# Rite Publishing Presents 20 Variant Foes: Red Dragons





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# Rite Publishing Presents:

# 20 Variant Foes: Red Dragons

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# "Do not meddle in the affairs of dragons, for you are crunchy and taste good with ketchup."

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#### Qwilion of Questhaven,

In my travels I have, upon occasion, come face to face with the fiercest chromatic variety of dragons -- the reds. I survived these encounters through sheer wit, recognizing one of the weakness of the tyrants of the mountains -- vanity. Every red dragon, no matter how depraved or twisted, enjoys hearing how glorious it is. So I, renowned chronicler that I am, offered to share their tales in their own voices to the wilder world, an opportunity usually denied red dragons since most would rather slay chroniclers than hear their tales. I cannot speak to the absolute veracity of what follows, but I added my own observations as a guide to the truth. I have compiled these biographies into a book, as promised. In these pages you will find the tales of the most infamous (and would-be infamous) red dragons in all of the lands beyond Questhaven.

#### With all respect,

Leiraleen Amelour

#### Sources

Items marked with an asterisk (\*) can be found in the various appendices of this product, while other items can be found in other resources as listed below.

<sup>APG</sup> See the Pathfinder Roleplaying Game Advanced Player's Guide.

<sup>UC</sup> See the Pathfinder Roleplaying Game Ultimate Combat.

<sup>UE</sup> See the Pathfinder Roleplaying Game Ultimate Equipment.

<sup>UM</sup> See the Pathfinder Roleplaying Game Ultimate Magic.

# Seer Hekkush, The Undying Oracle of Ash CR 30

I must confess, I was not born a dragon. Long, long ago I came into this world as...something else entirely. I am the last of my kind. The rest...all dead and gone. I watched as the world gave birth to new races. I saw time pass from age to age. Twice, the world itself nearly perished. Twice a great darkness overtook all things, and twice the sun rose once more, driving back the darkness.

Each day brings something new to these old eyes. Each age offers new insight. Knowledge is lost, and the forgotten is found again. The tenacity of life amazes me, even still. The fact that you, a tiny little human, sit before me, recording my words...I never thought a day like this would come.

So many secrets...I know so many secrets. I have lived so many lives. I will live so many more before the end of time.

#### Note

Seer Hekkush is fascinating. He's a mummy, of sorts (his sarcophagus serves him as armor) and a dragon that walks upon two legs. At first sight, he is terrible to behold, but he is not evil. Hekkush sees all things. He knows from the past what to expect from the future. He has a keen intellect and his brilliance cannot be hidden.

Of all the dragons I met in my travels, I count myself fortunate indeed to have come across Hekkush. He has so much to teach, and I am willing to learn.

# Seer Hekkush, The Undying Oracle of Ash CR 30

#### XP 9,840,000

Male accelerated bipedal dread mummy undead lord very young red dragon diviner 11/loremaster 10 LN Medium undead (augmented dragon, fire) **Init** +18; **Senses** *arcane sight*, dragon senses, *read magic, see invisibility*, smoke vision; Perception +41 **Aura** aura of despair\* (100 ft., DC 35), desecrate\* (20 ft.)

#### Defense

AC 56, touch 26, flat-footed 45 (+5 armor, +5 deflection, +9 Dex, +2 dodge, +21 natural, +4 shield)

**hp** 411 (30 HD; 9d8+21d6+300)

Fort +28, **Ref** +29, **Will** +34; +8 vs. mind-affecting effects

**Defensive Abilities** channel resistance +4, *mind blank*, resistant to blows\*; **DR** 10/—; **Immune** fire, *magic missile*, undead traits; **Resist** cold 10

### Offense

Speed 60 ft., climb 40 ft., fly 180 ft. (average)

**Melee** bite +37 (1d8+25 plus mummy rot), 2 claws +37 (1d6+18 plus mummy rot), 2 wings +32 (1d4+11 plus mummy rot)

**Special Attacks** breath of death\* (DC 35), breath weapon (30 ft. cone, DC 35, 4d10 fire), command undead, create spawn, diviner's fortune (+5, 16/day) **Spell-Like Abilities** (CL 30th; concentration +40) Constant—*haste* (self only)

At will—animal messenger, calm animals (DC 21), heat metal (DC 22), summon swarm



Seer Hekkush, The Undying Oracle of Ash

- 2/day—commune with nature, control winds (DC 25), dominate animal (DC 23), insect plague
- 1/day—control weather, creeping doom (DC 27), darkness, earthquake, fear (DC 24), summon undead (45 HD of dread mummies), sunbeam (DC 27)

**Spells Prepared** (CL 25th; concentration +38)

- 9th—astral projection, etherealness, foresight<sup>D</sup> (DC 32), shapechange (2), summon monster IX, time stop
- 8th—discern location<sup>D</sup>, greater prying eyes<sup>D</sup>, mind blank (already cast), moment of prescience<sup>D</sup> (already cast), prismatic wall (DC 31), quickened dimension door (DC 31), temporal stasis (DC 31)
- 7th–banishment (DC 30), greater scrying<sup>D</sup> (DC 30), insanity (DC 30), plane shift (DC 30), reverse gravity (DC 30), spell turning, vision<sup>D</sup>
- 6th—analyze dweomer<sup>D</sup> (2, DC 29), circle of death (DC 29), disintegrate (DC 29), globe of invulnerability, greater dispel magic (2)

5th—contact other plane<sup>D</sup>, dominate person (DC 28), feeblemind (2, DC 28), prying eyes<sup>D</sup>, quickened true strike<sup>D</sup>, telekinesis (DC 28), transmute rock to mud (DC 28)

- 4th—arcane eye<sup>D</sup>, bestow curse (DC 27), detect scrying<sup>D</sup>
  (2), greater invisibility (2, DC 27), locate creature<sup>D</sup>
  (2), scrying<sup>D</sup> (2, DC 27), silence (2, DC 27)
- 3rd—clairaudience/clairvoyance<sup>D</sup>, displacement (DC 26), major image (DC 26), suggestion (2, DC 26), slow (3, DC 26)

2nd—alter self, detect thoughts<sup>D</sup> (2, DC 25), invisibility (DC 25), locate object<sup>D</sup> (2), resist energy (2, DC 25), spider climb (DC 25)

- 1st—disguise self (DC 24), expeditious retreat, identify<sup>D</sup>
  (3), shield (2), true strike<sup>D</sup> (2)
- o (at will)—mage hand, mending (DC 23), message, prestidigitation
- D divination spell; Opposition School evocation

#### Jactics

**Before Combat** Each day, Hekkush typically casts *mind blank, moment of prescience,* and *prying eyes* on himself each day, and all are in effect. Assuming his *prying eyes* spot assailants ahead of time, he casts the following spells to prepare for their arrival: *foresight, spell turning, spider climb, shield,* and *silence* on himself. He enjoys using *alter self* and *shapechange* to make opponents think he is something other than what he truly is.

**During Combat** In the first round of combat, Hekkush makes use of his spell cunning arcane discovery to substitute the normally required verbal component of *slow* for a the focus component of a drop of quicksilver, and casts *slow* on grouped opponents.

**Morale** Unless he dismisses it, as soon as he is reduced below 100 hit points, Hekkush is immediately *teleported* to his inner sanctum. Once there, he immerses himself in a pool of negative energy *quintessence\**, gaining fast healing 10 for as long as he is in the pool, or until a total of one thousand points of damage are healed.

Should he wish to flee before his *contingency* activates, he uses his quickened *dimension door* to remove himself from the immediate combat, then blocks pursuit by casting *prismatic wall*.

**Base Statistics AC** 52, flat-footed 41 (no shield), **Defensive Abilities** no *mind blank*; **Immune** no *magic missile*; **Speed** no climb; **Skills** Climb +14.

#### Statistics

Str 39, Dex 29, Con –, Int 36, Wis 27, Cha 30 Base Atk +19; CMB +33; CMD 59

**Feats** Aerial Maneuvers<sup>\*</sup>, Aerial Mobility<sup>\*</sup>, Combat Reflexes<sup>B</sup>, Command Undead<sup>B</sup>, Craft Magic Arms and Armor, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, Dodge<sup>B</sup>, Eschew Materials, Flyby Attack, Forge Ring, Improved Caster Level<sup>\*</sup>, Improved Initiative<sup>B</sup>, Mobility<sup>B</sup>, Multispell<sup>\*</sup>, Quicken Spell<sup>B</sup>, Scribe Scroll<sup>B</sup>, Skill Focus (Knowledge [history, local]), Spring Attack<sup>B</sup>, Stand Still<sup>B</sup>

**Skills** Acrobatics +9 (+21 jumping), Appraise +26, Climb +22, Craft (alchemy) +26, Craft (armor, bows, weapons) +19, Diplomacy +43, Fly +42, Knowledge (arcana, dungeoneering, engineering, geography, nobility, planes, religion) +42, Knowledge (history, local) +57, Knowledge (nature) +51, Linguistics +46, Perception +41, Sense Motive +41, Spellcraft +46, Stealth +33, Use Magic Device +43

**Languages** Common, Draconic, Undercommon, plus 41 more; undead telepathy; tongues

**SQ** arcane bond (*amulet of proof against detection and location*), arcane discoveries (opposition research<sup>UM</sup> [illusion], spell cunning<sup>\*</sup>, theurge<sup>\*</sup> [silence]),

forewarned, greater lore, lore +5, permanent spells, scrying adept, secrets (applicable knowledge, dodge trick, more newfound arcana, secret knowledge of avoidance, secrets of inner strength), true lore

**Combat Gear** greater extend metamagic rod, greater quicken metamagic rod, staff of evocation, wand of enervation (50 charges), wand of inflict critical wounds (50 charges); **Other Gear** bracers of armored resistance +5, headband of mental superiority +6 (Diplomacy, Linguistics, Sense Motive), ring of protection +5, ring of wizardry (type IV), spell component pouch, tome of clear thought +5 (already read)

# Special Abilities

**Command Undead (Su):** Hekkush has two methods of controlling undead it has not itself created. First, as a free action, he can automatically control all normal undead within 30 ft., except those with Hit Dice or a Charisma score of 31 or more. Undead he could control never attack him unless compelled.

Second, up to 13 times per day, Hekkush may use his Command Undead feat (DC 35) to command other dread mummies.

**Contingency:** If reduced below 100 hit point, a *teleport* spell activates, transporting him to his inner sanctum.

**Create Spawn (Su):** In addition to being able to create dread mummies with his breath of death\*, Hekkush possesses two additional ways to created undead spawn. First, any creature killed by his mummy rot turns to dust and blows away. Unless Hekkush is destroyed, a week later the infected and now dead creature reforms as a dread mummy next to Hekkush, under his control.

Second, and much quicker than waiting for a creature to succumb to mummy rot, Hekkush can outright slay a creature. 1d4 minutes later, the slain foe rises as a dread mummy under Hekkush's control.

**Greater Lore (Ex):** Hekkush gains a +10 circumstance bonus to Spellcraft checks to determine the abilities of a magic items.

**Lore:** Hekkush gains a +5 bonus to all Knowledge checks, and can make Knowledge checks untrained.

**Mummy Rot (Su):** Curse and disease—slam; *save* Fort DC 25; *onset* 1 minute; *frequency* 1/day; *effect* 1d6 Con and 1d6 Cha; *cure* —. Mummy rot is both a curse and disease and can only be cured if the curse is first removed, at which point the disease can be magically removed. Even after the curse element of mummy rot is lifted, a creature suffering from it cannot recover naturally over time. Anyone casting a conjuration (healing) spell on the afflicted creature must succeed on a DC 20 caster level check, or the spell is wasted and the healing has no effect. Anyone who dies from mummy rot turns to dust and cannot be raised without a *resurrection* or greater magic. The save DC is Charismabased.

**Permanent Spells:** Hekkush has the following permanent spells on himself: *arcane sight, greater magic fang* (+4 on bites, claws, and wings), *read magic, see invisibility,* and *tongues.* All of these have a caster level of 25th.

Secrets: Hekkush has uncovered the following secrets.

*Applicable Knowledge*: This secret grants Hekkush Stand Still as a bonus feat.

*Dodge Trick*: This secret grants Hekkush a +1 dodge bonus to AC.

*More Newfound Arcana*: This secret grants Hekkush a bonus 2nd-level spell slot, in addition to those gained from his high Intelligence score.

Secret Knowledge of Avoidance: This secret grants Hekkush a +2 bonus on Reflex saves.

*Secrets of Inner Strength*: This secret grants Hekkush a +2 bonus on Will saves.

**Spellbook:** Hekkush has all wizard spells from Chapter 10 of the *Pathfinder Roleplaying Game Core Rulebook* in his spellbooks.

**True Lore (Ex):** Once per day, Hekkush can use his knowledge to gain the effect of either a *legend lore* spell or an *analyze dweomer* spell. If used to create a legend lore effect, this ability has a 1 minute casting time, regardless of how much information is already known about the subject in question.

**Undead Telepathy (Su):** Hekkush can telepathically communicate with other undead within 100 ft., including mindless undead such as skeletons and zombies.

# The Foul Doctor Feulzik CR 28

There are many great wonders in this world, the greatest of which is the essence or life-force that imbues all things. My Grand Experiment tests the powers of this vital essence, its limits, and implications. I am most interested in how so many varieties of life have formed from this one form of energy, and how some creatures seem to be able to imbue non-living materials with this substance. Is it possible to harness this puissance and use it as a weapon? Is that where the power of necromancy lies? Is it possible to steal some of the essence of others to strengthen your own? So many questions arise from the first great question: What is life? After centuries of study and experiment, I have yet to answer all of these questions. Perhaps some are unanswerable. Or, as I believe is more likely, some answers are so complex, I will only fully understand them once I have passed through every stage of life, from birth to death to undeath, perhaps to reincarnation. I cannot predict where my Grand Experiment will lead me, but I will follow it to the very end of time.

#### Note:

Village folk of his territory know that Doctor Feulzik masquerades as many different individuals to further his Grand Experiment. They were unable to give me names for it seems he retires a persona once someone exposes it. They told me he mostly does good works, healing the sick and caring for the poor. But every so often, someone will disappear, never to be seen again. The villagers whisper that Feulzik lures them away in the night, performing some unspeakable ritual with them. What I learned is that, even if they did return, they would no longer be human--or at least not fully. What I saw in his stronghold shook me to the core. He had many servants, all of whom seemed to fit the descriptions of missing villagers. But then I touched one, and it was cold as ice. I thought perhaps they were undead, but when I tried to examine one further I found something even more disturbing. These...things...were never alive to begin with.

That's when I heard the screams. I followed them down into a dark hole and found cells of people, some of whom I had just left. I realized something very powerful, very disturbing was going on in that place. I couldn't leave fast enough.

# The Foul Doctor Feulzik CR 28

#### XP 4,920,000

Male mythic rune-carved savant great wyrm red dragon N Colossal dragon (fire)

**Init** +3; **Senses** dragon senses, smoke vision; Perception +45

**Aura** fire aura (10 ft., 2d6 fire), frightful presence (360 ft., DC 43)

#### Defense

AC 53, touch 6, flat-footed 49 (+4 armor, +3 Dex, +1 dodge, +39 natural, +4 shield, -8 size)

**hp** 594 (29d12+406); regeneration 5 (see below)

Fort +30, Ref +20, Will +29; -4 vs. bleed

**Defensive Abilities** combat insight, deductive leap, uncanny dodge; **DR** 20/magic and **DR** 15/+4 piercing chaotic blood crystal; **Immune** all energy types, conditions and effects, *magic missile*; **SR** 48

Weaknesses vulnerability to special weapon, bleed, force

## Offense

Speed 70 ft., fly 280 ft. (clumsy)

**Melee** 2 bites +41 (4d8+28), 2 claws +41 (4d6+19), 2 wings +36 (2d8+9), tail slap +36 (4d6+28) or

unarmed strike +41/+41/+36/+31/+26 (2d6+19), bite +36 (4d8+9), claw +36 (4d6+9), 2 wings +36 (2d8+9), tail slap +36 (4d6+9)

Space 30 ft.; Reach 20 ft. (30 ft. with bite)

**Special Abilities** breath weapon (70 ft. cone, DC 43, 36d10 fire), crush (DC 43, 4d8+28, Large or smaller), incinerate (DC 43), manipulate flames (120 ft.), melt stone (60 ft.), mythic strike, personal rune, runic complexity, tail sweep (DC 43, 2d8+28, Medium or smaller)

Spell-Like Abilities (CL 29th; concentration +48)

At will—detect magic, discern location, find the path (DC 35), pyrotechnics (DC 31), suggestion (DC 32), wall of fire

22/day-rebuke death (1d4+14)

1/day—breath of life (DC 34), cure critical wound (DC 33), cure light wounds (DC 30), cure moderate wounds (DC 31), cure serious wounds (DC 32), heal (DC 35), mass cure critical wounds (DC 37), mass heal (DC 38), regenerate (DC 36)

Spells Prepared (CL 19th; concentration +38)

- 9th (7/day)—dominate monster (DC 38), mage's disjunction (DC 38)
- 8th (9/day)—clone, mind blank (DC 37), temporal stasis (DC 37)
- 7th (10/day)—banishment (DC 36), control weather, simulacrum
- 6th (10/day)—geas/quest, globe of invulnerability, true seeing (DC 35)
- 5th (10/day)—feeblemind (DC 34), magic jar (DC 34), mind fog (DC 34), prying eyes
- 4th (10/day)—animate dead, beast shape II, contagion (DC 33), greater invisibility (DC 33)
- 3rd (11/day)—displacement (DC 32), flesh culture\*, haste (DC 32), slow (DC 32)
- 2nd (11/day)—alter self, cat's grace (DC 31), detect thoughts (DC 31), resist energy (DC 31), whispering wind
- 1st (11/day)—comprehend languages, disguise self (DC 30), identify, mage armor (DC 30), shield
- o (at will)—dancing lights, ghost sound (DC 29), mage hand, mending (DC 29), message, open/close (DC 29), prestidigitation, read magic, resistance (DC 29)

#### Jactics

**Before Combat** Each day, Feulzik casts *mage armor*, and *cat's grace, shield*, and extended *haste* should he actually be in danger of facing foes personally.

