Depter Servants of the White Ape



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Demonsor The White Ape

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The great southern jungles are a powerful natural force. Their verdant growth has reclaimed the ancient ruins of lost nations, buried entire civilizations. Within the vine-choked ruins are dark secrets best left forgotten. An ambitious foreigner from the north, eager to capitalize on the rich resources of the region, stumbled upon the power of ages past hidden in a moldering temple. Through intensive study, he harnessed a portion of it. Now, he has revived the old practices, spearheading the ancient evil's return. The White Ape and its followers again rise to trouble the region.

NOTATIONS: This text refer to the following products: APG: *Advanced Players Guide*, DM: *Deep Magic*, by Kobold Press, MB: *Midgard Bestiary for Pathfinder*, UC: *Ultimate Combat*, UE: *Ultimate Equipment*, UM: *Ultimate Magic*.

Leaders, Organization, and Goals

Youngest son of a declining noble house in a northern free city, Josef Kortz sought his fortune far to the south. Seeing his house diminished in political power and dwindling in fortune, young Josef resolved to help restore the influence and glory of the line. He became involved in trade, gaining new wealth from the sale and export of the land's rich resources. Being of old money and conservative traditionalists, his parents abhorred the idea of their son lowering himself to a mercantile trade. Josef decided that, if the fortune was vast enough, even his parents could not deny his ability or his noble heart.

So seeking even greater fortune, he forged further south, into the jungles, to discover new sources of ivory, spices, rare woods, and gemstones. It is on this excursion that he was lost to darkness. The merchant barge he was traveling on ran aground. During the crew's attempts to free the vessel and make repairs, they were set upon by a band of apes—especially savage and cunning for their kind and white as snow—which made quick work of the expedition and its defenders. Josef narrowly escaped, fleeing into the jungle and stumbling upon the overgrown ruins of an ancient city. As he crept through the vine-choked streets, a sinkhole opened beneath him, sending him plummeting into a flooded chamber. Wandering the subterranean passages of the city, he discovered an ancient vault of lore, long untouched. Here, Josef hid and studied, living off pooled rainwater and what little rations he'd carried with him. He eventually found the door to the vault, which opened easily from the inside. It opened into the main room of a temple beneath a great idol of white onyx-in the form of a four-armed ape. Josef soon found that the white apes used this building as a shrine of sorts, leaving offerings of fruit and other food harvested from the jungle. He could not leave the building without being torn asunder as the apes called this lost city home, so Josef snuck out of the hidden vault from time to time to partake of these offerings, snatching up bowls and baskets to eat and then hurrying back to his bolt hole. Eventually, he was able to summon forth what he thought of as an avatar of the Great White Ape. It was small for an ape, but Josef knew it would grow larger and more powerful as he honed his art. Tired of being alone and hoping that his new companion would help his cause, Josef went out to meet his fate.

Josef Kortz went out to the temple steps, his eidolon at his side. Appearing with this new white ape at his side, the others seemed sufficiently impressed. Without a common language, they communicated with pantomime and drawings in the dirt. It was eventually established that the apes wished him to stay and indicated they would provide for him. He accepted, returning to the temple to continue his studies. Six long years passed. With intensive study and practice, both Josef Kortz and his eidolon grew in power. He learned their language and their ways. The white apes began to call Kortz-they used his surname as it was easier for them to pronounce-the New Father, believing him sent to replace the Last Father, whose tomb the white apes guarded. Eventually, Kortz began to believe this himself, for his time isolated with these savage beasts wore at his sanity. Once his eidolon was powerful enough, Kortz turned his attention to the local tribes, going out with his simian followers, and gave them an ultimatum: submit or be destroyed. Some capitulated, but others fought, knowing the evils associated with the white apes and their ruined city. Those that resisted were on borrowed time. The

spellscourge that the white apes carry did its work, crippling the tribes' spellcasters and decimating their defenses. Soon, all the nearby tribes took the sign of the white ape as their symbol. Now, a decade after entering the dark heart of the southern continent, the brooding Kortz is turning his eyes outside of the jungles, to the countries of the north and, possibly, to his homeland.

