## **Rite Publishing Presents**

# Faces of the Tarnished Souk:

Bonetongue, Steward of Dead Dreams



## 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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## Bonetongue, Steward of Dead Dreams

For as long as corpses have fallen on the bloody sands of the Coliseum Morpheuon, the old goblin Bonetongue has shuffled out after the crowd's roars fade to gather up the dead and give them the final kindness of a decent burial. Small, withered, and dressed like a rotting corpse himself, the unassuming undertaker does his grisly work with a wheezing whistle and a toothy rictus grin. Growing more in tune with the power of the grave with each passing century, the ageless Bonetongue is a master of commanding and communing with the dead. As a white necromancer, Bonetongue's practice of the dark arts is based on harmonious stewardship of the cycle of life and death, not its perversion, and he places a high value on respecting the dead. Too meek and polite to really be pushy about it, Bonetongue urges people to stop and contemplate the rampant killing that fills the Khan's gutters with blood, often shaking his head with sad resignation at the cavalier attitude with which most gladiators disregard the value of both their own lives and the lives of others. However, his memory is far from perfect, Bonetongue's habit of genially conversing with the corpses he collects has left him with a vast and unique trove of information amassed from the graveside confessions of thousands upon thousands of fallen warriors and others of the Coliseum's dead. The old goblin appears and acts the same, decade after decade, steadily hefting dirt with his trusty gravedigger's shovel. Secretly, Bonetongue's growing disgust with the Khan's never-ending rain of bodies has caused him to bend his principles regarding the timing of one's final rest; instead of ushering fallen gladiators on to their awaiting afterlives immediately, the necromancer has been animating the corpses of "volunteers" dissatisfied with their deaths, amassing what is by now a veritable army of powerful - and perturbed - undead concealed in catacombs beneath the Coliseum.

## Dreamburning and Old Bonetongue

Bonetongue has the Dream-Barren trait, and has no dreams of his own; his hopes and fancies faded away long ago like color from a bleached bone. Left with only vacant serenity in his heart, he is closer in spirit to the dead he tends than to living dreamers.

## In the Tarnished Souk

Bonetongue tends a small, mist-shrouded gravevard surrounded by a rickety picket fence formed from the twisted spines of great beasts. The graveyard appears to hold only a few dozen plots, but Bonetongue is always filling a fresh grave. The secret: over time, the oldest graves meld downward into vast catacombs that run beneath the city and extend westward out under the ghoul-infested Plain of Twisting Laments.

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Characters may learn the following information via Diplomacy (Gather Information) or Knowledge (Local) skill checks:

DC 15 - The old goblin Bonetongue is an undertaker and tender of the Coliseum's dead.

DC 20 – He is a "white" necromancer and has some ogre blood. He is rumored to be immortal. Others say "He's the only one around here who respects losers."

DC 25 – He is a white necromancer who can raise the dead but also lend life to the living. He is wellrespected for his calm, quiet professionalism.

DC 35 – He is a pacifist and rarely gets involved in conflicts; his respect for the dead keeps him from using them as weapons as other necromancers might. DC 45 – Few believe a shocking rumor – that some of Bonetongue's recently-dug graves are empty! Dead men he supposedly put to rest have been glimpsed shambling about in catacombs beneath the Souk.

## How To Use Bonetongue

- Bonetongue highlights the softer side of necromancy. He respects the dead, cherishes the living, and can be used to impart solemn wisdom about mortality in a place where life is cheap. Surprise your players by playing this goblin as deep, civilized, and somber instead of as comic relief. By playing against type, the contrast will highlight what wise old Bonetongue has to say.
- Adventurers, outsiders, oneirobound, natives, projecting dreamers - each dies differently in Dream, and keeping planar metaphysics straight can be tricky. Bonetongue can explain to the PCs why some deaths yield a corpse and some don't.

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- Hold a funeral for a fallen ally or enemy. Even if the person died friendless, Bonetongue knows the funeral rites of thousands of cultures and he guilts the PCs into attending and paying respects.
- Bonetongue can tell the PCs many secrets long buried, since in his presence dead men do tell tales; present Bonetongue as a 'translator' who can help the PCs interview dead gladiators, murder victims, or roaming ghosts. The goblin requires no payment for himself, but will insist that the PCs aid the deceased by resolving unfinished business, or at least paying tribute.
- If playing "Destroying the Umbral Blot" or "Sympathy for the Devil" (Coliseum Morpheuon, Chapter 10): Bonetongue's "army" of undead gladiators stands ready to take revenge on the Khan, but premature discovery of the shambling horde threatens to alert the Khan to the impending insurrection.
- Bonetongue's graveyard and vast catacombs are filled with magic items and treasures buried with their deceased owners. Unscrupulous PCs could be tempted to grave-rob, or Bonetongue might implore virtuous PCs to aid him in recovering riches wrongfully pilfered by greedy looters.

#### Bonetongue, Steward of Dead

**CR** 16

Dreams

XP 76,800 Male eternal ogrekin goblin white necromancer 15 N Small humanoid (giant, goblinoid) Init +1; Senses darkvision 60 ft., low-light vision, life sight 20 ft.; Perception +1

## Defense

AC 21, touch 12, flat-footed 20 (+6 armor, +1 Dex, +3 natural, +1 size)

hp 130 (15d6+75); regeneration 19

#### Fort +9, Ref +6, Will +10

Defensive Abilities death ward +7; Immune ability damage, ability drain, disease, energy drain, paralysis, petrification, poison, polymorph, any ability that deals damage which doesn't heal by normal means

Weaknesses proper burial (DC 41)

## Offense

Speed 30 ft.

**Melee** rod of the walking dead +9 (1d8+6), bite +4  $(1d_3+2)$  or touch spell +12 (by spell)

**Ranged** touch spell +9 (by spell)

Special Attacks grasp of the dead (2/day, DC 23, 15d6 slashing), power over undead (9/day, DC 23)

White Necromancer Spells Known (CL 15th; concentration +23)

7th (4/day)-control undead (DC 24), resurrection

- 6th (7/day)-create undead, disintegrate (DC 22), harm (DC 23), true seeing (DC 22), undead anatomu III<sup>\*</sup>
- 5th (7/day)-cone of cold (DC 21), magic jar (DC 22), rest eternal\*, waves of fatigue
- 4th (7/day)—animate dead, enervation, inflict critical wounds (DC 21), summon the dead IV
- 3rd (7/day)-cure serious wounds (DC 19), gentle repose (DC 20), phantom steed, undead anatomy I\*\*
- 2nd (8/day)-bone swarm (DC 18), false life, invisibility (DC 18), silence (DC 18), summon the dead II
- 1st (8/day)-cure light wounds (DC 17), deathwatch, mage armor (DC 17), restore corpse\*\*, sanctify corpse\*\*
- Cantrips (at will)-arcane mark, bleed (DC 17), detect magic, disrupt undead, guidance (DC 16), mending (DC 16), read magic, resistance (DC 16). stabilize (DC 16)

\*See Pathfinder Roleplaying Game: Advanced Player's Guide, Chapter 5.

