

# Exotic Encounters:

## Cyclopes



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## Introduction

The *Pathfinder Bestiary*, and the long line of monstrous encyclopedia that came before it, do a great job of attacking the problem of providing game statistics and mechanical information for a very wide variety of creatures. There are a lot of strange creatures from fantasy novels and movies, from ancient mythology, and, as time went on, from the twisted minds of game designers and even GMs, for that matter. Anyone today who tried to go about creating an extensive bestiary of all the different cool and interesting fantasy monsters could fill three or four volumes with three hundred monsters each, and still have a long way left to go, with fans crying out for various “forgotten” monsters to get some attention. That kind of breadth doesn’t leave a whole lot of room for depth, and that’s where *Exotic Encounters* comes in.

There are all kinds of reasons why you might not want to use a monster stat-block straight from the core rules. For one thing, if your players have a habit of browsing through such books, or are long-time veterans who know the basic ins and outs of most fantasy staples, you may need an unusual stat-block just to throw them a curve ball and teach them that they can’t count on their out of character knowledge to take all the mystery out of the game. Alternatively, many GMs can recall a time when they wanted to make use of a certain monster in their game, only to find that it was a few CRs too high or low for what they had in mind.

*Exotic Encounters* takes a single, iconic monster, and creates three new variants on that theme. These variants aren’t simple tweaks, and are more than simply advancing or removing Hit Dice, though that occurs as well. Each of these three variations on the monster’s theme has a specific, flavorful goal in mind, and a role to play, and their statistics entries are gently massaged in order to make them fit those roles. Further, each of these variants comes with brand new specially-crafted special abilities, which are unique to *Exotic Encounters* and not found anywhere else.

This particular installment of *Exotic Encounters* focuses on the cyclops. These terrible, one-eyed monsters have plagued human imagination since antiquity, and, in some recent campaign settings, are depicted as having ancient roots themselves, and being the descendants of a mighty empire of diviners, which fell long ago. The first cyclops in this book, the **baleye cyclops (CR 9)** represents a cyclops that took a different path, honing his eye for use with evocation, not divination, which can fire deadly rays from his eye, and which is vulnerable to attacks made against his eyes. The second cyclops, the **cyclops brute (CR 12)** is more typical of modern interpretations of cyclopes as large, hulking, stupid creatures. Larger than his kin, the cyclops brute is truly vicious in combat, and can crush his foes into the ground with a terrible foot stomp. Finally, the **cyclops seer (CR 15)** represents a cyclops who has tapped into the strong divination powers of his ancestors, and who can see the world for what it truly is, as well as influence the future with ease, making him a terrible foe to face.

## Baleye Cyclops

This hulking creature could pass for an over-sized human, if not for the single giant eye that occupies the majority of its forehead. The whites of this creature's eye are, in fact, black, and its iris slowly shifts color from red to blue, then blue to yellow, and finally back to red as it stares at you intensely.

### CYCLOPS, BALEYE

CR 9

XP 6,400

NE Large humanoid (giant)

**Init** -1; **Senses** low-light vision; Perception +11

#### DEFENSE

**AC** 23, touch 8, flat-footed 23 (+6 armor, -1 Dex, +9 natural, -1 size)

**hp** 120 (16d8+48) fast healing 10

**Fort** +12, **Ref** +4, **Will** +8

**Defensive Abilities** ferocity

**Weaknesses** sensitive eye

#### OFFENSE

**Speed** 30 ft.

**Melee** greataxe +17/+12/+7 (3d6+7/x3)

**Ranged** heavy crossbow +10 (2d8/19-20 x3)

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

**Special Attacks** eye rays

#### STATISTICS

**Str** 21, **Dex** 8, **Con** 15, **Int** 10, **Wis** 13, **Cha** 8

**Base Atk** +12; **CMB** +18; **CMD** 27

**Feats** Alertness, Cleave, Great Cleave, Improved Bull Rush, Iron Will, Power Attack, Toughness, Weapon Focus (greataxe)

**Skills** Intimidate +15, Perception +11, Sense Motive +11, Survival +12; **Racial Modifiers** +8 Perception

**Languages** Common, Cyclops, Giant

#### ECOLOGY

**Environment** any temperate or tropical

**Organization** solitary, conclave (2-6), or tribe (7-18)

**Treasure** standard (breastplate armor, Large greataxe, Large heavy crossbow, other treasure)

#### SPECIAL ABILITIES

**Eye Rays (Su):** Once every 1d4 rounds, a baleye cyclops can release a torrent of energy from its monstrous eye. Treat this as a ranged touch attack with a maximum range of 60 feet. There are three different types of eye rays that the baleye cyclops can choose from when using this ability, each of which has slightly different effects, as outlined below.