The spellscourge has all but annihilated spellcasters in the local area. Kortz is the most powerful magic-wielding being for miles around, his connection to the Great White Ape somehow granting immunity to the spellscourge. This and his fanatical will give him the strength to rule over the cult, which consists of the white apes themselves and several local tribes that have joined him or been forced to the cult's cause. This gives him a formidable force of warriors under his command, and each human village has a white ape in residence, both as a proxy for the New Father and as insurance that no new spellcasters arise to lead a rebellion.

JOSEF KORTZ

XP 51,200

Human aristocrat 3/summoner 15 CE Medium humanoid (human) Init +5; Senses Perception +12

DEFENSE

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

hp 156 (18d8+72)

Fort +12, Ref +9, Will +13

Defensive Abilities greater shield ally, life bond; **Immune** spellscourge

OFFENSE

Speed 30 ft.

Melee +1 keen spellstealing greatsword +18/+13/+8 (2d6+7/17–20)

Ranged +1 seeking composite shortbow +14/+9/+4 (1d6+5/×3)

Spell-Like Abilities (CL 15th, concentration +22) 10/day—summon monster VIII

Summoner Spells Known (CL 15th, concentration +22)

5th (4/day)—blazing chariot^{DM} (DC 24), greater
rejuvenate eidolon^{APG}, greater teleport, spell turning
4th (5/day)—greater evolution surge, greater torc of
the pharaoh^{DM}, overland flight, wall of stone

3rd (7/day)—black tentacles, dimension door, dispel magic, evolution surge, greater invisibility, wall of fire
2nd (7/day)—barkskin, haste, lesser evolution surge, lesser restore eidolon[™], phantom steed
1st (7/day)—alarm, ant haul, expeditious retreat, lesser rejuvenate eidolon, skill bond[™], unfetter
0—acid splash, arcane mark, daze (DC 17), detect magic, message, read magic

TACTICS

CR 15

If prepared for combat, Kortz casts *barkskin*, greater torc of the pharaoh, and spell turning on himself (AC 27, touch 16, flat-footed 26; 50% chance to negate critical hits and sneak attack damage); greater evolution surge on the Great White Ape (add the blindsense and frightful presence evolutions); and haste on himself and his eidolon. Kortz is comfortable in melee, especially when targeting other spellcasters with defensive magics he wishes to take with his sword's ability. He and his eidolon flank when possible, concentrating on one opponent before moving to another. Kortz uses his spells to remain mobile and avoid being outnumbered in melee, dividing the battlefield with black tentacles or a wall of fire. **STATISTICS**

Str 18, Dex 12, Con 18, Int 10, Wis 8, Cha 24 Base Atk +12; CMB +14; CMD 25 Feats Augment Summoning, Expanded Arcana, Greater Spell Focus (conjuration), Improved Initiative, Power Attack, Resilient Eidolon^{APG}, Skill Focus (Linguistics), Spell Focus (conjuration)*, Toughness, Weapon Focus (greatsword) Skills Knowledge (arcana) +14, Knowledge (religion) +14, Linguistics +11, Perception +12, Ride +10, Spellcraft +15, Use Magic Device +15 Languages Common, Abyssal, Ashabe (local tribal dialect), Draconic, Elven, White Ape SQ aspect, bond senses 13 rounds/day, life link, maker's call 2/day, transposition Combat Gear +1 keen spellstealing^{UE} greatsword, +1 seeking composite shortbow and 20 arrows, extend metamagic rod, scroll of greater restoration, scroll of heal, the Father's staff (see New Material section), wand of create pit (25 charges), wand of scorching ray (50 charges); Other Gear belt of physical might +4, cloak of resistance +2, eyes of the owl^{UE} , glove of storing, headband of alluring charisma +6, jaunt boots^{UE}, ring of protection +5, robe of gates^{UE}, spell component pouch, gold and silver inlaid ivory ape mask (1650 gp)

Josef Kortz has a higher CR than an average NPC of his level, due to his superior equipment and wealth.

