

Legendary Races: The Cyclops

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The brutal but enigmatic creature known as the cyclops offers an example to the younger races who have yet to learn the cost of hubris and overreach. Millennia ago the world trembled under the step of the three great species: giant, dragon and cyclops. These mighty tribes battled for supremacy, but their relative strengths being equal, none ever achieved victory.

The one advantage the cyclops possessed was the favor of the gods. Either through accident or divine fiat, the cyclops race gained the ability to see into the future. Their lack of two eyes was made up for by a second-sight greater than mere visual acuity. Their seers and oracles achieved universal renown. Even the gods visited the greatest of cyclops diviners for guidance.

Second only to their gift at prognostication, the cyclops excelled at the forge. The weapons and armor they produced exceeded all others, and in time the best of their blacksmiths served only the divine powers, creating weapons of immeasurable power and armor impervious to harm.

Legends say the cyclops pride was so great they neglected their own visions. They chose to ignore their gift of foresight in their quest for power. The cyclops attacked the gods, employing weapons and armor they had forged in secret. With control of heaven, the cyclops believed they would be beyond cause and effect, not beholden to fate, and at last able to subjugate their giant and dragon rivals.

The conflict lasted moments, but in that time the cyclops fell, their cities crushed and shattered, their vaunted seers cut down like wheat, and their great civilization reduced to rubble.

Now the cyclops roam the wilderness in small bands, fighting among themselves for scraps of meat or worthless shiny objects. Sometimes they terrorize outlying settlements of smaller races, but their brutality and disorganization prevent the once great cyclops from becoming a true threat to civilization.

Occasionally, a lone cyclops, inspired by the tales of his tribemates, goes in search of what once was -- vine-choked cities and rune-covered fortresses. These cyclops temper their innate barbarism with an open curiosity. They venture into the wider world, ready for what may come, and dreaming of glories past.

Cyclops Physiology

The most notable aspect of the cyclops is the single eye in the middle of its forehead. This eye is larger, surface-area wise, than the two eyes of other humanoids of comparable size. Basic knowledge of optics dictate the cyclops should possess poor depth perception, as the slightly different viewpoints afforded binocular creatures is what allows them to judge distance.

Somehow the cyclops does not suffer this handicap. Knowledgeable persons theorize the cyclop's eye possesses some magical property that compensates. In fact, cyclops are notably keen-sighted, rivaling even elves.

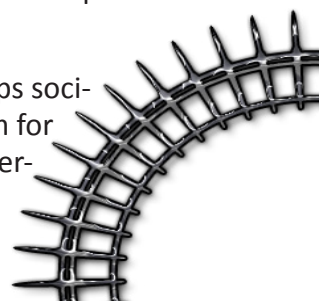
This eye also grants the cyclops views of realms beyond time and space. Why this would be so is unknown, but even as degenerate creatures compared to their ancestors, the cyclops must maintain some contact with the eldritch powers that once made the race an awesome and terrible force. While most cyclops barely manage this special sight, older cyclops sometimes learn to control it and can use it to see creatures traveling on other planes of existence, predict the future and even peer into realms normally invisible but to the strongest magic.

In all other ways the cyclops is the typical brute. The average cyclops (male and female are almost identical) weighs 600 pounds and grows to a height of 9 feet. Most other humanoids find them profoundly ugly and barbaric.

Habitat and Society

Only hints remain of how the original cyclops society organized itself. These days cyclops gather in tribes, with the strongest taking the lead as chief. The chief must defend his position from all challengers. Anyone who can best him in combat earns the right to take his place. For this reason a chief usually kills tribe-mates he believes might become a threat in the future. Cyclops tribes rarely grow beyond 20 individuals. There are hints of massive cyclops tribes gathered around the leadership of the elusive great cyclops, but that is mere conjecture based on half-garbled reports of jungle explorers.

Some scholars theorize ancient cyclops society was matriarchal. The cyclops term for clan leader, mezum-tha, translates liter-



ally as “dame’s war chief”, suggesting females ruled cyclops civilization and appointed generals. In the present era, cyclops choose leaders based on strength and cunning, not gender.

Cyclops favor two-handed weapons in combat such as greataxes and spears. They employ massive crossbows that only the strongest of creatures can load. They also wield a unique ranged weapon called a gieve or cyclops throwing blade (see below).

The cyclops clan survives through hunting, herding and raiding. They do not farm. Cyclops often join with giants to pillage the lands of weaker creatures, but some of the more “civilized” cyclops hire themselves out as mercenaries, earning coin as shock troops, bodyguards and enforcers.

Soothsayers are revered among the cyclops. Only clan leaders are more feared and respected. The cyclops reputation as gifted oracles means creatures from other races often brave the wilderness to consult with a one-eyed seer. Despite their fallen status, and uncouth ways, the cyclops still possess a strong connection to the mysteries of the universe.

New Weapon: Gieve (Cyclops Throwing Blade)
It was once believed this weapon was of elven manufacture. However, bas-reliefs discovered in ruined cities built long before the elven race existed depict cyclops warriors wielding the gieve in combat. Examples of the gieve have also turned up among cyclops tribes, with the weapon belonging to the chief or foremost warrior. Some scholars are convinced the gieve’s ancient lineage and superior craftsmanship prove it is not elven at all, but another remnant of the time when the cyclops were weaponsmiths without equal.

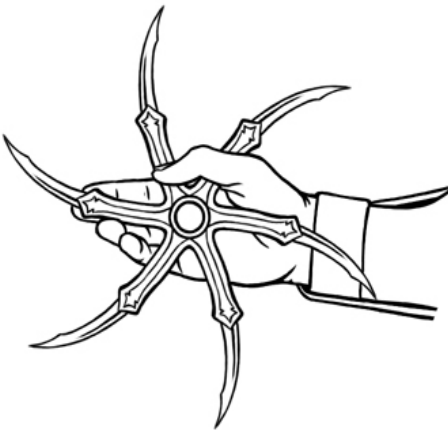
At first glance, it is a delicate, if slightly large piece of jewelry, a star with four to six prongs and a diameter

equal to two of its intended user’s palms. All gieves are made of mithral because of its light weight and malleability, with the basic models having only simple engravings along the centre and arms, while the more expensive ones have a variety of gems inlaid into the weapon’s body.

