Rite Publishing Presents

Faces of the Tarnished Souk: Ahnkar-Kosh, The Unstoppable



By Matt Banach and Justin Sluder



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Dedication: To Clinton Boomer and Jonathan McAnulty -For bringing us the Coliseum Morpheuon.

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Ahnkar-Kosh, The Unstoppable

Ahnkar-Kosh forsook a life of unprincipled slaughter and animalistic hedonism to zealously take up the shield of a bodyguard. With his scaly flesh barely visible at all beneath layer upon layer of gleaming plate armor, his snarling muzzle and cold, reptilian eyes hint that beneath all the fortifications is a beast best left contained. Legendary for his fortitude and impenetrability, the street minstrels and barkers of the Tarnished Souk tout that mountains and castle walls pray to him for strength - or at least, that they should. Actually guite humble, Ahnkar-Kosh seeks to balance and redeem his savage soul through absolute professionalism as a bodyguard, and his unswerving dedication to that sacred duty outweighs any other consideration in his existence. When dealing with his clients he is terse and disapproving of unnecessary talk but to anyone other than his client he stands mute except when growling a warning that may be the only precursor to overwhelming violence. After years of looming silently behind the Coliseum's most powerful figures, Ahnkar-Kosh knows a surprising amount about the martial capabilities of most of the benefactors and their bodyguards; he never, ever reveals the secrets of his former clients, though he may use his insider information when calculating his own defenses and strategies. Gravely intimidating in both sight and sound, the seismic clomping of his taloned feet and the constant scraping of his vicious spiked tail swooping behind him can sometimes be heard for blocks away. Ahnkar-Kosh's sleep has recently been disturbed by prophetic dreams that hint cryptically at powerful destinies intertwining with his own fate, but he keeps these troubling dreams a secret lest their revelation undermine his unshakable reputation.

Dreamburning and Ahnkar-Kosh

Hope: Ahnkar-Kosh hopes to attain true selfmastery and inner peace, forever evolving beyond and leaving behind an earlier lifetime in which he was ruled by his base animal desires.

Aspiration: When fate and his strict personal code finally allow him, Ahnkar-Kosh aspires to leave the bodyguarding business and retire to a strong and beautiful castle he will build on the cornerstone of his there-to-be-retired shield, Bulwark.

Goal: Ahnkar-Kosh secretly wishes that people wouldn't be so afraid of him and would like to be the kind of man people smile and wave to when he walks down the street. Tragically, he does little to pursue this goal; he is so concerned that such "weakness" might betray him that he intimidates nearly everyone around him anyway out of habit and for fear of rejection.

In the Tarnished Souk

When seen about the Tarnished Souk, Ahnkar-Kosh is almost always in the company of his current client, sternly standing watch while deals go down or cautiously escorting the client through crowds which

part for him with no more than a growl. During brief moments of leisure time between jobs, the hulking brute enjoys the simple pleasures of browsing the Souk for snacks and sunning himself in the public squares. When he chooses to make himself available for hire, Ahnkar-Kosh can be found resting his bulk on the sturdy stone rail of the Witch-Drowning Fountain, helmet in hand and a single everburning candle set alight beside him to signal that prospective clients may approach and ask his price. The Unstoppable always insists on full payment up front (though not always in gold) and simple, unambiguous, and finite terms of service. Once Ahnkar-Kosh is hired, word of mouth spreads quickly amongst the gossips of the Souk that the new client is now "under Kosh", an expression synonymous with 'untouchable'.

How to use (and how not to use) The Unstoppable

While PCs adventuring in the Coliseum Morpheuon may desire The Unstoppable's elite services, if his ironclad protection were extended to the PCs themselves it would likely be game-breaking. As such, GMs are advised to reserve his protection for NPCs only. As a rule, The Unstoppable never protects contestants in the Damnation Epoch, and the GM may invent any other rules necessary to exclude the PCs. If pressed, he can simply decline, citing ill omens. That said, here are some ideas for how to use him otherwise:

