills** Appraise +9, Intimidate +14, Perception +12, Stealth +14

Languages Common

SPECIAL ABILITIES**Blood Drain (Ex)**

The creature drains blood at the end of its turn if it grapples a foe, inflicting Constitution damage.

ECOLOGY**Environment** any**Organization** solitary**Treasure** double (battleaxe, other treasure)**DRAUGR, DEVOURING****CR 11****XP 12,800**

NE Large Undead

Init +6; **Senses** darkvision 60 ft.; Perception +19**DEFENSE****AC** 25, touch 13, flat-footed 21 (+4 Dex, +12 natural, -1 size)**hp** 127 (15d8+45+15 Toughness)**Fort** +8, **Ref** +7, **Will** +9**Immune** undead traits**DR** 10/-**OFFENSE****Speed** 50 ft., 25 ft. burrow**Melee** bite +22 (1d8+7 plus blood drain, grab), battleaxe +21 (1d8+7, x3)**Special Attacks** blood drain (1d4 Constitution), swallow whole (5d6 negative energy damage, AC 16, 12 hp)**MAGIC****Caster Level** 10th; **MSB** +15, **MSD** 25, Concentration +18**Tradition** Natural (*Drawbacks*: Lycanthropic (Alteration)); **CAM** Cha**Spell Points** 13**Alteration Sphere** – DC 18; **Range** self; **Duration** concentration or 10 minutes w/ 1 sp; **Target** self; **Talents** Bestial Reflexes, Greater Transformation, Size Change- *shapeshift* 4 traits (bestial reflexes, size change)**Mind Sphere** – DC 18; **Range** Close (50 ft.); **Target** 1 or 6 w/ 1 sp; **Talents** Confusion, Expanded Charm, Group Charm, Powerful Charm- *charm* 1 sp greater, 2 sp powerful (confusion, suggestion)**Weather Sphere** – DC 18, **Range** Long (800 ft.), **Duration** concentration or 10 minutes (w/ 1 sp), **Target** 800 ft., **Talents** Greater Size, Greater Weather, Storm Lord (2)- *control weather* severity 4, 5 w/ 1 sp- *storm lord* 1 per round**STATISTICS****Str** 25, **Dex** 18, **Con** –, **Int** 10, **Wis** 13, **Cha** 16**Base Atk** +15; **CMB** +22 (+26 grapple); **CMD** 36 (40 vs grapple)**Feats** Extra Magic Talent (3), Greater Grapple, Improved Grapple Improved Initiative, Power Attack, Toughness, Weapon Focus (bite)**Skills** Appraise +15, Intimidate +21, Perception +19, Stealth +20

Languages Common

SPECIAL ABILITIES**Blood Drain (Ex)**

The creature drains blood at the end of its turn if it grapples a foe, inflicting Constitution damage.

Swallow Whole (Ex)

If the devouring draugr begins its turn with an opponent grappled in its mouth, it can attempt to swallow the target, as if attempting a pin. If it succeeds, the devouring draugr swallows its prey, and the opponent takes bite damage. The target can be up to one size category smaller than the devouring draugr.

A swallowed creature suffers damage (1d8+7 bite plus 1d4 blood drain plus 8d6 negative energy damage) each round, and keeps the grappled condition, even while the devouring draugr does not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (if it deals 12 or more damage) or it can just try to escape the grapple. If a swallowed creature cuts its way out, the devouring draugr cannot use swallow whole again until the damage is healed. If the swallowed creature escapes the grapple, success puts it back in the devouring draugr's mouth, where it may be bitten or swallowed again.

ECOLOGY**Environment** any**Organization** solitary**Treasure** double (battleaxe, other treasure)

JANUS

I believe I have mentioned several times in this book the theory that somewhere among the planes, there exist 'perfect' versions of every mortal concept. The reason this theory has so much traction among wizards is that beings like Janus exist and give credence to it.

Janus is the god of gateways and dualities, usually associated with the gateways of death and time, but his territory extends beyond this limitation. He is also the great archetype of the undead servant; while it is virtually impossible to summon an actual god, Janus is surprisingly accommodating of mortal casters, sending an avatar to the service of any caster of sufficient power to summon it.

Ironically, despite being quite possibly the archetype from which all undead servants are crafted, Janus's avatar is unfailingly neutral to the battles of good, evil, and other alignments. He lives (or un-lives, as you might call it) to serve. The standard fee is 1,000 gp per day of service, although Janus has been willing to accept alternate payment (years off the summoner's life, magic items, the summoner's childhood memories, etc.).

As the god of portals, gateways, and in many ways duality itself, Janus's avatars possess two faces; a living one in the front, and a dead one in the back. Apparently, Janus can switch which face is in front as he desires, and indeed both faces can even act independently.

Aside from his great magical prowess as an avatar of a god, the avatar of Janus is also known for his skill at conversation, cooking, cleaning, and devising clever means of extracting its employer from sticky situations.

Undead Aspect

Death Sphere – DC 33; **Range** Close (90 ft.), touch (reanimate); **Target** 1 or 90 ft. cone (ghost strike); **Talents** Command Undead, Cryptic Strike, Curse, Drain, Empowered Reanimate, Expanded Necromancy, Greater Ghost Strike, Greater Reanimate (3), Greater Undead, Killing Curse, Lingering Necromancy, Manipulate Undeath, Mass Reanimate, Necrotic Senses, Permanent Undead, Soul Trap, Summon Spirit, Vampiric Strike, Weakening



JANUS	CR 25
XP 1,638,800	
N Medium Undead (extraplanar)	
Init +20/0 dual initiative; Senses darkvision 60 ft.; Perception +41	
DEFENSE	
AC 45, touch 31, flat-footed 34 (+6 Dex, +14 natural, +5 Deflection, +10 insight)	
hp 391 (27d8+243+27 Toughness); regeneration 20 (fire)	
Fort +23, Ref +20, Will +28	
Channel Resistance +10, Immune cold, electricity, undead traits	
DR 10/-; SR 38	
OFFENSE	
Speed 30 ft., 50 ft. fly (perfect)	
Melee 2 slams +27 (1d6+7 plus grab, 13d6 positive or negative energy)	
Special Attacks grab master of portals, master of energy	
MAGIC	
Caster Level 27th; MSB +27, MSD 38, Concentration +36	
Tradition Natural (none); CAM Cha	
Spell Points 38	

- *ghost strike* (curse, drain, manipulate undeath, vampiric strike, weakening; killing curse)
- *greater undead* (3 sp, 1 hour, 27 HD)
- *reanimate* 100 HD (1 sp, 27 hours or permanent w/ +1 sp, empowered reanimate, expanded necromancy)
- *soul trap* (3 sp, 27 rounds)
- *summon spirit* (3 sp, 1 hour)

Living Aspect

Warp Sphere – DC 33; **Range** Medium (370 ft.) or Long (1,480 ft.), 65 ft. (emergency); **Target** Close (90 ft.), 1 or 14 w/ 1 sp; **Talents** Create Demiplane, Dimensional Lock, Distant Teleport, Emergency Teleport, Extradimensional Room, Extradimensional Storage, Flawless Teleport, Group Teleport, Plane Manipulator, Planeshift, Portal, Quick Teleport, Ranged Teleport, Splinter, Teleportation Beacon (2), Teleport Object, Teleport Trap, True Teleport, Unseeing Teleport, Unwilling Teleport

- *dimensional lock* 20 ft. radius (2 sp, 27 days)
- *emergency teleport* (1 sp, evasion, +13 AC and Reflex saves)
- *extradimensional room* (27 10-ft cubes, 1 sp: 27 rounds, 3 sp: permanent)
- *extradimensional storage* 270 lbs. (full-round action, 1 sp: swift action)
- *plane manipulator* 270 ft. radius (1 sp, concentration or 27 minutes, banish on touch)
- *portal* +1 sp, 135 ft., concentration, max 27 rounds
- *teleport* 13d6 splinter (1 teleport trap, 1 sp each: move action, no line of sight required, portal (135 ft. wide, max 27 rounds), unwilling target, 2 sp: unlimited range, plane-shift)
- *true teleport* unlimited (2 sp)

Both Aspects

Time Sphere – DC 32; **Range** Close (90 ft.) or Touch (temporal stasis); **Talents** Age, Ranged Teleport, Repetition, Temporal Stasis

- *age* (6 categories, concentration or 27 minutes w/ 1 sp)
- *haste* (concentration or 27 rounds w/ 1 sp)
- *repetition* (1 sp, swift action on self)
- *slow* (concentration or 27 rounds w/ 1 sp)
- *temporal stasis* (3 sp, permanent)

Creation Sphere – DC 32; **Range** touch; **Duration** concentration or 27 hours w/ 1 sp (create); **Talents** Expanded Materials, Exquisite Detail, Lengthened Creation

- *create* 27 Small objects (1 sp, expanded materials, +27 to

Winterlynn's Note:

If you're thinking of summoning the avatar of Janus because of its reputation for wit and service, be warned; Janus is quite literally two-faced. He will serve you so well you will hand him all control of your life, then watch passively as your life falls apart when his service is up.



Craft checks and Appraise DCs)

- *destroy* 1d4+13

- *repair* 1d4+13

STATISTICS

Str 25, **Dex** 23, **Con** -, **Int** 30, **Wis** 26, **Cha** 29

Base Atk +20; **CMB** +27; **CMD** 43

Feats Cantrips, Contingency, Counterspell, Counterspell Mastery, Delayed Magic, Extra Magic Talent (2), Extra Spell Points, Greater Counterspell, Improved Counterspell, Improved Initiative, Sphere Focus (Death), Sphere Focus (Warp), Toughness
Skills Appraise +37, Bluff+37, Diplomacy +37, Heal +37, Intimidate +37, Knowledge (arcana, history, nobility, planes, religion) +37, Perception +37, Profession (servant, chef, driver) +37, Sense Motive +37, Spellcraft +37

Languages Aquan, Auran, Celestial, Common, Draconic, Ignan, Infernal, Terran; truespeech

SQ analytical initiative, analytical skills, split personality

SPECIAL ABILITIES

Analytical Prowess

Janus gains an insight bonus to his initiative and armor class equal to his Intelligence modifier.

Analytical Skills

Janus adds his Intelligence modifier to every skill check in place of whatever ability score is associated with that skill, if it is higher.

Master of Portals (Su)

Janus is always aware of and can open or close any number of gates, doorways, portcullis, or other passage openings, including hidden or secret doors, within 1,200 ft. as per the Close and Open (word) talents of the Fate sphere using his HD as his caster level. This can be done as a free action, regardless of line of sight or line of effect, and costs no spell points.

Master of Energy (Su)

Whenever Janus touches a target (such as when delivering a sphere effect by touch), hits them with a slam attack, or any round he is grappling a target, he may choose to infuse that target with 13d6 positive or negative energy, as he so chooses. Janus may use this ability on himself once per round as a swift action.

Split Personality

Janus has two faces, each representing a different aspect. Each aspect gets a turn each round, one on Janus's initiative count and another on his initiative count -20. Janus may choose which aspect moves first each round. Each Aspect concentrates on the effects it casts separately and actions that require a complete round are resolved on the initiative of the aspect that initiated them. For the purposes of spells and effects that have a duration of a round or longer or trigger at the beginning of the creature's round or the start of its turn such as saving throws against ongoing effects or taking bleed damage), only Janus's first turn each round counts toward such durations.

Each aspect also has access to different spheres and abilities, as noted.

Combat Gear cloak of resistance +5, ring of protection +5, **Other Gear** courtier's outfit

ECOLOGY

Environment any

Organization solitary

Treasure standard

SKELETAL STUDENTS

Have you heard the joke yet that at Windfell Academy, death isn't an acceptable excuse for getting out of detention? It's not a joke.

SKELETAL STUDENT, INITIATE CR 2

XP 600

NE Medium Undead Incanter 2

Init +6; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 23 (2d6+1d8+6+3 Toughness)

Fort +3, **Ref** +3, **Will** +5

Immune cold, undead traits;

DR 5/bludgeoning;

OFFENSE

Speed 30 ft.

Melee *destructive blast* +1 touch (1d6 or 2d6 w/ 1 sp) or 2 claws +1 (1d4)

Ranged *destructive blast* +3 touch (1d6 or 3d6 w/ 1 sp)

MAGIC

Caster Level 2nd; **MSB** +2, **MSD** 13, Concentration +5

Tradition Traditional Magic (*Drawbacks*: Verbal Casting, Somatic Casting (2), Material Casting, Prepared caster); **CAM** Int

Spell Points 7

Dark Sphere – DC 15; **Range** Medium (120 ft.); **Duration** concentration or 2 minutes w/ 1 sp, 2 hrs (meld); **Talents** Hungry Darkness

– *darkness* 10 ft. radius burst (hungry)

Destruction Sphere – DC 15; **Range** touch or Medium (120 ft.); **Target** 1 or 10 ft. radius w/ 1 sp, **Talents** Crystal Blast, Explosive Orb, Extended Range

– *destructive blast* 1d6 or 3d6 w/ 1 sp (crystal blast)

STATISTICS

Str 10, **Dex** 14, **Con** –, **Int** 17, **Wis** 11, **Cha** 14

Base Atk +1; **CMB** +1; **CMD** 13

Feats Extra Magic Talent, Improved Initiative^B, Sphere Focus (Dark), Sphere Focus (Destruction), Toughness

Skills Knowledge (Arcana) +9, Knowledge (History) +9, Knowledge (Nature) +9, Knowledge (planes) +9, Perception +6, Spellcraft +9, Stealth +6

Languages Aquan, Common, Draconic, Sylvan

Combat Gear 1 *protection potion* (+3 Armor AC for 1 minute), **Other Gear** scholar's outfit, spell component pouch

ECOLOGY

Environment any

Organization solitary, clique (2-8), class (9-20)

Treasure standard

SKELETAL STUDENT, BASIC CR 4

XP 1,200

NE Medium Undead Incanter 4

Init +6; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 15, touch 12, flat-footed 13 (+1 armor, +2 Dex, +2 natural)

hp 36 (4d6+1d8+10+5 Toughness)

Fort +3, **Ref** +3, **Will** +6

Immune cold, undead traits

DR 5/bludgeoning

OFFENSE

Speed 30 ft.

Melee 2 claws +2 (1d4)

MAGIC

Caster Level 4th; **MSB** +4, **MSD** 15, Concentration +8

Tradition Traditional Magic (*Drawbacks*: Verbal Casting, Somatic Casting (2), Material Casting, Prepared caster); **CAM** Int

Spell Points 14

Alteration Sphere – DC 17; **Range** Medium (140 ft.), **Duration** concentration or 4 minutes w/ 1 sp, **Target** 1 or 3 w/ 1 sp, **Talents** Animal Mind, Aquan Transformation, Mass Alteration, Ranged Alteration (2)

– *shapeshift* 1 trait (aquan transformation, +1 sp: animal mind)

Fate Sphere – DC 16; **Alignment** Evil; **Range** Close (35 ft.) or personal w/ 20 ft. radius (consecration);

Target 1 or 3 w/ 1 sp (word), **Talents** Curse, Echoing Word

– *curse* (word, 1 sp)

– *hallow* +1 (word, 1 sp)

– *serendipity* (consecration, concentration or 4 rounds w/ 1 sp)

STATISTICS

Str 10, **Dex** 14, **Con** –, **Int** 18, **Wis** 11, **Cha** 14

Base Atk +2; **CMB** +2; **CMD** 14

Feats Cantrips, Extra Magic Talent (3), Extra Spell Points, Improved Initiative^B, Sphere Focus (Alteration), Toughness

Skills Knowledge (Arcana) +11, Knowledge (Dungeoneering) +11, Knowledge (Nature) +11, Knowledge (planes) +11, Perception +8, Spellcraft +11, Stealth +6

Languages Aquan, Common, Draconic, Elvish, Sylvan

Combat Gear 1 *protection potion* (+3 Armor AC for 1 hour), 1 *protection potion* (+1 Shield AC for 1 hour), **Other Gear** silken ceremonial armor, scholar's outfit, spell component pouch



ECOLOGY

Environment any

Organization solitary, clique (2-8), class (9-20)

Treasure standard

SKELETAL STUDENT, JOURNEYMAN CR 6

XP 2,400

NE Medium Undead Incanter 6

Init +6; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 15, touch 12, flat-footed 13 (+2 armor, +2 Dex, +2 natural)

hp 49 (6d6+1d8+14+7 Toughness)

Fort +4, **Ref** +4, **Will** +7

Immune cold, undead traits

DR 5/bludgeoning

OFFENSE

Speed 30 ft.

Melee 2 claws +3 (1d4)

MAGIC

Caster Level 6th; **MSB** +6, **MSD** 17, Concentration +10

Tradition Traditional Magic (*Drawbacks*: Verbal Casting, Somatic Casting (2), Material Casting, Prepared caster); **CAM** Int **Spell Points** 18

Mind Sphere – DC 18; **Range** Medium (160 ft.); **Target** 1 or 4 w/ 1 sp; **Talents** Command, Enthral, Expanded Charm, Group Charm, Paralyze, Powerful Charm, Ranged Mind, Read Mind, Subtlety, Vision

- *charm* 1 sp greater, 2 sp powerful (command, enthral, paralyze, read mind, suggestion, vision)

Illusion Sphere – DC 18; **Range** Close (35 ft.), **Duration** concentration; **Senses** Sight; **Target** Huge (15 ft. cube) **Talents** Illusionary Disguise, Invisibility

- *illusion* (1 sp, disguise)
- *invisibility* (1 sp, +6 Stealth)
- *trick* (6 minutes)

STATISTICS

Str 10, **Dex** 14, **Con** -, **Int** 18, **Wis** 11, **Cha** 14

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

Feats Cantrips, Counterspell, Extra Magic Talent (3), Extra Spell Points, Improved Initiative^B, Sphere Focus (Illusion), Sphere Focus (Mind), Toughness

Skills Knowledge (Arcana) +13, Knowledge (Local) +11, Knowledge (Nature) +13, Knowledge (planes) +13, Perception +10, Spellcraft +13, Stealth +8

Languages Aquan, Common, Draconic, Elvish, Sylvan

Combat Gear 1 *protection potion* (+3 Armor AC for 1 hour), 1 *protection potion* (+1 Shield AC for 1 hour), **Other Gear** +1 *silken ceremonial armor*, scholar's outfit, spell component pouch

ECOLOGY

Environment any

Organization solitary, clique (2-8), class (9-20)

Treasure standard

SKELETAL STUDENT, ADVANCED CR 8

XP 4,800

NE Medium Undead Incanter 8

Init +6; **Senses** darkvision 60 ft., Perception +12

DEFENSE

AC 25, touch 15, flat-footed 23 (+5 armor (aegis), +3 shield (aegis), +2 Dex, +2 natural, +3 deflection)

hp 62 (8d6+1d8+18+9 Toughness)

Fort +5 (+8 w/ resistance aegis), **Ref** +5 (+8 w/ resistance aegis),

Will +7 (+10 w/ resistance aegis)

Resist Fire 5; **Immune** cold, undead traits

DR 5/BLUDGEONING; SR 18 (SPELL WARD AEGIS) OFFENSE

Speed 30 ft.