Pressing the centre of the gieve makes its nature as a weapon apparent, for it causes a small, curved blade to spring from each of the weapon’s arms. The gieve is a thrown ranged weapon that spins rapidly in flight. Its unique design and mithral construction cause it to glide through the air and, if it misses its target, to return to the thrower’s original position the next round. If the wielder is still in that position, he can make a Reflex save (DC equal to his attack roll, maximum 20) to catch it as a free action.

Using the spinning knife as a melee weapon is possible, but it requires the user to be proficient with all martial weapons and have the Weapon Finesse feat. All gieves are masterwork items. A gieve can be enchanted with the returning magical quality, in which case the wielder need not make a Reflex save to catch the weapon on its return, and it returns even on a successful hit. A gieve may be enchanted with the dancing quality as well, allowing the wielder to control its movements up to five range increments away. A dancing returning gieve flies back to its wielder’s hand after the last round of its dancing effect.

Gieves found in the possession of cyclops are always six-pointed and of Large size.



Exotic Ranged Weapon	Cost	Dmg (L)	Critical	Range	Weight	Type	Special
Gieve	1,000 gp	1d8	19-20	30 ft.	2 lbs.	P/S	See Text

Cyclops Racial Class

For players who want to run a full cyclops character, the cyclops player class is presented below. The cyclops class progression is meant to mimic a cyclops's growth, from very young to mature adult. As a giant, the cyclops has a base number or racial Hit Dice it must accumulate before taking class levels. This means a cyclops can not multiclass between its cyclops class and other classes. When the PC reaches 6th level (Hit Dice) his stats should resemble the cyclops from the Pathfinder® Roleplaying Game Bestiary™. After taking a sixth Hit Die the PC can then take levels in the usual PC classes. A cyclops character always treats the cyclops class as its favored class.

Role: Cyclops excel at fighting. Their prodigious Strength and high Constitution provide all the advantages they require to defeat enemies and power through obstacles.

Alignment: Any
Hit Die: d8

Class Skills

The cyclops class skills are Climb, Craft, Intimidate, Perception, Profession, Survival and Swim.

Skill Ranks per Level: 2 + Int modifier.

Class Features

The following are class features of the cyclops.

Cyclops Racial Traits (Ex): At first level a cyclops gains a number of racial traits detail below:

+2 Strength, +2 Wisdom, -2 Charisma: Cyclops are strong and willful, but uncouth and primitive.

Medium: Young cyclops are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Cyclops have a base speed of 30 ft.

Low-light Vision: Cyclops can see twice as far as humans in conditions of dim light.

Cyclops Ferocity: Once per day, when a cyclops is brought below 0 hit points but not killed, he can fight for one more round as if disabled. At the end of his next turn, unless brought to above 0 hit points, he immediately falls unconscious and begins dying.

Giant Blood: Cyclops count as giants for any effect related to race.

Keen Senses: The single eye of a cyclops is an acute visual instrument. Cyclops receive a +2 racial bonus on Perception skill checks.

Natural Armor: A tough hide grants the cyclops a +2 natural armor bonus.

Weapon and Armor Proficiency: A cyclops is proficient with all simple weapons, glaives, greataxes, and gieves (cyclops throwing blades), and light armor, medium armor, and shields (except tower shields).

Languages: Cyclops begin play speaking Common and Cyclops. Cyclops with high Intelligence scores can choose from the following: Draconic, Giant, Goblin and Infernal.

Guidance (Sp): A cyclops may cast *guidance* three times per day as a spell-like ability.

Natural Armor (Ex): As the cyclops ages his hide toughens. The cyclops adds a +1 to his natural armor bonus at 2nd through 6th level for a total bonus to his natural AC of +7 at 6th level.

Level	Base Atk Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+0	Cyclops racial traits, <i>guidance</i> (3/day)
2nd	+1	+3	+0	+0	+2 Strength, +1 natural armor, peering orb +4
3rd	+2	+3	+1	+1	+2 Strength, +2 Constitution, +1 natural armor, <i>truestrike</i> (3/day)
4th	+3	+4	+1	+1	+2 Strength, +1 natural armor, peering orb +6
5th	+3	+4	+1	+1	+2 Strength, +1 natural armor
6th	+4	+5	+2	+2	-2 Dexterity, +2 Constitution, Large size, +1 natural armor, peering orb +8, second sight

Ability Increase (Ex): The cyclops gains in strength and stamina as he ages. At 2nd through 5th level he adds +2 to his Strength. At 3rd and 6th level he adds +2 to his Constitution. These bonuses are in addition to any bonuses he would normally receive at every 4th level.

Peering Orb (Ex): The single eye of a cyclops can notice details much better than most humanoids. At 2nd, 4th, and 6th levels the cyclops' racial bonus to Perception increases by +2 for a total bonus of +8 by 6th level.

Truestrike (Sp): As a cyclops ages he gains the ability to see into the immediate future. He can use *truestrike* once per day as a spell-like ability.

Large (Ex): The cyclops grows in size as he ages. At 6th level he reaches his full stature and becomes a Large creature. He takes a -1 penalty to AC and attack rolls, but gains a +1 bonus to CMB and CMD. His reach also increases 5 ft. and he may use Large weapons without penalty. This size increase also makes him slower and the cyclops takes a -2 penalty to Dexterity.

Second Sight (Sp or Su): At 6th level the cyclops comes into one of the vestigial powers left over from when his race was honored for its ability at prognostication. He may choose one of the following abilities.

Augury (Sp): Three times per day the cyclops may use *augury* as a spell-like ability with a caster level equal to his character level.

Flash of Insight (Su): Once per day as an immediate action, he can peer into a host of possible futures, gaining insight that allows him to select the exact result of one die roll before the roll is made. This effect can alter an action taken by the cyclops only, and cannot be applied to the roll of others.

Watchful Gaze (Su): Once per day the cyclops may roll a Perception skill check in place of his initiative roll.