**Cold Ray:** This ray inflicts 8d6 points of cold damage, and the target must succeed on a Fortitude save (DC 19) or be numbed by the cold, rendering him fatigued for 1 minute. The saving throw DC is Wisdom-based.

**Fire Ray:** This ray inflicts 10d6 points of fire damage, and the target must succeed on a Reflex save (DC 19) or catch on fire, suffering 1d6 points of fire damage per round until the fire is put out. See the *Pathfinder Roleplaying Game Core Rulebook* for more information about catching on fire. The saving throw DC is Wisdom-based.

**Lightning Ray:** This ray inflicts 10d6 points of electricity damage. If the target is wearing metal armor, or wielding a weapon made primarily of metal, then the baleye cyclops gains a +5 bonus on the attack roll made to hit the target.

**Sensitive Eye (Ex):** A baleye cyclops's large eye is very sensitive to damage, and serves as a weak point that can be exploited by its opponents. Whenever a character makes a ranged or melee attack against the baleye cyclops, he can declare that he is targeting the baleye cyclops's eye, specifically. If he does, then he suffers a -4 penalty on the attack roll. If the attack hits, then the baleye cyclops's fast healing ceases to function for 1 round. Additionally, the baleye cyclops is unable to use its eye rays ability on its next turn. Finally, the baleye cyclops suffers a -2 penalty on attack rolls and CMB, as well as on Perception checks, on its next turn after its eye is successfully hit. A character can only target the baleye cyclops's eye with attacks that specifically require an attack roll.

## Ecology

While cyclopes of today are generally thought of as dumb, stupid brutes, many scholars believe that in ancient times, they had a great society that was built upon cyclopean powers of foresight and divination. Though most modern cyclopes are descendants of this fallen civilization, baleye cyclopes are offshoots of a different branch, which separated itself from the other cyclopes in antiquity. Rather than use the mystic power of their single eye to see into alternate futures, they use their eye as a channel for elemental energy, effectively specializing in evocation while other cyclopes specialized in divination.

A few ancient tablets of somewhat questionable origin have been recovered which speak of the rift between the baleye cyclopes and their kin, and, if they are in fact genuine, then it seems that, in antiquity, a cyclops had to undergo an eldritch ritual in order to become a baleye cyclops, and that this was seen as anathema by the rest of cyclops civilization, which branded those who performed it as heretics. Easily recognizable by their eyes—which are forever altered as part of the transformation—these cyclopes were cast out. Exactly what become of them is unknown, and it is unclear whether or not the modern baleye cyclopes are in some way related to these ancient forebears, or if they are simply modern cyclopes that have performed the ritual. If the latter, considering how much the average cyclops' divination ability has degraded over the millennia, one can't help but wonder if ancient baleye cyclopes had even more powerful eye ray powers.

## Cyclops Brute

*This hulking, stinking creature that towers above you is shaped and proportioned like a human, except for its single glaring, white eye, which stands out from the middle of a dirt-stained, unshaven face topped by a tangle of greasy black hair. The creature bellows, hefting a tree trunk as a weapon, and charges.*

### CYCLOPS BRUTE

CR 12

XP 19,200

CE Huge humanoid (giant)

**Init** +2; **Senses** darkvision 120 ft., low-light vision; Perception +11

#### DEFENSE

**AC** 25, touch 6, flat-footed 25 (+4 armor, -2 Dex, +15 natural, -2 size)

**hp** 190 (20d8+100)

**Fort** +16, **Ref** +4, **Will** +9

**Defensive Abilities** ferocity

**Weaknesses** light sensitivity

#### OFFENSE

**Speed** 30 ft.

**Melee** greatclub +22/+17/+12 (3d6+13/x3)

**Ranged** rock +12 (2d6+13)

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

**Special Attacks** paralyzing eye, rock throwing (140 ft.), stomp (+12; 2d6+13)

#### STATISTICS

**Str** 29, **Dex** 6, **Con** 19, **Int** 10, **Wis** 13, **Cha** 8

**Base Atk** +15; **CMB** +26; **CMD** 35

**Feats** Alertness, Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Initiative, Iron Will, Power Attack, Weapon Focus (greatclub), Toughness

**Skills** Intimidate +19, Perception +11, Sense Motive +13, Survival +14; **Racial Modifiers** +8 Perception

**Languages** Cyclops

**SQ** bloody insight, vengeful fury

#### ECOLOGY

**Environment** any underground

**Organization** solitary, conclave (2-6), or tribe (7-18)

**Treasure** standard (hide armor, Huge greatclub, other treasure)

#### SPECIAL ABILITIES

**Bloody Insight (Su):** Cyclops brutes are not able to influence the outcome of events on as wide a variety of actions as a standard cyclops, but can do so more frequently in the area in which they specialize: violence. Once per round, when the cyclops brute makes a damage roll for a melee attack, he can roll twice and take the better result. The cyclops brute must declare that he is using this ability before the damage roll is made. Additionally, the cyclops brute automatically confirms any critical threats that he rolls.

