Rite Publishing Presents

Faces of the Tarnished Souk: Noti, the Asurper





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Faces of the Tarnished Souk: Noti, the Usurper

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

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Xoti, the Usurper

Xoti is a celebrated playboy of the Tarnished Souk, famous for throwing his ample gold and personality around the bazaar of the bizarre while he jubilantly makes the most of his exile from a repressed and distant homeland. Powerful and impressive, Xoti's thick brow and hulking musculature show his primal physique while his glowing eyes and the booming thunder of his laughter give him a unmistakably deific aspect. The gregarious godling is a being of many perfections - a peak physical specimen, a masterful warrior, and an insightful seer; these qualities, coupled with his multiple mystical protections, lend creedence to the belief that he is (or will soon become) a walking god. Xoti's lust for life and his unquenchable thirst for novel experiences are not mere gluttony; he burns with a desire to return from exile bearing the wisdom and wonders of the wider world and unseat the oppressive goddess who has kept his people - the proud, primitive mahrog - languishing in the past. Aggressively eager to share drinks, tales, and entertainment with new companions, Xoti is legendary for his high-powered carousing but notorious for the dangerous extremes of indulgence and expense he pushes on those mere mortals who find themselves in his epic company. This apex social life regularly puts Xoti shoulder to shoulder with the august benefactors of the Coliseum Morpheuon, providing him with peerless access to their private dealings as well a standing invitation almost any gathering, event, or party. About as subtle as an erupting volcano, Xoti constantly draws a crowd of hangers-on made up of equal parts loyal followers and opportunistic revelers basking in the glow of his angelic wings. Few realize that Xoti is shrewdly recruiting from the throng around him, steadily assembling a devoted army which he will soon use to usurp an angry goddess and liberate his people.

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Hope (degraded): Xoti yearns. He failed once to liberate his people, and his defeat and exile left his dream of glory deeply scarred. But deep down, he hopes to return to his homeland with a fire that enlightens the minds of his brethren like a rising sun.

Aspiration: Xoti is bored. To him, the "real" world seems dull and grey, while his heart aspires to dwell in a reality of vibrant possibility and limitless power.

Goal: Xoti is lonely. He dreams of the faces of his family and village, wishing that those around him were his true people and yet knowing they are not.

In the Tarnished Souk

Xoti rents out entire taverns for himself and his entourage – wherever he dwells in the Tarnished Souk becomes a raging revel of exuberance bordering on madness and depravity. Recently in a reckless mood, he has bought out (and is 'slumming it' in) the infamous Rotgut Cauldron, much to the displeasure of its usual fiendish patrons who resent the intrusion.

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

DC 15 - Xoti is a mahrog - a primitive humanoid race but his blood carries the power of the gods.

DC 20 - He is a mighty godling, both cunning and fascinating. Other say, "He enters a room like a sudden storm, at once terrifying and beautiful."

DC 25 – He is strong, incredibly perceptive, and wields powers of fire and earth. He resists divine spells and is unmatched with a morning star.

DC 35 – He is prideful and aspires to greatness; shame wounds him deeper than any arrow. He is also a terrible gossip, and resents holding his tongue.

DC 45 - Xoti appears angelic, but is no angel. He regularly purchases enslaved gladiators to serve in his growing secret army, and his full wrath can be cruel.

