Rite Publishing Presents

# Faces of the Tarnished Souk: Nix Ra Bael, Dreamkiller



## 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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## Nix Ra Bael, Dreamkiller

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Struck blind during an ill-fated quest for meaning, Nix Ra Bael twisted from a starry-eyed philosopher into a killer of dreams, and now stalks the realm of thoughtsgiven-form as a soulless assassin. Garbed in an odd striped-legged outfit inspired by the costumes of his favorite play, the tall albino drow conceals his face – and lifeless, milky eyes - with an eerily inexpressive theaterhouse mask. A dark god among marksmen, he delights in putting a fatal bolt right between the eyes of his targets after turning all their spells, power, and foolhardy arguments back against them. Nix Ra Bael's personal philosophy is one of irreverent, utter nihilism; convinced that all dreams are cancerous lies and all dreamers are irredeemably deluded, he believes that the slate of the universe should be wiped clean – and he is willing to do so, one mind and one thought at a time. Alien and aloof, Nix Ra Bael rarely speaks, though when he does it is usually to engage in articulate and insightful philosophical banter aimed at exposing the futility and illogical absurdity of others' beliefs. He is especially fond of sabotaging self-important personalities with grand plans, and anyone ballsy enough seek his counsel can enlist his wicked wisdom in discerning their foes' fatal flaws - a service he seems disturbingly willing to provide for free. In addition to his strange costume and creepy mask, the assassin is recognizable by his trademark wrist-mounted crossbows, which he is never without. Though he receives insanely high fees for his contract killings, few realize that Nix Ra Bael never spends his earnings on anything other than tools of death and destruction – the rest he just throws away.

## Dreamburning and Nix Ra Bael

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**Hope**: Nix Ra Bael dreams of a pristine, perfect void unblemished by flawed thoughts or corrupted creatures; the eradication of all things.

**(Hope)**: Nix Ra Bael was once a starry-eyed dreamer with another Hope (to find "ultimate truth"), but upon becoming a blind oracle he also became dream-scarred, which excised that Hope from him forever.

**Aspiration**: Envisioning a fool crumbling in despair before a mirror, Nix Ra Bael aspires to turn people against themselves: twisting their words, defeating them with their own arguments, reflecting their spells, and crushing them with their own misspent strength.

**Goal**: Nix Ra Bael would like for someone to realize that his never-finished play "Awaiting the Yellow King" is never meant to be completed. The cruel joke is on anyone who actually think it matters.

## In the Tarnished Souk

Nix Ra Bael frequents The Estragonian Playhouse, a modest theater adjoining the Witches' Square in the Tarnished Souk. Inside, a half-circle of tiered seating and a single balcony with private boxes face a small stage with a tattered red curtain. Plinking, discordant music emanates from the hole-like orchestral pit. Nervous actors and quietly weeping bards bustle about,

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ceaselessly rehearsing a never-quite-ready performance of Nix Ra Bael's favorite absurdist play, "Awaiting the Yellow King". The assassin perches in the balcony, directing and critiquing the performance, off-handedly shooting the occasional actor who fails to meet his inscrutable standards.

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

DC 15 - Nix Ra Bael is a blind, albino drow noble.

**DC 20** – He is an arbalester (master of the crossbow), a blind oracle, and can siphon energy. Others whisper: "If he isn't insane, his sanity is terrifying."

**DC 25** – He is a deadly and rapid sharpshooter, can absorb and re-direct energy, and has several uncanny senses that serve him despite his blindness.

**DC 35** – He is fond of philosophical debate and has been known to pause for parlay, even in the midst of combat, when confronted with a clever argument.

**DC 45** – Hired by the slave-trading Men of Leng, Nix Ra Bael's next targets for assassination are those freedom-fighting oneirobound, the Lords of Dingue.