*If playing in the Midgard Campaign Setting, replace his Skill Focus feat with Elfmarked.

The Great White Ape is accepted by the white apes as authority over everyone save the New Father, Kortz. The eidolon enjoys its position and power and exults when it has the chance to engage in battle against the cult's enemies. Given the opportunity, it would rend asunder any and all that have ever caused Kortz pain... or even discomfort, slight embarrassment, or the most trivial inconvenience. Its favorite pastime outside of battle is to oversee the ceremonial placement of the skulls of the cult's enemies into the growing mountain of them that sits before the tomb of the Last Father.

GREAT WHITE APE, EIDOLON

CE Huge outsider (humanoid base form) Init +6; Senses darkvision 60 ft., scent; Perception +15 Aura frightful presence (30 ft., DC 17)

DEFENSE

AC 27, touch 8, flat-footed 27 (+5 armor, +14 natural, -2 size) hp 126 (12d10+60)

Fort +13, Ref +8, Will +8

Defensive Abilities improved evasion

OFFENSE

Speed 30 ft., climb 30 ft.

Melee 4 claws +24 (2d6+14 plus rend), bite +24 (2d6+21)

Space 15 ft.; Reach 15 ft.

Special Attacks rend (4 claws, 2d6+18)

STATISTICS

Str 38, Dex 14, Con 21, Int 7, Wis 10, Cha 13 Base Atk +12; CMB +28; CMD 40 Feats Eldritch Claws^{APG}, Improved Initiative, Improved Natural Attack (claws), Lightning Reflexes,

Multiattack, Power Attack

Skills Climb +26, Perception +15, Sense Motive +15, Stealth +9, Survival +14

Languages Common

SQ evolutions (ability increase [Cha], bite [2], claws [2], climb, frightful presence, huge, limbs [arms][2], limbs [legs], rend, scent)

Gear amulet of mighty fists +2, bracers of armor +5

WHITE APE WARRIOR

XP 1,600

Awakened dire ape warrior 3

NE Large magical beast (augmented animal) Init +2; Senses low-light vision, scent; Perception +3

CR 5

DEFENSE

AC 18, touch 11, flat-footed 16 (+3 armor, +2 Dex, +4 natural, -1 size) hp 81 (9d10+27) Fort +10, Ref +7, Will +3

OFFENSE

Speed 30 ft., climb 30 ft.

Melee greatclub +11/+6 (2d8+6) and bite +6 (1d6+2 plus disease) or bite +11 (1d6+4 plus disease) and 2 claws +11 (1d4+4 plus disease)

Ranged atlatl +9/+4 (1d6+4)

Special Attacks rend (2 claws, 1d4+6), disease

STATISTICS

Str 19, Dex 15, Con 16, Int 9, Wis 12, Cha 10 Base Atk +8; CMB +13; CMD 25

Feats Iron Will, Power Attack, Rapid Reload, Skill Focus (Perception)

Skills Acrobatics +6, Climb +16, Craft (armor or weapon) +4, Intimidate +4, Perception +6, Stealth +3, Swim +8

Languages Common, White Ape

Combat Gear atlatl and 10 darts, greatclub; **Other Gear** artisan's tools, masterwork wooden armor^{UE}, assorted semi-precious stones, gold nuggets, and old coins worth 5d%.

SPECIAL ABILITIES

Disease (Su): Spellscourge: bite, claws, contact contact, injury; save Fort DC 20; onset 1d6 days; frequency 1/day; effect 1d3 Wis damage and 1d3 Int damage, if more than 2 damage in either Wis or Int from a single check, target must make an additional Fort save or suffer 1d4 Con damage; cure 2 consecutive saves. The save DC is Constitution-based. This ability has a +4 racial modifier to the DC.

