Mythic Mastery: The Vordis Scourge Volume II

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Introduction

The vordis are a group of construct-like creatures that are part machine and part undead, preserved flesh. The vordis come in many shapes and sizes, and indeed, they are in many ways more of a culture or an organization than they are a race. Their numbers grow by harvesting the flesh of living creatures, which they incorporate into ever more strange and exotic designs. The ultimate goal of the vordis is nothing less than to recreate all life in their own twisted, metallic image.

Vordis Subtype

Horrible amalgamations of dead flesh and gleaming steel, the vordis are creatures of nightmare: constructs that are partially constructed from the mangled and reprocessed flesh of once-living creatures. They actively seek out living creatures, which they capture and use as raw materials to create new vordis monstrosities. Although little is known of their culture, it is believed that they seek to spread their terrifying state of reprocessed existence to all life forms, and create a "perfect" world of preserved flesh and polished chrome. Because they have undead components, the vordis are somewhere between being a construct and being an undead creature.

All vordis gain the following traits.

- **Vordis Subtype:** The construct gains the "vordis" subtype.
- Intelligent: Vordis are intelligent, and thus have skills and feats as appropriate for their Hit Dice. Unless otherwise indicated for a specific vordis, all vordis have Intelligence scores of 10.
- Fortification: All vordis have the fortification universal monster ability.
- Regeneration: A vordis's body is adept at repairing itself, and, unless otherwise indicated for a specific vordis, all vordis have regeneration equal to their Hit Dice, which can be overcome by good-aligned weapons and good spells.
- Undead Vitality: A vordis adds its Charisma modifier to all Fortitude saves, and to the number of hit points it gains per Hit Dice, as though it were an undead creature. Additionally, a vordis is harmed by positive energy as though it were undead, although it gains an amount of channel resistance equal to 1/2 its Hit Dice.
- Impossible to Create: The secrets of creating a vordis have so far remained in the hands of the vordis, and no other creatures have yet been able to replicate these machines in a working fashion, although some success has been had with harvesting their body parts as grafts (see Vordis Grafts, below).

Vordis Grafts

Because they are specifically designed to work with the flesh of living organisms, some of the various features of certain vordis creatures can be harvested and incorporated into grafts which grant some or all of their functionality to the creature to which they are grafted. These grafts function as magic items, and occupy the appropriate magic item slots on the user's body. However, each graft requires a successful Heal check to attach or remove. This requires one hour of work, and the DC is included in the graft's entry. Further, the graft replaces the necessary body part. As long as the graft is worn, the body part continues to function normally, but if it is ever removed, the character will suffer the normal effects of the loss of that body part until they benefit from regeneration, or a similar effect. A vordis graft's weight only applies when it is not attached to a creature, and does not count against encumbrance when attached.

This book introduces two new vordis grafts, which are outlined below:

VORDIS SURGEON STATION

Aura faint transmutation; CL 5th Slot body; Price 24,000 gp; Weight 3 lbs. Construction Requirements Craft Wondrous Item; Heal DC 20; Cost 12,000 gp, plus a vordis surgeon's body

The wearer gains a surgeon station, which is attached to his own body and integrated with his nervous system. The station includes two claw-like scalpel blades which can be controlled psychically, and several onboard fluids which can be dispensed through an injector tube contained within the station. The surgeon station functions a healer's kit with unlimited uses. The wearer can use the scalpel blades to make 2 primary claw attacks each round which deal 1d6 points of damage plus 1d6 points of bleed damage. Using the claws in this fashion requires an exceptional level of mental control, and the wielder cannot make any other attacks in a round in which he makes an attack with the claws. The claws are treated as claws, daggers, or short swords for the purposes of feats such as Weapon Focus and abilities such as weapon training. Additionally, while in control of a grapple, the wearer can use the vordis surgeon's necrotic injection special attack. The saving throw DC is equal to 10 + 1/2 the wearer's Hit Dice + the wearer's Constitution modifier.

VORDIS HARVESTER'S PINCER CLAW

Aura strong necromancy and transmutation; CL 18th Slot 1 hand, 1 ring, and 1 wrist; Price 30,000 gp; Weight 10 lbs.