## How To Use Nix Ra Bael

- Nix Ra Bael is more than a taker of life he is an exterminator of ideas. Employers hire him to murder a target <u>and</u> wipe from existence all trace of the "dangerous" dreams and ideas that made the target a target to begin with. After a kill, Nix Ra Bael steals and destroys dreams, burns records, murders allies and next-of-kin, and eradicates any hint of the target's legacy.
- Nix Ra Bael is not insane; he simply accepts the premises that life is meaningless, that there are no intrinsic goods or universal truths, that existence is unprincipled, and that anyone who believes otherwise is a fool. That said, he won't fall for the old, "If life is meaningless, just kill yourself." He admits he is a selfish hypocrite.
- As a blind oracle, Nix Ra Bael has "divine" spells, but he worships no god and believes only in nonbelief. His powers flow from the nameless void, and when he *communes*, it is as if he whispers into the vacuum and listens to the echoes.
- If playing "Setting the Captives Free" (Coliseum Morpheuon, Chapter 10): The Men of Leng, tired of disruption of their slave trade, hire Nix Ra Bael to assassinate the Lords of Dingue and other suspected abolitionists, including the PCs.
- When using his siphon powers to absorb and redirect attacks, Nix Ra Bael pontificates about the futility of struggle, taking delight whenever he can injure his foes with their own energy.

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#### Nix Ra Bael, Dreamkiller CR 21 XP 409,600

Male blind oracle siphon drow noble gunslinger\* (arbalester) 17

NE Medium monstrous humanoid (elf)

Init +10; Senses darkvision 120 ft., blindsight 170 ft.; Perception +30

## Defense

**AC** 35, touch 26, flat-footed 35 (+9 armor, +8 Dex, +4 dodge, +4 insight)

**hp** 183 (17d10+85)

Fort +15, Ref +20, Will +15; +2 vs. enchantment

**Defensive Abilities** evasion, improved uncanny dodge, uncanny dodge; **Immune** gaze attacks, sleep, harmful visual effects; **SR** 28

## Offense

Speed 30 ft.

**Melee** +3 keen bladed tonfa +28/+23/+18/+13 (1d6+6/17-20) or +3 keen bladed tonfa +26/+21 (1d6+4/17-20) [off-hand]

**Ranged** Bullseye +26/+26/+21/+16/+11 (1d3+23/19-20) or Sniper +26/+26/+21/+16/+11 (1d3+23/19-20) or Bullseye +24/+24/+19/+14/+9 (1d3+23/19-20), Sniper +24/+24/+19 (1d3+23/19-20)

**Special Attacks** energy release, spell release **Spell-Like Abilities** (CL 17th; concentration +20) Constant—*detect magic* 

- At will—augury, dancing lights, deeper darkness, faerie fire, feather fall (DC 14), levitate, sanctuary (DC 14)
- 5/day-divination, speak with animals, speak with plants
- 1/day—divine favor, dispel magic, scrying (DC 18), speak with dead (DC 16), suggestion (DC 16), true seeing (DC 20)
- 1/month-commune, commune with nature, find the path (DC 19)

## Jactics

**Before Combat** If given time to prepare before combat, Nix Ra Bael casts *deeper darkness* and then *divine favor*, while moving into a position with cover but good visibility.

**During Combat** Nix Ra Bael begins combat by unloading a full attack with both *Bullseye* and *Sniper*, using manyshot and Rapid Shot to increase his number of attacks, and Deadly Aim to increase his damage, against the weakest perceived opponent, hoping to score a quick kill to demoralize his foes. He then moves methodically from opponent to opponent, focusing on the most injured foe, but leaving spellcasters active in hopes of absorbing (and re-directing) aggressive spells with his siphon abilities. When possible he delights in harvesting or stealing dreams from enemies reduced to o hit points by his attacks.

**Morale** Nix Ra Bael fights until reduced to 60 hit points or fewer, then retreats under the cover of *deeper darkness*.

## Statistics

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#### **Str** 16, **Dex** 26, **Con** 16, **Int** 12, **Wis** 26, **Cha** 16 **Base Atk** +17; **CMB** +20; **CMD** 46

Feats Additional Traits (2), Blind-FightB, Deadly Aim, Exotic Weapon Proficiency (bladed tonfa), Great FortitudeB, Improved Two-Weapon Fighting, Iron WillB, LightningB, ReflexesB, Point-Blank ShotB, Precise ShotB, Rapid ShotB, Snap ShotB\*, Sword and Pistol\*, ToughnessB, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (wrist crossbow)

**Skills** Acrobatics +25, Bluff +15, Climb +12, Disguise +20, Intimidate +12, Knowledge (local) +10, Perception +30, Sleight of Hand +22, Survival +20, Swim +12; **Racial Modifiers** +8 Perception