Half-Cyclops

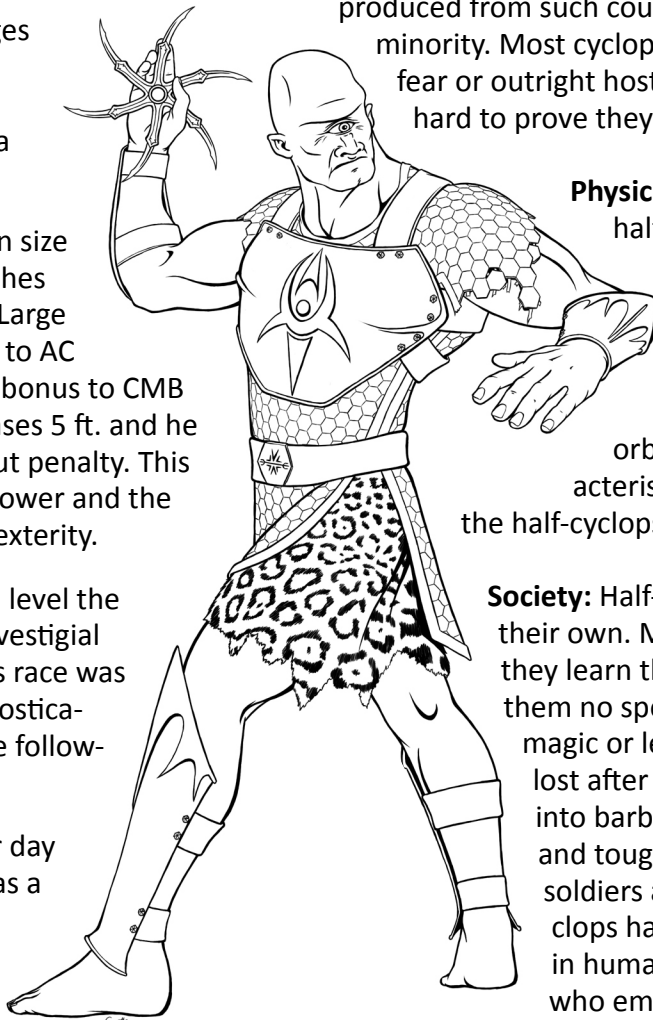
Though the congress of humans and cyclops seems unimaginable, the half-cyclops appears more often than what makes most people comfortable. Like half-orcs, the half-cyclops usually results from something other than a voluntary union. However, certain human cults venerate the ancient cyclops race for its past glories and innate powers of divination and prognostication. These groups consider it an honor to bear the seed of the once-mighty cyclops and venerate the children produced from such coupling. These children are a minority. Most cyclops are greeted with hatred, fear or outright hostility, and must work long and hard to prove they are anything but monsters.

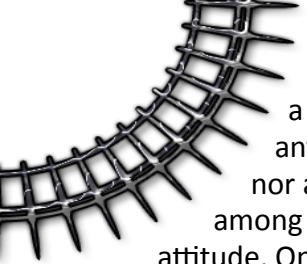
Physical Description: The smallest half-cyclops stands seven feet tall and swells with muscle. Skin tone ranges from a pale sandy color to dark brown. All are bald, and none fail to inherit the single orb of the cyclops. Of all characteristics, most find this aspect of the half-cyclops the most disturbing.

Society: Half-cyclops possess no society of their own. Most are disappointed when they learn their cyclops heritage grants them no special connection to ancient magic or legendary secrets, most of it lost after the cyclops race descended into barbarity. Though their strength and toughness make them valued soldiers and bodyguards, most half-cyclops have trouble finding acceptance in human society. The half-cyclops who emerges from a cyclops tribe often spends a lifetime suppressing the belief he is an inferior creature.

Relations: Dwarves and elves find it hard to accept a half-cyclops at first meeting. Halflings and gnomes, long used to poor treatment from larger races, view a half-cyclops with an amount of distrust proportionate to the half-breed's size.

Alignment and Religion: Legends say the cyclops fell because they rejected the gods, believing themselves equal to the deities. Others claim the cyclops joined the losing side in a divine war and were punished with





a fallen society and lost greatness. In any case, cyclops treat the gods as minor actors. The half-cyclops who grows up among his giant kin usually takes the same attitude. One raised among humans usually follows the faith of his parents. As outcasts, half-cyclops find it easy to skirt the edges of morality and sometimes fall into evil.

Adventurers: Fierce and strong, many half-cyclops realize they can make a living selling their strength for gold. Others recognize their heritage makes them natural adventurers able to withstand the dangers of an explorer's life, and decide not to allow the opportunity to pass them by.

Half-Cyclops Racial Traits

+2 to Strength, +2 to Wisdom, -2 to Charisma:

Half-cyclops are strong and willful, but uncouth and irritable.

Medium: Half-cyclops are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Half-cyclops have a base speed of 30 feet.

Low-light vision: Half-cyclops can see twice as far as humans in dim light.

Keen Eyesight: Half-cyclops gain a +2 racial bonus to Perception skill checks that rely on vision.

Intimidating: Half-cyclops always treat Intimidate as a class skill and do not count their racial Charisma penalty when determining the bonus (or penalty) they take to Intimidate skill checks.

Giant Blood: Half-cyclops count as both humans and giants for any effect related to race.

Cyclops Foresight: Once per day as a spell-like ability, a half-cyclops may use *augury* with a caster level equal to his character level.

Weapon Familiarity: Half-cyclops are proficient with greataxes, glaives, spears, and javelins and treat any weapon with the word "cyclops" in its name as a martial weapon.

Languages: Half-cyclops begin play speaking Common and the Cyclops dialect. Half-cyclops with high Intelligence scores can choose from the following: Dwarf, Giant, Gnoll, and Goblin.

Half-Cyclops Racial Options

Known as barbaric warriors and wit-addled seers, the half-cyclops often defies stereotypes. Their powerful physique and intimidating appearance lead them naturally to careers such as barbarian, fighter and ranger where these characteristics are most beneficial. Fewer

half-cyclops study the arcane arts, but an ancient magical heritage runs strong in the cyclops bloodline. Most become oracles, sorcerers and witches, but a rare few delve into their eldritch history and become wizards. The half-cyclops who turns to thievery often uses his strength in strong-arm robberies and protection rackets, rather than stealth or con games.

In addition to this diversity, half-cyclops are more varied in their backgrounds than they might first appear. Not every half-cyclops lives among uncouth mountain tribes, raiding and killing. A few indulge their strange attraction to ruins and mystical sites believed to be the remnants of the time-lost cyclopean empire. Some half-cyclops inherit physical characteristics instead of the gift of prophecy. A few feel compelled to live among civilized folk. Such half-cyclops might have different racial traits than those who are raised in a more traditional lifestyle.