Melee 2 claws +4 (1d4)

MAGIC

Caster Level 8th (Protection 10th); **MSB** +8, **MSD** 19, Concentration +12

Tradition Traditional Magic (*Drawbacks*: Verbal Casting, Somatic Casting (2), Material Casting, Prepared caster); **CAM** Int **Spell Points** 24 (19 after daily aegis buffs)

Creation Sphere – DC 19; **Range** Medium (180 ft.); **Duration** concentration or 8 hours w/ 1 sp (create) **Talents** Distant Creation (2), Expanded Materials, Lengthened Creation

- *create* 8 Small objects (1 sp)
- *destroy* 1d4+4
- *repair* 1d4+4

Enhancement Sphere – DC 19; **Range** Medium (160 ft.); **Target** 1 or 5 w/ 1 sp, **Talents** Animate Object, Mass Enhancement, Ranged Enhancement

- *enhance* (animate object, equipment)

Protection Sphere – DC 19; **Range** Close (50 ft.), **Duration** concentration or 10 hrs (aegis), **Target** 1 (aegis), 60 ft. radius (ward) **Talents** Armored Magic, Distant Protection, Greater Barrier, Resistance, Spell Ward

- *aegis* (1 sp, Armored Magic, Deflection, Resistance, Spell Ward)
- *barrier* 12 hp, break DC 19, 1 sp: 80 hp, break DC 29 (8 10-ft. squares, ward)
- *spell ward* (ward)

STATISTICS

Str 10, **Dex** 14, **Con** -, **Int** 19, **Wis** 11, **Cha** 14

Base Atk +4; **CMB** +4; **CMD** 16

Feats Cantrips, Counterspell, Extra Magic Talent, Extra Spell Points (2), Improved Counterspell, Improved Initiative^B, Sphere Focus (Enhancement), Toughness

Skills Knowledge (Arcana) +15, Knowledge (Local) +11, Knowledge (Nature) +15, Knowledge (planes) +15, Perception +12, Spellcraft +15, Stealth +10

Languages Aquan, Common, Draconic, Elvish, Sylvan

SPECIAL ABILITIES

Energy Absorption (Su): The advanced skeletal student gains an amount of energy absorption equal to 3 times its incanter level per day (24). Whenever it take energy damage, apply immunity, vulnerability (if any), and resistance first and apply the rest to this absorption, reducing its daily total by that amount. Any damage in excess of its absorption is applied normally.

Protection Specialization

Resistance: Resist fire 5;

Protective Ward (Su): As a standard action, the advanced skeletal student can create a 10 ft radius field of protective magic centered on it that lasts for 4. All allies in this area (including the advanced skeletal student) receive a +2 deflection bonus to their armor class. The advanced skeletal student can use this ability 7 times per day.

Combat Gear +1 *staff of protection*, **Other Gear** scholar's outfit, spell component pouch

ECOLOGY

Environment any

Organization solitary, clique (2-8), class (9-20)

Treasure standard

SKELETAL STUDENT, MASTER

CR 10

XP 9,600

NE Medium Undead Incanter 10

Init +6; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

AC 16, touch 12, flat-footed 14 (+3 armor, +2 Dex, +2 natural)

hp 97 (10d6+1d8+55)

Fort +7, **Ref** +5, **Will** +9

Immune cold, undead traits

DR 5/bludgeoning

OFFENSE

Speed 30 ft.

Melee *destructive blast* +7 touch (6d6+5 or 12d6+5 w/ 1 sp) or 2 claws +7 (1d4+2)

Ranged *destructive blast* +7 touch (6d6+5 or 12d6+5 w/ 1 sp)

MAGIC

Caster Level 10th (Destruction 12th); **MSB** +10, **MSD** 21, **Concentration** +14

Tradition Traditional Magic (*Drawbacks*: Verbal Casting, Somatic Casting (2), Material Casting, Prepared caster); **CAM** Cha

Spell Points 31

Destruction Sphere – DC 21; **Range** Medium (200 ft.); **Duration** Instantaneous, 10 rounds. (energy sphere & energy wall), **Target** 1 or 10 ft. radius w/ 1 sp, **Talents** Acid Blast, Air Blast, Crystal Blast, Energy Sphere, Energy Wall, Explosive Orb, Extended Range

- *destructive blast* 6d6 or 12d6 w/ 1 sp (acid blast, air blast, crystal blast)
- *energy wall* 120 ft. or 30 ft. radius (1 sp)
- *energy sphere* (1 sp, 50 ft., 10 rounds)

Time Sphere – DC 20; **Range** Close (50 ft.); **Target** 1 or 6 w/ 1 sp, **Talents** Group Time, Ranged Time, Shift Time

- *haste* (concentration or 10 rounds w/ 1 sp)
- *shift time* (1 sp)
- *slow* (concentration or 10 rounds w/ 1 sp)

Warp Sphere – DC 21; **Range** Close (50 ft.) or Medium (200 ft.) w/ 1 sp; **Target** Close (50 ft.), 1 or 6 w/ 1 sp; **Talents** Group Teleport, Ranged Teleport, Splinter, Unwilling Teleport

- *teleport* 5d6 splinter (1 sp: unwilling targets)

STATISTICS

Str 14, **Dex** 14, **Con** -, **Int** 10, **Wis** 11, **Cha** 21

Base Atk +5; **CMB** +5; **CMD** 17

Feats Cantrips, Counterspell, Empower Spell, Extra Spell Points (3), Improved Counterspell, Improved Initiative^B, Maximize Spell, Quicken Spell, Sphere Focus (Destruction), Sphere Focus (Warp)

Skills Knowledge (Arcana) +4, Perception +14, Spellcraft +11, Stealth +13

Languages Aquan, Common, Draconic, Elvish, Sylvan

SPECIAL ABILITIES

Destruction Specialization

Elemental Wall (Sp): The master skeletal student may create a wall of energy that lasts for 10 rounds. These rounds do not need to be consecutive. This wall can be either a wall up to 200 ft long or a ring of fire with a radius of up to 50 ft. One side of the wall, selected by the student, sends forth waves of energy, dealing 2d4 points of any energy type matching a blast type talent it, to creatures within 10 ft and 1d4 points of damage to those past 10 ft but within 20 ft. The wall deals this damage when it appears and to all creatures in the area on the skeletal student's turn each round. In addition, the wall deals 2d6+10 points of damage to any creature passing through it. If the master skeletal student evokes the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. If any 5 ft length of wall takes 20 points or more of damage by its inverse element (acid for lightning, fire for cold, etc.) that length disappears.

Intense Magic (Su): Whenever the advanced skeletal student creates a destructive blast that deals hit point damage, add 5 damage. This bonus damage is not increased by Empower Spell or similar effects. This damage is of the same type as the destructive blast.

Movement Burst (Sp): As a swift action, the advanced skeletal student may move 45 ft in a straight line in any direction. This movement provokes attacks of opportunity as normal. It may use this ability 7 times per day.

Combat Gear +1 *staff of destruction*, 1 *protection potion* (+4 Armor AC for 5 hours), 1 *protection potion* (+2 Shield AC for 5 hours), **Other Gear** *headband of charisma* +2, +2 *silken ceremonial armor*, scholar's outfit, spell component pouch

ECOLOGY

Environment any

Organization solitary, clique (2-8), class (9-20)

Treasure standard

Winterlynn's Note: Be careful about skeletal students. Nothing is quite as disturbing as realizing the undead monstrosity you're about to fight was once a friend.

THE TEACHERS

I was very hesitant to include this section, simply because providing statistics for one's teachers seems juvenile; indeed, it sometimes seems as if every student who learns the standard bestiary creature classification method wonders 'what would our teacher's statistics be?' and writes up something to that extent. However, as with most things at this school, our teacher's true abilities are secret; whatever knowledge you think you have that might protect you if you should find yourself on the bad side of one of them is probably flawed.

It shouldn't be a surprise that every teacher at this school is an archmage or its equivalent. Most of them were handpicked by the headmaster himself in an effort to recruit the world's most powerful magic users, often independent of any morals or teaching ability the teacher might or might not possess. At Windfell, you cannot be sure a teacher won't give you homework that could lead to your death, but you can be sure that each of them can rewrite reality to fit their needs.

In the end, that's the reason I'm including this section. If you delve the secrets of this school, it's not impossible you'll find yourself on the wrong side of one of these teachers. At that time, you'll find you have inadvertently angered one of the most powerful beings in the world, and faulty information about their abilities could get you killed.

I have stated this previously but it still bears repeating: The purpose of this guidebook is NOT to encourage idiocy. If you read this book, decide you should fight one of the teachers, and subsequently get yourself killed, I will not be held responsible. But, if through no fault of your own you end up in a teacher's bad graces and this book gives you the hints you need in order to escape, I will consider my time writing this book well-spent.

A final word of advice: not every teacher at this school is a sociopathic creature of evil, but don't let that be the reason you put your guard down. Not everyone who chooses evil is united, nor everyone who claims the side of good. In the end, in a world like this one and in a place like Windfell, you can never be sure who could one day end up as your enemy.

LORD BARODEN DE FLEUR

Lord Baroden de Fleur is the professor of both healing and necromancy and is perhaps, the most infamous teacher at Windfell Academy. Other teachers are just as powerful, and many have reputations just as notorious, but only Lord Baroden de Fleur once tried to take over the world.

Lord Baroden de Fleur achieved lichdom after his own kingdom was conquered by rivals. Lichdom, for him, was not only a route to immortality, but also to the power that would enable him to retake his homeland. He succeeded in his goal and, refusing to stop there, set his sights for the world. He failed and was presumed destroyed, but in reality went into hiding. Later, the Headmaster found him and offer him a job.

Lord Baroden de Fleur insists on being called by his title rather than 'Professor', and while it's best to use his full name, as a student you are allowed to simply call him 'Lord Baroden'. He also insists on wearing his house's ceremonial armor, rather than the school's official robes. He's by far the strictest teacher I've ever had, and yet somehow he's also one of the best, so long as you don't mind an unmitigated chance of death during lecture hall.

Lord Baroden de Fleur also runs the school's infirmary, or the closest thing we have to one. If an experiment or late-night excursion has left you in need of healing, you

can usually get it from him in his office after classes, and he usually doesn't even ask questions, although he's not reliable for emergencies; if you'll die without immediate aid but it's after office hours, he'd rather just let you die, then bring you back at a more convenient time.

There is one final warning I need to give you about Lord Baroden de Fleur: as an undead abomination turned teacher, he has no problems messing with the heads of 'lesser creatures'.

When I was a student, there was a classmate of mine who began meeting with Lord Baroden de Fleur after class to earn extra credit. Within a month, this student started spouting off absolute insanity about the flaws of living ethics and the role of death in the philosophy of 'survival of the fittest' and its place as the absolute morality. Within two months, he locked himself in a classroom and tried to enact a ritual to bring about the end of the world.

After the Headmaster stormed the room and killed the student, a lot of us confronted Lord Baroden de Fleur about what he'd done to that poor man. Lord Baroden de Fleur shrugged and told us that student's mind was weak and would have broken one day anyway, so as a favor to the world he'd fed the student false ideas to speed up the process. Then he scolded us on our last test performance, and told us to get back to work.

LORD BARODEN DE FLEUR**CR 20****XP 307,200**

Male venerable human lich soulweaver 19

LE Medium undead (human)

Init +3; **Senses** darkvision 60 ft.; Perception +35**Aura** Fear Aura (DC 34)**DEFENSE****AC** 31, touch 15, flat-footed 28 (+11 armor, +3 Dexterity, +5 natural)**hp** 393 (19d8+304)**Fort** +21, **Ref** +9, **Will** +16**Defensive Abilities** channel resistance +4, rejuvenation; **DR** 15/bludgeoning and magic; **Immune** cold, electricity, undead traits**OFFENSE****Speed** 30 ft.**Melee** +9 touch (1d8+9 negative energy plus paralyzing touch)**Ranged** *ghost strike* +9 touch (exhaustion or 1d6 negative levels w/ 1 sp)**Special Attacks** blight (blight, lesion, mind blight, consume, detonate), channel negative energy 16/day (DC 34, 10d6, blight), paralyzing touch (DC 34), bound nexus (DC 34, 290 ft., 16 souls. Bound nexus powers: aid the dead, blessed soul, channel mastery, curious spirit, ghostpoint, lovelorn soul, siphon health, summon spirit I, II, III IV, trap soul)**MAGIC****Caster Level** 19; **MSB** +19, **MSD** 30, **Concentration** +34**Tradition** Mind (*Drawbacks*: *Emotional Casting, **Rigorous Concentration); **CAM** Cha**Spell Points** 41**Death Sphere** – DC 34; **Range** Medium (290 ft.); **Target** 1 or Close (70 ft.) cone w/ 1 sp; **Talents** Command Undead, Drain, Expanded Necromancy, Greater Ghost Strike, Greater Reanimate (2), Greater Undead, Lingering Necromancy, Manipulate Undeath, Mass Reanimate, Permanent Undead, Soul Trap

- *ghost strike* (command undead, exhausting strike, manipulate undeath; 1 sp: drain, manipulate undeath)

- *reanimate* (76 HD, 19 hours or permanent w/ 2 sp)

Life Sphere – DC 34; **Range** Touch; **Talents** Break Enchantment, Greater Restore, Regenerate, Restore Health, Restore Movement, Restore Mind, Restore Senses, Restore Soul, Resurrection, Resuscitate

- *invigorate* +19 temp hp (1 hour)
- *cure* 6d8+19. (1 sp, restorative cure, resuscitate)
- *restore* ability drain, blindness, confused, dazed, dazzled, deafness, exhausted, fatigued, frightened, heal ability damage, movement-impairing effects, nauseated, other senses, panicked, shaken, sickened, staggered, stunned, temporary negative levels (1 sp, 19 rounds, +1 sp: MSB vs poison and disease, MSB vs magic effects, regeneration)
- *resurrection* (3 sp and 1 hour, up to 29 days dead, 1 permanent negative level)

TACTICS

Lord Baroden lets his undead minions do the fighting for him, while he uses summoned spirits and draining ghost strikes to debilitate his enemies from a distance. If forced into close combat, he relies on his channel energy, paralyzing touch, and blights to destroy his enemies as fast as possible.

STATISTICS

Str 10, **Dex** 16, **Con** –, **Int** 21, **Wis** 21, **Cha** 40

Base Atk +9; **CMB** +9; **CMD** 24

Feats Blessing/Blight Mastery, Counterspell, Counterspell Mastery, Extra Magical Talent (3), Greater Counterspell, Improved Counterspell, Improved Initiative, Light Armor Proficiency, Medium Armor Proficiency, Quicken Spell

Skills Heal +27, Intimidate +37, Knowledge (arcana) +27, Knowledge (history) +27, Knowledge (planes) +27, Knowledge (religion) +27, Sense Motive +35, Perception +35; **Racial Modifiers** Perception +8, Sense Motive +8, Stealth +8

Languages Common, Dwarven, Elven, Gnome, Halfling, Infernal, Orc

SPECIAL ABILITIES

Fear Aura (Su)

Creatures of less than 5 HD in a 60-foot radius that look at him must succeed on a DC 34 Will save or become frightened. Creatures with 5 HD or more must succeed at a DC 34 Will save or be shaken for 12 rounds. A creature that successfully saves cannot be affected again by her fear aura for 24 hours. This is a mind-affecting fear effect.

Paralyzing Touch (Su)

Any living creature he hits with his touch attack must succeed on a DC 34 Fortitude save or be permanently paralyzed. Break Enchantment or Restore Movement talents from the Life sphere as well as *remove paralysis* or any spell that can remove a curse can free the victim (see the *bestow curse* spell description, DC 34). The effect cannot be dispelled. Anyone paralyzed by him seems dead, though a DC 20 Perception check or a DC 15 Heal check reveals that the victim is still alive.

Rejuvenation (Su)

When Lord Baroden is destroyed, his phylactery (which is hidden by the lich in a safe place far from where he chooses to dwell) immediately begins to rebuild the undead spellcast-

er's body nearby. This process takes 100 days—if his body is destroyed before that time passes, the phylactery merely starts the process anew. After this time passes, Lord Baroden de Fleur wakens fully healed (albeit without any gear he left behind on his old body), usually with a burning need for revenge against those who previously destroyed him.

Gear *black lotus armor*

ECOLOGY

Environment any (Windfell Academy)

Organization solitary or class (Lord Baroden de Fleur plus 3-10 master skeletal students)

Treasure Double (*black lotus armor* and other treasure)

NEW DRAWBACKS AND MINOR ARTIFACT

*Emotional Casting

Your magic requires heightened emotional states of mind to use. When subject to a non-harmless magical effect that invokes an emotion (such as fear effects, spells with the (emotion) descriptor, or charms such as Fear or Hostility) you are unable to use magic.

**Rigorous Concentration

Your magic requires intense amounts of concentration to use. When making a concentration check (such as to cast defensively or while taking damage), the DC increases by +10. You may increase the casting time by one step to take extra time focusing and negate this penalty.

BLACK LOTUS ARMOR

This black suit of armor was gifted to the founder of the house of de Fleur by the spirits of the dead as a sign of his right to rule.

Aura strong Death; **CL** 20th; **Slot** armor; **Weight** 30 lbs

DESCRIPTION

This +5 *ghost touch* armor functions as a breastplate, and allows the wielder to interact freely with incorporeal creatures, touching them, affecting them with magic, and being touched by them as if they were corporeal.

DESTRUCTION

The armor can only be destroyed by returning it to the shamanistic spirits who first gifted it to mortals.

Winterlynn's Note: As the overseer of healing services and the school crypt, many clerics and divine petitioners, even those who serve gods of goodness who despise undead, find themselves working with Lord Baroden in very close quarters. I suppose it is a testament to Lord Baroden's professionalism that so few of his classes end in fights, although that might have more to do with how intimidating it can be to have a lich for a teacher.

For a being of unadulterated evil, Lord Baroden is a very effective teacher. In the future, when he once again raises an army and attempts to conquer the world, if the heroes who finally kill him happen to also have been former pupils of his, I think he'll be proud.