- An ally desperately needs more protection than the PCs themselves can provide.
- The Unstoppable is currently on a job, protecting a client threatened by assassins.
- The PCs must go on the offensive to eliminate the threat so that The Unstoppable will be honorably released from his contract and be available for hire by the PCs' ally.
- The Unstoppable is between jobs.
- The PCs are tasked with finding and hiring The Unstoppable to protect: their benefactor; plots are coming to a head and the benefactor desires extra protection.
- Anyone other than their benefactor's adversary; a move against the adversary is imminent.
- the Pasha of Swirling Ashes; if the PCs are secretly working against the Pasha (see Coliseum Morpheuon, Chapter 10, "The Pasha's Riches"), they may deliberately sabotage their own attempt to hire The Unstoppable.
- A visiting Lord of Dingue (see Coliseum Morpheuon, Chapter 10, "Setting the Captives Free").
- The love interest of the Dragon of the Ghostdance (see Coliseum Morpheuon, Chapter 10, "The Dragon's Mate").
- The Unstoppable is diligently protecting someone that the PCs must capture or kill; their task just got a LOT harder.

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Ahnkar-Kosh, The Unstoppable

CR 21

XP 409,600 Male dreadnaught protector quickling manimal ankylosaurus armiger 8 N Huge monstrous humanoid (augmented animal) Init +16; Senses low-light vision, scent; Perception +29

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AC 64, touch 22, flat-footed 55 (+13 armor, +5 deflection, +4 Dex, +5 dodge, +2 insight, +18 natural, +9 shield, -2 size)

hp 405 (15 HD; 10d10+8d12+288) fast healing 1 Fort +30, Ref +22, Will +24

Defensive Abilities bulwark, create distraction, reflect, shield of destiny; **DR** 11/– and 18/magic; Immune charm, compulsion, disease, mind-affecting effects, poison, paralysis, stunning; Resist acid 30, cold 30, electricity 30, fire 30, sonic 20; SR 32

Offense

Speed 80 ft.

Melee Guillotine +31/+26/+21/+16 (4d6+19/19- $20/x_3$), tail +26 (3d6+7 plus stun), or Guillotine +24/+24/+19/+14/+9 (4d6+19/19-20/x3), tail +19/+19 (3d6+12 plus stun)

Ranged huge +3 keen repeating light crossbow of distance + (3d6 + 3/17 - 20)

Space 15 ft.; Reach 15 ft.

Special Attacks felling strike (2/day), punishing strike (2/day, +3 to attack, +18 to damage), rapid attacks

Spell-Like Abilities (CL 18th; concentration +21) Constant-detect poison 4/day-haste (self only)

Tactics

Before Combat Given time to prepare, The Unstoppable learns as much about his opponents and prepares for them accordingly. Though he works as a bodyguard within the plane of Dreams, he has connections across many planes, and there are nearly a countless number of beings owning him favors. During Combat The Unstoppable fights to defend his protectee. If allowed, he makes use of his crossbow before resorting to his axe. If presented with a mass of weak, easily hit foes, he uses power attack combined with rapid attacks. He often actives his shield and wields his axe two-handed (see below). Morale The Unstoppable withdraws only at the command of his protectee, or if his protectee is dead and he cannot defeat those who killed his protectee.

Statistics

Str 40, Dex 26, Con 42, Int 16, Wis 23, Cha 16 Base Atk +16; CMB +33; CMD 63 (73 with Citadel) Feats Dodge^B, Endurance^B, Greater Vital Strike, Improved Critical (battleaxe), Improved Initiative^B, Improved Vital Strike, Mobility^B, Multiattack, Oversized Weapon, Power Attack, Quick Draw^B,



Shield Focus, Spring Attack^B, Vital Strike, Weapon Focus (battleaxe)

Skills Acrobatics +31 (+51 jumping), Climb +28, Diplomacy +24, Intimidate +24, Knowledge (engineering) +24, Linguistics +21, Perception +29, Sense Motive +27, Stealth +18, Survival +17, Swim +28, Use Magic Device +21;

Racial Modifiers +10 Acrobatics, +2 Perception Languages Common, Infernal

SQ animal blood, armiger talents (armor training x2, citadel), change shape, perceptive, secret keeper **Gear** *Guillotine, huge* +3 *keen composite* (+10 Str) longbow of distance with 60 arrows, Citadel, Bulwark, belt of physical perfection +4, bracers of resistance +5, cloak of elvenkind, efficient quiver, helm of mental superiority +4 (Linguistics, Use Magic Device), ring of protection +5, ring of sustenance, various other magical and nonmagical items, especially limited use items

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Special Abilities

Animal Blood (Ex) Ahnkar-Kosh counts as both an animal and a monstrous humanoid for the purpose of spells, abilities, and other effects. It is allowed a Will save to resist spells and effects which specifically target animals, even if the effect doesn't normally allow a save. The DC for such a save equals 10 + the spell's level + the caster's appropriate ability modifier. For an effect that isn't a spell, the DC is 15. Success renders it immune to that particular effect for 24 hours.