Construction Requirements Craft Wondrous Item; **Heal DC** 17; **Cost** 3,000 gp, plus a vordis harvester's body

The wearer replaces one of his arms with a vordis harvester's oversized crab-like claw. The hand and fore arm are rendered useless for anything except attacking with the claw. The wielder gains a claw natural attack which deals 2d6 points of damage, and the vordis harvester's harvest special attack, except that the DC to resist having a limb severed is 20. A mythic character adds his mythic tier to this saving throw DC.

Vordis Surgeon

Floating in the air is this serpentine creature with pale scales. At the lower end of the unusually stout serpent is a round, almost human face with large black eyes and a wide, fang-filled mouth. The center of the creature is wrapped with grotesque and bulbous sacks of gas, which propel it through the air. Its underbelly is dominated by an integrated board, from which extend a multitude of razor-sharp scalpels and hollow metal tubes attached to glass vials filled with venom.

VORDIS SURGEON

CR 9

XP 6,400

NE Medium construct (vordis)

Init +7; Senses darkvision 60 ft., low-light vision, scent; Perception +12

DEFENSE

AC 23, touch 14, flat-footed 19 (+3 Dex, +1 dodge, +9 natural) hp 102 (11d10+42); regeneration 11 (good)

Fort +4, Ref +6, Will +4

Defensive Abilities channel resistance 5, fortification; **Immune** construct traits

OFFENSE

Speed 10 ft., fly 40 ft. (good)

Melee 2 claws + 14 (1d6+5 plus 1d6+2 bleed damage), bite +14 (1d8+3 plus poison)

Special Attacks necrospray, necrotic injection, surgeon's edge

STATISTICS

Str 16, Dex 16, Con —, Int 14, Wis 12, Cha 12 Base Atk +11; CMB +14; CMD 28 (cannot be tripped) Feats Dodge, Improved Initiative, Improved Natural Attack (bite, claw), Skill Focus (Heal), Toughness Skills Fly +15, Heal +18, Perception +12, Stealth +11; Survival +12; Racial Modifiers +8 Stealth Languages Aklo, Common, Vordis ECOLOGY Environment any Organization solitary, pair, or pack (3–12) Treasure none

SPECIAL ABILITIES

Necrospray (Ex): A vordis surgeon can spray the necrotic fluid it normally uses for preparing a body for vordis experimentation in an aerosol cloud, which takes the form of a 15-foot cone. Living creatures within the area must succeed on a Fortitude save (DC 15) or suffer 1d2 points of Constitution damage and become nauseated for 1 round. Creatures that succeed on their Fortitude save are instead sickened for 1 round.

Necrotic Injection (Ex): A vordis surgeon's onboard surgery station comes complete with a tube for injecting specialized fluids, distilled from its own body, which can have a profound effect on both cadavers and living creatures. A vordis surgeon must be in control of a grapple in order to use his necrotic injection. In lieu of doing damage, the vordis surgeon can use the necrotic injection to fill its target with this potent substance. A living creature filled with this substance suffers 1d6 points of Constitution damage and must succeed on a Fortitude save (DC 17) or be stunned for 1 round. A creature that dies as a result of Constitution damage in this way is revived immediately as a zombie. While the zombie is under no compulsion to serve the vordis surgeon, it is not immediately hostile to the vordis surgeon.

If this ability is used on an undead creature, the undead gains 5d6 temporary hit points, and must succeed on a Will save(DC 17) or be overwhelmed by the fluid and forced to obey the vordis surgeon's telepathic commands. This effect lasts for 1d4 rounds, or until the undead loses all temporary hit points gained this way. The saving throw DCs are Intelligence-based.

Poison (Ex): Bite—injury; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d4 Str damage and target is staggered for 1 round; *cure* 2 saves.

Surgeon's Edge (Ex): A vordis surgeon can apply its vast intellect to allow for precision strikes with the claws granted by its onboard surgery station. As such, all attacks made with the vordis surgeon's claws add its Intelligence modifier to damage, as well as inflicting additional bleed damage equal to 1d6 + its Intelligence modifier. This is precision-based damage.