PROFESSOR CLIK

Professor Clik does not like answering questions about her past. She doesn't even like acknowledging she's a clockwork automaton. She insists that she is a female humanoid if asked, and if pressed, will say that she built herself, with no explanation of how this claim could be true.

As for how she came to the school, I have it on good authority that she simply appeared one day, asking for a job. The headmaster interviewed her for 6 hours before emerging to say she was hired.

Professor Clik is one of the most versatile professors at the school, teaching the magic of creation and enhancement, as well as magic item creation, and time manipulation. As a teacher, Professor Clik is alien and maternal; she is very caring in most situations, but then will forget that her students are mortals with physical needs, and has been known to drive students to exhaustion by mistake during detentions.

Professor Clik is fascinated by creations both magical and mechanical, and she is always building something in her time between classes. In fact, her lessons tend to be dictated more by whatever she's working on at the moment rather than the actual needs of the students. Likewise, her detentions tend to be more dedicated to doing the manual labor she needs done, rather than actually punishing, teaching, or otherwise seeing to the needs of the students. I'm not sure why she decided to teach nor what made her choose Windfell academy, but clearly her priority is her own work and research rather than imparting knowledge to the next generation.

It would be an understatement to say Professor Clik is an oddity. It's rare enough to even see a clockwork automaton, let alone ones with magical prowess, let alone ones who so emphatically declares herself to be a humanoid female. However, you also won't find another teacher that is quite so motherly (at least when she's not forgetting her students need food and sleep). While she doesn't want to discuss her own distant past, she is more than willing to trade stories of her experiences since coming to the school, and loves to give advice and care to students in need.

However, if she is maternal towards students, this pales in comparison to her treatment of her own mechanical creations. I believe she truly sees them as being her own children, even going so far as to read them stories at night, even if they have not been activated in order to hear them. Whether this is a result of observing and emulating motherly interactions, or as a result of the woman's soul she obviously houses in her clockwork body, she is a welcome source of nurture in the school.



PROF. CLIK

CR20

XP 307,200

Female (clockwork automaton) human incanter 20
NG Medium construct (augmented human, clockwork)

Init +4; Perception +24

DEFENSE

AC 31, touch 19, flat-footed 27 (+7 armor, +5 deflection, +4 Dex, +5 shield)

hp 352 (20d6+280)

Fort +24, **Ref** +15, **Will** +21

DR 5/bludgeoning; **Immune** ability damage, ability drain, bleed, disease, energy drain, fatigue, exhaustion, non-lethal damage, paralysis, poison, sleep, stunning; **Resist** 5/cold, 5/fire; **Weaknesses** clockwork body, mind and soul

OFFENSE

Speed 30 ft.

Melee 2 slams +13 (1d4+3) or *destructive blast* +13 touch (1d6 or 2d6 w/ 1 sp, 1's and 2's are 3's)

Ranged *mage cannon* +18/+13 (1d10+3/x4) (with +5 ammunition: +20/+15, 1d10+5/x4, w/energy blade)

Special Attacks grit (1/4)

MAGIC

Caster Level 20; **MSB** +20, **MSD** 31, Concentration +33

Tradition Artificery (*Boons*: Easy Focus; *Drawbacks*: Focus Casting (sul magickas), Wild Magic, +Destructive Touch (Destruction)); **CAM** Int

Spell Points 29/33

Creation Sphere – DC 33; **Range** Medium (300 ft.); **Duration** concentration or 20 hours w/ 1 sp, **Talents**

Change Material, Create Materials, Distant Creation (2), Divided Creation, Expanded Materials, Exquisite Detail, Forge, Greater Repair, Larger Creation, Lengthened Creation, Permanent Change, Potent Alteration

- *create* 26 Small objects, 52 Small objects w/ 1 sp (1 sp, 2 sp: create materials)

- *change material* (1 sp, 2 sp: permanent)

- *destroy* 1d4+13 (1 sp: Potent Alteration)

- *forge* (1 sp)

- *repair* 1d6+26 (1 sp: Potent Alteration)

Destruction Sphere – DC 33; **Range** touch; **Talents** Crafted Blast, Energy Blade

- *destructive blast* (1d6 or 2d6 w/ 1 sp, 1's and 2's are 3's)

Enhancement Sphere – DC 33, **Range** Medium (300 ft.), **Duration** concentration +2 rounds or

3 hours 20 minutes w/ 1 sp, **Talents** Animate Objects, Bestow Intelligence, Bestow Life, Cripple, Deep Enhancement, Energy Weapon, Harden, Lingering Enhancement, Mass Enhancement, Mental Enhancement, Physical Enhancement, Ranged Enhancement (2), Steal Senses

- *enhance* (cripple, equipment, harden, mental, physical, steal senses; 1 sp: animate object, bestow intelligence; 3 sp, bestow life

Protection Sphere – DC 33; **Duration** 20 hours (aegis), concentration or 20 rounds w/1 sp (ward);, **Range** touch (aegis) or personal (ward); **Talents** Armored Magic, Resistance

- *aegis* (1 sp, armored (2), deflection, resistance)
- *barrier* 110 ft. radius, barrier 24 hp, break 25 DC (ward)

Time Sphere – DC 33, **Range** Medium (300 ft.), **Target** 1 or 11 w/ 1 sp, **Talents** Eject, Group Time, Improved Haste, Ranged Time (2), Steal Time, Time Freeze

- *eject* 20 rounds (1 sp)
- *haste* +1 att., AC and Reflex, +30 ft. (concentration or 20 rounds w/ 1 sp)
- *slow* (concentration or 20 rounds w/ 1 sp)
- *steal time* (1 sp)
- *time freeze* 30 ft. radius (1 sp)

TACTICS

Clik uses the following aegis on herself every day, which are already taken into account in her statistics above: Armored Aegis (armor and shield), Resistance, Deflection.

In combat, Clik will *create* a host of objects to fit the situation, then animate them to attack her enemies, while she stacks enhancements and time effects on the battlefield from a distance. If forced to attack, she will use her *mage cannon* and *Energy Blade* to terrible effect.

Base Statistics

When not given time to prepare or when all of her aegis are dispelled, Clik's statistics are **AC** 14, touch 14, flat-footed 10;

Fort +20, **Ref** +11, **Will** +16

STATISTICS

Str 17, **Dex** 19, **Con** –, **Int** 36, **Wis** 18, **Cha** 11

Base Atk +10; **CMB** +13; **CMD** 25

Feats Amateur Gunslinger (Quick Clear), Counterspell, Counterspell Mastery, Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item, Exotic Weapon Proficiency (Firearms), Extra Magic Talent (10), Forge Ring, Improved Counterspell, Gunsmithing, Quicken Spell, Weapon Focus (pepperbox rifle)

Skills Appraise +36, Craft (mechanical, weapons, jewelry) +36, Disable Device +33, Escape Artist +24, Intimidate +20, Knowledge (arcana, engineering, planes) +36, Linguistics +36, Perception +24, Sense Motive +24, Sleight of Hand +24, Spellcraft +36, Use Magic Device +20

Languages Abyssal, Aklo, Aquan, Auran, Boggard, Celestial, Cheru, Common, Cyclops, Dark Folk, Draconic, Dwarven, D'zeriak, Elven, Giant, Gnome, Goblin, Gnoll, Gripli, Halfling, Ignan, Infernal, Necril, Orc, Protean, Sphynx, Sylvan, Tengu, Terran, Treant, Tutulani, Undercommon, Vegepygmy
SQ inorganic functioning, integration, intelligent design, maintenance, windup key, deeds (quick clear)

SPECIAL ABILITIES

Clockwork Body (Ex)

Clik has vulnerability to electricity and acid, suffering 150% damage from such sources. If for some reason she is immune to this damage, electrical damage instead makes her dazed for 1d4 rounds (no save), while acid damage makes her entangled for 1d4 rounds (no save).

In addition, Clik is susceptible to spells and sphere talent abilities that affect metal, and in turn is considered a ferrous creature. A successful *rusting grasp* spell or similar sphere talent or ability will, in addition to damage, leave her staggered for 1d4 rounds (no save).

If targeted by a *grease* spell or similar sphere talent ability gains the benefits of the Improved Haste talent from the Time sphere for 1d4 rounds.

Inorganic Functioning (Ex)

Clik can only be repaired by sphere talents or abilities such as Potent Alteration, or spells that affect the construct type such as *rapid repair*. In addition she is not subject to massive damage, nor subject to the rules for damaging items.

If Clik reaches 0 HP or below, she will cease functioning and is treated as unconscious. Additional damage may be inflicted while Clik is unconscious, but she cannot be truly destroyed by normal means. Clik may be restored by use of the *make whole* spell, the Craft Construct feat, or other repair spells for constructs. If a method other than the Create Materials and Fabricate advanced Creation talents is used, the repair consumes an additional 2,000 GP in material cost, plus an additional 500 GP in for every hit point below 0 and will leave Clik at 1 HP. All repairs must be performed no later than 20 days, otherwise the cost increases to 6,000 GP in materials and 1,000 GP for every hit point below 0. Some aspect of Clik must be present for repairs to commence, and once restored additional parts not used in the restoration go inert. Clik can be reincarnated once below 0 hp, provided the spirit is willing.

If she has been melted down or reduced to dust by *disintegrate* or a similar spell, sphere talent or ability, her soul is unbound from Clik's body and she dies, as per organic creatures in the same state. Clik may only be brought back by a carefully worded *wish* or *miracle* spell, provided her spirit is willing, at which point the automaton is restored back to life in full condition with no extra cost or penalties.

Integration (Ex)

Clik can incorporate worn equipment (such as armor, necklaces, or rings) into her body. This procedure prevents her items from being targeted by spells or abilities, but does not negate any penalties from wearing the item (such as armor check penalties, maximum dexterity/speed from confining armor, or any penalties from wearing armor without appropriate training). All 'slots' with an integrated piece of equipment are still considered used, and she cannot wear additional items (such as two amulets, three rings, or so on) unless normally permitted. Integrating a piece of equipment involves four hours of work, does not destroy the item, and cannot be completed by Clik herself. Removing an integrated item involves four hours of work. Clik has the following items integrated:

- Ring of Destruction (sul magicka)
- Ring of Creation (sul magicka)

- Gloves of Destruction (sul magicka)
- Belt of Protection (sul magicka)
- Glasses of Time (sul magicka)

Intelligent Design (Ex)

Clik uses her Intelligence modifier instead of Constitution to determine her hit points and Fortitude saves.

Maintenance (Ex)

While not requiring food, drink, or sleep, Clik requires periodic maintenance to her body. This process takes one hour of time and involves cleaning components, adjusting fit of gears and repairing any damaged parts, and reapplying lubricants. This requires an hour of time and a Disable Device (DC 15). Failure results in needing to repeat the task. Clik may do this procedure to herself, but the difficulty of the Disable Device (DC 25) rises and an additional Sleight of Hand (DC 25) check is required due to the difficulty of reaching parts.

Maintenance must be performed once per month. For every two months without maintenance, Clik takes a -1 penalty to all attack rolls, saves, and checks, persisting until maintenance is performed. If Clik goes more than one year without maintenance she will shut down as if unwound, and will not be able to be restarted until maintenance is performed.

Mind and Soul (Ex)

Clik is a fully intelligent, ensouled creature, and thus lacks the immunity to mind-affecting spells and abilities of the construct type, including morale bonuses or penalties. Clik is also vulnerable to spells and sphere talents or abilities that rely on a soul, such as *astral projection* or *soul bind*. No other necromantic and Death sphere abilities or effects may affect her as per the construct type.

Sul Magickas (Su)

Clik uses items of power (called 'sul magickas') as her focus for her Focused Casting drawback. These function similarly to magic items, except that they are powered by her aura. Clik has a different sul magicka for each sphere she possesses. Clik can only use a sul magicka that she has created herself. Should Clik lose a sul magicka, she can spend 8 hours crafting a new one.

Windup Key (Ex)

Clik is powered by a complex clockwork spring-driven design and requires periodic winding. Winding is achieved by placing her unique key into a specially designed slot and turning it constantly for 10 rounds, this action provokes an attack of opportunity. If the winding process is interrupted, all previous rounds of winding are lost and the process must be restarted. If the key is missing, Clik can be wound with a successful Disable Device (DC20). The winding will provide Clik twenty days of operation. When Clik runs down, she becomes unconscious, and will persist as such indefinitely until rewound, at which point it will become active again with no knowledge of passing time.

ECOLOGY

Environment Any (Windfell Academy)

Organization Solitary, Collective (Clik plus animated objects)

Treasure double (*mage cannon* plus other treasure).

NEW MINOR ARTIFACT

MAGE CANNON

This impossible combination of machine and magic is said to have been a throwaway invention of Noresche, the mad god of artificery.

Aura strong Enhancement; **CL** 20th; **Slot** none; **Weight** 15 lbs

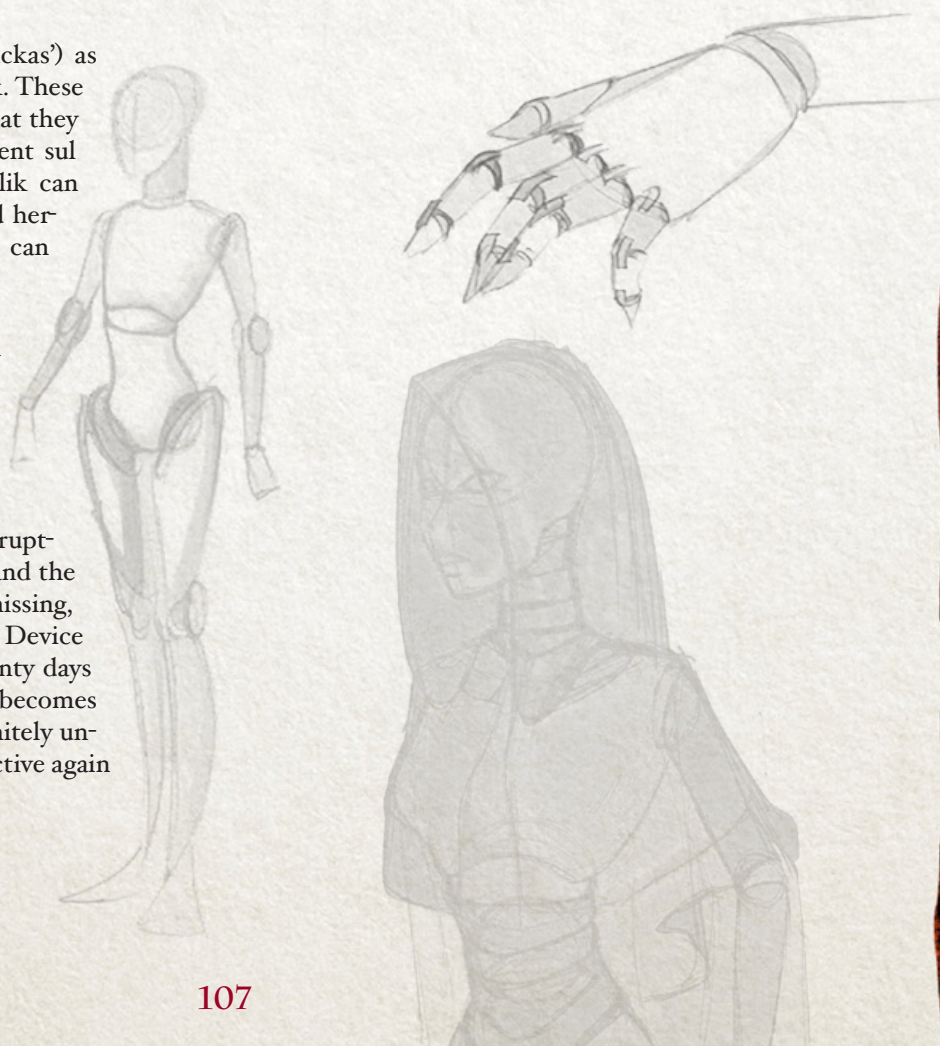
DESCRIPTION

This +3 *greater reliable greater lucky pepperbox rifle* is tuned for use by casters. As a free action, its wielder may spend 1 spell point to cause one of the following to happen:

- The *mage cannon* fills itself with 4 shots of +5 *ammunition*. This ammunition cannot be removed from the *mage cannon*, and must be used within 20 minutes or disappear.
- The *mage cannon* gains one of the following special weapon qualities for 20 minutes: *corrosive burst*, *flaming burst*, *icy burst*, *shocking burst*. The *mage cannon* cannot have more than one of these weapon qualities active at a time; gaining another of these weapon qualities replaces the first.
- The *mage cannon* gains the *speed* special quality for 20 rounds.

DESTRUCTION

If the Mage Cannon is used to kill the High Priest of Noresche, it will lose all its magic.



PROFESSOR DAEMEN

It should come as a surprise to none of you that Professor Daemen is a black unicorn, but it might not be obvious to you what that means.

Black unicorns are an enigma, to say the least. While they are not unheard of, they are extremely rare, moreso because the few that are born are usually driven out and killed by the other unicorns before they can be revealed to the world.

A black unicorn is a complete inverse of everything that makes a unicorn a unicorn. Where unicorns are so connected to goodness it becomes a part of their very being, black unicorns are just as profoundly connected to the forces of evil. Where unicorns barely abide non-female humanoids, black unicorns actually prefer the company of males.

In the case of Professor Daemen, he left the grove where he was born at a very early age, choosing instead to live among humans; a controversial choice, even for a black unicorn.

Professor Daemen made his living by selling his magical talents to local thieves and assassins, joining his local criminal guild and quickly rising through the ranks, all the while supplementing his natural magic with as much arcane study as he could find. However, when the headmaster found him and offered him a job, he left he left a life of crime and came to the school instead, and has been teaching ever since.

Professor Daemen is a very worldly creature, especially for a unicorn. He is comfortable around both male and female humanoids, and has a cool head and disposition, even when angered. While none of our teachers could be called unintelligent, Professor Daemen is far and above the most calculating teacher I've ever had, sometimes even stopping regular education in order to instead teach a lesson about cunning and planning, claiming it to be just as important as magical capacity when taking care of our futures as wizards.

By his own admittance in one of my classes, Professor Daemen still maintains several criminal contacts from his old life, and it is an open secret that students in need of funds, jobs, or contacts have been able to find them by asking Professor Daemen for help. However, it is also an open secret that sometimes, if a student goes missing, it's because they made a deal with Professor Daemen's contacts and weren't able to fulfil their end of the bargain. In the end, knowing the Professor is not a sufficient

source of protection when dealing with the criminal organizations he can put you contact with. Do NOT go asking him for favors or aid unless you are truly willing to live with the consequences.

