FIGURINES OF WONDROUS POWER

A Pathfinder Roleplaying Game Compatible PLAYER'S RESOURCE by Creighton Broadhurst



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Ever found (or thought about buying) a *figurine of wondrous power* but didn't want to prep the required stat block, carry yet another heavy book to the game or muddle through hoping for the best? *Figurines of Wondrous Power* banishes these problems!

This PLAYER'S RESOURCE contains detailed write-ups of all nine versions of this iconic wondrous item including full stat blocks for all the animals they represent. Designed to easily fit into your character's folder, each *figurine of wondrous power* entry contains all the information you need to quickly and easily get the most out of this iconic magic item.



CREDITS

Design: Creighton Broadhurst

Development: Andrew Hodges and Aaron T. Huss

Editing: Aaron T. Huss

Layout: Creighton Broadhurst

Interior Artists: Dave Peterson and Ryan Sumo. Some images copyright Erisian Entertainment, used with permission.

ABOUT THE DESIGNER

Creighton is a keen gamer who passionately believes in the Open Gaming License and is dedicated to making his games as fun and easy to enjoy as possible for all participants. Reducing or removing entry barriers, simplifying pre-game prep and easing the GM's workload are the key underpinning principles of the products he releases through Raging Swan Press.

Over the last 11 years, Creighton has worked with Expeditious Press, Paizo and Wizards of the Coast. He now releases his own products through Raging Swan Press. You can read his thoughts on game design at raging-swan.livejournal.com.

Creighton lives in Torquay, England where, apparently, the palm trees are plastic and the weather is warm. He shares a ramshackle old mansion with his two children ("Genghis" and "Khan") and his patient wife. Famed for his unending love affair with booze and pizza he is an enduring GREYHAWK fan.

BONUS MATERIAL

Thank you for purchasing *Figurines of Wondrous Power;* we hope you enjoy it and that you check out our other fine print and PDF products. We at Raging Swan are committed to providing first class web enhancements for our products. Visit ragingswan.com to download bonus materials including maps, reorganised stat block listings, additional encounters and more!

CONTACT US

Email gatekeeper@ragingswan.com with questions and comments about this supplement.

ERRATA

We would like to think *Figurines of Wondrous Power* is completely error free and that absolutely no mistakes have crept in during design or editing. However, we are realists. So in that spirit, we shall post errata for this adventure three months after first release on ragingswan.com. We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

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This supplement presents enhanced information regarding the figurines of wondrous power, a classic set of wondrous items that are difficult (or at the least, time-consuming) to use without extensive preparation. Each figurine benefits from its own comprehensive listing containing all the information needed (including a handy stat block) to get the most out of each figurine in-game.

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Each of these versatile figurines appears to be a small statuette (with one exception) about an inch or so high. There are nine types of figurine (listed here in order of ascending value):

- Silver Raven (3,800 gp): This silver figurine transforms into a raven able to carry messages great distances.
- Serpentine Owl (9,100 gp): This figurine can become either a normal-sized horned owl or a giant owl according to the command word used. Once it has assumed the giant owl form three times, the figurine loses all magical properties.
- Bronze Griffon (10,000 gp): When animated, a bronze griffon acts in all ways like a normal griffon.
- Ebony Fly (10,000 gp): Once animated, the ebony fly is the size
 of a pony and has all the statistics of a pegasus, except that it
 cannot make any attacks.
- Onyx Dog (15,500 gp): When commanded, this statuette changes into a riding dog blessed with excellent powers of perception.
- Golden Lions (16,500 gp): These figurines come in pairs and transform into adult male lions.
- Marble Elephant (17,000 gp): The largest of the figurines, the marble elephant becomes a full-size elephant.
- Ivory Goats (21,000 gp): These figurines come in threes; each goat looks different and has a different function.

 Obsidian Steed (28,500 gp): On command, this figurine becomes a fantastical mount with a suite of travel- and movement-related magical powers.

ACTIVATION

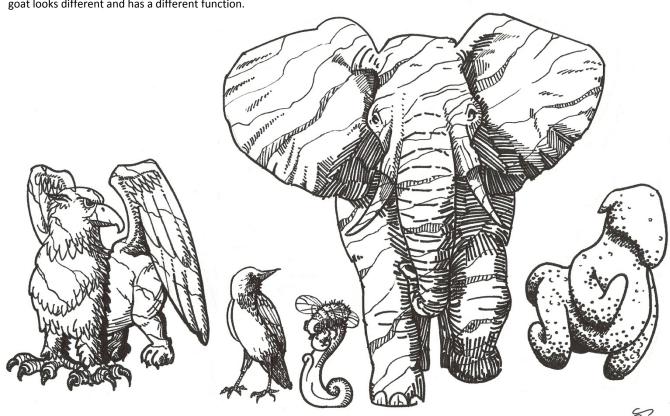
When a figurine is tossed on the floor and the correct command word spoken (see the sidebar on the facing page for suggestions), it becomes a living creature of the normal size (except when noted otherwise). The creature obeys and serves its master. Unless otherwise noted, the creature understands, but cannot speak, Common.

Each type of figurine can remain in animal form for a different amount of time. When it exceeds this time, it reverts to its statuette form. The possessor can also command an animal to return to statuette form by again speaking the command word.

DESTRUCTION

If a figurine is destroyed or broken while in statuette form (AC 11, hardness 8, hp 15, DC 25 Break), it is forever ruined. All magic is lost, its power departed.

If the figurine is slain in animal form, it reverts to statuette form.



CONSTRUCTION

Each type of figurine requires a specific set of spells to create.

Requirements Craft Wondrous Item, animate objects, additional spells (see individual item text); **Cost** 1,900 gp (silver raven), 4,550 gp (serpentine owl), 5,000 gp (bronze griffon or ebony fly), 7,750 gp (onyx dog), 8,250 (golden lions), 8,500 gp (marble elephant), 10,500 gp (ivory goats), 14,250 gp (obsidian steed).

QUIRKS

At the GM's whim, a *figurine of wondrous power* may have a quirk. Quirks have no real affect on game play, but can be fun to role-play.

- While in animal form, the figurine is wildly flatulent.
- While in animal form, the figurine smells strongly like an extremely wet version of the creature type.
- Whenever the figurine is drawn forth to be used, it is always in a different pose.
- The figurine has an extremely expressive face ale to replicate a wide range of emotions.
- In battle, the figurine roars and snorts (as appropriate) when it injures an opponent.
- Because of a mistake in the creation process (or the creator's whim), the figurine is an atypical colour for the creature's type.
- In animal form, the figurine is constantly moulting. In figurine form, the animal has a mournful look on its face.
- In animal form, the creature seems to have boundless energy.