Half-Cyclops Adventurers

Half-cyclops who chose to become adventurers tend to be martial characters, from berserk barbarians to greataxe-wielding fighters. Regardless of their chosen professions, half-cyclops never shirk from a fight.

Alchemist: The practice of alchemy is long-forgotten among the cyclops. Half-cyclops who do take on the profession most often work alone in remote mountain caves or study the profession underneath a member of a different race.

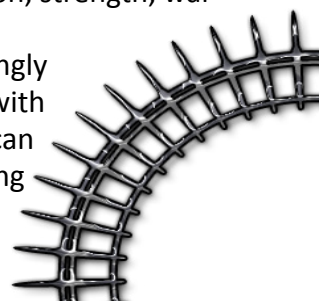
Barbarian: A natural role for the half-cyclops. Most enjoy testing themselves against other creatures be it in combat or contests of strength.

Bard: The gruff, angry nature of the half-cyclops makes them poorly suited to the bard role. Those who do take up the occupation most often focus on poetry and stories, the epics of their lost heritage.

Cavalier: Half-cyclops cavaliers are almost unheard of; mostly because of the difficulty finding a mount that can bear the half-cyclops's weight. Half-cyclops cavaliers champion individuals and organizations who treat them as equals and not as monsters.

Cleric: The cyclops contempt for deities makes half-cyclops clerics rare. For those who find themselves called to serve a god, the half-cyclops gravitates towards deities of destruction, divination, strength, war and weather.

Druid: The druid's call resonates strongly within the half-cyclops. In nature or with an animal companion a half-cyclops can find the acceptance denied him among



civilized folk.

Fighter: Half-cyclops love to fight simply because few do it as well as they do. A half-cyclops fighter can always find work as a mercenary or bodyguard.

Inquisitor: Treason is not possible when you don't belong to a group. Half-cyclops inquisitors, if they exist, combat threats that endanger the people and places they value.

Monk: The monk's calling does not appeal to many half-cyclops. A few half-cyclops retreat to monasteries to avoid the outside world and attempt to gain some measure of inner peace. Some half-cyclops find smashing things with their fists extremely satisfying.

Oracle: If anything promotes the acceptance of half-cyclops among other creatures it's their reputation as seers and diviners. The random nature of their knowledge has a tendency to wear on the mental fortitude of a half-cyclops.

Paladin: Just as rare as the cavalier is the half-cyclops paladin. However, the half-cyclops identifies with the downtrodden and outcast. Half-cyclops paladins often travel from place to place defending those who can not defend themselves.

Ranger: Raised in the wild and often forced to fend for themselves, half-cyclops become rangers out of necessity. Many form stronger bonds with an animal than with other intelligent creatures.

Rogue: The half-cyclops who chooses the dishonest life use their strength to rob, steal and assault.

Sorcerer: Though the half-cyclops possesses some natural connection to magic, they make poor sorcerers.

Summoner: Divorced from their arcane heritage, the half-cyclops's personality and temperament does not make it a good summoner. Those who do learn to conjure eidolons attract ones that take the shapes of ferocious animals.

Witch: Like other roles with animal companions, the half-cyclops witch prefers its familiar over the random nature of other creatures.

Wizard: Despite their semi-barbarous status, half-cyclops descend from a long tradition of arcane magic and its study. Half-cyclops intelligent enough to understand eldritch matters prefer magic based on runes and ancient inscriptions.

Alternate Racial Traits

The following racial traits might be selected instead of existing half-cyclops racial traits.

Consult your GM before selecting any of these new options.

Brute: Half-cyclops inherit formidable strength. A half-cyclops with this racial trait receives a +2 bonus on Combat Maneuver checks made to bull rush or overrun an opponent. This bonus only applies while both the half-cyclops and his opponent are standing on the ground. This racial trait replaces the cyclops foresight racial trait.

Diviner: The gift of foreknowledge runs strong in cyclops blood. Half-cyclops with this racial trait are treated as 1 level higher when casting spells from the divination school or using granted powers of the Knowledge domain, the bloodline powers of the destined bloodline, and revelations of the oracle's Lore or Foresight mystery and the school powers of the wizard divination school. This ability does not give the half-cyclops early access to level-based powers; it only affects powers the half-cyclops could use without this ability. This racial trait replaces the cyclops foresight racial trait.

Fearless: Some half-cyclops are particularly courageous or foolhardy. Half-cyclops with this racial trait gain a +4 racial bonus to saves to resist fear spells and spell-like abilities. This replaces the cyclops foresight racial trait.

Ferocious: Instead of foresight, a half-cyclops sometimes inherits the aggressiveness of its giant parent. A half-cyclops with this racial trait gains the ferocity special ability. This replaces the cyclops foresight racial trait.

Great Hands: Half-cyclops can use their physique to wield heavy weapons. A half-cyclops with this racial trait can wield a two-handed weapon meant for a creature one size larger with only a -1 penalty to attack rolls. This replaces the cyclops foresight racial trait.

Preternatural Reflexes: The half-cyclops receives random flashes of the future. Once per day as an immediate action a half-cyclops can gain the uncanny dodge ability for 1 round, meaning he can no longer be caught flat-footed. He may use this ability as the result of an attack, applying it to the attack that prompted the use of preternatural reflexes. This replaces the cyclops foresight racial trait.

Self-Hatred: Half-cyclops regard their giant heritage as the cause of their woes. Half-cyclops with this racial trait receive a +1 bonus on attack and damage rolls against creatures of the giant subtype. This replaces the cyclops foresight racial trait.

Wary: After a life of persecution, the half-cyclops always suspect a hidden motive behind a friendly face. A half-cyclops with this racial trait gains a +4 bonus to

Sense Motive checks against creatures displaying an indifferent or friendlier attitude. This replaces the keen eyesight racial trait.

Weapon Smith: Half-cyclops inherit the skill of their long-dead ancestors. A half-cyclops with this racial trait receives a +2 racial bonus on all Craft and Profession checks to manufacture weapons. This racial trait replaces the keen eyesight racial trait.

Wisdom of Foresight: The half-cyclops receives brief glimpses of the future. A half-cyclops with this racial trait uses her Wisdom instead of Charisma for all oracle class abilities. This trait replaces the keen eyesight racial trait.

Favored Class Options

Instead of receiving an additional skill rank or hit point whenever he gains a level in a favored class, a half-cyclops has the option of choosing from a number of other bonuses, depending upon his favored class. The following options are available to all half-cyclops who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward.