Ecology

Vordis surgeons are scientists and experimenters seeking to perfect the vordis through experimentations on other organisms. The vordis surgeon prefers to conduct its experiments on the highly successful beings of other races and worlds, learning which parts of their forms are worth incorporating into the vordis. They seek out living beings and undead, controlling them to learn their bodily functions and then dissecting them to see how their bodies work. Often the vordis surgeons engage in elaborate and long-term experiments with a race of beings, manipulating them in different ways and then performing vivisections and dissections to determine the results. Sometimes these experiments are carried out in the field in secret and involve the creation of elaborate conspiracies in order to hide their objectives from those who could destroy or compromise their research. In other cases, the vordis surgeons operate in areas already dominated by vordis influence and are free to act openly and on a grand scale. In either case, vordis surgeons have been known to perform experiments most would view as beyond cruel or mad in pursuit of the vordis notion of perfection.

Voids surgeons are fairly likely to be forced to operate alone and away from other vordis in order to ensure the integrity of their research. In such situations, vordis surgeons rely on their zombie slaves to safeguard themselves and their research. When operating among other vordis, the vordis surgeons spend their time in complete comfort and confidence. Vordis surgeons are often the first vordis to encounter those that infiltrate their holdings, eager to examine the inner workings of beings so bold and capable.

Mythic Vordis Surgeon

This twin-headed serpent is unusually stout, being almost half as wide as it is long. Both identical faces seem to be made from a white, glassy surface and peer at you with unblinking, empty eyes. A pair of fangs protrude from an opening at the base of each mask-like face, dripping black venom. The creature is held aloft by gas-filled sacks attached to its back. Its underside features a mounted surgeon's station, complete with prehensile razors and numerous glass bulbs filled with sinister bubbling liquids.

M١	THIC VORDIS SURGEON	CR 11/MR 4

XP 12,800

NE Medium construct (vordis)

Init +11; **Senses** darkvision 60 ft., low-light vision, scent; Perception +12

DEFENSE

AC 28, touch 15, flat-footed 23 (+3 Dex, +2 dodge, +13 natural) hp 142 (11d10+82); regeneration 11 (good) Fort +4, Ref +6, Will +4

DR 10/epic

Defensive Abilities channel resistance 5, fortification, poisonous blood; **Immune** construct traits

OFFENSE

Speed 10 ft., fly 40 ft. (good) Melee 2 claws + 14 (1d6+11 plus 1d6+8 bleed damage) and 2 bites +14 (1d8+3 plus poison and grab) Special Attacks mythic power (8/day, surge +1d8), necrospray, necrotic injection, surgeon's edge STATISTICS Str 16, Dex 16, Con —, Int 18, Wis 12, Cha 12 Page Atlance CMB = CMB = 2 (MB = 2)

Base Atk +11; CMB +14; CMD 28 (cannot be tripped) Feats Dodge^M, Improved Initiative^M, Improved Natural Attack (bite, claw), Skill Focus (Heal), Toughness Skills Fly +15, Heal +18, Perception +12, Stealth +11; Survival +12; Racial Modifiers +8 Stealth Languages Aklo, Common, Vordis

ECOLOGY

Environment any

Organization solitary, pair, or pack (3–12) Treasure none

SPECIAL ABILITIES

Necrospray (Ex): A mythic vordis surgeon can spray the necrotic fluid it normally uses for preparing a body for vordis experimentation in an aerosol cloud, which takes the form of a 15-foot cone. Living creatures within the area must succeed on a Fortitude save (DC 15) or suffer 1d2 points of Constitution damage and become nauseated for 1 round. Creatures that succeed on their Fortitude save are instead sickened for 1 round.

Necrotic Injection (Ex): A mythic vordis surgeon's onboard surgery station comes complete with a tube for injecting specialized fluids, distilled from its own body, which can have a profound effect on both cadavers and living creatures. A vordis surgeon must be in control of a grapple in order to use his necrotic injection. In lieu of doing damage, the vordis surgeon can use the necrotic injection to fill its target with this potent substance. A living creature filled with this substance suffers 1d6 points of Constitution damage and must succeed on a Fortitude save (DC 19) or be stunned for 1 round. A creature that dies as a result of Constitution damage in this way is revived immediately as a zombie. While the zombie is under no compulsion to serve the vordis surgeon, it is not immediately hostile to the vordis surgeon.