\*\*See Pathfinder Roleplaying Game: Ultimate Magic, Chapter 5.

#### Tactics

Before Combat Bonetongue is a pacifist and detests combat – he sees more than enough death already. If he sees a fight brewing, he sighs and uses his ghost



walk ability to fade through a wall or floor, then casts invisibility to remain invisible for longer. If a dear ally looks to be in trouble instead of Bonetongue himself, he begins a life bond to improve their chances of survival.

During Combat Bonetongue first attempts to discourage aggressors with waves of fatigue and *enervation*, then harries opponents with grasp of the dead and *bone swarm* while attempting to withdraw. Bonetongue may attempt to play 'possum by falling prone and possessing a single determined foe with magic jar. Only truly apocalyptic threats engaged in wanton murder of innocents or desecration of the dead warrant Bonetongue resorting to his deadlier spells (cone of cold, disintegrate, harm). Bonetongue rarely summons humanoid undead to fight his battles for him, but undead allies may choose to protect their friend of their own volition.

Morale If alone, Bonetongue withdraws from combat immediately without pride, but if engaged in the protection of an innocent or a dear ally, he remains steadfast until "slain" - rising later per his eternal creature template features.

## Statistics

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#### Str 19, Dex 12, Con 19, Int 10, Wis 12, Cha 23 Base Atk +7; CMB +10; CMD 21

Feats Counterspell Feedback, Craft Wand, Craft Wondrous Item, Eschew Materials<sup>B</sup>, Expanded Arcana, Forge Ring, Improved Counterspell, Skill Focus (Knowledge [history]), Spell Focus

(necromancy)<sup>B</sup>, Toughness<sup>B</sup>, Turn Undead<sup>B</sup>, Undead Master

Skills Heal +15, Knowledge (arcana) +20, Knowledge (history) +16, Knowledge (religion) +13, Ride +5, Spellcraft +20, Stealth +9, Use Magic Device +16; **Racial Modifiers** +4 Ride, +4 Stealth

Languages Common, Goblin; voice of the grave

SQ deformities, enhanced NPC, evil necromancy spells, ghost walk (1/day, 15 rounds), life bond, lore of life and death (Knowledge [religion] +1, Heal +7), necrotic transfer (44 hp), pacifist, rebuke death (9/day, 1d4+7), traits, white necromancy +21

Combat Gear rod of the walking dead, wand of consecrate (50 charges), wand of desecrate (50 charges), wand of restore corpse (50 charges); Gear belt of presence +6 (as headband of alluring charisma), bracers of armor +6, gravedigger's shovel, ring of arcane knowledge +10, ring of ashes, bag of holding II (500 coins of preservation)

### Special Abilities

Deformities (Ex) Due to his ogre ancestry, Bonetongue's mouth is far larger than it should be, even for a goblin. This grants him a natural bite attack. Additionally, he is fragile, lacking the +4 racial bonus to Constitution enjoyed by most ogrekin.

Enhanced NPC Bonetongue has 25 point buy ability scores.

Pacifist (Ex) Bonetongue finds all forms of combat abhorrent, and suffers a -2 penalty to all attack rolls with manufactured and natural weapons. In exchange for these penalties, he gains Skill Focus (Knowledge [history]) and Toughness as bonus feats. These penalties does not apply to melee and ranged touch attacks.

Special Weakness (ritual) If the eternal Bonetongue's slain body is given a proper burial in the ancient traditions of his long-forgotten goblin tribe, he will truly be dead and will not later regenerate and rise again. Learning this weakness requires a DC 41 Knowledge (history or religion) check; knowing the relevant traditional goblin burial rite requires an additional Knowledge (history or religion) check, DC 46. Bonetongue knows his own weakness, but has tried unsuccessfully to forget it.

Traits Bonetongue possesses the Dream-Barren and Focused Mind traits. These grant him a +2 trait bonus on all concentration checks, and immunity to the effects of degraded or sacrificed dream effects. He has no dreams, and those who attempt to steal a dream from him are dazed for one round (as the spell), and suffer a -3 penalty to their Will saves for one hour. He never suffers any penalties for having no dreams.

## White Necromancer Abilities

Below are the general descriptions of Bonetongue's white necromancer abilities. Where appropriate, the details of the following abilities are listed in each of Bonetongue's statblocks.

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**Death Ward (Su)** Bonetongue gains a morale bonus to all saves against death spells and death effects equal to half his white necromancer level. He is allowed a save against death spells and death effects even if they don't normally allow a save.

Evil Necromancy Spells Bonetongue is extremely reluctant to cast evil necromancy spells, but is not forbidden from doing so. When casting a necrmancy spell with the evil descriptor, he must use two spell slots of that level.

Ghost Walk (Su) As a standard action, Bonetongue can become incorporeal and invisible for up to a number of rounds equal to his white necromancer level, and can return to normal as a standard action early. While under the effects of this ability, he can move in any direction and through any objects (except force effects), but can do nothing but move while this ability is active.

Grasp of the Dead (Sp) As a standard action, Bonetongue can summon a swarm of skeletal arms that burst from the ground to rip and tear his foes. The skeletal arms fill a 20 ft. radius area, and must appear from a solid surface, dealing 1d6 points of slashing damage per white necromancer level. Those caught in the arms are allowed a Reflex save (DC 10 + one-half white necromancer level + Charisma modifier) for half damage. Those who fail their save are also unable to move for 1 round. This ability lasts for only 1 round.

**Life Bond (Su)** As a standard action, Bonetongue can create a bond between himself and another living creature within 90 ft. He may have has many bonded creatures as he has white necromancer levels. At the start of his turn each round, if a bonded creature is wounded for 5 hp or more below its maximum hit points, the bonded creature heals 5 hp and Bonetongue takes 5 hp of damage.

This bond exists until the bonded creature dies, Bonetongue is reduced below o hit points, the bonded creature is more than 90 ft. from Bonetongue, or Bonetongue ends the bond as an immediate action. Bonetongue can end any of the bonds he has as part of the same immediate action.

Life Sight (Su) For a number of rounds per day equal to his white necromancer levels, Bonetongue gains blindsight that allows him to detect only living and undead creatures, and tells him which the creatures he detects are. These rounds need not be consecutive.

**Lore of Life and Death (Ex)** Bonetongue adds his Wisdom bonus to all Knowledge (religion) checks related to death, burial practices, undead, or the afterlife. When making Heal skill checks, he gains a bonus equal to half his white necromancer level.