Barbarian: Add +1/4 to the half-cyclops's total DR.

Fighter: Add +1/2 to the half-cyclops's CMB when attempting a bull rush or grapple.

Oracle: Treat the oracle's level as +1/2 higher for the purpose of determining the effects of the oracle's revelation ability.

Ranger: Add a +1/2 bonus on Acrobatics checks to jump and Climb skill checks.

Witch: Treat the witch's level as +1/2 higher for the purpose of determining the effects of the witch's hexes.

Wizard: Add +1/2 to the DC of divination spells the half-cyclops casts.

Thundercaster (Legendary Weapon)

Thundercaster is a legendary axe forged and wielded by the cyclops champion Borbyros. He claimed the weapon struck with a "thunderbolt of discrimination," able to reveal what was hidden and make the disguised plain. Legends claim the axe fell into the crater of extinct volcano during a battle with an ancient red dragon.

Requirements: To unlock the full

potential of Thundercaster, a character must fulfill the following requirements.

Base Attack Bonus: +3

Feats: Power Attack, Weapon Focus (greataxe)

Skill: History 4 ranks

Language: Giant

Precognition (Sp) The wielder may use *precognition* three times per day.

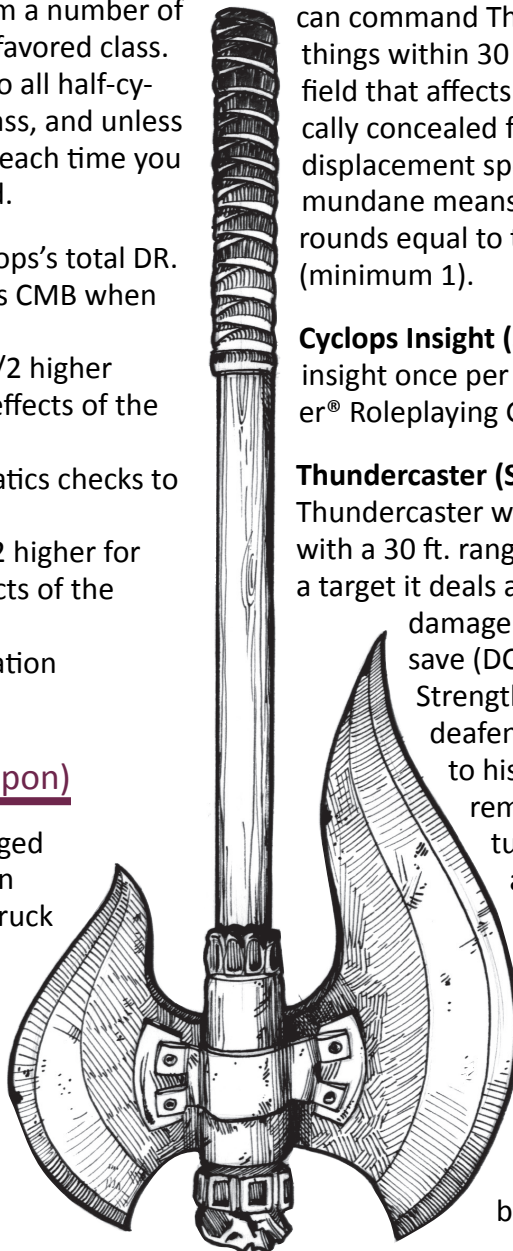
Moment of Insight (Su): Twice per day, the wielder gains the ability to sense potential disaster and may immediately add a +4 bonus to any attack roll, damage roll, critical confirmation roll or saving throw to increase the result of the original roll. This increases to four uses at 6th level.

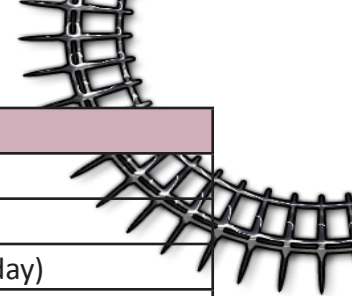
Aura of Revelation (Su) Once per day the wielder can command Thundercaster to reveal all hidden things within 30 ft. The axe emits an anti-magic field that affects anything that is invisible or magically concealed from view such as from a blink or displacement spell, but not things hidden through mundane means. This effect lasts for a number of rounds equal to the wielder's Charisma modifier (minimum 1).

Cyclops Insight (Su) The wielder may use flash of insight once per day. See page 52 of the Pathfinder® Roleplaying Game Bestiary™ for details.

Thundercaster (Su) The wielder may throw the Thundercaster without penalty as a ranged weapon with a 30 ft. range increment. If the weapon strikes a target it deals an additional +4d6 points of sonic damage and the target must make a Will save (DC 10 + ½ wielder's level + wielder's Strength or Charisma modifier) or become deafened. The thrower can recall the axe to his side as a swift action as long as it remains within 300 ft. If another creature holds the weapon it must make a Strength check (DC 10 + wielder's level + wielder's Strength or Charisma modifier) to prevent it returning to the owner.

Guided: This weapon increases by 20% the wielder's chance to hit a target that has miss chance benefit, though the





Weapon Level	Wielder's Minimum Level	Abilities
1st	--	+1 Large greataxe
2nd	4th	Precognition (3/day)
3rd	6th	Moment of insight (2/day)
4th	8th	+1 Large guided greataxe
5th	10th	Aura of revelation
6th	12th	Moment of insight (4/day)
7th	14th	+2 Large guided shocking greataxe
8th	16th	Cyclops insight
9th	18th	Thundercaster
10th	20th	+3 Large guided shocking greataxe

wielder must still know what square to attack if the miss chance is granted by concealment.

Faint Divination; CL 5th; Craft Magic Arms and Armor; *true strike*; Price +2,000 gp.

Shock: Upon command, a shock weapon is sheathed in crackling electricity that deals an extra 1d6 points of electricity damage on a successful hit. The electricity does not harm the wielder. The effect remains until another command is given.

Moderate evocation; CL 8th; Craft Magic Arms and Armor, *call lightning* or *lightning bolt*; Price +1 bonus.

I Hate Psionics !?!?

It is true that many people dislike psionic powers in their fantasy roleplaying games. Mark, does not, in fact he might be considered one of those lunatics who kitchen sinks much of his campaign. Now since clairsentience is thematically appropriate for cyclops it seemed reasonable to include this one psionic power into the mix.