Cult Activities and Adventure Hooks

Here are several methods of introducing the Servants of the White Ape as adversaries for the PCs in your campaign. They can be adversaries for single adventures or as a continuing threat in an extended campaign where the PCs work to foil the rising threat of Josef Kortz, the Great White Ape, and their army of white ape warriors and subjugated natives.

APL 1-3

- An expeditionary group from a prominent merchant house went south a year ago. Regular reports had been coming north for the first six months, then stopped. Now, two members of the expedition have returned, weary and weak from their trials. They report rising hostility from the natives in the area, prompting them to hastily increase the fortifications of their camp. After a succession of raids, a full-scale attack was mounted. Most in the camp were killed, but the leader of the expedition-and daughter of a powerful merchant within the house—was captured and borne away by the natives. The two escapees witnessed this but were in no condition to mount a rescue and, instead, headed home to report. Now, a reward has been offered to anyone willing to head south and investigate the situation, rescue the expedition's leader if she is still alive, or extract revenge if she is not. Should a party of adventurers make a timely arrival, they may find the woman still alive—about to be sacrificed upon an altar that sits before a whitewashed stone statue of a great ape.
- The city's spellcasters have been subjected to random attacks at night by some great beast. The thing attacks by surprise and then quickly flees into the night, scaling walls and rooftops. While the victims are often bloodied and battered, none of the attacks have been fatal. Still, a sizeable bounty has been offered to whoever stops the beast. The attacks are the work of one of Kortz's white ape warriors, sent to spread the spellscourge to weaken the place before its eventual conquest. Should a few days pass before the PCs deal with the ape, a

number of the victims start displaying symptoms of the spellscourge, causing the spellcasters of the city to either go into hiding or flee the city and the bounty on the beast to raise significantly.

• The PCs have hired on as guards for a merchant consortium seeking to open new trade lanes south. They man the small, fortified trading post aside a river that flows from the wild, untamed jungle. The natives have thus far been forthcoming, and trade has flourished, but now, some tribes no longer come to barter the spoils of their lands for northern goods. Worse still, others have become hostile. The PCs must repel several attacks against the trading post, culminating in a horrific latenight attack, when a great white ape scales the walls and takes the place by surprise.

APL 4-6

- A newly established temple has been suffering sacrilegious attacks against their priesthood. Trained killers, dressed in hides that make them resemble white apes, have been ambushing clerics on mercy missions among the local populace. They have lured temple paladins into traps, and even attempted to infiltrate the temple itself. Worse yet, some of the survivors of the attacks have contracted a strange disease that attacks both mind and body. Some of the afflicted have been healed only to have those that attended them contract the disease themselves. The clergy cannot fight the disease and the warriors of this vicious cult at the same time. They need the PCs to find and stop these so-called Servants of the White Ape and find some clue to this strange malady, how it spreads, and how it can be stopped.
- The PCs are members of a native tribe of the southern jungle. Life has been good, but now, darkness looms on the horizon. The dreaded white apes of the deep jungle have emerged to strike at the local tribes, demanding they submit to the ape's leader, whom they call the New Father, or face destruction. The PCs can help the tribe resist these conquerors for a time, but once allied tribes are destroyed or capitulate, adding their strength to the ape cult's forces, the tribe's elders ask the PCs to help the tribe escape rather than surrender. They must be the vanguard of an exodus to a new land

where they are beyond the reach of the Servants of the White Ape. It will be a long and perilous journey with new and unknown dangers ahead and the threat of pursuing cultists behind, not content to let them out of Kortz's grasp.

 A renowned naturalist and owner of a world famous zoo of exotic creatures has commissioned the PCs for an extraordinary expedition. He seeks a specimen of a rare type of white ape known only to the jungles of the far south. They will be paid handsomely to return a live, healthy specimen that he can study and put on display. Unfortunately for the PCs, their patron is ignorant of the true nature of the apes-their intelligence, malign aspect, and the terrible spellscourge they carry. The safari could quickly turn into a race for survival, escaping the jungles before the wrath of the Servants of the White Ape catches up to them. On the other hand, if they still manage to complete their mission, they bring the spellscourge to the north, and their patron may be the first to suffer its effects.