Armiger Talents Being an armiger, The Unstoppable has the following abilities.

Armor Training (Ex) The Unstoppable has armor training two, as a fighter.

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Citadel (Ex) This talent allows The Unstoppable to count as hard cover for all adjacent allies, rather than only being soft cover (as described in the bulwark ability). He must be conscious and able to take actions to grant this benefit. In addition, as a move action, The Unstoppable can grant an adjacent ally 1d8+4 temporary hit points. He can use this ability 9 times per day.

Armored DR (Ex) While wearing medium or heavy armor, Ahnkar-Kosh gains DR 1/—. This adds to the hardness of any medium or heavy armor he wears, should they be subject to damage.

Bulwark (Ex) Ahnkar-Kosh is adept at providing defensive aid to those around him. Any ally adjacent to him is treated as having soft cover, even against attacks Kosh is unaware of. This ability does not grant Kosh soft cover, unless he is adjacent to another armiger, then they both gain the benefit of this ability. If Kosh is unconscious or unable to take actions, for whatever reason, adjacent allies do not gain the benefit of this ability.

Change Shape (Su) Ahnkar-Kosh can take the form of his protectee 1/day as if using *polymorph*.

Create Distraction (Su) 1/day, as a standard action, Ahnkar-Kosh is able to create a major illusion (an explosion, an attractive companion, an insulting image, etc.) as a *mislead* spell that serves to distract its opponents and allow its protectee to escape. The *mislead* spell only effects his protectee, and not Ahnkar-Kosh himself.

Defensive Maximization (Ex) Ahnkar-Kosh has learned to get more from his armor, receiving a +1 bonus to his armor bonus to armor class while wearing medium or heavy armor.

Discern Protectee (Sp) Ahnkar-Kosh always knows the direction where his protectee is located, as long as they are on the same plane. This functions as *locate creature* (CL 15th).

Harm's Way (Ex) Once per round, as an immediate action, if Ahnkar-Kosh is in a square adjacent to his protectee and the protectee is subject to an attack, including an area effect, Ahnkar-Kosh can subject himself to the attack in the protectee's stead and the protectee takes no damage. Attacks against Ahnkar-Kosh are resolved normally, including to hit rolls and saving throws.

Perceptive (Ex) Perception and Sense Motive are class skills for Ahnkar-Kosh. Additionally, he has bonus ranks in Perception and Sense Motive equal to his total hit dice.

Protectee Ahnkar-Kosh gains a number of benefits while protecting a specific individual or individual holding a special title or office. This individual is chosen by the GM, if this creature dies Ahnkar-Kosh loses all benefits of this template, unless the office or title is transferred to another creature.

Quick Strap (Ex) Ahnkar-Kosh has spent countless hours donning and removing armor from himself and others he can don armor in 1/3 the regular time, and requires no assistance to don half-plate or full-plate. He can grant these time reductions for donning, donning hastily, and removing armor for up to two adjacent allies. He must take a full-round action to assist these allies. Ahnkar-Kosh can assist others while donning his own armor.

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Reflect (Ex) Ahnkar-Kosh can maximize the protection his armor gives him to reduce damage area attacks deal him. He only takes half damage from any attack, spell, or ability that allows a Reflex save while wearing heavy armor. He is still allowed a Reflex save, he simply takes half of whatever damage would normally be inflicted upon him. If the attack, spell, or ability has a non-damaging effect, he suffers the appropriate effect based on his save.

