Rite Publishing Presents

Faces of the Tarnished Souk: Gobseck Vaultwright, Meister of the Golden Anvil



By Matt Banach and Justin Sluder



ビスシメアウラス ちゃく ふたん シアシン ひと スマム マスス マレットレン

Rite Publishing Presents:

Faces of the Tarnished Souk: Gobseck Vaultwright, Meister of the Golden Anvil

1242244

いええてやてんといいくし

Master Merchants (Designers): Matt Banach and Justin Sluder
 Guild Masters (Editors): Matt Banach and Steven D. Russell
 Master Illuminator (Cover Artist): Toby Gregory
 Apprentice Illuminators (Interior Artwork):
 Toby Gregory, Sade, Eric Lofgren, Rick Hershey
 and Public Domain
 Gewly Apprentice (Development, Layout, and Publisher):
 Steven D. Russell

ゴビュら デマルュリアウフススレムスエスビスレンスアビデルという シュップ

Dedication:

To Clinton Boomer and Jonathan McAnulty —For bringing us the *Coliseum Morpheuon*.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <u>http://paizo.com/pathfinderRPG</u> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Faces of the Tarnished Souk: Gobseck Vaultwright, Meister of the Golden Anvil © 2012 Steven D. Russell, Open Gaming License Copyright © 2007 Wizards of the Coast. All rights reserved, Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <u>http://paizo.com/pathfinderRPG/compatibility</u> for more information on the compatibility license.

しんだい たいき かん リン レン シス

Gobseck (Jaultwright, Meister of the Golden Anvil

Gobseck Vaultwright is the personal banker, bookie, and moneylender of the Khan of Nightmares and the shadowy elite of the Coliseum Morpheuon - a lofty position he has held without rival for centuries. The dour, ash-gray duergar resembles a smoldering lump of coal clad in mithral and wreathed in a haze of eyestinging smoke. Neither clever nor charming, miserly Gobseck makes his way by being extremely shrewd, striking straightforward bargains that are both brutally simple and utterly merciless. Gobseck once drew great pride from prudently lending his wealth to worthy endeavors, tending his investments like a beloved garden, but these days his paranoid fears of being swindled sour his heart and mind with contempt and suspicion. Bearing a sneering and unpleasant demeanor, he possesses the insufferable smugness of a man used to dealing with people groveling for his gold. As the blackened blueprint of the Coliseum Morpheuon's twisted finances, Gobseck's ledgers contain a trove of data on the wagers, debts, and personal accounts of some very dangerous beings. Though most think that Gobseck burns with greed, secretly he fumes because of a lover's heart-breaking betrayal - an act that snuffed out the last flame of goodness and hope in his heart.

Dreamburning and Daultwright

Hope: Gobseck dreams of clasping the hand of his former beloved, slipping a golden ring upon her finger, and feeling her kiss upon his heavy brow; but in his nightmares, her hand vanishes into smoke as her shadow slips away with the shadow of another man, leaving Gobseck holding nothing but ashes.

Aspiration: Gobseck aspires to be a pillar of stability and veracity in a world full of oathbreakers. He dreams of his vault as the shining cornerstone of a sturdy tower in a kingdom that keeps its promises.

Goal: More and more, Gobseck feels his very substance slipping away. He daydreams of flying off, leaving his shackles of heavy gold behind; but he also curses this idle fancy, afraid he would just blow away and dissolve into nothing but a formless wind.

In the Tarnished Souk

Gobseck does business from atop his colossal living vault, sitting at an expensive throne-desk that holds his ledger, an abacus, and a scale. A small gang of scribes and clerks scurry about, processing wagers and financial transactions while several large guards loom nearby. The vault - a hulking monolith of strange clockwork and unyielding metal - is visible above the skyline of the Tarnished Souk from miles away. Usually parked in the Witches' Square, the vault sometimes moves, mysteriously vanishing only to reappear later in the Coliseum itself or wherever else Gobseck decides to take his operation.

Jore

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

DC 15 - Gobseck Vaultwright is a duergar whose essence includes elements of both fire and air.

DC 20 – He is a magister and an unbreakable fighter, infused with air and smoke. He says, "Everything has a cost: power, gold, and especially dreams."

DC 25 – He commands a living vault full of staggering wealth. He is a powerful disenchanter, a varied spellcaster, and his warhammer hates cheaters.

DC 35 – He is slow and sullen, and always meticulously abides by the letter of his agreements. He is an employee of the Khan, but not a follower.

DC 45 - Gobseck's soul shattered when his true love broke off their engagement and left him for another man - taking Gobseck's fortune with her. Despite that bitter betrayal, he would give anything to have her back and broods unhealthily over the matter.

How To Use Gobseck Waultwright

- Gobseck is a mean, miserly curmudgeon, and easily fits as a cold villain. But he is also a tragic figure, symbolizing heartbreak and how wealth does nothing to fill the void of a hollow life.
- Introduce Vaultwright as a functionary crankily dispensing prize money or reciting the odds for the next round of the Damnation Epoch.
- Gobseck can facilitate any financial transaction making loans, safeguarding deposits, holding funds in escrow, etc. He never cheats clients, but his interest rates are high and his collection practices are brutal and totally merciless.
- "The Dragon's Mate" (Coliseum If playing Morpheuon, Chapter 10): One of the Dragon of the Ghostdance's love-interests is Vaultwright's exlover. Should Gobseck catch the PCs interacting with her, he uses his significant financial influence to blacklist them. She soon disappears - swallowed by the living vault.
- Risky wagers and dangerous debts are the black blood of the Coliseum Morpheuon. Anyone might owe Gobseck money, and he can loan huge sums for those willing to put up serious collateral; he evens takes dreams as security for big debts.

W ス ス て や フ に い い く

- If playing "The Pasha's Riches" (Coliseum Morpheuon, Chapter 10): Realizing that his fortune is in jeopardy, the Pasha of Swirling Ashes deposits his riches with Vaultwright. Breaching the living vault is nigh impossible and Gobseck is no fool, so the PCs must trick (or coerce) the Pasha into withdrawing the money.
- Gobseck's living vault mysteriously vanishes and refuses commands to return. Gobseck offers a huge reward to the PCs to travel to the Astral Plane and retrieve it and its contents. Perhaps it was hijacked - or it rebelled and hijacked itself.

しょた えびきたり ひえ バント

Gobseck Waultwright, Meister of the Golden Anvil CR 20

テクスシメアウラス エマム ムス ここで シップ スム シマス アイシンズ レンシン

XP 307,200

Male air-infused smoke duergar fighter (unbreakable) 3/magister 16

LE Medium outsider (air, augmented humanoid, dwarf, elemental, extraplanar, fire)

Init +14; Senses darkvision 120 ft., cloud sight; Perception +18

Defense

AC 32, touch 18, flat-footed 29 (+14 armor, +5 deflection, +3 Dex)

hp 153 (19 HD; 3d10+16d6+76)

Fort +17, Ref +18, Will +23; +2 vs. spells, +1 vs. mind-affecting effects

Defensive Abilities air born, air mastery, elemental body; **Immune** gas-, fog-, cloud-based effects, paralysis, phantasms, poison **Weaknesses** light sensitivity

Offense

いいいょら デビストリアススドムスススト スムサスストゲイトム ビデ

Speed 20 ft., fly 20 ft. (perfect)

Melee *cheater's bane* +17/+12/+7 (1d8+8/19-20/x3) **Special Attacks** breath weapon (once every 1d4 rounds, 60 ft. cone of wind, DC 25 or 20 ft. adjacent cube, 2d6 fire, DC 23 or 1d4 Con damage), channel positive energy (9/day, 6d6, DC 22), metamagic adept 4/day, mystic counter, school power (evocation), steal spell 10/day