APL 7-9

- The PCs have traveled to a remote monastery in the mountains on the edge of the great southern jungle. Perhaps they are seeking enlightenment or lost knowledge or are delivering much needed supplies. Whatever the case, the ascetics of this remote location need their help. The abbot of the monastery, in years past, made a great friendship with a powerful denizen of the jungle below, a winged serpent known as a couatl. The good being has been a beneficial ally to the remote sanctuary. Sometimes it would simply visit to have theological discussions with the abbot or just play a game of chess. Then, for reasons unknown, the couatl ceased its visitations. Now, it has returned, but the creature is no longer the same benign ally. Something has transformed this wise and beautiful being into an undead horror. Their former ally seems bent on their destruction. If the PCs avert the threat, the abbot happily provides them with whatever they came in search of or rewards them with access to the knowledge held in their libraries.
- With the dreaded spellscourge spreading among those with magical ability, a desperate search for a way to control the disease and stop its

advance has yielded results. One bright mind has theorized that exposure to an antimagic field will neutralize the disease without risking its spread to those attempting to treat the afflicted. Such magic is rare in this area, however, and while word has been sent north to other cities, the fear of the spellscourge makes it unlikely that any practitioners of the magical arts will risk coming south to aid. There is one wizard locally with access to such magic. However, this wizard has always been a bit paranoid and has sealed his home and not been seen in weeks. The local authorities have made a decision that the needs of the community outweigh his personal safety and privacy. The PCs are deputized and ordered to enter the wizard's home by any means necessary and gain access to the wizard's magical knowledge as they can. Not only will the PCs have to deal with the wizard's traps, safeguards, and guardians, but the old wizard himself has succumbed to the disease and haunts his home as one of the spellscourged, a crazed undead thing wishing nothing more than to spread its suffering among the living.

• An ancient and valuable relic was being transported north after its discovery in the southern jungles, but the barge carrying it up the river was attacked and the relic lost. The PCs have been hired to track down the thieves. A white ape adept and his group of warriors are responsible and are hastening to bring their newly won spoils back to Kortz as a gift. The heroes must move swiftly before the apes return to their home territory where they have many allies to call upon to dissuade pursuit. The thieves prove challenge enough since the white apes carry the spellscourge. Not only can the warriors spread it through physical contact, but their adept leader's spells are likewise contaminated with the disease.

APL 10-12

• The PCs are trekking to the newly rediscovered location of a lost city, part of an ancient civilization whose lands have been reclaimed by the jungle. Whether for a patron or for their own gain, the heroes seek an ancient relic purported to be held within the city's greatest temple. Unbeknownst to them, Kortz has also recently learned of the artifact



and has sent some of his best forces to retrieve it. A dangerous exploration of the lost city and whatever lurks within may well end in a showdown between the PCs and Kortz's expeditionary force, led by a white ape druid who can turn the very jungle against the heroes.

• The PCs are making a living running a bustling frontier town in the south near the jungle border. The town is owned by a merchant consortium that gathers in exotic goods here to ship north for sale. A group of hunters recently came into town with a strange prize: the hide of a great ape, white as snow. It has become quite a topic of conversation in town and folk visit the hunters' tent outside the city to view the pelt. Meanwhile, the owner of one of the local taverns is known for being rather cheap and cutting corners wherever he can, often buying questionable meat from his local hunter friends. This included the carcass of the ape, for which the hunters had no use. After serving the public his latest batch of sausages, a local wizard has fallen ill, as has the priest of a local temple that was treating her. When the PCs attention is drawn to the matter, they find an odd outbreak of a disease that only affects spellcasters. More fall sick as the investigation continues, both from the tainted meat as well as from handling the fresh pelt of the white ape. Soon after the PCs discover the cause, deal with its origins, and deal with the afflicted, the white ape's brethren descend upon the town for revenge.