Safeguard (Ex) The Unstoppable's defensive instincts have become so great that he can intercept attacks aimed at his allies. Once per day, The Unstoppable can swap places with an adjacent ally who has been struck by an attack as an immediate action. He can make this decision after seeing the damage dealt by the attack to his ally. This prevents the original target from suffering any damage or effect from the attack. Instead, he becomes the target of the attack, and is automatically hit and damage by it. This is true even if the original attack roll wouldn't have hit him. He does, however, gain the benefit of his own saving throws, DR and resistance against effect that allow such defenses. He and the original target actually trade positions as a result of this ability. He must be conscious and able to move, and cannot be flat-footed, to use this ability. Only attacks and effects that require attack rolls can be intercepted with safeguard. He can use this ability on allies up to one size larger than himself, but it must be possible for the ally to stand in the space originally occupied by himself.

Secret Keeper (Ex) Ahnkar-Kosh's mind is immune to all attempts to learn information about his protectee. Even *speak with dead* will not reveal any information about the protectee.

Shield of Destiny (Su) An attack that would reduce Ahnkar-Kosh below o hp, killing or destroy him, is negated unless he is using Harm's Way or performing some other type of heroic sacrifice to defend his protectee (Subject to GM Adjudication). **Stun (Ex)** Ahnkar-Kosh's tail can deliver a powerful,

stunning blow. A creature struck by this attack must make a DC 34 save or be dazed for 1 round. If the strike is a critical hit and the target fails its save, it is instead stunned for 1d4 rounds. The save DC is Strength-based.

Bulwark

Aura strong abjuration and conjuration; CL 20th Slot shield; Price 132,430 gp; Weight 225 lb. Description

This huge mithral tower shield looks like it should be part of a castle wall. It has a +4 *enhancement* bonus and can function as an *animated* shield, even though it is a tower shield. It remains *animated* until its user takes hold of it again. Once per day, the wearer can set the shield against the ground and have it grow into a wall of reinforced masonry, covering up to 500 cubic ft of space.

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Construction

Requirements Craft Magic Arms and Armor, animate objects, wall of iron, wall of stone; Cost 67,230 gp

Citadel

Aura strong abjuration and transmutation; CL 20th Slot armor; Price 254,500 gp; Weight 25 lb. (when medium)

Description

This full-plate is constructed of mithral and is emblazoned with the image of a castle on the chestplate. It functions as +3 heavy fortification armor. Additionally, the wearer can increase in size (as enlarge person) or decrease in size (as reduce person) at will, regardless of the wearers actual creature type. The armor changes size and shape to fit whoever puts it one, and can be donned in 1 minute with or without assistance. As long as the wearer is on a solid surface, they gain a +10 bonus to their CMD against any effect that would move the wearer against their will, such as bull-rush, trip, even magical effects, such as *teleport*.

Construction

Requirements Craft Magic Arms and Armor, bull's strength, dimensional anchor, enlarge person, haste, limited wish or miracle, reduce person; Cost 132,500 gp

(Juillotine

Aura strong necromantic and transmutation; CL 18th Slot none; Price 110,080 gp; Weight 48 lb. Description

This axe was forged from a single, massive piece of adamantine, and has waged a bloody path during its existence. In combat, it functions as a gargantuan +3battleaxe. If wielded by a creature with Improved Critical

(battleaxe), it gains the perilous (see below) ability as well. When wielded two-handed, add double the Strength modifier of the wielder to damage instead of one and a half times their Strength modifier. Construction

Requirements Craft Magic Arms and Armor, circle of death, keen edge; Cost 56,580 gp

Perilous: When a weapon with the perilous ability scores a critical hit, its critical can cascade: the player continues to reroll confirmations of a critical hit at a -5 cumulative attack penalty even after the first confirmation until there's a miss, and each successful strike increases the weapon's critical multiplier by x1. Thus if a character scores a critical with a perilous dagger (base critical x2), first he must roll a hit to confirm the critical, then roll again at a -5 attack penalty, then again at a -10 attack penalty, then

again at a -15 penalty, etc., until he misses (for example, at a -20 penalty). The dagger in this case scored three additional successes beyond the initial critical, so the dagger's critical multiplier is increased to x5.

Strong transmutation; CL 15th; Craft Magic Arms and Armor; keen edge; Price +5 bonus.

Feats

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The following feats are from products other than the Pathfinder Roleplaying Game Core Rulebook, and are reprinted here for ease of use. The source for each feat is listed with them.

