



KILLER CLOWNS FROM HELL



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KILLER CLOWNS FROM HELL

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NOTE: The following notations are used in the stat blocks contained in this product:

MF = Mythic feat

MA = Mythic ability

MMA = Major mythic ability (counting as two abilities)

Underlined text indicates a rules element that is described in Pathfinder Roleplaying Game Mythic Adventures.

ACG = *Pathfinder Roleplaying Game Advanced Class Guide*

APG = *Pathfinder Roleplaying Game Advanced Player's Guide*

ARG = *Pathfinder Roleplaying Game Advanced Race Guide*

B₁ = *Pathfinder Roleplaying Game Bestiary*

B₂ = *Pathfinder Roleplaying Game Bestiary 2*

B₃ = *Pathfinder Roleplaying Game Bestiary 3*

B₄ = *Pathfinder Roleplaying Game Bestiary 4*

B₅ = *Pathfinder Roleplaying Game Bestiary 5*

GMG = *Pathfinder Roleplaying Game Gamemastery Guide*

OA = *Pathfinder Roleplaying Game Occult Adventures*

PU = *Pathfinder Roleplaying Game Pathfinder Unchained*

UCam = *Pathfinder Roleplaying Game Ultimate Campaign*

UC = *Pathfinder Roleplaying Game Ultimate Combat*

UE = *Pathfinder Roleplaying Game Ultimate Equipment*

UM = *Pathfinder Roleplaying Game Ultimate Magic*





WELCOME TO HORROR PLUG-INS!

THIS PRODUCT IS A PART OF OUR LINE OF SUPPORT MATERIALS for campaign play for use with campaigns using a horror theme. We anticipate all manner of exciting additions to the game when *Pathfinder Role-playing Game Horror Adventures* is released later this summer, but why wait to spring something truly horrible on your players? When you see the “Horror Plug-In” logo at the top of a Legendary Games product, you can expect it is designed to fit directly with the themes of that book, from mind-melting madness and sinister serial killers to most bloodthirsty bastards and blackguards that ever bedeviled your heroes. The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign. To deliver on that commitment, we’ve assembled the best of the best of current gaming authors, designers and layout experts so that you can feel comfortable that Legendary Games products will be the most creative, rules-legal and well-designed content you can find anywhere.



SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the official Pathfinder Reference Document as well as d20PFSRD. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

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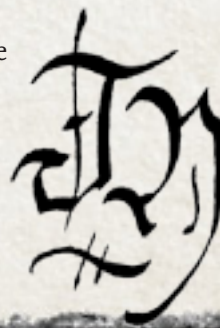
WHAT YOU WILL FIND INSIDE KILLER CLOWNS FROM HELL

"Clowns. Why did it have to be clowns?"

For every childhood disturbed by painted faces, manic laughter, and madcap antics that suggested a tenuous grip on sanity and reality, clowns have been there. Even the seemingly charming and innocent clowns, simple whimsical pranksters and buffoons, but if mortal jesters are bad enough, how much worse are the heinous harlequins that entertain the foulest fiends of the lower planes? **Killer Clowns from Hell** brings you a sextet of madcap mummery, featuring demons, daemons, devils, and more ranging from CR 7 to 14, each with its own killer comedic style. While each embodies a particular type of cruel comedy, fighting one (or a deadly troupe of them) is no laughing matter. They are as deadly in combat as they are with a joke, and if the monsters themselves were not enough we also provide an assortment of magical treasures well-suited for the reckless ribaldry that these fiends represent and the sorts of twisted treasures they collect. When you unleash these **Killer Clowns from Hell** on your PCs, they might die laughing or they may live to joke about it later, but either way it'll be a scream!

The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none, allowing you to enliven and enrich your campaign in amazing and exciting ways. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!

- Jason Nelson



KILLER CLOWNS FROM HELL

Coulrophobia is the formal name for the fear of clowns, and if you've ever been traumatized by Stephen King's tale of Pennywise (whether in print or brought to life with delicious malice by Tim Curry) or Bart Simpson's terrified refrain, "Can't sleep; clowns will eat me," your players are in for a trick and you are in for a treat. At their best, there is something vaguely inhuman about clowns, from exaggerated movements to distorted facial expressions and mismatched and wrong-sized clothing giving the impression of something misshapen and malformed. In a fantasy world, of course, those hints of strangeness can be taken to a terrifying extreme, as every unfounded suspicion and baseless fear about what clowns are and represent is instead proved terrifyingly true.

Clowns, in their deepest and most primal form, are truly drawn from the nightmare realms of the planes as avatars of every atavistic phobia that has stalked civilization since its dawn. ***Killer Clowns from Hell***, in fact, posits the idea that clowns as a source of terror are not just universal throughout the mortal world, but that each of the deepest reaches of the lower planes has its own awful embodiment not of cosmic horror, but of **comic** horror. From the lawful planes of torment to the spirits of chaos and savage slapstick, the perverse perfidy of these fun-loving fiends (well, *their* fun at least) knows no bounds or restraint. These fiends are far from purely whimsical, however, as each is fully equipped to bring the house down on heroes who seek to challenge them or put an end to their comedic reigns of terror.



DAEMON, COULRODAEMON

This wiry black-and-white clad humanoid figure has very pale skin and mournful skeletal features. Its head floats slightly above its severed neck rather than being connected to its body, and it juggles a set of balls that resemble spectral skulls.

COULRODAEMON

CR 9

XP 6,400

NE Medium outsider (daemon, evil, extraplanar)

Init +11; **Senses** all around vision, darkvision 60 ft., *deathwatch*, *detect good*; Perception +22

Aura pratfall aura (20 ft.)

DEFENSE

AC 25, touch 18, flat-footed 17 (+1 dodge, +7 Dex, +7 natural)

hp 114 (12d10+48)

Fort +12, **Ref** +15, **Will** +13

DR 10/good or silver; **Immune** acid, death effects, disease, poison;

Resist cold 10, electricity 10, fire 10; **SR** 20; freedom of movement

OFFENSE

Speed 40 ft.,

Melee 2 slams +19 (1d4+3 and corrupt luck)

Ranged 3 *mocking skulls* +19 touch (1d6+7 and corrupt luck)

Space 5 ft.; **Reach** 5 ft.

Special Attacks corrupt luck, mocking skulls

Spell-Like Abilities (CL 12th; concentration +23)

Constant—*deathwatch*, *detect good*, *freedom of movement*

At will—*grease* (DC 18), *greater teleport* (self plus 50 lbs. of objects only), *stumble gap*^{APG} (DC 18)

3/day—*bestow curse* (DC 21), *command* (DC 18), *confusion* (DC 21), *disguise self*, *invisibility*

1/day—*summon* (level 3, 1 coulrodaemon only, 35%)

STATISTICS

Str 16, **Dex** 24, **Con** 19, **Int** 16, **Wis** 21, **Cha** 25

Base Atk +12; **CMB** +15; **CMD** 32

Feats Combat Casting, Dodge, Great Fortitude, Improved Initiative, Mobility, Weapon Finesse

Skills Acrobatics +22, Bluff +22, Disguise +22, Intimidate +22, Knowledge (planes) +18, Perception +24, Sense Motive +20, Sleight of Hand +22, Stealth +22, Use Magic Device +22; **Racial Modifiers** Perception +4

Languages Abyssal, Draconic, Infernal; telepathy 100 ft.