Spell-Like Abilities (CL 19th; concentration +25)

1/day – enlarge person (self only), invisibility (self only) **Magister Spells Known** (CL 16th; concentration +22) 8th (3/day) – discern location

7th (5/day) – refuge, ward of vaults*

- 6th (7/day) blade barrier (DC 25), greater dispel magic, stone tell, word of recall (DC 22)
- 5th (7/day) break enchantment, plane shift (DC 21), raise dead, righteous might
- 4th (7/day) discern lies (DC 20), flame strike (DC 23), sending, zone of parley* (DC 20)
- 3rd (7/day) bestow curse (DC 19), dispel magic, glyph of warding (DC 19), invisibility purge
- 2nd (8/day) augury, barkskin, calm emotions (DC 18), invisibility (DC 18), status (DC 18), zone of truth (DC 18)
- 1st (8/day) divine favor, identify, produce flame, sanctuary (DC 17), shield of faith (DC 17)
- o (at will) create water, detect magic, guidance (DC 16), know direction, light, mending (DC 16), read magic, resistance (DC 16), stabilize (DC 16)
 Primary spell list cleric

*See Below.

Tactics

Before Combat Gobseck sees no profit in combat, and avoids it, sitting atop his living vault as if attacking him were unthinkable. He tries to force antagonists to



マインメムシンとと

negotiate by casting *zone of parley*. If forced to fight, he casts *righteous might*.

During Combat Gobseck surrounds himself with a *blade barrier*, then hangs back and uses *greater dispel magic* or *dispel magic* to steal key spells enchanting his foes. Should he feel bold enough to take the offensive (or when punishing someone who owes him money) he uses his breath weapon, makes full attacks with Cheater's Bane and brings down a dramatic *flame strike* as a finisher.

Morale Gobseck flees immediately if he is outmatched or the sole target of a group attack, using *plane shift*, *invisibility*, or breaking a *refuge* item to return to his abode. He always flees if reduced to 50 hp or less.

Statistics

Str 18, Dex 16, Con 18, Int 10, Wis 24, Cha 22 Base Atk +11; CMB +15; CMD 33

Feats Alertness, Battlefield Intuition^B, Cosmopolitan, Craft Magic Arms and Armor, Craft Wondrous Item, Diehard^B, Endurance^B, Eschew Materials^B, Forge Ring, Greater Spell Penetration^B, Improved Initiative^B, Lightning Reflexes^B, Magister's Channel Energy, Prodigy (Perform [oratory], Profession [banker]), Quicken Spell, Spell Focus (evocation), Spell Penetration, Stone-Faced **Skills** Appraise +10, Bluff +10, Climb +10, Fly +18, Intimidate +13, Knowledge (arcana, dungeoneering, engineering, history, local, planes, religion) +8, Perception +18, Perform (oratory) +15, Profession (banker) +18, Sense Motive +15, Spellcraft +10, Stealth

2

ビジンス ひんしん えびきかり ひえぶんり

+7, Survival +13, Use Magic Device +12; Racial Modifiers +2 Perception relating to stonework, +4 Stealth, addition +5 Stealth in fog, smoke or clouds

Languages Common, Draconic, Dwarven, Infernal, Undercommon

SQ advanced mystic talents, arcane bond (warhammer), armor training 1, gaseous form, mystic bond, mystic talent, new arcana, slow and steady, smoke travel, stability, tough as nails

Gear cheater's bane, +5 mithral arcane weightless fullplate, banker's helm of servitude (platinum), belt of physical might +6 (Str, Con), cloak of resistance +5, day ring, ring of protection +5, accounting ledger

Special Abilities

Advanced Mystic Talent: Gobseck has the following advanced mystic talents.

Mystic Counter (Su): When Gobseck casts dispel magic or greater dispel magic to counterspell, he gains a +4 competence bonus to his dispel check. This stacks with the +4 bonus granted by greater dispel magic.

Steal Spell (Su): Gobseck can attempt to gain the benefit of the spell currently active on another creature. He must successfully dispel the spell to be stolen, using dispel magic or greater dispel magic. If the spell is 7thlevel or lower, has a duration greater than 1 round, and Gobseck could have selected it as a spell known, he gains the benefit of the spell. It lasts for 8 rounds, or until the original duration ends, whichever comes first.

Mystic Bond (Ex): Gobseck has a bond with the powers of magic. This represents an affinity for arcane power, granting him the arcane sorcerer bloodline.

Mystic Talents: Gobseck has the following mystic talents.

Mystic Training: Gobseck has Eschew Materials as a bonus feat.

Spell Sage (Ex) When Gobseck attempts a Use Magic Device check to use a scroll or to activate a wand, staff, or other spell trigger item, he gains a +4 competence bonus to the check.

Tough as Nails: Instead of the usual bonus fighter feat at 1st level, Gobseck possesses the Endurance and Diehard feats as bonus feats.

Unflinching (Ex): Gobseck possesses a +1 bonus on Will saves against mind-affecting effects. This ability replaces bravery.

reats

・ ひじょら ドルシュメアウフス ちゃんおみ ちじょう ひょうてん しんかう きょ

Battlefield Intuition (Combat)

Your keen wit improves your reaction time.

Benefit: You add your Wisdom modifier to initiative check. This is in addition to other modifiers to initiative checks, like the bonus provided by a high Dexterity score or the Improved Initiative feat.

Cosmopolitan (General)

アウフム

Living in large, exotic cities has put you in touch with many diverse civilizations, cultures, and races.

Benefit: You can speak and read two additional

languages of your choice. In addition, choose two Intelligence-, Wisdom-, or Charisma-based skills. Those skills always count as class skills for you.

Magister's Channel Energy (General)

Your ties to divine energy have granted you the ability to channel energy

Prerequisites: 5th-level magister, 9 or more spells known from the cleric spell list.

Benefit: You gain the supernatural ability to channel positive energy like a cleric. Your effective cleric level for channeling energy is your magister level -4. This is a Charisma-based ability.

Prodigy (General)

You are naturally skilled at arts, professions, and the acquisition of knowledge.

Benefit: Choose two Craft, Perform, or Profession skills in any combination (two Craft skills, a Craft skill and a Perform skill, and so on). You receive a +2 bonus on checks with these skills. If you have 10 or more ranks in any one of these skills, the bonus increases to +4 for that skill

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to two new skills.

Stone-Faced (General)

Rocks show more expression than you.

Prerequisite: Dwarf.

Benefit: You receive a +4 bonus on Bluff checks to lie or conceal your feelings or true motives, but not to feint in combat or deliver secret messages. In addition, the DC for Sense Motive checks to get a hunch about you is 25 rather than 20.



Ward of Vaults

School: Abjuration; Level: Clr/Orc 7, Sor/Wiz 7, Wtc 7 **Casting Time:** 30 minutes

Components: V, S, F (accurate map of the warded location, with all secret doors and traps marked)

Range: Anywhere within the area to be warded

Area: Any enclosed structure (such as a building, vault, or chest) up to 200 sq. ft./level (S)

Duration: 2 hours/level (D)

Saving Throw: None: Spell Resistance: Yes First used to protect the tombs of the wealthy, this spell renders a building or other structure resistant to thievery. Within the structure so warded (or part of the structure, if the area of the spell is insufficient to encompass the whole thing), the following modifications are in effect:

- Disable Device and Perception skill checks suffer a -15 circumstance penalty.
- Spells and spell-like effects of Conjuration (Teleportation), other magical transportation into

レンススクルホッツスエント

or out of the building, spell effects that unlock or otherwise open portals and doors, and spells permitting movement through walls or solid objects must make a caster level check to function (DC equal to 15 + your caster level).