**Paralyzing Eye (Su):** A cyclops brute can give an intense stare, focusing all its malevolence and hatred in order to paralyze a single opponent with fear. As a standard action, the cyclops brute can force a single living creature within 30 feet to succeed on a Fortitude save (DC 19) or be paralyzed for 1d4 rounds. Characters specifically seeking to avoid this ability can do so in the same fashion as avoiding a standard gaze attack (averting their eyes, wearing a blindfold, etc.), but must do so before the cyclops brute uses this ability in order for the precaution to have any effect. The cyclops brute must wait at least 1d4 rounds between uses of this ability. This is a mind-affecting fear effect, and the saving throw DC is Charisma-based. Creatures that cannot see are immune to this effect.

**Stomp (Ex):** As long as a brute cyclops does not move or take a 5-ft. step on its turn, it can attempt to stomp on an adjacent creature as a swift action. Treat this as a natural attack with a reach of 5 feet, which deals 2d6+13 points of bludgeoning damage on a successful hit. The brute cyclops cannot use its stomp attack as part of a full-attack action, but can use it as a separate swift action on the same round that it performs a full-attack action.

**Vengeful Fury (Ex):** A cyclops brute gains a +2 bonus on attack and damage rolls made against the last creature that dealt damage to the cyclops brute. This bonus lasts for 1 minute, or until another creature deals damage to the cyclops brute, whichever comes first. As long as the cyclops brute is benefitting from this ability, it suffers a -2 penalty on attack and damage rolls made against any other creature.

## Ecology

Though the average person imagines all cyclopes to be horribly brutish and primal, the fact of the matter is that most sages believe cyclopes were once a very civilized people with great powers of foresight, and some remnants of that ancient past linger on in modern cyclopes, even if it isn't immediately obvious. Cyclops brutes, known among some scholars as primal cyclopes or feral cyclopes, are a distinct breed of cyclopes that are most easily distinguished from their kin by their incredibly pale complexion and the milky-white color of their eyes.

These creatures are far more bestial than their smaller and less ferocious kin, and it is believed that they may be descendants of ancient cyclopes that were trapped beneath the surface of the earth after an ancient cataclysm, and which, over the eons, devolved into their current state. What they lack in intelligence and manners they more than make up for in strength and viciousness, and in the rare cases that these creatures make their way to the surface world, they almost always cause incredible death and destruction.

## Cyclops Seer

This creature resembles a large, muscle-bound human whose body seems to have been sculpted by the gods themselves, except for its face, which has only a single eye. Still, even this one eye seems somehow natural, right, and above all, beautiful. It is a bright blue in color, and seems incredibly deep. As the creature looks upon you, you feel as though it is staring through your soul.

### CYCLOPS, SEER

CR 15

XP 51,200

LN Large humanoid (giant)

**Init** +11; **Senses** low-light vision, *true seeing*; Perception +30

#### DEFENSE

**AC** 29, touch 15, flat-footed 22 (+5 armor, -1 Dex, +7 dodge, +9 natural, -1 size)

**hp** 221 (22d8+132)

**Fort** +18, **Ref** +6, **Will** +16

**Defensive Abilities** uncanny dodge

#### OFFENSE

**Speed** 30 ft.

**Melee** greatsword +21/+16/+11/+6 (3d6+7/19-20)

**Ranged** heavy crossbow +14 (2d8/19-20 x3)

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

**Special Attacks** pronouncement of doom

**Spell-Like Abilities** (CL 16<sup>th</sup>)

Constant—*detect scrying*, *true seeing*

At Will—*clairaudience/clairvoyance*, *detect magic*, *see alignment*<sup>UC</sup>

3/day—*vision*

#### STATISTICS

**Str** 21, **Dex** 8, **Con** 20, **Int** 10, **Wis** 24, **Cha** 8

**Base Atk** +16; **CMB** +22; **CMD** 38

**Feats** Alertness, Cleave, Great Cleave, Improved Initiative, Improved Bull Rush, Iron Will, Power Attack, Skill Focus (Perception), Skill Focus (Profession [soothsayer]), Toughness, Weapon Focus (greatsword)

**Skills** Intimidate +21, Perception +30, Profession (soothsayer) +22, Sense Motive +14, Survival +15; **Racial Modifiers** +18 Perception

**Languages** Common, Cyclops, Giant

**SQ** flash of insight

#### ECOLOGY

**Environment** any temperate or tropical

**Organization** solitary, conclave (2-6), or tribe (7-18)

**Treasure** standard (scale mail armor, Large greataxe, Large heavy crossbow, other treasure)

#### SPECIAL ABILITIES

**Cyclopean Intuition (Su):** A cyclops seer is constantly aware of a flowing stream of future possibilities, which grants him insights into the immediate future. As a result, he gains a dodge bonus to AC equal to his Wisdom modifier. Additionally, he uses the higher of his Dexterity

or Wisdom modifiers to determine his bonus to initiative checks.

