# Exotic Encounters:

# Unfcoms



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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 noble unicorn. These proud and noble creatures have a long history in fantasy media, but rarely serve as creatures that the average group of adventurers have a reason to fight. The first unicorn in this book, the sylvan guardian unicorn (CR 5), is not a paragon of good, but rather of nature, and will do anything to defend its sylvan home, especially impaling hunters and woodsmen who might threaten it. The storm unicorn (CR 8) is a mix of a unicorn and a pegasus, and possesses the ability to fly, as well as an affinity for storms and lightning, which it can fire from its jagged metallic horn. These elusive creatures are rare and exotic game, and are not noble paragons of virtue like their more common cousins. Finally, there is the purifier unicorn (CR 10), which is so pure and divine that non-good creatures that look upon it are struck blind. While it makes a suitable challenge for a group of evil adventurers who are far too powerful to find a challenge in the standard unicorn, its magic tears provide a reason for characters of any alignment to attempt to subdue one, if the need is dire.

#### Sylvan Guardian Unicorn

This creature resembles a chestnut-brown horse, with a shaggy mane, and a large, black horn emerging from the center of its forehead. The horn forms a tight, thin spiral pattern that comes to a jagged-looking point about two feet from the creature's head.

#### UNICORN, SYLVAN GUARDIAN

CR 5

**XP 1,600** LN Large magical beast

**Init** +3; **Senses** darkvision 60 ft., low-light vision, scent; Perception +11

#### DEFENSE

AC 18, touch 12, flat-footed 15 (+3 Dex, +6 natural, -1 size) hp 51 (6d10+18) Fort +8, Ref +8, Will +7 Immune compulsion, disease, poison

OFFENSE

Speed 60 ft.

**Melee** gore +10 (2d6+4), 2 hooves +7 (1d3+2)

Space 10 ft.; Reach 10 ft.

**Special Attacks** horn of nature's purity, powerful charge (gore, 4d6+8)

Spell-Like Abilities (CL 7<sup>th</sup>)

Constant—speak with animals, speak with plants At Will—tree shape

3/day—charm animal (DC 18), entangle (DC 18), heat metal (DC 19)

1/day— dominate animal (DC 20), summon nature's ally IV

STATISTICS

Str 18, Dex 17, Con 16, Int 11, Wis 21, Cha 24 Base Atk +6; CMB +11; CMD 24 (28 vs. trip) Feats Improved Natural Attack (gore), Multiattack, Weapon Focus (gore) Skills Acrobatics +9, Perception +11, Stealth +9, Survival

+8 (+11 in forests); **Racial Modifiers** +3 Survival in forests, +4 Stealth

Languages Common, Sylvan

SQ forest jaunt, graceful step, nature's weapon, wild empathy +19

ECOLOGY

Environment temperate forests Organization solitary, mated pair, or thicket (3-6) Treasure none

SPECIAL ABILITIES

**Forest Jaunt (Su):** The elusive sylvan guardian unicorn is capable of slipping through forested areas with a speed and grace that borders on magical. As a swift action, a sylvan guardian unicorn can teleport to a nearby location, as the spell *dimension door*, except that the sylvan guardian unicorn is not prevented from taking other actions after using this ability. Both the location that the sylvan guardian unicorn activates this ability in and its destination must be in a forested area, or the ability fails. The sylvan guardian unicorn can use this ability once every 104 rounds.

**Graceful Step (Su):** A sylvan guardian unicorn can move through any sort of undergrowth at its normal speed and without taking damage or suffering any other impairment. This applies to natural obstacles as well as to those that have been magically manipulated to impede motion, but only applies to undergrowth or other forms of vegetation.

Horn of Nature's Purity (Su): A sylvan guardian unicorn's gore attack is more effective against enemies of nature. It deals an additional 2d6 points of damage on each successful hit against creatures of the aberration or construct types. Further, against such creatures, it threatens a critical hit on a result of 18-20, and has a critical multiplier of x<sub>3</sub>. These benefits also apply to humanoid creatures, but only if those creatures have cut down a tree or other inanimate plant, or slain a creature of the animal type, in the last 24 hours.

Nature's Weapon (Ex): A sylvan guardian unicorn's gore attack is treated as though it were made of adamantine, cold iron, and silver for the purposes of overcoming damage reduction.

Wild Empathy (Su): This functions as the druid's wild empathy class feature, except that the sylvan guardian unicorn has a +6 racial bonus on the check. Unicorns with druid levels add this racial modifier to their wild empathy checks.

#### Ecology

While unicorns are often associated with purity, the sylvan guardian unicorn is an excellent example that one person's definition of "pure" might not be the same as another's. These unicorns are guardians of the forest and other wild places, and will not hesitate to turn to violence in order to protect their territory from the encroachment of civilization or other unnatural things. Their purity comes not from a gentle heart, as their more common kin, but rather from their righteous indignation at the plight of the natural world, and their whole-hearted devotion to it.