じょうてつうちちてい しょこしをかららい

• All save DCs for any traps built in the structure before the spell increase by +4.

Anyone possessing the focus of the spell is immune to all these effects. The caster can create multiple foci at the time of casting (up to one focus per caster level).

Zone of Parley

School: Abjuration; Level: Clr/Orc 4 Casting Time: 1 standard action Components: V, S, DF Range: Close (25 ft. + 5 ft./2 levels) Area: 5-ft. radius/level emanation Duration: 1 hour

Saving Throw: See text; **Spell Resistance:** No The *zone of parley* is a special fortified *sanctuary*. When it is set up, anyone who enters it is compelled to proclaim whether he will respect the truce of the zone; this declaration is a free action. If he agrees to honor the truce, he is protected by a *sanctuary* spell until he leaves the zone. However, he must make a Will save to make any attack (even in response to another's attacks on him) within the zone, and suffers 6d8 points of divine damage even if he successfully makes his save. He loses his *sanctuary* when he attempts to commit an act that violates the zone, but must continue to make saving throws when he attempts to commit further acts of violence (and suffers the damage).

The *zone of parley* is most commonly used during parlays in battle.

Armor Enhancements

Arcane: Arcane armor is enchanted in a way so as not to interfere as greatly with arcane spell casting. For every plus of armor enhancement, the chance for arcane spell failure is reduced by 10%. This ability may only be used on light or medium armor.

Moderate abjuration: CL 10th; Craft Magic Arms and Armor, *freedom of movement*, creator must be an arcane spellcaster; Price: +3 bonus.

Weightless: Armor given this enchantment has no weight at all. Weightless armor removes any adjustment for speed from a given armor type and reduces the arcane spell failure percentage chance by 10%. It also decreases the Armor Check penalty by 2 and increases the Max Dex adjustment by 2.

Moderate transmutation: CL 7th; Craft Magic Arms and Armor, *levitate*; Price: +1 bonus (light or medium), +2 bonus (heavy).

Weapon Enhancements

Alterable: Weapons that possess the alterable enchantment are literally able to change their form and



221 VIICOVAL

upon command. After undergoing this type enchantment, a weapon's form becomes blurred and indistinct, possessing a hazy or occasionally wavering quality. Alterable weapons can change from one weapon type to another at the command of the wielder, to a maximum of up to three distinct weapons, preselected by the crafter. For example, a weapon with the alterable enhancement could change from a longsword to a warhammer to a spear upon command. Weapons do not necessarily need to be held to change form, but they must be in physical contact with the wielder.

All the weapon types must be in the same size category in order for the change to occur. Alterable weapons cannot change from melee types to ranged types and vice versa. These weapons retain all magical enhancements in all their forms, though qualities applying only to specific weapon types (such as *intense*, *keen*, or *vorpal*) do not function when the weapon is not of the required type.

Strong transmutation; CL 15th; Craft Magic Arms and Armor, *polymorph any object*; Price: +1 bonus.

WATCHART

Alterable, Greater: Greater alterable weapons are quite similar to alterable ones, except that there is no limit to the number of weapon types they can change into. The only requirement is that the wielder must have seen the weapon type before. This enchantment does not allow duplication of specific weapons, only weapon types. Detail work, materials, and decorations cannot be duplicated.

A greater alterable, for example, could change from a claymore to a dire flail to a crossbow upon command. These weapons do not necessarily need to be held to change form, but they must be in physical contact with the wielder. Changing the weapon's size category, or

レンンスダッホッツスパノ

changing a melee weapon into a ranged weapon or vice versa, requires a successful Charisma check (DC 12). Greater alterable weapons retain all magical enchantments and enhancements no matter what form they take.

ジュメアウラちちゃ ムシンちゃっこう ウスゴンシリマスマクロメルス

Strong transmutation; CL 15th; Craft Magic Arms and Armor, *polymorph any object*; Price: +3 bonus.

Bane, Greater: Greater bane weapons are similar to regular bane weapons. Against a designated foe, the weapon's enhancement bonus is +4 better than its actual bonus. It also deals an extra 4d6 points of damage against the foe. To randomly determine a weapons designated foe, roll on the *bane* special weapon ability table (Pathfinder® Roleplaying Game Core RulebookTM).

Strong conjuration; CL 15th; Craft Magic Arms and Armor; *summon monster VIII*; Price +5 bonus.

Intense: A weapon with the intense enchantment is essentially the bludgeoning equivalent of a keen weapon. The intense enchantment doubles the threat range of a bludgeoning weapon. For instance, a sling stone has a normal threat range of 20, but an intense sling stone scores a threat upon a 19–20.

Moderate transmutation; CL 11th; Craft Magic Arms and Armor, *forceful hand*; Price: +1 bonus.

Sync: Extremely rare, sync weapons, named for some extremely obscure creature, are an even more powerful form of alterable weapons. Weapons with the sync enchantment behave like those with the greater alterable quality in that they can change their form to match their masters' wills, however, they can only take the form of melee weapons. Sync weapons also display a strikingly different and far more lethal power.

For each round of focused, one-on-one combat against the same individual opponent, the weapon's user gains a cumulative luck bonus of +1 (up to a max bonus of +10) to attack and damage rolls made with the weapon. Once a different opponent is targeted with the weapon, the enhancement bonus drops back to its original level.

Strong enchantments; CL 17th; Craft Magic Arms and Armor, *polymorph any object, true strike* or *divine favor*; Price: +6 bonus.

Magic Items

Banker's Helms of Servitude

Aura strong enchantment and transmutation; CL 17th Slot head; Price 100,000 gp (silver), 175,000 gp (gold), 285,000 gp (platinum); Weight 1 lb.

Description

Built to protect the Khan's financial interests, these helms grant the wearer an enhancement bonus to Wisdom and Charisma depending on which helm is worn, and grant the wearer the ability to prevent those who cheat them from doing so again.

The silver helm grants a +2 enhancement bonus to Wisdom and Charisma. Additionally, once per day, the wearer can subject a single creature that has cheated



them to a *baleful polymorph* effect (DC 17), turning the cheater into a skunk lacking the musk special ability (See *Pathfinder Roleplaying Game Bestiary 3*).

The gold helm grants a +4 enhancement bonus to Wisdom and Charisma. Additionally, once per day, the wearer can subject a single creature that has cheated them to a *trap the soul* effect (DC 22), capturing the cheater in a gem held in a slot on the helm's forehead. The gem can be removed and a fresh gem placed there for a new cheater.

The platinum helm grants a +6 enhancement bonus to Wisdom and Charisma. Additionally, three times per day, the wearer can subject creatures that have cheated them to a *trap the soul* effect (DC 22), capturing the cheater in a gem held in a slot on the helm's forehead, leaving behind all possessions of the trapped soul. The gem can be removed and a fresh gem placed there for a new cheater.

For purposes of this item, a "cheater" is defined as anyone who has broken an agreement with the wearer (including breach of contract, failing to pay a debt when due, or cheating the rules of a game) within the last week. In order for the item to recognize a target as a 'cheater', the wearer must first become aware of the cheater's breach or deception and believe it to have occurred; the item does not react to subterfuge of which the wielder remains ignorant. マススでやすれたいやく

All helms subject the wearer to a *dominate monster* effect (DC 33) repeatedly until the helm is removed, or the subject fails their save. Once the wearer fails their save, they do not willingly remove the helm, attempting to put it back on should it be forcefully removed. Built to the specifications of the Khan of Nightmares, the wearer and the Khan can communicate telepathically across any distance (but not across planar boundaries), so long as the Khan himself desires.