Alternatively, the mythic vordis surgeon may choose to expend 1 use of mythic power if the target dies as a result of the Constitution damage. If the mythic vordis surgeon does so, the target is instead revived as any corporeal undead or vordis of the mythic vordis surgeon's choosing, so long as the chosen creature's CR is less than that of the mythic vordis surgeon. In this case, the newly created creature is under the mythic vordis surgeon's control. A mythic vordis surgeon can control any number of creatures in this way, so long as their total Hit Dice does not exceed twice its CR (typically up to 22 HD worth of creatures).

If this ability is used on an undead creature, the undead gains 5d6 temporary hit points, and must additionally succeed on a Will save (DC 19) or be overwhelmed by the fluid and forced to obey the vordis surgeon's telepathic commands. This effect lasts for 1d4 rounds, or until the undead loses all temporary hit points gained this way. The saving throw DCs are Intelligencebased.

Poison (Ex): Bite or poisonous blood—injury or contact; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d4 Str damage and target is staggered for 1 round; *cure* 2 saves.

Poisonous Blood (Ex): Any creature that confirms a critical hit against a mythic vordis surgeon with a piercing or slashing melee weapon is sprayed with its poison (melee weapons with reach don't endanger their users in this way).

Surgeon's Edge (Ex): A vordis surgeon can apply its vast intellect to allow for precision strikes with the claws granted by its onboard surgery station. As such, all attacks made with the vordis surgeon's claws add its Intelligence modifier and mythic tier to damage, as well as inflicting additional bleed damage equal to 1d6 + its Intelligence modifier + its mythic tier. This is precision-based damage.

Ecology

Mythic vordis surgeons are somewhat more frequently found than other mythic vordis and usually obtain their mythic power through extensive experimentation with mythic victims and themselves. It is the chief goal of the mythic vordis surgeon to understand mythic power and its interaction with various forms of life, and to determine how to fully integrate mythic power into vordis society. Such processes almost always bring the mythic vordis surgeon into contact with mythic characters, with the aim of capture and study. Some mythic vordis surgeons employ large scale and elaborate experiments which manipulate circumstances around the subject, allowing them to subtly observe their targets and collect data. Others utilize a more direct approach, and simply attempt to capture or kill mythic creatures to further their studies.

Vordis Harvester

The giant before you has two thin legs of black steel and a hard, wing-shaped shell falling from its waist down the back of its body. From the waist up, the horror resembles a bare-chested and well-muscled human, with unnaturally long arms ending in cruel metal pinchers. Its face is pale and largely obscured by a black iron mask which covers everything but the dead eyes.

VORDIS HARVESTER

CR 12

XP 19,200

NE Large construct (vordis)

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +1

DEFENSE

AC 27, touch 9, flat-footed 27 (-1 size, +18 natural) hp 140 (13d10+69); regeneration 13 (good) Fort +6, Ref +4, Will +5 Defensive Abilities channel resistance 6, fortification; Immune construct traits

OFFENSE

Speed 30 ft. Melee 2 claws + 21 (2d6+9) Special Attacks harvest, integrate

STATISTICS

Str 28, Dex 10, Con —, Int 10, Wis 12, Cha 14 Base Atk +13; CMB +23; CMD 33 Feats Devastating Strike, Improved Devastating Strike, Improved Natural Attack (claw), Improved Vital Strike, Power Attack, Toughness, Vital Strike Skills Climb +22, Heal +14, Stealth +4; Racial Modifiers +8 Stealth

Languages Vordis

ECOLOGY

Environment any Organization solitary, pair, or pack (3–12) Treasure none

SPECIAL ABILITIES

Harvest (Ex): Whenever the vordis harvester successfully confirms a critical hit with its claw attacks, it can attempt to harvest the limbs of a living or dead creature (a vordis harvester can also use the coup de grace action against a dead creature in order to use this ability). The vordis harvester must choose a single limb (an arm or leg of a living creature, or the arm, leg, or head of a dead creature), which is severed by the attack (see Appendix: Losing Limbs, for more information on dealing with losing a body part) and held in the claw which dealt the critical hit. A living creature can attempt a Fortitude save with a DC equal to 1/3 the damage dealt by the attack in order to negate this affect.