 All trade to the far south has ceased. Tensions mount as a near-forgotten plague has reared its head once more, laying low spellcasters and causing panic. Mundane folk ostracize and even attack those with magical abilities out of fear of a disease which can do them no harm. The Servants of the White Ape seem poised to move, ready to claim the lands to the north once the plague has done its work and society has collapsed. The greatest heroes of the area have been summoned to a meeting in a secluded fortress, far from the fearful populace and the worst instances of the spellscourge. Information from spies, magical divination, and captured enemies have revealed the figure behind the cult. Known as the New Father, this outsider from the north has turned the white apes of the far jungles and the local tribes into his personal army and seeks the conquest of the northern lands. Too many resources are in play keeping control, so a large force cannot be sent. The powers that be need this group to head south on a mission to find this New Father-a disinherited nobleman named Kortz-and kill him in the hopes that his death dissolves the cult or, at least, fracture it and halt its offense. The PCs

Servants of the White Ape in Midgard

Kortz's ruined redoubt lies atop the Black Lotus Mesa, south of Nuria Natal, near the source of the Nuria River. There, Kortz resides as the New Father and ruler of the white apes. He has begun to assimilate the various local tribes under his banner, consolidating his power within the jungles. Once he has established himself as the sole authority there, he plans to expand north, starting with Nuria Natal. Rather than march in with an army and risk being defeated on the battlefield, his plan calls for subtlety and slow attrition from within. Sending white apes and fanatical followers infected with the spellscourge, he hopes to spread infection among the priesthood and arcane cabals, collapsing Nuria's greatest strength before marshaling his forces and taking each city in turn.

Should this first leg of conquest succeed, Kortz plans to spread east to Siwal, then north into the province of Mezar. Kortz says that this will be a satisfactory empire and that he will treat with the Mahroti Empire for truce after these conquests. However, he may be hard-pressed to keep to this plan if the spellscourge spreads further than the boundaries of his new domain. He hungers for power, respect, and, above all, the recognition of his family that he is a strong, healthy offshoot of his sickly family tree. He secretly dreams of marching on their estate outside Hirschberg, ensconced on a throne carried upon the shoulders of his army of simian warriors, and demanding their fealty and respect. are given access to a river barge with a crack crew and sent south along the great river to the lands of the cult. They must brave the dangers of the chaos wrought by the cult—disease, banditry, and fanatics who believe that killing all spellcasters will stop the plague—before reaching the furthest reaches of the south. Then they must brave the dangers of the wild jungles, natives loyal to the cult, and the deadly white apes to find Kortz in his ancient lost city. There, they must confront and defeat the New Father and his formidable ally, the Great White Ape.

NEW MATERIAL

The jungle is thick with secrets. Take care, you adventurers who plumb its darkness.

NEW TEMPLATE: SPELLSCOURGED CREATURE

The spellscourge is a terrible disease and greatly feared by those who use magic. They would fear it all the more if they knew that, in rare instances, a spellcaster that dies of the spellscourge comes back as an undead creature, its mind twisted and broken from the disease. A spellscourged creature is a hateful thing that desires nothing more than to spread the disease so that others share its suffering. The more powerful the spellcaster was in life, the more terrible it is in undeath as one of the spellscourged.

"Spellscourged" is an acquired template that can be added to any living, corporeal creature with the ability to cast spells or spell-like abilities. A spellscourged creature uses all the base creature's statistics and special abilities except as noted here.

Creatures with 9 or more hit dice that die from the spellscourge must make another Fortitude save against the disease. They retain their Constitution bonus for this saving throw. If the creature makes the save, it rises as a spellscourged creature. A failed saving throw means the creature dies of the disease and does not rise.

CR: Same as the base creature.

Alignment: Chaotic evil.

Size and Type: The base creature's size is unchanged. Its type changes to undead with the appropriate augmented subtype. Do not recalculate base attack bonus or saves. It retains any subtypes except alignment subtypes and retains all the base creature's statistics and special abilities except as noted here.

Hit Dice: Any HD gained from class levels become racial HD. Change all HD to d8. Spellscourged use their Charisma modifiers to determine bonus hp (instead of Constitution).