Construction

Requirements Craft Wondrous Item, *baleful*

えてん ひょう えい ひょうえん

polymorph (silver only), dominate monster, eagle's splendor, owl's wisdom, telepathic bond, trap the soul (gold and platinum); **Cost** 50,000 gp (silver), 87,500 gp (gold), 142,500 gp (platinum)

マスシメアウラスズマ 人とこしてやったらう

Cheater's Bane

Aura strong transmutation; **CL** 16th **Slot** none; **Price** 199,012 gp ; **Weight** 5 lbs. **Description**

Carved with elaborate runes, this +2 adamantine intense warhammer is a dread sight to those who make their way through life by deceiving those they encounter. Cheater's bane glows (as daylight) whenever a cheater is within 100 ft. of it. If there is line-of-effect from the hammer to the cheater, the cheater is shrouded in harmless flecks of flame (as faerie fire). Against cheaters, this hammer gains both the greater bane (regardless of type), and the sync weapon enhancements.

For purposes of this weapon, a "cheater" is defined as anyone who has broken an agreement with the wielder (including breach of contract, failing to pay a debt when due, or cheating the rules of a game) within the last week. In order for the weapon to recognize a target as a 'cheater', the wielder must first become aware of the cheater's breach or deception and believe it to have occurred; the weapon does not react to subterfuge of which the wielder remains ignorant.

Construction

Requirements Craft Magic Arms and Armor, *daylight*, *faerie fire*, *polymorph any object*, *summon monster VIII*, *true strike* or *divine favor*; **Cost** 101,012 gp

Day Ring

Aura faint transmutation; CL 3rd Slot ring; Price 1,500 gp; Weight – Description

This copper ring has a small obsidian stone with a sun symbol carved on it. This ring negates a creatures light sensitivity while wearing it.

Construction

Requirements Forge Ring, *endure elements*; **Cost** 750 gp

Creature

Vault of the Golden Anvil CR 33

XP 26,240,000 Unique living vault N Colossal construct (clockwork) **Init** -2; **Senses** darkvision 60 ft.; Perception +1

Defense

AC 60, touch 0, flat-footed 60 (-2 Dex, +60 natural, -8 size)

hp 608 (96d10+80) Fort +32, Ref +30, Will +33

Defensive Abilities construct traits; **DR** 15/epic and adamantine; **Immune** magic



ZZZVZZZCALEIN

Offense

Speed 10 ft. (can't run) Melee 2 slams +123 (10d6+35) Space 30 ft.; Reach 20 ft. Special Attacks imprisonment

Tactics

Before Combat The vault does nothing, preferring to let the world believe it is just an inanimate object.

During Combat The vault holds its actions to slam any foe who engages it in melee. The vault will not strike or exert itself offensively, preferring to reserve its efforts first and always for its own survival, though Gobseck's life is a close second.

Morale If Gobseck has any indication that the vault is a target, he commands it to use its safekeeping ability to disappear. If Gobseck is incapacitated the vault will use its imprisonment ability to remove him from harm's way and then disappear both of them via safekeeping. Even if not commanded (if Gobseck is incapacitated), the vault disappears via the safekeeping ability if reduced below 304 hit points.

Statistics

Str 80, Dex 7, Con –, Int –, Wis 12, Cha 1 Base Atk +96; CMB +139; CMD 147

SQ recognition, safekeeping

Ecology

Environment any (The Tarnished Souk) Organization unique Treasure none (see below)

Special Abilities

Imprisonment (Sp): As a free action twice per day, a living vault can project a 60-foot cone. Creatures caught in the cone must make a Will save (DC 58) or be affected as by the *imprisonment* spell, except creatures are stored within the vault's interior. The living vault can hold two Gargantuan creatures, eight Huge creatures, thirty-two Large creatures, one hundred twenty-eight Medium creatures, and so on. This assumes the rest of the vault is relatively empty, so a large hoard of treasure reduces the number of creatures a living vault can hold at any one time. If *freedom* is later cast upon the very spot where the victim of *imprisonment* disappeared, the victim is freed, though it doesn't appear where it disappeared, but in a space adjacent to wherever the

マススにやすいといいる

マムアン さんきゅう ちてんてい

living vault is currently physically located.

Recognition (Ex): Once made, a living vault responds only to its owner, allowing no other being can access the vault's interior unless authorized. The vault is not fooled by disguised creatures, and can distinguish between its true master and false duplicates, even penetrating disguises used in conjunction with *shapechange, alter self, disguise self, polymorph, seeming, simulacrum* and similar effects. The vault does, however, respond to the product of a *clone* spell.

ヘメシメアウフェニヤ ムシンニックションシン ツマスてやマメルシン

Safekeeping (Sp): At will, a living vault can use a power that combines the effects of *sequester* and *plane shift* to render the vault invisible to any form of sight or divination, and at the same time transfer it to a random portion of the Astral Plane. When in safekeeping mode, the living vault responds to a *sending* by its master, returning to the location from which it left and becoming tangible once again. Creatures and objects that are stored within the vault are treated as if under the effects of *sequester*, whether the vault itself is or not. Often, creatures are brought into the vault via *imprisonment*, but sometimes unconscious or otherwise subdued creatures are stored as an object, in which case they receive no saving throw to resist the effect.

Magic Immunity (Ex): A living vault is immune to all magical and supernatural effects, except as follows. A *freedom* spell cast on it causes it to defer the use of its own *imprisonment* power for 1 minute.

Unlike most living vaults, the Vault of the Golden Anvil remains with Gobseck most of the time, with the gray dwarf sitting on a throne atop the construct.

To access a vault, its creator must call the vault from where it is sequestered through the use of a *sending* spell. The vault has no obvious opening; however, items can be stored and retrieved by naming them (the living vault provides an inventory to its creator on request). The item to be stored appears to sink into the living vault's form as if made of mud. Likewise, items retrieved pop out of the living vault's form. Storing and retrieving items in this fashion takes one round per transaction. Creatures other than the vault's master who wish to access the inventory must destroy the vault to do so. If a vault is destroyed, all the objects and creatures stored within immediately emerge.

A living vault's natural weapons are treated as epic for the purpose of overcoming damage reduction.

Variants

Listed below are the changes to Gobseck if you'd like to use him with the Divine Creature simple template from 101 Not So Simple Templates, or the Exemplar Creature template from Book of Monster Templates, both from Rite Publishing.

Divine Creature: CR 21; XP 409,600; Senses Perception +22; **AC** 43, touch 29, flat-footed 40 (+11 insight); **Will** +38; **Melee** cheater's bane +28/+23/+18; **Special Attacks** steal spell 14/day; **Wis** 32; **CMD** 44; **Skills** Perception +22, Profession (banker) +22, Sense Motive +19, Survival +17.