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#### Languages Common, Elven, Undercommon

**SQ** absorption, arbalest training (hand crossbow, repeating heavy crossbow, repeating light crossbow, wrist crossbow), crossbow mastery (hand crossbow, light crossbow, repeating heavy crossbow, repeating light crossbow, wrist crossbow), deeds (arbalester initiative, dead shot, deadeye, evasive, gunslinger's dodge, manyshot, menacing bolt, pistol-whip, quick clear, rapid shot, slinger's luck, startling shot, targeting, utility shot), grit (6), kinetic absorption, nimble +4, spell absorption, traits (dream-scarred, harvester of dreams, starry-eyed dreamer, thief of dreams)

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\*See Pathfinder® Roleplaying Game: Ultimate Combat

## Arbalester (Archetype)

While most gunslingers use firearms, there are some who prefer to use older, more reliable projectile weapons. The arbalester makes use of crossbows whenever possible in combat.

Weapon and Armor Proficiency Arbalesters are proficient with all simple and martial weapons, all firearms, and all types of crossbows. They are proficient with light armor.

Crossbow Mastery At 1st level, an arbalester gains the Crossbow Mastery feat as a bonus feat, but only for a single type of crossbow. At 4th level and every four levels thereafter, the arbalester applies this to an additional type of crossbow. This ability replaces the gunsmith ability.

Grit (Ex) This ability functions for crossbows instead of firearms.

Deeds These abilities function normally, unless stated otherwise below.

Deadeye (Ex) This ability functions for crossbows instead of firearms.

Quick Clear (Ex) This ability functions for crossbows instead of firearms.

Arbalester Initiative (Ex) At 3rd level, as long as the arbalester has at least 1 grit point, she gains the following benefits. First, she gains a +2 bonus on initiative checks. Furthermore, if she has the Quick Draw feat, her hands are free and unrestrained, and the crossbow is not hidden, she can draw a single crossbow as part of the initiative check.

Pistol-Whip (Ex) This ability functions for both crossbows and firearms. Hand crossbows deal 1d4 damage (1d3 if wielded by Small creatures), light crossbows deal 1d6 damage (1d4 if wielded by Small creatures), and heavy crossbows deal 1d8 damage (1d6 if wielded by Small creatures).

Utility Shot (Ex) An arbalester gains the following ability.

Sever Rope The arbalester can make a ranged sunder attempt against a rope or chain as a combat maneuver check. This ability replaces Stop Bleeding.

*Dead Shot (Ex)* This ability functions for crossbows instead of firearms.

Startling Shot (Ex) This ability functions for crossbows instead of firearms.

Targeting (Ex) This ability functions for crossbows instead of firearms.

Bleeding Wound (Ex) This ability functions for crossbows instead of firearms.

Manyshot (Ex) At 11th level, so long as an arbalester has at least 1 grit point, when making a fullattack action, their first attack fires two bolts. If the attack hits, both bolts hit. Apply precision-based damage and critical hit damage only once for this attack.



Damage bonuses apply to each bolt, such as enhancement and a ranger's favored enemy bonus. Damage reduction and resistances apply separately to each bolt. This ability replaces Expert Loading.

Rapid Shot (Ex) At 11th level, an arbalester gains Rapid Shot as a bonus feat. If they already have Rapid Shot, they no longer suffer the -2 penalty normally associated with using this feat. This ability replaces Lightning Reload.

Menacing Bolt (Ex) At 15th level, the arbalester can spend 1 grit point as a free action to automatically confirm a critical threat. Opponents within a 30 ft. burst are affected as if they were subject to the fear spell. The DC of this effect is equal to 10 + 1/2 the arbalester's level + the arbalester's Wisdom modifier. This ability replaces Menacing Shot.

Death's Shot (Ex) This ability functions for crossbows instead of firearms.

Arbalest Training (Ex) Starting at 5th level, an arbalester can select one specific type of crossbow (such as a hand crossbow, light crossbow, or heavy crossbow). She gains a bonus equal to her Dexterity modifier on damage rolls when firing that type of crossbow. Furthermore, she gains a +4 bonus to confirm critical hits with that selected type of crossbow.