COMMAND WORDS

All of the *figurines of wondrous power* require command words to activate. While you can always just tell the GM you are animating your figurine, it's much cooler to use an actual word! Find below a short list of sample command words (the GM will either dictate which one you use or may allow you to choose).

 Achukir, Aujiroposs, Aurix, Caesinorn, Caexux, Eranshar, Jhurank, Kosmajak, Laruth, Lorativ, Ornivar, Pokihk, Rachoposs, Sjekshar, Thurrur, Ularistivin, Uskvent, Vorelorn, Vurner, Wuxsjek, Zyak.

Unless specifically commanded by its owner, it never remains motionless.

- The statuette of this figurine is worn as if of great age. In animal form, the creature appears as a venerable version of the appropriate type (but this does not affect its abilities).
- In statuette form, the animal has an obvious maker's mark etched into the bottom of the figurine.
- While in animal form, the figurine is very happy to see its master. While not in combat or otherwise engaged on some task, it constantly seeks affection from all friends nearby.
- In animal form, the creature is perpetually hungry, begging for food when not otherwise engaged on a task.
- In animal form, the creature is constantly itching and scratching as if infested with fleas.
- When in statuette form and in an area of darkness or dim illumination, the figurine radiates light as a candle.



Many of the races and cultures extant in the world create their own versions of the *figurines of wondrous power* based on animals with which they are familiar. (Note, however, that not all cultures have an alternate version of every figurine.) The lists below suggest some alternative animals for such cultures. For ease of reference, each of the alternative figurines is named for the figurine it is replacing, but the GM could easily rename each to something more flavoursome.

DESERT FIGURINES

Desert races and cultures would undoubtedly craft many of their figurines in the shape of the ubiquitous camel. Suggested alternative figurines for such a culture include:

- Ebony Buzzard: This statuette has the statistics of the ebony fly, but appears as a gigantic buzzard.
- Golden Hyenas: This pair of statuettes has the statistics of dire hyenas along with all the additional characteristics of the golden lion statuettes.
- Golden Scorpions: This pair of statuettes has the statistics of giant scorpions and the additional characteristics of the golden lion statuettes.
- Ivory Camels: This trio of statuettes have identical statistics to the ivory goats.
- Obsidian Camel: This statuette appears as a camel but has all the statistics of the obsidian steed.

FRIGID NORTH FIGURINES

Individuals dwelling in the chill lands of the far north have probably never seen a lion or elephant and so it makes no sense to craft figurines in their shape. Suggested alternative figurines for such a culture include:

- Bronze Wolf: This figurine has the statistics of a winter wolf with the young template and the additional characteristics of the bronze griffon.
- Bronze Yeti: This statuette has the statistics of a normal yeti along with the additional characteristics noted under the bronze griffon entry.
- Ebon Wolves: These dire wolves have all the extra abilities listed in the golden lions' entry but are otherwise normal dire wolves.
- Marble Remorhaz: This statuette has the statistics of a normal remorhaz along with the additional characteristics noted under the marble elephant entry.
- Marble Rhinoceros: This statuette has the statistics of a woolly rhinoceros with the giant template and the additional characteristics of the marble elephant.

- Obsidian Boar: This statuette has the statistics of a normal boar with the additional characteristics noted under the obsidian steed entry.
- Serpentine Eagle: This figurine has all the characteristics of the serpentine owl but appears as an eagle.

FORGOTTEN WORLD FIGURINES

In a prehistoric setting, or one in which dinosaurs yet roam the world, many statuettes would represent such fantastical creatures.

- Golden Deinonychus: These figurines have all the extra abilities listed in the golden lions' entry but are otherwise normal deinonychus.
- Golden Pteranodon: These figurines have all the extra abilities listed in the golden lions' entry but are otherwise normal pteranodons.
- Marble Elasmosaurus: This figurine has all the extra abilities listed in the marble elephant's entry but otherwise is a normal elasmosaurus.
- Marble Stegosaurus: This figurine has all the extra abilities listed in the marble elephant's entry but otherwise is a normal stegosaurus.
- Marble Ankylosaurus: This figurine has the statistics of an advanced ankylosaurus and the extra abilities of the marble elephant statuette.

OTHERWORLDLY FIGURINES

Creatures living on, or having extensive contact with, the other planes of existence could easily use the creatures dwelling therein as a good base for many of the figurines.

- Bronze Elementals: A medium air, earth, fire or water element with the advanced creature or giant creature template could replace the bronze griffon statuette.
- Ebony Elemental: A medium air elemental could substitute for the ebony fly statuette.
- Golden Dretch: This pair of dretch has the advanced creature template and all the additional characteristics of the golden lions statuettes. This figurine would not be suitable for a goodaligned owner.
- Golden Elementals: A pair of medium air, earth, fire or water elements could replace the golden lions statuettes.
- Marble Elementals: A huge air, earth, fire or water element could substitute for the marble elephant statuette.

UNDERGROUND FIGURINES

Subterranean races design their figurines to represent creatures dwelling in the lightless caverns they call home.

- Ebony Bat: This statuette has the normal statistics of a dire bat along with the additional characteristics of the ebony fly.
- Golden Cave Fishers: This pair of cave fishers with the advanced creature template has all the additional powers noted in the golden lions' entry.
- Golden Rust Monsters: These figurines have all the extra abilities listed in the golden lions' entry but are otherwise normal rust monsters.
- Golden Spiders: This pair of giant black widow spiders has all the additional powers noted in the golden lions' entry.
- Marble Bulette: This statuette has the statistics of a bulette and the additional characteristics of the marble elephant.
- Onyx Centipede: This giant centipede has all the additional characteristics of the onyx dog.
- Silver Bat: This tiny statuette has the normal statistics of a bat with the advanced creature template along with the characteristics of the silver raven.

UNDERWATER FIGURINES

Aquatic races develop figurines suited to their unique surrounds.

- Golden Sharks: These figurines have all the extra abilities listed in the golden lions' entry but are otherwise normal sharks.
- Marble octopus: This figurine has all the characteristics of a giant octopus with the young creature template along with the characteristics of the marble elephant.
- Marble Orca: This figurine has all the characteristics of an orca
 with the giant creature and advanced creature templates
 along with the characteristics of the marble elephant.
- Onyx Dolphin: This figurine has all the characteristics of a dolphin along with the characteristics of the onyx dog.
- Onyx Octopus: This figurine has all the characteristics of a young octopus along with the characteristics of the onyx dog.
- Serpentine Squid: This figurine has all the characteristics of a squid with the young creature template and the additional characteristics of the serpentine owl figurine.

DESIGNING ALTERNATIVE FIGURINES

When considering alternative figurines consider both the purpose of the original figurine (combat, transport and so on) and the CR of the creature represented. Generally, a replacement creature should:

- Have the same CR as the original creature
- Be an animal or magical beast
- Not be able to communicate effectively with its owner.