Entrance of the Vault of the Golden Anvil

Exemplar Creature: CR 23; XP 819,200; Init +24; Senses darkvision 180 ft.; Perception +30; AC 37, touch 23 (+8 Dex); hp 297 (19 HD; 3d10+16d6+171); Fort +22, Ref +23, Will +28; Speed 30 ft.; Melee cheater's bane +22/+17/+12 (1d8+15); **Special** Attacks breath weapon (DC 30 or 28), channel energy (14/day, DC 27), steal spell 15/day; Spell-Like Abilities (CL 24th; concentration +35); Magister Spells Known (CL 21st; concentration +32): 8th (4/day); 7th (7/day); 6th (8/day) – blade barrier (DC 30), word of recall (DC 27); 5th (8/day) - plane shift (DC 26); 4th (8/day) – discern lies (DC 25), flame strike (DC 28), zone of parley (DC 25); 3rd (9/day) - bestow curse (DC 24), glyph of warding (DC 24); 2nd (9/day) calm emotions (DC 23), invisibility (DC 23), status (DC 23), zone of truth (DC 23); 1st (9/day) – sanctuary (DC 22), shield of faith (DC 22); 0 – guidance (DC 21), mending (DC 21), resistance (DC 21), stabilize (DC 21); Str 28, Dex 26, Con 28, Int 20, Wis 34, Cha 32; CMB +20; CMD 31; Skills Appraise +24, Bluff +25, Climb +70, Fly +26, Intimidate +24, Knowledge (arcana, dungeoneering, engineering, history, local, planes, religion) +16, Perception +30, Perform (oratory) +28, Profession (banker) +32, Sense Motive +29, Spellcraft +18, Stealth +18, Survival +21, Use Magic Device +24.

「インシュアレッシュ とんいとどん

7

ビジンス たいしん たんじょう スパント

XP 25,600

Male air-infused duergar fighter (unbreakable) 2/magister 11

LE Medium humanoid (air, dwarf)

Init +11; Senses darkvision 120 ft.; Perception +14

(1)etense

AC 24, touch 13, flat-footed 23 (+11 armor, +2 deflection, +1 Dex)

hp 80 (13 HD; 2d10+11d6+26)

Fort +12, Ref +10, Will +17; +2 vs. spells, +1 vs. mindaffecting effects

Defensive Abilities air born, elemental body; **Immune** paralysis, phantasms, poison Weaknesses light sensitivity

Offense

Speed 20 ft., fly 20 ft. (perfect)

Melee +2 adamantine alterable intense warhammer +10/+5(1d8+3/19-20/x3)

Special Attacks breath weapon (60 ft. cone of wind, DC 20), metamagic adept 3/day

Spell-Like Abilities (CL 13th; concentration +17)

1/day – enlarge person (self only), invisibility (self only)

Magister Spells Known (CL 11th; concentration +15)

5th (4/day) - break enchantment, righteous might

- 4th (7/day) discern lies (DC 18), flame strike (DC 18), sending
- 3rd (7/day) bestow curse (DC 17), dispel magic, glyph of warding (DC 17), invisibility purge
- 2nd (7/day) augury, barkskin, calm emotions (DC 16), invisibility (DC 16), status (DC 16), zone of truth (DC 16)
- 1st (7/day) divine favor, identify, produce flame, sanctuary (DC 15), shield of faith (DC 15)
- o (at will) create water, detect magic, guidance (DC 14), know direction, light, mending (DC 14), read magic, resistance (DC 14), stabilize (DC 14)

Primary spell list cleric

Jactics

Before Combat Gobseck sees no profit in combat, and avoids it, sitting atop his living vault as if attacking him were unthinkable. If forced to fight, he casts righteous might.

During Combat Gobseck uses *dispel magic* on key spells enchanting his foes. Should he feel bold enough to take the offensive (or when punishing someone who owes him money) he uses his breath weapon, makes full attacks with his warhammer and brings down a dramatic *flame strike* as a finisher.

Morale Gobseck flees immediately if he is outmatched or the sole target of a group attack, using *invisibility* and flying away. He always flees if reduced to 30 hp or less.

Statistics

Str 13, Dex 12, Con 14, Int 8, Wis 22, Cha 18 Base Atk +7; CMB +8; CMD 21

Feats Alertness, Battlefield Intuition^B, Cosmopolitan, Craft Magic Arms and Armor, Craft Wondrous Item, Diehard^B, Endurance^B, Eschew Materials^B, Forge Ring, Improved Initiative^B, Lightning Reflexes^B, Prodigy (Perform [oratory], Profession [banker]), Spell Penetration, Stone-Faced

Skills Appraise +5, Bluff +8, Climb +5, Fly +13, Intimidate +8, Knowledge (arcana, dungeoneering, engineering, history, local, planes, religion) +5, Perception +14, Perform (oratory) +11, Profession (banker) +14, Sense Motive +14, Spellcraft +5, Stealth +4, Survival +10, Use Magic Device +9; Racial Modifiers +2 Perception relating to stonework, +4 Stealth

Languages Common, Draconic, Dwarven, Infernal, Undercommon

SQ advanced mystic talents, arcane bond (warhammer), gaseous form, mystic bond, mystic talent, new arcana, slow and steady, stability, tough as nails

Gear +2 adamantine alterable intense warhammer, +2 mithral arcane weightless full-plate, banker's helm of servitude (gold), belt of physical might +2 (Str, Con), cloak of resistance +4, day ring, ring of protection +2, accounting ledger

Special Abilities

Advanced Mystic Talent: Gobseck has the following advanced mystic talent.

Mystic Counter (Su) When Gobseck casts dispel *magic* or *greater dispel magic* to counterspell, he gains a +4 competence bonus to his dispel check. This stacks with the +4 bonus granted by greater dispel magic.

Mystic Bond (Ex): Gobseck has a bond with the powers of magic. This represents an affinity for arcane power, granting him the arcane sorcerer bloodline.

Mystic Talents: Gobseck has the following mystic talents.

Mystic Training: Gobseck has Eschew Materials as a bonus feat.

Spell Sage (Ex) When Gobseck attempts a Use Magic Device check to use a scroll or to activate a wand, staff, or other spell trigger item, he gains a +4 competence bonus to the check.

マンメントシンとと

Tough as Nails: Instead of the usual bonus fighter feat at 1st level, Gobseck possesses the Endurance and Diehard feats as bonus feats.

Unflinching (Ex): Gobseck possesses a +1 bonus on Will saves against mind-affecting effects. This ability replaces bravery.

()ariants

Listed below are the changes to Gobseck if you'd like to use him with the Divine Creature simple template from 101 Not So Simple Templates, or the Exemplar Creature template from Book of Monster Templates, both from Rite Publishing.

えい んえん えびきかり ひえ パメル

Divine Creature: CR 14; XP 38,400; Senses Perception +18; AC 34, touch 23, flat-footed 34 (+10 insight); Will +31; Melee +2 adamantine alterable intense warhammer +20/+15; Wis 30; CMD 29; Skills Perception +18, Profession (banker) +18, Sense Motive +18, Survival +14.

Exemplar Creature: CR 16; XP 76,800; Init +21; Senses darkvision 180 ft.; Perception +; AC 29, touch 18 (+6 Dex); hp 177 (13 HD; 2d10+11d6+91); Fort +17, Ref +15, Will +22; Speed 30 ft.; Melee +2 adamantine alterable intense warhammer +12(1d8+11); Special Attacks breath weapon (DC 25); Spell-Like Abilities (CL 18th; concentration +27); Magister Spells Known (CL 16th; concentration +25): 5th (6/day); 4th (8/day) – discern lies (DC 23), flame strike (DC 23); 3rd (8/day) – bestow curse (DC 22), glyph of warding (DC 22); 2nd (8/day) - calm emotions (DC 21), invisibility (DC 21), status (DC 21), zone of truth (DC 21); 1st (9/day) - sanctuary (DC 20), shield of faith (DC 20); 0 – guidance (DC 19), mending (DC 19), stabilize (DC 19); Str 23, Dex 22, Con 24, Int 18, Wis 32, Cha 28; CMB +13; CMD 31; Skills Appraise +20, Bluff +20, Climb +10, Fly +18, Intimidate +20, Knowledge (arcana, dungeoneering, engineering, history, local, planes, religion) +11, Perception +24, Perform (oratory) +21, Profession (banker) +28, Sense Motive +20, Spellcraft +14, Stealth +15, Survival +20, Use Magic Device +15.