How To Use Noti, the Usurper

- Xoti makes a fine benefactor, capable of buying the PCs from slavery or out from under a dire debt. He is enthusiastic but demands greatness, and may decide that the PCs must help him reclaim his homeland before he releases them.
- Though Xoti is outwardly a beacon of mirth and frivolity, none should forget he may one day become a god of earth, fire, and war. Should anyone stand in the way of his grand destiny, he exhibits the fury of a dark and terrible god.
- Xoti meets the PCs at a party. The gregarious godling buys strongs drinks, offers bold encouragement, and goads them into a boasting contest. Soon he goes further, recklessly enflaming the PCs' reputation by taunting their rivals and making outrageous boasts of their abilities. Xoti refuses to retract anything he says, leaving the PCs to deal with the trouble.
- Xoti maintains his wealth by gambling in the Coliseum; he enjoys the freakish good luck of the gods. When he bets against the PCs - and loses - he rages, accusing them of cheating and worse.
- If playing "The Pasha's Riches" (Coliseum Morpheuon, Chapter 10): The Pasha of Swirling Ashes is throwing an exclusive party - a perfect opportunity for the PCs to search for his treasure. Xoti could bring them as guests, but only if they prove themselves worthy of partying with him, requiring truly superhuman feats of endurance.
- Xoti and his entourage have taken over the Rotgut Cauldron, displacing its usual fiendish clientele. A devil pleads with the PCs to coax Xoti to move on through any means necessary.
- Morose and brooding, Xoti experiences a crisis of faith: is his quest to bring the enlightenment of civilization to his sheltered people really in their best interest? Would he truly be a better god to them than the one they have, or will his pride be the doom of them all? Dare the PCs counsel him?

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Xoti, The Usurper CR 19

XP 204,800

Male cunning fascinating mahrog mighty godling 18 N Medium humanoid (human, mahrog)

Init +11; Senses darkvision 60 ft., blindsense 90 ft., blindsight 30 ft., rockseer (18 rounds/day), see in darkness 30 ft., tremorsense 30 ft., x-ray vision (18 rounds/day); Perception +24

Defense

AC 37, touch 23, flat-footed 37 (+14 armor, +5 deflection, +3 Dex, +5 insight)

hp 194 (18d12+72)

Fort +23, Ref +23, Will +18

Defensive Abilities battle lord III, earthly perseverance (5/day), guarded, heavenly perseverance (5 rounds), uncanny dodge

Offense

Speed 40 ft., burrow 30 ft., fly 30 ft. (good); earth glide (18 min./day)

Melee morningstar of retribution +31/+26/+21/+16 (1d8+14/19-20) or divine weapon +25/+20/+15/+10(4d6+10)

Ranged divine weapon +21/+16/+11/+6(3d6+7)

Special Attack channel positive energy 4/day (9d6, DC 26), fascinating gaze (30 ft., DC 23), heavenly fire 10/day (1d4+9), might of the gods +18 (18 rounds/day), retribution 10/day, tremor (10/day, 30 ft., trip +25)

Domain Spell-Like Abilities (CL 18th; concentration +22)

7/day-inspiring word (9 rounds), strength surge +9 Spell-Like Ability (CL 18th; concentration +22)

1/day-foresight

Tactics

Before Combat Xoti invigorates himself with a strength surge and rallies his allies with inspiring word. During Combat Xoti charges into combat, bellowing challenges to the leader of his opponents. He will attempt once to disarm his foe, then proceeding to make full attacks with his morningstar of retribution, pausing only to heal himself or his allies. Versus particularly vile foes, or creatures he believes are tainted or beneath him, he is content to stay back and rain down punishment with his powerful longbow or heavenly fire.

Morale If reduced to 30 hit points or fewer, Xoti yields, admitting he is bested and thanking his opponent for a worthy contest.

Statistics

Str 24, Dex 16, Con 18, Int 20, Wis 14, Cha 22

Base Atk +18; CMB +25 (+27 disarm); CMD 48 (52 vs. sunder, 54 vs. disarm)

Feats Additional Traits*, Alertness, Combat Expertise, Emergent Divinity (5), Greater Weapon Focus (morningstar)^B, Improved Critical (Morningstar)^B, Improved Disarm^B Improved Initiative^B, Improved



Unarmed Strike^B, Improvised Weapon Mastery^B Leadership^B, Persuasive, Weapon Focus (morningstar)^B Skills Acrobatics +24 (+33 jumping), Climb +23, Diplomacy +25, Disguise +34, Fly +27, Intimidate +29, Knowledge (local) +26, Knowledge (nature, planes, religion) +13, Perception +24, Sense Motive +24, Stealth +31, Survival +15, Swim +23, Use Magic Device +28

Languages Abyssal, Celestial, Common, Dwarven, Elven, Goblin, Infernal, Mahrog, Orc