Armor Class: The spellscourged creature's natural armor bonus improves by +2 over that of the base creature.

Defenses/Qualities: A spellscourged creature retains all special qualities of the original creature and gains the following: channel resistance +2, darkvision to a range of 60 ft. (if the base creature already possesses darkvision, increase the range by 60 ft.), arcane sight as a constant spell-like ability, spell resistance equal to 10 + the spellscourged creature's HD, and all the immunities granted by its undead traits.

Weaknesses: A spellscourged creature is particularly vulnerable to antimagic fields. If a spellscourged creature enters an *antimagic field* or has one move into its area, the spellscourged creature is staggered for as long as it remains in the area of the antimagic field, and for one round after leaving the area. Each round that a spellscourged creature spends within an antimagic field, it takes 6d6 points of damage.

Speed: A spellscourged creature's movement rates remain unchanged.

Attacks: A spellscourged creature retains all the natural weapons, manufactured weapon attacks, and weapon proficiencies of the base creature. It also gains a touch attack based on the spellscourged creature's caster level, inflicting 1d6 points of damage per former caster level (either spellcaster level or spell-like ability caster level; if the base creature had both, use the higher of the two).

Special Attacks: A spellscourged creature retains all of the base creature's special attacks and gains the ability to transmit the spellscourge through either its natural attacks or its touch attack. The statistics for this disease are the same as those for the white ape warrior, except the DC is Charisma-based and the spellscourged creature has no racial bonus to the DC.

Spell-like Abilities: A spellscourged creature loses any spell-like abilities it had in life. It gains arcane

sight as a constant spell-like ability at a caster level equal to the caster level it had in life.

Spells: A spellscourged creature loses any spellcasting ability it had in life.

Abilities: +2 Str, +2 Dex, reduce Int to 3, set Wis to 10, Cha +4. As an undead creature, a spellscourged creature has no Constitution score.

Skills: A spellscourged creature retains all racial skill ranks from its former class levels, adjusted for its new Intelligence. A spellscourged creature loses any racial bonuses to skills from the base creature.

Feats: A spellscourged creature retains the feats it had in life.

Special Qualities: A spellscourged creature retains any special qualities of the base creature. In addition, it gains the following special quality:

Devour Magic (Su): As a full-round action, the spellscourged creature can drain the magical energies from an item, trap, or existing spell effect. The spellscourged creature must make physical contact with the item or spell (requiring a melee touch attack against an attended item). If it succeeds, the item must make a caster level check against the spellscourged creature's SR. On a failed check, the spellscourged creature drains its power. In place spells end as if dispelled. One-shot items such as potions and scrolls are rendered non-magical. Charged items are drained of 1d4 charges. Permanent magical items have their properties temporarily suppressed for 1d4 rounds as if affected by a targeted dispel magic. Magical traps are rendered inert as if disarmed by a successful Disable Device check; the spellscourged creature's contact with the trap does not set it off unless the trap's check beats the spellscourged creature's SR. This ability has no effect on artifacts.

The spellscourged creature can use the stolen magical energy for one of the following effects:

- Heal 1d6 points of damage per caster level of the item/spell.
- Hasted for a number of rounds equal to the caster level of the item/spell.
- Gain a +4 enhancement bonus to Strength or Dexterity for a number of rounds equal to the caster level of the item/spell.

Spelltrap (Su): If a spell or spell-like ability targeting the spellscourged creature is negated by its spell resistance, then the spellscourged creature may absorb that spell. The spellscourged creature may cast any absorbed spell as a spelllike ability at its caster level. Any creature targeted by this spell must also make a Fortitude save or contract the spellscourge, whether or not its saving throw against the spell is successful. Spellscourged creatures cannot absorb area effect spells, though spells that target multiple creatures may be absorbed if the spellscourged creature is one of the targets of the spell. If the spellscourged creature has any metamagic feats, it may apply these to an absorbed spell as if it were a sorcerer when casting.