Every four levels thereafter (9th, 13th, and 17th), the arbalester picks up another type of crossbow, gaining these bonuses for those types as well.

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## Equipment

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Funneling A funneling weapon allows a creature with the siphon template to focus their energy release and spell release abilities into and through them, dealing the full effects as part of a melee or ranged attack.

Moderate transmutation; CL 8th; Craft Magic Arms and Armor, creator must be a siphon creature; Price +1 bonus.

**Bladed Tonfa** These L-shaped swords gain their name by resembling standard wooden tonfa. The wielder holds the handle and either spins the blade or strikes with the blade covering the forearm.

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Jable: Exotic Weapons								
Exotic Weapons	Cost	Dmg(S/M)	Critical	Range	Weight	Туре	Special	
Light Melee								
Bladed Tonfa	20 gp	1d4/1d6	19 <b>-</b> 20/x2	_	2 lbs.	P and S	deadly*, monk	
Ranged								
Wrist Crossbow	150 gp	1d2/1d3	19 <b>-</b> 20/x2	30 ft.	2 lbs.	Р		

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\*See Pathfinder® Roleplaying Game: Ultimate Combat

**Wrist Crossbow** A rare but useful weapon, the wrist crossbow is typically mounted on a leather bracer with the tip of the bolt over the middle knuckle of the wielders hand. Loading a wrist crossbow is a standard action.

You can shoot, but not load, a wrist crossbow with one hand at no penalty. You can shoot a wrist crossbow with each arm, but you take a penalty on attack rolls as if attack with two light weapons.

#### Arsenal Gloves

Aura strong transmutation; CL 6th

Slot hands; Price 40,000 gp; Weight 1 lb.

#### Description

These paired gloves each function as a glove of storing with a weight limit of 40 lbs. each. They can hold any number of items so long as each gloves weight limit is observed. Two-handed weapons split their weight evenly between the gloves. Both gloves must be worn for them to function

#### Construction

**Requirements** Craft Wondrous Item, *shrink item*; **Cost** 20,000 gp

#### **Mask of Sightless Dreaming**

Aura moderate divination; CL 10th

Slot head; Price 65,000 gp; Weight 3 lbs.

#### Description

This polished wooden mask with a crescent moon symbol grants different abilities to its wearer depending on the wearer's visual capabilities:

A non-blind creature gains blindsense 10 ft.

A creature with blindsense gains blindsight with a range of 5 ft. per point of Wisdom modifier (minimum 5 ft.).

A blind creature gains the ability to sense the dreams of non-oneirobound beings while on the plane of Dreams. This functions as *detect thoughts* (DC 12 plus wearer's Charisma modifier plus 1 per dream trait the wearer possesses) but only for the purpose of dreams. This function of the mask only works five times per day, as a standard action.

#### Construction

**Requirements** Craft Wondrous Item, *detect thoughts, remove blindness/deafness, true seeing*; **Cost** 32,500 gp

#### **Bullseye**

Aura strong divination and transmutation; CL 15th Slot wrist; Price 160,470 gp; Weight 2 lbs. Description This +5 cunning<sup>\*\*</sup> funneling seeking darkwood wrist crossbow can grant its wielder a +10 insight bonus to attack as a free action five times per day as a free action. **Construction** 

**Requirements** Craft Magic Arms and Armor, *true seeing, true strike*, creator must be a siphon creature; **Cost** 80,470 gp

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\*\*Pathfinder  $\widehat{\mathbb{R}}$  Roleplaying Game: Advanced Player's Guide  $^{\text{\tiny TM}}$ 

#### Sniper

**Aura** strong divination, necromancy, and transmutation; **CL** 20th

#### Slot wrist; Price 184,470 gp; Weight 2 lbs.

#### Description

This +5 distance funneling seeking darkwood wrist crossbow reduces the range penalty on attack rolls by 1 (stacks with Far Shot). Once per day, when Sniper threatens a critical it, the creature struck must succeed on a Fort save (DC 15 plus 1/2 wielder's Base Atk) to avoid dying. On a successful save the target suffers the effects of a successful critical hit plus an additional 30 damage.