A final note of advice: do not ask too many questions about the black cloak Professor Daemen wears. It's a memento of his first life among the unicorns, and is apparently very dear to him. Not only will he not share any information with you about it, but just asking will make you a target worthy of scrutiny in his book, which is never a good thing.

PROF. DAEMEN

CR 20

XP 307,200

NE Large magical beast

Init +6; **Senses** darkvision 120 ft., detect good, low-light vision, scent; **Perception** +28

DEFENSE

AC 30, touch 27, flat-footed 24 (+12 deflection, +6 Dex, +3 natural, -1 size, +3 vs good creatures)

hp 210 (20d10+100)

Fort +29, **Ref** +24, **Will** +29; +3 vs good

Immune charm, compulsion, poison; **SR** 31

OFFENSE

Speed 60 ft.

Melee gore +27 (1d8+7), 2 hooves +24 (1d3+3); +3 vs good creatures



Ranged *bludgeon* +32 (3d6+12)

Space 10 ft., **Reach** 5 ft.

Special Attacks powerful charge (gore, 4d8+14), Hide in Plain Sight (darkness)

MAGIC

Caster Level 20; **MSB** +20, **MSD** 31, **Concentration** +32

Tradition Unicorn Magic (*Boons*: Easy Focus; *Drawbacks*: Focused Casting (horn), Magical Signs; **CAM** Cha

Spell Points 31/32

Dark Sphere – **DC** 32; **Duration** concentration +2 rounds or 20 minutes w/ 1 sp, 20 hours (meld); **Range** Medium (300 ft.); **Talents** Clairsight, Disorienting Darkness, Feed on Darkness, Hide in Darkness, Hungry Darkness, Lingering Darkness, Thick Darkness

- *darkness* 60 ft. radius (disorienting, hungry, thick)
- *feed on darkness* (meld, 1 sp, 20 minutes)
- *meld* (1 sp, clairsight, hide in darkness, feed on darkness)

Light Sphere – **DC** 32; **Duration** 20 minutes; **Effect** bright light 80 ft.; **Range** Medium (300 ft.); **Talents** Area Glow, Black Light, Blinding Light, Bound Light, Revealing Light, Searing Light

- *glow* (blinding light, bound light, revealing light, searing light)

Telekinesis Sphere – **DC** 32; **Range** Close (75 ft.); **Talents** Dancing Weapon, Flair

- *bludgeon* +32
- *catch*
- *telekinesis* Gargantuan, 40 ft., 22 AC, 42 CMD (1 sp: hostile lift, sustained force)

Warp Sphere – **DC** 32, **Range** Medium (300 ft.) or Long (1,200 ft.) w/ 1 sp, **Target** Close (75 ft.), 1 or 11 w/ 1 sp, **Talents** Distant Teleport, Emergency Teleport, Extra Dimensional Room, Group Teleport, Quick Teleport, Ranged Teleport, Splinter, Unseeing Teleport, Unwilling Teleport

- *bend space* (extradimensional room)
- *emergency teleport* 55 ft., +10 AC, Reflex (1 sp)
- *teleport splinter* (10d6) (1 sp each: move action, unwilling, unseeing)

TACTICS

Professor Daemen begins each day by plancing his Hide in Darkness meld onto himself. During combat, he will hide himself and create places of focused danger, overlapping his light and dark effects to create deadly spaces and using bound light, the Warp sphere, and his telekinesis to keep his enemies trapped within those spaces.

When the above tactic fails, he will simply attack enemies with his horn or use *telekinesis* with Power Attack to knock his enemies together.

STATISTICS

Str 24, **Dex** 23, **Con** 21, **Int** 16, **Wis** 21, **Cha** 34

Base Atk +20; **CMB** +28; **CMD** 44

Feats Counterspell, Extra Magical Talent (5), Multiattack, Power Attack, Quicken Spell, Weapon Focus (horn)

Skills Intimidate +25, Knowledge (arcana) +21, Perception +28, Sense Motive +28, Spellcraft +23, Stealth +36, Survival +5 (+8 in forests); **Racial Modifiers** +4 Stealth, +3 Survival (in forests)

Languages Aklo, Common, Sylvan, Undercommon

SQ forest travel, magical strike, wild empathy +38

SPECIAL ABILITIES

Forest Travel (Su)

Once per day while inside his territory, Daemen can teleport itself and up to 6 other Medium sized or smaller creature without miss-chance as a standard action to any other part of the territory. The size of a territory may not exceed 50 square kilometers (roughly 20 square miles). It takes one month to become familiar enough with an area to use this ability after changing the territory.

Magic Circle against Good (Su)

Summoned good creatures cannot get within 10 ft. of Daemen (unless Daemen initiates the movement). Additionally, Daemen and all creatures within 10 ft. of it gain the benefits of the hallow word (evil), using Daemen's HD as its caster level.

Magical Strike (Ex)

Daemen's gore attack is treated as a magic evil weapon for the purposes of damage reduction.

Wild Empathy (Su): This works like the druid's wild empathy class feature, except Daemen has a +6 racial bonus on the check.

Gear *cloak of the unseelie court*

ECOLOGY

Environment any (Windfell Academy)

Organization solitary

Treasure Double (*cloak of the unseelie court*, other treasure)

NEW TALENTS AND MINOR ARTIFACT

New Light Sphere Talent

Black Light

As a free action Daemen may cause any *glow* within 300 ft. to shed non-visible light. While shedding non-visible light, a *glow* does not outline a creature with light, impose a Stealth penalty, or increase light levels within its radius. However, (light) talents applied to the *glow* still function as if it was shedding light in its normal area.

A *glow* shedding non-visible light functions normally in even magical darkness and does not hinder the function of magical darkness in the same area. No magical skill check is made when a glow under the effects of Black Light interacts with magical darkness.

CLOAK OF THE UNSEELIE COURT

This black mantle draped upon Daemen's shoulders was a gift from Queen Mab in return for his many services.

Aura strong Fallen Fey; **CL** 20th; **Slot** shoulders; **Weight** 1 lb

DESCRIPTION

This cloak grants its wearer a +10 competence bonus to Stealth checks, as well as the benefits of unearthly grace, adding their Charisma modifier as a racial bonus on all their saving throws and as a deflection bonus to their Armor Class.

DESTRUCTION

The Cloak of the Unseelie Court can only be destroyed by returning it to the darkest corner of the Faerie realm where it was made.

PROFESSOR FEZMET

Professor Fezmet is a ferret and was once the pet of a wizard, who gave him intelligence to serve as a makeshift familiar. In the end, though, Professor Fezmet defeated his old master in a magic duel and struck out on his own. From then on began a tale I'm more than sure Professor Fezmet would love to share with you sometime of gathering magical secrets, meeting with kings and emperors, and generally traveling the world.

As an awakened animal, Professor Fezmet moved through society in secret, working as a diviner and adviser for more prolific casters in exchange for favors. Eventually, he was discovered by the Headmaster, who hired him to teach divination, fate, and telekinesis, his three specialties.

Professor Fezmet is not a trained magician himself, having learned most of his own magic from stolen books and observing the wizard who gave him intelligence. Despite this lack of formal schooling, Professor Fezmet is a master of secrets and an unparalleled diviner, who possesses many connections not only to powerful beings on the material plane, but also to important creatures from many other planes.

While I wish I could believe that every student comes to Windfell Academy strictly in pursuit of academic knowledge, I know that for many, magic is only a route to greater power. For these students, Professor Fezmet's small stature and animal body, combined with his position as a teacher of divination, might lead them to underestimate him, dismissing him as weak.

I cannot stress to you enough just how foolish it would be to take such a position. Professor Fezmet is one of the most intelligent creatures in the multiverse, and he has destroyed his fair share of powerful foes, many of them in public duels. Professor Fezmet plans ten moves in advance when facing an enemy in a duel, and often his greatest weapon has proven to be his enemy's overconfidence.

Note: While he is intelligent enough to use his appearance to trick others, he is not without emotional scars in regard to it. If he senses that a student is giving him anything less than absolute respect, he will often leap up and bite their face. Don't be too discouraged if this happens to you; this is his way of snapping you out of your assumptions.

If he really hated you, you would simply disappear.

PROF. FEZMET CR 20

XP 307,200

N Tiny magical beast (augmented animal)

Init +8; **Senses** darkvision 60 ft., low-light vision, scent; Perception +39 (+54 vs invisible/ethereal)

DEFENSE

AC 27, touch 26, flat-footed 13 (+5 Dex, +2 dodge, +7 insight, +1 natural, +2 size)

hp 255 (30d10+90)



Fort +28, **Ref** +33, **Will** +24; +7 Will saves vs Illusions
Defensive Abilities always prepared, uncanny dodge

OFFENSE

Speed 20 ft., climb 20 ft.

Melee bite +42 or +50 if last in the initiative count (1d3+6 plus attach)

Ranged bludgeon [miniature mountain] +50 (3d6+20)

Special Attacks Attach

MAGIC

Caster Level 15; **MSB** +30, **MSD** 41, **Concentration** +43

Tradition Street Magic (*Drawbacks*: +Neutrality (Fate)); **CAM** Int

Spell Points 35/43

Divination Sphere – **DC** 30; **Duration** concentration or 30 hours (sense); **Range** 250 ft.; **Talents** Detect Scrying, Divine Knowledge, Foreshadow, Ghost Sight, Read Omens, Scrying, See Hazard, Sense Magic, True Seeing, True Sight, Viewing

- *divine* (alignment, magic; 1 sp: viewing; 2 sp: read omens, scrying; 3 sp: divine knowledge)
- *sense* (1 sp: detect scrying, foreshadow, ghost sight, read magic, see hazard, sense magic, true sight; 2 sp: true seeing)

Fate Sphere – **DC** 30; **Range** Close (60 ft.) or personal w/ 20 ft. radius; **Target** 1 or 8 w/ 1 sp (word); **Talents** Curse, Echoing Word, Harm, Truth

- *curse* (word, 1 sp)
- *harm* (word, concentration or 15 rounds w/ 1 sp)
- *serendipity* +1 to allies (consecration, concentration or 15 rounds w/ 1 sp)
- *truth* (word, concentration or 15 rounds w/ 1 sp)

Telekinesis Sphere – **DC** 30; **Range** Close (60 ft.); **Target** Gargantuan (divided mind); **Talents** Dancing Weapon, Divided Mind, Flair, Flight, Powerful Telekinesis

- *bludgeon* +50
- *catch*
- *telekinesis*, 35 ft., 23 AC, 38 CMD, (1 sp: flight, hostile life, sustained force)

TACTICS

Each day, Professor Fezmet casts the following Divination *sense* talents or abilities upon himself, which are already taken in account to their statistics above: Detect Scrying, Foreshadow, Ghost Sight, Read Magic, See Hazard, Sense Magic, True Seeing, True Sight. In addition to the effects granted by the talents themselves, Fezmet gains all the following enhancements depending upon the number of *senses* active:

- Insight bonus to attack, damage, and AC equal to number of *senses* (max +7), a resistance bonus to saves equal to number of *senses* (max +8)

Professor Fezmet uses telekinesis to knock his enemies together, using Pirahna Strike for added damage, and using his *miniature mountain* as needed, occasionally increasing it to Colossal size and drop it on targets if necessary. He uses his Curse and Pain, and Harm words to kill his enemies quicker and keep them from attacking him.

Base Statistics

When not given time to prepare or when all of Fezmet's senses are dispelled, the ferret's statistics are **Init** +5; **AC** 22, touch 21, flat-footed 18; **Fort** +20, **Ref** +22, **Will** +16; no bonus to Will saves vs Illusions; **Defensive Abilities** no uncanny dodge; **Melee** bite +35 or +43 if last in initiative order (1d3-1 plus attack); **Ranged** bludgeon [*miniature mountain*] +43 (3d6+13); **CMB** 27; **Skills** no bonus to Perception checks vs invisible or ethereal creatures

STATISTICS

Str 8, **Dex** 20, **Con** 17, **Int** 37, **Wis** 23, **Cha** 20

Base Atk +30; **CMB** 34; **CMD** 63

Feats +Augur of Combat, Counterspell, Counterspell Mastery, Extra Magical Talent (5), Improved Counterspell, Pirahna Strike, #Practiced Seer, *Precognicent Protection, *Precognicent Resistance, *Precognicent Smite, Weapon Finesse

Skills Appraise +23, Disable Device +25, Knowledge (arcana, dungeoneering, engineering, geography, history, local, nature, nobility, planes, religion) +43, Perception +39 (+54 vs ethereal or invisible creatures), Sense Motive +36, Spellcraft +43, Use Magic Device +35

Languages Abyssal, Aklo, Aquan, Auran, Celestial, Common, Draconic, Dwarven, Elven, Ignan, Infernal, Sylvan, Terran, Undercommon

SPECIAL ABILITIES

Attach (Ex)

When Fezmet hits with a bite attack, he automatically grapples his foe, inflicting automatic bite damage each round.

+Augur of Combat (Ex)

Any round in which Fezmet acts last in the initiative count, the ferret uses his Intelligence for attack rolls in place of Dexterity.

#Practiced Seer (Ex)

Fezmet uses his magic skill bonus (MSB) in place of caster level for the purposes of determining the duration of Divination (sense) talents or abilities he casts.

*Precognicent (Su)

Fezmet may dismiss a *sense* talent or ability as an immediate action to gain one of the following abilities:

- Cause a critical hit against Fezmet to become a regular hit
- Reroll a failed saving throw
- Ignore 35% miss chance for 1 round

ECOLOGY

Environment any (Windfell Academy)

Organization solitary

Treasure double (*miniature mountain*, other treasure)

NEW MINOR ARTIFACT

MINIATURE MOUNTAIN

The miniature mountain appears to be a small, ordinary rock, but with a word it can change to be a boulder of great size.

Aura strong Creation; **CL** 20th; **Slot** none; **Weight** 0.1 lbs.

DESCRIPTION

The *miniature mountain* is a Fine-sized stone object, but as a Swift action its owner can tell the mountain to change itself to be any size up to Colossal. The *miniature mountain* has its weight increased by x8 for every size category it is above Fine. If thrown by hand and grown in size before landing, the *miniature mountain* is treated as a thrown weapon with the following damage by size: Medium 1d8, Large 2d6, Huge 3d6, Gargantuan 4d6, Colossal 6d8.

A creature must possess the *miniature mountain* for 24 hours or its previous owner must be dead before they can become its owner. The command must reach the *miniature mountain* to make the change (the owner must shout if the *miniature mountain* is not close). The *miniature mountain* cannot grow larger than its surroundings, meaning it cannot be used to break a stomach or building by growing from the inside.

DESTRUCTION

The *Miniature Mountain* can be destroyed by throwing it into the heart of a volcano.



Regarding the mask: I do not know why he wears it, and as far as I can tell, it isn't magical at all. Personally, I believe it has to do with earning respect; short of polymorphing himself into a humanoid, which I'm quite sure he would refuse to do, there's little he can do to be taken seriously by those who refuse to see him as more than an animal. The mask, however, places a barrier between him and the rest of the world; it gives him control over what he projects to the world, and gives people something to notice beyond his species. If there is a better or more personal reason behind the mask, I do not know it.

GEEMET THE CARETAKER

Geemet the goblin is an old personal friend of the Headmaster, who retired from a life of dungeoneering to become the school's caretaker.

Some may wonder why, in the midst of so many paragons of magic, I have taken the time to provide information on the school's caretaker. There are a few reasons for this.

First: While Geemet may not teach classes and cannot command the cosmos themselves, he is still an integral part of the school. He keeps the grounds clean, he keeps the test creatures in line, and he oversees many other aspects of daily life, without which the school could not function.

Second: Geemet is a great source of aid for the troubled student. In all my time at Windfell, I never knew Geemet to treat a student harshly, and he has often provided me with advice or a listening ear when I required either.

Third: Geemet is much more dangerous than you realize. If you insist on looking down on him for his lack of magic, you do so at your own risk.

GEEMET THE CARETAKER CR 10

XP 9,600

Male middle aged goblin unchained rogue 12
N Small humanoid (goblin)

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

DEFENSE

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

hp 81 (12d8+24)

Fort +6, **Ref** +13, **Will** +9

Defensive Abilities danger sense +4, improved evasion, improved uncanny dodge

OFFENSE

Speed 30 ft.

Melee *sticky* +18/+13 (1d3+8, +5d6 vs spellcasters)

Ranged *sticky* +18/+13 (1d3+8 +5d6 vs spellcasters)

Special Attacks debilitating injury (bewildered -6, disoriented -6, hampered), finesse training (daggers, short swords), sneak Attack +6d6, Point Blank Shot

TACTICS

Geemet hates combat. When forced into it by his job, he attacks from the shadows as much as possible, sniping with his dagger, *sticky*, as he suffers no penalty to Stealth when sniping. If forced into open combat, he uses Combat Expertise and Improved Feint constantly.

STATISTICS

Str 10, **Dex** 20, **Con** 14, **Int** 13, **Wis** 16, **Cha** 10

Base Atk +9; **CMB** +8; **CMD** +23

Feats Combat Expertise, Dilettante, Improved Feint, Iron Will, Point Blank Shot, Weapon Finesse, Weapon Focus (dagger)

Skills Acrobatics +10, Appraise +7, Bluff +15, Climb +8, Disable Device +20, Escape Artist +12, Handle Animal +10, Heal +15, Knowledge (arcana, nature, geography) +5, Knowledge (dungeoneering, local) +8, Perception +18, Sense Motive +12, Survival +18, Stealth +28, Swim +8; **Racial Modifiers** Stealth +4, Ride +4

Languages Common, Goblin, Draconic

SQ rogue talents (coax information, survivalist, certainty (2/day each, Stealth, Disable Device), stealthy sniper, improved evasion), rogue's edge (Stealth, Disable Device), trapfinding +6

Gear *sticky*

ECOLOGY

Environment any (Windfell Academy)

Organization solitary

Treasure standard (*sticky* and other treasure)

NEW MAGIC ITEM

STICKY

This intelligent dagger was forged by ancient cultists for a great purpose, and was named 'Maelia Tor'. Now, Geemet calls it 'sticky', and uses it to pick dirt from his boots.

Aura strong Enhancement; **CL** 9th

Slot none; **Price** 48,700 gp; **Weight** .5 lbs.