**During Combat** Always looking for new stock for both his experiments and *simulacra* assistants, Feulzik makes an effort to take most opponents alive. After he has a few moments to determine who among his foes is most likely the weakest of mind, he *dominates* them, setting them against their former allies.

**Morale** Far from a craven, Feulzik does not retreat unless he is reduced below 50 hit points.

**Base Statistics Init** +1; **AC** 42, touch 3, flat-footed 41 (+1 Dex, +39 natural, -8 size); **Ref** +17; **Melee** bite +40 (4d8+28), 2 claws +40 (4d6+19), 2 wings +35 (2d8+9), tail slap +35 (4d6+28) or unarmed strike +40/+35/+30/+25 (2d6+19), bite +35 (4d8+9), claw +35 (4d6+9), 2 wings +35 (2d8+9), tail slap +35 (4d6+9); **Dex** 12; **CMD** 67 (71 vs. trip); **Skills** Acrobatics +30 (+34 jumping), Disable Device +33, Fly +19, Stealth +17.

#### Statistics

Str 49, Dex 16, Con 39, Int 48, Wis 37, Cha 26

**Base Atk** +29; **CMB** +56; **CMD** 70 (74 vs. trip) **Feats** Blind-Fight<sup>B</sup>, Brew Potion, Craft Magic Arms and Armor, Craft Rod, Craft Wand, Craft Wondrous Item, Extend Spell, Flyby Attack, Forge Ring, Graft Flesh<sup>\*</sup>, Improved Counterspell, Improved Unarmed Strike, Kirin Path<sup>UC</sup>, Kirin Strike<sup>UC</sup>, Kirin Style<sup>UC</sup>, Parry Spell<sup>APG</sup> **Skills** Acrobatics +32 (+48 jumping), Appraise +32, Bluff +40, Climb +32, Craft (alchemy, stonework, traps) +36, Diplomacy +40, Disable Device +35, Fly +21, Intimidate +40, Knowledge (arcana, dungeoneering, engineering, geography, history, local, nature, nobility, planes, religion) +51, Linguistics +51, Perception 45, Sense Motive +45, Spellcraft +51, Stealth +19, Survival

**Languages** Abyssal, Aklo, Aquan, Auran, Celestial, Common, Draconic, Dwarven, Elven, Giant, Gnome, Goblin, Gnoll, Halfling, Ignan, Infernal, Orc, Sylvan, Terran, Undercommon, plus 29 more

+38, Swim +32, Use Magic Device +33

**SQ** domain rune, fleshgrafts, healer's blessing, runic dominance, skill mastery, terrain insight

# Special Abilities

**Domain Rune (Sp or Su):** Feulzik possesses the granted powers of the healing domain, and can use its granted spells as spell-like abilities once per day.

**Fleshgrafts**: Feulzik has the following fleshgraft. For complete rules on fleshgrafts, see *#30 Fleshgrafts* from Rite Publishing.

*Troll's Gland:* Having extensively experimented on others first, Feulzik decided to augment himself with this fleshgraft. Once activated, this fleshgraft functions as the *regenerate* spell. After use, it takes 24 hours for the patch of boils to regrow

#### elsewhere on his body.

**Mythic Strike (Ex):** Every bite from Feulzik is a critical hit, even against creatures immune to critical hits. As well, his breath weapon deals +50% additional damage when compared to other great wyrm red dragons.

**Personal Rune (Sp):** Feulzik can place his personal rune on up to 29 items at a time. This rune is permanent, henceforth allowing him to know the location of marked items, as well as the name and race of any creature currently touching a marked item (Will DC 43 negates). Should he desire to do so, he can make his personal rune function as any *symbol* of his choosing, with a CL of 29th, and a DC of 43 where appropriate.

**Runic Complexity (Su):** Up to 22 times each day, Feulzik can require an opponent targeted by one of his abilities to modify their saving throw with their Intelligence instead of the standard ability score.

**Runic Dominance**: All of Feulzik's abilities (including save DCs) for its extraordinary, supernatural, spells, and spell-like abilities are Intelligence-based.

**Vulnerabilities:** Though immune to a great many things, Feulzik is still vulnerable to a few things. A +4 piercing chaotic blood crystal weapon is the only type of weapon which overcomes his damage reduction, any damage dealt by such a weapon cannot be regenerated, and such weapons automatically deal +50% additional damage. Force effects ignore all immunities, resistances, and SR Feulzik possesses, and he suffers an additional +50% damage from force effects. Feulzik is particularly susceptible to bleed effects, they ignore all his immunities, resistances, his SR, and he suffers a -4 penalty to saves against bleed effects.

# Unja the Undying Fire CR 27

What are the living but ants scurrying about to build their hovels before the cold winter cuts short their fragile lives. This meaningless drive for others to remember you after your soul has passed on to eternity; this craving for life even when life has become a painful burden. I have risen above all that. My goddess blessed me with her Undying Light in a time before human memory. I have seen ages rise and fall. I witnessed the birth of empires and then watched in the shadows as they crumbled into dust. The livings are but dirt beneath my feet. Of all the living there is only one who shows potential. Kineufkiz, my dear sister, she may cross the threshold into the Undying Light in due time.

#### Note

Unja is more disturbing than "her dear sister" Kineufkiz. I don't think I will ever get the sight of her blackened scales and tattered wings out of my head. She is the epitome of nightmares. I find myself at a want for words to describe the horror of Unja.

# Unja the Undying Fire

#### XP 3,280,000

Female divine ravener ancient red dragon divine channeler 11

CR 27

NE Gargantuan undead (fire)

**Init** +0; **Senses** blindsense 120 ft., darkvision 240 ft., dragon senses, smoke vision; Perception +54

**Aura** cowering fear, fire (10 ft., 2d6 fire), forgetfulness (30 ft., DC 28), frightful presence (300 ft., DC 39)

#### Defense

**AC** 61, touch 24, flat-footed 61 (+4 armor, +5 deflection, +13 insight, +33 natural, -4 size)

hp 558 (36d8+396)

Fort +32, Ref +17, Will +34

**Defensive Abilities** channel resistance +4, soul ward; **DR** 15/good; **Immune** fire, undead traits; **SR** 38 **Weaknesses** vulnerability to cold

#### Offense

Speed 40 ft., fly 250 ft. (clumsy)

**Melee** bite +45 (4d6+24/17-20), 2 claws +45 (2d8+16/17-20), 2 wings +45 (2d6+8/17-20), tail slap +45 (2d8+24/17-20) or bite +36 (4d6+51/17-20), 2 claws +36 (2d8+34/17-20), 2 wings +36 (2d6+17/17-20), tail slap +36 (2d8+51/17-20)

Space 20 ft.; Reach 15 ft. (20 ft. with bite)

**Special Attacks** breath weapon (60 ft. cone, DC 39, 20d10 fire plus 2 negative levels), channel negative energy (16/day, 7d6, DC 26), critical channeling, crush (DC 39, 4d6+24, Medium and smaller), killing blow (1/day, bleed 5), manipulate flames (100 ft.), melt stone (50 ft.), soul consumption, soul magic, tail sweep (DC 39, 2d6+24, Small and smaller), wounding blade (1/day, 5 rounds)

**Domain Spell-Like Abilities** (CL 11th; concentration +24)

16/day–battle rage (+5), bleeding touch (5 rounds)

**Dragon Spell-Like Abilities** (CL 25th; concentration +36)

At will—detect magic, find the path (DC 27), pyrotechnics (DC 23), suggestion (DC 24), wall of fire



Unja the Undying Fire

**Divine Channeler Spells Prepared** (CL 11th; concentration +24)

- 5th—enervation<sup>D</sup>, greater command (2, DC 28), righteous might, suffocation<sup>D,APG</sup> (DC 28), true seeing (DC 28)
- 4th—divine power<sup>D</sup> (2), freedom of movement (DC 27), shadow conjuration<sup>D</sup> (DC 27), spell immunity (2, DC 27)
- 3rd—animate dead, bestow curse (2, DC 26), contagion (DC 26), deeper darkness<sup>D</sup> (2), vampiric touch<sup>D</sup>
- 2nd—blindness/deafness (blindness only)<sup>D</sup> (2, DC 25), death knell<sup>D</sup> (DC 25), desecrate, resist energy (DC 25), shatter (2, DC 25), silence (DC 25)
- 1st—bane (DC 24), divine favor (2), doom (2, DC 24), entropic shield, magic weapon<sup>D</sup> (3, DC 24)
- o (at will)—bleed (DC 23), guidance (DC 23), read magic

**D** domain spell; **Domains** darkness (loss and night subdomains<sup>APG</sup>), death (murder subdomain<sup>APG</sup>), war (blood subdomain<sup>APG</sup>)

**Sorcerer Spells Known** (CL 18th; concentration +29) 9th—*time stop* 

- 8th–create greater undead, mass charm monster (DC 29)
- 7th—delayed blast fireball (DC 28), greater teleport (DC 28), spell turning
- 6th—chain lightning (DC 27), disintegrate (DC 27), globe of invulnerability
- 5th—dismissal (DC 26), feeblemind (DC 26), mind fog (DC 26), waves of fatigue
- 4th—black tentacles, dimension door (DC 25), greater invisibility (DC 25), scrying (DC 25)
- 3rd—displacement (DC 24), haste (DC 24), nondetection (DC 24), slow (DC 24)
- 2nd—cat's grace (DC 23), invisibility (DC 23), see invisibility, spider climb (DC 23), web (DC 23)
- 1st—disguise self (DC 22), expeditious retreat, mage armor (DC 22), shield, true strike
- 0—acid splash, dancing lights, ghost sound (DC 21), mage hand, mending (DC 21), message, open/close (DC 21), prestidigitation, touch of fatigue (DC 21)

#### Tactics

Before Combat Unja casts mage armor on herself

each day, then slowly squeezes the life from one of the many slaves she keeps, consuming its soul. Should she know her opponents to be a challenge, she casts the following spells, in order: *nondetection, freedom of movement, spider climb, cat's grace, entropic shield, shield, true seeing, displacement, divine power, globe of invulnerability, haste,* and *righteous might. Mage armor* is included in her regular statistics, while the other effects are included in an abbreviated statblock below.

**During Combat** As soon as combat starts, Unja flies to within 30 ft. of her opponents, casts *mind fog* on them followed by a quickened *slow* spell. She then makes best use of her various abilities, favoring her breath weapon then it is available.

**Morale** Unja only flees if reduced to below 100 hit points, and has less than 10 hit points in her soul ward.

#### Statistics

Str 43, Dex 10, Con –, Int 26, Wis 36, Cha 32

**Base Atk** +33; **CMB** +53 (+57 sunder, trip); **CMD** 81 (83 vs. sunder, 87 vs. trip)

**Feats** Bleeding Critical, Blind-Fight<sup>B</sup>, Combat Domain Channeling<sup>B\*</sup>, Combat Expertise, Combat Reflexes, Command Undead<sup>B</sup>, Critical Focus, Extend Spell, Extra Channeling<sup>B</sup>, Greater Sunder, Greater Trip, Improved Critical (bite, claw, tail slap, wing), Improved Multiattack, Improved Sunder, Improved Trip, Major Domain Channeling<sup>B\*</sup>, Multiattack, Power Attack, Quicken Spell, Tripping Strike<sup>APG</sup>

**Skills** Bluff +50, Diplomacy +44, Escape Artist +36, Fly +25, Intimidate +19, Knowledge (arcana, religion) +41, Knowledge (dungeoneering, engineering, geography, history, local, nature, nobility, planes) +25, Linguistics +47, Perception +54, Sense Motive +46, Spellcraft +41, Stealth +35, Use Magic Device +35; **Racial Modifiers** +8 Intimidate, +8 Perception, +8 Stealth

Languages Abyssal, Celestial, Common, Draconic, Infernal, Undercommon, plus 39 more

**SQ** night hunter (16/day, 5 rounds)

## Special Abilities

Attacks (Ex or Su): Unja's natural attacks threaten a critical hit on a 19 or 20, with Improved Critical increasing this range further. If she scores a critical hit with a natural weapon, the target gains 1 negative level, and Unja adds 5 points to her soul ward. The DC to remove this negative level is 39.

**Breath Weapon (Su):** Unja's breath weapon DC is Charisma-based, and deals 2 negative levels to those affected. As usual, a successful Reflex save halves damage, and reduces the energy drain to 1 negative level. She adds 1 hit point to her soul ward for each negative level inflicted.

**Cowering Fear (Su):** Any creature shaken by Unja's frightful presence is cowering instead of shaken for the first round, and shaken for the rest of the duration. Any creature panicked by her frightful presence is instead cowering for the duration.

**Critical Channeling** : Upon a successful critical hit with her bite, Unja deals an additional +3d6 points of negative energy damage.

**Soul Consumption (Su):** When a living creature dies within 30 ft. of Unja, that creature's soul is torn from its body and pulled into her maw if it fails a DC 39 Will save. This adds a number of hit points to Unja's soul ward equal to the dead creature's Hit Dice. Creatures which have their souls consumed by this ability can only be brought back to life through *miracle, true resurrection,* or *wish*.

**Soul Magic (Sp):** Unja has no spell slots for her sorcerer spells. Instead, spells consumes a number of hit points from her soul ward equal to the level of the spell she wants to cast. If her soul ward has insufficient hit points, Unja cannot cast that spell. Casting a spell that reduces her soul ward to exactly o hit points does not harm her, but she finds doing so to be an uncomfortable vulnerability she prefer to avoid.

**Soul Ward (Su):** Unja is protected by an intangible field of siphoned soul energy. This ward has 72 hp. Whenever she would be reduced below 1 hit point, all damage in excess is instead dealt to her soul ward. If this damage reduces the soul ward to fewer than 0 hit points, Unja is destroyed.

Fully Empowered Unja (active spells – mage armor, nondetection, freedom of movement, spider climb, cat's grace, entropic shield, shield, true seeing, displacement, divine power, globe of invulnerability, haste, righteous might): Colossal dragon (fire); Init +1; Senses true seeing; AC 64, touch 21, flat-footed 63 (+4 armor, +5 deflection, +1 Dex, +13 insight, +35 natural, -8 size); hp 694; Fort +34, Ref +19; Defensive Abilities displacement, entropic shield, freedom of movement, globe of invulnerability, nondetection; **DR** 10/good; Immune magic missile; Speed 70 ft., climb 40 ft., fly 280 ft. (clumsy); Melee 2 bites +47 (4d8+30/17-20), 2 claws +47 (4d6+21/17-20), 2 wings +47 (2d8+12/17-20), tail slap +47 (4d6+30/17-20) or bite +38 (4d8+54/17-20), 2 claws +38 (4d6+36/17-20), 2 wings +38 (2d8+18/17-20), tail slap +38 (4d6+54/17-20); Space 30 ft.; Reach 20 ft. (30 ft. with bite); Special Attacks breath weapon (70 ft. cone, DC 41), crush DC 41, 4d8+27, Large and smaller),tail sweep DC 41, 2d8+27, Medium or smaller); Str 47, Dex 12, Con 36; CMB +59 (+63 sunder, trip); CMD 88 (90 vs. sunder, 94 vs. trip); Skills Climb +26, Fly +24, Stealth +32.

# Kineufkiz, The Cleansing Corruption CR 25

My goddess blesses me, she who rules the Undead granting me vast powers. For her, I am Death and Darkness. Through my service, all will behold her dark glory. The world will fall under her shadow, and all will be one in Death and Darkness.

When I was young, my mind was weak. I had no thoughts of my own. Then, I met a servant of my goddess, though as yet I did not know her. I destroyed him, and my goddess saw my power. She awakened my mind and freed me from the curse that plagued me from time of my hatching. She poured into me her power, her strength. She led me to Unja, my mentor and only rival for her favor. Unja is a dear sister to me. And one day I will share with her the blessing of the ravener.

#### Note

Kineufkiz disturbs me. She worships a goddess of Undeath and strives to one day become Undead herself. She is dark and twisted and evil. Since meeting her, and her mentor Unja, I developed a new-found fear of the dark. I don't think I've ever met anything so terrifying. Of all the dragons I interviewed, all the stories I heard, Kineufkiz and Unja frighten me the most.

# Kineufkiz, The Cleansing Corruption CR 25

#### XP 1,640,000

Female accelerated jaunting numinous wyrm red dragon CE Gargantuan dragon (fire)

**Init** +8; **Senses** dragon senses, smoke vision; Perception +35

**Aura** fire (10 ft., 2d6 fire), frightful presence (330 ft., DC 31)

### Defense

**AC** 56, touch 12, flat-footed 50 (+4 armor, +4 Dex, +2 dodge, +36 natural, +4 shield, -4 size)

**hp** 391 (27d12+216)

Fort +23, Ref +20, Will +20

**Defensive Abilities** improved evasion, redirect ranged attack; **DR** 20/magic; **Immune** charm, disease, fire, *magic missile*, paralysis, poison, sleep; **SR** 36 **Weaknesses** vulnerability to cold

# Offense

Speed 70 ft., fly 280 ft. (clumsy)

**Melee** 2 bites +39 (4d6+22), 2 claws +39 (2d8+15), 2 wings +34 (2d6+7), tail slap +34 (2d8+22)

Space 20 ft.; Reach 15 ft. (20 ft. with bite)

**Special Attacks** breath weapon (60 ft. cone, DC 31, 22d10 fire), crush (DC 31, 4d6+22, Medium or smaller), eldritch fire, jaunting, manipulate flames (110 ft.), melt stone (55 ft.), portal attack, tail sweep (DC 31, 2d6+22, Small or smaller)

**Spell-Like Abilities** (CL 27th; concentration +36)

- Constant—*haste* (self only)
- At will—detect magic, find the path, pyrotechnics, suggestion (DC 22), wall of fire

3/day—dimension door, elemental swarm, greater spell immunity, heal, implosion (DC 28), invisibility, nondetection, regenerate, shield of faith, summon monster IX, telekinesis, time stop

Spells Known (CL 17th; concentration +26)

8th (4/day)—clone, create greater undead

- 7th (6/day)—delayed blast fireball (DC 26), greater scrying (DC 26), waves of exhaustion
- 6th (6/day)—disintegrate (DC 25), globe of invulnerability, greater dispel magic
- 5th (6/day)—feeblemind (DC 24), mind fog (DC 24), nightmare (DC 24), prying eyes
- 4th (6/day)—animate dead, bestow curse (DC 23), charm monster (DC 23), greater invisibility
- 3rd (6/day)—dispel magic, displacement, slow (DC 22), water breathing
- 2nd (6/day)—cat's grace, resist energy, spider climb, touch of idiocy, web (DC 21)
- 1st (6/day)—identify, mage armor, ray of enfeeblement, shield, true strike
- o (at will)—bleed (DC 19), detect poison, mage hand, mending (DC 19), open/close, prestidigitation, read magic, resistance, touch of fatigue (DC 19)

### Jactics

**Before Combat** Devote in her duties, Kineufkiz readies every day to do the bidding of her dark goddess. She casts *mage armor* on herself every day. If given time, she casts *spider climb, cat's grace, shield, displacement,* and *globe of invulnerability* in this order before engaging her opponents.