Devastating Charge (Combat)

You put a lot of power behind your blows when you run into combat.

Prerequisites Str 13, Power Attack, base attack bonus +1.

Benefits When you are not mounted and you use the charge action, a successful attack deals an additional 2d4 points of damage. If you are using a two-handed weapon, or a one-handed weapon in two hands, you instead deal an additional 3d4 points of damage. Source The Genius Guide To: Feats of Battle. Copyright 2010, Super Genius Games. Author: Owen K.C. Stephens.

Head Butt (Combat)

You've learned how to use your cranium to smash vour foes.

Prerequisite Con 13, Toughness.

Benefit You gain a natural attack that deals 1d3 points of damage (1d2 for Small characters, 1d4 for Large characters). If you have an unarmed attack that deals more damage, you may choose to deal that

damage instead when you use this natural attack. If you damage a foe with this natural weapon, you take 1/4 of the damage you inflict (if you have damage reduction, it does not reduce the share of the damage you suffer). You can use this natural attack without penalty even if your hands or feet are bound, or if you are in a grapple (you do not have to make a grapple check to use this natural attack when you are involved in a grapple).

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Source The Genius Guide To: Feats of Battle. Copyright 2010, Super Genius Games. Author: Owen K.C. Stephens.

Templates: See appendix

Armiger Base Class:

Source: The Genius Guide To: The Armiger. Copyright 2010, Super Genius Games. Author: Owen K.C. Stephens.

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Male protector quickling manimal ankylosaurus fighter 5

N Huge monstrous humanoid (augmented animal) Init +13; Senses low-light vision, scent discern protectee; Perception +24

Defense

AC 46, touch 17, flat-footed 39 (+10 armor, +2 Dex, +5 dodge, +2 insight, +14 natural, +5 shield, -2 size) hp 247 (15d10+165); fast healing 1 Fort +18, Ref +14, Will +13 (+14 vs. fear) Defensive Abilities bravery, create distraction, shield of destiny; DR 7/-; Immune charm, compulsion; Resist acid 20, cold 20, electricity 20,

Offense

fire 20, sonic 20

Speed 80 ft.

Melee gargantuan +1 battleaxe +25/+20/+15 (4d6+12/19-20/x3), tail +20 (3d6+5 plus stun) or gargantuan +1 battleaxe +16/+16/+11/+6 (4d6+20/19-20/x3), tail +11/+11 (3d6+9 plus stun) **Ranged** huge +1 composite (+10) longbow +18/+18/+13/+8 (3d6+11)

Space 15 ft.; Reach 15 ft.

Special Attacks rapid attacks, weapon training (axes +1)

Spell-Like Abilities (CL 14th; concentration +14) Constant—detect poison

Jactics

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During Combat Ahnkar-Kosh fights to defend his protectee. If allowed, he makes use of his bow before resorting to his axe. If presented with a mass of weak, easily-hit foes, he resorts to using power attack combined with rapid attacks.

Morale Ahnkar-Kosh withdraws only at the command of his protectee, or if his protectee is dead and he cannot defeat those who killed his protectee.

Statistics

Str 31, Dex 21, Con 31, Int 12, Wis 19, Cha 10 Base Atk +14; CMB +26; CMD 48 Feats Combat ReflexesB, Critical Focus, DodgeB, Endurance, Improved Critical (battleaxe)B, Improved InitiativeB, Intimidating Prowess, MobilityB, Multiattack, Oversized Weapon, Power Attack, Quick DrawB, Shield Focus, Spring AttackB, Toughness, Weapon Focus (battleaxe)B Skills Acrobatics +15, Climb +10, Intimidate +28, Perception +24, Sense Motive +22, Stealth +2, Survival +17, Swim +10 ; Racial Modifiers +10 Acrobatics, +2 Perception Languages Common, Infernal

SQ animal blood, armor training 1, change shape, perceptive, secret keeper

Gear gargantuan +1 battleaxe, huge +1 composite (+10 Str) longbow with 60 arrows, hugh +1 full-plate, huge +1 tower shield, belt of incredible dexterity +2, efficient quiver

Special Abilities

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Animal Blood (Ex) Ahnkar-Kosh counts as both an animal and a monstrous humanoid for the purpose of spells, abilities, and other effects. He is allowed a Will save to resist spells and effects which specifically target animals, even if the effect doesn't normally allow a save. The DC for such a save equals 10 + the spell's level + the caster's appropriate ability modifier. For an effect that isn't a spell, the DC is 17. Success renders it immune to that particular effect for 24 hours.