ECOLOGY

Environment any (Abaddon)

Organization solitary or wake (2–10)

Treasure standard

SPECIAL ABILITIES

Corrupt Luck (Su) A creature hit by a coulrodaemon's slam or mocking skull takes a -1 penalty to its attack rolls, saving throws, ability checks, and skill checks for 10 minutes (DC 23 Will negates). This penalty stacks with multiple failed saves, up to a maximum penalty of equal to the coulrodaemon's Charisma bonus. The save DC is Charisma-based.

In addition, when a coulrodaemon hits a target with a mocking skull, if the target is using any effect that provides it with a luck bonus or that specifically grants it good luck or fortune, such as the touch of luck domain power or a witch's fortune hex, the coulrodaemon can attempt a caster level check (DC 11 + the caster level of the effect or the Hit Dice of the creature providing the effect, if it is a supernatural effect) to suppress that luck bonus or ability for as long as the penalty remains. If the target is using multiple luck effects, roll randomly to determine which effect is affected.

Mocking Skulls (Su) A coulrodaemon constantly juggles a set of translucent, intangible skulls that cackle and jeer. It uses these skulls to make ranged touch attacks against targets within 100 feet (no range increment), dealing 1d6 points of damage on a successful hit. A coulrodaemon adds its Charisma modifier as a bonus to the damage it deals with the skulls, and they are treated as magical weapons with the *ghost touch*, *returning*, and *seeking* abilities.

These skulls are empathically connected to the coulrodaemon, granting it all-around vision and a +4 racial bonus on Perception checks. In addition, it may send out one or more of these skulls as spies, as if they were *prying eyes*. Any skulls that are not present at the coulrodaemon's location cannot be used to make attacks, and each missing skull reduces its bonus on Perception checks by 2 (minimum 0), though it retains its all-around vision as long as at least one skull is present.

Pratfall Aura (Su) The area surrounding a coulrodaemon is infused with a miasma of awful luck and self-inflicted damage. Any creature not benefiting from a luck bonus (or other effect that specifically grants good luck, such as the touch of luck domain power or a witch's fortune hex) must roll twice and take the worse result on all attack rolls, saving throws, ability checks, and skill checks. Creatures cannot take 10 while within its aura, and a natural 1 automatically fails even on ability checks and skill checks. A creature failing a check to perform a physical action, such as an attack, Reflex saves Acrobatics or Stealth check, takes 1d6 points of damage and as a free action the coulrodaemon can attempt a combat maneuver check against the creature, determining the type of combat maneuver on the following table.

D8 ROLL	COMBAT MANEUVER
1	bull rush (away from the coulrodaemon)
2	dirty trick
3	disarm (if no item is being wielded, treat as trip)
4	drag (towards the coulrodaemon)
5	grapple
6	reposition (into a random adjacent square)
7	sunder (determine random wielded or worn item; if the target has no items, treat as trip)
8	trip



While using this ability is a free action, a coulrodaemon can attempt only one combat maneuver against a creature each round. A coulrodaemon is immune to its own pratfall aura but not the aura of other coulrodaemons, so they are careful to keep their distance from one another when multiple coulrodaemons are present.

Coulrodaemons are the embodiments of death by black comedy. Not the most physically powerful of daemons, coulrodaemons prefer to defeat their foes through sabotage and humiliation. The coulrodaemons' abilities can turn a straight-up fight into a slapstick tableau of painful and dangerous blunders. They make extensive use of their corrupt luck ability to wear down dangerous foes. Coulrodaemons resemble pale, gaunt humanoids whose skull-like heads are not attached to their necks, and are deceptively strong and hardy despite their wiry frames. A typical coulrodaemon stands about 6 feet tall and weighs 130 pounds.

ECOLOGY

Coulrodaemons form from evil souls who died in ironic, embarrassing, or darkly humorous ways. When an evil mortal dies in such an exquisitely humiliating way that the burn survives death itself, the soul is primed to be reborn as one of Abaddon's bleak comedians.

Coulrodaemons share in the misanthropy of all daemonkind, in their case leavened with vicious black humor. While the creatures have an aptitude for stealth and dislike straightforward melee combat, a clean kill from the shadows bores them. If they can take their time when hunting, coulrodaemons enjoy using their stealth and subterfuge abilities to soften their victims up with a little psychological sabotage in the form of dangerous "pranks." They may stalk a particular victim but keep that victim just out of range of their pratfall aura, so the victim becomes an apparent harbinger of bad luck that is really caused by the hidden coulrodaemon. Against victims who are aware of them, coulrodaemons try to stay out of melee until their strongest opponents have been rendered humorously ineffectual by corrupt luck and their spell-like abilities. They take more pride in setting up an enemy for self-destruction via self-inflicted damage than in dealing the killing blows themselves.

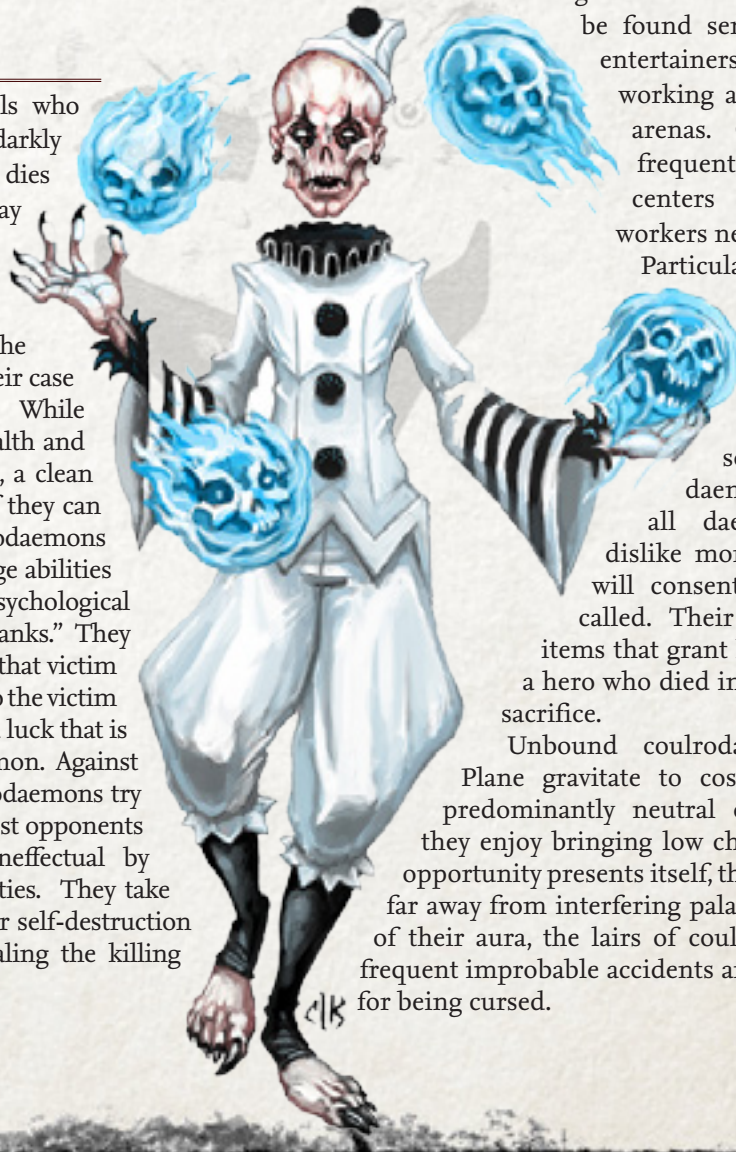
The sites of a coulrodaemon's depredations are marked by confusion and chaos: shattered weapons, broken tools, self-inflicted injuries, and burning embarrassment combined with confusion over how everything managed to go so wrong so fast. Coulrodaemons leave bizarre and deadly accidents in their wake, to a degree that leaves investigators after the fact wondering how such a chain reaction of improbable calamities could possibly have taken place. Skilled workers bungle routine tasks in hazardous ways, graceful fighters trip over their own feet, failsafes fail, machinery jams, and any efforts at correcting the problems lead to further mishaps.