**During Combat** When facing foes of her goddess, Kineufkiz exercises no mercy, using all her abilities without restraint. Against others, she fights just as fiercely, but reserves her spells and spell-like abilities for those proving to be a true danger.

**Morale** Kineufkiz fights to the death, knowing she has several well hidden and heavily protected clones awaiting her soul.



Kineufkiz, The Cleansing Corruption

**Base Statistics Init** +6; **AC** 46, touch 10, flat-footed 42 (no armor, no shield); Ref +17; ; **Immune** no *magic missile*; **Dex** 14; **CMD** 60 (62 vs. sunder, 66 vs. trip); **Skills** Acrobatics +2 (+18 jumping), Fly +18, Stealth +20.

### Statistics

#### Str 41, Dex 18, Con 27, Int 20, Wis 21, Cha 28

**Base Atk** +27; **CMB** +46 (+50 sunder, trip); **CMD** 62 (64 vs. sunder, 68 vs. trip)

**Feats** Combat Expertise, Combat Reflexes<sup>B</sup>, Dodge<sup>B</sup>, Flyby Attack, Greater Sunder, Greater Trip, Hover, Improved Initiative<sup>B</sup>, Improved Sunder, Improved Trip, Lunge, Mobility<sup>B</sup>, Power Attack, Snatch, Spring Attack<sup>B</sup>, Sundering Strike<sup>APG</sup>, Tripping Strike<sup>APG</sup>, Whirlwind Attack, Wingover

**Skills** Acrobatics +4 (+20 jumping), Fly +20, Knowledge (arcana, dungeoneering, engineering, geography, history, local, nature, nobility, religion) +26, Knowledge (planes) +35, Perception +35, Spellcraft +35, Stealth +22

Languages Abyssal, Celestial, Common, Draconic,

Infernal, Undercommon SQ quickness

# Special Abilities

**Eldritch Fire (Sp):** 12 times per day, Kineufkiz can generate a bolt of raw magical energy as an immediate action. Throwing this bolt is a ranged touch attack with a maximum range of 1,480 ft. with no range increments. A successful hit deals 10d6 points of raw magical energy damage. Spell resistance applies to this ability.

**Jaunting (Su):** As a move action, Kineufkiz can *greater teleport* (CL 27th).

**Portal Attack (Su):** As part of a natural attack, or a touch attack as a standard action, Kineufkiz can use the following abilities.

Astonishing Assault: Kineufkiz can use a portal to attack from an unexpected direction, causing an opponent to be flat-footed against this attack. A successful DC 32 Reflex save negates the target from being flat-footed. Targets must still be in normal reach.

Maze: Kineufkiz can force an opponent into a maze (as the spell) should it fail a DC 32 will save,

though a successful save both negates this effect and grants immunity to further uses of this ability from her for 24 hours. Alternatively, she can cast *maze* as a spell-like ability as a standard action.

*Plane Shift*: Kineufkiz can *plane shift* an opponent if it fails a DC 32 Will save, with a successful save granting immunity to further *plane shift* attacks from her for 24 hours. She must possess a tuning fork for the destination plane. Kineufkiz can use *plane shift* (as the spell) on herself or a group as a standard action.

*Teleport Attack*: Kineufkiz can *teleport attack* (as the spell) an opponent who fails a DC 32 Will save. A successful save grants immunity to further *teleport attacks* from her for 24 hours.

**Quickness (Su):** Kineufkiz is supernaturally quick. She can take an extra move action after she has moved.

**Redirect Ranged Attack (Su):** Any incoming ranged attack provokes an attack of opportunity to which Kineufkiz can make a special opposed attack roll. If her ranged attack equals or exceeds the incoming ranged attack, the incoming ranged attack is sent off in a random direction (including ranged spell attacks which require an attack roll to hit) as a grenade-like weapon. If Kineufkiz's roll exceeds the incoming attack by 10 or more, she can instead negate the incoming attack, or choose a new target within range of the attack.

# The Lord of Fangs CR <sup>2</sup>4

I decided to bestow upon you the great honor of telling my tale. I have many names, but the one I choose for myself is the Lord of Fangs. I am the master of this house--the House of Fangs. This is my domain, and its members are my servants. Here I rule.

You will find no humans, no dwarves, no elves, none of their relations here in the House of Fangs. Many of my subjects are dragons, but I also count hags, aboleths, vampires, and the like among my servants. Your kind would call us monsters. Indeed, we are the terrors that haunt your nightmares.

The most faithful and devoted of my subjects is the Red Fang, Inferna. She is a gifted assassin, and I trust her above all else. I am aware of her affections, and I will admit I encourage her in this. Nothing fosters devotion more than love.

#### Note

No one seems to know the true name of the Lord of Fangs. He is very secretive, and that air of mystery serves him well. He inspires terror in his victims and his followers. The Lord of Fangs is a powerful and ruthless adversary. He rarely meets his enemies in direct combat, preferring to send his assassins to deliver his "messages."

# The Lord of Fangs

#### XP 1,230,000

Male bipedal exemplar multiarmed mystic young red dragon ninjaUC 16

R 24

LE Large dragon (fire)

Init +9; Senses dragon senses, smoke vision; Perception +37

### Defense

AC 44, touch 24, flat-footed 44 (+8 armor, +9 Dex, +6 deflection, +12 natural, -1 size)

**hp** 575 (27 HD; 11d12+16d8+432)

Fort +33, Ref +31, Will +24

**Defensive Abilities** enhanced durability, evasion, improved uncanny dodge, uncanny dodge; **Immune** fire, magic, paralysis, sleep; **Resist** cold 30

Weaknesses enhanced weakness (vulnerability to cold)

### Offense

**Speed** 40 ft., fly 200 ft. (poor)

**Melee** bite +40 (2d6+27), 4 claws +40 (1d8+18), 2 wings +40 (1d6+9), tail slap +40 (1d8+27) or +4 adamantine wakizashi +42/+37/+32/+27 (1d8+22/15-20), 3 +4 adamantine wakizashi +42/+37/+32 (1d8+22/15-20), bite +36 (2d6+9), 2 wings +36 (1d6+9), tail slap +36 (1d8+9)

**Ranged** +3 composite longbow +34/+29/+24/+19 (2d6+19/x3)

**Special Attacks** breath weapon (60 ft. cone, DC 39, 9d10 fire), sneak attack +8d6 plus 8 bleed

**Spell-Like Abilities** (CL 11th; concentration +20) At will—*detect magic* 

#### Jactics

**Before Combat** The Lord of Fangs rarely engages his opponents anymore, trusting his Fangs will deal with any foolish enough to invade the House of Fangs.

**During Combat** In the event his Fangs fail to protect their Lord, the Lord of Fangs prefers to wield his matching blades, using his invisible blade ninja trick to attack from surprise.

**Morale** The Lord of Fangs has no plans to die any century soon, always keeping enough *ki* points to flee if reduced below 150 hit point.

Statistics

Str 47, Dex 28, Con 42, Int 26, Wis 24, Cha 28

**Base Atk** +23; **CMB** +42 (+46 trip); **CMD** 67 (69 vs. trip)

Feats Acrobatic, Bleeding Critical, Combat Expertise, Combat Reflexes, Critical Focus, Double Slice, Flyby Attack, Greater Multiweapon Fighting\*, Greater Trip, Improved Critical (wakizashi), Improved Multiattack\*, Improved Multiweapon Fighting\*, Improved Trip, Multiattack<sup>B</sup>, Multiweapon Fighting<sup>B</sup>, Tripping Strike<sup>APG</sup> Skills Acrobatics +43 (+47 jumping), Climb +36, Disguise +39, Fly +37, Knowledge (arcana. dungeoneering, engineering, geography, history, local, nature, nobility, planes, religion) +31, Perception +37, Sense Motive +37, Spellcraft +30, Stealth +45, Swim +41, Use Magic Device +32.

**Languages** Common, Draconic, Dwarven, Elven, Giant, Goblin, Halfling, Infernal, Orc

**SQ** enhanced senses, *ki* pool (17 points), light steps, ninja tricks, no trace +5, poison use

**Combat Gear** wand of cure critical wounds (50 charges), wand of haste (50 charges), wand of magic fang (50 charges), wand of spell immunity (50 charges); **Other Gear** +4 adamantine wakizashi<sup>UE</sup> (4), +3 composite (Str 42) longbow, efficient quiver with 60 adamantine arrows, belt of giant strength +4, bracers of armor +8, greater ring of energy resistance (cold), helm of underwater action, mantle of resistance +5, ring of chameleon power

# Special Abilities

**Enhanced Durability (Ex):** The Lord of Fangs does not fall unconscious from damage until reduced to -29 hit points, and does not die until reduced to -69 hit points.

**Enhanced Senses (Ex):** The Lord of Fangs has darkvision 180 ft., blindsense 90 ft., and can see six times as well as a human in dim light, and three times as well in normal light.

**Enhanced Weakness (Ex):** Whenever subjected to cold damage, The Lord of Fangs takes twice as much damage (200%).

*Ki* **Pool (Su):** The Lord of Fangs has a pool of supernatural energy called ki. As long as he has at least 1 ki point, he treats any Acrobatics check to jump as if he had a running start. By spending 1 ki point, he can make one additional attack as part of a full-attack action, increase his speed by 20 ft. for 1 round, or gain a +4 insight bonus to Stealth checks for 1 round.

Used *ki* points are replenished after 8 hours of rest or meditation.

**Light Steps (Ex):** As a full-round action, The Lord of Fangs can move up to twice his speed, ignoring difficult

terrain, across any surface, no matter how much he weighs, and must end his move on a surface which can support him normally. When moving in this way, The Lord of Fangs ignores any mechanical traps using a location-based trigger, does not take damage from surfaces or hazards that react to being touched, nor does he need to make Acrobatics checks to avoid falling on slippery or rough surfaces.

**Ninja Tricks**: The Lord of Fangs has the following ninja tricks and advanced ninja tricks.

*Bleeding Attack (Ex):* The Lord of Fangs sneak attacks deal 8 bleed damage.

*Evasion (Ex):* The Lord of Fangs has evasion, as the rogue class ability.

*Fast Stealth (Ex):* The Lord of Fangs can move at full speed using the Stealth skill without penalty.

*Invisible Blade (Su):* When The Lord of Fangs uses vanishing trick (see below), it instead functions as *greater invisibility*.

See the Unseen (Su): As a swift action, The Lord of Fangs can cast see invisibility (CL 16th). Doing this uses 1 *ki* point.

*Skill Mastery*: Regardless or stress and distractions, The Lord of Fangs can take 10 when making certain skill checks. He can take 10 with Acrobatics, Disguise, Fly, Knowledge (arcana, religion), Perception, Sense Motive, Spellcraft, Stealth, and Use Magic Device.

*Vanishing Trick (Su):* As a swift action, The Lord of Fangs can disappear for 16 rounds (as *invisibility*). Doing this uses 1 *ki* point.

*Wall Climber (Su):* This ninja trick grants The Lord of Fangs a climb speed of 20 ft., but only on vertical surfaces. This ability cannot be used to scale perfectly smooth surfaces or to climb on the underside of horizontal surfaces.

**No Trace (Ex):** The DC to track The Lord of Fangs using the Survival skill increases by +5. In addition, his training gives him a +5 insight bonus on Disguise skill checks and on opposed Stealth checks whenever he is stationary and does not take any action for at least 1 round.

# Curnishex, Mother of Carnage CR <sup>22</sup>

In my youth, a cabal of arcane spellcasters enslaved me. I suffered greatly under their care; they tore off my



#### Curnishex, Mother of Carnage

scales, drained my blood, and forced me to fight for their amusement. How I hate them all! Users of magic--they are a blight on the world, one I will burn away! Now I have grown strong in my own right, powerful beyond compare. I have no need for magical trickery. I have defeated dragons far older than the likes of you have ever seen. My children cover this earth. They all do my bidding in one way or another.

You will met one of them. Juerix guards my sanctuary and my treasures. He's good for little else. I would have killed him when he hatched, but the little dear put up such a fight I couldn't help but be impressed. He does his task well. I do not regret the decision.

But you would know how I escaped my

imprisonment to become the great wyrm you see before you? One day, a group of holy warriors came against the arcane cabal. During the ensuing battle, a lucky strike from one of the paladins weakened my bonds, and I broke free. I took my revenge on the cabalists and escaped before the holy warriors could react.

#### Note

Curnishex is an interesting study. She is intelligent, but in a wild, unrefined way. She has an extreme distrust of magic and no arcane abilities herself. She is not innately a servant of Damnation, though I would not call her a servant of Heaven. She will slaughter mages on sight, and indeed, she goes out on the hunt just to find them, but she does not terrorize villages or otherwise murder innocent non-magic users. Mostly she stays near her lair and is not a bother to anyone wise enough to leave her alone.

# Curnishex, Mother of Carnage CR 22

#### XP 615,000

Female apex predator feral resilient great wyrm red dragon CN Colossal dragon (fire)

Init +0; Senses dragon senses, smoke vision; Perception +40 Aura frightful presence (360 ft., DC 34)

# Defense

AC 43, touch 2, flat-footed 43 (+41 natural, -8 size) hp 768 (29d12+580) Fort +56, Ref +36, Will +44 Defensive Abilities resilient fortification; DR 15/-; Immune fire, paralysis, sleep; Resist acid 20, cold 20, electricity 20, sonic 20 Weaknesses vulnerability to cold

# Offense

**Speed** 40 ft., fly 250 ft. (clumsy) **Melee** bite +43 (4d8+33/19-20), 2 claws +43 (4d6+22), 2 wings +38 (2d8+11), tail slap +38 (4d6+33) **Space** 30 ft.; **Reach** 20 ft. (30 ft. with bite) **Special Attacks** breath weapon (70 ft. cone, DC 44, 24d10 fire), crush (4d8+33, DC 44, Large or smaller), tail sweep (2d8+33, DC 44, Medium or smaller)

#### Tactics

**During Combat** Hating all casters, Curnishex focuses her attacks on anyone who looks like a spellcaster, ignoring all others unless they deal more than 50 hit points of damage to her in a single round.

**Morale** Though savage compared to other dragons, Curnishex is not mindless. She flees if reduced below 150 hit points.

### Statistics

Str 55, Dex 10, Con 51, Int 15, Wis 27, Cha 30

**Base Atk** +29; **CMB** +59 (+63 bull rush, sunder); **CMD** 69 (71 vs. bull rush, sunder, 73 vs. trip)

**Feats** Cleave, Dazzling Display, Deadly Stroke, Great Cleave, Greater Bull Rush, Greater Sunder, Greater Weapon Focus (bite), Greater Vital Strike, Improved Bull Rush, Improved Sunder, Improved Vital Strike, Power Attack, Shatter Defenses, Vital Strike, Weapon Focus (bite) **Skills** Climb +40, Fly +16, Intimidate +42, Knowledge (arcana, religion) +20, Knowledge (geography, nature) +19, Perception +40, Sense Motive +40, Stealth -13, Survival +40, Swim +39

Languages Common, Draconic, Giant

# Special Abilities

**Resilient Fortification (Ex):** Curnishex adds her Constitution bonus (+20) to all saving throws, and she ignores partial effects upon a successful saving throw.

Arkaz and Zakra, The Twins CR 21

Let me begin the ta--

No! Let me!

Hey! I was talking first.

That's because you never shut up. Arkaz wants her own body. She latched onto mine while we were still in the egg, so her body never grew. Now she's jeal--

I am not jealous! And anyway, you're telling it wrong. It was supposed to be *my* egg. Zakra latched onto *me*, and she's been the worst headache ever since.

*Liar! You're nothing but a parasite! I wish you would fall off and die.* 

You're the parasite, Zakra!

Don't make me bite you.

Go right ahead, princess. But don't forget, the tail obeys *me*, not you.

#### Note

At this point in the interview, the two-headed dragon slapped herself in the back of the right head with her massive tail. Zakra--the right head--retaliated by biting Arkaz--the left head--in the neck and giving her a good shake. The twins, as they call themselves, didn't seem to notice or care that I left. They may seem comical, but in battle, the two heads work together against their common foes with devastating efficiency.

As I said, Arkaz and Zakra are the two heads of one very large and very old red dragon. After meeting them, I am amazed they haven't managed to kill themselves with all their constant bickering. But, they can work together as one when the situation calls for it. And when a treasure hunter or holy warrior crosses their path, the situation calls for it.