**Necrotic Transfer (Su)** As a standard action, Bonetongue can touch a living creature, transferring some of his life essence to them. The touched creature is healed an amount equal to Bonetongue's Constitution score plus his white necromancer level plus 10, but not more that the recipient creature's maximum hit points. Bonetongue takes an equal amount of damage.

**Power Over Undead (Su)** Bonetongue can channel energy as a cleric equal to his white necromancer level, but only to use his Turn Undead bonus feat.

**Rebuke Death (Sp)** As a standard action, Bonetongue can touch a living creature to heal it for 1d4 plus 1 for every two white necromancer levels he possesses. He can only use this ability on creatures below 0 hit points.

**Voice of the Grave (Su)** Bonetongue can *speak with dead* as the spell for a number of rounds per day equal to his white necromancer level. These rounds need not be consecutive. When used by the 10th-level Bonetongue, the dead suffer a -2 penalty on their Will save. When used by the 15th-level Bonetongue, the dead suffer a -8 penalty on their Will save.

White Necromancy (Su) Any necromancy spell with the evil descriptor loses this descriptor when cast by Bonetongue. Undead resulting from Bonetongue's white necromancy are of neutral alignment.

Bonetongue gains no specific control over undead created using white necromancy, although he may ask the undead to provide some service or otherwise assist him. To do so, he must make a successful Diplomacy check, rolling 1d20 + his white necromancer level + his Charisma bonus. Mindless undead created through white necromancy have a DC of 15, and a starting attitude of indifferent. While intelligent undead created through white necromancy have a DC of 15 + its Charisma modifier, and starting attitude of friendly. Bonetongue must treat the undead with

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honor and respect at all times, in many cases agreeing to release the undead once the service or task has been completed.

Intelligent undead created through white necromancy might agree to follow Bonetongue for a prolonged period of time, although it will certainly expect to be treated as an honored and respected companion, perhaps even making occasional requests of its own.

## Feats

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#### **Counterspell Feedback**

Your counterspells cause your victim to take force damage.

Prerequisite Improved Counterspell

**Benefit** When you successfully counter a spell, the caster of the spell takes force damage equal to 1d4 force damage/level of the spell countered.

#### **Expanded Arcana**

Your research has revealed new spells.

Prerequisites Caster level 1st, see Special.

**Benefit** Add one spell from your class's spell list to your list of spells known. This is in addition to the number of spells normally gained at each new level in your class. You may instead add two spells from your class's spell list to your list of spells known, but both of these spells must be at least one level lower than the highest level spell you can cast in that class. Once made, these choices cannot be changed.

**Special** You can only take this feat if you possess levels in a class whose spellcasting relies on a limited

list of spells known, such as the bard, oracle, and sorcerer.

You can gain Expanded Arcana multiple times.

#### **Undead Master**

You can marshal vast armies of the undead to serve you.

**Prerequisites** Spell Focus (necromancy), the ability to cast animate dead or command undead.

**Benefit** When you cast animate dead or use the Command Undead feat, you are considered to be four levels higher when determining the number of Hit Dice you animate. When you cast command undead, your duration is doubled.

### Magic Items Coins of Preservation

Aura faint necromancy; CL 3rd

Slot none; Price 6,000 gp, 1 cp each; Weight – Description

When placed over the eyes of a dead creature, these simple copper coins preserve the corpse as *gentle repose* for as long as they remain over the eyes of the corpse. A separate coin must be placed over each eye the creature possesses.

#### Construction

**Requirements** Craft Wondrous Item, *gentle repose*; **Cost** 3,000 gp, 1 cp

#### **Gravedigger's Shovel**

Aura faint transmutation [earth]; CL 3rd Slot none; Price 3,600 gp; Weight 8 lbs. Description

Though it has an iron blade, this shovel has a handle made of bone. When used to dig a grave, the user can dig a 5 ft. cube hole each minute they dig. Up to five times each day, the shovel can be used to create the effects of expeditious excavation (see Pathfinder Roleplaying Game: Advanced Player's Guide, Chapter 5) as a standard action. Medium or smaller creatures are allowed a Reflex save (DC 11) to land harmlessly or hop to an adjacent square if the shovel is used to create a hole under them.

#### Construction

**Requirements** Craft Wondrous Item, *expeditious* excavation; Cost 1,800 gp

#### **Ring of Arcane Knowledge**

Aura moderate divination; CL 10th

Slot ring; Price 7,500 gp (+5), 30,000 gp (+10); Weight -

#### Description

This silver band bears numerous magical symbols on it outer surface. While worn, this ring grants the wearer a bonus of either +5 or +10 to their Knowledge (arcana) and Spellcraft skill checks.

#### Construction

Requirements Forge Ring, creator must have 5 or 10 ranks in both Knowledge (arcana) and Spellcraft; **Cost** 3,750 gp (+5), 15,000 gp (+10)

#### **Ring of Ashes**

Aura strong transmutation; CL 17th Slot ring; Price 60,000 gp; Weight -Description

Once per day, the wearer of this adamantine-strong black sapphire band can capture the soul of a creature in an urn constructed of their own disintegrated ashes. The target creature must be dead, or unconscious due to damage, and within 50 ft. of the wearer. The target creature is allowed a Will save (DC 25) to negate this effect. Dead targets suffer a -5 penalty on their Will save against this effect. Should the targeted creature fail their save, their body turns to ash which swirls for 1 round, after which the ashes solidify into an urn containing its soul. The urn holding their soul bears images showing important events in the life of the creature it is made of. The wearer must provide a black sapphire worth 1000 gp per HD of the target creature which is held within the ash urn, otherwise the soul is bound to the ring, and the ring fails to function until the soul is removed.

#### Construction

Requirements Forge Ring, Spell Focus (necromancy), Greater Spell Focus (necromancy), disintegrate, soul bind; Cost 30,000 gp

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#### Rod of the Walking Dead

Aura moderate necromancy [evil]; CL 10th Slot none; Price 34,122 gp; Weight 5 lbs. Description



#### Ring of Arcane Knowledge

Typically constructed from the spine and skull of a medium humanoid creature, this rod allows its wielder to animate up to 40 HD of skeletons and zombies at a time, but no more than 20 HD each day. As long as the rod is held, the undead are controlled. As a full-round action, the wielder can reverse the animating magic, returning any of the skeletons and zombies they control by virtue of this rod to mundane corpses. This rod can be used in combat as a masterwork heavy mace.