Gobseck Vaultwright, the Smoldering Miser

XP 2,400

Male duergar fighter (unbreakable) 1/magister 6 LE Medium humanoid (dwarf) Init +3; Senses darkvision 120 ft.; Perception +10

Defense

AC 15, touch 9, flat-footed 15 (+6 armor, -1 Dex) hp 45 (7 HD; 1d10+6d6+14) Fort +7, Ref +2, Will +9; +2 vs. spells Immune paralysis, phantasms, poison Weaknesses light sensitivity

Offense

Speed 20 ft.

Melee +1 adamantine warhammer +7 $(1d8+4/x_3)$ Special Attacks metamagic adept 1/day **Spell-Like Abilities** (CL 7th; concentration +9) 1/day – enlarge person (self only), invisibility (self only) Magister Spells Known (CL 6th; concentration +8) 3rd(3/day) - dispel magic

2nd (6/day) – calm emotions (DC 14), zone of truth (DC 14)

1st (7/day) - divine favor, produce flame, sanctuary (DC 13), shield of faith (DC 13)

o (at will) - create water, detect magic, guidance (DC 12), know direction, mending (DC 12), read magic,

stabilize (DC 12) Primary spell list cleric

Tactics

Before Combat Gobseck sees no profit in combat, and avoids it, sitting atop his living vault as if attacking him were unthinkable. If forced to fight, he casts divine favor.

During Combat Gobseck uses *dispel magic* on key spells enchanting his foes. Should he feel bold enough to take the offensive (or when punishing someone who owes him money) he fights defensively with his warhammer.

Morale Gobseck flees immediately if he is outmatched or the sole target of a group attack, using invisibility. He always flees if reduced to 20 hp or less.

Statistics

Str 14, Dex 8, Con 14, Int 10, Wis 17, Cha 14 Base Atk +4; CMB +6; CMD 15

Feats Alertness, Cosmopolitan, Craft Magic Arms and Armor, Diehard^B, Endurance^B, Improved Initiative^B, Stone-Faced

Skills Appraise +5, Bluff +6, Climb +5, Intimidate +6, Knowledge (arcana, dungeoneering, engineering, history, local, planes, religion) +5, Perception +10, Perform (oratory) +6, Profession (banker) +9, Sense Motive +10, Spellcraft +5, Stealth +2, Survival +7, Use Magic Device +7; Racial Modifiers +2 Perception relating to stonework, +4 Stealth

Languages Common, Draconic, Dwarven, Infernal, Undercommon

SO arcane bond (warhammer), mystic bond, mystic talent, slow and steady, stability, tough as nails

Gear +1 adamantine warhammer, +1 mithral scale mail, banker's helm of servitude (silver), cloak of *resistance* +1, *day ring*, accounting ledger

Special Abilities

CR 6

Mystic Bond (Ex): Gobseck has a bond with the powers of magic. This represents an affinity for arcane power, granting him the arcane sorcerer bloodline.

Mystic Talent: Gobseck has the following mystic talent.

Spell Sage (Ex) When Gobseck attempts a Use Magic Device check to use a scroll or to activate a wand, staff, or other spell trigger item, he gains a +4 competence bonus to the check.

マススでやすれたいやく

Tough as Nails: Instead of the usual bonus fighter feat at 1st level, Gobseck possesses the Endurance and Diehard feats as bonus feats.

Nariants

Listed below are the changes to Gobseck if you'd like to use him with the Divine Creature simple template from 101 Not So Simple Templates, or the Exemplar Creature template from Book of Monster Templates, both from Rite Publishing.

Divine Creature: CR 7; XP 3,200; Senses Perception +14; AC 22, touch 16, flat-footed 22 (+7

ビジンス たいしん たんじょう スパント

insight); Will +20; Melee +1 adamantine warhammer +14; Wis 25; CMD 22; Skills Perception +14, Profession (banker) +13, Sense Motive +14, Survival +11.

Exemplar Creature: CR 9; XP 6,400; Init +8; Senses darkvision 180 ft.; Perception +15; AC 20, touch 14, flat-footed 16 (+4 Dex); hp 95 (7 HD; 1d10+6d6+49); Fort +12, Ref +7, Will +14; Speed 30 ft.; **Melee** +1 adamantine warhammer +12 (1d8+11); Spell-Like Abilities (CL 12th; concentration +19); Magister Spells Known (CL 11th; concentration +18): 3rd (5/day); 2nd (7/day) - calm emotions (DC 19), zone of truth (DC 19); 1st (8/day) – sanctuary (DC 18), shield of faith (DC 18); 0 - guidance (DC 17), mending (DC 17), stabilize (DC 17); Str 24, Dex 18, Con 24, Int 20, Wis 27, Cha 24; CMB +11; CMD 25; Skills Appraise +15, Bluff +15, Climb +10, Intimidate +14, Knowledge (arcana, dungeoneering, engineering, history, local, planes, religion) +11, Perception +19, Perform (oratory) +16, Profession (banker) +17, Sense Motive +15, Spellcraft +10, Stealth +10, Survival +14, Use Magic Device +11.

Templates

Divine Creature (CR *1)

This being has been touched by the power of a deity or ethos.

Ouick Rules: Melee and Ranged Attacks deal 1d6 damage to creatures of opposing alignment; +4 bonus to attack rolls, AC, CMD, and Will saves.

Rebuild Rules: Special Attacks melee and ranged attacks deal 1d6 damage +1d6/4 Hit Dice the base creature possesses to a creature of opposing alignment; a number of times per day equal to the creatures wisdom modifier, it can channel energy as a cleric equal to the creature's Hit Dice; SO add insight bonus to attack rolls, AC, CMD, and Will saves equal to the creature's Wisdom modifier; Ability Scores Wis +8.

Element-Infused Creature

Nature gods and the lords of the elements sometimes grant their champions special powers, infusing them with the essence of one of the four elemental planes. The powers in control of the elements grant this gift only rarely, since its strength can remain in a bloodline for many generations. In fact, element-infused creatures occasionally become races unto themselves. Some sages argue deep dwarves owe their origins to earth-infused dwarves, and aquatic elves owe theirs to water-infused elves.

Element-infused creatures of different elemental types have little in common, but infused with the same element often share certain features. A water-infused creature generally has webbed appendages and blue skin, hair, or scales, and a fire-infused creature may have red or orange skin, hair, or scales. An air-infused creature usually looks much like an albino version of its kind, and an earth-infused creature's dark body is



Fire-Infused Green Dragon

typically pebbled and rough.

Creating an Element-Infused Creature

"Element-infused creature" is an acquired or inherited template that can be added to any creature (referred to hereafter as the base creature).

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

いススマゲマルムルッティ

Challenge Rating: Same as the base creature +1. Size and Type: Size and type are unchanged, but the creature gains the subtype of the element that infuses it (air, earth, fire, or water). Do not recalculate base attack bonuses, saves, or skill points.

Speed: An element-infused creature retains the base creature's speeds and gains a new speed according to the element that infuses it, as given in the following sections. If the base creature already possessed the mode of movement that the element would grant, the element-infused creature retains the higher speed.

Air: An air-infused creature gains a fly speed (perfect maneuverability) equal to its highest speed. If the base

人 2 2 えぐ 2 5 4 ひ 2 パ 2 ♪

creature already has a fly speed, it increases to match the base creature's highest speed, with perfect maneuverability.

Earth: An earth-infused creature gains a burrow speed equal to its highest speed. It can burrow through rock at half speed, and it does not leave a tunnel behind when it burrows.