STATISTICS

Alignment N

Senses 120 ft., blindsense

Int 11, **Wis** 10, **Cha** 10, **Ego** 9

Communication Speech

Languages Common

Special Purpose destroy all magic users; **Dedicated Power** +5d6 damage vs magic users

DESCRIPTION

This Small-sized +3 *returning dagger* has a solid black blade, and was forged to rid the world of all magic users, divine and arcane, to make way for the return of the Great Old Ones. It was lost for thousands of years, until it was discovered by Geemet on one of his youthful adventures. Now, the caretaker keeps it around in case the Headmaster needs a teacher or student put down.

CONSTRUCTION REQUIREMENTS

Requirements Craft Magic Arms and Armor, Enhancement sphere, Telekinesis Sphere, Bestow Life; **Cost** 24,350 gp



HEADMASTER MARDOC

Headmaster Mardoc has a history so long and involved that I doubt anyone but himself could claim to know all of it.

The Headmaster is an elusive figure and I cannot claim the intimacy with him that I have with the professors, but what I do know is that he is a Hierophant Druid, meaning he was once the Grand Druid over the whole world, but has subsequently retired from that position. However, rather than live among nature and rejoin the cycle of rebirth as would have been expected, Headmaster Mardoc instead achieved immortality (I do not know how) and opened Windfell Academy, to be a bastion for protecting, exploring, and teaching magical knowledge.

I do not know how old Headmaster Mardoc is, nor would I feel right asking, but from the small pieces of conversation I have overheard between the Headmaster and Professor Tocs, the Headmaster was old when Professor Tocs was young.

HEADMASTER MARDOC

CR 24

XP 1,228,800

Male venerable incanter 24

LN Medium humanoid (noble orc)

Init +11; **Senses** darkvision 60 ft.; Perception +44

DEFENSE

AC 42, touch 28, flat-footed 32 (+8 armor, +6 deflection, +3 dodge, +7 Dex, +2 luck, +6 shield)

hp 398 (24d6+312)

Fort +27, **Ref** +26, **Will** +41; +4 vs death effects, negative energy

DR 13/- (max: 270); **Immune** aging;

Resist acid 37, cold 37, electricity 37, fire 37, sonic 37, **SR** 37

Special Defences Not flat-footed during surprise round, save vs death effects that usually don't allow a saving throw

OFFENSE

Speed 30 ft.

Melee *staff of the headmaster* +22/+17/+12 (1d6+8), *destructive blast* +20 touch (14d6 or 27d6 w/ 1 sp)

Ranged *destructive blast* +19 touch (14d6 or 27d6 w/ 1 sp)

Special Attacks protective ward

MAGIC

Caster Level 27; **MSB** +24, **MSD** 35, **Concentration** +44

Tradition Druidic (*Drawbacks*: Verbal Casting, Prepared Caster, Animal Shaman (Mind)); **CAM** Wis

Spell Points 36/53

Destruction Sphere – DC 43;

Range Close (90 ft.); **Target** 1 or 1 sp: 90 ft. cone or 370 ft. line;

Talents Crystal Blast, Energy Sphere, Force Blast, Sculpt Blast

– *destructive blast* 12d6 or 24d6 w/ 1 sp (crystal blast, 1 sp: force blast)

– *energy sphere* 24 rounds, 80 ft. fly speed (1 sp)

Divination Sphere – DC 43; **Duration** concentration or 27 hours (sense); **Range** 370 ft., **Talents** Discern Location, Divine Knowledge, Dowsing, Foreshadow, Greater Divine, Logos, Read Omens, Scrying, Viewing

– *divine* (alignment, elements, magic; 1 sp: viewing; 2 sp: read omens, scrying; 3 sp: divine knowledge)

– *sense* (1 sp: foreshadow, read magic)

Fate Sphere – DC 43; **Alignment** Lawful; **Range** Close (90 ft.) or personal w/ 20 ft. radius; **Talents** Bless, Curse, Truth

– *bless* (word, 1 sp)

– *curse* (word, 1 sp)

– *hallow* +3 (word, 1 sp, 24 minutes)

– *truth* (word, concentration or 24 rounds w/ 1 sp)

– *serendipity* +1 to allies (consecration, concentration or 24 rounds w/ 1 sp)

Light Sphere – DC 43; **Duration** 27 minutes; **Effect**

bright light 95 ft.; **Range** Medium (370 ft.), **Target** 1 or 35 ft.

radius w/ 1 sp; **Talents** Area Glow, Bound Light, Revealing Light

– *glow* (bound light, revealing light)

Nature Sphere – DC 43; **Duration** concentration or

27 rounds (or instantaneous), spirit: 27 minutes; **Packages** Earth,

Plantlife, Water, Fire;

Range Long (1,480 ft.);

Talents Create Water, Earthquake, Expanded

Geomancing (3), Forge Earth, Greater Range (2), Grow Plants,

Move Fire, Rapid Growth, Tsunami, Volcano, Wave

– *affect fire* Colossal, +/- 6 categories (fire, concentration)

– *bury* 30 ft. radius (earth, concentration)

– *create fire* Huge, 5d6 (fire, concentration)

– *create water* 11 5-ft. cubes (water, 1 sp, instantaneous)

– *dust storm* 35 ft. radius (earth, concentration)

– *earthquake* 80 ft. radius (earth, 3 sp, instantaneous)

– *entangle* 30 ft. radius (plantlife, concentration)

– *forge earth* 30 ft. radius, lower/raise earth 30 ft. (earth, 1 sp, instantaneous)

– *fog* 35 ft. radius (water, concentration)

– *freeze* 27 inches (water, 1 sp, instantaneous)



WIZARD'S ACADEMY

- *grow plants* 30 ft. radius (plantlife, 1 sp, instantaneous)
- *growth* 27 plants (plantlife, 1 sp, instantaneous)
- *manipulate lava* 35 ft. high, 27 squares w/ 1 sp (fire)
- *move fire* Colossal, 30 ft. (fire, concentration)
- *pummel* Colossal branch +48 (4d6+13), 30 ft. reach (plantlife, concentration)
- *rapid growth* 1 mile area (plantlife, 3 sp, instantaneous)
- *tremor* 30 ft. radius, CMB +47 (earth, 1 sp, instantaneous)
- *tsunami* 55 CMB, 10 ft. deep, 270 ft. long, 54 ft. tall (water, 2 sp, concentration)
- *vortex* depth 35 ft., top 15 ft., 1d8+13 (water, concentration)

Protection Sphere – DC 43; **Duration** 27 hours (aegis), concentration or 27 rounds w/1 sp (ward); **Range** touch (aegis) or Close (90 ft.); **Talents** Anti-Magic Aura, Armored Magic, Deathless, Distant Protection, Energy Resistance, Greater Barrier, Healing Aegis, Obstruction, Resistance, Spell Ward, Peacebound

- *aegis* (1 sp: armored (2), deathless, deflection, energy resistance, obstruction, peacebound, resistance, spell ward)
- *barrier* 145 ft. radius or 27 10-ft. squares, 31 hp, break DC 28, or 270 hp and break DC 38 w/ 1 sp, (ward)
- *energy resistance* 145 ft. radius, resist 37 (ward)
- *peacebound* 145 ft. radius (ward)
- *spell ward* 145 ft. radius (ward, 1 sp, 2 sp: anti-magic)

Telekinesis Sphere – DC 43; **Range** Close (90 ft.); **Target** Colossal; **Talents** Finesse, Greater Speed

- *bludgeon* +32
- *catch*
- *telekinesis*, 95 ft., 30 AC, 57 CMD, (1 sp: sustained force, hostile lift)

TACTICS

At the beginning of each day, Mardoc uses the Logos (2) and Foreshadow *senses* on himself, as well as the following *aegis*: Armored (2), Deflection, Resistance, Spell Ward, Deathless, Energy Resistance (5), and Obstruction. These statistics are already taken into account in the above statistics.

Mardoc hates fighting, and will usually use his Peacebound ward, Greater Barrier, Anti-Magic Aura, and Bound Light abilities to stop a combat if one begins. If forced into fighting, Mardoc is straight-forward, using the Nature and Destruction spheres to end the fight as quickly as possible.

Base Statistics

When not given time to prepare or when all of Mardoc's *aegis* are dispelled, his statistics are AC 19, touch 19, flat-footed 12; **Fort** +21, **Ref** +16, **Will** +36; **DR** none, **Resist** none, **Special Defences** none, **Languages** common, celestial, draconic, giant, goblin, infernal, orc, sylvan

STATISTICS

Str 26, **Dex** 24, **Con** 34, **Int** 26, **Wis** 50, **Cha** 30

Base Atk +12; **CMB** +20; **CMD** 43

Feats Cantrips, Counterspell, Counterspell Mastery, Craft Rituals, Craft Staff, Extra Magic Talent (14), Greater Counterspell, Improved Counterspell, Maximize Spell, Quicken Spell, Ritual Cast-er

Skills Craft (alchemy) +35, Diplomacy +34, Fly +34, Knowledge (arcana, history, nature) +35, Perception +44, Sense Motive +44, Spellcraft +35, Use Magic Device +34;

Languages common, celestial, draconic, giant, goblin, infernal, orc, sylvan; Logos (speak, read, and understand)

Gear *staff of the headmaster*

SPECIAL ABILITIES

Ferocity

Orcs possess the ferocity ability which allows them to remain conscious and continue fighting even if their hit point totals fall below 0. Orcs are still staggered at 0 hit points or lower and lose 1 hit point each round as normal.

Immortal (Ex)

Mardoc cannot die of old age and is immune to age effects. He does not accumulate penalties for aging, but still accumulates bonuses to his mental ability scores.

Gear *staff of the headmaster*

ECOLOGY

Environment any (Windfell Academy)

Organization solitary

Treasure Double (*staff of the headmaster*, other treasure)

NEW MINOR ARTIFACT

STAFF OF THE HEADMASTER

The staff of the headmaster is a gnarled piece of wood topped with feathers and other druidic tokens.

Aura strong (all schools); **CL** 20th; **Slot** none; **Weight** 5 lbs.

DESCRIPTION

The *staff of the headmaster* counts as a +3 staff for all spheres, and grants a +2 luck bonus to AC and on saving throws to its wielder. It also counts as a +2/+2 *quarterstaff*, and the wielder may spend 1 spell point to cause the staff to deal double damage (x3 on a critical hit) for 1 round.

DESTRUCTION

The *staff of the headmaster* may be broken for a *retributive strike*. Such an act must be purposeful and declared by the wielder, but once declared requires only a standard action to accomplish, and no Strength check to break the staff.

Targets up to 10 ft. away suffer 300 damage. Targets between 11 and 20 ft. away suffer 200 damage, while targets between 21 and 30 ft. away suffer 100 damage. A DC 23 Reflex save reduces this damage by half.

The character breaking the staff has a 50% chance of traveling to another plane of existence, but if he does not, the explosive release of magical energy destroys him (no saving throw).



Headmasters are sexy

PROFESSOR MEEDA

Professor Meeda, teacher of both shapeshifting and battlemagic, used to work as a mercenary before she took up teaching. She was a mercenary more for the fun of it and for the chance to test her skills than for any love of money or killing, and became a teacher once chasing combats no longer provided her the opportunities for improvement she craved.

One of the first questions people ask about Professor Meeda regards her appearance. No, she was not born a 4-armed, 2-tailed, winged dinosaur-woman, but that is her preferred form. I've never seen what she looked like before her transformation, but her current state is what she prefers, and what she considers to be her true form.

Professor Meeda is unique among the teachers in more ways than one. First, she is a mystic, and combines monastic discipline and the channeling of spirits to gain much of her magical prowess. Second, Professor Meeda has a code of honor and a strong sense of right and wrong, which makes her an enigma among most of the teachers. This strong sense of morality can place her at odds with her fellow faculty, but it can be a breath of fresh air, especially for the divine casters found among the student body.

In fact, it's an open secret at the school that she sometimes handpicks students who share her views to join her in 'advanced training sessions', where she provides a paladin-esque level of moral and martial guidance for them. I know Lord Baroden has accused her of using the school body to forge her own private army, but considering he quite literally uses student bodies to forge his own private army, I'm not sure he's in a position to complain.

PROF. MEEDA	CR 20
XP 307,200	
Female human entropic sage (hedgewitch) 20	
LG Large humanoid (human)	
Init +5; Perception +30	
DEFENSE	
AC 40, touch 30, flat-footed 33 (+6 armor, +4 deflection, +1 dodge, +6 Dex, +4 shield, -1 size, +10 Wis)	
hp 253 (20d8+140+20 Toughness)	
Fort +17, Ref +17, Will +26	
OFFENSE	
Speed 30 ft, Fly 110 ft.	



Melee unarmed strike +22/+17/+12 (2d8+8), 2 slams +20 (1d6+4), 2 wings (1d6+4), w/ energy blast

Ranged destructive blast +20 touch (11d6 or 19d6 w/ 1 sp)

Space 10 ft.; **Reach** 10 ft.

Special Attacks Pounce, Improved Energy Blade (15d6 or 25d6 w/ 1 sp), Disintegrate

MAGIC

Caster Level 15, 20 w/ Energy Blade; **MSB** +20, **MSD** +31, **Concentration** +30

Tradition Monastic (**Boons**: Easy Focus; **Drawbacks**: Bodily Enhancement (Enhancement), Deathful Touch (Death), Lycanthropic (Alteration), Personal Magics (Enhancement), Personal Fate (Fate), Personal Illusion (Illusion), Personal Warp (Warp), Meld into Dark (Dark), Nature Spirit (Nature), Protected Soul (Protection), Personal Time (Time), Regenerate (Life), Solo Combatant (War), Somatic Casting (2), Touch of Light (Light); **CAM** Wis

Spell Points 26/30

Alteration Sphere – **DC** 27; **Duration** concentration, 15 minutes w/ 1 sp, or permanent w/ 2 sp; **Range** personal; **Talents** Additional Limbs, Avian Transformation, Bestial Reflexes, Bestial Spirit, Elemental Transformation, *Extreme Transformation (2), Greater Transformation, Permanent Transformation, Size Change

– shapeshift 7 traits

Destruction Sphere – **DC** 27 (30 w/ Energy Blade), **Range** Close (60 ft.), **Talents** Energy Blade, **Greater Blast (4), Rebuff, Stone Blast

- *destructive blast* 11d6 or 19d6 w/ 1 sp (energy blade 14d6 or 24d6 w/ 1 sp, stone blast)
- *rebuff* +8 AC, +4 Reflex (1 sp; 25 ft.)

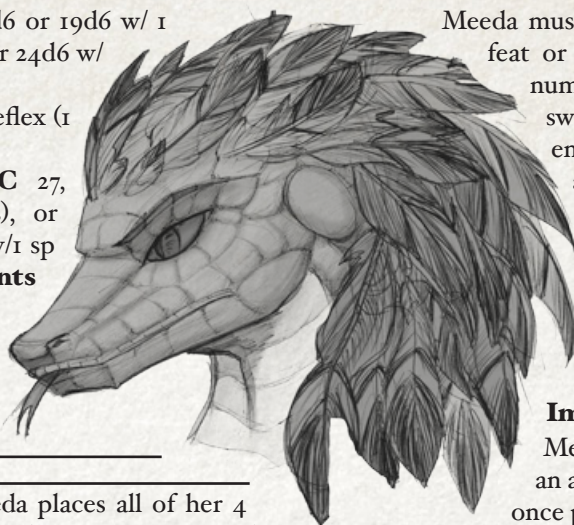
Protection Sphere – DC 27,

Duration 15 hours (aegis), or concentration or 15 rounds w/1 sp

(ward), **Range** personal, **Talents**

Armored Magic, Resistance

- *aegis* (1 sp: armored (2), deflection, resistance)
- *ward* 85 ft. radius, 19 hp, break DC 22



Meeda must spend 1 use of this ability per combat feat or magic talent gained. She may gain any number of combat feats or magic talents as a swift action, or 1 combat feat or magic talent as either a free action or an immediate action.

Disintegrate

When Meeda reduces a creature to 0 or fewer hit points, its body is destroyed, leaving only a trace of fine dust. A disintegrated creature's equipment is unaffected.

Improved Energy Blade

Meeda may add her Energy Blade damage to an attack once per round as a free action, and once per round as a swift action. Both uses cannot augment the same attack.

Gear *laughing swords*

ECOLOGY

Environment any (Windfell Academy)

Organization solitary

Treasure double (*laughing swords* and other treasure)

NEW TALENTS AND MINOR ARTIFACT

*New Alteration Sphere Advanced Talent

Extreme Transformation

Prerequisites: Alteration sphere, Greater Transformation, 5th caster level or higher.

Increase the number of traits you may apply with your shapeshift by 1. This stacks with the increase from Greater Shapeshift. This talent may be taken once, then one additional time per 10 caster levels. Its effects stack.

**New Destruction Sphere Talent

Greater Blast

The damage of your *destructive blast* increases by one die. You may take this talent an additional time at 5th caster level and every 5 caster levels thereafter; the effects stack.

LAUGHING SWORDS

These swords were forged from the spirits of two slain children, who agreed to stay and protect others instead of crossing to the afterlife. The laughing swords are so named because the spirits giggle whenever the swords are activated.

Aura strong Enhancement; **CL** 20th; **Slot** weapon; **Weight** 10 lb

DESCRIPTION

The *laughing swords* are two ordinary +5 *scimitars* if wielded individually, but when a creature wields both, he may command them to animate and spin around him as a standard action. For 10 rounds, any creature who begins their turn within 5 ft. (10 ft. if Large size) of the wielder suffers 4d6+10 (4d8+10 if Large) damage. Additional enhancements, provided they effect both swords, are also added to this damage (thus, if both swords deal +1d6 acid damage per hit, targets of this effect would suffer +1d6 acid damage). After 10 rounds, the swords fall to the ground unless the wielder has open hands to grab them.

DESTRUCTION

If the laughing swords are used to kill 100 innocents, the laughing swords will cry, then shatter.

TACTICS

At the beginning of each day, Meeda places all of her 4 aegises on herself. These are already taken into account in her statistics.

Meeda is under the effects of a permanent *shapeshift*, granting the blank form and the following traits: +2 arms, cosmetic (dinosaur humanoid appearance w/ 2 tails), wings, Large size, Pounce, 2 wing attacks, 2 slam attacks

Meeda prefers to rush in, making quick work of opponents with full attacks and her improved energy blade. She uses her channel spirit allies ability to either give herself an unarmed combat style to make quicker work of her enemies, or to give herself Destruction talents to fit her situation. When in danger, she will use it to get the Life Sphere and Greater Healing.