#### Construction

**Requirements** Craft Rod, animate dead; Cost 17,217 gp

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## Spells

#### **Bone Swarm**

School evocation [force]; Level sorcerer/wizard 2, white necromancer 2

Casting Time 1 standard action

**Components** V, S

Range medium (100 ft. + 10 ft./level)

Effect 5-ft.-cubic mass of animated bones

**Duration** 1 round/level (D)

Saving Throw Reflex half; Spell Resistance yes A 5-ft.-cubic mass of animated bones appears and attacks foes as directed.

These bones strike the opponent you designate, dealing 2d6 hp bludgeoning damage plus an additional 1d6 points per four additional caster levels (2d6 at 4th level, 3d6 at 8th, 4d6 at 12th, etc). A successful Reflex save halves this damage.

Each round after the first, you can use a move action to redirect the bones to a new target. The bones move 60 ft. per round. As part of this movement, they can climb up to 60 ft. or build a tower of bones up to 60 ft. high. If not directed to a new target, the bones continue to attack the previous round's target.

Spellcasting or concentrating on spells while within the area of a *bone swarm* requires a caster level check (DC 20 + spell level). Using skills that involve patience and concentration requires a DC 20 Will save.

The bones vanish when the spell ends or if they exceed the spell's range.

#### Summon the Dead I

School necromancy (summoning) [evil]; Level cleric 1, sorcerer/wizard 1, summoner 1, white necromancer 1, witch 1

Casting Time 1 round

Components V, S, M/DF (fistful of grave dirt, or fragment of tombstone)

**Range** close (25 ft. + 5 ft./2 levels) Effect one summoned undead creature

Duration 1 round/level (D)

#### Saving Throw none; Spell Resistance no

This spell temporarily infuses the remains of a onceliving creature with negative energy, animating it in a mockery of its former life. The resulting undead creature acts immediately, on your turn. It attacks your opponent to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions within the limits of the creature to obey or understand.

The spell animates one of the creature from the 1stlevel list on the accompanying table. You choose which kind of undead to animate, and you can change that choice each time you cast the spell.

To animate a particular type of undead, the correct remains must be available for each creature created. Remains must be mostly intact. A soul is present in any corporeal remains for which the creature has not been resurrected or previously animated as an undead. A soul can also be obtained from trap the soul, magic jar, or similar magic.

Unlike most spells, line of effect is not required to animate the remains, as long as their location is known. This allows a body to be animated in its grave. Any animated undead cannot summon or otherwise conjure another creature, create spawn, or use any teleportation or planar travel abilities.

When you use summon undead I to summon a creature with an alignment or elemental subtype, it is a spell of that type.

Within the area of a *desecrate* effect, the duration of summon the dead I is doubled.

#### Summon the Dead II

School necromancy (summoning) [evil]; Level cleric 2, sorcerer/wizard 2, summoner 2. white necromancer 2, witch 2

This spell functions like summon the dead I, except you can animate one creature from the 2nd-level list, or 1d3 of the same option from the 1st-level list.

#### Summon the Dead III

**School** necromancy (summoning) [evil]; **Level** cleric 3, sorcerer/wizard 3, white necromancer 3, witch 3 This spell functions like summon the dead I, except you can animate one creature from the 3rd-level list, or 1d3 creatures of the same kind from the 2nd-level list, or 1d4+1 of the same option from the 1st-level list.

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#### Summon the Dead IV

School necromancy (summoning) [evil]; Level cleric sorcerer/wizard 4, summoner 3, white 4, necromancer 4, witch 4

This spell functions like summon the dead I, except you can animate one creature from the 4th-level list, or 1d3 creatures of the same kind from the 3rd-level list, or 1d4+1 of the same option from a lower level list.

#### Summon the Dead V

**School** necromancy (summoning) [evil]; **Level** cleric 5, sorcerer/wizard 5, summoner 4, white necromancer 5, witch 5

This spell functions like summon the dead I, except you can animate one creature from the 5th-level list, or 1d3 creatures of the same kind from the 4th-level list, or 1d4+1 of the same option from a lower level list.

#### Summon the Dead VI

School necromancy (summoning) [evil]; Level cleric 6, sorcerer/wizard 6, white necromancer 6, witch 6 This spell functions like summon the dead I, except you can animate one creature from the 6th-level list, or 1d3 creatures of the same kind from the 5th-level list, or 1d4+1 of the same option from a lower level list.

#### Summon the Dead VII

School necromancy (summoning) [evil]; Level cleric 7, sorcerer/wizard 7, summoner 5, white necromancer 7, witch 7

This spell functions like *summon the dead I*, except you can animate one creature from the 7th-level list, or 1d3 creatures of the same kind from the 6th-level list, or 1d4+1 of the same option from a lower level list.

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#### Summon the Dead VIII

**School** necromancy (summoning) [evil]; **Level** cleric 8, sorcerer/wizard 8, white necromancer 8, witch 8 This spell functions like *summon the dead I*, except you can animate one creature from the 8th-level list, or 1d3 creatures of the same kind from the 7th-level list, or 1d4+1 of the same option from a lower level list.

#### Summon the Dead IX

**School** necromancy (summoning) [evil]; **Level** cleric 9, sorcerer/wizard 9, summoner 6, white necromancer 9, witch 9

This spell functions like *summon the dead I*, except you can animate one creature from the 9th-level list, or 1d3 creatures of the same kind from the 8th-level list, or 1d4+1 of the same option from a lower level list.

Spell Level	Undead
Summon the	Ghoul, Skeleton (2-3 HD), Skeleton
Dead I	(1 HD, 1d3), Zombie (3-4 HD),
	Zombie (2 HD or less, 1d3)
Summon the	Skeleton (4-5 HD), Zombie (5-6 HD)
Dead II	
Summon the	Ghast, Shadow, Skeleton (6-7 HD),
Dead III	Wight, Zombie (7-10 HD)
Summon the	Skeleton (8-9 HD), Zombie (11-14
Dead IV	HD)
Summon the	Skeleton (10-11 HD, Wraith, Zombie
Dead V	(15-16 HD)
Summon the	Skeleton (12-14 HD), Zombie (17-20
Dead VI	HD)
Summon the	Skeleton (15-17 HD), Spectre
Dead VII	
Summon the	Mohrg, Shadow, greater , Skeleton
Dead VIII	(18-20 HD)
Summon the	Devourer, Wraith, dread
Dead IX	

#### **Variant Bonetongues**

Listed below are the changes to Bonetongue if you'd like to use him with one of the three following templates, all of which can be found below and in *101 Not So Simple Templates* from *Rite Publishing*.