HABITAT AND SOCIETY

Despite the indiscriminate effects of their pratfall aura (when they don't bother to turn it off), coulrodaemons are social creatures. Because of their specialized interests, they don't have much to do with the agendas of the Four Horsemen, but they appreciate the exquisitely vicious manipulations of erodaemons and the sabotage skills of temerdaemons. They can also be found serving daemononic nobility as entertainers, spies, or saboteurs; or working as ringmasters in Abaddon's arenas. Coulrodaemons don't often frequent Abaddon's soul-processing centers because they make the workers nervous.

Particularly nihilistic conjurers and cultists sometimes try to summon coulrodaemons, which generally ends badly for the casters involved unless they have some protection against the daemon's pratfall aura. Like all daemonkind, coulrodaemons dislike mortals on principle, but they will consent to bargain with them if called. Their favored offerings are magic items that grant luck bonuses or the skull of a hero who died in an act of unsuccessful self-sacrifice.

Unbound coulrodaemons on the Material Plane gravitate to cosmopolitan urban areas of predominantly neutral or evil alignment. While they enjoy bringing low champions of good when the opportunity presents itself, they prefer to set up their lairs far away from interfering paladins. Because of the effects of their aura, the lairs of coulrodaemons are the sites of frequent improbable accidents and quickly gain a reputation for being cursed.



DEMON, MAZZUAK

This powerfully built, ogre-sized fiend is covered with coarse shaggy fur and carries an oversized hammer. Despite its burly build and skin that does not fit quite right, it is surprisingly agile, and its misshapen simian features bear an expression of almost childlike malicious glee.

MAZZUAK

CR 10

XP 9,600

CE Large outsider (chaotic, demon, evil, extraplanar)

Init +1; Senses darkvision 60 ft.; Perception +23

DEFENSE

AC 25, touch 10, flat-footed 24 (+1 Dex, +15 natural, -1 size)

hp 152 (13d10+81)

Fort +15, Ref +5, Will +11

DR 10/good; Immune electricity, poison; Resist acid 10, cold 10, fire 10; SR 21

OFFENSE

Speed 30 ft

Melee mallet +17/+12 (4d6+10/x3) or 2 slams +19 (1d8+7)

Space 10 ft.; Reach 10 ft.

Special Attacks calamitous shadows (5d10, Will DC 21 partial), wallop

Spell-Like Abilities (CL 13th)

At will—*greater teleport* (self plus 50 lbs. of objects only), *telekinesis* (DC 20)

1/day—*confusion* (DC 19), *summon* (1 mazzuak 35% chance)

STATISTICS

Str 25, Dex 13, Con 25, Int 14, Wis 16, Cha 20

Base Atk +13; CMB +21; CMD 32

Feats Awesome Blow, Cleave, Great Cleave, Improved Sunder, Improved Vital Strike, Power Attack, Vital Strike

Skills Intimidate +15, Knowledge (planes) +14, Perception +23, Sense Motive +15, Spellcraft +14, Stealth +10, Survival +15

Languages Abyssal, Celestial, Common; telepathy 100 ft.

ECOLOGY

Environment any (Abyss)

Organization solitary or troupe (2-5)

Treasure standard

SPECIAL ABILITIES

Calamitous Shadows (Su) Once per minute as a standard action, a mazzuak can summon shadowy objects of great size and ludicrous aspect, from simple boulders and balls to massive metal or stone blocks, dumbbells, wagons, cottages, boats, or whatever the mazzuak desires. These objects plummet from unknown heights to strike a number of creatures within 100 feet equal to its Charisma modifier, dealing 5d10 points of bludgeoning damage and knocking creatures prone. A successful DC 21 Will save reveals these falling objects are only quasi real, reducing damage to 3d6 points of nonlethal damage and not knocking the creature prone.

A creature failing its save believes itself pinned under this enormous object and must succeed at a DC 21 Strength check or DC 31 Escape Artist check to get out from under the object. A trapped creature is also entitled to a DC 21 Will save each round at the end of its turn to realize the object is not real. A creature actively attempting to disbelieve gains a +4 bonus on this saving throw if it sees that other allies have escaped.

Oversized Hammer (Su) A mazzuak can summon a hammer that is a manifestation of its dark comedic desires. It takes a -2 penalty on attack rolls when wielding this oversized two-handed weapon to attack creatures, but it gains a +2 bonus when using its hammer to attack objects, including when using sunder combat maneuvers. In addition, using its oversized hammer grants it a +4 bonus on Strength checks made to break objects, and it ignores one-half of the hardness of any object it attacks. The hammer is a part of the mazzuak and can be summoned or dismissed as a free action.

Wallop (Ex) When a mazzuak hits a creature that is dazed, fascinated, prone, staggered, or stunned with its mallet, it may choose to deal double damage or to deal normal damage and make a combat maneuver check as a swift action to use its Awesome Blow feat.



The brutish mazzuak demons combine gleeful sadism with the crudest form of slapstick comedy. Mazzuaks have vigorous but crude senses of humor, and nothing tickles their funnybones like physical violence, the less subtle the better. Mazzuaks resemble shaggy giants with ape-like features, stand 10 feet tall and weigh 750 pounds, and always carry giant two-handed mallets.

ECOLOGY

Mazzuak demons are spawned from gleefully sadistic souls – those who, in life, killed and brutalized not for material gain or out of fear or hatred or fanaticism, but for fun. They are brutally violent creatures whose destructive wrath is generously leavened with a sort of joyous whimsy that makes them even more frightening. Mazzuaks are unsubtle by nature, but despite their brutish appearances, they are slightly more intelligent than the average human and surprisingly perceptive.

While mazzuaks do enjoy raining down showers of calamitous shadows to soften up their enemies or to deal with scattered or out of range opponents, and they appreciate the hilarity of a group of foes tearing each other apart under the influence of *confusion*, melee combat is their real love. The demons have special bonds with their oversized hammers, which are manifestations of their particular demonic nature as much as they are weapons. Mazzuaks have no sense of honor or fair play and prefer to attack opponents when they're down, which allows the demons to take advantage of their Wallop attack.