#### Construction

**Requirements** Craft Magic Arms and Armor, Far Shot, *clairaudience/clairvoyance, slay living, true seeing*, creator must be a siphon creature; **Cost** 92,470 gp



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## Nix Ra Bael, the Unanswered CR 15 XP 76,800

Male blind oracle drow noble gunslinger\* (arbalester) 14 NE Medium humanoid (elf)

Init +8; Senses darkvision 120 ft., blindsight 140 ft.; Perception +22

## Defense

AC 30, touch 24, flat-footed 20 (+6 armor, +6 Dex, +4 dodge, +4 insight)

hp 123 (14d10+42)

Fort +11, Ref +15, Will +10; +2 vs. enchantment

Immune gaze attacks, sleep, harmful visual effects; SR 25

## Offense

Speed 30 ft.

Melee +1 keen bladed tonfa +21/+16/+11 (1d6+2/17-20)

**Ranged** +3 cunning seeking darkwood wrist crossbow +20/+20/+15/+10/+5 (1d3+17/19-20) or +3 distance seekina darkwood wrist crossbow 20/+20/+15/+10/+5 (1d3+17/19-20) or +3 cunning seeking darkwood wrist crossbow +18/+18/+13/+8/+3 (1d3+17/19-20), +3 distance seeking darkwood wrist *crossbow* +18/+18/+13 (1d3+17/19-20)

**Spell-Like Abilities** (CL 14th; concentration +15) Constant—*detect magic* 

- At will-augury, dancing lights, deeper darkness, faerie fire, feather fall (DC 12), levitate, sanctuary (DC 12)
- 5/day-divination, speak with animals, speak with plants
- 1/day-divine favor, dispel magic, scrying (DC 16), speak with dead (DC 14), suggestion (DC 14), true seeing (DC 20)
- 1/month-commune, commune with nature, find the path (DC 17)

## Jactics

Before Combat If given time to prepare before combat, Nix Ra Bael casts deeper darkness and then *divine favor*, while moving into a position with cover but good visibility.

During Combat Nix Ra Bael begins combat by unloading a full attack with both wrist crossbows, using manyshot and Rapid Shot to increase his number of attacks, against the weakest perceived opponent, hoping to score a quick kill to demoralize his foes. He then moves methodically from opponent to opponent, focusing on spellcasters first. When possible he delights in harvesting or stealing dreams from enemies reduced to o hit points by his attacks.

Morale Nix Ra Bael fights until reduced to 40 hit points or fewer, then retreats under the cover of deeper darkness.

## Statistics

Str 12, Dex 23, Con 14, Int 12, Wis 22, Cha 12

#### Base Atk +14; CMB +15; CMD 39

Feats Additional Traits (2), Blind-FightB, Exotic Weapon Proficiency (bladed tonfa), Improved Two-Weapon Fighting, Point-Blank ShotB, Precise ShotB, Rapid ShotB, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (wrist crossbow)

Skills Acrobatics +20, Bluff +10, Climb +10, Disguise +15, Intimidate +10, Knowledge (local) +10, Perception +22, Sleight of Hand +20, Survival +18, Swim +10; Racial Modifiers +8 Perception

Languages Common, Elven, Undercommon

**SQ** arbalest training (hand crossbow, repeating heavy crossbow, wrist crossbow), crossbow mastery (hand crossbow, repeating heavy crossbow, repeating light crossbow, wrist crossbow), deeds (arbalester initiative, dead shot, deadeye, gunslinger's dodge, manyshot, pistol-whip, quick clear, rapid shot, startling shot, targeting, utility shot), grit (6), nimble +4, traits (dream-scarred, harvester of dreams, starry-eyed dreamer, thief of dreams)

Gear +3 cunning seeking darkwood wrist crossbow and +3 distance seeking darkwood wrist crossbow with 40 bolts, +1 keen bladed tonfa, +3 glamered light fortification studded leather, mask of sightless dreaming, belt of physical might +2 (Dex, Con), ring of *disquise* (as hat)

\*See Pathfinder® Roleplaying Game: Ultimate Combat

## Nix Ra Bael, the Questioning CR 10 XP 9.600

Male drow noble gunslinger\* (arbalester) 10 NE Medium humanoid (elf) Init +7; Senses darkvision 120 ft.; Perception +13

## Detense

AC 22, touch 18, flat-footed 14 (+4 armor, +5 Dex, +3 dodge)

hp 79 (10d10+20) Fort +8, Ref +12, Will +6; +2 vs. enchantment Immune sleep; SR 21 Weaknesses light blindness

## Offense

Speed 30 ft.