FIGURINES BY TYPE

Figurines of wondrous power can have many different forms. This section lists them by the base figurine type.

- Bronze Griffon: A dire boar, dire wolverine, giant stag beetle, grizzly bear, hydra, owlbear, rhinoceros, tiger, yeti or yeth hound with the advanced creature template could substitute for a bronze griffon.
- Ebony Fly: A dire bat with the advanced creature template, giant eagle, a shark with the advanced creature template or a giant wasp could substitute for an ebony fly.
- Golden lions: A pair of ankhegs, centaurs, dire wolves, giant black widows, advanced gorillas, advanced leopards, unicorns or yeth hounds could easily replace the golden lion statuettes. The statuettes have the statistics of the creature it depicts along with the additional characteristics listed in the golden lions' entry.
- Ivory Goats: Two of these statuettes have the characteristics of a horse while the third has the statistics of a nightmare making this statuette one of the most problematic to convert. Giant frogs, giant spiders, hyenas and wolves with the giant creature template could all easily substitute for the goat of travelling figurine. Any of the above with the young creature template could represent the goat of terror (but note that dependant on the creature's size, Medium characters may not be able to ride this figurine.) Also, the goat of travail can be crafted to represent any creature but should keep the statistics listed in the ivory goat listing.
- Marble Elephant: A bulette, elasmosaurus, remorhaz, stegosaurus, treant with the young creature template, triceratops with the young creature template, wyvern with the advanced creature template or giant slug with the young creature template could all substitute for a marble elephant.
- Obsidian Steed: A crocodile, dire bat, hyena with the giant creature template, shark or worg could substitute for an obsidian steed. Note that dependant on the creature's size, Medium characters may not be able to ride this figurine.
- Onyx Dog: A giant dire rat, dolphin, giant centipede or giant fire beetle could make an excellent onyx dog substitute.
- Serpentine Owl: A hawk, giant wasp or a squid with the young creature template, could substitute for a serpentine owl. Alternatively, the statuette could be crafted to represent any kind of setting-specific bird while retaining its base statistics.
- Silver Raven: A bat with the advanced creature template or a lizard could substitute for a silver raven. Additionally, the statuette could be crafted to represent any kind of settingspecific bird while retaining its base statistics. Alternatively, in an aquatic environment, the silver raven could become a silver fish, using the basic statistics of a raven but substituting its fly speed for a swim speed.

Rare figurines of wondrous power (except the serpentine owl which is not a permanent magical item) possess sentience. The listings here present examples of such items. Work with the GM to flesh out the sentience's background and personality (if appropriate).

Alignment: The alignment of a sentient figurine is always the same as that listed in the appropriate creature's stat block.

Ego: The ego of each item includes modifiers for its abilities and powers. It has not been modified for the figurine's base value. Thus, modify the ego as detailed below:

FIGURINE	EGO MODIFIER
Silver raven	+1
Bronze griffon, ebony fly	+2
Onyx dog, golden lions, marble elephant	+3
Ivory goats, obsidian steed	+4

Price: The listed intelligent items have two prices, for example: 3,000 gp/2,100 gp. The price before the slash applies if the figurine can use its additional powers while in both forms. The price after the slash applies to figurines that can only use their additional powers while animated.

LEAST PRESENCE

A least presence is suitable for the *silver raven* and *ebony fly*, but could be applied to any figurine.

LEAST PRESENCE

Senses 30 ft.; Perception +1; Communication empathy

N; **Personality & Background** A least presence is the consciousness of the appropriate animal type.

1st-level spell (Sp) The figurine can cast a 1st-level divine spell 3/day.

2nd-level spell (Sp) The figurine can cast a 2nd-level divine spell 1/day.

Abilities Int 10, Wis 12, Cha 10; **Ego** 3 **Price** 4,100 gp/2,870 gp

LESSER PRESENCE

A lesser presence is suitable for any figurine, but particularly suits the *bronze griffon*, *onyx dog* and *golden lion*.

LESSER PRESENCE

Senses 60 ft.; Perception +1; Communication speech

N; **Personality & Background** A lesser presence is the awakened consciousness of the appropriate animal. Such animals could have been a beloved companion of a druid or wizard bound within the figurine to escape death.

2nd-level spell (Sp) The figurine can cast a 2nd-level divine spell 3/day.

3rd-level spell (Sp) The figurine can cast a 3rd-level divine spell 1/day.

Abilities Int 10, Wis 13, Cha 10; **Ego** 3 **Price** 14,900 gp/10,430 gp

GREATER PRESENCE

A greater presence is suitable for any figurines, but particularly suits the *marble elephant*, *ivory goats* and *obsidian steed*.

GREATER PRESENCE

Senses 120 ft.; Perception +2; Communication telepathy

N; Personality & Background A greater presence is the consciousness of a sentient being bound to the figurine. Good choices include wizards seeking to avoid death by old age and druids intent on extending their connection with nature. A rare few bound folk may resent their continued existence and continually moan to their owner.

3rd-level spell (Sp) The figurine can cast a 3rd-level divine spell 3/day.

4th-level spell (Sp) The figurine can cast a 4th-level divine spell 1/day.

Abilities Int 10, Wis 14, Cha 10; **Ego** 7 **Price** 32,200 gp/22,540 gp

CURSED FIGURINES

A few figurines of wondrous power are cursed either as a result of flaws in the creation process or because of the creator's malicious intent. A character exceeding the check to identify a figurine by 10 or more discovers the curse. A remove curse or similar magic (DC figurine's caster level +10) removes the baleful effect.

COMMON CURSE EFFECTS

This table lists a number of sample curses.

D 20	THE FIGURINE
1-10	has a 5% chance of not functioning every time it is
	activated. If it fails to activate, it cannot be used until
	the next sunrise.
11	attacks its possessor.
12-13	refuses to aid its owner until provided with a meal
	appropriate to the animal in question.
14-15	does not function at night.
16-18	does not function underground.
19-20	only functions for a specific race or class.



This silver figurine turns into a raven on command. Another command sends it off into the air bearing a message just like a creature affected by an *animal messenger* spell. If not commanded to carry a message, the raven obeys its master's commands, although it has no special powers or telepathic abilities.

While weak in combat, a silver raven can carry multiple messages every week. This makes it useful for coordinating actions

and attacks across great distances. A *silver raven* can travel four miles in one hour and can therefore travel a maximum distance of 96 miles before returning to statuette form. Thus if its owner wishes to retrieve the *silver raven* it can travel only 48 miles before having to turn back.

Because of the silvery sheen of its feathers, a *silver raven* is clearly not a normal animal.

Active The *silver raven* can maintain its active form for 24 hours per week, but the duration need not be continuous.