# Arkaz and Zakra, The Twins CR 21

#### XP 409,600

Female accelerated two-headed very old red dragon CE Gargantuan dragon (fire)

**Init** +11; **Senses** dragon senses, *see invisibility*, smoke vision; Perception +36

**Aura** fire (10 ft. 1d6 fire), frightful presence (270 ft., DC 25)

### Defense

**AC** 53, touch 15, flat-footed 44 (+4 armor, +7 Dex, +2 dodge, +30 natural, +4 shield, -4 size) **hp** 356 (23d12+207)

Fort +22, Ref +20, Will +19

**Defensive Abilities** *displacement* (50% miss chance), *lesser globe of invulnerability*; **DR** 15/magic; **Immune** fire, *magic missile*, paralysis, sleep; **SR** 32 **Weaknesses** vulnerability to cold

# Offense

Speed 70 ft., fly 280 ft. (clumsy)

**Melee** 3 bites +33 (4d6+19/19-20), 2 claws +33 (2d8+13), 2 wings +33 (2d6+13), tail slap +33 (2d8+19) **Space** 20 ft.; **Reach** 15 ft. (20 ft. with bite)

**Special Attacks** breath weapon (60 ft. cone, DC 30, 18d10 fire), crush (4d6+19, DC 30, Medium or smaller), manipulate fire (80 ft.), superior multiattack, tail sweep (2d6+19, DC 30, Small or smaller)

**Spell-Like Abilities** (CL 23rd; concentration +27) Constant—*haste* (self only)

At will—detect magic, pyrotechnics, suggestion (DC 17), wall of fire

**Spells Known** (CL 13th; concentration +17)

- 6th (4/day)—chain lightning (DC 20), disintegrate (DC 20)
- 5th (6/day)—dominate person (DC 19), mirage arcana, teleport
- 4th (7/day)—black tentacles, contagion (DC 18), dimension door, lesser globe of invulnerability
- 3rd (7/day)—dispel magic, displacement, slow (DC 17), vampiric touch
- 2nd (7/day)—bear's endurance, cat's grace, invisibility, resist energy, see invisibility
- 1st (7/day)—mage armor, magic missile, shield, true strike, ventriloquism
- o (at will)—acid splash, bleed (DC 14), dancing lights, ghost sound, open/close, prestidigitation, read magic, resistance, touch of fatigue (DC 14)



Arkaz and Zakra, The Twins

#### Jactics

**Before Combat** The Twins cast an extended *mage armor* each morning. Before engaging their opponents, they cast *bear's endurance, cat's grace, see invisibility, shield*, extended *displacement*, and extended *lesser globe of invulnerability*. All of these are included in their statistics. If they know their opponents are fond of using one or more particular types of energy attacks, they also cast one or more *resist energy* spells to protect them.

**During Combat** The Twins crafty combatants, commonly using Flyby Attack with one of them using their breath weapon and the other biting and attempting to Snatch an opponent. In rounds where neither head has a breath weapon available, they instead typically cast spells, starting with a *dominate person* against the most dull-witted in appearance of their opponents. They are fond of using *mirage arcana* paired with *invisibility* to set up ambushes, lulling their targets into a false sense of security, all the better to slaughter them with alacrity.

Morale The Twins flee if reduced below 75 hit points,

#### teleporting away.

**Base Statistics Init** +9; **Senses** no *see invisibility*; AC 43, touch 13, flat-footed 36 (+5 Dex, +2 dodge, +30 nature, -4 size); hp 310 (2dd12+161); Fort +20, Ref +19; **Defensive Abilities** no *displacement* (50% miss chance), no *lesser globe of invulnerability*; **Immune** no *magic missile*; **Special Attacks** breath weapon (DC 28), crush (DC 28), tail sweep (DC 28); **Dex** 20, **Con** 25; **Skills** Acrobatics +28 (+44 jumping), Fly +23, Stealth +19.

#### Statistics

#### Str 37, Dex 24, Con 29, Int 18, Wis 23, Cha 18

**Base Atk** +23; **CMB** +38 (+42 trip); **CMD** 51 (57 vs. trip)

**Feats** Bleeding Critical, Combat Expertise, Combat Reflexes<sup>B</sup>, Critical Focus, Critical Mastery, Dodge<sup>B</sup>, Extend Spell, Flyby Attack, Greater Trip, Improved Critical (bite), Improved Initiative<sup>B</sup>, Improved Trip, Mobility<sup>B</sup>, Skill Focus (Fly), Snatch, Spring Attack<sup>B</sup>, Staggering Critical (DC 33)

**Skills** Acrobatics +30 (+46 jumping), Appraise +30, Climb +28, Fly +25, Knowledge (arcana) +30, Linguistics +30, Perception +36, Spellcraft +30, Stealth +21, Swim +27, Use Magic Device +30; **Racial Modifiers** +4 Perception

Languages Aklo, Common, Draconic, Sylvan, Undercommon, plus 23 others SQ quickness, two minds

### Special Abilities

**Quickness (Su):** Arkaz is supernaturally quick. She can take an extra move action after she has moved.

**Superior Multiattack (Ex):** Arkaz and Zakra make all of their natural attacks as primary weapons.

**Two Minds (Ex):** Though they don't always agree, Arkaz and Zakra each have their own mind and work well together. They can take an additional standard action each round, such as making a second breath weapon attack, casting another spell, making another bite, etc. This does not allow them to make additional saves against mind-affecting effects beyond those normally allowed.



Where to begin my tale... When I was in the egg, I somehow came to be in Hell. I do not know how my master acquired me. It's not important. I hatched in flames and my master baptized me in hellfire. I serve as a...messenger of sorts for Our Dark Lord of Fire who rules in Damnation, whose very name strikes terror in the hearts of mortals. I keep this terror alive by giving his orders to lesser servants and eliminating threats and enemies in ways befitting his...reputation. I see in your eyes that you understand. And now it is you who will write his message to the world. The message is this: the Dark One is coming. You will all bow to him in proper fear and deference, or you will burn.

#### Note

Omug is terrifying. Most frightening is his ability to appear human. He assumes this form most of the time. I only saw his dragon form through the aid of powerful divinations. He is a creature of ancient and terrible power. It is wise to avoid him.

# Omug, The All-Consuming Fire

# CR 19

#### XP 204,800

Male advanced hellfire old red dragon LE Gargantuan dragon (fire)

**Init** +5; **Senses** dragon senses, *see invisibility*, smoke vision; Perception +30

**Aura** fire (10 ft. 1d6 fire), frightful presence (240 ft., DC 26)

### Defense

AC 44, touch 7, flat-footed 43 (+4 armor, +1 Dex, +29 natural, +4 shield, -4 size)

hp 367 (21d12+231); regeneration 32 (evil, good)

Fort +23, Ref +13, Will +18

**DR** 10/magic; **Immune** fire, *magic missile*, paralysis, sleep; **SR** 30

Weaknesses vulnerability to cold

#### Offense

Speed 40 ft., fly 250 ft. (clumsy)

**Melee** bite +35 (6d6+24 plus hellfire), 2 claws +35 (3d8+16 plus hellfire), 2 wings +35 (2d6+8 plus hellfire), tail slap +35 (2d8+24 plus hellfire)

Space 20 ft.; Reach 15 ft. (20 ft. with bite)

**Special Attacks** breath weapon (60 ft. cone, DC 33, 8d10 fire plus 8d10 divine), crush (4d6+24, DC 31, Medium or smaller), hellfire, manipulate flames (70 ft.), tail sweep (2d6+24, DC 31)

**Spell-Like Abilities** (CL 21st; concentration +27) At will—detect magic, pyrotechnics, suggestion (DC 19), wall of fire



Omug, The All-Consuming Fire

**Spells Known** (CL 11th; concentration +17)

5th (5/day)—cone of cold (DC 21), waves of fatigue

4th (7/day)—bestow curse (DC 20), enervation, greater invisibility

3rd (7/day)—displacement, fireball, haste, slow (DC 19)
2nd (7/day)—alter self, darkness, resist energy, see invisibility, web

- 1st (7/day)—alarm, mage armor, ray of enfeeblement (DC 17), shield, true strike
- o (at will)—acid splash, arcane mark, bleed (DC 16), mending (DC 16), message, prestidigitation, ray of frost, read magic, touch of fatigue (DC 16)

## Jactics

**Before Combat** Omug begins each day by casting *mage armor* on himself. Unless surprised, he also casts *see invisibility* and *shield* on himself. All of these are included in his statistics.

**During Combat** Confident he cannot die, Omug begins combat with his breath weapon, followed by landing and crushing opponents. He then uses his abilities as best fits the situation. Once reduced below 250 hit points, he takes to the air again, executing strafing runs on his opponents where he alternates between using his breath weapon, and snatching opponents and dropping them from 250 ft. in the air. **Morale** Omug has not been given permission to die, so he flees if reduced below 100 hit points.

### Statistics

**Str** 43, **Dex** 12, **Con** 33, **Int** 22, **Wis** 23, **Cha** 22 **Base Atk** +21; **CMB** +39; **CMD** 50 (54 vs. trip)

**Feats** Ability Focus (breath weapon), Flyby Attack, Hover, Improved Initiative, Improved Multiattack, Improved Natural Attack (bite, claw), Multiattack, Snatch, Wingover

**Skills** Appraise +30, Bluff +30, Climb +40, Fly +11, Intimidate +30, Perception +30, Sense Motive +30, Spellcraft +30, Stealth +13, Survival +30, Swim +40, Use Magic Device +30

**Languages** Abyssal, Celestial, Common, Draconic, Ignan, Infernal, Undercommon

# Special Abilities

**Hellfire (Su):** While half the damage dealt by Omug is fire damage, the other half is raw divine power which is not subject to fire resistance. In addition, all of his melee and ranged attacks deal +5d6 fire and +5d6 divine damage.



# Warmaw CR 18

You are fortunate to find me in a good mood, human. I don't typically talk to play-things, but...I did have a rather marvelous time today, and I do like an attentive audience. I just waded through a field of ten thousand soldiers. Two armies locked in fierce combat! Hundreds already lay dead, their broken bodies strewn across the battlefield. Then I arrived, and Damnation came with me. Pitiful creatures--they didn't know who the enemy was anymore. They fought me; they fought each other; they even fought those on their side. It was all chaos and blood. Ah, what a glorious day, I feel so alive after a rousing battle! I live to bathe in the blood of armies!

I don't enjoy single combat, not with a pathetic little thing like you. There is no joy in it, no challenge. I could easily tear your arms off right now where you sit. And what would you do? I wonder, could you write my tale with your feet? I suppose the blood would get everywhere and the words would be illegible. Did you write all that down? Good. Word for word, that was the agreement. No, no, don't stop writing. I'm not doing anything you need to be concerned with. Just keep writing...

#### Note

Warmaw is an evil that we should destroy. He tears the limbs off smaller creatures, like cruel children tear the wings off flies. I barely escaped with my life after he snuck up behind me to try his sick experiment of making me write with my feet. I do not intend to ever meet him again.

### Warmaw



**XP 153,600** Male mature adult furnace red dragon fighter (weapon master) 3

CE Huge dragon (fire)

**Init** +6; **Senses** dragon senses, *see invisibility*, smoke vision; Perception +28

Aura fire (5 ft., 1d6 fire), frightful presence (210 ft., DC 25)

## Defense

AC 42, touch 10, flat-footed 40 (+4 armor, +2 Dex, +24 natural, +4 shield, -2 size) hp 294 (22 HD; 19d12+3d10+154)

Fort +21, Ref +14, Will +15

**Defensive Abilities** weapon guard; **DR** 10/magic and **DR** 10/adamantine (90 points); **Immune** fire, *magic missile*, paralysis, sleep; **SR** 29 **Weaknesses** vulnerability to cold

# Offense

**Speed** 40 ft., fly 200 ft. (poor)

**Melee** bite +34 (2d8+20 plus grab), 2 claws +33 (2d6+13), 2 wings +28 (1d8+6), tail slap +28 (2d6+19) **Space** 15 ft.; **Reach** 10 ft. (15 ft. with bite)

**Special Attacks** crush (2d8+19, DC 28, Small or smaller), swallow whole (14d10 fire, AC 22, hp 29), weapon training

Spell-Like Abilities (CL 19th; concentration +23)

At will–detect magic, pyrotechnics, suggestion (DC 17)

**Spells Known** (CL 9th; concentration +13)

4th (5/day)–greater invisibility (DC 18), stoneskin

3rd (7/day)—displacement (DC 17), haste (DC 17), slow (DC 17)

2nd (7/day)—bull's strength (DC 16), darkness, resist energy (DC 16), see invisibility

1st (7/day)—grease (DC 15), mage armor (DC 15), ray of enfeeblement (DC 15), shield, true strike

o (at will)—bleed (DC 14), flare (DC 14), mage hand, message, prestidigitation, read magic, resistance (DC 14), touch of fatigue (DC 14)

### Jactics

**Before Combat** If he expects a fight, Warmaw casts *mage armor, stoneskin,* and *shield,* and these are included in his statistics. Immediately before engage his targets, he casts *greater invisibility* on himself.

**During Combat** On the first round of combat, Warmaw moves to within 45 feet of his opponents and casts *slow* on them. Typically, he then focuses on the lightest armored of his foes, swallowing them one by one, trusting his gullet to finish them off. He renews his *greater invisibility* on the last round of the previous casting, and his *stoneskin* on the round after the previous one ends. If his opponents have no trouble seeing him while invisible, he defensively casts *displacement*, followed by *haste*.

**Morale** Warmaw only flees if reduced below 30 hit points, using his last 4th-level spell slot for a third *greater invisibility*.

**Base Statistics Senses** no *see invisibility*; **AC** 34, flatfooted 32 (no armor or shield); **DR** no 10/adamantine; **Immune** no *magic missile*.

### Statistics

#### Str 37, Dex 14, Con 25, Int 14, Wis 17, Cha 18

Base Atk +22; CMB +37 (+41 grapple, trip); CMD 49 (55 vs. trip)

**Feats** Appendage Severing\* (DC 34), Combat Expertise, Critical Focus, Flyby Attack, Greater Trip, Improved Critical (bite), Improved Initiative, Improved Trip, Improved Vital Strike, Power Attack, Tripping Strike<sup>APG</sup>, Vital Strike, Weapon Focus (bite) **Skills** Climb +38, Fly +19, Intimidate +29, Perception +28, Sense Motive +25, Spellcraft +21, Stealth +19, Swim +38

Languages Common, Draconic, Ignan

# Special Abilities

**Swallow Whole (Ex):** Warmaw has swallow whole instead of a breath weapon.

**Weapon Guard (Ex):** Warmaw gains a +1 bonus to saves against any effect that targets his bite.

**Weapon Training (Ex):** Warmaw has a +1 bonus to attack and damage rolls with his bite.

# Inferna, The Red Fang CR 16

You are not my target. I speak only to my lord and my targets. My lord is great, the greatest dragon to ever live. My love, The Lord of Fangs, Fear him.

#### Note

Inferna was more difficult to interview than the Beast of Savage Fire. She is fully capable of speech, but refuses to do so. She is a member of the House of Fangs, a guild of monstrous assassins that includes a number of dragons. Inferna is obsessed with the guild master, whom she knows only as the Lord of Fang. I cannot help but find the irony amusing--a ruthless, savage killer fawning over an even more ruthless, savage killer like some innocent, blushing maiden.

# Inferna, The Red Fang



XP 76,800

Female adult red dragon ninja 4

LE Huge dragon (fire)

Init +6; Senses dragon senses, smoke vision; Perception +30

**Aura** fire (5 ft., 1d6 fire), frightful presence (180 ft., DC 24)

## Defense

**AC** 39, touch 10, flat-footed 37 (+4 armor, +2 Dex, +21 natural, +4 shield, -2 size)

**hp** 254 (21 HD; 17d12+4d8+126)

Fort +17, Ref +16, Will +15

**Defensive Abilities** *nondetection*, uncanny dodge; **DR** 5/magic; **Immune** fire, *magic missile*, paralysis,

sleep; **SR** 27 **Weaknesses** vulnerability to cold

# Offense

**Speed** 40 ft., fly 200 ft. (poor) **Melee** bite +27 (3d8+13/19-20), 2 claws +27 (2d6+9), 2 wings +22 (1d8+4), tail slap +22 (2d6+13)

Space 15 ft.; Reach 10 ft. (15 ft. with bite)

**Special Attacks** breath weapon (50 ft. cone, DC 26, 12d10 fire), crush (2d8+13, DC 26, Small or smaller), sneak attack +2d6

Spell-Like Abilities (CL 17th; concentration +21)

At will—*detect magic, pyrotechnics, suggestion* (DC 17) **Spells Known** (CL 7th; concentration +11)

3rd (5/day)-haste, nondetection

2nd (7/day)—invisibility, resist energy, touch of idiocy

1st (7/day)—alarm, charm person (DC 15), expeditious retreat, mage armor, shield

o (at will)—ghost sound, mage hand, mending, message, prestidigitation, read magic, touch of fatigue (DC 14)

## Jactics

**Before Combat** Inferna casts *mage armor* and *nondetection* each morning. When she knows she is about to engage in combat, she casts *shield* as well. These are included in her statistics.

**During Combat** Her first action once she enters combat is to cast *haste* on herself and up to 6 allies in range.

**Morale** Inferna flees if reduced below 50 hit points, first using vanishing trick, then *invisibility*.

**Base Statistics AC** 31, flat-footed 29 (no armor or shield); **Defensive Abilities** no *nondetection*; **Immune** no *magic missile*.

## Statistics

#### Str 29, Dex 15, Con 23, Int 20, Wis 19, Cha 18

**Base Atk** +20; **CMB** +31 (+33 bull rush); **CMD** 43 (45 vs. bull rush, 47 vs. trip)

**Feats** Awesome Blow, Bleeding Critical, Critical Focus, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Improved Vital Strike, Power Attack, Skill Focus (Stealth), Vital Strike

**Skills** Acrobatics +26 (+30 jumping), Appraise +29, Climb +33, Diplomacy +19, Escape Artist +26, Fly +18, Knowledge (local) +25, Perception +28, Sense Motive +19, Spellcraft +20, Stealth +24, Swim +33, Use Magic Device +25

Languages Common, Draconic, Dwarven, Elven, Halfling, Undercommon

**SQ** ki pool (6), ninja tricks (fast stealth, vanishing trick), no trace +1, poison use



Inferna, The Red Fang

# Special Abilities

*Ki* **Pool (Su):** Inferna has a pool of supernatural energy called ki. As long as she has at least 1 ki point, she treats any Acrobatics check to jump as if she had a running start. By spending 1 ki point, she can make one additional attack as part of a full-attack action, increase her speed by 20 ft. for 1 round, or gain a +4 insight bonus to Stealth checks for 1 round.

Used *ki* points are replenished after 8 hours of rest or meditation.

Ninja Tricks: Inferna knows the following ninja tricks.

*Fast Stealth (Ex):* Inferna can move at full speed using Stealth without penalty.