**Melee** mwk bladed tonfa +16/+11 (1d6+1/19-20)

**Ranged** +2 seeking darkwood wrist crossbow +14/+9 (1d3+7/19-20) or +2 seeking darkwood wrist crossbow +12/+7 (1d3+7/19-20), +2 seeking darkwood wrist *crossbow* +12/+7 (1d3+7/19-20)

Spell-Like Abilities (CL 10th; concentration +11) Constant—*detect magic* 

At will-dancing lights, deeper darkness, faerie fire, feather fall, levitate

1/day-divine favor, dispel magic, suggestion (DC 14)

## Tactics

Before Combat If given time to prepare before combat, Nix Ra Bael casts deeper darkness and then

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divine favor, while moving into a position with cover but good visibility.

During Combat Nix Ra Bael begins combat by unloading a full attack with both wrist crossbows against the weakest perceived opponent, hoping to score a quick kill to demoralize his foes. He then moves methodically from opponent to opponent, focusing on spellcasters first. When possible he delights in harvesting dreams from enemies reduced to 0 hit points by his attacks.

Morale Nix Ra Bael fights until reduced to 30 hit points or fewer, then retreating under the cover of deeper darkness.

#### Statistics

#### Str 12, Dex 20, Con 12, Int 10, Wis 16, Cha 12 Base Atk +10; CMB +11; CMD 29

Feats Additional Traits, Exotic Weapon Proficiency (bladed tonfa), Improved Two-Weapon Fighting, Point-Blank ShotB, Precise ShotB, Two-Weapon Fighting, Weapon Finesse

Skills Acrobatics +13, Bluff +9, Climb +9, Disguise +11, Intimidate +9, Perception +13, Sleight of Hand +13, Survival +11, Swim +9; Racial Modifiers +2 Perception

#### Languages Elven, Undercommon

SQ arbalest training (repeating heavy crossbow, wrist crossbow), crossbow mastery (hand crossbow, repeating heavy crossbow, wrist crossbow), deeds (arbalester initiative, dead shot, deadeye, gunslinger's dodge, pistolwhip, quick clear, startling shot, targeting, utility shot), grit (3), nimble +3, traits (harvester of dreams, starryeved dreamer)

Gear +2 seeking darkwood wrist crossbow (2) with 40 bolts, mwk bladed tonfa, +1 studded leather, mask of disquise (as hat)

\*See Pathfinder® Roleplaying Game: Ultimate Combat

## Templates

## **Blind** Oracle

To see reality comes with a price.

## Creating a Blind Oracle

"Blind oracle" is an acquired template that can be added to any dragon, fey, humanoid, or monstrous humanoid with an Intelligence greater than 5 and a Wisdom greater than 12 (referred to hereafter as the "base creature"). A blind oracle differs from the base creature as follows.

Challenge Rating Same as the base creature +1.

Senses A blind oracle has blindsight with a range of 10 ft. per Hit Die the creature possesses.

**Armor Class** A blind oracle gains a +4 insight bonus to armor class, sensing danger before it comes.

Defensive Abilities A blind oracle is immune to all gaze attacks, as well as harmful visual effects (light blindness, etc). Should a blind oracle gain the ability to see, through use of a magic item, or some other nonpermanent effect, they retain their immunity to gaze attacks and harmful visual effects.



#### Blind Oracle

Special Abilities A blind oracle gains the following ability.

Powers of Precognition (Sp) A mystical sense allows the blind oracle to sense the hidden and to see things with the mind's eye. A blind oracle has the following spell-like abilities: At will—augury, sanctuary; 5/day-divination, speak with animals, speak with plants; 1/day-scrying, speak with dead, true seeing; 1/month-commune, commune with nature, find the path. Caster level equals the blind oracle's total Hit Dice.

Ability Scores Int +2, Wis +6.

Skills Blind oracles gain a +8 bonus on Perception checks and gains all Knowledge skills as class skills. Feat Blind oracles gain Blind-Fight as a bonus feat.