SQ force of brawn, lineage domains (nobility, preservation, strength), paramortal IV, physical avatar, preternatural senses IV, scholar II, seer II, stonecunning, unbreakable grip

Combat Gear elixir of healing (4); **Gear** angel plate, gauntlet of holy smiting (2), morningstar of retribution, belt of physical perfection +4, boots of striding and springing, headband of mental superiority +4 (Disguise, Knowledge [local]), ring of chameleon power, ring of protection +5, robe of action

Special Abilities

Battle Lord III Xoti has a +4 bonus to his CMD against disarm and sunder combat maneuvers, is proficient with all weapons, armor, and shields, including those he has never seen or trained with.

Divine Portfolio Should Xoti ever become a fullfledged deity, he will certainly be a lord of earth, fire, and war. He possesses the weapon mastery revelation with morningstars from the battle oracle mystery, the molten skin revelation of the flame oracle mystery, and the earth glide revelation of the stone oracle mystery. These revelations grant him fire immunity, the ability to burrow at his land speed, and the following bonus feats: Greater Weapon Focus (morningstar), Improved Critical (morningstar), and Weapon Focus (morningstar) as bonus feats.

Divine Weapon (Su) As a free action, Xoti can create a weapon composed entirely of sonic energy. It appears as any type of weapon he desires. When used, it deals 4d6 base damage as a two-handed weapon, 3d6 base damage as a one-handed, or ranged weapons, and 2d6 base damage as a light weapon. This weapon is dismissed as a swift action, or at the end of Xoti's turn if he isn't holding it.

Force of Brawn (Su) Due to his deific heritage, Xoti can accomplish many things through brute strength that others find easier by other means. He uses his Strength modifier instead of Constitution, Dexterity, or Wisdom for saving throws, and Acrobatics, Intimidate, and Stealth skills checks.

Guarded (Su) Xoti has SR 28 against spells from divine spellcasting classes, spells and spell-like abilities from creatures that cast as equivalent to a divine spellcasting class, and spells and spell-like abilities from any sort of outsider.

Lineage Domains A result of his divine bloodline, Xoti has the granted powers of the Nobility, Preservation, and Strength domains as a 12th-level cleric. Domain powers are Constitution-based.

Mystic Inheritance Xoti actively draws strength from the heavenly planes, and the deepest regions of the earth, gaining the bloodline arcana, and the heavenly fire ability of the celestial sorcerer bloodline, as well as the bloodline arcana, and both the tremor and rockseer abilities of the deep earth sorcerer bloodline.

Paramortal IV Xoti does not need to eat, drink, or sleep, though he can. He suffers no penalties for lack of food or water, and does not suffer starvation or thirst. He is never blinded, confused, deafened, fatigued, or exhausted. This ability also granted him darkvision with the range of 60 ft. He does not age, and is immune to magical aging.

Physical Avatar (Ex) Xoti possesses a +9 bonus to all his Strength-based, Dexterity-based, and Constitutionbased ability and skill checks.

Preternatural Senses IV Xoti possesses an inherent awareness granting him perceptive capabilities beyond those of others of his kind. This awareness grants him blindsense to a range of 90 ft., blindsight 30 ft., his darkvision gives him full-color vision, and he possesses the see in darkness ability to a range of 30 ft. Whenever he makes an attack against a foe within 30 ft., he reduces the miss chance by 20%, and can reroll his miss chance roll once when he misses a foe with concealment. **Retribution (Su)** When hit by a melee attack, Xoti may make a melee attack at his full attack bonus against the attacker. This counts as his attack of opportunity for the round, and he cannot use this if he's prevented from making attacks of opportunity.

Scholar II Xoti has Linguistics and all Knowledge skills as class skills, as well as Abyssal, Celestial, and Infernal as bonus languages. Should he fail a Knowledge check, he may try again after 24 hours.