Integrate (Ex): A vordis harvester can integrate a held body part into a vordis (including itself) as a full-round action which provokes attacks of opportunity. In order to do this it must succeed on a Heal check (DC 5 + the target's Hit Dice). If the check is successful, the limb becomes attached to the target for 1d10 rounds, after which time the limb withers away and drops to the ground, becoming a useless husk which cannot be reintegrated using this ability. A character can use a *regeneration* spell to reattach a limb discarded in this way. Attached limbs have a number

of effects, described below. Because a vordis harvester is exceptionally skilled in harvesting and integrating limbs, it can permanently integrate a number of limbs upon itself equal to its Charisma modifier (typically 2). To do so, it must succeed on a Heal check (DC 10 + its Hit Dice—typically DC 23). Limbs attached in this way are parasitic in nature and sap some of the vordis harvester's own energies. This manifests in the vordis harvester losing 3 points of regeneration per additional limb attached in this way.

Benefits for Attached Limbs

- Arms: The vordis gains the natural attack which • could be performed by the limb. Thus, an arm with a claw attack would allow the vordis to make a claw attack at its highest base attack bonus. The damage for such a natural attack is based on the damage that would be dealt with the appropriate natural attack by the creature that the limb was harvested from. If the limb was harvested from a creature 1 or more size categories larger than the vordis, then all attacks made with that limb suffer a -4 penalty. If the limb harvested in this way could not normally be used to make a natural attack, the limb can instead be used to make a slam natural attack which deals damage based on the size of the character from whom the limb was harvested.
- Legs: The vordis gains a +10-foot enhancement bonus to its movement speed and a +2 circumstance bonus on CMD vs. trip attacks per additional leg attached. If the creature possessed a natural attack which could be- performed with that leg, then the vordis gains access to that attack. The damage for such a natural attack is based on the damage that would be dealt with the appropriate natural attack by the creature that the limb was harvested from. The vordis cannot gain the rake or trample special attacks in this way.
- Head: The vordis can take an additional move action per extra head it possesses. A vordis with many heads can perform more complex actions. For the purposes of this ability, an extra standard action is worth 2 move actions, and an extra full-round action is worth 4 move actions.

Ecology

Vordis harvesters serve a simple and necessary role in vordis society: they harvest the flesh of living beings in order to enhance and perpetuate the vordis. Vordis harvesters are equipped and tasked with the finding and harvesting of viable flesh to keep the vordis strong. To that end, harvesters are often deployed as hunter-gatherers, surveying outside worlds in search of the finest flesh to serve the vordis.

Mythic Vordis Harvester

Like others of its kind, this vordis harvester appears as a human from the waist up and as a mechanical roach from the waist down. Its whole body is jet black, and three mismatched arms dangle from a torso which supports, in addition to its own head, the dismembered heads of a bull and a human woman, her eyes still wide with horror, even in death.

MYTHIC VORDIS HARVESTOR

CR 15/MR 6

XP 51,200 NE Large construct (vordis)

Init +0; **Senses** darkvision 60 ft., low-light vision, x-ray vision; Perception +1

DEFENSE

AC 33, touch 9, flat-footed 33 (-1 size, +24 natural) hp 200 (13d10+129); regeneration 13 (good)

Fort +6, Ref +4, Will +5

Defensive Abilities block attacks, channel resistance 6, fortification, second save; **Immune** construct traits

OFFENSE

Speed 30 ft.

Melee 2 claws + 24 (2d6+18)

Special Attacks harvest, integrate, mythic power (6/day, surge +1d8), vorpal harvest

STATISTICS

Str 34, Dex 10, Con —, Int 10, Wis 12, Cha 14 Base Atk +13; CMB +26; CMD 33

Feats Devastating Strike, Improved Devastating Strike,

Improved Natural attack (claw), Improved Vital Strike, Power Attack^M, Toughness^M, Vital Strike^M

Skills Climb +25, Heal +14, Stealth +4; **Racial Modifiers** +8 Stealth

Languages Vordis

SQ powerful blows (claw)