Sylvan guardian unicorns are quite intelligent, and often gain levels in druid or ranger. They live fairly solitary lives, maintaining a constant vigil to ensure the purity of their lands. Many sylvan guardian unicorns long for someone with which to have a conversation, as the various and animals and plants that inhabit their home make for poor conversationalists, and, unless their particular territory happens to be the home of one or more fey, they often spend their lives with no one to talk to.

#### Storm Unicorn

The creature before you appears to be a purewhite horse, though a large, jagged silver horn juts forth from its forehead, and it bears a pair of feathered wings.

#### UNICORN, STORM

#### **CR 8**

XP 4,800

CN Large magical beast Init +7; Senses darkvision 60 ft., low-light vision, scent; Perception +13

#### DEFENSE

AC 22, touch 19, flat-footed 19 (+7 deflection, +3 Dex, +3 natural, -1 size) hp 85 (10d10+30) Fort +10, Ref +10, Will +10 Immune charm, compulsion, electricity, sonic

#### OFFENSE

Speed 60 ft., fly 60 ft. (good) Melee gore +8 (1d8+4 plus 3d6 electricity), 2 hooves +5 (1d3+2 plus 1d6 electricity) Space 10 ft.; Reach 10 ft. Special Attacks powerful charge (gore, 2d8+8 plus 3d6 electricity), thunder stomp (5d8, DC 19) Spell-Like Abilities (CL 14<sup>th</sup>) At Will—call lightning (DC 20) 3/day—lightning bolt (DC 20)

1/day—call lightning storm (DC 23), control weather

#### STATISTICS

Str 18, Dex 17, Con 16, Int 11, Wis 21, Cha 24 Base Atk +10; CMB +15; CMD 35 (39 vs. trip) Feats Combat Reflexes, Improved Initiative, Iron Will, Multiattack, Weapon Focus (gore) Skills Acrobatics +11, Fly +5, Perception +13, Stealth +11, Survival +10 (+13 in forests); Racial Modifiers +3 Survival in forests, +4 Stealth Languages Common, Sylvan SQ lightning armor, storm horn, storm lord

#### ECOLOGY

**Environment** temperate forests **Organization** solitary, or thunder (4-12) **Treasure** none

#### SPECIAL ABILITIES

Lightning Armor (Su): A storm unicorn is constantly surrounded by a potent field of electricity, which grants it a deflection bonus to AC equal to its Charisma modifier. Additionally, any time that a creature successfully hits a storm unicorn with a melee attack made with either a natural attack or a weapon made primarily of metal, the attacker suffers 1d6 points of electricity damage.

**Storm Horn (Ex):** A storm unicorn's gore attack is treated as a magic weapon for the purposes of overcoming damage reduction. Additionally, its gore attack deals an additional 3d6 points of electricity damage on a successful hit. This damage is not multiplied in the event of a critical hit, nor is it affected by the storm unicorn's powerful charge ability.

**Storm Lord (Ex):** A storm unicorn is empowered by thunder, lightning, and stormy weather. It never has to make Fly checks to avoid being checked or blown away, regardless of wind speed. Additionally, as long as the storm unicorn is in stormy weather and is not in contact with the ground, it gains a +4 competence bonus on attack and damage rolls.

**Thunder Stomp (Su):** A storm unicorn can create a great thunderous boom with its hooves, even when it isn't currently standing on solid ground. As a standard action, the storm unicorn can create a violent sonic burst which deals 5d8 points of sonic damage to each other creature within 30 feet of the storm unicorn, and causes those creatures to become deafened for 1d4 rounds. A successful Fortitude save (DC 19) halves the damage and prevents the deafened condition. The saving throw DC is Strength-based.

#### Ecology

Even more elusive than their landbound kin, storm unicorns could just as easily be considered pegasi as they could unicorns, and in fact have quite a bit in common with both, though they are far more than the sum of their parts. Storm unicorns have both the trademark horn of the unicorn (although in their case the horn appears to be made out of a silvery, mithrallike metal), as well as the bird-like wings of a pegasus. Beyond that, however, they seem to have a close, mystical connections to storms and lightning, and, indeed, it is rare to find a storm unicorn very far from a lightning storm.

These strange creatures spend most of their time in the clouds, travelling in large herds that follow large storms across the land. Some scholars believe that they do this because the storm sustains them in some way (they do still need to land and graze from time to time), while others believe that they understand the advantages that they gain from being close to storms, and seek to take advantage of it to protect themselves from predators.

Whatever the case, these creatures' unique bodies are able to harmlessly channel electricity, rendering them immune to the lightning bolts, and even allowing them to hurl lightning of their own, which discharges from their strangely metallic horn.