**Death-Scavenger: CR 17; XP 102,400; hp** 145 (15d6+90); regeneration 21; **Fort** +10; **Weaknesses** special weakness (DC 42); **Special Attacks** death devourer (DC 25), power over undead (10/day, DC 25), scavenger's knell (+12 melee touch, DC 25); **Con** 21, **Cha** 27; **Skills** Use Magic Device +18; **SQ** rebuke death (11/day)

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Foul: CR 17; XP 102,400; Aura vile stench (30 ft., DC 23); hp 160 (15d6+105); regeneration 23; Fort +11; Weaknesses special weakness (DC 42); Melee bite +4 (1d3+2 plus grab); Special Attacks expel object or creature, swallow whole (1d3+6 bludgeoning, AC 11, hp 16); Con 23; CMB +10 (+14 grapple); SQ enhanced swallow whole (medium or smaller)

**Mystic:** CR 18; XP 153,600; AC 26, touch 17, flatfooted 25 (+6 armor, +5 deflection, +1 Dex, +3 natural, +1 size); hp 190 (15d6+135); regeneration 27; Fort +13; Immune magic (all 8th level and below spells); Weaknesses special weakness (DC 43); Special Attacks grasp of the dead (3/day, DC 27), power over undead (14/day, DC 27); White Necromancer Spells (CL 15th; concentration +25): 7th (5/day), 6th (8/day), 5th (8/day), 4th (8/day), 3rd (8/day), 2nd (9/day), 1st (9/day), All spell DC's +4; Con 27, Cha 31; CMD 26; Skills Use Magic Device +20; SQ rebuke death (14/day), white necromancy +25

Bonetongue, Shepherd the ot Shambling Horde CR 11

XP 12,800

Male eternal ogrekin goblin white necromancer 10 N Small humanoid (giant, goblinoid) Init +1; Senses darkvision 60 ft., low-light vision,

life sight 10 ft.; Perception +1

## Defense

AC 15, touch 12, flat-footed 14 (+1 Dex, +3 natural, +1 size)

**hp** 87 (10d6+50); regeneration 19

Fort +7, Ref +4, Will +8

Immune ability damage, ability drain, disease, energy drain, paralysis, petrification, poison, polymorph, any ability that deals damage which doesn't heal by normal means

Weaknesses proper burial (DC 36)

## Offense

Speed 30 ft.

Melee rod of the walking dead +7 (1d8+6), bite +2  $(1d_{3}+2)$  or touch spell +10 (by spell)

**Ranged** touch spell +7 (by spell)

Special Attacks power over undead (8/day, DC 20) White Necromancer Spells Known (CL 10th; concentration +17)

5th (4/day)—rest eternal\*

4th (6/day)—animate dead, summon the dead IV

- 3rd (7/day)-cure serious wounds (DC 18), gentle repose (DC 19), undead anatomy I\*\*
- 2nd (7/day)-false life, invisibility (DC 17), silence (DC 17), summon the dead II
- 1st (8/day)-cure light wounds (DC 16), deathwatch, mage armor (DC 16), restore corpse\*\*, sanctify corpse\*\*
- Cantrips (at will)-arcane mark, bleed (DC 16), detect magic, disrupt undead, guidance (DC 15), mending (DC 15), read magic, resistance (DC 15), stabilize (DC 15)

\*See Pathfinder Roleplaying Game: Advanced Player's Guide, Chapter 5.

\*\*See Pathfinder Roleplaying Ultimate Game: Magic, Chapter 5.

## Tactics

Before Combat Bonetongue is a pacifist and detests combat - he sees more than enough death already. If he sees a fight brewing, he sighs and retreats with invisibility. If a dear ally looks to be in trouble instead of Bonetongue himself, he begins a life bond to improve their chances of survival.

During Combat Bonetongue casts summon the dead spells to call up undead to fight defensively and intervene on his behalf, but he does not direct the undead to attack any enemy not actively attacking him. Bonetongue's other undead allies, if present, may choose to protect their friend of their own volition.

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Morale If alone, Bonetongue withdraws from combat immediately without pride, but if engaged in the protection of an innocent or a dear ally, he remains steadfast until "slain" - rising later per his eternal creature template features.

## Statistics

#### Str 19, Dex 12, Con 19, Int 10, Wis 12, Cha 20 Base Atk +5; CMB +8; CMD 19

Feats Craft Wand, Craft Wondrous Item, Eschew Materials<sup>B</sup>, Forge Ring, Improved Counterspell, Skill [history]), Focus (Knowledge Spell Focus (necromancy)<sup>B</sup>, Toughness<sup>B</sup>, Turn Undead<sup>B</sup>

Skills Heal +10, Knowledge (arcana) +10, Knowledge (history) +6, Knowledge (religion) +13, Ride +5, Spellcraft +15, Stealth +9, Use Magic Device +15; Racial Modifiers +4 Ride, +4 Stealth

Languages Common, Goblin; voice of the grave SQ deformities, enhanced NPC, evil necromancy spells, life bond, lore of life and death (Knowledge [religion] +1, Heal +5), necrotic transfer (39 hp), pacifist, rebuke death (8/day, 1d4+5), traits, white necromancy +15

**Combat Gear** rod of the walking dead, wand of consecrate (25 charges), wand of desecrate (25 charges), wand of restore corpse (50 charges); Gear belt of presence +4 (as headband of alluring charisma), gravedigger's shovel, ring of arcane knowledge +5, ring of ashes, bag of holding I (50 coins of preservation)

## Special Abilities

Enhanced NPC Bonetongue has 25 point buy ability scores.

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Special Weakness (ritual) If the eternal Bonetongue's slain body is given a proper burial in the ancient traditions of his long-forgotten goblin tribe, he will truly be dead and will not later regenerate and rise again. Learning this weakness requires a DC 36 Knowledge (history or religion) check; knowing the relevant traditional goblin burial rite requires an additional Knowledge (history or religion) check, DC 41. Bonetongue knows his own weakness, but has tried unsuccessfully to forget it.