Aura Moderate enchantment and transmutation (DC 21 Knowledge [arcana]; DC 21 Spellcraft identifies); **Price** 3,800 gp.

Requirements CL 6th; Craft Wondrous Item, *animal messenger*, *animate objects*; **Cost** 1,900 gp.



The creature called forth from this statuette is one of the smallest of the *figurines of wondrous power*.

Although quite tough, the *ebony fly* lacks attacks of any kind and is thus vulnerable in combat.

The *ebony fly* does, however, make an excellent scout able to travel vast distances – 12 miles in an hour or up to 144 miles every time it is activated. Its impressive set of

senses – darkvision, *detect evil*, *detect good*, low-light vision, scent and Perception +11 – make it extremely hard to surprise and an excellent guard able to keep watch throughout the night.

An *ebony fly* can carry 150 pounds as a light load, 300 pounds as a medium load and 450 pounds as a heavy load. It makes an excellent mount for a Small character (or a Medium creature under the effects of a *reduce person* spell). The owner, however, requires an exotic saddle to ride an *ebony fly*.

Active The *ebony fly* can be used three times per week for up to 12 hours per use. When 12 hours have passed or the command word is spoken, the *ebony fly* reverts to figurine form.

Aura Moderate transmutation (DC 21 Knowledge [arcana] DC 26 Spellcraft identifies); **Price** 10,000 gp.

Requirements CL 11th; Craft Wondrous Item, *animate objects*; **Cost** 5,000 gp.

SILVER RAVEN

The body and feathers of this raven-like bird has a silvery sheen.

N Tiny animal

Init +2; Senses low-light vision; Perception +6, Sense Motive +2 Speed 10 ft., fly 40 ft. (average)

ACP 0; Acrobatics +2 (-8 jumping), Fly +5

AC 14, touch 14, flat-footed 12; CMD 6

(+2 size, +2 Dex)

Fort +1, Ref +4, Will +2

hp 3 (1 HD); hardness 10

Space 2 1/2 ft.; **Base Atk** +0; **CMB** +0

Melee bite (reach 0 ft.) +4 (1d3-4)

Special Actions animal messenger

Animal Messenger (Sp) The *silver raven* can carry a message as if under the effect of an *animal messenger* spell (you attach a small note or object to the *silver raven* and mentally impress upon it the message's destination).

Abilities Str 2, Dex 15, Con 8, Int 2, Wis 15, Cha 7 Feats Skill Focus (Perception), Weapon Finesse

Skills as above

Languages understands Common

EBONY FLY

This large fly has black wings and is the size of a pony.

CG Medium magical beast

Init +2; Senses darkvision 60 ft., detect evil (60 ft. radius), detect good (60 ft. radius), low-light vision, scent; Perception +11, Sense Motive +7

Speed 60 ft., fly 120 ft. (average)

ACP 0; Acrobatics +2 (+14 jumping), Fly +7

AC 15, touch 12, flat-footed 13; CMD 20 (24 vs. trip)

(+2 Dex, +3 natural)

Fort +7, Ref +6, Will +4

hp 34 (4 HD)

Space 5 ft.; Base Atk +4; CMB +8

Abilities Str 18, Dex 15, Con 16, Int 10, Wis 13, Cha 13

Feats Iron Will

Skills as above



An animated *bronze griffon* acts in all ways like a normal griffon.

This is one of the most versatile figurines. Aggressive in battle, its pounce and rake attacks give it good damage potential. Its relatively high Intelligence and Wisdom makes it a good scout and it is large and strong enough to

carry most owners aloft. (The griffon can carry 300 pounds as a light

load, 600 pounds as a medium load and 900 pounds as a heavy load.) Its impressive flying speed enables it to travel great distances quickly (eight miles in one hour or 48 miles in six hours), but its rider requires an exotic saddle to ride a griffon.

Its excellent Perception modifier coupled with low-light vision, scent and the ability to stay in griffon form for up to six hours makes it an effective guard.

Active The *bronze griffon* can be used twice per week for up to six hours per use.

Aura Moderate transmutation (DC 21 Knowledge [arcana] DC 26 Spellcraft identifies) **Price** 10,000 gp.

Requirements CL 11th; Craft Wondrous Item, *animate objects*; **Cost** 5,000 gp.

BRONZE GRIFFON

This great beast has a lion's body, the head and forelegs of a majestic eagle and massive feathered wings.

N Large magical beast

Init +2; Senses darkvision 60 ft., low-light vision, scent;
Perception +12, Sense Motive +1

Speed 30 ft., fly 80 ft. (average)

ACP 0; Acrobatics +10, Fly +6

AC 17, touch 11, flat-footed 15; CMD 21 (25 vs. trip)

(-1 size, +2 Dex, +6 natural)

Fort +7, Ref +6, Will +4

hp 42 (5 HD)

Space 10 ft.; **Base Atk** +5; **CMB** +9

Melee bite +8 (1d6+3) and

2 talons each +7 (1d6+3)

Atk Options pounce, rake (2 claws +7, 1d4+3)

Pounce (Ex) The *bronze griffon* can make a full attack when it makes a charge.

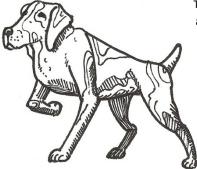
Rake (Ex) The bronze griffon gains two extra claw attacks against a grappled foe. It must begin its turn grappling to use its rake attacks.

Abilities Str 16, Dex 15, Con 16, Int 5, Wis 13, Cha 8

Feats Iron Will, Skill Focus (Perception), Weapon Focus (bite)

Skills as above

Languages understands Common



This figurine brings forth an intelligent hunting dog.

An onyx dog's darkvision, low-light vision, scent and see invisibility ability coupled with its good Perception modifier (+8) makes it an excellent scout while

Acrobatics let it reach some places other scouts cannot. Because it can remain in animal form for six hours, an *onyx dog* also makes for an excellent guard able to watch over its master for much of a night.

In battle it is weak, lacking a decent AC or damage potential. Its trip ability is a handy attack, but in a mid- to high-level group it is unlikely to ever be successful.

Active An *onyx dog* can be used once per week for up to six hours.

Aura Moderate transmutation (DC 21 Knowledge [arcana] DC 26 Spellcraft identifies); **Price** 15,500 gp.

Requirements CL 11th; Craft Wondrous Item, *animate objects*; **Cost** 7,750 gp.

ONYX DOG

This dog has a thick black coat and an intelligent look about its friendly face.

N Medium animal

Init +2; Senses darkvision 60 ft., low-light vision, scent, see
 invisibility; Perception +8, Sense Motive +1

Speed 40 ft.