Base Statistics

If Meeda's *shapeshift* and *aegis* are removed, her statistics are **Size** Medium; **Init** +9; **AC** 26, touch 26, flat-footed 20; **hp** 170; **Fort** +12, **Ref** +13, **Will** +22; **Speed** no Fly speed; **Melee** unarmed strike +19/+14/+9 (1d10+4); **Ranged** *destructive blast* +20 (15d6 or 25d6 w/ 1 sp); **Space** 5 ft.; **Reach** 5 ft.; **Str** 22, **Dex** 24, **Con** 20; **CMB** +21; **CMD** 38; **Skills** Acrobatics +27, Fly +30

STATISTICS

Str 26, **Dex** 22, **Con** 22, **Int** 17, **Wis** 30, **Cha** 10

Base Atk +15; **CMB** +24; **CMD** 45

Feats Combat Reflexes, Counterspell, Dodge, Extra Magical Talent (6), Improved Energy Blade, Improved Unarmed Strike, Martial Weapon Proficiency (scimitar), Maximize Spell, Multiattack, Ritual Caster, Toughness

Skills Acrobatics +26, Bluff +23, Fly +29, Handle Animal +23, Heal +33, Knowledge (arcana) +26, Perception +30, Sense Motive +33, Spellcraft +26, Use Magic Device +23

Languages Celestial, Common, Draconic, Infernal

SPECIAL ABILITIES

Channel Spirit Allies (Su)

23/day, Meeda may gain access to combat feats or magic talents she otherwise does not possess for 1 minute by channeling a spirit into herself. She must meet the combat feat's or magic talent's prerequisites, and may use one feat or meet the prerequisites of another. Multiple uses of this ability do not stack. If Meeda uses this ability again before the previous duration has expired, it replaces the previous use. If a feat or talent has a daily use limitation (such as Stunning Fist), any uses of that combat feat or magical talent while using this ability count toward that feat's daily limit.

PROFESSOR SAVESHA

Professor Savesha, teacher of conjuration and abjuration, is a reformed succubus, and the teacher that all of us secretly aspire to be. She's fiendishly intelligent (I honestly did not intend to make that pun until it had already left my quill), magically powerful, and astonishingly beautiful. I've seen her quiet entire lecture halls with a look, and make men go weak in their knees just by pursing her lips.

I won't try to hide anything from you, since I doubt I could if I tried. Savesha was the chair of my thesis and is by far my most favorite professor. While it may seem odd to some to hold a reformed succubus in such high regard, I am personally enamored by someone who would sacrifice so much, even turning from her core nature, in the pursuit of knowledge and study. I'll admit I am awed by her many accomplishments, particularly the fact that she somehow changed her native plane from the Infernal realms to the material plane; categorically speaking, she is a native outsider. It should be impossible, but to Savesha it's just one more accomplishment on her impressive list.

While I may have been on the receiving end of Savesha's good graces, a great many students are not. As a rule, Savesha assumes the worst of her male students and has very little patience for them. I love her, but even I will admit she can be overly cold to her male students, and is downright hostile to any who attempt to solicit her as if she were any other succubus.

I think she sees herself as a sort of 'champion of womanhood' who will go out of her way to help her female students with any problem great or small, but expects the worst from her male students until they prove her wrong. Any man who can make that uphill climb will become a particular favorite of hers, but changing her mind is a difficult task, and few men are able to accomplish that feat.

Now I must give you a warning; Savesha left her life of seducing mortals behind her, and yet seductive looks and touches are so second nature to her that you will never forget you are in the presence of a succubus. Being around

her will make you feel things you've never felt before, regardless of your sexual disposition. You'll begin to wonder if she's put a spell on you, but I assure you she hasn't. No matter what advances she seemingly makes do not be fooled into thinking you are special or she is interested.

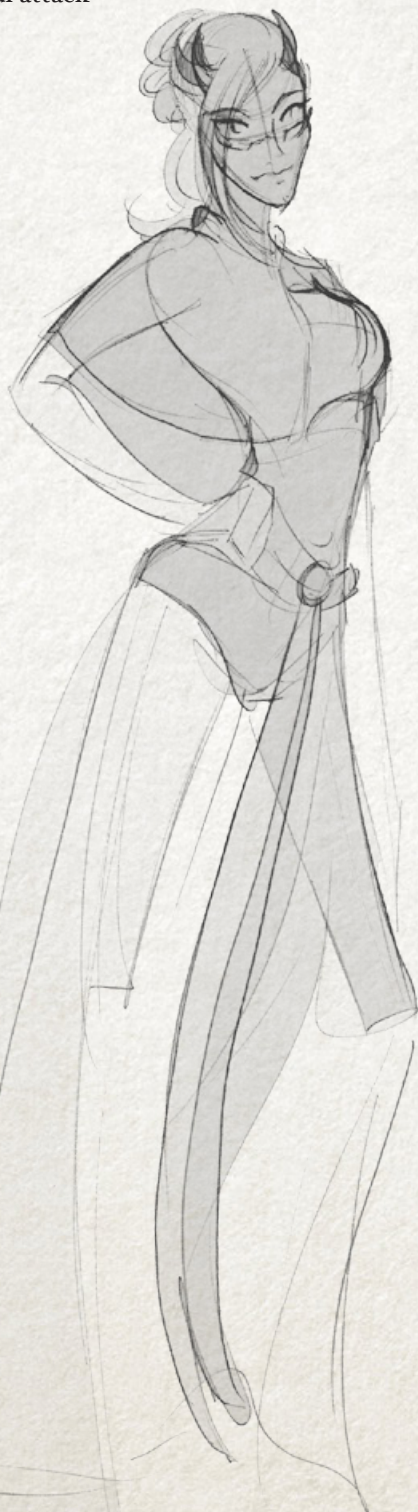
There is nothing special about you. She treats everyone that way if they've earned her respect, male or female, old or young. The minute you start thinking that respect entitles you to her bed, you've lost everything. You've lost her respect, her time, her attention, and her good graces. Professor Savesha is like a festival bonfire; beautiful and wonderful to be near, but deadly to the unwary, and she has no time for fools who got themselves burned.

If a soul exists that can melt her cold and ancient heart, they are unknown to me. If you think you are that soul, I wish you luck. You'll need it.



PROF. SAVESHA**CR 20****XP 307,200**

N Medium outsider incanter 12 (chaotic, demon, evil, native)

Init +3; **Senses** darkvision 60 ft. detect good, detect thoughts; Perception +35**DEFENSE****AC** 39, touch 20, flat-footed 34 (+7 armor, +5 deflection, +5 Dex, +7 natural, +5 shield)**hp** 220 (8d10+12d6+132)**Fort** +17, **Ref** +19, **Will** +25**DR** 10/cold iron or good, 10/- (max: 200); **Immune** electricity, fire, poison, **Resist** acid 10, cold 10; **SR** 30**Defensive Abilities** attackers suffer 10 nonlethal damage per successful attack**OFFENSE****Speed** 30 ft., fly 50 ft. (average)**Melee** 2 claws +19 (1d6)**Special Attacks** energy drain, profane gift, vampiric touch**MAGIC****Caster Level** 20; **MSB** +20, **MSD** 31, **Concentration** +33**Tradition** Natural (none); **CAM** Cha**Spell Points** 12/45**Mind Sphere** – **DC** 35, **Range** Medium (300 ft.), **Target** 1 or 11 w/ 1 sp, **Talents** Command, Courage, Enthrall, Expanded Charm, Group Charm, Mind Control, Paralyze, Powerful Charm, Project Thoughts, Ranged Mind, Subtlety

- *charm* 1 sp greater, 2 sp powerful (courage, enthrall, mind control, paralyze, project thoughts, suggestion)

Conjuration Sphere – **DC** 35; **Range** Close (75 ft.); **Duration** concentration, 20 hours (2/1 sp), or 1 day (w/ 2 sp); **Talents** Avian Creature (3), Diagram, Extra Companion (2), Fortified Companion (3), Greater Summoning, Lingering Companion (3), Powerful Companion (3), Ranged Summoning, Roguish Creature (3), Summoning

- *companion* (3 subordinate demons)

- *summon* (2 sp, 20 HD creatures, 20 days)

Protection Sphere – **DC** 35; **Duration** 20 hours (aegis) or concentration/20 rounds w/1 sp (ward); **Range** touch (aegis) or Close (75 ft.); **Talents** Armored Magic, Distant Protection, Greater Barrier, Healing Aegis, Obstruction, Painful Aegis, Resistance, Spell Ward, Unplottable

- *aegis* (1 sp, armored (2), deflection, guardian, obstruction, painful, resistance, spell ward, unplottable)

- *barrier* 110 ft. radius or 20 10-ft. squares, 24 hp, break DC 25, or 200 hp and break DC 35 w/ 1 sp, (ward)

- *spell ward* 110 ft. radius (ward, 1 sp)

TACTICS

Every day, Savesha spends 3 spell points per subordinate demon to make them accessible throughout the day, enhancing each of them with her *aegis*, as detailed in their stat block. Savesha also casts the following *aegis* upon herself, which are already taken in account to her statistics above: Armored Magic (2), Deflection, Obstruction, Painful, Resistance, Spell Ward, Unplottable.

Professor Savesha rarely attacks targets directly, relying on her painful aegis to make attacking her undesirable, and placing a single guardian aegis on one of her subordinate demons for good measure. Instead, she prefers to use her Mind powers to aid her subordinate demons in combat, waiting until they have grappled a target before approaching to deliver her lethal kiss.

Base Statistics

When not given time to prepare or when all of Savesha's *aegis* are dispelled, the succubus's statistics are **AC** 20, touch 13, flat-footed 17; **Fort** +17, **Ref** +9, **Will** +16; **DR** 10/cold iron or good.

STATISTICS**Str** 11, **Dex** 21, **Con** 22, **Int** 20, **Wis** 14, **Cha** 40**Base Atk** +14; **CMB** +19; **CMD** +34**Feats** Agile Maneuvers, Combat Reflexes, Extra Magical Talent (6), Iron Will, Weapon Finesse**Skills** Bluff +44, Diplomacy +36, Disguise +36, Escape Artist +28, Fly +28, Intimidate +36, Knowledge (arcana) +28, Perception +33, Sense Motive +25, Spellcraft +28, Stealth +28; **Racial Modifiers** +8 Bluff, +8 Perception

Languages Abyssal, Aklo, Celestial, Common, Draconic, Infernal, Telepathy 100 ft., Tongues

SQ change shape (any humanoid), ethereal change, teleportation

SPECIAL ABILITIES

Energy Drain (Su)

Savesha drains energy from a mortal she lures into an act of passion, such as a kiss. An unwilling victim must be grappled before the succubus can use this ability. Savesha's kiss bestows one negative level. The kiss also has the effect of a suggestion charm, asking the victim to accept another act of passion from the succubus. The victim must succeed on a DC 29 Will save to negate the suggestion. The DC is 29 for the Fortitude save to remove a negative level. These save DCs are Charisma-based.

Profane Gift (Su)

Once per day as a full-round action, Savesha may grant a profane gift to a willing humanoid creature by touching it for 1 full round. The target gains a +2 profane bonus to an ability score of his choice. A single creature may have no more than one profane gift from a succubus at a time. As long as the profane gift persists, Savesha can communicate telepathically with the target across any distance. A profane gift is removed by *dispel evil* or *dispel chaos*. Savesha can remove it as well as a free action (causing 2d6 Charisma drain to the victim, no save).

Vampiric Touch (Su)

As a standard action, Savesha needs only to touch a target to deal 4d6 negative energy damage to it. Savesha gains temporary hit points equal to the amount of damage dealt, to a maximum equal to what would kill the subject. The temporary hit points disappear after 1 hour.

ECOLOGY

Environment any (Windfell Academy)

Organization solitary, escort (Savesha plus 3 subordinate demons), or troop (Savesha and 3-5 succubi, 8-12 cambions)

Treasure standard (*belt of the demon's heart* and other treasure)

NEW MINOR ARTIFACT AND SUMMONS

BELT OF THE DEMON'S HEART

This belt was given to Savesha by one of the Dukes of Hell as a courting gift.

Aura strong Enhancement; **CL** 20th; **Slot** belt; **Weight** -

DESCRIPTION

This silken belt was dyed in the blood of a thousand demons, and grants its wearer a +4 enhancement bonus to Charisma, and a +10 enhancement bonus to the wearer's total spell point pool. This enhancement bonus applies to total spell points, not current spell points; the wearer must rest for 8 hours to refill their spell point pool before they may use these new spell points for casting.

DESTRUCTION

If the Belt of the Demon's Heart is worn for 1 year by an angel, it will lose its power.

SUBORDINATE DEMON

CE Medium outsider (demon, extraplanar)

Init +2; **Perception** +18

DEFENSE

AC 38, **touch** 17, **flat-footed** 36 (+7 armor, +5 deflection, +2 Dex, +9 natural, +5 shield)

hp 217 (15d10+135)

Fort +23, **Ref** +12, **Will** +14; +4 moral vs charm and enchantment

Defensive Abilities devotion, improved evasion; **DR** 10/- (max: 200)

OFFENSE

Speed 30 ft. Fly 130 ft. (average)

Melee unarmed strike +24/+19/+14 (1d3+9), 2 slams +22 (1d4+4)

Special Attacks +3d6 sneak attack

STATISTICS

Str 28, **Dex** 14, **Con** 28, **Int** 7, **Wis** 10, **Cha** 16

Base Atk +15; **CMB** +24 (+28 grapple); **CMD** 40 (+44 vs grapple)

Feats Improved Unarmed Strike, Improved Grapple, Greater Grapple, Multiattack, Strangler, Extra Rogue Talent (Opportunist, Crippling Strike, Distracting Attack, Resiliency)

Skills Perception +18

Languages Abyssal

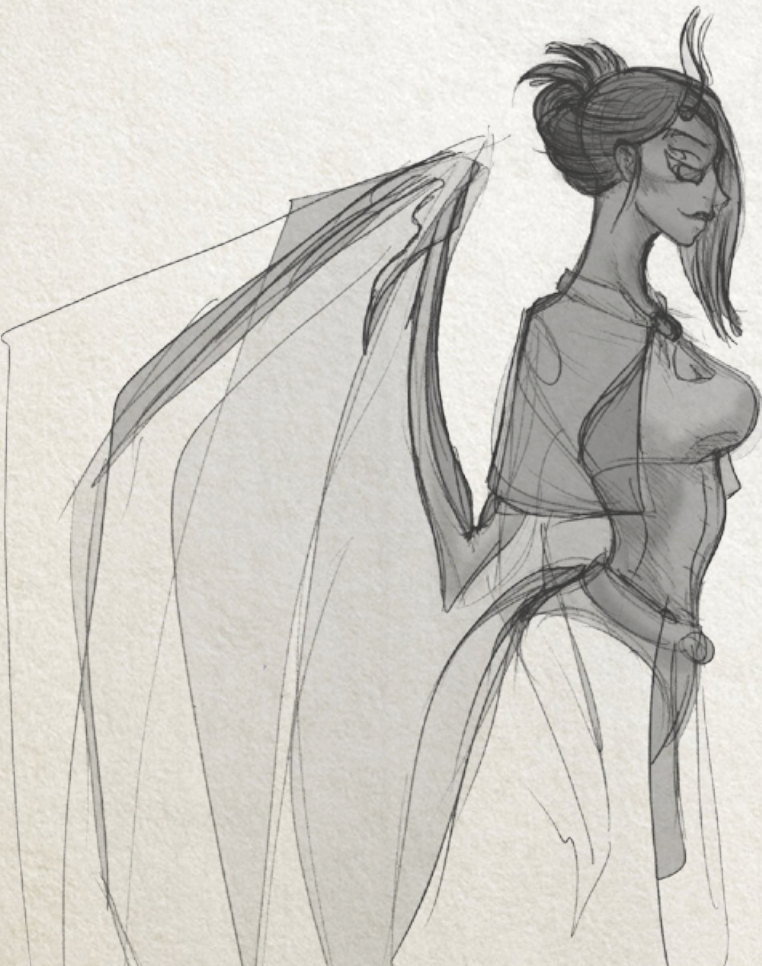
SPECIAL ABILITIES

Always Prepared

Savesha casts the following Protection *aegis* talents or abilities upon her subordinate demons every day, which are already taken in account to their statistics above: Armored Aegis (2), Deflection, Obstruction, Resistance

Base Statistics

When not given time to prepare or when all of Savesha's *aegis* are dispelled, the subordinate demon's statistics are **AC** 21, **touch** 12, **flat-footed** 19; **Fort** +18, **Ref** +7, **Will** +9; **DR** none



PROFESSOR TOCS WITHERPOOL

Professor Tocs (he prefers it to Professor Witherpool) is 453 years old, and suffers from a rare form of dwarfism, making him a little over 1 foot tall. Now that you know this, you **WILL NOT** need to ask him about it; students have been forced from the school after badgering him about his height and age, and I'd rather it not happen to you.

Professor Tocs has been studying and teaching Nature and Weather magic for so long he's practically part-elemental. In his day he was also a world-class duelist, and won all sorts of honors that no other living soul knows nor cares about anymore. All of this combines to mean he is an old, powerful little man, who can command the world to do his bidding in a way no other teacher I've ever met was able to do.

Professor Tocs's age not only grants him great magical power, but also great political power. He has kept tabs with

every student he ever liked (and in some cases, with their children and great great grandchildren), and never forgets a favor he is owed. This means that half the important magic users and political powers in the world either directly or indirectly owe him something, and with nothing but a few letters, he can get virtually anything done he desires.

Professor Tocs is a great ally to have, but a terrible enemy. If you attend his classes, I advise you to speak less, listen more, and be as respectful as you can. At his age, he's lost all patience with the 'follies of youth', and not a week after personally witnessing one student disrespect him, I also personally witnessed that student's parents come to the school, pack his things, and extract him from classes muttering vague but urgent threats that he needed to leave school 'for the good of the family'. No overt connection to Professor Tocs became known to me, but the Professor walked with a little spring in his step for several days thereafter.

PROF. TOCS CR20

XP 307,200

Male venerable dwarfed gnome geomancer (elementalist) 20
CN Tiny humanoid (gnome)

Init +2; **Senses** low-light vision; Perception +27

DEFENSE

AC 20, touch 20, flat-footed 12 (+2 Dex, +6 dodge, +2 size)

hp 213 (20d8+100+20 Toughness)

Fort +16, **Ref** +14, **Will** +14; +2 racial bonus vs illusions

Defensive Abilities improved evasion; **DR** 10/magic; **Immune** critical hits, sneak attack, **Resist** acid 20, cold 20, electricity 20, fire 20

OFFENSE

Speed 40 ft., Burrow 35 ft., Fly 40 ft.