Water: A water-infused creature gains a swim speed equal to its highest speed if the base creature does not already have one.

Special Attacks: An element-infused creature retains all the base creature's special attacks and gains those described here.

Elemental Attack: An elemental-infused creature gains special attacks according to the element that infuses it, as given below.

Air – Breath Weapon (Su): Once every 1d4 rounds, an air-infused creature can breathe a 60 ft. long cone of wind that mimics a terrible windstorm. Every creature within this area that is not flying must succeed on an Acrobatics or Strength check (DC 10 + 1/2 airinfused creature's HD + air-infused creature's Cha Modifier) or fall prone. A flying creature that fails is instead blown away from the air-infused creature, moving a distance equal to 5 feet per point by which it failed the check. If the creature encounters a large object (such as a wall) during this movement, it takes 1d6 points of damage per 5 feet the object prevented it from moving.

Fire - Breath Weapon (Su): A fire-infused creature can breathe a 30 ft. long cone of fire once every 1d4 rounds. Every creature in the area must succeed on a Reflex saving throw (DC 10 + 1/2 fire-infused creature's HD + fire-infused creature's Con Modifier) or take 1d6 points of fire damage per 2 HD the fire-infused creature possesses (minimum 1d6 points). A successful *Reflex save halves this fire damage.*

Fire - Heat (Su): Each of a fire-infused creature's natural attacks and melee attacks with metallic weapons deals an extra +1d6 points of fire damage.

Water – Quench (Sp): A water-infused creature can use quench three times per day (caster level equals water-infused creature's HD).

Water - Waterball (Su): While water is within its reach, a water-infused creature can pick up a cohesive ball of water and throw it at a distant target as a ranged attack. If the water-infused creature can make multiple ranged attacks during a round, it can devote as many of them as it wishes to waterball attacks, so long as it has a ready source of water within reach. Waterballs can be thrown underwater or through a border between air and water with no penalties to range or on the attack roll. A waterball is considered a thrown weapon with a range increment of 20 ft. It deals nonlethal damage based on the water-infused creature's size, according to the following table. As with other thrown weapons, the water-infused creature's full Strength bonus applies to the damage roll. A waterball can be used to snuff out a nonmagical fire instead of attacking a creature. To use it in this way, the water-infused creature must succeed on a ranged touch attack against the source of the fire. The size of fire that can be snuffed depends on the size of the creature throwing the waterball, as given in the chart below. Waterballs do not retain their cohesiveness when not grasped or thrown by a water-infused creature.

28

エンメン マアアてやマルルル

Creature Size	Waterball Damage	Fire Size
Fine	1	Candle
Diminutive	1d2	Candle
Tiny	1d4	Candle
Small	1d6	Torch
Medium	1d8	Torch
Large	2d6	Campfire
Huge	3d6	Bonfire
Gargantuan	4d6	Bonfire
Colossal	6d6	Burning House

At the GM's discretion, other liquids can be thrown in a similar matter, but the water-infused creature must touch the liquid and take any damage it deals if not immune to its particular dangers.

Special Qualities: An element-infused creature retains all the base creature's special qualities and gains those described here.

Elemental Body (Ex): Element-infused creatures' bodies gain some of the qualities of elementals. Each time an element-infused creature is exposed to a poison, paralysis,

sleep, or stunning effect, it has a 25% chance to avoid it. In addition, there is a 25% chance that a sneak attack or critical hit deals no extra damage.

Elemental Qualities: The exact elemental qualities bestowed depend on the element that infuses the base creature, as follows.

Air – Air Born (Ex): When in flight, an air-infused creature gains a +1 morale bonus on attack and damage rolls with ranged attacks.

Air – Gaseous Form (Su): The air-infused creature can use gaseous form, as the spell (caster level equals air-infused creature's HD), on itself once per day.

Earth - Earth's Armor (Ex): The element-infused creature's natural armor bonus improves by +2 over that of the base creature.

Earth – Grounded (Ex): While in contact with the earth, an earth-infused creature gains a +1 morale bonus on attack and damage rolls for melee attacks.

Earth – Tremorsense (Ex): An earth-infused creature can automatically sense the location of anything within 20 feet that is in contact with the ground.

Fire - Fire Healing (Ex): A fire-infused creature regains 1 hit point for each full round that it remains in contact with fire. When struck by a magical fire effect, the fire-infused creature heals 1 point of damage per 10 points of damage that the fire effect would have dealt.

Fire - Firewalk (Su): A fire-infused creature can climb an object on fire as though it had a climb speed equal to its highest speed. Furthermore, it can fly at its highest speed with perfect maneuverability so long as it remains in contact with fire, and it can walk on flames at its highest speed, as though walking on air via the air walk spell.

Water – Water Born (Ex): While in contact with water, a water-infused creature gains a +2

レンンスぐらたりひこう

しょうていかって スマント スマシッシュ

Water – Water Breathing (Su): Once per day, a water-infused creature can use water breathing, as the spell (caster level equals water-infused creature's HD). **Ability Scores:** An elemental-infused creature's ability scores change from the base creature's according to the element that infuses it, as given in the following table.

Element	Str	Dex	Con	Int	Wis	Cha
Air	-4*	+4	-2*	-2*	+2	+2
Earth	+4	-2*	+2	-2*	+2	-4*
Fire	-2*	+2	-2*	+4	-4*	+2
Water	+2	-2*	+4	-4*	+2	-2*

*Minimum 1.

Skills: If the element-infused creature gained a swim speed from the application of the template, it gains a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Feats: An element-infused creature gains a bonus feat based on the element that infuses it, as given here, assuming that the base creature does not already have it.

Element	Feat
Air	Lightning Reflexes.
Earth	Iron Will.
Fire	Quick Draw.
Water	Great Fortitude.

Exemplar Creature

In a world of fantasy, belief has power; the superstitions of the common folk can imbue creatures with powers beyond what they would normally possess, born out of their own myths and legends. Others are simple born with this power, and their legend is pure truth. Occasionally a deity may grant a particularly favored servant these powers as a reward. At other times, a god may create such creature because it needs a favored servant but cannot find a worthy worshiper among its flock. These are the Exemplar Creatures.

An exemplar creature resembles a perfect specimen of its kind, but it has an unmistakably mark that sets it apart from those of its kin, a scar, unusual eyes, or unique coloration.

Creating an Exemplar Creature

"Exemplar creature" is an acquired or inherited template that can be added to any creature.

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

Challenge Rating: As the base creature +3.

Defensive Abilities: Increase the numeric value of any special quality by 5 (channel resistance +2 becomes



ST NZZCGAK FI

Exemplar Sea Serpent

い ひょうん ア いん ひょう ひょう

channel resistance +7, damage reduction 10/adamantine becomes 15/adamantine, Resist energy 5 becomes 10, SR 15 becomes SR 20, or regeneration 6 becomes 11, etc.).

Speed: All of the base creature's movement types increase by 10 ft.

Special Abilities: An exemplar gains the following special abilities.

Perfect Health (Ex): Exemplar creatures possess maximum hit points for their Hit Dice.

Enhanced Caster (Ex): The caster level of all abilities increases by 5.

Enhanced Durability (Ex): Exemplar creatures do not go unconscious until they reach a number of negative hit points equal to their constitution modifier plus half their number of Hit Dice. They do not die until they reach a number of negative hit points equal to their constitution score plus their number of Hit Dice.

Enhanced Senses (Ex): Increase the range on any special senses the base creature possesses by 50% (darkvision 60 ft. it becomes darkvision 90 ft.).

Enhanced Energy Drain (Ex): Any energy drain attack the base creature possesses increases by 2.