## Variant Bonetongues

Death-Scavenger: CR 12; XP 19,200; hp 97 (10d6+60); regeneration 21; Fort +8; Weaknesses special weakness (DC 37); Special Attacks death devourer (DC 22), power over undead (10/day, DC 22), scavenger's knell (+10 melee touch, DC 22); Con 21, Cha 24; Skills Use Magic Device +17; SQ rebuke death (10/day)

Foul: CR 12; XP 19,200; Aura vile stench (30 ft., DC 21); hp 107 (10d6+70); regeneration 23; Fort +9; Weaknesses special weakness (DC 37); Melee bite +2 (1d3+2 plus grab); Special Attacks expel object or creature, swallow whole (1d3+6 bludgeoning, AC 11, hp 10); Con 23; CMB +8 (+12 grapple); SQ enhanced swallow whole (medium or smaller)

**Mystic:** CR 13; XP 25,600; AC 18, touch 15, flatfooted 17 (+3 deflection, +1 Dex, +3 natural, +1 size); hp 127 (10d6+90); regeneration 27; Fort +11; Immune magic (all 5th level and below spells); Weaknesses special weakness (DC 38); Special Attacks power over undead (13/day, DC 24); White Necromancer Spells (CL 10th; concentration +19): 5th (5/day), 4th (7/day), 3rd (8/day), 2nd (8/day), 1st (9/day), All spell DC's +4; Con 27, Cha 28; CMD 22; Skills Use Magic Device +19; SQ rebuke death (13/day), white necromancy +19

## Old Bonetongue,

Him with the Rictus Grin



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XP 2,400

Male eternal ogrekin goblin white necromancer 4 N Small humanoid (giant, goblinoid) **Init** +1; **Senses** darkvision 60 ft., low-light vision; Perception +1

## Defense

AC 15, touch 12, flat-footed 14 (+1 Dex, +3 natural, +1 size)

**hp** 36 (4d6+20); regeneration 19

Fort +5, Ref +2, Will +5

**Immune** ability damage, ability drain, disease, energy drain, paralysis, petrification, poison, polymorph, any ability that deals damage which doesn't heal by normal means **Weaknesses** proper burial (DC 31)

## Offense

**Speed** 30 ft.

**Melee** *rod of the walking dead* +4 (1d8+6), bite -1 (1d3+2) or touch spell +7 (by spell)

Ranged touch spell +4 (by spell)

Special Attacks power over undead (6/day, DC 15)

White Necromancer Spells Known (CL 4th; concentration +9)

2nd (4/day)—summon the dead II

1st (7/day)—cure light wounds (DC 14), deathwatch, mage armor (DC 14)

Cantrips (at will)—bleed (DC 14), detect magic, guidance (DC 13), mending (DC 13), read magic, stabilize (DC 13)

## Jactics

**Before Combat** Bonetongue is a pacifist and detests combat – he sees more than enough death already. If he sees a fight brewing, he sighs and retreats, casting *mage armor*, or digs a quick hole with his gravedigger's shovel and hides in it.

**During Combat** Bonetongue casts *summon the dead II* to call up undead to fight defensively and intervene on his behalf, but he does not direct the undead to attack any enemy not actively attacking

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him. Bonetongue's other undead allies, if present, may choose to protect their friend of their own volition. **Morale** If alone, Bonetongue withdraws from combat immediately without pride, but if engaged in the protection of an innocent or a dear ally, he remains steadfast until "slain" - rising later per his eternal creature template features.

## Statistics

**Str** 19, **Dex** 12, **Con** 19, **Int** 10, **Wis** 12, **Cha** 17 **Base Atk** +2; **CMB** +5; **CMD** 16

**Feats** Craft Wondrous Item, Eschew MaterialsB, Skill Focus (Knowledge [history])<sup>B</sup>, Spell Focus (necromancy), Toughness<sup>B</sup>, Turn Undead<sup>B</sup>

Skills Heal +7, Knowledge (arcana) +10, Knowledge (history) +4, Knowledge (religion) +7, Ride +5, Spellcraft +10, Stealth +9, Use Magic Device +8; Racial Modifiers +4 Ride, +4 Stealth

Languages Common, Goblin

**SQ** deformities, enhanced NPC, evil necromancy spells, lore of life and death (Knowledge [religion] +1, Heal +2), pacifist, rebuke death (6/day, 1d4+2), traits, white necromancy +7

**Combat Gear** rod of the walking dead; **Gear** belt of presence +2 (as headband of alluring charisma), gravedigger's shovel, ring of arcane knowledge +5, ring of ashes, pouch (10 coins of preservation)

## Special Abilities

**Enhanced NPC** Bonetongue's CR is 1 greater due to his 25 point buy ability scores, and special magical items.

**Special Weakness (ritual)** If the eternal Bonetongue's slain body is given a proper burial in the ancient traditions of his long-forgotten goblin tribe, he will truly be dead and will not later regenerate and rise again. Learning this weakness requires a DC 31 Knowledge (history or religion) check; knowing the relevant traditional goblin burial rite requires an additional Knowledge (history or religion) check, DC 36. Bonetongue knows his own weakness, but has tried unsuccessfully to forget it.

## Variant Bonetongues

**Death-Scavenger:** CR 7; XP 3,200; hp 40 (4d6+24); regeneration 21; Fort +6; Weaknesses special weakness (DC 32); Special Attacks death devourer (DC 17), power over undead (8/day, DC 17), scavenger's knell (+7 melee touch, DC 17); Con 21, Cha 21; Skills Use Magic Device +10; SQ rebuke death (8/day)

**Foul: CR 7; XP 3,200; Aura** vile stench (30 ft., DC 18); **hp** 44 (4d6+28); regeneration 23; **Fort** +8; **Weaknesses** special weakness (DC 32); **Melee** bite - 1 (1d3+2 plus grab); **Special Attacks** expel object or creature, swallow whole (1d3+6 bludgeoning, AC 11, 3 hp); **Con** 23; **CMB** +5 (+9 grapple); **SQ** enhanced swallow whole (medium and smaller)

**Mystic: CR 8; XP 4,800**; AC 16, touch 13, flatfooted 15 (+1 deflection); hp 52 (4d6+36); regeneration 27; Fort +9; Immune magic (all 3rd level and below spells); Weaknesses special weakness (DC 33); Special Attacks power over undead (11/day, DC 19); White Necromancer Spells (CL 4th; concentration +11): 2nd (5/day); 1st (8/day), All spell DC's +4; Con 27, Cha 25; CMD 17; Skills Use Magic Device +12; SQ rebuke death (11/day), white necromancy +11

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#### Templates

## Death-Scavenger Creature (CR \*1)

- Some creatures feed off the power generated by the moment when a soul leaves a body. A deathscavenger creature's quick and rebuild rules are the same.
- **Rebuild Rules: Special Attack** death devourer, scavenger's knell; **Ability Scores** +2 Con, +4 Cha.
- Death Devourer (Su): If a creature dies within 60 feet of a death-scavenger creature, the monster absorbs a portion of the death energy that radiates through the area. Immediately upon the victim's death, all living creatures within 60 feet of the deathscavenger creature must make Fortitude saves (DC 10 + 1/2 the death-scavenger creature's Hit Dice + its Charisma modifier) or suffer 1d6 points of damage for every 2 Hit Dice the death-scavenger creature possesses as it gathers the death energy, focuses it, and flashes it across the area. The deathscavenger creature does not gain this benefit when a nonliving creature, such as an undead or a construct, is destroyed.
- Scavenger's Knell (Sp): If an opponent could be subject to a coup-de-grace, the death-scavenger can draw forth the life force of that opponent and use it to fuel its own power. It touches a living creature as a swift action (as a touch attack). If the subject fails a Fortitude saving throw (DC 10 + 1/2 the deathscavenger creature's Hit Dice + its Charisma modifier), it dies, and the death-scavenger is either healed for 5 hit points of damage or gains 5 temporary hit points (that last 1 hour) for each hit die that the slain creature possessed. This is a death effect.