SAMPLE CREATURE: SPELLSCOURGED COUATL

This decayed, winged serpent's eyes glow with a flickering orange malevolence.

Spellscourged Couatl CR 10

XP 9,600

CE Large undead (augmented native outsider) Init +8; Senses darkvision 120 ft., detect chaos/evil good/law; Perception +7

DEFENSE

AC 25, touch 14, flat-footed 20 (+4 Dex, +1 dodge, +11 natural, -1 size) hp 114 (12d8+60) Fort +9, Ref +14, Will +10; SR 22 Weaknesses antimagic fields OFFENSE

Speed 20 ft., fly 60 ft. (good) Melee bite +17 (1d8+9 plus disease, grab, and poison) or touch +17 (9d6 plus disease) Space 10 ft.; Reach 5 ft. Special Attacks constrict (1d8+9), devour magic Spell-Like Abilities (CL 9th; concentration +17)

Constant—arcane sight

STATISTICS

Str 22, Dex 18, Con –, Int 3, Wis 10, Cha 21 Base Atk +12; CMB +19 (+23 grapple); CMD 34 (can't be tripped)

Feats Alertness, Dodge, Empower Spell, Eschew Materials, Improved Initiative, Iron Will, Lightning Reflexes

Skills Acrobatics +10, Bluff +10, Diplomacy +10, Fly +12, Knowledge (arcana) +1, Knowledge (religion) +1, Perception +7, Sense Motive +7, Spellcraft +1, Survival +5, Use Magic Device +10

Languages Celestial, Common, Draconic; telepathy 100 ft.

SQ spelltrap

ECOLOGY

Environment warm forests **Organization** solitary, pair, or flight (3–6) **Treasure** incidental

This creature is the result of a couatl that attempted to aid victims of the Servants of the White Ape only to be attacked and repelled by the cult's white ape warriors. Injured, it returned to its lair to recuperate but fell victim to the spellscourge that infected it during the combat with the white apes. The disease struck the couatl down, bringing it back in this tormented, undead form.

The spellscourged couatl looks much like it did in life, though withered and decayed. Its sunken eyes glow with a foul orange light. The same light crackles along its scales and fangs when it is in combat and taints any spells it captures and hurls back at its victims.

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THE FATHER'S STAFF

Aura strength type; CL 13th Slot none; Price 82,000 gp; Weight 5 lb.

DESCRIPTION

This staff of polished ebony has a foot capped in ivory and a top of carved ivory and inlaid gold in the form of a curving claw. A relic from the ruins of the ancient civilization that spawned the white apes, this staff once belonged to a sorcerer of power and was both a tool and a symbol of office. The staff allows use of the following spells:

- dispel magic (1 charge)
- protection from energy (1 charge)
- magic circle against chaos (1 charge)
- dismissal (2 charges)
- hold monster (2 charges)
- dominate monster (3 charges)

CONSTRUCTION

Requirements Craft Staff, *dismissal*, *dispel magic*, *dominate monster*, *hold monster*, *magic circle against chaos*, *protection from energy*; **Cost** 41,000 gp

WHITE APE HIDE

Aura moderate transmutation; CL 9th

Slot armor; Price 7,165 gp; Weight 25 lb.

DESCRIPTION

This +2 hide armor is made from the flayed remains of a white ape, usually one that has fallen in battle or been executed for failing the cult. Gifted to loyal non-ape followers, this magical armor grants some of the might and abilities of the white ape to the wearer. Once per day, when engaged in combat, the wearer gains a +2 enhancement bonus to Strength and Constitution (as an immediate action) until the combat ends. Also, the wearer gains a climb speed of 30 ft. for up to 10 minutes per day. This use does not have to be consecutive but must be spent in 1 minute increments. Finally, once per week the wearer can attempt to inflict the spellscourge on an opponent. This requires a successful touch attack. If the wearer hits, the target must make a DC 15 Fortitude save or contract the disease.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *beast shape I*, other; **Cost** 3,665 gp

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