ECOLOGY Environment any

Organization solitary, pair, or pack (3–12) Treasure none

SPECIAL ABILITIES

Harvest (Ex): Whenever the mythic vordis harvester successfully confirms a critical hit with its claw attacks, it can attempt to harvest the limbs of a living or dead creature (a mythic vordis harvester can also use the coup de grace action against a dead creature in order to use this ability). The mythic vordis harvester must choose a single limb (an arm or leg of a living creature, or the arm, leg, or head of a dead creature), which is severed by the attack (see Appendix: Losing Limbs, for more information on dealing with losing a body part) and held in the claw which dealt the critical hit. A living creature can attempt a Fortitude save with a DC equal to 1/3 the damage dealt by the attack + the mythic vordis harvester's mythic rank in order to negate this affect.

Additionally, whenever the mythic vordis harvester successfully deals damage to a character, it can expend 1 use of mythic power as a free action in order to attempt to harvest one of the target's limbs. If it chooses to do so, the DC to resist the affect is equal to 1/5 the damage dealt + the mythic vordis harvester's mythic rank, instead of 1/3 the damage dealt.

Integrate (Ex): A mythic vordis harvester can integrate a held body part into a vordis (including itself) as a full-round action which provokes attacks of opportunity. In order to do this it must succeed on a Heal check (DC 5 + the target's Hit Dice). If the check is successful, the limb becomes attached to the target for 1d10 rounds, after which time the limb withers away and drops to the ground, becoming a useless husk which cannot be reintegrated using this ability. A character can use a *regeneration* spell to reattach a limb discarded in this way. Attached limbs have a number of effects, described below. Because a mythic vordis harvester is exceptionally skilled in harvesting and integrating limbs, it can permanently integrate a number of limbs upon itself equal to its mythic rank (typically 6). To do so, it must succeed on a Heal check (DC 10 + its Hit Dice-typically DC 23). Limbs attached in this way are parasitic in nature and sap some of the vordis harvester's own energies. This manifests in the mythic vordis harvester losing 3 points of regeneration per additional limb attached in this way.

Benefits for Attached Limbs

- Arms: A mythic vordis harvester gains the same benefits for attached arms as a non-mythic one, except as noted here. If a mythic vordis harvester integrates an arm onto itself, the natural attack granted by that arm deals damage as though it were 1 size category larger than it actually is. Additionally, the mythic vordis harvester can wield arms that came from creatures up to 1 size category larger than itself without penalty.
- *Legs:* A mythic vordis harvester gains the same benefits for attached legs as a non-mythic one, except as noted here. If a mythic vordis harvester integrates a leg onto itself, it gains a bonus to its land speed equal to 20 feet per additional leg integrated, instead of the normal amount. Additionally, natural attacks granted by those legs deal damage as though they were 1 size category larger than normal.
- Head: A mythic vordis harvester gains the same benefits for attached legs as a non-mythic one, except as noted here. A mythic vordis harvester can take an additional full-round action per 3 extra move actions, instead of per 4 extra move actions. Additionally, every additional head grants a +1 bonus to initiative checks.

Vorpal Harvest (Ex): By expending 1 use of mythic power as a standard action, the mythic vordis harvester can attempt to remove the head of a living creature. If it does, it makes a single attack at its highest base attack bonus which, if successful, deals damage as normal and forces the target to succeed on a Fortitude save (DC 20) or be decapitated, killing the target instantly and severing his head, which is then held by the mythic vordis harvester. This is a death effect.

Ecology

Mythic vordis harvesters are born when a vordis harvester permanently integrate the head of a creature with mythic power into its own body. Once reborn in this fashion, mythic vordis harvesters begin their work of harvesting for the vordis with renewed vigor and greater ambition. Mythic vordis harvesters spurn most flesh as inferior and refuse to collect the flesh of common creatures, except at great need. While some choose to hunt only mythic creatures in an attempt to create more mythic vordis harvesters or enhance their already exceptional power, others choose to hunt mighty beasts and monsters far beyond the skills of their lesser kin.

On rare occasions, mythic vordis harvesters develop an unusual degree of independence and individualism, which the vordis view as dangerous. Undoubtedly, these independent mythic vordis harvesters arise as a result of the mythic power inherent in their adjoined body parts. Because of their extreme power and unpredictable temperament, these rogue vordis are usually hunted down and destroyed quickly, despite some interest among the vordis in studying them further. Because of this trend, vordis harvesters are generally discouraged from becoming mythic vordis harvesters.