ACP 0; Acrobatics +6 (+14 jumping)

AC 13, touch 12, flat-footed 11; CMD 15 (19 vs. trip)

(+2 Dex, +1 natural)

Fort +5, Ref +5, Will +1

hp 13 (2 HD)

Space 5 ft.; Base Atk +1; CMB +3

Melee bite +3 (1d6+3 plus trip)

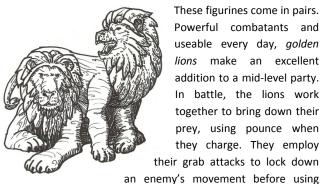
Trip (Ex) The *onyx dog* can make a trip attempt as a free action without provoking an attack of opportunity, if it hits with its bite attack.

Abilities Str 15, Dex 13, Con 15, Int 8, Wis 12, Cha 6

Feats Skill Focus (Perception)

Skills as above plus Survival +1 (+5 tracing by scent)

Languages Common



These figurines come in pairs. Powerful combatants and useable every day, golden lions make an excellent addition to a mid-level party. In battle, the lions work together to bring down their prey, using pounce when they charge. They employ

their grab attacks to lock down

their devastating rake attacks.

Golden lions have good Perception modifiers (+9), low-light vision and scent making them excellent (and resilient) scouts.

Active The golden lions can be used once per day for up to one hour. If slain in combat, the lions cannot be brought back from statuette form for one full week.

Aura Moderate transmutation (DC 21 Knowledge [arcana] DC 26 Spellcraft identifies); Price 16,500 gp.

Requirements CL 11th; Craft Wondrous Item, animate objects; Cost 8,250 gp.

GOLDEN LIONS

This great cat is powerfully muscled and possesses great fangs and a thick mane of hair.

N Large animal

Init +7; Senses low-light vision, scent; Perception +9, Sense Motive +1

Speed 40 ft.; Run

ACP 0; Acrobatics +11 (+15 jumping, +19 running jump), Stealth +9 (+12 in undergrowth)

AC 15, touch 12, flat-footed 12; CMD 22 (26 vs. trip)

(-1 size, +3 Dex, +3 natural)

Fort +6, Ref +7, Will +2

hp 32 (5 HD)

Space 10 ft.; **Base Atk** +3; **CMB** +9 (+13 grapple)

Melee bite +7 (1d8+5 plus grab) and

2 claws +7 each (1d4+5)

Atk Options pounce, rake (2 claws +7 each, 1d4+5)

Grab (Ex) If it hits a Medium or smaller target with its bite, the golden lion can try to grapple as a free action without provoking attacks of opportunity. Next round it can rake.

Pounce (Ex) The golden lion can make a full attack when it makes a charge.

Rake (Ex) The golden lion gains two extra claw attacks against a grappled foe. It must begin its turn grappling, to use its rake

Abilities Str 21, Dex 17, Con 15, Int 2, Wis 12, Cha 6

Feats Improved Initiative, Run, Skill Focus (Perception)

Skills as above

Languages understands Common

The largest (and most physically powerful) of the figurines, the marble elephant statuette is about the same size as a human

hand. Its strength and bulk make it useful in battle (as long as it has room to move, unless used to block a corridor).

A marble elephant can be used as a mount, an almost unrivalled

beast of burden or as a battering ram. Characters riding a marble elephant need an exotic saddle.

A marble elephant can carry 3,192 pounds as a light load, 5,664 pounds as a medium load and 9,600 pounds as a heavy load. They make excellent guards (Perception +21, low-light vision and scent), keeping watch all day and night if necessary.

Active The marble elephant can be used four times per month for up to 24 hours at a time.

Aura Moderate transmutation (DC 21 Knowledge [arcana] DC 26 Spellcraft identifies); Price 17,000 gp.

Requirements CL 11th; Craft Wondrous Item, animate objects; Cost 13,500 gp.

MARBLE ELEPHANT

This gigantic beast has gray, leathery skin, two sharp tusks and a long, sinuous and powerful trunk.

N Huge animal

Init +0; Senses low-light vision, scent; Perception +21, Sense Motive +1

Speed 40 ft.

ACP 0; Acrobatics +0 (+4 jumping), Stealth -8

AC 17, touch 8, flat-footed 17; CMD 30 (34 vs. trip) (-2 size, +9 natural)

Fort +13, Ref +7, Will +6

hp 93 (11 HD)

Space 15 ft.; Base Atk +8; CMB +20 (+22 bull rush)

Melee gore (reach 10 ft.) +16 (2d8+10) and

slam (reach 10 ft.) +16 (2d6+10)

Atk Options Improved Bull Rush, Power Attack (-3 attack, +6 damage), trample (1d8+15; DC 25)

Trample (Ex) As a full-round action, the *marble elephant* can overrun a Large or smaller creature. This works like the overrun manoeuvre except it does not need to make a check to succeed instead just moving over opponents. Targets can make an attack of opportunity (at a -4 penalty) or a DC 25 Reflex save to halve the damage (1d8+15).

Abilities Str 30, Dex 10, Con 19, Int 2, Wis 13, Cha 7

Feats Endurance, Great Fortitude, Improved Bull Rush, Iron Will, Power Attack, Skill Focus (Perception)

Skills as above



Ivory goats come in sets of threes. Each goat has a distinct set of abilities and is useful in different situations.

Active Each of the goats is usable for different amounts of time; refer to each item's description for specific

Moderate Aura transmutation (DC Knowledge [arcana] DC 26

Spellcraft identifies); Price 21,000 gp.

Requirements CL 11th; Craft Wondrous Item, animate objects; Cost 10,500 gp.

GOAT OF TRAVELLING

The goat of travelling is a useful emergency travel device. Able to fit into a pocket or pouch, it can be taken where normal mounts cannot. It can travel five miles in one hour or 40 miles in eight hours. It can carry 399 pounds as a light load, 798 pounds as a medium load and 1,200 pounds as a heavy load.

Weak in melee, it is the least effective of the goats in battle.

Active The goat of travelling can travel for a maximum of 1 day per week - continuously or in any combination of periods totally 24 hours. At this point, or when the command word is uttered, it returns to its statuette form for 21 days before it can be used again.

GOAT OF TRAVELLING

This large, shaggy-coated goat is heavily muscled and long limbed.

N Large animal

Init +4; Senses low-light vision, scent; Perception +8, Sense Motive +3

Speed 50 ft.; Run

ACP 0; Acrobatics +4 (+12 jumping, +16 running jump), Stealth +3

AC 15, touch 13, flat-footed 11; CMD 21 (25 vs. trip)

(-1 size, +4 Dex, +2 natural)

Fort +8, Ref +7, Will +3

hp 19 (2 HD)

Space 10 ft.; Base Atk +1; CMB +7

Melee bite +5 (1d4+5) and

Melee 2 hooves -2 (1d6+1)

Abilities Str 20, Dex 18, Con 21, Int 6, Wis 17, Cha 11

Feats Endurance, Run⁸

Languages understands Common

THE GOAT OF TRAVAIL

The goat of travail is a powerful fighter able to inflict devastating damage with its horns (particularly when charging). In battle, it also exhales a cone of smoke blocking opponents' line of sight making it a handy obstacle for injured or weak allies to hide behind. Finally, in extremis, it can be used to flee a deteriorating situation via plane shift.