*Vanishing Trick (Su):* As a swift action, Inferna can disappear for 4 rounds (as *invisibility*) by expending 1 *ki* point.

**No Trace (Ex)**: Inferna increases the Survival DC to track her by +1. She also gains a +1 insight bonus to Disguise skill checks, and opposed Stealth checks while stationary for at least 1 round.

**Poison Use**: Inferna cannot accidentally poison herself when applying poison to a weapon.



# Fadow CR14

I am the shadow that hunts the flames. Those who hear my name quake with fear, as well they should. I stalk the night in search of my prey. None can escape me. Once I have your name on my list, death is fast coming. I can strike unseen when you least expect it. Those who seek my services know how to find me, but I do not come cheap. If you wish someone dead, be prepared to pay a large sum, but rest assured the target will die. You will you have your enemy's head within a fortnight, or I will return your treasure, minus expenses of course.

#### Note

Fadow is an assassin beyond compare. Fortunately for me, she was on a mission when I met her so she didn't have the time or inclination to devour me.

## Fadow

# CR 14

XP 38,400 Female pygmy stealthy young adult red dragon NE Large dragon (fire) Init +6; Senses dragon senses, smoke vision; Perception +20 Aura frightful presence (150 ft., DC 19)

### Defense

AC 40, touch 16, flat-footed 33 (+4 armor, +6 Dex, +1 dodge, +16 natural, +4 shield, -1 size) hp 142 (15d12+45) Fort +12, Ref +15, Will +11 DR 5/magic; Immune fire, *magic missile*, paralysis, sleep; SR 25 Weaknesses vulnerability to cold

# Offense

Speed 40 ft., fly 200 ft. (poor) Melee bite +21 (2d6+10), 2 claws +21 (1d8+7), 2 wings +16 (1d6+3), tail slap +16 (1d8+10) Space 10 ft.; Reach 5 ft. (10 ft. with bite) Special Attacks breath weapon (50 ft. cone, DC 20, 10d10 fire), sneak attack +4d6 Spell-Like Abilities (CL 15th; concentration +17) At will-detect magic, pyrotechnics Spells Known (CL 5th; concentration +7) 2nd (5/day)-alter self, invisibility

1st (7/day)—alarm, disguise self, mage armor, shield

 o (at will)—arcane mark, mage hand, mending, prestidigitation, read magic, touch of fatigue (DC 12)

#### Jactics

Before Combat Using alter self, disguise self and

*invisibility*, Fadow learns about whoever her current target is. Using this knowledge, she sets up an ambush, having an audible *alarm* cast to distract them. Before the ambush, she casts *mage armor*, *invisibility*, and *shield* on herself, which are included in her statistics.

**During Combat** Since she is *invisible*, she starts combat with a flyby bite attack using Improved Vital Strike and Power Attack (+17 melee, 6d6+22 plus 4d6 sneak attack damage). If this doesn't kill her target, she uses her breath weapon, then turns *invisible* again. Unless her target is capable of flight, she continues in this fashion until her target is dead.

**Morale** Fadow has no plans to die anytime soon. She flees if reduced below 70 hit points, or she takes 40 or more points of damage from a single attack.

**Base Statistics AC** 32, flat-footed 25 (no armor or shield); **Immune** no *magic missile*.

#### Statistics

**Str** 25, **Dex** 22, **Con** 17, **Int** 14, **Wis** 15, **Cha** 14 **Base Atk** +15; **CMB** +23; **CMD** 40 (44 vs. trip)

**Feats** Combat Reflexes, Dodge, Flyby Attack, Improved Vital Strike, Lightning Stance, Mobility, Vital Strike, Weapon Finesse<sup>B</sup>, Wind Stance

**Skills** Appraise +10, Climb +20, Fly +18, Knowledge (geography, local) +10, Perception +20, Sense Motive +20, Spellcraft +20, Stealth +20, Survival +15, Swim +20, Use Magic Device +20

Languages Common, Draconic, Undercommon

# Gonga, The Maw CR 12

Pathetic, trading your life for a glimpse of my glory; you're fortunate I am in a gracious mood, bard. I don't typically show your kind mercy. It has been my experience that dabblers in the magical arts do not deserve it. They are, the lot of them, selfish, arrogant, and contemptuous beings who fancy themselves to be greater than what they are. Can you imagine little creatures such as yourself dreaming that they could control a red dragon? Harness the power of a red dragon? Ha!

And where are they now, those cultists who stole me as a wyrmling just out of the egg? Those mad priests who carved their runes into my scales? Dead, every one of them, that's right. They thought they could possess me, turn me into a force of destruction, an avatar of their dark god.



#### Gonga, The Maw

Well, they got their destroyer. And they lived long enough to see what power I possess. I let them watch as I burned everything around them. Then, I turned my flames upon them and they were powerless to stop me. Why, little bard, you look a bit off. Am I frightening you? But I haven't told you the most terrifying part of my tale. After I left the charred ruins of the cultist stronghold, I sought my mother.

There was a cave, not terribly far into the mountains. It was deep and dark. I had the strangest feeling that I knew the place. So I ventured inside, deeper and deeper. There was something...slithering in the shadows, following me into the deep dark. Then, when I reached the heart of the lair, I saw what stalked me; A vast red dragon with dead black scales. A undead being...was it my mother? That I never determined. But it's still out there. Oh yes, it is still out there.

Now I pass my time in ways that are more lucrative. People will pay quite handsomely for the services of a dragon. I can't tell you how many armies I led to victory, or how many cities I laid waste. You can see by my treasures the number is quite large. The work pays well, and it is beneficial to honing my powers. Would you care for a demonstration?

#### Note

If you are ever asked this question by Gonga the Maw, do *not* say yes. I barely escaped alive. She has a fierce hatred for bards, and a fondness for torturing them. Beware.

Gonga, The Maw

CR 12

**XP 19,200** Female rune-carved young red dragon NE Large dragon (fire) **Init** +1; **Senses** dragon senses, smoke vision; Perception +15 **Aura** destructive (30 ft., +5, 11 rounds/day)

# Defense

AC 22, touch 10, flat-footed 21 (+1 Dex, +12 natural, -1 size)

**hp** 137 (11d12+66)

Fort +13, **Ref** +8, **Will** +8

**Immune** *explosive runes* spells, fire, *glyph* spells, paralysis, sleep, *symbol* spells

**Weaknesses** vulnerability to cold, vulnerability to *erase* (DC 27)

# Offense

**Speed** 40 ft., fly 200 ft. (poor)

**Melee** bite +17 (3d6+10), 2 claws +17 (1d8+7), 2 wings +15 (1d6+3), tail slap +15 (1d8+10)

Space 10 ft.; Reach 5 ft. (10 ft. with bite)

**Special Attack** breath weapon (40 ft. cone, DC 20, 6d10 fire), destructive smite (8/day, +5), personal rune, runic complexity

**Spell-Like Abilities** (CL 11th; concentration +12) At will—*detect magic* 

1/day—harm (DC 21), inflict critical wounds (DC 19), rage, shatter (DC 17), shout (DC 20), true strike

# Jactics

**During Combat** Gonga focuses on casters in combat, with a particular fondness for killing bards first. Should any non-casters deal more than 20 points of damage in a single attack, she focuses on them on her next two turns, using her bite to sunder their weapons and armor.

**Morale** If Gonga takes more than 50 points of damage from a single attack, or is reduced to less than 30 hit points, she flees.

# Statistics

Str 25, Dex 12, Con 23, Int 20, Wis 13, Cha 12

**Base Atk** +11; **CMB** +19 (+21 sunder); **CMD** 30 (32 vs. sunder, 34 vs. trip)

**Feats** Bleeding Critical, Critical Focus, Improved Natural Attack (bite), Improved Sunder, Multiattack, Power Attack

**Skills** Appraise +19, Bluff +15, Climb +17, Diplomacy +15, Fly +12, Knowledge (arcana) +26, Knowledge (dungeoneering, engineering, geography, history, local, nature, nobility, planes, religion) +10, Linguistics +17, Perception +15, Spellcraft +19, Swim +17, Use Magic Device +15; **Racial Modifiers** +8 Knowledge (arcana),

+8 Linguistics Languages Abyssal, Common, Draconic, Giant, Goblin, Orc, Undercommon SQ domain rune, runic dominance

# Special Abilities

**Domain Rune (Sp or Su):** Gonga has all the granted powers of the destruction domain as an 11th-level cleric, as well as the 1st-6th level granted spells as spell-like abilities useable once per day each.

**Personal Rune (Sp):** Gonga can place her rune upon an item, gaining a special connection with it. The rune is permanent, with Gonga always knowing the items location and the name and race of any creature touching it. A successful Will save (DC 20) prevents her from learning the name and race of a touching creature. Gonga can have up to 11 runes activate at any one time, and they function as the greater *glyph of warding* spell with a caster level of 11.

**Runic Complexity (Su):** Eight times per day, Gonga can force a foe making a saving throw to use the foes Intelligence modifier instead of their normal ability score modifier. This is due to the strange and arcane symbols floating around her.

**Runic Dominance**: All of Gonga's abilities (including DCs) for her extraordinary, supernatural, spells, and spell-like abilities use her Intelligence modifier instead of their normal ability score modifier.

# Juerix the Lame CR 10

Food wants to hear about Juerix? Juerix is fierce. Juerix guards Momma's treasure. Momma says Juerix's egg broke early when ground shook. Juerix fell out of broken egg into cold, cold water. Juerix not had time to grow and water froze poor Juerix. Momma saw Juerix too little and not strong, so Momma tried to eat Juerix, but Juerix bit Momma on nose. Momma keep Juerix. Momma loves Juerix. Juerix loves Momma. Momma feeds Juerix and lets Juerix play with treasure. Food go now. Momma comes. Momma will eat Food. Go away, Food. Tell about Juerix.

#### Note

Juerix is an interesting study. He's not the smartest of dragons, or the strongest, but he is a fighter. Juerix, though wingless, is one of the toughest dragons I've come across. He lives with his mother, a fierce creature named Curnishex who I have already introduced. Juerix was not easily convinced to give me an interview as



opposed to eating me. He was almost as difficult to reason with as the Beast of Savage Fire. I finally convinced him by contributing some jewels to his mother's hoard. He hatched too soon, before his wings could form, when his egg broke in an earthquake. Juerix fell into freezing water that permanently weakened him. What he lacks in strength, he makes up for in toughness and ferocity.

He never leaves his mother's lair, so the only way to meet Juerix is to attempt a raid, which I must say is highly inadvisable. If Juerix doesn't eat you, chances are Curnishex will.

# Juerix the Jame



XP 9,600

Male afflicted juvenile red dragon barbarian (invulnerable rager) 2

CE Large dragon (fire)

Init -1; Senses dragon senses, smoke vision; Perception +9 Aura frightful presence (120 ft., DC 14)

# Defense

AC 17, touch 6, flat-footed 17 (-1 Dex, +11 natural, -2

rage, -1 size) **hp** 159 (15d12+62) **Fort** +15, **Ref** +7, **Will** +9 **DR** 1/-; **Immune** fire, paralysis, sleep **Weaknesses** vulnerability to cold

# Offense

Speed 40 ft.

**Melee** bite +18 (2d6+24), 2 claws +18 (1d8+16), 2 wings +16 (1d6+8), tail slap +16 (1d8+24) **Space** 10 ft.; **Reach** 5 ft. (10 ft. with bite) **Special Attacks** breath weapon (40 ft. cone, DC 21, 8d10 fire), rage (8 rounds/day), rage power (no escape) **Spell-Like Abilities** (CL 13th; concentration +10) At will—*detect magic* 

# Jactics

**During Combat** Juerix is a simple and straightforward combatant. He focuses on the biggest of his opponents, Power Attacking with every attack. He sunders the weapons and armor of particularly annoying foes. **Morale** Being so simple-minded, Juerix will fight to the death, unless it is obvious he is outmatched. If he takes more than 30 points of damage from a single attack, he

flees.

**Base Statistics AC** 19, touch 8, flat-footed 17 (no rage); hp 127; Fort +13, Will +7; Melee bite +16 (2d6+18), 2 claws +16 (1d8+12), 2 wings +14 (1d6+6), tail slap +14 (1d8+18); Str 23, Con 15; CMB +22 (+24 bull rush, +26 sunder); Skills Climb +16, Swim +16.

#### Statistics

#### Str 27, Dex 8, Con 19, Int 6, Wis 9, Cha 4

**Base Atk** +15; **CMB** +24 (+26 bull rush, +28 sunder); **CMD** 31 (33 vs. bull rush and sunder, 35 vs. trip)

**Feats** Awesome Blow, Flyby Attack, Greater Sunder, Improved Bull Rush, Improved Sunder, Multiattack, Power Attack, Wingover

**Skills** Acrobatics +9 (+13 jumping), Climb +18, Fly +3, Intimidate +7, Perception +9, Stealth +5, Survival +9, Swim +18

**Languages** Draconic **SQ** invulnerability

### Special Abilities

**Invulnerability (Ex):** Juerix has DR 1/-, double against nonlethal damage. This ability replaces barbarian uncanny dodge, improved uncanny dodge, and damage reduction.

Qux-Nurgesh, Man-Eater CR 9

Why should I talk to you, *human*? Your kind is scum! A plague on the earth! You should all die in a fire!

#### Note

Qux-Nurgesh is a terrible speciest: He hates humanoids, humans in particular, with a burning passion.

A nearby village of goblins venerates him. I observed them for some time. They worship him as a god, and he delights in sending them on suicide missions against human settlements and caravans. From what I can tell, the goblins disgust him, but that doesn't stop him from accepting their worship and obedience. Indeed, any goblin that speaks against him or disobeys his word thre tribe feeds to to the Man-Eater. Qux-Nurgesh takes great pleasure in these sacrifices.

During my observations, I saw one other dragon come near his territory; Qux-Nurgesh just watched the intruder to be sure that it kept flying. He doesn't seem to care much for other dragons, and other dragons ignore him as his size would indicate that he's not much of a threat. I would say, however, that dismissing Qux-Nurgesh because of his size would be a mistake, especially if you are a humanoid. He may be small, but he is fierce in his hatred, and full of vicious intent.

# Qux-Nurgesh, Man-Eater CR9

#### XP 6,400

Male accelerated pygmy very young red dragon ranger 1 CE Small dragon (fire)

Init +12; Senses dragon senses, smoke vision; Perception +14

### Defense

AC 28, touch 21, flat-footed 18 (+8 Dex, +2 dodge, +7 natural, +1 size) hp 94 (10 HD; 9d12+1d10+30) Fort +11, Ref +17, Will +7 Immune fire, paralysis, sleep Weaknesses vulnerability to cold

### Offense

**Speed** 70 ft., fly 180 ft. (average)

**Melee** 2 bites +20 (1d6+7), 2 claws +20 (1d4+5), 2 wings +15 (1d3+2)

**Special Attacks** bounty hunter, breath weapon (30 ft. cone, DC 18, 4d10 fire), favored enemy (humanoid [humans] +2)

**Spell-Like Abilities** (CL 9th; concentration +9) Constant—*haste* (self only)

#### Tactics

**During Combat** Qux-Nurgesh focuses all attacks on a single human when possible, only attacking non-humans once all present are dead. When surrounded, but uses his bite to make a Whirlwind Attack.

**Morale** Understanding that there are always more humanoid scum to slay, Qux-Nurgesh withdraws and flees if reduced below 30 hit points.

#### Statistics

**Str** 21, **Dex** 26, **Con** 17, **Int** 14, **Wis** 13, **Cha** 10 **Base Atk** +10; **CMB** +14 (+18 trip); **CMD** 34 (40 vs. trip)

**Feats** Combat Expertise, Combat Reflexes<sup>B</sup>, Dodge<sup>B</sup>, Greater Trip, Improved Initiative<sup>B</sup>, Improved Trip, Mobility<sup>B</sup>, Spring Attack<sup>B</sup>, Weapon Finesse, Whirlwind Attack

**Skills** Acrobatics +8 (+24 jumping), Climb +13, Fly +23, Intimidate +13, Knowledge (local) +15, Perception +14,



Qux-Nurgesh, Man-Eater

Sense Motive +5, Spellcraft +15, Stealth +25, Survival +14, Swim +13 **Languages** Common, Draconic, Goblin **SQ** quickness, track +1

## Special Abilities

**Bounty Hunter (Ex):** Qux-Nurgesh treats all nonhuman humanoids as favored enemies, with a +1 favored enemy bonus. This ability replaces wild empathy. **Quickness (Su):** Qux-Nurgesh is supernaturally quick. He can take an extra move action after he has moved.

# Uzafex CR 8

Long, long ago, I made a terrible mistake. Now and forever, I pay the price. When I was young and foolish, I offended a god--or something like a god, I don't remember any more, and it doesn't really matter, Nothing really matters, does it? After all, what is life? Is it all this...fighting and clawing just to take one more breath? I live a sort of half-life. I'm trapped between life and death. When I finally do die, my curse will be fully realized. Is that why I fear death so? Do we all fear death? I'm so tired of fighting for life. So tired...

#### Note

Here she fell asleep. I wish I could have spoken with Uzafex longer. She has an interesting perspective on life though she did tend to ramble. Uzafex would much rather philosophize than fight. She doesn't strike me as an vile creature. I doubt she cares enough about anything to take a stand for Heaven or Damnation. I have never met such a hopeless, lonely creature.

I tried to cheer her with my music, but she just listened listlessly before drifting off to sleep again. I even saw her fall asleep while she was flying away. She fell some fifty feet before she woke up and started flying again. How horrible it must be to have no will to live and yet to fear death with every fiber of your being.