However if you have banned psionics or simply do not like them then I suggest you convert this power to a divine spell with the following modifications.

School Divination; **Level** cleric 1
Casting Time 1 standard action
Components V, S, DF

Precognition

Discipline: Clairsentience

Level: Seer 1

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

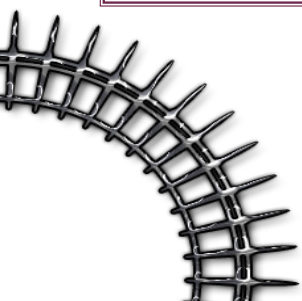
Duration: Up to 10 min./level; see text

Power Points: 1

Precognition allows your mind to glimpse fragments of potential future events—what you see will probably happen if no one takes action to change it. However, your vision is incomplete, and it makes no real sense until the actual events you glimpsed begin to unfold. That's when everything begins to come together, and you can act, if you act swiftly, on the information you previously received when you manifested this power.

In practice, manifesting this power grants you a "precognitive edge." Normally, you can have only a single precognitive edge at one time. You must use your edge within a period of no more than 10 minutes per level, at which time your preknowledge fades and you lose your edge.

You can use your precognitive edge in a variety of ways. Essentially, the edge translates into a +2 insightbonus that you can apply at any time to either an attackroll, a damage roll, a saving throw, or a skill check. You can elect to apply the bonus to the roll after you determine that your unmodified roll is lower than desired.





Feats

Gieve Expert (Combat)

You can throw and catch a gieve with ease.

Prerequisite: Weapon Proficiency (gieve)

Benefit: You gain a +4 bonus to Reflex saves when attempting to catch a gieve.

Gieve Master (Combat)

You can throw and catch a gieve while moving.

Prerequisites: Dodge, Mobility, Weapon Proficiency (gieve)

Benefit: As a full-round action, you can move up to your speed and make a single ranged attack with a gieve. You can move both before and after the attack, but you must move at least 10 feet before the attack and the total distance that you move cannot be greater than your speed. The gieve returns to you as normal even if you do not occupy the same space from which you threw it.

Normal: You cannot move before and after an attack and you must remain in the same space from which you threw a gieve in order to catch it.

Intimidating Orb

Your single eye unnerves even the stoutest heart.

Prerequisite: Cyclops or half-cyclops

Benefit: You gain a +4 racial bonus to Intimidate skill checks.

Otherworldly Gaze

A single eye interacts with the world in slightly different ways.

Prerequisite: Cyclops or half-cyclops

Benefit: You gain a +2 racial bonus to saves against gaze attacks and effects that cause blindness or interfere with eyesight.

Extra Second Sight

You can use your power of foresight more often.

Prerequisite: Cyclops second sight.

Benefit: You may use your second sight power one more time per day. You may take this feat more than once. Its effects stack.

Historian

You are familiar with ancient events and forgotten languages.

Benefit: You gain a +2 bonus to Knowledge (history) and Linguistics skill checks. If you have 10 or more ranks in either skill you gain a +4 bonus to that skill.

Divine Inspiration

Unlike other oracles your gift makes it seem as if the gods speak directly to you.

Prerequisite: Oracle class

Benefit: You use your Wisdom score and Wisdom modifier for all oracle class abilities instead of your Charisma score and Charisma modifier.

Special: This feat must be taken at first level.

Oracle Mystery: Foresight

Cyclops oracles practice a mystery based on visions of the future. While this mystery and its attendant revelations are most common among cyclops, any oracle may gain the revelations of foresight.

Oracles of this mystery see the future. Images come to them unbidden, without warning. Most times they reveal innocuous events -- the birthing of two-headed calf or next summer's drought. But other times the oracle sees the death of kings and the fall of empires.

Class Skills: An oracle of foresight adds Acrobatics, Bluff and Perception to her list of class skills.

Bonus Spells: *true strike* (2nd), *locate object* (4th), *speak with dead* (6th), *locate creature* (8th), *commune* (10th), *true seeing* (12th), *find the path* (14th), *moment of prescience* (16th), *foresight* (18th).

Revelations: An oracle with the foresight mystery can choose from the following revelations:

Burn Through Time: Your connection to the future allows you to speed up time during certain moments. You may target an active spell that has a duration measured in rounds within 30 ft. of you. If you succeed on a caster level check against the spell's caster, its duration is reduced by a number of rounds equal to your Charisma modifier.

Future Sending: Your visions burn the sight of other creatures. You can force a creature to view its possible future. A number of times per day equal to your Charisma modifier you may target one creature within 30 ft. with future sending. On a failed Will save the target becomes shaken for 1d4+1 rounds. Multiple uses of this against the same opponent stack.

Know What's Coming: You receive glimpses of the near future every moment. You gain a dodge bonus to your AC equal to your Charisma modifier. You also gain uncanny dodge. You cannot be caught flat-footed,

even if your attacker is invisible. You still lose your Dexterity bonus to AC if immobilized and you can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

One Step Ahead (Su): You know what's going to happen and can move before an enemy attacks. Once per day as an immediate action you can step out of the way before an enemy attacks gaining total concealment for 1 round. All attacks against you suffer a 50% miss chance. You must be at least 7th level before gaining this revelation. You may use one step ahead one additional time per day for every three levels beyond 7th.

Step Through Time (Su): Your connection to future events is so strong you can step into the future for one moment and judge the results of a creature's actions before returning to the present. As a swift or immediate action you may negate the result of one die just rolled after the result is known. The die roller may attempt a second roll or take a different action based on the result of his first die roll. You may use this ability once per day at 11th level, and twice per day 17th level. You must be at least 11th level to take this revelation.

The Skill of Prescience (Ex): Choose four of your class skills except Knowledge skills. You add your Charisma modifier as an insight bonus when making checks with these skills.

Voice from the Future (Su): A disembodied voice talks, warning of events to come. Once per day as an immediate action you may declare you want to act before an event that has just occurred as if you had readied an action. You may take any action allowed by a readied action. This means you may interrupt the action of another character, and depending on the result of your action, you may prevent that character's action. You do not force interrupted creatures to reroll any dice that may have prompted you to use this ability. For example, if you use voice from the future to cast magic missile at an orc that has just stabbed the party's cleric, you only prevent the orc from doing so if you slay him. Otherwise you deal damage with magic missile but the orc still injures your ally. You must be at least 11th level to take this revelation. At 17th level you can use voice from the future twice per day.

an enemy's moves. You gain combat reflexes as a bonus feat. Whenever you strike an opponent with an attack of opportunity you deal normal damage and sneak attack damage equal to a rogue of your oracle level.