A goat of travail can carry 300 pounds as a light load, 600 pounds as a medium load and 900 pounds as a heavy load. Flying, it can cover nine miles an hour while on the ground it covers four miles in the same time.

Active The goat of travail can be activated once per month for up to 12 hours at a time.

GOAT OF TRAVAIL

This huge, black goat has two horns of exceptional size. Fire spurts from its wool and nostrils and its hooves spray sparks.

NE Large outsider (evil, extraplanar)

Init +6; Senses darkvision 60 ft.; Perception +12, Sense Motive +12

Speed 40 ft., fly 90 ft. (good); Run

ACP 0; Acrobatics +2 (+6 jumping, +10 running jump), Fly +13, Stealth +7

AC 19, touch 11, flat-footed 17; CMD 23 (27 vs. trip) (-1 size, +2 Dex, +8 natural)

Fort +8, Ref +7, Will +3

hp 51 (6 HD)

Space 10 ft.; Base Atk +6; CMB +11

Melee 2 horns +9 each (1d8+4)

bite +9 (1d4+4),

2 hooves +4 (1d6+2 plus 1d4 fire)

Atk Options horned charge

Horned Charge (Ex) On a charge, the *goat of travail* may attack with both horns. Each successful attack deals an extra 6 damage.

Special Actions smoke

Smoke (Su) In battle, the *goat of travail* exhales smoke that chokes and blinds foes, filling a 15-foot cone each round as a free action. Anyone in the cone must make a DC 16 Fortitude save or become sickened (-2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks and ability checks) until 1d6 minutes after leaving the area. This smoke acts as obscuring mist (creatures within 5 ft. have 20% concealment, creatures further away gain 50% concealment) for the purposes of concealment.

Spell-Like Abilities (CL 6th)

1/day (self plus 1 rider only)—plane shift

Abilities Str 18, Dex 15, Con 16, Int 13, Wis 13, Cha 12

Feats Alertness, Improved Initiative, Run

Skills as above plus Intimidate +10, Knowledge (planes) +10, Survival +10

THE GOAT OF TERROR

The *goat of terror* radiates a fear aura but is vulnerable in combat and easily despatched by a skilled opponent. It does, however, possess powerful horns that deal significant damage (particularly with a successful charge). A useful shock and awe weapon, it is unlikely to remain in combat for a significant length of time unless it uses its reach and mobility to stay away from its

A *goat of terror* can carry 228 pounds as a light load, 459 pounds as a medium load and 690 pounds as a heavy load, and travel five miles in an hour.

Active The *goat of terror* can be used once every two weeks for up to three hours per use.

GOAT OF TERROR

This goat has a shaggy woollen coat and two huge horns that rear menacingly from its forehead.

N Large animal

Init +2; Senses low-light vision, scent; Perception +6, Sense
 Motive +1

Speed 50 ft.; Run

ACP 0; Acrobatics +2 (+10 jumping), Stealth -2

AC 11, touch 11, flat-footed 9; CMD 17 (21 vs. trip)

(-1 size, +2 Dex)

Fort +6, Ref +5, Will +1

hp 15 (2 HD)

Space 10 ft. (fear aura 30 ft.); Base Atk +1; CMB +5

Fear Aura (Su) When ridden in an attack, the *goat of terror* radiates *fear* as the spell (creatures become panicked [creature drops everything and flees at top speed from the *goat of terror* along a random path using abilities, spells and magic items as appropriate, and takes a -2 penalty on all saving throws, skill checks and ability checks]) for 11 rounds; DC 16 Will save reduces the effect to shaken [-2 penalty on attack rolls, saving throws, skill checks and ability checks for 1 round]).

Melee horn (equivalent to a +3 heavy lance; reach 20 ft.) +6 (1d8+6/x3 [double damage on a charge]),

horn (equivalent to a +5 longsword; reach 10 ft.) +8 (1d8+8/19-20) and

2 hooves +3 each (1d4+3)

Abilities Str 16, Dex 14, Con 17, Int 2, Wis 13, Cha 7

Feats Endurance, Run^B

Languages understands Common

OBSIDIAN STEED



This figurine appears as a small shapeless lump of black stone, but on command, becomes a fantastic mount possessing a suite of magical powers.

The *obsidian steed* has excellent travel-focussed abilities, but is extremely weak in combat.

Using its *overland flight* ability (40 ft., +7 bonus to Fly checks) the *obsidian steed* can hustle eight miles an hour or 64 miles in eight hours.

An *obsidian steed* can carry 399 pounds as a light load, 798 pounds as a medium load and 1,200 pounds as a heavy load.

Its *plane shift* and *ethereal jaunt* abilities are extremely useful for getting out of bad situations or for crossing great distances swiftly, but can only transport its rider (and his gear).

Active The *obsidian steed* can be used once per week for a period of up to 24 hours. If its rider is of good alignment, the steed is 10% likely per use to carry its owner to the lower planes and then return to its statuette form for a full week.

Aura Strong conjuration and transmutation (DC 21 Knowledge [arcana] DC 30 Spellcraft identifies); **Price** 28,500 gp.

Requirements CL 15th; Craft Wondrous Item, *animate* objects, etherealness, fly, plane shift; **Cost** 14,250 gp.

OBSIDIAN STEED

The jet black horse is powerfully muscled.

N Large animal

Init +4; Senses low-light vision, scent; Perception +8, Sense Motive +3

Speed 50 ft.; Run

ACP 0; Acrobatics +4 (+12 jumping, +16 running jump), Stealth +3

AC 15, touch 13, flat-footed 11; CMD 21 (25 vs. trip)

(-1 size, +4 Dex, +2 natural)

Fort +8, Ref +7, Will +3

hp 19 (2 HD)

Space 10 ft.; Base Atk +1; CMB +7

Melee bite +5 (1d4+5) and

Melee 2 hooves -2 (1d6+1)

Spell-Like Abilities (CL 15th; concentration +15)

At Will—overland flight, plane shift (horse, rider and gear), ethereal jaunt (horse, rider and gear)

Abilities Str 20, Dex 18, Con 21, Int 6, Wis 17, Cha 11

Feats Endurance, Run^B



On command, this figurine becomes either a normal-sized horned owl or a giant owl according to the command word used.

Active The figurine can transform once per day, and can stay in animal form for a maximum of eight continuous hours. However, after three transformations into the giant owl form, the statuette loses all magical properties; thus its ability to transform into a giant owl

must be husbanded carefully.