# Uzafex



XP 4,800

Female accursed advanced mature adult red dragon N Large dragon (fire)

**Init** +1; **Senses** dragon senses, smoke vision; Perception +22

Aura frightful presence (210 ft., DC 19)

#### Defense

AC 19, touch 6, flat-footed 19 (-3 Dex, +13 natural, -1 size)

hp 180 (19d12+57) Fort +9, Ref +5, Will +8; +8 vs. paralysis, sleep DR 5/magic; Resist fire 30; SR 13 Weaknesses vulnerability to cold

# Offense

**Speed** 40 ft., fly 200 ft. (poor)

**Melee** bite +22 (2d6+22), 2 claws +21 (1d8+18), 2 wings +16 (1d6+9)

Space 10 ft.; Reach 5 ft. (10 ft. with bite)

**Special Attacks** breath weapon (40 ft. cone, DC 22, 14d10 fire), faded existence

Spell-Like Abilities (CL 9th; concentration +9)

1/day-detect magic, pyrotechnics

Spells Known (CL 4th; concentration +4)

o (at will)—acid splash, dancing lights, detect magic, ghost sound, mage hand, prestidigitation, read magic, touch of fatigue (DC 10)

#### Jactics

**During Combat** Though she always fights using Power Attack, Uzafex has difficulty putting her full attention into anything. If capable of conversation, her foes are often perplexed when she engages them with philosophical talk about the meaning of life and purpose of existence.

**Morale** Uzafex attempts to flee if reduced below 60 hit points, or surrenders if reduced below 30 hit points.

### Statistics

Str 27, Dex 4, Con 17, Int 10, Wis 11, Cha 10

Base Atk +19; CMB +28; CMD 35 (39 vs. trip)

**Feats** Ability Focus (faded existence), Dazzling Display, Flyby Attack, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Snatch, Weapon Focus (bite), Wingover

**Skills** Climb +14, Diplomacy +22, Fly +13, Intimidate +22, Perception +22, Stealth +15, Swim +15, Use Magic Device +15

Languages Draconic SQ deformed nature, reversal

# Special Abilities

Accursed Caster (Ex): Due to her accursed status, Uzafex can only cast cantrips as a 9th level sorcerer, but with only a caster level of 4th.

**Deformed Nature (Su):** Uzafex has ashen patches on her scales, lacking a fire aura adult and older dragons possess. She also has no tail.

**Faded Existence (Su):** Uzafex is only half (50%) as strong as nonaccursed red dragons, though creatures who believe her to be real are affected by her at full strength. Any creature that interacts with Uzafex can make a Will save (DC 16) to recognize her true nature. Upon a successful save, the victim only suffers half damage from any of Uzafex's melee, ranged, or special attacks.

**Reversal (Ex):** Upon Uzafex's death, surrender, or flight from battle, any supernatural, spell, or spell-like effects that did not cause hit point damage she created during the previous hour are undone. This may include, but is not limited to, ability drain, magical fear, or paralysis, and death effects (such as wail of the banshee or an infernal duke's death mastery ability), many accursed creatures plead for their lives by reversing these effects.

# Tindertwig CR7

My father was very wise. He knew from the beginning that I was special. My mother didn't raise me for my father took me from her clutch before I hatched. I don't know what became of the others. My father said my mother likely ate them. He said she was like that. He already lost two whole clutches of offspring to her voracious appetites by the time I came along. I saw her once. She was pretty, I suppose, but I'm much smarter and destined for greatness whereas she can think only of the next hunt. My father taught me a better way to build a hoard than burning and pillaging. He taught me skills like subtlety, patience, and guile. I can pick any lock without damaging it and lift any treasure from a coin purse without the owner feeling it.

#### Note

She robbed me blind! This little dragon has serious skill. She is dangerously intelligent and uses her small size to her advantage. She is, by far, the sneakiest dragon I have ever met.

Tindertwig



**XP 3,200** Female wyrmling red dragon rogue 2 LE Small dragon (fire) **Init** +4; **Senses** dragon senses; Perception +13

# Defense

AC 26, touch 16, flat-footed 21 (+4 armor, +4 Dex, +1 dodge, +6 natural, +1 size) hp 72 (9 HD; 7d12+2d8+18) Fort +7, Ref +12, Will +6 Defensive Abilities evasion; Immune fire, paralysis, sleep Weaknesses vulnerability to cold

# Offense

**Speed** 40 ft., fly 150 ft. (average) **Melee** bite +13 (1d6+3), 2 claws +13 (1d4+2) **Special Attacks** breath weapon (20 ft. cone, DC 16, 2d10 fire), sneak attack +1d6

# Jactics

**Before Combat** Whenever possible, Tindertwig tries to steal bits and pieces of gear from her opponents before engaging them.

**During Combat** Tindertwig tumbles around, rarely performing full attacks against any one foe. If reduced to below 50 hit points, she drinks one of her potions of cure moderate wounds.

**Morale** If reduced to less than 30 hit points, Tindertwig withdraws, drinks her *potion of invisibility*, and flees, plotting the future demise of her foes.

# Statistics

Str 15, Dex 18, Con 15, Int 14, Wis 13, Cha 12

**Base** Atk +8; CMB +9 (+11 steal); CMD 24 (26 vs. steal, 28 vs. trip)

**Feats** Acrobatic, Deft Hands, Dodge, Improved Steal<sup>B</sup>, Mobility, Weapon Finesse

**Skills** Acrobatics +18 (+22 jumping), Climb +7, Disable Device +21, Fly +20, Knowledge (local) +14, Perception +13 (+14 traps), Sense Motive +13, Sleight of Hand +18, Spellcraft +7, Stealth +20, Swim +7

Languages Common, Draconic, Undercommon SQ rogue talent (combat swipe), trapfinding +1

**Combat Gear** *potion of cure moderate wounds* (2), *potion of invisibility*; **Other Gear** mithral chain shirt barding, masterwork thieves' tools

# Special Abilities

**Combat Swipe**: A rogue who selects this talent gains Improved Steal as a bonus feat. See Chapters 3 and 8 of the *Pathfinder Roleplaying Game Advanced Player's Guide* for the Improved Steal feat and the Steal Combat Maneuver.



The Beast of Savage Fire

# The Beast of Savage Fire CR 6

Sleepy. Full. Happy tummy. Music pretty. Go to sleep. Sleep.

#### Note

This dragon was a very difficult interview. The local farmers in the nearby valley and the miners in the mountains named The Beast of Savage Fire for has the mind of a beast and the strength and prowess of a dragon. According to the locals I interviewed, a red dragon sired the Beast but his mother was a flame drake. I do not know what led to this unlikely coupling, or how the offspring survived, but if a clutch of eggs resulted from this union, then this is likely not the only Beast in the wilds. I shudder to think of mindless dragons driven only by their instincts to eat and maim and destroy.

# The Beast of Savage Fire CR6

#### XP 2,400

Male feral young red dragon CE Large dragon (fire) **Init** -2; **Senses** dragon senses, smoke vision; Perception +3



# Defense

AC 17, touch 7, flat-footed 17 (-2 Dex, +10 natural, -1 size) hp 148 (11d12+77) Fort +14, Ref +5, Will +6 Immune fire, paralysis, sleep Weaknesses vulnerability to cold

# Offense

**Speed** 40 ft., fly 200 ft. (poor) **Melee** bite +19 (2d6+13/19-20), 2 claws +19 (2d6+9), 2 wings +14 (1d6+4), tail slap +14 (1d8+13) **Space** 10 ft.; **Reach** 5 ft. (10 ft. with bite) **Special Attacks** breath weapon (30 ft. cone, DC 22, 6d10 fire)

## Jactics

**During Combat** If The Beast approaches his next meal from the air, he starts with a strafing run, using his breath weapon on his food. Afterward, he lands and wades into melee, focusing on the least menacing foes. **Morale** The Beast flees if reduced below 30 hit points.

#### Statistics

Str 29, Dex 6, Con 25, Int 1, Wis 9, Cha 12 Base Atk +11; CMB +21; CMD 29 (33 vs. trip) Feats Critical Focus, Improved Critical (bite), Improved Natural Attack (claws), Intimidating Prowess, Power Attack, Wingover

**Skills** Climb +13, Fly +2, Intimidate +14, Perception +3, Survival +3

Languages Draconic (cannot speak)

# Typhina the Decrepit CR5

My father says I'm beautiful. I know other red dragons have brighter scales, but they're all weak, they're all prey to my father. You see, I was raised by a leukodaemon. He slew my mother while my egg was still inside her. I bear him no ill will for this. I am quite sure she would have devoured me given the chance. Father found my egg and incubated it in infernal fires. I hatched out of the egg fully formed.

My father is fond of experiments. I help him. I bring him fresh subjects, and I can keep them alive well beyond the limits of their natural strengths.

One day, all will cower at the mere mention of my name. I will be Typhina, Mistress of Pestilence! Behold my glory, human. Tell me, am I beautiful?



#### Typhina the Decrepit

#### Note

I told her that I had never seen a dragon more beautiful. When interviewing dragons you learn to lie quite convincingly. She fancies herself a powerful, beautiful dragon. In reality, she's a withered, sickly little beast. Do not underestimate her, though she seems weak, she is as vile, and as cunning as any other red dragon I've met, more than some, as Typhina has more to prove.

She seeks to impress the leukodaemon she calls "Father." I did not encounter him, nor do I have desire to. If even half of what Typhina claims to be true true, he is a true Lord of Damnation.

Oh, and never call her "the Decrepit" to her face, from what I understand both her and her "father" take offense.

Typhina the Decrepit

CR 5

XP 1,600 Female ill wyrmling red dragon CE Small dragon (fire) Init +6; Senses dragon senses; Perception +8



# Defense

AC 19, touch 13, flat-footed 17 (+2 Dex, +6 natural, +1 size) hp 59 (7d12+14) Fort +7, Ref +5, Will +3 Immune fire, paralysis, sleep Weaknesses constant illness, vulnerability to cold

# Offense

**Speed** 40 ft., fly 150 ft. (average) **Melee** bite +10 (1d6+2), 2 claws +9 (1d4+1) **Special Attacks** breath weapon (20 ft. cone, DC 15, 2d10 fire)

## Jactics

Morale Typhina flees if reduced below 20 hit points.

# Statistics

Str 17, Dex 14, Con 15, Int 10, Wis 11, Cha 10
Base Atk +7; CMB +9; CMD 21 (25 vs. trip)
Feats Great Fortitude, Improved Initiative, Skill Focus (Heal), Weapon Focus (bite)
Skills Acrobatics +2 (+6 jumping), Climb +10, Fly +10, Heal +11, Knowledge (nature) +5, Linguistics +3, Perception +8, Stealth +14, Survival +2, Swim +5
Languages Abyssal, Draconic, Infernal

# Special Abilities

**Constant Illness (Ex):** Typhina takes a -2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks. If a spell or effect would inflict the sickened condition on her she suffers a -4 penalty against that spell or effect and suffers the nauseated condition instead.

# Nester, the Frightened Flame CR4

I am not a coward! I don't hide, I lie in wait!

You see, it all started when I was just an egg. I don't remember much of that time, just that I was warm and safe, and then suddenly everything was bright and terrifying. And cold...I was so cold. My first actual memories are of goblins. Strange, I know, but I wasn't raised by my mother. Yes, mother dragons do care for their offspring. Oh, a few may eat their young, but really that is quite against our instincts. Goblins, on the other hand...I *hate* goblins! If I ever see a goblin, I'll roast it alive and bite its head off! No...but that won't happen as I prefer staying in my cave where they can't get me.

Well, back to my story. Where was I? Oh yes, the goblins; I was the only one of my clutch to survive when our mother crashed down from the sky, or so they told me. They said some hairless apes murdered my mother and then left me to die after raiding her hoard. The goblins served my mother. When they heard all the commotion, they ran to mother's lair just to find her dead and me broken out of my shell far too soon.

The goblins were cruel to me. They never taught me my mother's tongue. They used me like a beast of burden. Oh how I wanted to burn them all...

Before I could exact my revenge, a hobgoblin came. He fancied himself lore-wise and decided to use me in his research. He wanted to find out what made dragons tick, so he prepared to take me apart piece by piece. The fool, to think he could butcher a red dragon as easily as a pig! I taught him a lesson he would not soon forget. I broke free of his feeble bonds and burnt him to a crisp! Then I devoured all those goblins who dared use *me* as a slave! I burned their whole pathetic village to the ground. The smoke from my fires turned the sky black for days!

#### Note

Nester is a liar. He is the most craven dragon I ever met. He never once came out of his little cave. Not far from his lair, there is a goblin settlement. They are the ones that first told me of Nester. They confirmed his story up until his escape, which was not nearly as dramatic as he claimed. The hobgoblin that tried to dissect him failed to secure the beast properly. Nester wriggled his way out of the ropes and fled into the hills. The goblins know he's there, but are too lazy to go to the trouble of recapturing him.

# Nester, the Frightened Flame CR4

#### XP 1,200

Male cowardly very young red dragon CE Medium dragon (fire) **Init** +5; **Senses** dragon senses, smoke vision; Perception +11

# Defense

AC 20, touch 11, flat-footed 19 (+1 Dex, +9 natural) hp 85 (9d12+27) Fort +7, Ref +5, Will +7 Immune fire, paralysis, sleep Weaknesses cowardly, vulnerability to cold

Offense

Speed 40 ft., fly 150 ft. (average)

**Melee** bite +8 (1d8+7), 2 claws +8 (1d6+5), 2 wings +3 (1d4+2)

**Special Attacks** breath weapon (30 ft. cone, DC 17, 4d10 fire)

#### Jactics

**Before Combat** Nester hides, all the time. **During Combat** If somehow forced to fight, Nester fights defensively. This is included in his statistics. **Morale** Nester flees, all the time, unless he can't, in which case he begs to be allowed to flee.

#### Statistics

Str 21, Dex 12, Con 17, Int 12, Wis 13, Cha 12 Base Atk +9; CMB +14; CMD 27 (31 vs. trip) Feats Improved Initiative, Improved Iron Will, Iron Will, Run, Skill Focus (Stealth)

**Skills** Acrobatics +8 (+12 jumping), Climb +7, Diplomacy +11, Fly +11, Knowledge (local) +11, Perception +11, Sense Motive +9, Stealth +14, Swim +7 **Languages** Common, Goblin

### Special Abilities

**Cowardly (Ex):** Nester suffers constantly from the shaken condition; if he becomes shaken, or encounters intimidation or violence he gains the panicked condition for 1d4+4 rounds, if he is cornered he gains the cowering condition instead. If he somehow gains immunity to fear, he loses this ability.

# Sparky the Chaos-Jouched CR 3

Fire so pretty. Sparky like fire. Sparky like pretty things. Pretty things burn. Then Sparky sad. Sparky hatch in fire. Pretty, pretty fire. Fire burn everything up, but not Sparky. Sparky swallow up the fire. Now it burns in Sparky's head. Oh it burns! It burns, burns, burns...

Sparky like pretty lady with pen. Pretty lady nice to Sparky. Pretty lady want to play? Sparky likes to play in fire. Come play in fire with Sparky! Fire so warm, like an egg. Like fire that burned when Sparky hatched. Fire so pretty. Sparky like fire.

#### Note

Poor Sparky, I must offer extensive observations on this particular dragon as his thoughts are not entirely coherent. Recording his story posed a unique problem as Sparky cannot speak. In the end I gleaned his thoughts through a spell. Sparky gave consent for this process after I explained, in simple terms that he could understand, what I wanted to do.

From what I gathered in the time I spent with Sparky, this unfortunate little dragon was exposed to some potent anarchic energy while still in the egg. He described this energy as the "fire that burns everything up." Everything, that is, except Sparky. It became clear to me very quickly that his mind did not escape this fire unscathed. His thoughts were chaotic, and I felt my own mind being attacked by the Chaos that infects him.

I could not interview Sparky at length. He is unable to focus his attention on anything for more than a moment. He responds well to kindness, though he does not like surprises and reacts out of anger if startled. He either does not have the intelligence or the attention span to be taught even the simplest of tricks, such as staying place on command or fetching an object.

I doubt this little dragon can survive on his own for much longer. Indeed, it amazes me that he has yet to do himself great harm. Rehabilitation seems impossible and very dangerous to attempt. He is too wild and unpredictable to care for, and I do not recommend this undertaking. I think the best thing is to leave Sparky alone and let nature take its course.

CR 3

# Sparky the Chaos-Touched

XP 800

Male unhinged wyrmling red dragon CN Small dragon (fire) Init +2; Senses dragon senses; Perception +4

#### Defense

AC 20, touch 14, flat-footed 17 (+2 Dex, +1 dodge, +6 natural, +1 size) hp 59 (7d12+14) Fort +7, Ref +7, Will +1

**Immune** fire, mind-affecting effects, paralysis, sleep **Weaknesses** insane, vulnerability to cold

# Offense

**Speed** 40 ft., fly 150 ft. (average) **Melee** bite +11 (1d6+4), 2 claws +11 (1d4+3) **Special Attacks** breath weapon (20 ft. cone, DC 15, 2d10 fire)

#### Jactics

**During Combat** Being insane, Sparky is relatively unpredictable in combat, switching targets and sides at random. When acting normally, he focuses on lightly armored opponents, using hit and run tactics when flying is possible.

**Morale** So long as Sparky is acting normally, he flees if reduced below 20 hit points.

### Statistics

Str 17, Dex 14, Con 15, Int 2, Wis 3, Cha 10 Base Atk +7; CMB +9; CMD 22 (26 vs. trip) Feats Dodge, Flyby Attack, Mobility, UnderfootAPG Skills Climb +7, Fly +9, Perception +4, Stealth +10, Survival +3, Swim +7 Languages Draconic (cannot speak)

# Special Abilities

**Insane (Ex):** Sparky is mentally befuddled and cannot act normally. His insanity is an incurable condition. He cannot tell the difference between friend and foe, so roll randomly to determine how he reacts (1-50 foe, 51-100 friend). Once he regards a creature as a friend, he will regard that creature in that manner for the duration of an encounter (a GM can, if he wishes, designate a single creature to always be regarded as a friend). Allies wishing to cast a beneficial spell that requires a touch on Sparky must succeed on a melee touch attack if they are considered foes. If Sparky is attacked, he attacks the creature that last attacked him until that creature is dead or out of sight.

Roll on the following table if Sparky encounters some form of startling stimuli at the beginning of his turn. He acts in this manner for the duration of that encounter. Combat itself is a constant stimuli (as is taking any damage) so this roll must be made each round of combat to see what he does in that round.

d%	Behavior
01-25	Act normally.
26-50	Do nothing but babble incoherently.
51-75	Deal 1d8+3 points of damage to himself.
76-100	Attack nearest creature.