Appendix: Losing Limbs

Various publishers have attempted to capture the effects of losing limbs in game mechanics throughout the years, to varying degrees of effectiveness. It is impossible for this book to be compatible with all of those different supplements, as many are contradictory. Further, we want you to be able to use the material in this book without having to pick up another, unrelated, book. As a result, we're including our own recommended rules for the effects of lost limbs, below. That said, if you have a different set of rules that you prefer, feel free to use them instead; just be aware that doing so may greatly affect the game balance of anything in this book that involves the loss of limbs.

Arm: A character that loses an arm suffers all the penalties associated with losing a hand, with a few differences. The penalty to Climb and Disguise checks increases to -10, and the penalty to CMB and CMD increases to -6. The character's Strength score is treated as 8 lower than it actually is for the purposes of determining how much weight he can lift off the ground and above his head, rather than 4 lower than it actually is. This still doesn't affect his actual carrying capacity.

A character that loses both arms suffers all the normal penalties for losing both hands, except that he also loses his wrist slot for magic items, he cannot cast spells with somatic components at all, and cannot make Climb checks at all.

Eye: A character that loses an eye suffers a -4 penalty on all sight-based Perception checks. Additionally, his poor depth perception gives all of his attacks a 10% miss chance.

A character that loses both eyes is blind. Even if a character loses both eyes, he can still wear and use magic



items that take up the eye slot, though he may not gain much use from them, if they require that he be able to see in order to function.

Foot: A character that loses a foot is unable to run, though he can still charge. His movement speed is reduced by half (rounded down), and he suffers a -4 penalty to CMB and CMD for the purposes of bull rush and overrun combat maneuvers. He cannot make trip combat maneuvers without a held weapon, and suffers a -4 penalty to CMD versus trip combat maneuvers. Finally, he suffers a -5 penalty to Acrobatics and Climb checks, as well as Disguise checks made to appear as someone with both feet, and certain Perform checks (at the GM's discretion).

A character who has lost both feet is denied his Dexterity bonus to AC at all times, and cannot charge. Further, the penalties to CMB and CMD increase to -15, and the penalties to skill checks increase to -20. A character with no feet does cannot wear feet slot magic items. Finally, such characters have their movement speed reduced to 1/4 their original speed (rounded down, minimum 5 feet).

Hand: A character that loses a hand is unable to hold anything with that arm, though he can still affix a shield to the arm from which the hand was lost. The character loses the ring slot associated with the missing hand. The character can cast spells with somatic components without difficulty, but must use his remaining hand to do so. The arm with the missing hand cannot be used to make somatic components. The target suffers a -5 penalty on Climb, Craft, Disable Device, and Sleight of Hand checks. He also suffers this penalty on any Disguise check made to appear as someone with both hands, and on certain Perform checks (at the GM's discretion). The character also suffers a -4 penalty to CMB for the purposes of the dirty trick, drag, grapple, and reposition maneuvers, and a -4 penalty to CMD for the purposes of creatures attempting to escape from a grapple with the target. Further, the arm with the missing hand cannot be used to perform disarm or steal combat maneuvers. Finally, the character's Strength score is treated as being 4 lower than it actually is for the purposes of determining how much weight he can lift off the ground or lift overhead, though his actual carrying capacity is unaffected.

A character that loses both hands cannot hold or carry objects normally, and suffers a -20 penalty to the listed skills, instead of a -5 penalty. The penalties to CMB and CMD increase to -15, and the target can no longer make disarm or steal combat maneuvers. Characters with no hands must succeed on a Concentration check (DC 15 + twice the spell's level) to cast any spells with somatic components.

Head: A character that loses a head typically dies instantaneously. If the creature is specifically noted as being able to survive without a head, it is most likely blinded, deafened, and unable to speak, but such creatures typically have such abnormal anatomy that it is impossible to generalize the effects that losing their head would have.