Aura Moderate transmutation (DC 21 Knowledge [arcana] DC 26 Spellcraft identifies); **Price** 9,100 gp.

Requirements CL 11th; Craft Wondrous Item, *animate objects*; **Cost** 4,550 gp.

HORNED OWL

As a horned owl, the figurine makes an excellent guard (low-light vision and Perception +10) or scout able to communicate telepathically with its owner and provide detailed information about what it sees. Able to remain in animal form overnight, it provides an extra layer of security for a beleaguered party.

Extremely weak, the horned owl should avoid battle wherever possible. Given its small size, it cannot even provide a flanking bonus.

GIANT OWL

As a giant owl it is a useful combatant (at low-levels) using Flyby Attack to remain out of reach of opponents. In extremis, it can provide an emergency means of flight if it first grapples and then carries its owner aloft.

The giant owl is able to effectively communicate telepathically with its owner (or speak in Auran or Common). Its its good Intelligence and Wisdom scores enable it to accurately relate all it sees, making it an excellent scout.

Its low-light vision and good Perception modifier (+15) make it a handy guard, able to keep watch throughout the night.

A giant owl can carry 100 pounds as a light load, 200 pounds as a medium load and 300 pounds as a heavy load. Aloft, it covers eight miles in an hour or a maximum of 64 miles before reverting to statuette form.

HORNED OWL

This owl has a large beak and ears and a white patch of feathers over its throat.

N Tiny animal

Init +3; Senses low-light vision; Perception +10, Sense Motive +2

Speed 10 ft., fly 60 ft. (average)

ACP 0; Acrobatics +3 (-5 jumping), Fly +7, Stealth +15

AC 15, touch 15, flat-footed 12; CMD 9

(+2 size, +3 Dex)

Fort +2, Ref +5, Will +2

hp 4 (1 HD)

Space 2 1/2 ft.; **Base Atk** +0; **CMB** +1 **Melee** 2 talons (reach 0 ft.) +5 (1d4-2)

Abilities Str 6, Dex 17, Con 11, Int 2, Wis 15, Cha 6

Feats Weapon Finesse

Skills as above

Languages understands Common, communicates telepathically with owner and is able to describe all it sees and hears

GIANT OWL

This huge owl has beautiful strong wings and a white feathered chest.

NG Large magical beast

Init +3; Senses low-light vision; Perception +15, Sense Motive

Speed 10 ft., fly 80 ft. (average); Flyby Attack

ACP 0; Acrobatics +3 (-5 jumping), Fly +8, Stealth -1

AC 15, touch 12, flat-footed 12; CMD 22

(-1 size, +3 Dex, +3 natural)

Fort +5, Ref +7 (evasion), Will +3

hp 26 (4 HD)

Space 10 ft.; Base Atk +4; CMB +9

Melee 2 claws +7 (1d8+4) and

bite +7 (1d6+4)

Abilities Str 18, Dex 17, Con 12, Int 10, Wis 15, Cha 11

Feats Alertness, Flyby Attack

Skills as above

Languages understands Auran and Common, communicates telepathically with owner and able to describe all its sees and hears

Many of the figurines can be ridden in animal form. Characters doing so, however, should purchase at the least a saddle (or suffer a -5 penalty to ride checks).

If the owner desires additional protection for his figurine, he could purchase barding (remembering that mounts using wings to fly cannot do so in medium or heavy barding). It takes five times as long to dress a mount in barding as it does for a humanoid to don comparable armour and the mount will likely be nonproficient in its use (suffering a penalty equal to the barding's armour check penalty on attack rolls and all Dexterity-and Strength-based ability and skill checks).

MEDIUM ITEMS

These items are suitable for the *ebony fly* and *onyx dog* figurines.

CATEGORY	ITEM	Cost	WEIGHT
Saddle	Military	20 gp	30 lbs.
	Pack	5 gp	15 lbs.
	Riding	10 gp	25 lbs.
Saddle, exotic	Military	60 gp	40 lbs.
	Pack	15 gp	20 lbs.
	Riding	30 gp	25 lbs.
Miscellaneous	Bit and bridle	2 gp	1 lb.
	saddlebags	4 gp	8 lbs.

Barding for a Medium creature has the following statistics:

- Light: padded (10 gp, 10 lbs.), leather (20 gp, 15 lbs.), studded leather (50 gp, 20 lbs.) and chain shirt (100 gp, 25 lbs.)
- Medium: hide (30 gp, 25 lbs.), scale mail (100 gp, 30 lbs.), chainmail (300 gp, 40 lbs.) and breastplate (400 gp, 30 lbs.)
- Heavy: splint mail (400 gp, 45 lbs.), banded mail (500 gp, 35 lbs.), half-plate (1,200 gp, 50 lbs.) and full plate (3,000 gp, 50 lbs.)

DESIGNER'S NOTE

The *Pathfinder Core Rulebook* does not include prices for Large or larger saddles and other riding gear. Given the price of barding scales according to the wearer's size, it is logical that saddles and so on also scale in a like fashion.

Additionally, if a figurine is routinely wearing barding, a saddle and so on it seems sensible to allow the items to meld into the creature's statuette form. With the addition of saddlebags, this provides extra storage capacity for a group of adventurers – which could prove handy on long overland treks (or when comprehensively looting a dungeon).

LARGE ITEMS

These items are suitable for the bronze griffon, golden lions, ivory goats, obsidian steed and serpentine owl (giant owl) figurines.

CATEGORY	ITEM	Cost	WEIGHT
Saddle	Military	80 gp	60 lbs.
	Pack	20 gp	30 lbs.
	Riding	40 gp	50 lbs.
Saddle, exotic	Military	240 gp	80 lbs.
	Pack	60 gp	40 lbs.
	Riding	120 gp	50 lbs.
Miscellaneous	Bit and bridle	8 gp	2 lb.
	saddlebags	16 gp	16 lbs.

Barding for a Large creature has the following statistics:

- Light: padded (20 gp, 20 lbs.), leather (40 gp, 30 lbs.), studded leather (100 gp, 40 lbs.) and chain shirt (400 gp, 50 lbs.)
- Medium: hide (60 gp, 50 lbs.), scale mail (200 gp, 60 lbs.), chainmail (600 gp, 80 lbs.) and breastplate (800 gp, 60 lbs.)
- Heavy: splint mail (800 gp, 90 lbs.), banded mail (1,000 gp, 70 lbs.), half-plate (2,400 gp, 100 lbs.) and full plate (6,000 gp, 100 lbs.)

HUGE ITEMS

These items are suitable for the *marble elephant* figurine.