If Sparky can't carry out the indicated action, he does nothing but babble incoherently. Attackers are not at any special advantage when attacking Sparky, and he attacks anyone who attacks him. As an unhinged creature, Sparky will not make attacks of opportunity against anything that he is not already devoted to attacking (either because of his most recent action or because he has just been attacked).

### Pyreborn

Should Sparky's insanity be cured, he loses the unhinged creature template. The only way to cleanse his soul of the chaos inflicted upon him is with the pairing of both greater restoration and heal, or miracle or wish. If cleansed, the relevant changes to his statistics are presented below, and he chooses the name of Pyreborn for himself. **CR 6; XP 2,400**; NE Small dragon (fire); **Senses** Perception +10; **Will** +5; **Immune** no mind-affecting effect; **Weaknesses** no insane; **Int** 10, **Wis** 11; **Skills** Fly +14, Knowledge (arcana, nature) +10, Linguistics +4, Perception +10, Spellcraft +4, Stealth +15, Survival +7.

# Appendix 1: Templates

# **Bipedal** Creature

A bipedal creature possesses the body of a humanoid and the features of some other creature. It has two legs and at least two arms that are capable of wielding weapons and manipulating tools, and it stands either erect or hunched like an ape. Bipedal races often form stable societies, cultures, and nations, even if the multilegged or legless creatures they resemble are solitary beings or simple hunter-gatherers.

### Creating a Bipedal Creature

"Bipedal creature" is an inherited or created template that can be added to any living creature that does not have a generally humanoid form (referred to hereafter as the base creature).

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

**Shape:** Two of the base creature's limbs (usually the last pair) become legs, and any other limb except a head that has a natural attack becomes an arm capable of either wielding a weapon or making a natural attack, as the creature chooses. Arms need not be jointed limbs in the typical sense; tentacles or other limbs could also be capable of wielding weapons and objects. If these transformations do not grant the bipedal creature at least two arms and two legs, it either converts limbs that do not have natural attacks or grows limbs until it meets these minimum numbers.

If the base creature has wings or a tail that do not make natural attacks, these limbs remain as they were, adjusting in size to fit the bipedal creature's body without dragging. Any of the base creature's limbs not accounted for in this process become vestigial.

**Speed:** If the base creature has a land speed, it changes to the speed given on the following table. If the base creature lacks a land speed, the bipedal creature's land speed is one-half the speed indicated on the table (minimum 5 feet).

Size	Land Speed
Fine	5 ft.
Diminutive	10 ft.
Tiny	20 ft.
Small	20 ft.
Medium	30 ft.
Large	40 ft.
Huge	50 ft.
Gargantuan	60 ft.
Colossal	60 ft.

**Attack:** The bipedal creature retains all the base creature's natural attacks except those employing limbs that have become legs. If its Intelligence score is 3 or higher, it can also wield weapons normally with its arms, and it retains all the base creature's weapon and armor proficiencies. Any natural attacks it has retain the same primary or secondary status they had for the base creature.

**Space/Reach**: The base creature's face and reach change according to the following table. If the base creature has a longer reach than normal for its size, however, the bipedal creature retains that reach.

Size	Space/Reach
Fine	1/2 ft./0 ft.
Diminutive	1 ft./o ft.
Tiny	2-1/2 ft./0 ft.
Small	5 ft./5 ft.
Medium	5 ft./5 ft.
Large	10 ft./10 ft.
Huge	15 ft./15 ft.
Gargantuan	20 ft./20 ft.
Colossal	30 ft./30 ft.

**Special Attacks**: A bipedal creature retains all of the base creature's special attacks except rake.

Advancement: Same as the base creature, or by class if it has an Intelligence score of 3 or higher.

## Using the Bipedal Creature Template

The bipedal creature template can radically change how monsters fit into your game world. With it, you could make a race of bipedal deer that live like monkeys, or build whole nations of magical beasts that are normally relegated to random encounters in the wilderness. Good dragons could walk the land as giants do, while evil dragons might move on all fours like animals. The possibilities are endless.

The bipedal template is also useful for making monsters suitable for other templates. For instance, by using the bipedal template, you can turn nearly any creature into a candidate for the lycanthrope, quadrupedal, or halfgiant template.



A bipedial silver dragon

# Dread Mummy

Cradled in the scorching sands beneath the relentless sun lie the tombs of kings and pharaohs. But those interred within these structures do not always rest quietly—some rise from their sarcophagi and crypts to walk the land as mummies. A few, known as dread mummies, become kings among the undead. These lords of death learn to command their fellows and visit destruction upon those who dare to stir their wrath.

A dread mummy's flesh atrophies after death, allowing its skin to shrink tightly against its bones. Although not all dread mummies are wrapped in funerary cloth, many are.

## Creating a Dread Mummy

"Dread mummy" is an acquired template which can be added to any living corporeal creature (referred to hereafter as the base creature).

A dread mummy uses all the base creature's statistics and special abilities except as noted below.

**CR:** As the base creature +3.

Alignment: Any evil.

**Type:** The creature's type changes to undead. Do not recalculate BAB, saves, or skill ranks.

**Senses:** A dread mummy gains darkvision 60 ft. **Aura:** A dread mummy has the following aura.

Aura of Despair (Su): All creatures within a 100 ft. radius of a dread mummy must make a Will save (DC 10 + 1/2 the dread mummy's Hit Dice + the dread mummy's Charisma modifier) or be paralyzed by fear for 1d4 rounds. This is a paralysis and a mind-affecting fear effect.

**Armor Class**: A dread mummy's natural armor increases by +8 over that of the base creature.

**Hit Dice**: Change all of the base creature's racial Hit Dice to d8s. All Hit Dice derived from class levels remain unchanged. As undead, dread mummies use their Charisma modifiers to determine bonus hit points (instead of Constitution).

**Defensive Abilities**: A dread mummy gains channel resistance +4, damage reduction 5/—, cold resistance 10, and gains the following ability.

*Resistant to Blows (Ex):* A dread mummy takes only half damage from melee and ranged weapons, natural weapons, and falls. Apply this reduction before applying damage reduction.

**Weaknesses:** A dread mummy has vulnerability to fire. If the base creature is immune to fire, but lacks the fire subtype, it does not gain this weakness, but its fire immunity is changed to fire resistance 20. If the base creature has the fire subtype, it does not gain this weakness.

**Attack:** If the base creature lacks a natural attack, it gains a slam attack with deals damage appropriate to its size. See "Universal Monster Rules" in "Appendix 3: Glossary" of the *Pathfinder Roleplaying Game Bestiary* to determine damage.

**Special Attacks**: A dread mummy retains all the special attacks of the base creature, and gains the following.

Breath of Death (Su): Once every 1d4 rounds, a dread mummy can breathe a 30 ft. cone of tomb gas, sand, and dust. Each living creature in the area must make a Fort save (DC 10 + 1/2 the dread mummy's Hit Dice + the dread mummy's Charisma modifier), failure resulting in the gaining of 1d4 negative levels. A creature killed by this ability rise as a dread zombie in 1d4 rounds. A dread zombie created in this manner is under the control of its creator and remains so until either it or the creator is destroyed.

*Command Undead (Su):* As a free action, a dread mummy can automatically command all nondread undead within 30 ft., except those with more Hit Dice, or a higher Charisma score than the dread mummy. Undead which fit these parameters never attack a dread mummy unless compelled.

*Create Spawn (Su):* Any creature killed by a dread mummy's mummy rot ability turns to dust and blows away on the wind. If the dread mummy that infected the creature with the disease is not destroyed within 1 week, the dust reforms next to it as a new dread



mummy. A dread mummy created in this manner is under the command of its creator and remains so until either it or the creator is destroyed.

*Mummy Rot (Su):* A dread mummy's mummy rot functions as that of the normal mummy, except it is inflicted by all of the dread mummy's natural attacks.

*Spell-Like Abilities (Sp):* A dread mummy gains all of the following as spell-like abilities with a caster level equal to their Hit Dice.

At will—animal messenger, calm animals, heat metal, summon swarm; 2/day—commune with nature, control winds, dominate animal, insect plague; 1/day—control weather, creeping doom, earthquake, sunbeam.

**Abilities:** Str +14, Dex +4, Int +2, Wis +4, Cha +4. As an undead creature, a dread mummy has no Constitution score.

# Feral Dragon

Seemingly an evolutionary throwback, feral dragons are physically identical to their true dragon kin, but lack the mental and magical faculties to develop more than just the most basic of plans. **CR:** A feral dragon's CR is the greater of either its Hit Dice divided by 2, or the base creature's CR.

**Armor Class**: As the base creature -2 (minimum o) **Special Attacks**: A feral dragon loses all of the base creatures supernatural and spell-like special attacks, except for their breath weapon.

**Abilities:** Str +4, Dex -4 (minimum 1), Con +4, Int -15 (minimum 1), Wis -4 (minimum 1)

**Special Qualities**: A feral dragon loses any damage reduction and spell resistance the base creature has. A feral dragon also loses all supernatural and spell-like special qualities possessed by the base creature.

**Language:** A feral dragon with Int 1 or 2 cannot speak any language, but understands Draconic. A feral dragon with Int 3 or greater understands and can speak draconic, and is able to learn other languages.

# Multiarmed Creature

Aberrant from the norm, some creatures possess additional arms.

## Creating a Multiarmed Creature

"Multiarmed" is a template that can be added to any corporeal creature with a single distinct set of arms, which includes most humanoids, monstrous humanoids, giants, some outsiders - and any undead derived from any of those creatures - and even fey and dragons (hereafter referred to as the "base creature").

A multiarmed creature uses all the base creature's statistics and special abilities except as noted here. There is a limit to the number of additional pairs of arms a creature may have based on size, as indicated on the following table.

Size	Maximum Extra Pairs of Arms
Medium or	1
smaller	
Large	2
Huge	3
Gargantuan	4
Colossal	6

**CR:** Up to 2 additional arms, same as the base creature +1; up to 8 additional arms, as base creature +2; more than 8 additional arms, +3.

**Size and Type**: As base creature. Do not recalculate Hit Dice, base attack bonus, or saves. Size is unchanged. **Full Attack**: If the base creature has natural with its original arms, the multiarmed creature gains a number of such attacks equal to the additional number of arms it has. It may make all these attacks when making a full



attack. Creatures that wield weapons may make an additional attack with each arm; only one arm is considered the primary arm, but the creature suffers no penalties to attack rolls when using any of the arms with a natural attack such as claw or slam attacks. All off-hand weapon attacks are treated normally; the penalties for off-hand weapon use can be mitigated with the Multiweapon Fighting feat (see Appendix 5 of the Pathfinder Rolpelaying Game Bestiary).

**Damage:** Same as the base creature. Its new secondary attacks use half the creature's Strength modifier on damage. If the creature uses a two-handed weapon in any single pair of arms, it gets the usual 1.5 damage for fighting two-handed .

**Saves**: Same as the base creature, modified for change in ability scores.

**Abilities:** Modify from base creature as follows: Str +2, Dex +4, Con +2.

**Feats**: A multiarmed creature gains Multiattack as a bonus feat. If proficient with any melee weapons, a multiarmed creature also gains Multiweapon Fighting as a bonus feat.

# Pygmy Creature (CR-1)

A pygmy creature is mechanically identical to one with the young creature simple template, only without the perception of not being an adult.

# Savant Creature Template (CR\*0 or\*2)

Savants are creatures gifted with unusual intelligence due to some accident of birth. Physically weak and socially inept, they live on the fringes of the social order and are viewed as oracles at best or freaks at worst. Despite their quick wits, flawless memories, and faultless logic, few savants become leaders of their kind. Some, however, gain considerable political power by serving as advisors to more charismatic leaders who are socially acceptable to others. Such injustice often makes savants bitter and vengeful creatures.

A savant looks much like any normal member of its race, though it usually has an enlarged skull to house its extra-large brain. The typical savant also has some physical deformity, such as a club foot or a twisted back—a feature that further erodes its ability to relate to others.

#### Creating a Savant Creature

"Savant" is an inherited template that can be added to any creature with an Intelligence score of 3 or higher. A savant uses all the base creature's statistics and special abilities except as noted here.

**CR:** Same as the base creature. The savant's high Intelligence should make it a much greater threat than an average member of its race because of the plots and machinations it can invent, but in physical combat, no adjustment or a +1 adjustment to CR should be appropriate. If the savant can cast spells as a cleric, druid, or wizard, the abnormally high save DCs may justify a +2 CR adjustment.

**Defensive Abilities**: The savant retains all the base creature's defensive abilities and gains those described here.

Combat Insight (Ex): A savant gains a +2 insight bonus on attack and damage rolls and A +2 insight bonus to AC against any creature it has watched in combat for at least 3 rounds.

Deductive Leap (Ex): Once per round, a savant can choose to substitute its Intelligence modifier for the ability modifier usually associated with a saving throw it is about to make. The decision to use this ability must be made before the saving throw is rolled, and this ability can be used even if the savant does not know what the saving throw is for.

Uncanny Dodge (Ex): A savant retains its Dexterity bonus to AC regardless of being caught flatfooted or attacked by an unseen opponent. If the base creature already has uncanny dodge or gains it later as a result of class levels or a template, it gains the improved uncanny dodge quality instead.

#### Special Qualities: A savant gains the following.

*Skill Mastery (Ex):* A savant chooses number of skills equal to 3 + its Intelligence modifier when the template is added. It may take 10 on checks made with any of these skills, even if stress or distraction would normally prevent it from doing so.

Terrain Insight (Ex): A savant gains a +4 insight bonus on initiative rolls and Perception and Stealth checks in any area with which it is very familiar (that is, a place that the savant has been to often and feels at home in).

**Abilities:** Str -2 (minimum 1), Dex -2 (minimum 1), Con -2 (minimum 1), Int +10, Wis +6, Cha -4 (minimum 1). Savants are often physically weak and socially inept, but they have keen minds.

**Skills:** The savant retains the racial skill bonuses of the base creature, but it loses all skill ranks the base creature possessed. Recalculate skill points for the savant's racial Hit Dice as 6 + intelligence modifier, then purchase its skills afresh. Treat the base creatures' skills and Linguistics, Disable Device, Knowledge (all), and Use Magic Device as class skills. The savant retains any skill points gained from class levels.

A savant gains a +4 insight bonus on Bluff, Diplomacy, Intimidate, and Sense Motive checks against creatures it has observed or interacted with for 1 minute. Furthermore, it can use all Knowledge skills, plus Disable Device, Linguistics, and Use Magic Device untrained.

**Feats:** A savant gains Blind-Fight as a bonus feat if the base creature does not already have it.

# Undead Jord

For every type of undead, there exists an undead lord, a being of great power that commands the lesser of its kind. They are powerful creatures that inspire awe and fear in those they rule.

Undead lords are extremely dangerous opponents. They are stronger, tougher, and more intelligent than the ones they command. As such, they are rarely encountered by chance (and rarely encountered alone). Most maintain a lair far away from civilization where they plot and plan, sending their minions on missions to further their goals.

Undead lords appear as normal undead of their type, though there seems to be a strong aura of evil and power resonating about them.

### Creating an Undead Jord

"Undead Lord" is an inherited template that can be added to any undead creature (referred to hereafter as the base creature). An undead lord retains all the base creature's statistics and special abilities except as noted here.

**CR:** Same as the base creature +2. If the base creature was advanced to 5 HD (see Hit Dice above), its CR is increased an additional +1.

Aura: Undead lords constantly project an aura in a 20foot radius that functions as a permanent *desecrate* spell. Undead within the area (including the undead lord) gain a +1 profane bonus to attack rolls, damage rolls, and saves. In addition, all channel checks made in the area suffer a -3 profane penalty. Summoned or created undead that appear in the area gain +1 hit points per HD. **AC:** The base creature's natural armor bonus increases by +4. If the base creature is incorporeal, it does not gain this bonus.

**Hit Dice:** An undead lord's HD is equal to 5 or the base creature's HD (including class levels), whichever is greater.

**Defensive Abilities:** Undead lords retain all the defensive abilities of the base creature, and gain the following:

Damage Reduction (*Ex*): Undead lords with 5 to 7 HD gain DR 5/magic; undead lords with 8 or more HD gain damage reduction 10/magic. If the base creature already has damage reduction /magic, use it or the one above, whichever is better. If the base creature has another type of damage reduction (bludgeoning, piercing, and so on) its type modifiers stack. For example, a base creature with 5 HD and damage reduction 5/piercing that becomes an undead lord now has damage reduction 5/magic and piercing.

*Channel Resistance (Ex):* Undead lords gain channel resistance +4. If the base creature already has channel resistance, use this one or the base creature's resistance, whichever is higher.

**Special Attacks:** An undead lord retains all the special attacks of the base creature and also gains those listed below. Saves have a DC of 10 + 1/2 the undead lord's HD + the undead lord's Charisma modifier unless noted otherwise.

*Create Spawn (Su):* A creature slain by an undead lord rises in 1d4 minutes as an undead creature of the same type as the undead lord. Spawn are under control of the undead lord. This replaces any other create spawn ability the base creature possesses.

Spell–Like Abilities: Once per day, the undead lord can cast *darkness* and *fear* as a spell-like ability, with a caster level equal to its total Hit Dice. The save DC is 10 + spell level + the undead lord's Charisma modifier.

Summon Undead (Sp): Once per day, an undead lord can summon a total number of HD worth of undead (of the same type as the undead lord) equal to its HD x 1-1/2. Undead lords cannot summon an undead



creature that has more HD than it does.

**Abilities:** Str +4 (unless incorporeal), Dex +2, Int +2, Wis +2, Cha +4. Undead lords have an Intelligence of at least 10, so mindless undead such as zombies and skeletons gain an Intelligence score of 10. Incorporeal creatures do not gain the Strength bonus (since they have no Strength), but instead gain an additional +2 bonus to their Dexterity score.

**Feats:** Undead lords gain Command Undead as a bonus feat, even if they do not meet the prerequisites for it. The undead lord may use this feat a number of times per day equal to three plus its Charisma modifier (minimum 1). It may only command undead of the same type.

**Languages:** Undead lords speak all the languages they spoke prior to gaining the template. Undead that were previously unintelligent speak Common. In addition, all undead lords gain the following:

Undead Telepathy (Su): Undead lords can communicate telepathically with any other undead within 100 feet, including mindless undead such as zombies and skeletons.