The sites of a mazzuak's rampages are monuments to destruction. Mazzuaks attack with the unrelenting fury of a natural force, but without the dispassion. Everything breakable and not worth taking is pounded to bits: walls knocked down, furniture broken, trees uprooted and smashed to kindling, and the bodies of fallen foes pounded to pancakes. For mazzuaks, destruction is as much about humor and a savage kind of joy as it is about rage and hatred, and stopping their rampages when all the threats are dead or fleeing would be depriving themselves of half the fun.

HABITAT AND SOCIETY

In the Abyss, mazzuaks are sometimes found serving more powerful demons, but their temperaments are undisciplined even by demonic standards, and scheming nalfeshnees and tactically minded mariliths find mazzuaks' playful brutality frustratingly inefficient. Mazzuaks can also operate as solitary forces of whimsical destruction, gather in small groups of wandering marauders, or fight as gladiators in Abyssal arenas.

Mazzuaks can be bound and bargained with, although the creatures have scant respect for mortals and show little mercy or patience towards their summoners. Their favored offering is an appropriately sized magical two-handed melee weapon of at least +1 enhancement - the more unusual the better - and a restrained, living intelligent victim.

Unbound mazzuaks on the Material Plane like to make their homes in untamed realms inhabited primarily by monsters and savage humanoids. They can be found leading small but vicious gangs of less powerful creatures or wandering the wilds as solitary whimsical marauders. Mazzuaks in jungle environments sometimes attract charau-ka followers, who admire their strength and savagery and identify with their ape-like forms, but these lesser monsters face a high attrition rate from the mazzuaks' impulsive violence.



DEVIL, PAGLICHINO

[MOCKERY DEVIL]

This hunched, wiry little bat-winged fiend wears jester's motley and carries a stick topped with a tiny leering replica of its own beaky-nosed face. It is surrounded by an aura of buzzing electricity.

PAGLICHINO (MOCKERY DEVIL)

CR 7

XP 3,200

LE Small outsider (devil, evil, extraplanar, lawful)

Init +9; **Senses** darkvision 60 ft., *detect good*, *detect magic*, see in darkness; **Perception** +14

DEFENSE

AC 23, **touch** 17, **flat-footed** 17 (+1 Dodge, +5 Dex, +6 natural, +1 size)

hp 60 (8d10+16); **fast healing** 5

Fort +4, **Ref** +11, **Will** +9

DR 10/good or silver; **Immune** fire, poison; **Resist** acid 10, cold 10, SR18

OFFENSE

Speed 30 ft., fly 60 ft. (perfect)

Melee +1 *shocking burst light pick* +15/+10 (1d4+2 / x4) or **melee touch** +14 (*shocking grasp*)

Space 5 ft.; **Reach** 5 ft.

Special Attacks bardic performance 22 rounds/day (move action; countersong, *glorious epic*, distraction, fascinate, mockery -3, satire -2, *suggestion*), capacitor trap

Spell-Like Abilities (CL 8th, Concentration +12)

Constant—*detect good*, *detect magic*, *ventriloquism*

At will—*invisibility* (self only), *shocking grasp*

3/day-- *hideous laughter* (DC 16), *shocking image*^{UC}, *suggestion* (DC 16)

STATISTICS

Str 12, **Dex** 21, **Con** 14, **Int** 15, **Wis** 16, **Cha** 18

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

Feats Dodge, Improved Initiative, Mobility, Weapon Finesse

Skills Acrobatics +16, Bluff +15, Fly +24, Knowledge (any 2) +9, Perception +14, Perform (comedy) +15, Perform (oratory) +15, Sense Motive +14

Languages Common, Infernal, Abyssal

SQ electrical discharge

ECOLOGY

Environment any (Hell)

Organization solitary or revue (2-5)

Treasure standard (+1 *light pick*)

SPECIAL ABILITIES

Bardic Music (Ex) The paglichino can use bardic performance as a bard with the court bard archetype^{APG} of a level equal to its Hit Dice.

Capacitor Trap (Su) Once per day as a full-round action the paglichino can use its *invisibility* and *shocking image*^{UC} spell-like abilities in concert to create a cunning trap for its foes. When it triggers this ability, the paglichino becomes invisible and

may take a 5-foot step into any adjacent square; meanwhile, the *shocking image* appears in the space it just left, creating the maximum number of images plus one (7 for typical paglichinos). Until all images are destroyed, the *shocking image* moves with the invisible paglichino, remaining adjacent to it at all times, and the paglichino's voice and any sounds it makes appear to emanate from the images, as if using *ventriloquism*. The paglichino cannot cause the images to enter another creature's square.

The paglichino's *invisibility* ends as usual if it takes offensive actions, though it may use all of its bardic performance abilities without affecting its *invisibility*. Images are destroyed by any attack that would hit the paglichino's AC, or even by attacks that miss by 5 points or less. When only a single image is left and a creature destroys that image with a melee attack, as an immediate action the paglichino can reveal its true location while releasing a massive jolt of electricity into the target, dealing 8d6 points of damage (DC 18 Fortitude half); a creature failing its save is also staggered for 1d4 rounds.

A creature that attacks the paglichino's actual square bypasses the images entirely, though such attacks follow the usual rules for attacking invisible creatures. Creatures with scent can discern the paglichino's true location if they are adjacent to it, and likewise can tell that there is no creature present in the square occupied by the images.



Electrical Discharge (Su) The paglichino naturally discharges electricity; this allows it to always succeed on concentration checks to activate its *shocking grasp* spell like ability as well as to grant any metal weapon it wields the *shocking burst* property.

Hell's jesters, the paglichinos delight in mockery and trickery. While not physically powerful, the little creatures have keen minds and vicious senses of humor as well as potent supernatural abilities, and those who underestimate the comedians of Hell often find that the joke is on them. These devils have a particular affinity for electricity, and opponents who think their slight frames make them easy targets are in for a quite literal nasty shock. A typical paglichino stands, slightly hunched, at a little under 4 feet tall, has a 6 foot wingspan, and weighs 60 pounds.

ECOLOGY

Like mortal bards, paglichinos are social by nature. As devils, they are also beings of law and hierarchy, and they prefer a position in the service of a more powerful patron to the life of a wandering minstrel. Paglichinos know that, by the standards of Hell, they are not particularly powerful, and they are usually socially savvy enough to know when their mockery is likely to antagonize someone in a way that would endanger them. But if their master is powerful enough to protect them from audience reprisals, paglichinos delight in satirizing the foibles of stronger creatures. While a few paglichinos rise directly from the ranks of the damned, the majority of them were favored imp servitors promoted by their masters for exceptional wit or cunning.

Paglichinos know they are not strong fighters, and they take full advantage of their bardic music and spell-like abilities to even the odds if forced into combat. When facing strong foes who resist electricity and can't be adequately weakened by their bardic abilities, paglichinos feel no shame about turning invisible and running away.