Seer II As a standard action, Xoti can attempt to gather information about a given topic. To do this, he makes a special check with a +34 bonus. He can only make a single check for a given topic, and cannot make a new check until he's gained another level. Additionally, when not distracted (under conditions calm enough he could take 10 on skills), Xoti may examine a spoken statement made by another creature. He makes a Sense Motive check opposed by the speaker's Bluff check. If successful, Xoti can determine if the speaker is intentionally lying, concealing the truth, making a partially true statement, or omitting important details that change the context of the statement examined, though he doesn't know which of these methods are being used. He can use this ability 10 times per day.

Traits Xoti burns with the desire to return to his village and show them there are better ways to live. He possesses the Charming, Dangerously Curious, Dream-Scarred, and Past Failures traits.

Unbreakable Grip (Ex) As hard as stone, Xoti's hands are unyielding. He gains +18 bonus to his CMD against disarm attacks, and he does not suffer a -4 penalty to grapple checks as long as he has one hand free (though he must have at least one hand free to initiate or maintain a grapple). He also receive this bonus to CMB checks made to establish or maintain a grapple, as long as he does not deal damage, pin, or tie up his foe. (While using this bonus on a grapple check, Xoti can only grapple and move a foe.)

()ariants

Listed below are the changes to Xoti if you use one of the three following templates, two of which can be found below and in 101 Not So Simple Templates from Rite Publishina.

Resilient: CR 21; XP 409,600; hp 284 (18d12+162); Fort +32, Ref +32, Will +27; DR 15/-; Resist acid 20, cold 20, electricity 20, fire 20, sonic 20; Con 28.

War: CR 21; XP 409,600; Init +13; AC 39, touch 25, flat-footed 39 (+5 Dex); hp 230 (18d12+108); Fort +25, **Ref** +25; **Melee** morningstar of retribution +33/+28/+23/+18 (1d8+ plus 4d6 acid) or divine weapon +27/+22/+17/+12 (4d6+13 plus 4d6 acid); **Ranged** divine weapon +23/+18/+13/+8 (3d6+9 plus 4d6 acid); Special Attacks channel positive energy (5/day, DC 28); Domain Spell-Like Abilities (CL 18th; concentration +24): 9/day-inspiring word (9 rounds), strength surge +9; Str 28, Dex 20, Con 22; CMB +27 (+29 disarm); CMD 54 (56 vs. sunder; 58 vs. disarm); **Skills** Acrobatics +26 (+35 jumping), Climb +25, Stealth +33, Swim +25.

Fortune-Blessed: CR 20; XP 307,200; NG Medium humanoid (chaotic, human, mahrog); Senses Perception +26; AC 39, touch 25, flat-footed 39 (+2 luck); Fort +25, Ref +25, Will +20; Defensive Abilities favored, turn of fate; Melee morningstar of *retribution* +32/+27/+22/+17 (19-20) or divine weapon +26/+21/+16/+11 (19-20); Ranged divine weapon +22/+17/+12/+7 (19-20); **CMB** +27 (+29 disarm); CMD 50 (54 vs. sunder, 56 vs. disarm); Skills Acrobatics +26 (+35 jumping), Climb +25, Diplomacy +27, Disguise +36, Fly +29, Intimidate +31, Knowledge (local) +28, Knowledge (nature, planes, religion) 15, Perception +26, Sense Motive +26, Stealth +33, Survival +17, Swim +25, Use Magic Device +30.

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XP 19,200

Male cunning mahrog mighty godling 12 N Medium humanoid (human, mahrog) Init +5; Senses darkvision 60 ft., blindsense 30 ft.; Perception +19

Defense

AC 23, touch 16, flat-footed 23 (+7 armor, +1 deflection, +1 Dex, +4 insight)

hp 107 (12d12+24)

Fort +17, Ref +17, Will +13

Defensive Abilities battle lord III, guarded, uncanny dodge

Offense

Speed 30 ft.