Enhanced Special Abilities (Ex): Increase the area, range, duration, damage, bonuses, and effect of any auras and special attacks by 50% (an exemplar nessian hellhound's breath weapon would increase from a 30-ft. cone to a 45 ft. cone, and deal 15d6 damage instead of 10d6).

Enhanced Weakness (Ex/Su): If the base creature possesses any special weakness or vulnerabilities, it takes twice as much damage (200%) from that vulnerability, regardless of whether a saving throw is allowed or, if the save is a success or failure. Creatures with a vulnerability that is not an energy type instead take a -8 penalty on saves against spells and effects that cause or use the listed vulnerability (such as spells with

しいたらびきかりひょう

the light descriptor) instead of the standard -4. Some creatures might suffer additional effects, as noted in their descriptions if that effect can be doubled, double it as well.

ヘズシメビジフをちゃ ムシンとちやっこう ツマンンシン マンフマビゲン

Ability Scores: Str +10, Dex +10, Con +10, Int +10, Wis +10, Cha +10.

Smoke Creature

Some sages have speculated that a smoke creature is a kind of psychic reflection of an air creature that died of agonizing burns. The flaw in this theory became apparent when it was learned that fiery smoke creatures also existed on the Elemental Plane of Fire. The current theory is that smoke creatures are native to the Elemental Plane of Fire or to some as yet undiscovered intermediate plane between Air and Fire. Whatever their origins, smoke creatures are appearing on the Material Plane in greater numbers and more frequently than ever before.

A smoke creature can easily be recognized by its ashgray body and soot-black hair or feathers. Smoke constantly whirls and plays about its body, concealing much of it from view.

Smoke creatures are deadly foes that use choking smoke to suffocate foes. They can flit about through smoky areas with disturbing adroitness, and they enjoy using this ability to confound foes.

Creating a Smoke Creature

"Smoke creature" is an inherited template that can be added to any living, corporeal, nonaquatic creature with the air or fire subtype (referred to hereafter as the base creature).

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

Challenge Rating: As the base creature +1.

Size and Type: The base creature's type changes to outsider with the augmented subtype, plus the air, elemental, extraplanar, and fire subtypes if the base creature did not already have them. Do not recalculate base attack bonuses, saves, or skill points. Size is unchanged.

Senses: Smoke creatures possess the following perceptive ability.

Cloud Sight (Ex): A smoke creature can see through clouds, gases, fogs, mists, and smoke as though they didn't inhibit vision. Creature and objects do not gain concealment from a smoke creature due to such conditions.

Hit Dice: All racial Hit Dice change to d10's.

Defensive Abilities: A smoke creature possesses the following defensive abilities in addition to those of the base creature.

Air Mastery (Ex): Any airborne creature takes a -1 penalty on attack and damage rolls against a smoke creature.

Immunities (Ex): A smoke creature is immune to inhaled poisons and gas-, fog-, or cloud-based attacks and spells.

Smokey Form (Ex): The smoke that constantly wreathes

a smoke creature's semisolid body makes it hard to determine its exact location. Attacks against a smoke creature suffer a 20% miss chance, though true seeing allows the caster to ignore that miss chance. This ability does not grant the smoke creature concealment. The effects of *blur*, *displacement*, or other similar effects do not stack with this effect; only the best miss chance applies.

Speed: The smoke creature retains the base creature's speeds and gains a fly speed equal to the base creature's lowest speed, with perfect maneuverability. If the base creature already has a fly speed, it remains the same, but the smoke creature's maneuverability becomes perfect if it was not already.

Special Attacks: Smoke creatures retain all the base creature's special attacks and gain the following.

Breath Weapon (Su): Once every 1d4 rounds, a smoke creature can breathe a cloud of superheated smoke and cinders. This cloud fills a 20 ft. cube adjacent to or surrounding the smoke creature, as desired. Every creature within the cloud takes 2d6 points of fire damage each round (no save). Furthermore, any breathing creature within the cloud must succeed on a Fortitude save (DC 10 + 1/2 the smoke creature's Hit Dice + the smoke creature's Constitution modifier) each round or take 1d4 points of Constitution damage. A creature within the smoke can hold its breath on its initiative to avoid taking the Constitution damage in later rounds. The smoke grants concealment as though it were a fog cloud spell. The smoke remains in place for 5 rounds despite prevailing winds; thereafter the cloud becomes normal smoke and disperses normally. Special Qualities: Smoke creatures possess the following ability.

Smoke Travel (Su): As a move action, a smoke creature can use *dimension door* to move from any area filled with smoke to any other smoke-filled area within range. This ability functions with an effective caster level equal to the smoke creature's Hit Dice.

Ability Scores: Dex +4, Int +2, Cha +2.

Skills: A smoke creature gains a +5 bonus on Stealth checks in areas of fog, smoke, or clouds.

Languages: If the smoke creature can speak, it gains Auran and Ignan as bonus languages.

NA Y Y CION

Bonus content!

The Three Broken Vows

It is said that in the heart of Gobseck's living vault, buried beneath a horde of filthy lucre vast enough to shame sultans and smother dragons, there is a thing which does not belong – a humble cloth kerchief, tattered and frayed from being rent and wrung a thousand upon a thousand times. Stitched across it, in thread the color of faded memories, are the broken vows which cracked a heart of stone:

~~~ Our love is a whispering wind – rarely seen, but always felt. ~ Our love is an eternal torch – a fire which feeds itself. ~ Our love is a golden anvil – a precious thing one cannot carry alone. ~~~

レンシスダッホッシスパント

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content doe not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" mains to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

ビュら デビシュコアウマスス ひんよみ ディング シュックス ストレイトレング シュ

3.Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royaltyfree, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5.Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6.Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game

Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

All proper names and text on the first page are product identity all other content including translated common names on the first page are open gaming content.

Open Content is the designated as follows: All common names the all information on stat blocks, templates, classes, magic items, spells, and feats.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License. 10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

しんりていつちちち しんこしち ひろう ひょう ひょうていつしんしょう

**Open Game License v1.0.** Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo

Publishing, LLC.; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

**Tome of Horrors**. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Arms and Armor v3.5. Copyright 2004, Bastion Press, Inc. Coliseum Morpheuon. Copyright 2010, Steven D. Russell; Authors Clinton J. Boomer and Jonathan McAnulty.

Pathfinder Roleplyaing Game Advanced Player's Guide. Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

Pathfinder Roleplaying Game Bestiary. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Ultimate Magic. Copyright 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor. 101 Not Simple Monster Templates. Copyright 2011, Steven D. Russell: Author: Steven D. Russell.

1001 Spells. Copyright 2011, Steven D. Russell; Author: Steven D. Russell.

Advanced Bestiary. Copyright 2004, Green Ronin Publishing, LLC; Author: Matthew Sernett.

Arms and Armor v3.5. Copyright 2004, Bastion Press, Inc.; Authors: Steven Creech, Kevin Ruesch, and Jim Butler.

**Book of Monster Templates.** Copyright 2010, Steven D. Russell; Authors: Steven D. Russell with Ben McFarland, Crystal Fraiser, Jonathan McAnulty, Justin Sluder, and Michael Welham.

**Coliseum Morpheon.** Copyright 2010, Steven D. Russell; Authors: Clinton J. Boomer and Jonathan McAnulty.

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

Strategists and Tacticians. Copyright 2010, 4 Winds Fantasy Gaming; Author: Ryan Costello, Jr.

Faces of the Tarnished Souk: Gobseck Vaultwright,

レンンスでいたりひえぶとい

*Meister of the Golden Anvil* © 2012 Steven D. Russell; Authors: Matt Banach and Justin Sluder

リテ