Change Shape (Su) Ahnkar-Kosh can take the form of his protectee 1/day as if using *polymorph*. **Create Distraction (Su)** 1/day, as a standard action, Ahnkar-Kosh is able to create a major illusion (an explosion, an attractive companion, an insulting

(an explosion, an attractive companion, an insuiting image, etc.) as a *mislead* spell that serves to distract his opponents and allow his protectee to escape. The *mislead* spell only effects his protectee, and not Ahnkar-Kosh himself.

Discern Protectee (Sp) Ahnkar-Kosh always knows the direction in which his protectee is located, as long as they are on the same plane. This functions as *locate creature* (CL 15th).

Harm's Way (Ex) Once per round, as an immediate action, if Ahnkar-Kosh is in a square adjacent to his protectee and the protectee is subject to an attack, including an area effect, Ahnkar-Kosh can subject himself to the attack in the protectee's stead and the protectee takes no damage. Attacks against Ahnkar-Kosh are resolved normally, including to hit rolls and saving throws.

Perceptive (Ex) Perception and Sense Motive are class skills for Ahnkar-Kosh. Additionally, he has bonus ranks in Perception and Sense Motive equal to his total hit dice.

Protectee Ahnkar-Kosh gains a number of benefits while protecting a specific individual or individual holding a special title or office. This individual is chosen by the GM; if this creature dies Ahnkar-Kosh loses all benefits of the protector template, unless the office or title of the protectee is transferred to another creature.

Secret Keeper (Ex) Ahnkar-Kosh's mind is immune to all attempts to learn information about his protectee. Even *speak with dead* will not reveal any information.

Shield of Destiny (Su) Any attack that would reduce Ahnkar-Kosh below o hp, kill, or destroy him is negated unless he is using Harm's Way or performing some other type of heroic sacrifice to defend his protectee (Subject to GM Adjudication). Stun (Ex) Ahnkar-Kosh's tail can deliver a powerful, stunning blow. A creature struck by this attack must make a DC 27 Fortitude save or be dazed for 1 round. If the strike is a critical hit and the target fails its save, it is instead stunned for 1d4 rounds. The save DC is Strength-based.

<u> スエスドラフススヤ ムンン スペシホシ ツス ズンム ツススでやうと</u>

XP 3,200 Male manimal ankylosaurus N Huge monstrous humanoid (augmented animal) Init +0; Senses low-light vision, scent; Perception +14

Defense

AC 22, touch 8, flat-footed 22 (+14 natural, -2 size) **hp** 95 (10d10+40) Fort +8, Ref +7, Will +8

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Speed 30 ft. Melee mwk huge morningstar +14/+9 (3d6+21), tail +11 (3d6+7 plus stun) Ranged huge javelin +8 (3d6+8) Space 15 ft.; Reach 15 ft.

Tactics

During Combat Kosh most often fights with reckless abandon, utilizing power attack. Morale Kosh withdraws when reduced to less than 20 hit points.

Statistics

Str 27, Dex 10, Con 17, Int 10, Wis 13, Cha 12 Base Atk +10; CMB +20; CMD 30 Feats Endurance, Intimidating Prowess, Multiattack, Power Attack, Toughness Skills Climb +21, Intimidate +22, Perception +14, Stealth +5 Languages Common SQ animal blood Gear mwk huge morningstar, huge javelin (3)

Special Abilites

Animal Blood (Ex) Kosh counts as both an animal and a monstrous humanoid for the purpose of spells, abilities, and other effects. He is allowed a Will save to resist spells and effects which specifically target animals, even if the effect doesn't normally allow a save. The DC for such a save equals 10 + the spell's level + the caster's appropriate ability modifier. For an effect that isn't a spell, the DC is 16. Success renders him immune to that particular effect for 24 hours. Stun (Ex) Kosh's tail can deliver a powerful, stunning blow. A creature struck by this attack must make a DC 23 save or be dazed for 1 round. If the strike is a critical hit and the target fails its save, it is instead stunned for 1d4 rounds. The save DC is Strength-based.