Final Revelation: You know the time of your demise, and nothing in the universe can alter your fate. You automatically stabilize if brought below 0 hit points. Against death effects that allow a save you are always considered to have rolled a 20. Once per week you may as an immediate action declare an effect or event that results in your death or reduces you to 0 or fewer hit points was not supposed to occur. This is the equivalent of a *wish* spell.



Walked Right Into It (Su): You foresee

Sample Half-Cyclops Character

Tith-Tor CR 1/2 (XP 200)

Half-cyclops oracle 1

LN Medium humanoid (giant)

Init +0; **Senses** low-light vision; Perception +7

Defense

AC 16, touch 13, flat-footed 13 (+3 armor, +0 Dex, +3 dodge)

hp 11 (1d8+3)

Fort +2, **Ref** +0, **Will** +5; +4 vs. disease

Defensive Abilities uncanny dodge

Offense

Speed 30 ft.

Melee glaive +2 (1d10+3)

Ranged javelin +0 (1d6+2)

Special Attacks future sending (3/day, DC 14)

Spell-Like Abilities (CL 1st)

1/day – *augury*

Spells Known (CL 1st)

1st (4/day) – *command* (DC 14), *cure light wounds*, *magic weapon*

0 – *guidance*, *read magic*, *resistance*, *stabilize*

Statistics

Str 15, **Dex** 10, **Con** 14,

Int 12, **Wis** 17, **Cha** 6

Base Atk +0; **CMB** +2;

CMD 12

Feats Extra Revelation

Skills Acrobatics +4, Intimidate -1, Knowledge (history) +5, Perception +7, Sense Motive +7, Spellcraft +5

Languages Common, Giant

SQ intimidating, know what's coming, wasting, weapon familiarity, wisdom of foresight

Gear glaive, 2 javelins, studded leather armor, spell component bag, hooded cloak

Born to a human mother cyclops cultist, Tith-Tor spent her early years among a small group of faithful worshipers. At the age of five the local human authorities slaughtered her cult, but the soldiers could not bring themselves to slay Tith-Tor. Her most ardent desire is to prove the cyclops were once a proud, noble race, better than the current brutes they have become.

New Monster Templates

The following two templates are often found among cyclops living in the deep wild -- places where no other sentient creature has traveled in generations. Occasionally, such creatures wander into more civilized lands, but most prefer to dwell among the ruins of their once great civilization. Only hardy adventurers seeking the lost secrets of the cyclops encounter these other cyclops, and few return to tell of what they found.

Man-Eater

In the wild expanses where cyclops still hold sway, several tribes have become true terrors. They prefer humanoid meat above all else, and raid and kill the settlements of smaller creatures to procure their favorite meal. These cyclops are called man-eaters. Man-eater is an acquired or inherited template that can be added to any humanoid or monstrous humanoid (referred to hereafter as the base creature). Some creatures with this template are raised from birth by parents who possess the template. Others acquire the template after a prolonged period of starvation or by accidentally discovering they enjoy eating the flesh of other sentient creatures.

A man eater uses all the base creature's statistics and special abilities except as noted here.

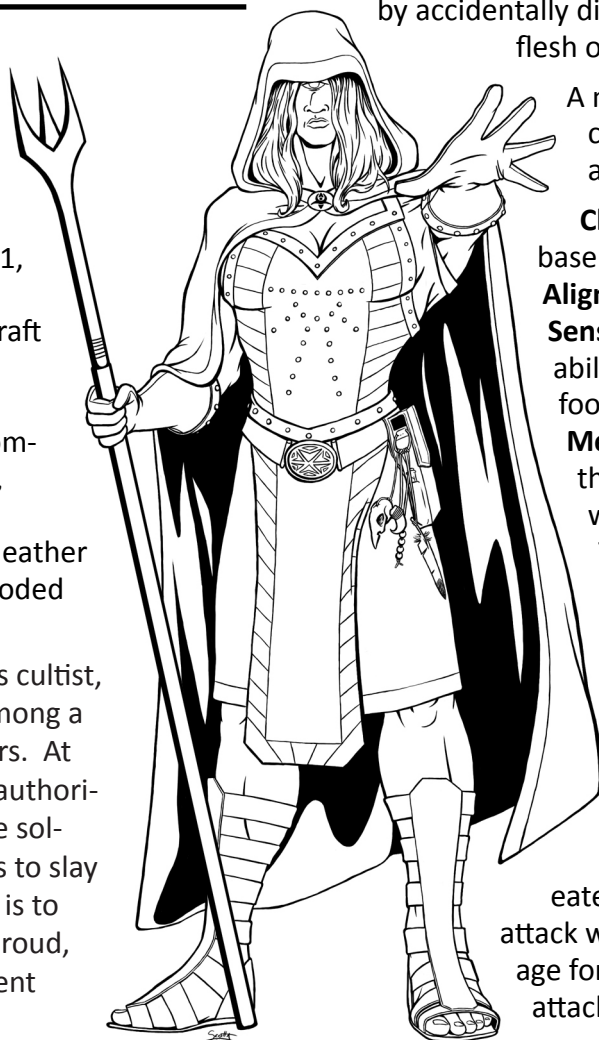
Challenge Rating: Same as the base creature +1.

Alignment: Any evil.

Senses: The creature gains the scent ability. It can smell the approach of food as well as other creatures.

Melee: The man eater retains all the base creature's attacks, and its weapon and armor proficiencies. These attacks retain the primary or secondary status they had for the base creature. The man eater gains a primary slam attack if it has no other natural attacks.

If the base creature possesses at least one mouth but has no natural attack with it, the man eater gains a secondary bite attack with each mouth. Damage for the slam and bite attacks depend on the



creature's size (see pages 301-302 of the Bestiary).

Special Attacks: The man eater retains all the base creature's special attacks and gains those described here.

Decapitating Bite (Ex) When the man eater makes a successful bite attack against a pinned or helpless foe it threatens a critical hit on a 19-20. If the target is also at least one size smaller than the man eater and the critical is successful the victim must make a Fortitude save (DC 10 + $\frac{1}{2}$ man-eater's Hit Dice + Strength modifier) or die when it is decapitated.