Melee +2 cold iron morningstar +19/+14/+9 (1d8+9)

Ranged mwk composite longbow +14/+9/+4 (1d8+5/x3)

Special Attack channel positive energy 3/day (6d6, DC 21), might of the gods +12 (12 rounds/day)

Domain Spell-Like Abilities (CL 12th; concentration +14)

5/day–*inspiring word* (6 rounds), *strength surge* +6 **Spell-Like Ability** (CL 12th; concentration +15)

1/day—telepathic bond

Tactics

Before Combat Xoti invigorates himself with a *strength surge* and rallies his allies with *inspiring word*. **During Combat** Xoti charges into combat, bellowing challenges to the leader of his opponents. He will attempt once to disarm his foe, then proceeding to make full attacks with his morningstar, pausing only to heal himself or his allies. Versus particularly vile foes, or creatures he believes are tainted or beneath him, he is content to stay back and rain down arrows from his powerful longbow.

Morale If reduced to 20 hit points or fewer, Xoti yields, admitting he is bested and thanking his opponent for a worthy contest.

Statistics

Str 21, Dex 12, Con 14, Int 18, Wis 10, Cha 16

Base Atk +12; **CMB** +17 (+19 disarm); **CMD** 33 (37 vs. sunder, 39 vs. disarm)

Feats Additional Traits*, Alertness, Combat Expertise, Emergent Divinity (2), Improved Disarm^B, Improved Initiative^B, Improved Unarmed Strike^B, Improvised Weapon Mastery^B, Leadership^B, Persuasive

Skills Acrobatics +19, Climb +17, Diplomacy +20, Disguise +13, Intimidate +22, Knowledge (local) +19, Knowledge (nature) +8, Knowledge (planes, religion) +11, Perception +19, Sense Motive +19, Stealth +25, Survival +10, Swim +16, Use Magic Device +19

Languages Common, Dwarven, Giant, Goblin, Mahrog, Orc

SQ force of brawn, lineage domains (nobility, strength), paramortal III, physical avatar, preternatural senses II **Combat Gear** *elixir of healing* (2); **Gear** +1 *weightless mithral breastplate*, +2 *cold iron morningstar*, *adamantine spiked gauntlet* (2), mwk composite (+5 Str) longbow with 60 arrows, *belt of giant strength* +2, *efficient quiver*, *headband of mental prowess* +2 (Int, Cha; Knowledge [local]), *ring of chameleon power*, *ring of protection* +1

Special Abilities

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Battle Lord III Xoti has a +4 bonus to his CMD against disarm and sunder combat maneuvers, is proficient with all weapons, armor, and shields, including those he has never seen or trained with.

Force of Brawn (Su) Due to his deific heritage, Xoti can accomplish many things through brute strength that others find easier by other means. He uses his Strength modifier instead of Constitution, Dexterity, or Wisdom for saving throws, and Acrobatics, Intimidate, and Stealth skills checks.

Guarded (Su) Xoti has SR 22 against spells from divine spellcasting classes, spells and spell-like abilities from creatures that cast as equivalent to a divine spellcasting class, and spells and spell-like abilities from any sort of outsider.

Lineage Domains A result of his divine bloodline, Xoti has the granted powers of the Nobility and Strength domains as a 12th-level cleric. Domain powers are Constitution-based. F F LANLANLANLANLANLANLANLANLANAS FANNAS FANNAS F

Paramortal III Xoti does not need to eat, drink, or sleep, though he can. He suffers no penalties for lack of food or water, and does not suffer starvation or thirst. He suffers no penalties from the fatigued condition, but becomes exhausted should the fatigued condition be inflicted upon him a second time. This ability also granted him darkvision with the range of 60 ft. He only ages 1 year for every 50 that pass.

Physical Avatar (Ex) Xoti possesses a +6 bonus to all his Strength-based, Dexterity-based, and Constitution-based ability and skill checks.

Preternatural Senses II Xoti possesses an inherent awareness granting him perceptive capabilities beyond those of others of his kind. This awareness grants him blindsense to a range of 30 ft., and his darkvision gives him full-color vision. Whenever he makes an attack against a foe within 30 ft., he reduces the miss chance by 20%, and can reroll his miss chance roll once when he misses a foe with concealment.

Traits Xoti burns with the desire to return to his village and show them there are better ways to live. He possesses the Charming, Dangerously Curious, Dream-Scarred, and Past Failures traits.