CATEGORY	ITEM	Cost	WEIGHT
Saddle	Military	160 gp	150 lbs.
	Pack	40 gp	75 lbs.
	Riding	80 gp	125 lbs.
Saddle, exotic	Military	480 gp	200 lbs.
	Pack	120 gp	100 lbs.
	Riding	240 gp	125 lbs.
Miscellaneous	Bit and bridle	16 gp	5 lb.
	saddlebags	32 gp	40 lbs.

Barding for a Huge creature has the following statistics:

- Light: padded (40 gp, 50 lbs.), leather (80 gp, 75 lbs.), studded leather (200 gp, 100 lbs.) and chain shirt (800 gp, 125 lbs.)
- Medium: hide (120 gp, 125 lbs.), scale mail (400 gp, 150 lbs.), chainmail (1,200 gp, 200 lbs.) and breastplate (1,600 gp, 150 lbs.)
- Heavy Barding: splint mail (1,600 gp, 225 lbs.), banded mail (2,000 gp, 175 lbs.), half-plate (4,800 gp, 250 lbs.) and full plate (12,000 gp, 250 lbs.)

Figurines of Wondrous Power includes all necessary stat blocks; these notes explain how to read them. Unless otherwise noted, all listed scores include all the creature's normal modifiers. Stat blocks appear in four sections: basic, defensive, offensive and supplemental.

BASIC

- Name, CR and XP: The monster's name appears first followed by its CR and how many experience points it is worth. If more than one creature is encountered, a bracketed number lists how many appear.
- **Appearance**: The GM can read aloud or paraphrase this section. If a picture depicts the creature, this section may be omitted.
- Sex, Race, Class and Level: If the monster has class levels these appear here along with its race and sex. The first noted class is the creature's favoured class.
- **Alignment and Type**: The creature's abbreviated alignment and its type (including applicable subtypes).
- **Init and Senses**: This creature's initiative modifier appears before any special senses (such as scent or darkvision) and the creature's Perception and Sense Motive scores. If the creature has special Perception-based abilities, such as trapfinding or stonecunning, these appear here.
- **Speed**: The creature's modified land speed appears first along with any other relevant speeds (such as climb or fly). If the creature's base land speed is different to its modified speed this is also listed.
- ACP and Movement Skills: ACP presents the creature's normal armour check penalty modifier. If the creature's Acrobatics, Climb, Escape Artist, Fly, Ride, Stealth or Swim modifier differs from the relevant ability modifier minus its armour check penalty, these skills appear here.

DEFENSIVE

- **AC**: The creature's normal, touch and flat-footed AC along with its CMD; additionally this section lists any defensive powers or abilities that affects the creature's AC.
- **Immune, Resist and Weaknesses**: If the creature has immunity, resistance or a vulnerability to an effect or condition it appears here.
- **Fort, Ref and Will**: The creature's saving throw modifiers along with any conditional modifiers and defensive powers (such as evasion) and spell resistance appear here.
- HP: The creature's full, normal hit points along with the number of hit dice it possesses. A bracketed hit point total indicates that the creature is injured. If the creature has damage reduction or hardness it appears here.

OFFENSIVE

- **Space, Base Atk and CMB**: The creature's space, base attack bonus and CMB.
- **Melee**: This section lists a creature's melee attacks. If the attack has a reach that is not 5 ft. it is listed here. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.
- Ranged: This section lists the creature's ranged attacks. It always includes the attack's range. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.
- **Atk Options**: This section lists any abilities or feats that can affect the creature's attacks. Subsequent listings describe all but the most basic abilities in more depth.
- **Special Actions**: This section lists any useful abilities that a creature could use in battle. Subsequent listings describe all but the most basic abilities in more depth.
- Spells and Spell-Like Abilities: The creature's caster level, along with its concentration modifier and domains appears in brackets before the main spell listing. If one or more of the creature's spells require a touch attack, the relevant attack bonus is included. Spells available appear in reverse order from highest to lowest level. Spells denoted D are domain spells. If applicable, a spell's DC is also provided.
- **Combat Gear**: This section lists any combat-related equipment the creature possesses.

SUPPLEMENTAL

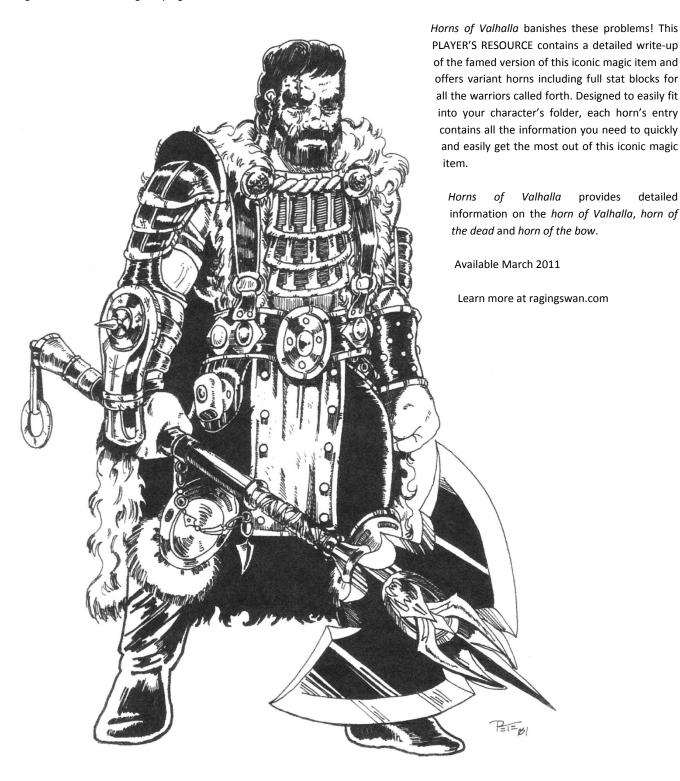
- **Abilities and Special Qualities:** These sections list the creature's ability scores and any special qualities that do not appear anywhere else in its stat block.
- **Feats**: An alphabetical listing of all the creature's feats.
- Skills and Languages: These sections list any skills the creature possesses that have not already appeared in the stat block and all languages spoken or understood. Any language-based special abilities also appear here.
- **Gear**: This section lists any gear not already listed in the creature's stat block. This section hardly ever contains weapons or armour as they usually appear in the relevant sections above.
- **Spellbook**: The contents of the creature's spellbook and its barred schools.

SPECIAL ABILITIES

Special abilities appear in the section to which they are best suited. Thus, offensive abilities appear with a creature's attacks while defensive ones appear with its other defences. Full write-ups of irrelevant powers (such as those that could not affect combat) are omitted. The effects of abilities that factor into a creature's normal attacks or defences have already been included in the relevant calculations.

A Pathfinder Roleplaying Game Player's Resource supplement by Creighton Broadhurst

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detailed

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