Melee unarmed strike +29/+24/+19 (13), *destructive blast* +29 touch (8d6 or 15d6 w/ 1 sp)

Ranged *destructive blast* +29 touch (8d6 or 15d6 w/ 1 sp)

MAGIC

Caster Level 15 (26 w/ Plantlife, +24 w/ Earth, +22 w/ Water; 20 w/ all other Nature); **MSB** +20, **MSD** 31, **Concentration** +32

Tradition Fey Magic (*Boons*: Easy Focus, Overcharge; *Drawbacks*: Somatic Casting (2), Wild Magic, *Emotional Casting); **CAM** Cha

Spell Points 32

Destruction Sphere – **DC** 29, **Range** Close (60 ft.), **Talents** None.

– *destructive blast* (8d6 or 15d6 w/ 1 sp)

Nature Sphere – **DC** 33 (36 w/ Plantlife, 35 w/ Earth, 34 w/ Water), **Duration** concentration +2 rounds or 26 rounds (Plantlife), 24 rounds (Earth), or 22 rounds (Water) w/ 1 sp (or instantaneous), spirit: 26 minutes (Plantlife), 24 minutes (Earth), or 22 minutes (Water); **Packages** Earth, Plantlife, Water; **Range** Close (90 ft. (Plantlife), 85 ft. (Earth), 80 ft. (Water), 75 ft. others); **Talents** Animal Friend, +Barkskin, Create Water, Expanded Geomancing (2), Grow Plants, **Lingering Nature, #Natural Ally, Rapid Growth, Speak with Animals, Towering Growth



- *animal friend* CR 20 (spirit, 1 sp)
- *barkskin* +6 AC, +13 Stealth (spirit, 1 sp)
- *bury* 25 ft. radius (earth, concentration)
- *create water* 11 5-ft. cubes (water, 1 sp, instantaneous)
- *dust storm* 30 ft. radius (earth, concentration)
- *entangle* 30 ft. radius (plantlife, concentration, 30 ft. radius, Towering Growth: 260 ft., Fly DC 31)
- *fog* 30 ft. radius (water, concentration)
- *freeze* 22 inches (water, 1 sp, instantaneous)
- *grow plants* 30 ft. radius (plantlife, 1 sp, instantaneous)
- *growth* 26 plants (plantlife, 1 sp, instantaneous)
- *natural ally* CR 10 (spirit, 3 sp, 20 hours)
- *pummel* Colossal branch +47 (4d6+13), 30 ft. reach (plantlife, concentration)
- *rapid growth* 1 mile area (plantlife, 3 sp, instantaneous)
- *speak with animals* (spirit, 1 sp)
- *tremor* 25 ft. radius, CMB +36 (earth, 1 sp, instantaneous)
- *vortex* depth 30 ft., top 15 ft., 1d8+11 (water, concentration)

Weather Sphere – DC 29; **Duration** concentration or 15 hours w/ 1 sp; **Target** 25 ft. radius to 1000 ft radius (max range 1000 ft.), 2 mile radius w/ 1 sp; **Talents** Climate, Focused Weather, Greater Size, Greater Weather, Lengthened Weather, Rain Lord, Severe Weather, Storm Lord (2), Wind Lord

- *control weather* severity 5, 6 precipitation or wind, +1 w/ 1 sp (Rain Lord, Wind Lord)
- *storm lord* 1 per round

Gnome Magic – CL 20

- *1/day* – *dancing lights* (DC 22), *ghost sound* (DC 22), *prestidigitation* (DC 22), and *speak with animals* (DC 23).

TACTICS

Professor Tocs uses Barkskin before any fight and uses Stealth and Crane Style endlessly, either suffering a -1 to attack rolls to gain a +4 dodge bonus to AC and CMD plus an additional +4 dodge bonus against melee attacks (this bonus is lost if a melee attack misses by 4 or more, but Professor Tocs can make an attack of opportunity against that target), or taking the full defense action to gain a +7 dodge bonus to AC and automatically deflecting one melee attack each round, causing it to deal no damage or any other effects and allowing Professor Tocs to make an attack of opportunity against that target.

STATISTICS

Str 9, **Dex** 14, **Con** 18, **Int** 17, **Wis** 14, **Cha** 34

Base Atk +15; **CMB** +12; **CMD** 29

Feats Counterspell, Crane Riposte, Crane Style, Crane Wing, Dodge, Deflect Arrows, Extra Magical Talent (5), Improved Unarmed Strike, Quicken Spell, Sphere Focus (Nature), Toughness

Skills Acrobatics +14, Craft (alchemy) +20, Handle Animal +30, Knowledge (nature) +23, Perception +27, Sense Motive +22, Spellcraft +26, Stealth +33; **Racial**

Modifiers Bluff +1, Craft +2, Diplomacy +1, Perception +2

Languages Common, Gnome, Giant, Goblin, Orc, Sylvan

Gear *sprite belt*



ECOLOGY

Environment any (Windfell Academy)

Organization solitary or escorted (Tocs Witherpool plus Champion Guardian Plant or Fire Nymph)

Treasure Standard (*sprite belt* and other treasure)

NEW TALENTS, DRAWBACKS, MINOR ARTIFACT

New Nature Sphere Talents

+Barkskin (plantlife, spirit)

You may spend a spell point as a standard action to grow plantlife all over your body for 1 minute per caster level. This grants you a +1 bonus to natural armor, +1 per 5 caster levels. In addition, in natural environments you gain a circumstance bonus to Stealth equal to 1/2 your caster level (minimum 1).

**Lingering Nature

When Tocs uses a Nature sphere ability that requires concentration, the ability continues to maintain itself for 2 rounds after he stops concentrating.

New Nature Sphere Advanced Talent

#Natural Ally (spirit)

As an instantaneous effect, Tocs may, once per day as a standard action, spend 3 spell points to call one of the following natural allies, which then appears in the nearest adjacent space at the start of Witherpool's next turn:

- Champion Guardian Plant (CR 9)
- Fire Nymph (CR 9)

The natural ally remains in the area for up to 20 hours and will aid the caster to the best of its ability, but unless the caster speaks the creature's language, only basic communication is possible (attacking an enemy, defending the caster, etc.) The called creature must be treated fairly and will not give aid that is obviously suicidal. If treated poorly, they may turn on and attack Witherpool.

New Drawback

*Emotional Casting

Your magic requires heightened emotional states of mind to use. When subject to a non-harmless magical effect that invokes an emotion (such as fear effects, spells with the (emotion) descriptor, or charms such as Fear or Hostility) you are unable to use magic.

SPRITE BELT

This belt appears to shimmer in direct light, as if it were made of spun shadows.

Aura strong Nature; **CL** 20th; **Slot** belt (wrist); **Weight** .1 lb

DESCRIPTION

This belt is sized for a Tiny creature, but may be worn wrapped around the wrist of a Small or Medium creature to provide its benefits. A creature who wears this belt may use their Charisma modifier in place of their Strength or Dexterity modifier when calculating their attack and damage rolls. However, if the wearer attacks a fey creature, the attacker takes a -2 penalty to attack and damage rolls.

DESTRUCTION

The Sprite Belt can be destroyed if its wearer is reduced to 0 Charisma due to ability drain.

PROFESSOR WINDJINA

Professor Windjina is perhaps the most controversial hiring decision the headmaster ever made, and considering a staff member once tried to take over the world, the profundity of that statement should be evident.

Professor Windjina is a weremantis matriarch, hailing directly from the hidden isle of the weremantis civilization. At home (as she's fond of reminding us), she was a queen with dozens of husbands and thousands of slaves, all of which she gave up to come here and be our teacher. However, given that this is Professor Windjina we're discussing, I wouldn't be surprised if this was a lie. Knowing her, the truth is more likely to be she was deposed in a coup when her husbands and slaves rose up in rebellion.

Professor Windjina teaches both illusions and enchantments. She is a psionist practically without peer, and between her two disciplinary focuses, she can make you see and believe virtually anything she wants. As evidence of this fact, I should warn you that the woman you see before you in her classes is not actually there; Windjina spends most of her time in her hybrid weremantis form, using illusions to appear as a young, beautiful woman when it suits her.

In many ways, Professor Windjina is the exact opposite of Professor Savesha. Where Professor Savesha befriends women and cares little for men, Professor Windjina shows open disdain for anyone who isn't an attractive male (unless of course they are a gifted psionist like her, but then only begrudgingly). While it is possible to win one's way into her good graces, she sees her students more as playthings than people, and only truly cares about what they can do for her, rather than the other way around.

Professor Windjina (at least in her illusioned form) is tall, thin, and beautiful, and is very forward in expressing her affection for her favorite students. She takes a particularly perverse pleasure in lavishing attention on any man she knows another woman is in love with, as if the man was a prize and the woman an unworthy competitor. However, while this behavior makes many of her female students resentful toward her, all of my male friends openly admit this behavior terrifies them.

Allow me to explain, in case you have not yet studied the weremantis culture. Weremantis matriarchs are famous for two things: amassing husbands, and cannibalism. To the weremantises, men are little more than livestock to be used for pleasure, then eaten when they become boring.

For her male students, it's bad enough that she's beautiful and brazen; if she ever truly decided she wanted to have someone, she could simply strip them of their will with nothing but a look, probably without them even knowing she's done it. Of course there's no evidence that this has ever happened, but knowing Professor Windjina, this could simply be because her victims never returned to speak of it.



WINDJINA (HUMAN FORM)**CR 20****XP 307,200**

Human natural weremantis eliciter 20

NE Medium humanoid (human, shapechanger)

Init +5; **Senses** low-light vision, scent; Perception +26**DEFENSE****AC** 15, touch 15, flat-footed 10 (+5 Dex)**hp** 193 (20d8+100)**Fort** +14, **Ref** +15, **Will** +20; +5 vs Enchantment (charm) and Enchantment (compulsion)**DR** 5/silver**OFFENSE****Speed** 30 ft.**Melee** *lady fingers* +22/+17/+12 (1d4+7)(against men: +24/+19/+14, 1d4+2d6+9)**Special Attacks** Anything to Please 3/day (30 ft., DC 38), Charming Touch 16/day (+17 touch, DC 38), Domination 1/day (+17 touch, DC 38), Feed on Fear 3/day, Hypnotism 13/day (DC 38), Touch of Fear 16/day (+17 touch, DC 38)**MAGIC****Caster Level** 15 (20 w/ Mind sphere); **MSB** +20, **MSD** 31, **Concentration** +33**Tradition** Mind (*Drawbacks*: *Emotional Casting, **Rigorous Concentration); **CAM** Cha**Spell Points** 40**Illusion Sphere** – DC 30, **Duration** concentration +2 rounds or permanent w/ 2 sp, **Range** Medium (250 ft.), **Talents** Complex Illusion, Illusionary Disguise, Illusionary Odor, Illusionary Sound, Illusionary Touch, Invisibility, Lingering Illusion, Manipulate Aura, Permanent Image, Ranged Illusion

- *illusion* (1 sp, complex, odor, sight, sound, touch)
- *invisibility* (1 sp, +15 Stealth)
- *trick* (15 minutes, aura, odor, sight, sound, touch)

Mind Sphere – DC 39, **Range** Medium (300 ft.), **Target** I or II w/ 1 sp, **Talents** Deadly Vision, Enthral, Expanded Charm, Greater Communication, Group Charm, Mind Control, Paralyze, Powerful Charm, Project Thoughts, Ranged Mind, Subtlety, Vision

- *charm* 1 sp greater, 2 sp powerful (deadly vision, enthral, mind control, project thoughts, suggestion, vision)

STATISTICS**Str** 14, **Dex** 20, **Con** 18, **Int** 16, **Wis** 18, **Cha** 37**Base Atk** +15; **CMB** +17; **CMD** 32**Feats** Alertness, Deceitful, Extra Magical Talent (6), Persuasive, Quicken Spell, Sphere Focus (Mind)**Skills** Bluff +43, Diplomacy +43, Disguise +39, Intimidate +43, Knowledge (arcana) +23, Perception +26, Sense Motive +34, Spellcraft +26**Languages** Aklo, Common, Sylvan, Tatulani**SQ** change shape (human, hybrid, giant mantis), link, lycanthropic empathy**WINDJINA (HYBRID FORM)****CR 20****XP 307,200**

Human natural weremantis eliciter 20

NE Large humanoid (human, shapechanger)

Init +5; **Senses** darkvision 60 ft., low-light vision, scent; Perception +30**DEFENSE****AC** 26, touch 14, flat-footed 21 (+5 armor, +5 Dex, +7 natural, -1 size)**hp** 213 (20d8+120)**Fort** +15, **Ref** +15, **Will** +20; +5 vs Enchantment (charm) and Enchantment (compulsion)**DR** 10/silver**OFFENSE****Speed** 30 ft., climb 30 ft., fly 40 ft. (poor)**Melee** *lady fingers* +22/+17/+12 (1d6+8) (against men: +24/+19/+14, 3d6+10), 2 claws +12 (1d6+1 plus grab), bite +12 (1d8+1 plus curse of lycanthropy)**Space** 10 ft., **Reach** 10 ft.**Special Attacks** Anything to Please 3/day (30 ft., DC 38), Charming Touch 16/day (+17 touch, DC 38), Domination 1/day (+17 touch, DC 38), Feed on Fear 3/day, Hypnotism 13/day (DC 38), Lunge, Mandibles, Sudden Strike, Touch of Fear 16/day (+17 touch, DC 38)**MAGIC****Caster Level** 15 (20 w/ Mind sphere); **MSB** +20, **MSD** 31, **Concentration** +33**Tradition** Mind (*Drawbacks*: *Emotional Casting, **Rigorous Concentration); **CAM** Cha**Spell Points** 40**Illusion Sphere** – DC 30, **Duration** concentration +2 rounds or permanent w/ 2 sp, **Range** Medium (250 ft.), **Talents** Complex Illusion, Illusionary Disguise, Illusionary Odor, Illusionary Sound, Illusionary Touch, Invisibility, Lingering Illusion, Manipulate Aura, Permanent Image, Ranged Illusion

- *illusion* (1 sp, complex, odor, sight, sound, touch)
- *invisibility* (1 sp, +15 Stealth)
- *trick* (15 minutes, aura, odor, sight, sound, touch)

Mind Sphere – DC 39, **Range** Medium (300 ft.), **Target** I or II w/ 1 sp, **Talents** Deadly Vision, Enthral, Expanded Charm, Greater Communication, Group Charm, Mind Control, Paralyze, Powerful Charm, Project Thoughts, Ranged Mind, Subtlety, Vision

- *charm* 1 sp greater, 2 sp powerful (deadly vision, enthral, mind control, project thoughts, suggestion, vision)

STATISTICS**Str** 16, **Dex** 20, **Con** 20, **Int** 16, **Wis** 18, **Cha** 37**Base Atk** +15; **CMB** +18 (+22 grapple); **CMD** 33**Feats** Alertness, Deceitful, Extra Magical Talent (6), Persuasive, Quicken Spell, Sphere Focus (Mind)**Skills** Bluff +43, Diplomacy +43, Disguise +39, Intimidate +43, Knowledge (arcana) +23, Perception +30, Sense Motive +34, Spellcraft +26, Stealth +9 (+17 in Forests); **Racial Modifiers** +4 Perception, +4 Stealth (+12 in Forests)**Languages** Aklo, Common, Sylvan, Tatulani**SQ** change shape (human, hybrid, giant mantis), link, lycanthropic empathy

SPECIAL ABILITIES

Anything to Please (Su)

3/day, Windjina can compel a creature within 30 ft. to attempt to please her as a standard action. The creature receives a Will save DC 38 to negate this effect. If the save fails, the creature attacks her enemies for 1 round, gives her its most valuable item, or drops prone at her feet and grovels for 1d4 rounds (GM's choice).

Change Shape (Su)

As a lycanthrope, Windjina has three forms—a human form, a hybrid form, and a giant mantis form. Equipment does not meld with the new form between humanoid and hybrid form, but does between those forms and animal form. Windjina is a natural lycanthrope can shift to any of its three alternate forms as a move-equivalent action. Windjina if slain reverts to her human form, although she remains dead.

Charming Touch (Sp)

16/day, Windjina may charm a creature by touching it, (Will save DC 38 negates). Creatures in combat or hostile against her receive a +5 bonus to their saving throw. Creatures immune to mind-affecting abilities are unaffected by charming touch. Creatures that fail their save change their attitude toward Windjina to helpful for 1 minute. The target will do anything she asks of it, even things it would not normally do. Gross violations of its nature (asking a good person to attack its allies, etc.) allows the target a new saving throw with a +2 bonus to throw off the entire effect. A target never obeys requests that are obviously fatal.

Convincing (Ex)

Windjina may take 10 with any Bluff, Diplomacy, Intimidate, or Sense Motive check, even if circumstances would normally prohibit this action. She may always choose not to take 10 and instead roll normally. In addition 3/day Windjina may choose to take 20 on one of these skill checks without taking additional time.

Curse of Lycanthropy (Su)

Windjina's bite attack in mantis or hybrid form infects a humanoid target with lycanthropy (Fortitude DC 15 negates). If the victim's size is not within one size category of the lycanthrope, this ability has no effect.

Domination (Su)

Once per day as a standard action, Windjina may make a touch attack against a target and attempt to dominate it. This is an enchantment (compulsion) mind-affecting effect. The target is allowed a Will save (DC 38) and on a failed save, the target becomes devoted to Windjina, gaining a disposition of helpful and obeying any orders she gives to the exclusion of all other activities except those necessary for survival (eating, sleeping, etc.). The target never obeys obviously self-destructive commands, and is allowed a new save with a +2 bonus to throw off the compulsion if asked to do something against its nature. A DC 25 Sense Motive check reveals the target is under compulsion. Windjina may only have one target dominated in this fashion at a time, if she successfully uses this ability to dominate a second target, the first is immediately released from service.