Appendix: Templates

Dreadnaught Creature

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You want to be tougher? You want to be stronger? You want to be the baddest guy on your block? If yes, then you need to pass the test, and become a dreadnaught creature.

Creating a Dreadnaught

"Dreadnaught" is an acquired template that can be added to any living creature (referred to hereafter as the base creature). The base creature should be among the toughest of its kind in order to survive the transformation into a dreadnaught. A dreadnaught uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating HD 5 or less, as the base creature +1; HD 6-10, as the base creature +2; HD 11-15, as the base creature +3; HD 16 or more, as the base creature +4. Type Animals and vermin become magical beasts. Humanoids become monstrous humanoids. All other creature types remain the same.

Armor Class Natural armor improves by +4. Hit Dice Dreadnaught creatures have maximum hit points per Hit Die.

Defensive Abilities Dreadnaughts gain damage reduction X/magic, where X equals the dreadnaught's total hit dice. They gain immunity to disease, poison, paralysis, stunning, and mind-affecting effects. For every 4 Hit Dice a dreadnaught has, it gains resistance 10 to one energy type (acid, cold, electricity, fire, or sonic) with a minimum of resistance 10 to at least one type of energy (even at less than 4 Hit Dice). This resistance can be applied to the same energy type more than once, adding +10 to the overall amount of resistance each time. They also gain spell resistance equal to their Challenge Rating +10.

Melee A dreadnaught's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Special Attacks A dreadnaught gains the following. Felling Strike (Ex) Once per day, plus an additional time per 10 Hit Dice, when a dreadnaught scores a successful critical hit, it can elect to make a felling strike by rolling again. If the result of this third roll would hit the target, the target takes the full damage from the critical hit as normal, but must also make a Fortitude save (DC 10 + damage dealt) or die.

Punishing Strike (Ex) Once per day, plus an additional time per 10 Hit Dice, a dreadnaught may make a mighty attack against any one opponent, adding its Charisma bonus (positive only) as a bonus on the attack roll and its Hit Dice total as a bonus on the damage roll. Use of this ability must be declared before making the attack. If the attack misses, that punishing strike attempt is wasted. This ability may only be used every fourth round.

Rapid Strike (Sp) Once per day, plus an additional time per 5 Hit Dice, a dreadnaught may

Quickling Creature

Some creatures are fast, and then some creatures are really fast. Quickling creatures leave them both standing still.

Creating a Quickling

"Quickling" is an acquired or inherited template which can be added to any living creature (referred to hereafter as the base creature).

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

Challenge Rating Same as the base creature +1. **Initiative** Quicklings gain a +4 racial bonus on initiative checks.

Defensive Abilities Quicklings gain a +4 dodge bonus to armor class. They also gain fast healing 1. **Speed** All modes of movement for a quickling are four times those of the base creature. If able to fly, a quickling's maneuverability improves by two steps (from poor to good, etc).

Special Attacks A quickling retains all the base creature's special attacks and gains those described here.

Rapid Attacks (Ex) A quickling may make an extra ranged attack at its highest attack bonus during any attack action. Furthermore, it may modify any or all of its melee attack rolls using its Dexterity modifier instead of its Strength modifier. When doing this, a quickling gains an extra melee attack at its highest attack bonus. *Haste* and similar effects do not grant an additional attack when a quickling is using this ability.

Quick Casting (Ex) When casting any spell or using spell-like abilities with a casting time greater than 1 round a quickling may cast the spell or spell-like ability in 1 round, if desired. This ability is only gained by quicklings that casts spells or have spell-like abilities. **Ability Scores** Dex +8. Quickling are much more agile than their mundane relatives.

Feats Quicklings gain Dodge, Improved Initiative, Mobility, Quick Draw, and Spring Attack as bonus feats. Spellcasting quicklings also gain Quicken Spell as a bonus feat.

Skills Quicklings gain a +10 racial bonus on Acrobatics and a +2 racial bonus on Perception checks. Quicklings can also Take 10 when using Acrobatics regardless regardless of circumstances and Acrobatics is a class skill for quickling creatures.