## Siphon

Sometimes, just sometimes, what you use to try and kill something ends up making your opponent more powerful. Siphons are creature which possess the ability to absorb nearly any effect and send it back upon their foes.

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## Creating a Siphon Creature

"Siphon" is an acquired or inherited template that can be added to any creature (referred to hereafter as the "base creature"). A siphon differs from the base creature as follows.

Challenge Rating HD 6 or less, as the base creature +1; HD 7-12, as the base creature +2; HD 13 or more, as the base creature +3.

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**Type** Animals and vermin become magical beasts. Humanoid become monstrous humanoids.

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**Defensive Abilities** Siphon creatures gain immunity to energy types they are actively storing, and any spell they are actively storing. These immunities end as soon as the stored energies are gone, and the spells are cast. **Special Attacks** A siphon gains the two listed special attacks.

*Energy Release (Su)* As a standard action, a siphon may release one type of stored energy as a ranged touch attack against one foe. The range increment is equal to the base creature's Space, and the energy does any number of dice of damage up to the amount of damage that was stored (the creature's choice). Once the siphon uses up all the damage stored from a particular form of energy, it can no longer use that energy to attack.

*Spell Release (Su)* The siphon can release a spell it has stored as if it had cast the spell itself. The released spell is subject to saving throws (DC 10 + spell level + the siphon's Charisma modifier) and spell resistance as per the spell cast. Spell release never requires a concentration check, nor does it provoke an attack of opportunity. A released spell has a caster level equal to the siphon's total Hit Dice or the caster level of the original caster, whichever is lower. Once the siphon releases a stored spell, it can no longer cast that spell, unless it has the same spell stored more than once or can cast that spell through another ability.

Special Qualities A siphon gains the following.

Absorption (Su) A siphon can absorb energy attacks that would otherwise damage it. Absorbable energy types include acid, cold, electricity, fire and sonic. The creature may store any type of energy, but only one different type at a time per 4 Hit Dice (minimum one). The energy may come from a passive (bonfire) or aggressive (fireball) source, although the siphon can only hold a number of dice of damage equal to its total Hit Dice from combined energy sources. Energies so stored dissipate harmlessly in a number of minutes equal to 3 plus the siphon's Constitution bonus (minimum 3 minutes). As a free action, a siphon may release stored energy harmlessly.

Normally, the siphon takes no damage from absorbed energies. However, if the creature's maximum absorption level is exceeded by it being struck by a different type of energy, it must decide whether to attempt to absorb the new energy or not. If the siphon attempts to absorb the new energy, it must completely disperse an equivalent amount of energy already being stored (if any). The exchange is difficult, and the siphon must make a saving throw against the incoming energy as normal. If the save fails (or no save is normally allowed), half of the energy is absorbed and the other half damages the siphon. A successful save indicates the siphon managed to absorb the incoming energy without harm. Whenever the creature elects not to absorb an incoming energy (that it isn't already storing), it takes damage normally and doesn't require a new form of attack. Siphon with an Intelligence of 2 or less always elect to exchange stored energy for incoming energy.

*Kinetic Absorption (Su)* A siphon absorbs kinetic energy differently than other forms, though still as a free action. For every 5 points of damage from physical



attacks, the siphon gains 1 point of Strength, up to a maximum of twice its original Strength. The enhanced Strength is available only on the siphon's next turn to augment Strength checks, attack rolls, and damage rolls. Physical attacks still damage the siphon normally.

Spell Absorption (Su) A siphon can absorb spells specifically targeting it, so long as the spell does not involve energy. (If it does, the energy is absorbed, not the actual spell.) The creature can absorb a number of spell levels equal to its total Hit Dice, so long as the spell's individual spell level does not exceed one-third of the siphon's total Hit Dice (o-level spells count as half levels for this purpose). Absorbed spells do not affect the siphon. Stored spells dissipate harmlessly in a number of minutes equal to the siphon's Charisma bonus plus 3 (minimum 3 minutes). Rules for exchanging stored spells for incoming spells works as per absorption above, excepting that the siphon is fully affected by any spell against which it fails a save, and it loses the spell it was attempting to release to absorb the incoming magic. Feats Siphons gain Great Fortitude, Iron Will, Lightning Reflexes and Toughness as bonus feats.

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