The destruction paglichinos leave in their wake is social rather than physical. Paglichino humor is never gentle, and with their inquisitive natures and talent for stealth, they excel at discovering the most sensitive personal information about the people around them and bringing it to public attention through mockery. Through mockery, satire, and judicious social maneuvering, paglichinos expose uncomfortable secrets, ruin reputations, undermine friendships, and turn harmless rivalry into malicious antagonism. When a paglichino works around people in positions of real authority, its potential for mischief is even greater. Dignitaries who underestimated or mistreated the devilish jesters have been treated to after-dinner entertainment that provoked diplomatic incidents.

HABITAT AND SOCIETY

Paglichinos can be found on all layers of Hell, but they prefer Hell's cities and palaces to battlefields and wastelands. On their native plane, paglichinos often serve as entertainers in the courts of infernal nobility, who value the little devils for their social savvy and caustic humor. Some of them also work as information gatherers for osyluth inquisitors. In societies where devil-binding is practiced openly, diabolist aristocrats often call them for the same purposes.

Paglichinos are inclined to cooperate with summoners who treat them respectfully and do not make sloppy mistakes, although they prefer assignments compatible with their infernal morality. However, they are devils, and it is inherent in their nature to exploit loopholes and perform their duties in a way that advances the ultimate interests of Hell, as much as the terms of their contract allow. A paglichino's favored payment is secrets about influential individuals, living or dead.

Unbound paglichinos are sometimes sent to the Material Plane to spy on Hell's enemies or advise the leaders of minor diabolical cults, or as emissaries to promisingly corruptible mortals. While they lack the physical and magical might of more powerful devils, paglichinos are much more powerful than imps and much smarter than accuser devils, and their bardic talents and conniving natures often serve them well in infernalist intrigue.



KYTON, LAETITIUS

This agile human-shaped figure wears tight-fitting brightly patterned performers' clothes and garish facepaint. Its lips are stretched into a wide, exaggerated grin. Upon closer inspection, the bright patterns are bloodstains, the facepaint is elaborate scarification, and the grin is stitched into the creature's flesh.

LAETITIUS

CR 8

XP 4,800

LE Medium outsider (evil, extraplanar, kyton, lawful)

Init +7; Senses darkvision 60 ft.; Perception +16

DEFENSE

AC 25, touch 17, flat-footed 18 (+7 Dex, +8 natural)

hp 85 (10d10+30); regeneration 5 (good weapons and spells, silver weapons)

Fort +10, Ref +14, Will +6

DR 10/silver or good; Immune cold; SR 19

OFFENSE

Speed 30 ft.

Melee +1 war razor +19/+14 (1d4+2 / 15-20 x 2) or +1 war razor +17/+12 (1d4+2 / 15-20 x 2), +1 war razor +17 (1d4+1 / 15-20 x 2)

Space 5 ft; Reach 5 ft.

Special Attacks sneak attack +5d6, transplant face, unsettling appearance (30ft DC18)

STATISTICS

Str 12, Dex 24, Con 16, Int 14, Wis 16, Cha 17

Base Atk +10; CMB +17; CMD 28

Feats Agile Maneuvers, Improved Critical (war razor), Skill Focus (Perform (comedy)), Two-Weapon Fighting, Weapon Finesse

Skills Acrobatics +15, Diplomacy +16, Disguise +16, Heal +16, Intimidate +16, Perception +16, Perform (Comedy) +22, Sleight of Hand +15, Stealth +20

Languages Common, Infernal, Abyssal

ECOLOGY

Environment any

Organization solitary or troupe (2-5)

Treasure standard (2 +1 war razors)

SPECIAL ABILITIES

Transplant Face (Su) As a standard action, a laetitus can remove its face and place it on an adjacent creature, requiring a successful combat maneuver check. This does not provoke attacks of opportunity. If successful, the target is blinded and cannot speak or breathe and must hold its breath or begin to suffocate. The target cannot make bite attacks or use a breath weapon or any other ability requiring its mouth. In addition, the target must succeed on a DC 18 Fortitude save each round to avoid becoming sickened for as long as the laetitus' face

remains transplanted onto it. The face can be removed with a successful DC 24 Strength check or combat maneuver check or by attacking the face, which has AC 17, 8 hit points, half damage from piercing and bludgeoning attacks) and shares the laetitus's DR and resistances/immunities. Any attack against the face deals an equal amount of damage to the target of the transplant, before the face's defenses are applied.

Unsettling Appearance (Ex) Range 30 ft., Will DC 18 negates. A laetitus can drop its glamour and expose its true appearance to all within 30 feet, causing non-kytons to become sickened and shaken for 1d4 rounds (roll separately for each). Once a creature succeeds on its save, it is immune to that kyton's appearance for 24 hours.



There is a discomfiting link between humor and terror in the minds of mortals. The phrase “screaming with laughter” is no coincidence. No creature in the multiverse understands this like the laetitus kyton. While their interest in comedy is uncharacteristic for the dark-natured and ascetic kyton race, laetitiuses share kyton-kind’s interest in exploring the heights and depths of sensation – in their case laughter and terror - and sharing their insights through hands-on experience. Laetitus kytons resemble athletically built humanoids, distinguished by their elaborate and garish scarification and wide stitched grins. A typical laetitus stands a little under 6 feet tall and weighs about 160 pounds.

ECOLOGY

Among kyton-kind, laetitiuses’ unconventional interests are tolerated but not prestigious, and laetitiuses consider their more conventionally sadistic kin glum and humorless. They find the broader emotional ranges of mortals much more useful for their projects. Laetitus kytons define themselves as artists and performers rather than as torturers, and in fact they love putting smiles on mortals’ faces – with improvised surgery if necessary.

Laetitus kytons are dangerously competent with their razors, but they are not warriors at heart and treat combat as a means to an end rather than a pleasure in itself. If possible, they attack from ambush to take advantage of their sneak attack, or use their transplant face ability on foes who prove unexpectedly resilient. While laetitiuses will use lethal force if they must, and have no qualms about inflicting gruesome injuries, they prefer to subdue and capture intelligent foes if practical. When faced with a lone unconscious opponent, a laetitus kyton is much more likely to perform first aid and then drag their victim off for their future amusement than to attempt a coup de grace. Captured victims are used as audience members and test subjects for the kytons’ deranged attempts to spread joy and laughter. If the victims survive laetitiuses’ torments, the kytons eventually let them go, happy to have spread their unique brand of joy to another mortal. At best, the victims leave with a permanent stitched-in smile and extensive mental scarring from the kytons’ treatment but retain their original outlooks. In worse cases, the victims’ psyches fracture enough under the strain that they actually start to appreciate the kytons’ sense of humor.

HABITAT AND SOCIETY

On the Plane of Shadow, laetitiuses normally associate among themselves, since kytons of other castes seldom share their artistic interests. Out of all the other kyton castes, they associate most with the ostiaruses - both to take advantage of the ostiaruses’ planar travel abilities, and because, as artists themselves, they appreciate the creatures’ rhetorical talent.

Because they have no planar travel abilities of their own and require a steady supply of mortal subjects for their “art,” laetitiuses are eager to bargain with conjurers on the Material Plane. Their favored offering is a living intelligent being to take back with them to the Shadow Plane when their term of service is done.