Leg: A character that loses a leg suffers all the penalties associated with losing a foot, with a few differences. His movement speed is reduced to 1/4 his original speed (rounded down, minimum 5 feet), and he can no longer run or charge, nor can he take a 5-foot step. The penalties to CMB and CMD are increased to -8, and the penalties to skill checks are increased to -10. Finally, a character that has lost a leg calculates his carrying capacity (including light, medium, and heavy loads) as though his Strength score were 5 lower than it actually is.

A character that loses both legs is always prone, and cannot walk. He can crawl 5 feet as a move action that provokes attacks of opportunity, as normal for a prone character. He cannot make bull rush or overrun combat maneuvers. He cannot make Climb checks, and suffers a -40 penalty on Acrobatics checks, Disguise checks made to appear as a character with both legs, and certain Perform checks (at the GM's discretion). Finally, the character treats his Strength score as though it were 15 lower than it actually is for the purposes of determining his carrying capacity (including light, medium, and heavy loads), to a minimum Strength score of 1.

Other Considerations

A discussion of some of the other things to consider when managing lost limbs is included below.

Healing: Lost limbs can be restored magically via the *regenerate* spell, as well as certain other spells (such as *Nosicaar's assimilation* from *A Necromancer's Almanac* 2012). Healing hit point damage does not restore lost limbs. If the severed limb is recovered and a Heal check (DC 30) is performed within a number of minutes equal to the victim's Hit Dice, a severed body part can be reattached. A body part that is reattached in this way does not function for one week (during which time the victim suffers all the normal penalties of being without the body part), but after this time the limb functions normally.

Paired Magic Items: If a character only has one foot or arm, he is not able to wear two shoes or two bracers, making it impossible for him to use most magic items that occupy the feet or wrist slot. Generally speaking, the magic of these items is actually still able to function in these situations, however, and characters with only one foot or one arm should be able to wear feet- and wrist-slot items without any additional difficulty.

Prosthetics: Several different sourcebooks provide information on various prosthetics, including magical and technological prosthetics. These usually have various effects that vary from prosthetic to prosthetic, above and beyond replacing the function of a missing limb. In general, a mundane prosthetic is unlikely to be as good as the limb it is attempting to replace, and negates only half of the penalties suffered for missing the limb in question, unless the individual prosthetic's description indicates to the contrary. Magical or technological prosthetics may be as good as or better than the original limb, and should, in general, largely negate any penalty for the missing limb.

Unarmed Strikes: Because unarmed strikes do not differentiate between different limbs, losing one or more limbs does not negatively impact a character's ability to make unarmed strikes. A character that loses both arms and both legs is unable to make unarmed strikes (although GMs who are so inclined may allow the character to do so by headbutting his opponent, in certain circumstances). 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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A Terrifying Merger of Cold Steel and Undead Flesh!

The vordis are a group of construct-like creatures that are part machine and part undead, preserved flesh. The vordis come in many shapes and sizes, and indeed, they are in many ways more of a culture or an organization than they are a race. Their numbers grow by harvesting the flesh of living creatures, which they incorporate into ever more strange and exotic designs The ultimate goal of the vordis is nothing less than to recreate all life in their own twisted, metallic image.

This book presents both mythic and non-mythic versions of two members of this terrifying race. The vordis surgeon (CRs 9 and 11) is not only the horrifying product of mad science, but is devoted to performing the same kinds of twisted and sadistic experiments that created it on other creatures. Its surgical claws slice and dice with horrifying ease, and its special serums can transform the living into the undead, or allow it to control undead already animated. The vordis harvester (CRs 12 and 15) has the upper-body of a humanoid corpse, and the lower body of a massive cockroach. It can remove its victims' limbs with its attacks, and then quickly graft those limbs onto its own body in order to gain a variety of benefits from them. Beyond these four monster stat-blocks, the book also contains a graft from each of these two types of vordis monstrosities, allowing players who harvest these parts to attach them to themselves in order to use the vordis's greatest weapons against them.

The Mythic Mastery series of products builds and expands on the rules for mythic characters introduced in Mythic Adventures. Each Mythic Mastery provides new content and rules for mythic games, with a focus on a single theme or area of play. While some of the content provided in Mythic Mastery products requires the use of mythic characters and a mythic adventure, others, such as those focused on mythic monsters, can be used in games of every sort.