#### Purifier Unicorn

The creature before you resembles a horse of perfect white hue, which seems to literally glow with a radiant golden purity. From its forehead juts a conical horn, perfectly smooth on every side, which appears to be made of pure gold.

#### UNICORN, PURIFIER

#### XP 9,600

CR 10

NG Large magical beast (extraplanar, good)

Init +7; Senses darkvision 60 ft., low-light vision, scent; Perception +15

Aura circle of purity (20 ft.)

#### DEFENSE

AC 25, touch 13, flat-footed 21 (+3 Dex, +1 dodge, +12 natural, -1 size; +4 deflection vs. evil) hp 110 (13d10+39) Fort +11, Ref +11, Will +9; +4 resistance vs. evil Immune charm, compulsion, disease, poison

#### OFFENSE

Speed 60 ft.

**Melee** gore +19 (2d6+6 plus 2d6 vs. evil), 2 hooves +15 (1d6+3)

Space 10 ft.; Reach 10 ft.

**Special Attacks** blinding purity, powerful charge (gore, 4d6+8)

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

At Will— daylight, detect evil (as free action) 3/day—cure critical wounds, restoration 1/day—banishment (DC 23), heal, greater teleport, plane

shift (willing creatures only)

#### STATISTICS

Str 22, Dex 17, Con 16, Int 11, Wis 21, Cha 24 Base Atk +13; CMB +20; CMD 33 (37 vs. trip) Feats Combat Reflexes, Dodge, Improved Initiative, Improved Natural Attack (gore), Improved Natural Attack (hooves), Multiattack, Weapon Focus (gore) Skills Acrobatics +12, Perception +15, Stealth +12, Survival +12; Racial Modifiers +4 Stealth Languages Celestial, Common SQ healing tears, pure strike, wild empathy +26

#### ECOLOGY

Environment temperate forests Organization solitary Treasure none

SPECIAL ABILITIES

**Blinding Purity (Su):** A purifier unicorn's inner purity is so strong that evil creatures that if it is viewed by creatures who are spiritually unworthy, they are likely to lose their sight altogether. Any non-good creature that sees the purifier unicorn must succeed on a Will save (DC 23) or be blinded permanently. Non-evil creatures gain a +4 bonus on this saving throw. **Circle of Purity (Su):** A purifier unicorn is constantly surrounded by an aura of purifying magic. This functions as a *magic circle against evil*, except that it has a radius of 20 feet, and the bonuses granted to AC and saving throws are increased to +4. Additionally, any evil creature that enters or begins its turn within the affected area suffers 4d8 points of damage. A successful Fortitude save (DC 23) halves this damage. Undead creatures and evil outsiders are considered vulnerable to this damage, and suffer half again as much (150%).

**Healing Tears (Su):** A purifier unicorn's tears have powerful curative effects. A single dose of these tears (roughly 1 oz.) functions as a *greater restoration* spell. Further, a creature that drinks a dose of these tears is affected as though by the spell *heroism* for 24 hours after doing so.

**Pure Strike (Su):** A purifier unicorn's gore attack is treated as a magic good weapon for the purposes of overcoming damage reduction. Additionally, its gore attack automatically overcomes any damage resistance possessed by evil-aligned outsiders and undead, even if it would not normally do so. Finally, a purifier unicorn's gore attack deals an additional 2d6 points of damage to evil creatures.

**Wild Empathy (Su):** This functions as the druid's wild empathy class feature, except that the unicorn has a +6 racial bonus on the check. Unicorns with druid levels add this racial modifier to their wild empathy checks.

#### Ecology

These incredibly rare and noble creatures are paragons of celestial virtue and purity, and are symbols of virtue and hope. Purifier unicorns are not born, as normal unicorns are, but actually spring into being fully-formed in Celestia in rare occasions when truly selfless deeds of great proportions are performed by mortals. Whether or not they are biologically capable of breeding is unknown, but the creatures do not take mates, in any event, and devote themselves wholly to what they view as their divine purpose in life. The exact nature of this purpose varies from one purifier unicorn to the next, but all are noble and self-sacrificing causes, and in some ways these beautiful creatures are as tragic as they are inspiring, for they truly live only to serve.

Perhaps the best example of this is the magical properties of a purifier unicorn's tears, which are highly sought after as a cure-all panacea. While purifier unicorns have been known to willingly endure painful ordeals in order to freely give tears to those who are deserving, it is not uncommon for evil creatures to attempt to hunt down purifier unicorns, capture them, and proceed to painfully "milk" the tears from them. While most such endeavors end only in blindness for the would-be hunters, the success of some such groups has led to a rapid decrease in the number of remaining purifier unicorns. Permission to copy, modify and distribute the files collectively known as the System Reference Document ("SRD") is granted solely through the use of the Open Gaming License, Version 1.0a.

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## Exotic Encounters: Unicorns

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