Despite their lawful alignment, unbound laetitiuses prefer not to settle in excessively well-ordered communities, unless the society in question is depraved enough that the authorities are willing to condone their artistic efforts. Laetitiuses prefer big cities with vibrant cultural life and high enough levels of unusual danger that a few citizens disappearing mysteriously and then reappearing with unusual scars and dramatically altered mental states is not going to cause mass hysteria or trouble from the law. While laetitiuses’ modus operandi differs radically from that of the derro - the kytons are mad artists, not mad scientists - laetitiuses often find the activities of the little subterranean lunatics provide useful camouflage.



QLIPPOTH, LOPHIGODUE

This immense anglerfish-like creature has membranous fins tipped with tentacular spines, three eyes, and a giant fanged maw. Four long spines growing out of its head are tipped with vicious claws.

LOPHIGODUE

CR14

XP 51,200

CE Gargantuan outsider (chaotic, evil, extraplanar, qliploth)

Init +4; Senses darkvision 60 ft., scent, true seeing; Perception +23

DEFENSE

AC 28, touch 6, flat-footed 28 (+22 natural, -4 size)

hp 216 (16d10+128)

Fort +17, Ref +12, Will +9

DR 10/lawful; Immune cold, poison, mind-affecting effects; Resist acid 10, electricity 10, fire 10

OFFENSE

Speed 30 ft., fly 40 ft. (average)

Melee bite +24 (4d6+12/19-20/x3), 4 claws +24 (1d8+12 plus pull)

Space 20 ft.; Reach 20 ft. (40 ft. with claw)

Special Attacks horrific appearance (DC 23), pull (claw, 10 feet);

Spell-Like Abilities (CL 14th; concentration +18)

Constant—true seeing, overland flight, tongues, ventriloquism

at will—dimension door, rainbow pattern (DC 19), protection from law 3/day—aura of the unremarkable (DC 19)

1/day—plane shift (DC 20), sympathy (DC 23), veil

STATISTICS

Str 34, Dex 11, Con 24, Int 11, Wis 18, Cha 21

Base Atk +16; CMB +32; CMD 40

Feats Cleave, Improved Critical, Improved Initiative, Improved Vital Strike, Lightning Reflexes, Power Attack, Toughness, Vital Strike

Skills Acrobatics +19, Bluff +24, Disguise +24, Fly +13, Knowledge (local) +11, Knowledge (planes) +11, Perception +23

Languages Abyssal; telepathy 100 ft., tongues

ECOLOGY

Environment any (Abyss)

Organization solitary or circus (1-3 lophigogdues + 3-36 fast human zombies)

Treasure standard

SPECIAL ABILITIES

Big Reveal (Su): When a lophigogdue dismisses its veil spell, it may trigger its horrific appearance as a free action. Creatures rendered flat-footed by its horrific appearance must succeed on a DC 23 Fortitude or become paralyzed, as hold monster, for as long as they would normally be flat-footed. A subsequent successful save against this paralysis still leaves a creature flat-footed for the remaining duration. If the lophigogdue reveals one or more cackling necrosis zombies that were previously hidden by its veil spell, creatures take a -1 penalty on their saving throw against its horrific appearance for each zombie within 10 feet of them (maximum -4 penalty).

Horrific Appearance (Su): Creatures that succumb to a lophigogdue's horrific appearance become flat-footed for 1d8 rounds. In addition, creatures exposed to its horrific appearance (even if they successfully save) must attempt a second Will save or begin suffering from a supernatural disease that begins to rot their mind in a cackling necrosis.

Cackling necrosis disease—horrific appearance; save Will DC 23; onset immediate; frequency 1/hour; effect 1d3 Cha; cure 3 saves. While suffering from any Charisma damage the target is also prone to fits of giggles and takes a 5 penalty on Stealth checks and has a 20% spell failure chance on spells with a verbal component. Attempts to activate an item with a command word likewise have a 20% chance of failure. A creature whose Charisma damage equals its Charisma score dies and rises as a fast zombie 10 minutes later under the control of the lophigogdue. Cackling necrosis is not contagious

Vicious Bite (Ex): A lophigogdue's huge maw deals more damage than normal for its size, with a x3 critical multiplier.

The lophigogdue resembles an immense misshapen eldritch anglerfish, fifty feet long and weighing 20,000 pounds. In the deep Abyssal rifts that are its native habitat, it fills a similar ecological niche as an ambush predator. But the lophigogdue has the cunning and supernatural power to conceal its monstrous form from wary intelligent prey. On the Material Plane, it cloaks itself in the guise of a friendly traveling circus to attract curious potential victims.

ECOLOGY

Despite their size and power, lophigogdues favor ambush tactics over straightforward combat. When on the hunt, it typically uses its illusory abilities to disguise itself as a circus tent or portable stage for some kind of traveling performance, and to veil any zombified cackling necrosis victims with the guise of performers, vendors, or stagehands. Using its spell-like abilities, the lophigogdue lures potential victims with colorful lights and cheerful music, and if necessary uses aura of the unremarkable to keep its prey from noticing anything amiss. When it has gathered a sufficient audience, the lophigogdue strikes and reveals itself. The circus tent is revealed to be the body of a hulking otherworldly monster, the marionettes of the puppet show are vicious claws dangling from spiny tendrils, and the cheerful carnival folk turn out to be a horde of madly giggling zombies.



Lophigogdues prefer to set up their ambushes in areas with plenty of open space, close enough to human settlements to attract a good crowd of potential prey, but not too bustling. They prefer peaceful areas with few soldiers or adventurers - they enjoy defiling formerly idyllic locations with their horrors and they prefer prey that can't fight back effectively. If they can lure in families with children, so much the better. As true outsiders, lophigogdues do not need to eat, but they prey on mortals out of sheer misanthropy - and they particularly enjoy destroying future generations. Lophigogdue preferentially attack onlookers who manage to resist their horrific appearance, and they like to leave a few cackling necrosis victims alive for the pleasure of seeing their minds and bodies deteriorate.

Lophigogdues on the Material Plane are highly mobile and never stay in one location longer than a day or two, to avoid raising suspicion. After they have fed and left, they leave the hapless local community with a field full of the chewed-up corpses of innocent townspeople and cackling zombies to battle, as well as a deep mistrust of traveling entertainers.

HABITAT AND SOCIETY

In their native Abyssal rifts, lophigogdues are generally solitary creatures by necessity because of their size, hunger, and stealthy hunting style, although they may keep a few zombified cackling necrosis victims around as minions or future snacks. Lophigogdues are thankfully rare on the Material Plane, and the creatures make no particular effort to seek each other out. Lophigogdues whose hunting grounds overlap may collaborate temporarily for protection against adventurers and powerful monsters or the pleasure of company they do not loathe utterly, but these partnerships are inherently brief because any environment too dangerous for a single lophigogdue is too dangerous for the peaceful, complacent common folk that are the creatures' preferred prey. Lophigogdues hunting together disguise themselves as particularly lavish and elaborate shows.