#### Eternal Creature

The oldest of desires is to counteract the fleeting nature of existence. The ancient oral traditions, religious teachings, and greatest literary works ingrain this yearning into the collective consciousness of all mortal races. However, the power to defeat death itself sometimes is not a boon for some, but a curse as they watch all those they have ever known and love slip away becoming naught but ash and dust. These accused beings spend the whole of their existence seeking death's final embrace. These blessed and cursed beings are the eternal creatures.

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Ladon, the eternal hundred-headed dragon

## Creating an Eternal Creature

"Eternal" is an acquired template that can be added to any living creature (referred to hereafter as the base creature).

Challenge Rating: Same as the base creature +1.

**Alignment:** Over the years, an eternal creature's alignment usually changes to Neutral.

**Defensive Abilities** An eternal creature gains the following abilities.

*Regeneration (Ex)* An eternal creature gain regeneration equal to its Constitution score. No form of attack, except for its special weakness (see below), can suppress an eternal creature's regeneration. It regenerates even if disintegrated, drowned, or slain by a death effect. If the eternal creature fails a save against an effect that would kill or destroy it instantly, it rises from death 3 rounds later with 1 hit point, if no further damage is inflicted upon its remains. It can be banished or otherwise transported, but the method to truly kill or destroy it is only available via its special weakness (see below). IFYDIIN LUNI LUNI LUNI LUNI LUNI LUNI

**Immunities** Eternal creatures are immune to ability damage, ability drain, disease, energy drain, paralysis, petrification, poison, polymorph effects, and any ability that deals damage which doesn't heal by normal means.

**Weaknesses** All eternal creatures possess a weakness as detailed below.

*Special Weaknesses (Ex)* To truly slay an eternal creature, one must use one or more of the following methods. If an attack that is associated with this weakness deals damage, it deals and additional 50% damage, if it allows a save, the eternal creature suffers a -4 penalty to its save. This weakness should be relevant to the creature's history or species.

**Breath/Eat/Drink** The eternal creature must still eat, drink, or breath. Another option is that a specific diet must be maintained (vegetarian, carnivorous, etc.). For example, an eternal creature could only die by being starved to death or by having meat secretly mixed into its meal. *Causing Death* The eternal creature loses this template if it kills any creature, including self-defense.

**Destroy the Mark** This could be a rune, glyph, heraldic crest, sigil, or tattoo on its body. It requires a successful sunder attempt dealing 1% of the eternal creature's maximum hit point total to destroy it.

**Energy Type** One of the basic energy types (acid, cold, electricity, fire, and sonic) deals lethal damage, but only in its natural form or magical form.

**Limited Lifespan** The eternal creature may have to be killed or destroyed a specific number of times (9 times, 13 times, etc.). This number cannot exceed 101 times. Reducing an eternal creature below its Constitution score in negative hit points counts as killing it. Another option is that the base creature only gains the template for a limited time, the most common being until a certain act is completed, and if it is not completed by a specific date then the creature loses the template.

*Moonlight/Starlight/Sunlight* The eternal creature's regeneration is negated when exposed to this naturally occurring light. This could be as specific as the coral light of an eclipse or light from a specific star or moon.

*Music* The sound of music itself or the sound of a specific song or melody will negate the eternal creature's regeneration.

**Phylactery** The creature has part of its soul stored safely in a receptacle that must first be destroyed.

**Remove Object** A special object (philosopher's stone, vial of platinum dragon's blood, etc.) must be removed from inside the body of the eternal creature, which requires immobilizing the creature.

**Rare Substance** Animal (dwarf water buffalo, red wolf, etc.) vegetable (snowdonia hawkweed, piratinera gianensis [snakewood], etc.) or mineral (iridium, painite, etc.) this could be close proximity (30 ft.), touch, or perhaps a weapon made from the bone, wood, mineral (see specific weapon).

*Ritual* A special ritual must be performed with the remains of the creature, its head must be removed, a holy wafer placed in its mouth, buried on consecrated ground, cremated and its ashes spread to the four corners of the earth, etc. If a ritual must be performed, the body will not regenerate after death for 1d4 days.

**Special Date** For the duration of a religious holiday, the night of a special phase of the moon, an equinox, a solstice, the base creature loses the benefits of this template. The most uncommon occurrence allowed for a religious holiday or phase of the moon is one specific day every 4 years.

*Specific Location* To slay the creature, it must be lured to a specific location. Examples include its place of birth, original lair, hometown, laboratory it was created in, where it gained this template, consecrated/desecrated ground, etc.

**Special Weapon** This could be a weapon with specific properties, and weapon bears a specific name, and/or forged at a special site, or by a specific person.

**Specific Affliction** Only a specific transmittable disease (common cold), condition (staggered), or poison (belladonna) can affect the

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eternal creature, causing it to lose the benefits of this template while under its effects.

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**Specific Creature** (individual, culture, template, type, or subtype) Perhaps only a single fated enemy can slay the eternal creature, or one born from a specific culture, conceivably only other eternal creatures can slay it, perchance only a dragon can kill it or only a wyrd (half-elf/half ogre mage) can destroy it.

**Specific Spot** The creature is only vulnerable on a specific spot on its body. Only critical hits damage it, or you must hit its eyes, where its scale is missing, its heel, etc. This requires a successful Sunder attempt (+4 to the DC due to its smaller size).

**Supernatural** The regeneration of the eternal creature is supernatural and it can only be killed in an area where supernatural abilities do not function, such as an antimagic field.

An example of a combination special weakness would be to truly slay the eternal creature you must destroy the heraldic crest of Questhaven that has been branded on its body, only a weapon made from the tooth of the tarrasque that has been crafted by a fire giant can destroy this crest. This can only be bone on Liberator's day, the celebration of the overthrow of the Cynmark Dynasty by the Circle of Heroes. You must do this in the former throne hall of the Dark Emperor. You must bury the body according to the teaching of the Great Church of the Pantheon on consecrated ground.

The Knowledge DC to learn the creatures special weakness is DC 25 + the eternal creatures CR. The eternal creature does not know its own weakness unless it has made this check. GM's are encouraged to make this knowledge difficult to obtain and often the result of a special quest.

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**Suppress Regeneration (Ex)** As an immediate action, an eternal creature can suppress its regeneration ability. If the eternal creature is killed or destroyed, it can rise from death 1d4 days later with 1 hit point if no further damage is inflicted upon its remains. It is still slain or destroyed if it is the result of its special weakness.