Variants

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

アウフススマムシンスノンシスノンシス

Resilient: CR 14; XP 38,400; hp 167 (12d12+84); **Fort** +22, **Ref** +22, **Will** +18; **DR** 10/-; **Resist** acid 10, cold 10, electricity 10, fire 10, sonic 10; **Con** 24.

War: CR 14; XP 38,400; Init +7; AC 21, touch 11, flat-footed 21 (+10 armor, +1 deflection, +3Dex, +4 insight); hp 131 (12d12+48); Fort +19, Ref +19; Melee +2 cold iron morningstar +21/+16/+11 (1d8+12 plus 3d6 acid); Ranged mwk composite longbow +16/+11/+6 (1d8+7 plus 3d6 acid/x3); Special Attacks channel positive energy (4/day, DC 22); Domain Spell-Like Abilities (CL 12th; concentration +16): 7/day—inspiring word (6 rounds), strength surge +6; Str 25, Dex 16, Con 18; CMB +19; CMD 37 (41 vs. sunder, 43 vs. disarm); Skills Acrobatics +20, Climb +18, Stealth +26, Swim +17; Gear +1 weightless mithral full-plate (replaces +1 weightless mithral breastplate).

Fortune-Blessed: CR 13; XP 25,600; NG Medium humanoid (chaotic, human, mahrog); **Senses** Perception +21; **AC** 25, touch 18, flat-footed 25 (+2 luck); **Fort** +19, **Ref** +19, **Will** +15; **Defensive Abilities** favored, turn of fate; **Melee** +2 cold iron morningstar +21/+16/+11 (19-20); **Ranged** mwk composite longbow +16/+11/+6 (19-20); **CMB** +19 (+21 disarm); **CMD** 35 (39 vs. sunder, 41 vs. disarm); **Skills** Acrobatics +21, Climb +19, Diplomacy +22, Disguise +15, Intimidate +24, Knowledge (local) +21, Knowledge (nature) +10, Knowledge (planes, religion) +13, Perception +21, Sense Motive +21, Stealth +27, Survival +12, Swim +18, Use Magic Device +21.

Noti, The Fallen

XP 1,600 Male mahrog mighty godling 6 N Medium humanoid (human, mahrog) Init +5; Senses darkvision 60 ft., blindsense 30 ft.; Perception +9

Defense

AC 19, touch 11, flat-footed 19 (+4 armor, +1 Dex, +2 natural, +2 shield) hp 56 (6d12+12) Fort +9, Ref +9, Will +6 Defensive Abilities battle lord I, uncanny dodge Offense Speed 20 ft. Melee mwk terbutje +11/+6 (1d8+4/19-20) Ranged atlatl +5 (1d6+4) Domain Spell-Like Abilities (CL 6th; concentration +8) 5/day—strength surge +3

Tactics

Before Combat Xoti invigorates himself with a *strength surge* and boasts loudly of his prowess and his enemies' inevitable defeat.

During Combat Xoti fights exuberantly and without subtlety, charging in and making full attacks with his terbutje.

Morale If reduced to 10 hit points or fewer, Xoti yields, admitting he is bested and thanking his opponent for a worthy contest.

Statistics

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Str 18, Dex 12, Con 14, Int 8, Wis 10, Cha 13

Base Atk +6; **CMB** +10; **CMD** 21 (25 vs. disarm and sunder)

Feats Additional Traits*, Alertness, Emergent Divinity, Improved Initiative^B, Improved Unarmed Strike^B, Improvised Weapon Mastery^B

Skills Acrobatics* +5 (+1 jumping), Climb* +5, Diplomacy +4, Intimidate +8, Knowledge (nature) -1, Knowledge (religion) +0, Perception +9, Sense Motive +8, Stealth* +5, Survival +5, Swim* +5, Use Magic Device +6; *+1 without shield

Languages Common, Mahrog

SQ force of brawn, lineage domain (strength), paramortal II, preternatural senses II

Combat Gear potion of bull's strength, potion of cure serious wounds; **Gear** mwk hide armor, mwk heavy wooden shield, mwk terbutje, atlatl with 3 atlatl darts

Special Abilities

Battle Lord I Xoti has a +4 bonus to his CMD against disarm and sunder combat maneuvers.