Like all qliphoth-kind, lophigogdues hate mortal life, and they have no interest in cooperating with summoners. Lophigogdues called to the Material Plane often try to eat their summoners. An unbound lophigogdue on the Material Plane spends its time hunting and spreading terror, until it exhausts the local supply of easy prey and plane shifts back to the Abyss.



SAHKIL, BHOZOL

This hunched-yet-lanky giant moves with a rubbery grace despite its twisted and distorted frame. Its nightmarishly grinning face and disproportionate body have just enough human in their appearance to look eerily distorted rather than merely alien.

BHOZOL

CR 10

XP 9,600

NE Large outsider (evil, extraplanar, sahkil)

Init +7; **Senses** darkvision 60 ft., low-light vision, *true seeing*; Perception +18

DEFENSE

AC 25, touch 13, flat-footed 21 (+3 Dex, +1 dodge, +12 natural -1 size)

hp 149 (13d10+78)

Fort +14, **Ref** +11, **Will** +8

Defensive Abilities fortification (50%); **DR** 10/good; **Immune** death, fear, disease, poison; **Resist** cold 10, electricity 10, sonic 10; **SR** 19

OFFENSE

Speed 50 ft., climb 30 ft.

Melee 2 slams +22 (1d8+9/19-20 plus grab)

Space 10 ft.; **Reach** 15 ft.

Special Attacks constrict (1d8+14 plus twisting disfiguration); look of horror (30 ft. DC21), spirit touch, twisting disfiguration (DC 21)

Spell-Like Abilities (CL 13th)

Constant—*true seeing*

At will—*displacement*, *greater teleport*, *protection from good*

3/day—*fear* (DC 21)

1/day—*bestow curse* (DC 19), *feeblemind* (DC 20)

STATISTICS

Str 29, **Dex** 17, **Con** 22, **Int** 16, **Wis** 14, **Cha** 21

Base Atk +13; **CMB** +23; **CMD** 36

Feats Combat Reflexes, Dodge, Improved Critical (slam), Improved Initiative, Iron Will, Power Attack, Weapon Focus (slam)

Skills Acrobatics +19, Bluff +21, Climb +33, Disguise +21, Escape Artist +19, Intimidate +21, Knowledge (planes) +19, Perception +18, Stealth +20;

Racial Modifiers Stealth +8

Languages Abyssal, Celestial, Common, Infernal; telepathy 100 ft.

SQ compression; easy to call, emotional focus, fortification; skip between, unnatural build

ECOLOGY

Environment any (Ethereal Plane)

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

Treasure double

SPECIAL ABILITIES

Look of Horror (Su): Creatures meeting a bhozol's gaze are sickened as long as they remain within 30 feet and for 1d4 rounds thereafter, range 30 feet, Will DC 23 negates. A bhozol's look of horror causes creatures to see the world as a twisted reflection of itself, with the bhozol itself as normal and natural and reality warping and twisting around it to fit. The save DC is Charisma based.

Twisting Disfiguration (Su): Whenever a bhozol constricts an opponent, that opponent must make a Fortitude save or have their body painfully twisted and deformed. This effect imposes a -4 penalty on attack rolls, skill checks, and ability checks for 1 minute. Each additional application of twisting disfiguration causes 1d4 points of Strength and Dexterity damage, and the above penalty persists until all of ability damage is healed.

Unnatural Build (Ex): A bhozol is built in a twisted mockery of the human shape and is able to contort itself into unnatural positions with terrifying flexibility. This increases its natural reach by 5 feet and grants it the compression special quality and fortification defensive ability.



Bhazol sahkils embody fear of the uncanny: the subtle distortions that turn the familiar into the horrific, and the touches of incongruous familiarity that turn abstract horrors into something viscerally disturbing. Like a clown pushes the limits of playfulness into grotesquerie, bhazols strain the boundaries of the humanoid form with exaggerated proportions and warped shapes. Bhazols vary in appearance, though all are roughly humanoid. They have an odd rubbery quality, with unnaturally long stretchy limbs, joints that bend at impossible angles, and hyper-mobile faces that warp into exaggerated expressions of anger, hate, or sadistic glee that no mortal clown could replicate. Bhazols stand ten feet tall when they stand up straight (which they rarely do) and weigh 500 pounds.

ECOLOGY

Like all sahkils, bhazols are emotional sadists. They find the terror of mortals hilarious. While bhazols are intelligent creatures capable of sophisticated psychological warfare, they are not above simpler pleasures like a good old-fashioned jump scare. Bhazol's talent for stealth and affinity for tight spaces make them well-suited to playing the role of the monster under the bed. Through their look of fear, bhazols's wrongness appears to infect the very fabric of reality around them, as their surroundings warp and distort while the bhazols themselves and the creatures affected by their twisting disfiguration become the only normal-looking things in sight.

Bhazols' favorite hunting grounds are large buildings with plenty of potential hiding places, such as mansions, schools, hospitals, or even monasteries. They particularly enjoy hunting in residential buildings because of the delicious thrill that comes from disrupting a creature's sense of safety in their own home. They attack from ambush, particularly when they can use their compression ability to lurk in hiding places never meant to shelter a monster their size, but they do not try for quick clean kills. They see no point in killing a victim so quickly that it doesn't have time to be properly afraid.

Bhazols enjoy using twisting disfiguration on their victims and then leaving the warped bodies to be found by the victim's friends or allies. When facing a group of strong opponents, bhazols prefer to wear the group down through psychological warfare and cruel trickery, then strike dramatically once their opponents have exhausted themselves jumping at shadows. One of bhazols' favorite intimidation tactics is to leave the corpses of livestock or wild animals affected by twisting disfiguration in conspicuous places. They know that their twisting disfiguration is viscerally disturbing to mortals beyond the physical damage it inflicts, and they are always amused by the creative distortions they can force mortal bodies to sustain. When bhazols use *bestow curse* in combat, they prefer to inflict penalties to strength or dexterity that manifest as physical deformities.

Bhazols revel in inflicting terror directly and violently, as the monster under the bed, the stalker in the night, or the nightmare of wrongness come to life, but they are not limited to it. Their business is spreading fear more than killing. If potential victims have particularly strong imaginations or are psychologically fragile, and are too weak to be a viable threat to bhazols' safety, the bhazols may single them out for a campaign of mental torment without physically attacking them. They particularly enjoy doing this to writers and artists, becoming twisted muses in order to spread their vision of terror through their victims' artistry.

HABITAT AND SOCIETY

Bhazols on the Material Plane generally operate alone or in pairs - the stealth required for a good ambush is harder for large groups to maintain. When operating on the Material Plane, they take advantage of their teleportation ability to spread their depredations over a large area and avoid being tracked. Bhazols have no interest in acquiring mortal followers, but bugbears admire the creatures for their mastery of bump-in-the-night terror tactics, and particularly deranged murderers sometimes use bhazols as an inspiration. Bhazols on the Material Plane sometimes compete with bogeymen for territory and victims, but they have no racial enmity towards the fey. Among other outsider races, bhazols have a particular affinity for kytons. They get along best with the more humorous and psychologically oriented laetitiuses, but they appreciate the flesh-distorting experiments of more traditionally minded kytons.