Grab (Ex) If the man eater hits with a slam attack it deals normal damage and can attempt to start a grapple as a free action without provoking an attack of opportunity. The man eater receives a +4 bonus on combat maneuver checks made to start and maintain a grapple.

Abilities: Str +4, Con +4. A man-eater has grown robust and hardy from its dietary habits.

Skills: Man-eaters gain a +4 racial bonus to Perception and Survival checks and treats Survival as a class skill.

God-Scorned

Many attribute the fall of cyclops civilization to their hubris, having dared to reject the gods and place themselves on a level with the world's deities. Other creatures and races share the cyclopean temerity and become outcasts, forever shunned by the deities, good and evil. Such a creature becomes god-scorned. God-scorned is an acquired template that can be added to any intelligent creature (referred to hereafter as the base creature). A god-scorned uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature +2.

Alignment: Usually chaotic evil.

Aura of Dissolution: The god-scorned creature retains the base creature's aura and gains an aura of dissolution.

Aura of Dissolution (Su): All creatures within 30 ft. of the god-scorned creature (including other god-scorned) take a -4 penalty to stabilization checks when they are reduced to 0 or fewer hit points.

Saves: God-scorned gain a +4 bonus to Will saves.

Immunities: The god-scorned creature is immune to positive and negative energy or effects based on positive or negative energy. It can only heal damage naturally.

Spell Resistance: The god-scorned creature gains spell resistance equal to 11 + its CR against divine spells.

Damage Reduction: Inured to the slings and arrows of fate, the god-scorned creature cares little for damage to the physical body. This attitude grants it DR 5/—.

Special Attacks: The god-scorned retains all of the base creature's special attacks and gains those described here.

Gaze of Despair (Su) Any creature meeting the god-scorned gaze must make a Will save (DC 10 + $\frac{1}{2}$ creature's Hit Dice + Constitution or Charisma modifier) or become shaken. The condition lasts until the creature receives *remove curse*, *break enchantment* or similar effect, though the condition is not removed if the caster fails a caster-level check. Multiple uses of this ability against the same target stack. A creature that saves is immune to that god-scorned's gaze of despair for 24 hours.

Punish the Proudful (Su) When a god-scorned creature hits an opponent with a melee attack the target must make a Will save (DC 10 + $\frac{1}{2}$ creature's Hit Dice + Constitution or Charisma modifier) or take 4 points of ability drain to its highest characteristic. In the case of a tie, the god-scorned creature chooses the characteristic. A successful save renders the target immune for 24 hours.

Skills: God-scorned gain a +4 circumstance bonus to Intimidate checks, and a +2 insight bonus to Knowledge (religion) checks.



Chthonic Cyclops

A single eye glares from the massive humanoid's broad forehead just beneath a curved horn. The waist and legs are covered in animal fur and the creature's legs end in hooves.

Chthonic Cyclops CR 16 (XP 76,800)

NE Huge monstrous humanoid

Init +6; **Senses** darkvision 120 ft., low-light vision, death watch, *true seeing*; **Perception** +34

Defense

AC 30, touch 10, flat-footed 28 (+2 Dex, +20 natural, -2 size)

hp 261 (20d10+140)

Fort +15, **Ref** +14, **Will** +17; +2 vs. visual dependent effects

Defensive Abilities ferocity, rock catching; **DR** 10/magic; **Resist** cold 10, electricity 10, fire 10, sonic 10

Offense

Speed 40 ft.

Melee gore +29 (4d6+22) and greatclub +29/+25/+20/+15 (3d6+15), or gore +29 (4d6+22), 2 slams +29 (2d6+10), 2 hooves +24 (2d6+5)

Ranged rock +21 (2d6+15) or javelin +20 (2d6+10)

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

Spell-Like Abilities (CL 20th)

3/day – *call lightning*, *control weather*, *control winds*

1/day – *call lightning storm*

Special Attacks rock throwing (140 ft.), trample (DC 31, 4d8+22)

Statistics

Str 32, **Dex** 14, **Con** 24, **Int** 12, **Wis** 16, **Cha** 10

Base Atk +20; **CMB** +34 (+36 bull rush); **CMD** 46 (48 vs. bull rush)

Feats Awesome Blow, Cleave, Critical Focus, Great Fortitude, Improved Bull Rush, Improved Critical (greatclub), Improved Initiative, Intimidating Prowess, Iron Will, Power Attack

Skills Climb +34, Intimidate +34, Perception +34, Survival +26 (+30 when following tracks), Swim +34;

Racial Modifier +8 Perception, +4 Survival when following tracks

Languages Giant

SQ dimensional vision

Ecology

Environment coastal lands and underground

Organization solitary or solitary plus 10-50 cyclops

Treasure standard

Special Abilities

Dimensional Vision (Su) The single eye of the great cyclops penetrates into realms invisible to most other creatures. It gains the ability of true seeing and can view the life-force flowing through all living beings, granting it a permanent *death watch*.

Trample (Ex) The great cyclops's hooves deal double its Strength modifier damage on a trample attack.

Basic and protean, the chthonic cyclops occupies the step between mortals and the forces of the underworld. In ancient times they were the war beasts of the cyclops empire, bred to fight and slay dragons and giants. Some say it was the presence of the chthonic cyclops in their armies that convinced the cyclops race a war against the god was possible. Some say the chthonic cyclops encouraged the war. Others claim the chthonic cyclopes were merely the dupes their more intelligent brethren used to assault the heavens.

In any case, the chthonic cyclops now suffers the same ignominious fate as its better-known cousins. What greatness that was there is gone, leaving behind a fallen creature that once ruled continents, but now contents itself with prowling through ancient and



tumbled ruins.

More intelligent than its half-animal appearance indicates, the chthonic cyclops fights with brutal cunning. They are forces of death themselves, examples of a past time when the elements were tools of the major races. The chthonic cyclops can control the winds and storms and call down lightning on foes. To ensure their solitude, the chthonic cyclops often scours his territory with daily storms and wind gusts. It attacks and kills any creature intruding into its territory.

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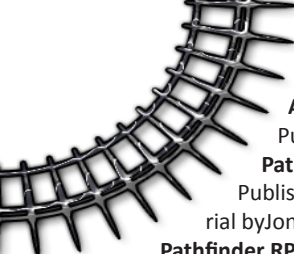
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