**Flash of Insight (Su):** As an immediate action, a seer cyclops can peer into an occluded visual spectrum of possible futures, gaining insight that allows it to select the exact result of one die roll before the roll is made. This effect can alter an action taken by the seer cyclops only, and cannot be applied to the rolls of others. The seer cyclops can use this ability once every 1d4 rounds.

**Pronouncement of Doom (Su):** As a move action, a seer cyclops can pronounce doom upon a single creature that he can see. The seer cyclops uses his mystical powers of divination to peer through possible futures, and attempts to influence the flow of destiny towards futures in which the target fails. The seer cyclops must succeed on a Profession (soothsayer) check (DC 10 + the target's Hit Dice + the target's Charisma modifier), or the pronouncement has no effect. If the seer cyclops succeeds on this check, then whenever the target makes any kind of die roll, he must roll twice and take the worse result. The seer cyclops can maintain this effect on subsequent rounds as a swift action as long as he can still see the target, but must succeed on an additional Profession (soothsayer) check at the same DC each round that he maintains the effect. If he ever fails the check or chooses not to maintain the effect then the effect ends immediately, and the target is immune to this ability for 1 minute.

## Ecology

Cyclops seers are incredibly rare in modern times, but, according to legends and the research of various sages and scholars, there was a time in the ancient past when nearly all cyclopes had the incredible powers of divination and perception that are now the purview of only an incredibly gifted few. While the average cyclops has the ability to affect the flow of fate in small ways every once in a while, with great effort, cyclops seers can regularly bend fate to their will, rendering all their enemies' endeavors to utter failure, and ensuring that their own actions meet with perfect success. Their powers of divination are also staggeringly powerful, and it is all but impossible to fool or deceive a cyclops seer.

It is unknown exactly what causes a standard cyclops to become a cyclops seer, but all evidence seems to suggest that the difference does not occur at birth, but rather happens later in life. Though some sages believe it simply takes time for the cyclops seer's powers to manifest, others suggest that perhaps there is some key element that the cyclopean ancients used to unlock their mystic potential, but which has been lost to time, and that cyclops seers come about when modern cyclopes stumble across this unknown thing by accident. Such sages theorize that perhaps if this element could be identified, it could be used to bring the human race to the heights enjoyed by the ancient cyclopean sages.

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# Exotic Encounters: Cyclopes

There are all kinds of reasons why you might not want to use a monster stat-block straight from the core rules. For one thing, if your players have a habit of browsing through such books, or are long-time veterans who know the basic ins and outs of most fantasy staples, you may need an unusual stat-block just to throw them a curve ball and teach them that they can't count on their out of character knowledge to take all the mystery out of the game. Alternatively, many GMs can recall a time when they wanted to make use of a certain monster in their game, only to find that it was a few CRs too high or low for what they had in mind.

*Exotic Encounters* takes a single, iconic monster, and creates three new variants on that theme. These variants aren't simple tweaks, and are more than simply advancing or removing Hit Dice, though that occurs as well. Each of these three variations on the monster's theme has a specific, flavorful goal in mind, and a role to play, and their statistics entries are gently massaged in order to make them fit those roles. Further, each of these variants comes with brand new specially-crafted special abilities, which are unique to *Exotic Encounters* and not found anywhere else.

This particular installment of *Exotic Encounters* focuses on the cyclops. These terrible, one-eyed monsters have plagued human imagination since antiquity, and, in some recent campaign settings, are depicted as having ancient roots themselves, and being the descendants of a mighty empire of diviners, which fell long ago. The first cyclops in this book, the balcyce cyclops (CR 9) represents a cyclops that took a different path, honing his eye for use with evocation, not divination, which can fire deadly rays from his eye, and which is vulnerable to attacks made against his eyes. The second cyclops, the cyclops brute (CR 12) is more typical of modern interpretations of cyclopes as large, hulking, stupid creatures. Larger than his kin, the cyclops brute is truly vicious in combat, and can crush his foes into the ground with a terrible foot stomp. Finally, the cyclops seer (CR 15) represents a cyclops who has tapped into the strong divination powers of his ancestors, and who can see the world for what it truly is, as well as influence the future with ease, making him a terrible foe to face.