**Organization:** Solitary or troupe (undead lord plus 1– 4 undead creatures of the same type as the base creature).

# Appendix 2: Feats

#### **Aerial Maneuvers (Combat)**

Your experience in the air and quick reflexes allow you to react swiftly to avoid an opponent's attacks.

Prerequisites: Dex 13, Fly 1 rank.

**Benefit:** You gain a +2 dodge bonus to your AC while flying. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

#### **Aerial Mobility (Combat)**

You can easily fly through a dangerous melee.

**Prerequisites:** Dex 13, Aerial Maneuvers.

**Benefit:** You get a +8 dodge bonus to Armor Class against attacks of opportunity caused when you fly out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

#### Appendage Severing [Monster, Critical]

"My bite took their champion's arm and his glowing sword."

**Prerequisites:** Critical Focus, Weapon Focus (chosen natural attack), base attack bonus +15, size Large or larger

**Benefit:** Upon taking this feat, select a melee natural attack that can deal slashing damage (bite, claw, talon, etc.) that has also been selected for the Weapon Focus feat. Upon a roll of natural 20 (followed by a successful roll to confirm the critical hit) with the selected natural attack, against an opponent at least one size category smaller than yourself, your opponent must make a successful Fortitude Save (DC 10 + 1/2 your Hit Dice + your Strength modifier) or the attack severs one of your opponent's appendages (roll randomly if it has any) from its body. Some creatures, such as some aberrations and all oozes, have no appendages. Most other creatures, however, lose the use of that limb, suffer 2d6 points of Con damage and 1d6 Con bleed damage each round until a successful first aid Heal check or until the victim is healed for at least 1 hit point. If that limb is part of your victim's locomotion, it reduces the victim's speed by 20 ft.

**Special:** If you have the swallow whole ability and use Appendage Severing with your bite attack, the appendage and anything it was attending (sword, ring, bracer, boot, etc.) is automatically swallowed, suffering the appropriate effects each round.

#### **Combat Domain Channeling**

You have learned to use your channeled energies to affect the flow of combat, according to the teachings of your domain(s).

**Prerequisites:** Channel energy class feature, at least one domain, divine caster level 3rd or more.

**Benefits**: You are able to use Combat Channeling Effects according to the domain(s) you possess.

**Note:** Channeled combat effects are subject to Selective Channeling, as normal. Without Selective Channeling, the alternate effects of the channeled energy affect all characters within thirty feet of the cleric, regardless of whether they are enemies or allies of the cleric.

#### **Graft Flesh (Item Creation)**

You can create fleshgrafts.

**Prerequisites:** Caster level 5th, Craft Wondrous Items **Benefit:** You can create and implant a variety of fleshgrafts. Creating a fleshgraft takes 1 day for each 1,000 gp in its prices. To implant the fleshgraft requires that the host be present for one-fourth of the creation time. To create a fleshgraft, you must use up raw materials costing half of its base price.

#### **Greater Multiweapon Fighting (Combat)**

You are incredibly skilled at fighting with multiple weapons at the same time.

**Prerequisites:** Dex 19, three or more arms, Improved Multiweapon Fighting, Multiweapon Fighting, base attack bonus +11.

**Benefit:** You get a third attack with each off-hand weapon, albeit at a -10 penalty.

#### **Improved Caster Level**

You raise your caster level.

Prerequisite: Ability to cast spells.

**Benefit:** Your effective caster level in all spellcasting classes is increased by 4, but no higher than your character level.

**Special:** You can take this feat multiple times; its effects stack.

#### **Improved Multiattack**

This creature is as accurate with its secondary attacks as it is with its primary attacks.

**Prerequisite:** Three or more natural weapons, Multiattack.

**Benefit:** The creature's secondary attacks with natural weapons have no penalty. They still add only one-half the creature's Strength bonus, if any, to damage dealt.

**Normal:** Without this feat, the creature's secondary natural attacks have a -5 penalty (or a -2 penalty if it has the Multiattack feat).

#### **Improved Multiweapon Fighting (Combat)**

You are skills at fighting with multiple weapons **Prerequisites:** Dex 15, three or more arms, Multiweapon Fighting, base attack bonus +9. **Benefit:** In addition to the standard single extra attack a creature gets with each off-hand weapon, you get a second attack with each off-hand weapon, albeit at a -5 penalty.

**Normal:** With only Multiweapon Fighting, a creater can only get a single attack with each extra weapon.

**Special:** This feat replaces the Improved Two-Weapon Fighting feat for creatures with more than two arms.

#### **Major Domain Channeling**

You have learned to use your channeled energies to further the doctrines of your faith, according to the teaching of your domain(s).

**Prerequisites**: Channel energy class feature, at least one domain, divine caster level 5thh or more, Combat Domain Channeling.

**Benefit**: You are able to use Major Channeling Effects according to the domain(s) you possess.

**Note:** Major channeling effects that affect all within range of your channeling are subject to Selective Channeling.

#### Multispell

You can cast exceptionally fast.

**Prerequisites:** Quicken Spell, ability to cast 9th-level arcane or divine spells, caster level 20.

**Benefit:** You gain an additional swift action each round which you can only use to cast a spell as a swift or immediate action, such as quickened spells.

**Special:** You can gain this feat multiple times. Its effects stack.

# Appendix 3: Spells

#### Flesh Culture

**School** conjuration (healing); **Level** cleric 3, sorcerer/wizard 3

Casting Time 1 standard action

**Components** V, S, M/DF (a piece of moldy bread and bits of flesh)

Range touch

Target object

**Duration** 1 day/level

Saving Throw Will negates (object); Spell Resistance yes (object)

You cause bits of dismembered flesh to grow or expand. Dried flesh begins to return to its original condition. Bits of organs grow into full and complete organs. Fleshgrafters use this spell in the preparation of flesh grafts. It cannot be used to resurrect creatures or heal wounds.

# Appendix 4: Magic Items

#### **Bracers of Armored Resistance**

Aura moderate conjuration; CL 7th

**Slot** wrist; **Price** 2,500 gp (+1), 10,000 gp (+2), 22,500 gp (+3), 40,000 gp (+4), 62,500 gp (+5); **Weight** 1 lb. **Description** 

Chose poined

These paired bracers surround the wearer with an invisible but tangible field or force, granting them both an armor bonus to their AC, and a resistance bonus to their saving throws. The bonus is the same for both, and ranges from +1 to +5.

#### Construction

**Requirements** Craft Wondrous Item, *mage armor*, *resistance*, creator's caster level must be at least three times that of the bonus placed on the bracers; **Cost** 1,250 gp (+1), 5,000 gp (+2), 11,250 gp (+3), 20,000 gp (+4), 31,250 gp (+5)

# Appendix 5: Other Stuff

#### **Arcane Discoveries**

Wizards spend much of their lives seeking deeper truths, hunting knowledge as if it were life itself. The wizard's power is not necessarily the spells he wields; spells are merely the outward, most visible manifestation of that power. A wizard's true power is in his fierce intelligence, his dedication to his craft, and his ability to peel back the surface truths of reality to understand the fundamental underpinnings of existence. A wizard spends much of his time researching spells, and would rather find an undiscovered library than a room full of gold. A wizard need not be a reclusive bookworm, but he must have a burning curiosity for the unknown. Arcane discoveries are the results of this obsession with magic. A wizard can learn an arcane discovery in place of a regular feat or wizard bonus feat.

For more arcane discoveries, see Chapter 1 of the *Pathfinder Roleplaying Game Ulitmate Magic*, and *Ultimate Options: New Arcane Discoveries* from Super Genius Games.

#### **Spell Cunning**

You can use different spellcasting techniques when circumstances require it.

**Benefit:** As a swift action, you can change what components you fulfill to cast a spell. For example, when casting spell with only verbal components, you may choose to instead cast it using only somatic components. You may do this a number of times per day equal to half your caster level.

The total number of components a spell requires are not changed by using this ability, only which components you must meet in order to cast it. Thus you can ignore the verbal, somatic or material component of a spell by adding another such component. You cannot replace a material spell component that has a gp cost. You can replace a spell focus, but only with a material component that has a cost equal to 1/50th the gp cost of the focus.

In most campaigns a material component added as a requirement through Spell Cunning can be assumed to be something the wizard has in a material component pouch. However, in some campaigns a GM may wish to require a wizard with Spell Cunning to define a material component for each spell they have that normally does not require one, so the character can add material components while using this discovery. In this case such material components should never have a gp cost, and should be thematically related to the spell in question for example, magic missile might require an arrowhead as a material component.

#### Theurge

You are realizing that, at its root, all magic is the same. **Prerequisite:** Int 15.

**Benefit:** Select a spell from a class list other than your own that is at least 2 levels lower than the highest-level spell you can cast. You learn this spell, and it is added to your class list as a spell 2 levels higher than its normal level.

**Special:** You may take this arcane discovery more than once. It's effects do not stack. Each time you select it, you choose a different spell from another class list.

#### **Domain Channeling**

Below is a quick and dirty explanation of the rules first presented in *The Secrets of Divine Channeling*, and now available in *The Secrets of Adventuring*, both by Rite Publishing.

**Sensorial Imagery**: When channeling energy, the domains you possess shape how the energy flows. Colors, smells, warmth and air texture all common domain side effects when channeling. All domains possessed have an effect on channeled energy.

**Minor Channeling Effect**: Clerics and divine channelers are trained to channel energy, and taught to shape and use that energy according to their domains. If a minor channeling effect has a DC, it is equal to 10 + 1/2 caster level + Charisma modifier.

**Combat Channeling Effect**: Though channeling is primarily used to heal and harm, divine channelers, and some clerics, have learned to focus their channeled energies in additional ways, according to their domains. This requires the channeler to possess the Combat Domain Channeling feat. Any DC associated with a channeled effect has a DC equal to 10 + 1/2 caster level + Charisma modifier.

**Major Channeling Effect**: Having fully mastered their channeling ability, channelers with Major Domain Channeling are able to manifest alternate effects based on their domains. They are able to use both major channeling effects associated with all domains they have. Any DC associated with a channeled effect has a DC equal to 10 + 1/2 caster level + Charisma modifier.

#### **Darkness Domain**

*Sensorial Imagery*: A pitch black energy, and a momentary suppression of sound.

*Minor Channeling Effect*: Kiss of Darkness: You can, as a standard action, use one of your uses of channel energy to extinguish small non-magical, non-living light-sources (such as a torch, candle, lantern or sunrod) within the range of your channeling. You may extinguish a number of sources equal to the number of dice you would normally roll when channeling energy (1d6 equals one light source, 2d6 equals 2 light source, etc.) Larger sources of light, such as a fire in a fireplace, might count as two or more sources, and thus be subject to this effect at higher levels, pending GM approval. Light sources in the possession of another (such as a lantern carried by hand) are allowed a Reflex save to negate this effect.

*Combat Channeling Effect*: Bands of Darkness: You can, as a standard action, employ one of your uses of channel energy to create swirling bands of darkness. These bands of darkness provide concealment within the range of your channeling (20% miss chance) for anyone you have not selected to avoid through the use of selective channeling and count as shadows for any special ability or affect requiring shadows. This effect lasts for a number of rounds equal to the number of dice you would normally roll when channeling energy (2d6 equals a duration of 2 rounds, 3d6 equals a duration of 3 rounds, etc.).

Special: Clerics with the Darkness domain who possess the special ability eyes of darkness, are not affected by the concealment provided by the swirling bands of darkness. Likewise, True Seeing and similar effects negate this effect.

*Major Channeling Effect*: Sightless Eyes: You can, as a standard action, utilize one of your uses of channel energy to strike those within the range of your channeling, excepting yourself, blind. The effect lasts for a number of rounds equal to the number of dice you would normally roll when channeling energy (3d6 equals a duration of 3 rounds, 4d6 equals a duration of 4 rounds, etc.). A Fortitude save negates this effect and those failing their saves are allowed a new save each round.

Major Channeling Effect: Sighted Eyes: You can, as a

standard action, use one of your uses of channel energy to give those within the range of your channeling darkvision. The effect lasts for a number of rounds equal to the number of dice you would normally roll when channeling energy (3d6 equals a duration of 3 rounds, 4d6 equals a duration of 4 rounds, etc.).

#### **Death Domain**

# *Sensorial Imagery*: A pale, off-white energy, and the faint smell of old dust.

*Minor Channeling Effect*: Death's Kiss: You can, as a swift action, employ one of your uses of channel energy to create a sinister bond between you and one creature, thus improving your ability to intimidate that creature. The creature cannot be outside of the range of your channeling ability, though they can be hostile. When you use your channeling ability in this way, you may add a profane (or sacred) bonus to a single Intimidate skill check equal to the number of dice you would normally roll when channeling energy (1d6 would equal a +1 bonus, 3d6 would equal a +3 bonus, etc). The use of the effect must be declared before any dice are rolled.

*Combat Channeling Effect:* Fear of Death: You can, as a standard action, use one of your uses of channel energy to conjure images and feelings of mortality in all those within the range of your channeling, resulting in a penalty on attack rolls and on saving throws against fear. The effect is a profane (or sacred) penalty equal to half the number of dice you normally roll when channeling, rounded up, and lasting a number of rounds equal to the number of dice you normally roll (2d6 equals -1 bonus for 2 rounds, 3d6 equals -2 bonus for 3 rounds, 5d6 equals -3 bonus for 5 rounds, etc.). A Will save negates this effect.

*Major Channeling Effect*: Death's Blade: You can, as a standard action, use one of your uses of channel energy to infuse all weapons within the range of your channeling with harmful energy. When these weapons strike, in addition to their regular damage they deal damage equal to the amount of energy you would normally generate through your channeling. (Example: A cleric that would normally channel 3d6 points of energy would infuse weapons with the ability to deal an additional 3d6 points of damage.) This harmful charge lasts for a number of rounds equal to the number of dice that would be rolled and is discharged as soon as the weapon strikes a target.

*Major Channeling Effect*: Tears of Death: You can, as a standard action, utilize one of your uses of channel energy to weaken the bodies of all those within range of your channeling. Such weakened flesh experiences excessive bleeding when struck by physical weapons. The amount of bleed damage from each such attack is equal to half the number of dice you would normally roll, rounded up, when channeling and the effect lasts for a

number of rounds equal to the number of dice you would normally roll (3d6 equals 2 points of bleed damage per attack, with the effect lasting 3 rounds, 5d6 equals 3 points of bleed damage per attack with the effect lasting 5 rounds, etc.). Any bleed damage received continues to bleed, until dealt with through a successful healing check or the application of magical healing, even after the effect ends. This effect does not affect creatures not subject to bleeding and a fortitude save halves the damage from the effect, though not the duration.

#### War Domain

*Sensorial Imagery*: A crimson energy, and a faint coppery scent.

Minor Channeling Effect: Battle Blessing: You can, as a standard action, use one of your uses of channel energy to bless a single weapon, making it impossible to sunder or break for the duration of the effect. Though damage can be dealt to the weapon as normal, no amount of damage breaks the weapon for the duration of the effect. When the effect ends, if the weapon has not been repaired or mended, all damage done to it affects it as normal. This effect lasts for a number of hours equal to the number of dice you would normally roll when channeling (1d6 equals 1 hour, 2d6 equals 2 hours, etc.). Combat Channeling Effect: Love of Battle: You can, as a standard action, use one of your uses of channel energy to bolster the martial abilities of those within the range of your channeling. All those affected by this effect gain a sacred (or profane) bonus to attack rolls equal to 1/2 of the number of dice you would normally roll when channeling, rounded up (2d6 equals +1 bonus, 3d6 equals +2 bonus, 5d6 equals a +3 bonus, etc.). Additionally, all those affected may make one extra attack of opportunity each round, above what they could normally make. This effect lasts for a number of rounds equal to the number of dice you would roll when channeling (2d6 equals 2 rounds, 3d6 equals 3 rounds, etc.).

*Major Channeling Effect*: Tears of War: You can, as a standard action, utilize one of your uses of channel energy to give all weapons within the range of your channeling the wounding property for the duration of the effect. This effect lasts a number of rounds equal to the number of dice you would normally roll when channeling (3d6 equals 3 rounds, 4d6 equals 4 rounds, etc.). Weapons which already have the wounding property do not benefit from this effect.

*Major Channeling Effect*: War's Haste: You can, as a standard action, use one of your uses of channel energy to imbue all those within range of your channeling with martial vigor. All those affected by this effect may make one extra melee attack each round at their full attack bonus. The effect lasts for a number of rounds equal to the number of dice you would roll when channeling (3d6

equals 3 rounds, 4d6 equals 4 rounds, etc.). This effect does not stack with haste.

#### Quintessence

Quintessence is a purified, condensed form of an example of a plane. Used as a weapon, quintessence is effective even against creatures normally immune to the type of damage it deals, unless the creature is instead healed by the type of damage it would deal.

As a weapon, quintessence is more effective against more powerful creatures. It deals 1d6 points of damage plus an additional 1d6 points of damage for every 4 Hit Dice the targeted creature possesses. Against a creature vulnerable to the type of damage the quintessence deals, the creature suffers three times as much damage, instead of just an extra 50%.

Against a creature healed by the type of damage an specific type of quintessence would deal gains or increases fast healing equal to one-third their Hit Dice (minimum fast healing +5) while in direct contact with it. For example, quintessence made from the plane of negative energy would grant a human commoner zombie fast healing 5.

A single dose of quintessence is one fluid ounce, and functions for 1d4 rounds. Multiple doses do not stack for damage, but instead increase the duration by the number of doses used. Two doses have a duration of 2d4 rounds, three doses 3d4 rounds, etc.



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Who killed the dead man? Was it you? Was it one of the people who woke in the room with you? Are you all being blamed for a crime you didn't commit? If you want to keep your freedom, you'll need to solve the mystery of Jack Smith's murder while you solve the riddle of your own identity. But is freedom even possible, or is it just another lie?

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The Demolished Ones is a game about identity, amnesia, and the power – and danger – that comes with knowledge. This game uses Fate, a rules system that helps you build characters with personalities, histories, and baggage. If you're not familiar with Fate, don't worry: this game teaches you everything you need to know.

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