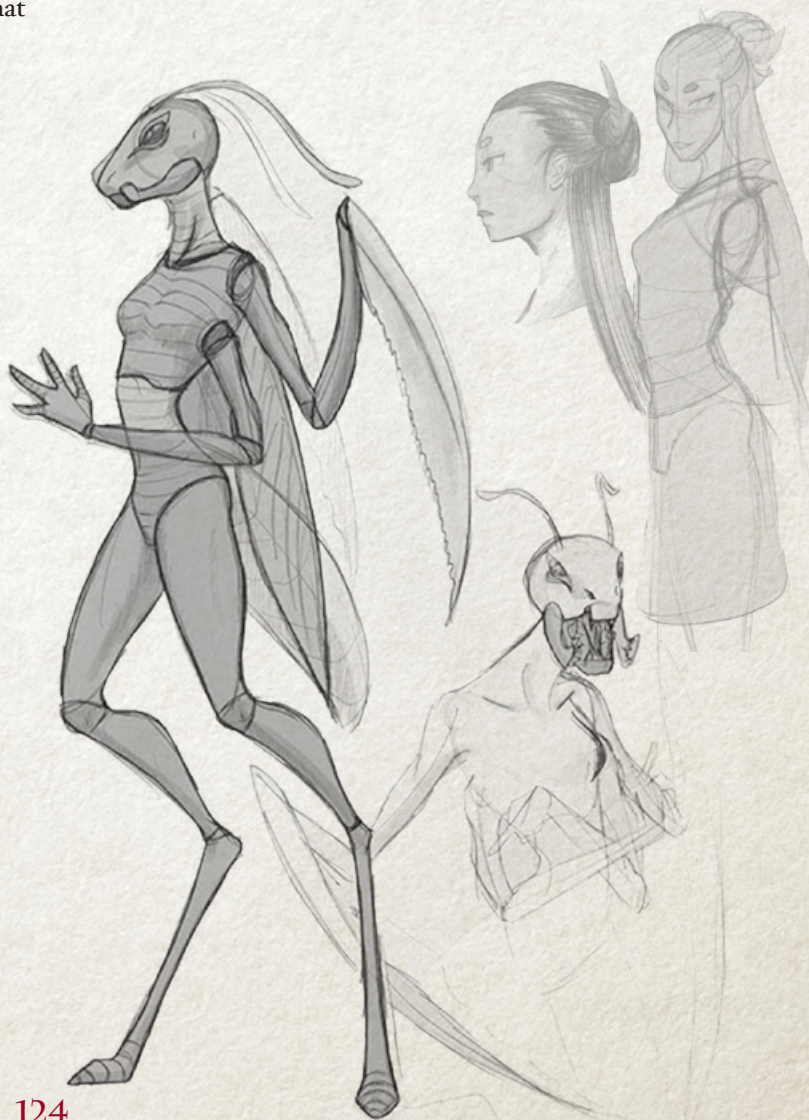
Feed on Fear (Su)

As an immediate action upon successfully hitting a creature with a melee attack that's already suffering from a fear effect, Windjina deals +2d6 additional damage and gains an equal amount of temporary hit points. These temporary hit points last for 24 hours or until lost. Windjina may use this ability 3/day.

Hypnotism (Su)

Windjina may manipulate another with little more than a look or word. Windjina must target a single creature, which must be 75 ft. and able to see and hear her. Hypnotizing a target is a standard action. Windjina may use hypnotism 13 times per day. When hypnotizing a target, Windjina chooses one effect available to her from the list below. If the effect calls for a saving throw, the DC is 38. Hypnotism is a mind-affecting ability. Windjina may target herself with her own hypnotism, even if she cannot see or hear herself.

- *Fascinate*: Windjina causes the target to become fascinated with her for 2 minutes (Will negates). While fascinated, a target takes no action except to stand or sit quietly and watch the weremantis. The target takes a -4 penalty on skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw to end the fascination effect. An obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect.



- **Insanity:** Windjina may plant compulsions into the target's mind to distract them. For 13 rounds, the target must pass a Will save each round or suffer one of the following effects, which last 1 round:
 1. Take no action but to babble incoherently,
 2. Run away from Windjina at top speed,
 3. Fall prone,
 4. Drop all held items and be unable to pick them back up,
 5. Deal 1d8 + Str modifier to self with whatever is hand as a standard action,
 6. Attack nearest creature.
- **Inspire Greatness:** Windjina may use hypnotism to instill the target with the effects of the *inspire greatness* bardic performance for 13 rounds.
- **Inspire Heroics:** Windjina may grant the target the benefits of the *inspire heroics* bardic performance for 13 rounds.
- **Liberate:** Windjina may use hypnotism to free a target's mind of harmful effects. The target may reroll a Will save (using Windjina's bonus if it is higher) against each harmful mind-affecting effect they are suffering from. Windjina may also allow the target to reroll a Will save made to disbelieve an illusion, but this may only be used against an illusion that she herself has already successfully disbelieved.
- **Reverence:** Windjina may cause the target to fall before her in reverence (Will negates). On a failed saving throw, the target falls prone and is considered helpless for 2 minutes. A flying creature incapable of hovering must land immediately in order to prostrate itself. Each round on its turn, the target may attempt a new saving throw as a full-round action to end the effect early. This does not provoke an attack of opportunity. If a creature makes its initial saving throw against this ability, it is staggered for 1 round and may not be targeted again with this ability until the following day.

Link (Su)

Whenever Windjina *charms* or dominates a target (such as through the Enthrall charm from the Mind sphere, or the domination ability), she may send thoughts and instructions telepathically to the creature. The target may also communicate back to Windjina via this same telepathic link. The target must be within 60 ft. for this ability to function.

Lunge (Ex)

While in hybrid form, Windjina has limbs that are capable of reaching much farther than normal for a creature of its size. As a full-attack action, it can make a single attack with its claws at double its normal reach. When she attacks with a claw in this manner, it gains a +4 bonus on its attack roll. Windjina cannot make attacks of opportunity with its lunge.

Lycanthropic Empathy (Ex)

In any form, Windjina can communicate and empathize with vermin related to her mantis form. She can use Diplomacy to alter such a vermin's attitude, and when so doing gain a +4 racial bonus on the check.

Mandibles (Ex)

While in hybrid form, Windjina can immediately make a bite attack against their target after grabbing a foe.

Sudden Strike (Ex)

While in hybrid form, Windjina is particularly adept at moving quickly when its foes are surprised. During a surprise round, Windjina may act as if she had a full round to act, rather than just one standard action.

Touch of Fear (Sp)

16/day, Windjina may make a melee touch attack as a standard action to make the target shaken for 10 rounds. In addition, the target is also frightened for 1 round (Will negates).

ECOLOGY

Environment any (Windfell Academy)

Organization solitary

Treasure Standard (*lady fingers*, and other treasure)

NEW DRAWBACKS AND MINOR ARTIFACT

*Emotional Casting

Your magic requires heightened emotional states of mind to use. When subject to a non-harmless magical effect that invokes an emotion (such as fear effects, spells with the (emotion) descriptor, or charms such as Fear or Hostility) you are unable to use magic.

**Rigorous Concentration

Your magic requires intense amounts of concentration to use. When making a concentration check (such as to cast defensively or while taking damage), the DC increases by +10. You may increase the casting time by one step to take extra time focusing and negate this penalty.

LADY CLAWS

Lady claws are a series of metal claws that fit over the wearer's fingers, and are considered one of the sacred artifacts of the weremantis people.

Aura strong Enhancement; **CL** 20th; **Slot** hand; **Weight** -

DESCRIPTION

Lady Claws count as a +5 *spiked gauntlet* with the bane special quality against all living males. In addition, the wearer gains a +4 luck bonus to all saving throws

DESTRUCTION

If the Lady Claws are worn by a man for one year without taking them off, they will lose their power and break.



Professor Windjina's power is in her touch and her eyes. Just looking too deeply into her eyes is enough to give her complete control over your thoughts.

UNIVERSAL MONSTER TRAITS

There are pages and pages of 'universal monster traits' listed in other bestiaries, and while for the most part these qualities are treated the same from book to book, there are always exceptions. The following are mine. If you're familiar with the Ellinsol method, some of these will be familiar to you, but some of these are completely unique to this book, so when reading entries contained herein, I recommend you use the following list rather than one from another book. Do I think my UMT's are better than other people's? No. But if something in this book is going to kill you, I think we'd all prefer if it was because it overpowered you, and not because you made a cross-referencing error.

Astral Travel (Su)

As a standard action, this creature can shift itself into the Astral plane, traveling bodily between the material plane and the outer planes.

Format: astral travel; *Location:* Special Qualities.

Change Shape (Su)

A creature with this special quality has the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of its own physical qualities. This ability functions as the *shapeshift* ability of the Alteration sphere with a caster level equal to the creature's hit dice, except the creature does not gain a specific form or traits. Instead, the creature gains the appearance and all the abilities listed in the creature's description, including creature type and subtypes, size, natural attacks, and abilities of that creature, but does not adjust its ability scores.

Unless otherwise stated, the creature can remain in an alternate form indefinitely. Some creatures, such as lycanthropes, can transform into unique forms with special modifiers and abilities. These creatures do adjust their ability scores, as noted in their descriptions.

Format: change shape (wolf); *Location:* Special Qualities.

Detect Evil/Good/Law/Chaos (Ex)

The creature always knows if a creature it can see within 60 ft. possesses any of the alignments it can detect. This doesn't only apply to alignment, but also to intent (if a Neutral creature is contemplating murder, it would appear as Evil for this ability). This does not allow the creature to detect invisible targets.

Format: detect evil; *Location:* Senses.

Detect Magic (Su)

The creature automatically detects magical auras, seeing their strength and sphere/school as if using the base *divine* ability of the Divination sphere. This ability only detects auras within 60 ft., and may be suppressed or resumed as a free action.

Format: detect magic; *Location:* Senses.

Detect Thoughts (Su)

The creature needs only to focus on a target it can see (a move action) in order to read its surface thoughts, as if using the greater Read Mind *charm*.

Format: read thoughts; *Location:* Special Attacks.

Ethereal Change (Sp)

The creature can become ethereal as a standard action. An ethereal creature is invisible, insubstantial, and capable of moving in any direction, even up or down, albeit at half normal speed. An ethereal creature can move through solid objects, including living creatures. An ethereal creature can see and hear on the Material Plane, but everything looks gray and ephemeral. Sight and hearing onto the Material Plane are limited to 60 ft..

Force effects and abjurations affect an ethereal creature nor-

mally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can't attack material creatures, and spells you cast while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane. An ethereal creature treats other ethereal creatures and ethereal objects as if they were material.

Format: ethereal change; *Location:* Special Qualities.

Frightful Presence (Ex)

This special quality makes a creature's very presence unsettling to foes. As a free action taken as part of an attack or charge, the creature can cause opponents to become frightened. The range is usually 30 ft., and the duration is usually 5d6 rounds. This ability affects only opponents with fewer Hit Dice than the creature has. An opponent can resist the effects with a successful Will save (DC 10 + 1/2 the frightful creature's racial HD + the frightful creature's Cha modifier; the exact DC is given in the creature's descriptive text). An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. On a failed save, the opponent is shaken, or panicked if it has 4 Hit Dice or fewer. Frightful presence is a mind-affecting fear effect.

Format: frightful presence (60 ft., DC 21); *Location:* Aura.

Grab (Ex)

If a creature with this special attack hits with the indicated attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Unless otherwise noted, grab can only be used against targets of a size equal to or smaller than the creature with this ability. The creature has the option to conduct the grapple normally, or to only use the part of its body it used to make the grab to hold the opponent. If it chooses to do the latter, it takes a -20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself.

Creatures with the grab special attack receive a +4 bonus on combat maneuver checks made to start and maintain a grapple.

Hide Self (Sp)

The creature can turn itself and its carried equipment invisible as a standard action, gaining all bonuses described under the 'invisibility' talent of the Illusion sphere, but with a +20 bonus to Stealth checks instead of the usual bonus. The effect's caster level is equal to the creature's hit dice.

This invisibility lasts until removed by the creature as a free action, or when the creature attacks any creature, including using magic that targets a foe whose area or effect includes a foe. Actions directed at unattended objects do not break the effect, as well as indirect harm, such as triggering a trap.

Format: hide self; *Location:* Special Qualities.

Incorporeal (Ex)

An incorporeal creature has no physical body. It can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abil-

ities, sphere effects, or supernatural abilities. Even when hit by spells or magic weapons, it takes only half damage from a corporeal source (except for channel energy). Although it is not a magical attack, holy water can affect incorporeal undead. Corporeal spells and effects that do not cause damage only have a 50% chance of affecting an incorporeal creature. Force magic and effects affect an incorporeal creature normally.

An incorporeal creature has no natural armor bonus but has a deflection bonus equal to its Charisma bonus (minimum: +1).

An incorporeal creature can enter or pass through solid objects, but must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is larger than its own. It can sense the presence of creatures or objects within a square adjacent to its current location, but enemies have total concealment (50% miss chance) from an incorporeal creature that is inside an object. In order to see beyond the object it is in and attack normally, the incorporeal creature must emerge. An incorporeal creature inside an object has total cover, but when it attacks a creature outside the object it only has cover, so a creature outside with a readied action could strike at it as it attacks. Incorporeal creatures cannot pass through a force effect. An incorporeal creature's attacks pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as mage armor) work normally against it. Incorporeal creatures pass through and operate in water as easily as they do in air. Incorporeal creatures cannot fall or take falling damage. Incorporeal creatures cannot make trip or grapple attacks, nor can they be tripped or grappled. In fact, they cannot take any physical action that would move or manipulate an opponent or its equipment, nor are they subject to such actions. Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

An incorporeal creature moves silently and cannot be heard with Perception checks if it doesn't wish to be. It has no Strength score, so its Dexterity modifier applies to its melee attacks, ranged attacks, and CMB. Nonvisual senses, such as scent and blindsight, are either ineffective or only partly effective with regard to incorporeal creatures. Incorporeal creatures have an innate sense of direction and can move at full speed even when they cannot see.

Format: incorporeal; *Location:* Defensive Abilities.

Natural Invisibility (Ex or Su)

The creature is always invisible with a +20 to Stealth, even when attacking. If purged or dispelled, this invisibility automatically reactivates itself at the beginning of the next round.

Format: natural invisibility; *Location:* Defensive Abilities.

Rock Catching (Ex)

The creature (which must be of at least Large size) can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a creature that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The creature must be aware of the attack in order to make a rock catching attempt.

Format: rock catching; *Location:* Defensive Abilities.

Rock Throwing (Ex)

This creature is an accomplished rock thrower and has a +1 racial bonus on attack rolls with thrown rocks. A creature can hurl rocks up to two categories smaller than its size; for example, a Large hill giant can hurl Small rocks. A "rock" is any large, bulky, and relatively regularly shaped object made of any mate-

rial with a hardness of at least 5. The creature can hurl the rock up to five range increments.

The size of the range increment varies with the creature. Damage from a thrown rock is 1d6 for a Tiny rock, 1d8 for a Small rock, 2d6 for a Medium rock, etc., plus 1-1/2 times its Strength bonus.

Format: rock throwing (120 ft.); *Location:* Special Attacks (damage is listed in Ranged attack).

See in Darkness (Su)

The creature can see perfectly in darkness of any kind, including that created by *deeper darkness* or the Pure Darkness Dark talent.

Format: see in darkness; *Location:* Senses.

Teleportation (Sp)

As a standard action, the creature can teleport themselves and up to 50 lbs. of equipment to any location on the same plane and planet that they have previously seen, visited, or have heard a very detailed description of. This effect has an effective caster level equal to the creature's total Hit Dice.

Format: teleportation; *Location:* Special Qualities.

Tongues (Su)

This creature may speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it can understand multiple languages at once.

Format: tongues; *Location:* Languages.

Truespeech (Su)

A creature with truespeech can speak with and be understood by any creature that has a language. Everyone hearing the creature speak hears them speak in whichever language is most comfortable for them. This ability is always active.

Format: truespeech; *Location:* Languages.

Telepathy (Su)

The creature can mentally communicate with any other creature within a certain range (specified in the creature's entry, usually 100 ft.) that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Format: telepathy 100 ft.; *Location:* Languages.

True Seeing (Su)

The creature can see through normal and magical darkness, notice secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extra-dimensional spaces). The range of true seeing conferred is 120 ft. True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means. In addition, the spell effects cannot be further enhanced with known magic, so one cannot use true seeing through a crystal ball or in conjunction with clairaudience/clairvoyance.

Format: true seeing; *Location:* Senses.

CREATURES BY CR

CR 1/2	Diminutive Horror 9
CR 1	Cambion, Synthetic Wolf, Time Toy, Tiny Horror 9
CR 2	Echo Bat, Entangling Vine Guardian Plant, Imp, Initiate Skeletal Student, Leprechaun, Lucky Merp
CR 3	Alp, Draugr, Dryad (Wood Nymph), Small Horror 9, Synthetic King Cobra, Thorn Guardian Plant, Unicorn
CR 4	Apprentice Skeletal Student, Avenger, Centaur Cyborg, Corruptor, Demonic Leprechaun, Mark II, Satyr, Speedy Merp, Synthetic Bison, Time Toy Swarm, Warp Spider, Yaoguai
CR 5	Grand Councillor, Horror 9, guardian plant fungus
CR 6	Choir, Clockwork Vines, Id, Journeyman Skeletal Student, Red Leprechaun, Satyr Rogue, Telekinetic Golem, Vile Corruptor, Yaksha
CR 7	Avenger Sergeant, Broken Mark I, Cambion Sorcerer, Man-Trap Guardian Plant, Primary, Storm Draugr, Succubus, Synthetic Elephant, Water Nymph
CR 8	Advanced Skeletal Student, Dealmaker, Hill Giant Cyborg, Horror 17, Mark II War Leader, Mówáng Yaoguai, Oni, Radiant Merp, Satyr Knight
CR 9	Champion Guardian Plant, Fire Nymph, Psychopomp, Synthetic Tyrannosaurus
CR 10	Corruptor Captain, Geemet the Caretaker, Giant Invisible Mantis, Mark I, Master Skeletal Student, Rakshasa, Satyr Musician, Warp Spider Matriarch
CR 11	Avenger Captain, Clockwork Vines Nest, Devouring Draugr, Shadow Golem, Shadow Nymph
CR 12	Cambion Mageknight, Death Knight, The Gazebo, Oni Warmonger
CR 13	Frost Worm Cyborg, Herald Angel
CR 14	Satyr Warlord, Venus Fisher, Yaksha Warlord
CR 15	Mr. Mouth, Star Nymph, Unchained Barbarian Mark I
CR 16	Tinker Merp
CR 17	Wife of Gideon
CR 18	Covenant Rakshasa, Death Knight Lord, Magic Golem
CR 19	Dragon Horror, Merchant of Hell
CR 20	Bodhisattva, Dilettante Merp, Lord Baroden de Fleur, Professor Klik, Professor Daemen, Professor Fezmet, Professor Meeda, Professor Savesha, Professor Tocs Witherpool, Professor Windjina, Satyr King
CR 23	Charon, Solar
CR 24	Headmaster Mardoc, Mark V
CR 25	Janus

FANTASTICAL CREATURES & HOW TO SURVIVE THEM

Within these pages, famed Windfell graduate Winterlynn Graysun reveals her secrets and tactics for dealing with the many magical creatures that inhabit the world of Windfell Academy!

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