Among themselves, bhazols are not hierarchically minded, and any temporary hierarchies that arise among them are based on power and experience. When they aren't terrorizing mortals, bhazols congregate to exchange tales of particularly fulfilling hunts and tricks or show off their prowess at flesh-sculpting with twisting disfiguration.

Like other sahkils, bhazols are easy to call but hard to control. Bhazols can be bargained with for their services. They are not picky about payment, but they favor magic items that create *invisibility* or enhance their stealth.



KILLER MAGIC ITEMS

Villainous clowns and those with a taste for garish theatrics often create specialized magical items, some with a curse, to carry out their cruel comedy. Some such items are simply tools of innocent whimsy, either for the creator's own amusement or to lure in the unsuspecting nearer to their clutches.

CAPACIOUS CARRIAGE

Aura strong conjuration

Slot none; **Price** 175,600 GP; **CL** 17th; **Weight** 500 lbs.

DESCRIPTION

This brightly colored and garishly decorated carriage is ornate, gilded, and covered in a panoply of clashing embellishments of every style. When opening the door to the carriage, speaking a command word allows entry into a pocket dimension, rather than ingress to the interior of the carriage itself. This demiplane typically contains an opulent mansion, bath houses, fountains, and gardens, but each *capacious carriage* is unique, designed to a specific buyer's taste and with the features of the enclosed demiplane reflecting that individual's tastes and proclivities, within the limits of the *create greater demiplane*^{UM} spell.

The demiplane of a *capacious carriage* moves the carriage, and creatures exiting the demiplane step out of the carriage's door into its current location. Creatures within the demiplane who are adjacent to the portal out can perceive whatever is within 10 feet of the carriage door and may choose not to exit if the carriage is in a dangerous situation. If the carriage is destroyed, the demiplane connected to it decays over the next 24 hours, collapsing at the end of this time. Creatures inside the demiplane when it collapses are shunted into the nearest available open space to the remains of the carriage (or the location of its destruction, if it is *disintegrated* or otherwise completely obliterated). Barring or otherwise sealing the doors of the *capacious carriage* prevents creatures from entering the demiplane, but those within can exit the demiplane as a full-round action, appearing in the nearest available open space.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *create demiplane, greater*; **Cost** 99,100 gp

CLOWN SHOES

Aura faint transmutation

Slot feet; **Price** 1,000 GP; **CL** 3rd; **Weight** 4 lbs.

DESCRIPTION

These comically oversized shoes are brightly colored and stiff. Creatures wearing *clown shoes* gain +2 circumstance bonus on combat maneuver checks made to trip, though this applies only on trip maneuvers made using the wearer's feet, not when using a weapon or natural weapon. The *clown shoes* also grant a +2 circumstance

bonus to the wearer's CMD against combat maneuver checks made to bull rush, drag, reposition, overrun, or trip them, and likewise gain a +2 bonus on saving throws against trample attacks or effects that would cause them to fall or be knocked prone. *Clown shoes* function only when standing on the ground. A creature wearing *clown shoes* takes a -2 penalty on Acrobatics and Stealth checks and is treated as if wearing heavy armor for the purpose of movement and running.

CONSTRUCTION REQUIREMENTS

COST 500 GP

Craft Wondrous Item, *enlarge person*; **Cost** 500 gp

PUPPET THEATER

Aura faint transmutation and illusion

Slot none; **Price** 2,500 GP; **CL** 5th; **Weight** 2 lbs.

DESCRIPTION

This set of two glove puppets is enchanted to give the puppeteer a +5 competence bonus on Perform (acting or comedy) checks using the puppets. Each pair of puppets is created with up to five preset characters, usually representing popular stock characters from local theatrical traditions. A popular set consists of the trickster, his wife, the devil, the hangman, and the crocodile. As a move action, the wearer can alter the appearance of the puppets to any of those five characters. The performer can use *ventriloquism* and *vocal alteration*^{UM} at will while performing, but only for the purposes of voicing the puppets.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *disguise self*, *ventriloquism*, *vocal alteration*^{UM}, creator must have 5 ranks in Perform (acting) or Perform (comedy); **Cost** 1,250 gp

CURSED PUPPET THEATER

Aura faint transmutation and illusion

Slot none; **Price** —; **CL** 5th; **Weight** 2 lbs.

DESCRIPTION

This set of magical glove puppets functions as an *enchanted puppet theater* in most respects, but it curses inept performers. Every time the puppeteer performs in front of an audience (rehearsals do not count) and gets a result of less than 25 on her Perform check, the curse activates. One of the puppets attaches itself to the puppeteer's hand and cannot be removed by mundane means without destroying the puppet. Even if the puppet is destroyed, it reappears on the wearer's hand again at the beginning of his next turn whole and intact, unless the curse is removed.

While the cursed puppet is attached, the hand cannot be used to wield weapons, hold items, or perform somatic components for spells, and the wearer takes a -4 penalty on Disable Device and Craft checks. The wearer also is affected by an involuntary *ventriloquism*



and *vocal alteration*^{UM} effect that makes all the performer's speech appear to come from the puppet, in a voice appropriate to the character being portrayed. This results in a 20% spell failure chance for any spell with a verbal component, and a 20% chance of failure to activate an item using a spoken command word.

The curse can be ended with the use of magic, such as *remove curse* or *break enchantment*. In addition, once per day the wearer can attempt to end the curse with a spectacular performance of puppetry lasting at least 1 minute, requiring a successful DC 25 Perform check.

INTENDED MAGIC ITEM

puppet theater

SLAPSTICK ARMOR

Aura moderate illusion

Slot armor; Price 16,250 gp; CL 10th; Weight 20 lbs.

DESCRIPTION

This +1 *light fortification chain shirt* appears to be worn, tattered, and in need of repair, though it provides its full normal armor bonus. When the wearer is struck in combat, each blow appears to deliver a savage and vicious wound that threatens to cripple the wearer, who can create specific descriptive auditory, visual, and tactile illusion (glamer) effects to describe the effects the wounds seem to have, including apparent bleed damage or limb loss. In addition, as an immediate action after being struck, the wearer can attempt a Bluff check in order to create a diversion to hide, feign harmlessness, or feint in combat against her attacker, with a +2 circumstance bonus if the attack dealt actual bleed damage, a +5 bonus if the attack threatened a critical hit, or a +10 bonus if the attack confirmed a critical hit. If the wearer uses this ability against a creature that has seen her use it within the past 1 minute, that creature can attempt a DC 11 Will save to disbelieve the glamer.

CONSTRUCTION REQUIREMENTS

Craft Magic Arms and Armor, *disguise self*; Cost 8,250 gp

CURSED SLAPSTICK ARMOR

Slot armor; Price —; CL 10th; Weight 20 lbs.

DESCRIPTION

This armor functions as *slapstick armor*; however, the illusory wounds are partially real and cause the wearer to take 1d4 points of nonlethal damage each time she is hit. If she takes ability damage or drain or bleed damage from any attack, that damage or drain is increased by 1. This is an illusion (shadow) effect.

INTENDED MAGIC ITEM

slapstick armor







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