Ability Scores +10 Con.

## Foul Creature (CR \*1)

- This creature imbues vile substances and excretes toxic and rank-smelling fumes. Its quick rules are the same as its rebuild rules.
- **Rebuild Rules:** the foul creature gains a bite attack appropriate for its size (1d4 Small, 1d6 Medium, 1d8 Large, etc.) if it does not possess one. **Special Attacks** grab, swallow whole; **Ability Scores** +4 Con.
- *Enhanced Swallow Whole (Ex):* A foul creature can grab and swallow whole an object or creature as if it were two size categories larger than it is.
- *Expel Object or Creature (Ex):* Once per round as an immediate action a foul creature can expel a swallowed object or creature as an improvised thrown weapon (–4 to the attack roll.) The expelled creature takes normal slam damage based on the

foul creature's size, plus 1 1/2 times the foul creature's Strength modifier; in addition, any opponent the expelled creature strikes takes this same amount of damage. A creature that is expelled off a mountain, for example, takes this amount of damage or the appropriate falling damage, whichever is greater. A foul creature can hurl the opponent up to five range increments. The size of the range increment is 10 ft. per Hit Die the foul creature possesses. This ability is most often used when a creature in the foul creature's gullet damages it, but before it escapes.

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Vile Stench (Ex): This creature secretes an oily chemical that nearly every other creature finds offensive. All living creatures (except those with this ability) within 30 feet must succeed on a Fortitude save (DC 10 + 1/2 the foul creature's HD + its Constitution modifier) or be nauseated for as long as it's within the effect's radius and 1d4 rounds afterwards. A successful save results in the creature being sickened for the same duration. Afterwards, a creature that successfully saves cannot be affected by the same creature's vile stench for 24 hours. A delay poison or neutralize poison spell removes the effect from the nauseated or sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

## Mystic Creature (CR \*2)

This being is suffused with supernatural power.

- **Quick Rules** +4 deflection bonus to AC, add +4 to all spell, spell-like, and supernatural DCs; theses abilities also gain an additional use per day; +4 hp/HD.
- **Rebuild Rules** Gain deflection bonus to AC equal to one-third the base creature's total HD (minimum +1); **Immune** magic (spells of a level equal to or greater than half its CR affect it normally); **Special Attacks** gain 1 additional use of spells, spell-like, and supernatural abilities each day; **Ability Scores** +8 Con, +8 Cha.

## Ogrekin

Ogres are capable of breeding with nearly as many things as humans. Most often, this results in halfogres, with ogrekin being the result of nearly all other successful births.

## Creating an Ogrekin

"Ogrekin" is a template that can be added to any Medium fey, humanoid, or monstrous humanoid, hereafter referred to as the "base creature."

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

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

**Size and Type:** The base creature gains the giant subtype. Do not recalculate Hit Dice, base attack bonus, or saves. Size is unchanged, although ogrekin

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Ogre-kin Gnomes

are generally bulkier and taller than the base creature (but not so much that their size increases). **Armor Class:** Natural armor bonus increases by +3. **Special Qualities:** An ogrekin has the special qualities of the base creature, plus low-light vision. In addition, all ogrekin are deformed and hideous, and each bears different mutations and ungainly

features as gifts from its brutish parent. Roll once on each of the following tables to determine an ogrekin's two deformities—one an advantage, and one a flaw.

d10	Advantageous Deformity
1	<i>Enhanced Senses</i> The ogrekin has unusual or extra sensory organs—like a giant eye, lolling tongue, extra ears, or a powerful sense of smell. They gain a +2 racial bonus on Perception checks.
2	<i>Fierce Visage</i> The ogrekin is particularly ferocious and deformed. +4 racial bonus to Intimidate.
3	<i>Oversized Limb</i> The ogrekin can wield weapons one size category larger than normal with no penalty and gains a +2 bonus to its Strength.
4	<i>Oversized Maw</i> The ogrekin gains a bite attack (1d4).
5	<i>Quick Metabolism</i> +2 racial bonus on Fortitude saves and heals hit point damage twice as fast.
6	<i>Thick Skin</i> The ogrekin has particularly dense skin, callused hide, or layers of blubber that provide additional protection. Increase the ogrekin's natural armor bonus by an additional +2.
7	<i>Triple-Jointed</i> The ogrekin's body bends and moves in unsettling ways allowing it to move through areas half its space in size without squeezing. They gain a +4 racial bonus on Escape Artist checks.

8 Vestigial Limb The ogrekin has a vestigial third arm that grants it a +4 racial bonus on grapple checks. The extra limb lacks the strength to wield weapons or shields or the dexterity to perform fine manipulations.

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- 9 Vestigial Twin A sick little malformed twin (usually a face and one or two limbs) grows off the base creature and acts as a "backup" mind. The ogrekin gains a +2 racial bonus on Will saves and a +2 bonus on any one Knowledge check.
- 10 *Webbed Digits* The ogrekin has thick, flexible webbing between its fingers and toes, gaining a swim speed equal to half its base land speed.

#### d10 Disadvantageous Deformity

- 1 *Deformed Hand* One of the ogrekin's hands is deformed. It cannot effectively wield weapons with that hand and takes a -2 penalty on attack rolls with two-handed weapons.
- 2 *Extra Ugly* The ogrekin is ugly and foolish looking:-4 penalty on all Charisma-based skill checks.
- 3 *Fragile* The ogrekin is a bleeder, has brittle bones, or is particularly frail and gaunt. It loses its normal +4 racial bonus to Constitution.
- 4 *Freakish Birth* The ogrekin was born lucky and has no disadvantageous deformity.
- 5 *Light-Sensitive* The ogrekin's eyes are large and protruding. It is dazzled while in areas of bright sunlight or within the radius of a daylight spell.
- 6 *Obese* The ogrekin is hideously fat and has its Dexterity reduced by 2 (minimum score of 1).
- 7 *Pinhead* The ogrekin's head is comically small. It takes an additional –2 penalty to its Intelligence score.
- 8 *Speech Impediment* The ogrekin's mouth and throat are deformed, causing it to slur and stutter. It has difficulty speaking, takes a -2 penalty on all skill checks that rely upon speech, and has a +20% spell failure chance when casting any spell with a verbal component.
- 9 *Stunted Legs* The ogrekin's legs are particularly short and its feet clubfooted. Reduce its base speed by 10 feet (to a minimum of 5 feet).
- 10 *Weak Mind* The ogrekin's head is huge and misshapen with rampant bone growth. -2 penalty on Will saves.

**Ability Scores**: Change from the base creature as follows: +6 Strength, +4 Constitution, -2 Intelligence, -2 Charisma.

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