Manimal Creature

Somewhere between human and animal lies the manimal. Some say that these creatures are the abominable results of sorcerous crossbreeding between humans and animals. Others speak of bizarre druidic rites that can give animals human forms. A manimal is an animal-like creatures with a humanoid shape and intellect. A manimal has two legs to walk upon and two arms with hands that can manipulate tools. Manimals are often mistaken for lycanthropes—more powerful creatures whose origins are lost to time.

Creating a Manimal

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"Manimal" is an inherited or acquired template that can be added to any animal. A manimal retains all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature +1. **Alignment**: Usually neutral.

Type: The creature's type changes to monstrous humanoid. Recalculate BAB, hit points, saves, and skill points.

Senses: A manimal gains darkvision 60 ft.

Speed: If the creature has a land speed slower than 10 ft. (or no land speed at all), it gains a land speed of 10 ft.

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Attacks: The manimal retains all the base creature's attacks except those that depended on limbs that have turned to legs. Any other natural attacks it has retain the same primary or secondary status they had for the base creature.

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

Special Qualities: A manimal retains all the base creature's special qualities and gains those described here.

Amphibious (Ex): If the base creature was aquatic but did not have the amphibious special quality, the manimal gains it now. An amphibious creature can breathe both air and water equally easily.

Animal Blood (Ex): A manimal counts both as an animal and a humanoid for the purpose of spells, abilities, and effects that specifically affect animals. It is allowed a Will save to resist spells and effects that specifically affect animals, even if the effect does not normally allow a Will save. The DC for such a save equals 10 + the spell's level + caster's appropriate ability modifier. If the effect is not a spell, the DC is equal to 10 plus 1/2 manimal's HD plus manimal's Charisma modifier. Success renders the manimal immune to that particular effect for 24 hours. Awaken animal has no effect on a manimal.

Humanoid Shape (Ex): If the base creature has wings or a tail, these appendages adjust to ?t the manimal. Of its other limbs, two become legs, and all others become arms. Any creature that does not have enough limbs of the appropriate kind to form at least two legs and two arms simply grows the necessary limbs.

Abilities: Int +8, Cha +2

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Using Manimals In Your Game

Manimals can provide an interesting way to introduce anthropomorphic creatures into your games without the unbalancing effect that lycanthropes can have. Some might consider anthropomorphic creatures and characters silly, but lycanthropes are really no less so. Anthropomophic creatures can be スシメアウフスシャレムシン ちゃっかん シアンシンファラマウィンスレン

- Before you try out the manimal template, consider how you want it to work in your game. Once you know what purpose your manimals will serve, you can find a way to introduce them that suits their function in your game. Here are a few ideas.
- The template might be applied to animals because of a spell, such as the one below.
- A magic item could transform all the animals that live nearby or that touch it into manimals.
- A manimal race might be one of your game worlds normal races, just like gnolls or lizardfolk.
- A single crazed wizard or druid might be responsible for all the manimals in your world.
- A distant island or a different plane could be home to a host of different manimal races.
- A curse might transform PCs or NPCs into manimals until it is ended.
- A disrupted reincarnate or awaken animal spell might cause the creation of a manimal.

Changing Manimal Sizes

If you're comfortable with advancing monsters and using difficult templates, you may find it fairly easy to alter a manimal's size to suit your game. If you want Medium manimal horses, Small manimal cats, or any size other than the base creatures' for your manimals, follow the guidelines in the Bestiary for advancing a creature and extrapolate that information to cover shrinking the creature. Changing the manimal's size usually affects it's Strength, Dexterity, Constitution, natural armor, natural attack damage, Stealth modifier, and size modifier to attack and damage.

Create Manimal

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School transmutation; Level Drd 6, Sor/Wiz 7 Casting Time 1 day Components V, S, M (1,250 gp) Range touch Target animal touched Duration instantaneous Saving Throw Will negates; Spell Resistance: yes You grant an animal humanoid form and intelligence. If it fails a Will saving throw (DC 10 + target's HD), the target animal transforms into a manimal, gaining the

manimal template. The resulting creature initially reacts to you with a friendly attitude, but you have no special empathy with it. A manimal speaks a number of languages equal to 1 + its Intelligence bonus, chosen from among those its creator knows.

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