Force of Brawn (Su) Due to his deific heritage, Xoti can accomplish many things through brute strength that others find easier by other means. He uses his Strength modifier instead of Constitution, Dexterity, or Wisdom for saving throws, as well as on Acrobatics, Intimidate, and Stealth skills checks.

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Lineage Domain A result of his divine bloodline, Xoti has the granted powers of the Strength domain as a 6th-level cleric. Domain powers are Constitution-based.

Paramortal II Xoti does not need to eat or drink, though he can. He suffers no penalties for lack of food or water, and does not suffer starvation or thirst. He suffers no penalties from the fatigued condition, but becomes exhausted should the fatigued condition be inflicted upon him a second time. This ability also granted him darkvision with the range of 60 ft. He only ages 1 year for every 10 that pass.

Preternatural Senses II Xoti possesses an inherent awareness granting him perceptive capabilities beyond those of others of his kind. This awareness grants him blindsense to a range of 30 ft., and his darkvision gives him full-color vision. Whenever he makes an attack against a foe within 30 ft., he reduces the miss chance by 20%, and can reroll his miss chance roll once when he misses a foe with concealment.

Traits Xoti burns with the desire to return to his village and show them there are better ways to live. He possesses the Charming, Dangerously Curious, Dream-Scarred, and Past Failures traits.

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Dariants

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

Resilient: CR 7; XP 3,200; hp 86 (6d12+42); Fort +14, **Ref** +14, **Will** +11; **DR** 5/-; **Resist** acid 5, cold 5, electricity 5, fire 5, sonic 5; Con 24.

War: CR 7; XP 3,200; Init +7; AC 21, touch 11, flatfooted 21 (+8 armor, +1 Dex, +2 shield); hp 68 (6d12+24); Fort +11, Ref +11; Melee mwk terbutje +13/+8 (1d8+6 plus 2d6 acid/19-20); Ranged atlatl +7 (1d6+6 plus 2d6 acid); Domain Spell-Like Abilities (CL 6th; concentration +10): 7/day-strength surge +3; Str 22, Dex 16, Con 18; CMB +12; CMD 25 (29 vs. disarm and sunder); Skills Acrobatics +2 (-2 jumping), Climb +2, Stealth +2, Swim +2; Gear mwk full-plate (replaces mwk hide armor).

Fortune-Blessed: CR 6; XP 2,400; NG Medium humanoid (chaotic, human, mahrog); Senses Perception +11; AC 21, touch 13, flat-footed 21 (+2 luck); Fort +11, Ref +11, Will +8; Defensive Abilities favored, turn of fate; Melee mwk terbutje +12/+7 (17-20); Ranged atlatl +6 (19-20); CMB +12; CMD 23 (27 vs. disarm and sunder); Skills Acrobatics +7 (+3 jumping), Climb +7, Diplomacy +6, Intimidate +10, Knowledge (nature) +2, Knowledge (religion) +2, Perception +11, Sense Motive +10, Stealth +7, Survival +7, Swim +7, Use Magic Device +8.

New Race

Mahrog

Most "normal" humans consider the mahrog to be a degenerate offshoot of their race. In reality, they are the chosen people of a mostly forgotten goddess who rejects progress and has guided the mahrog to remain as they are for millennia.

Mahrog Racial Traits

+2 Strength, -2 Intelligence, and +2 to either Wisdom or Constitution: All mahrogs are very strong though often lack the intellectual capacity of more civilized races. As a race on the cusp of human-like variety, they tend to possess either exceptional stamina or keen insight, but rarely both.

Medium: Mahrogs are Medium-sized creatures with no bonuses or penalties due to size.

Normal Speed: Mahrogs have a base speed of 30 feet. Almost Human: Mahrogs count as human for any

effect related to race. They are humanoids with the human and mahrog subtypes.

Bonus Feats: Mahrogs gain Improved Unarmed Strike and Improvised Weapon Mastery as bonus feats, even if they do not meet the prerequisites.



Mahrog

Skilled: Mahrogs gain an additional skill rank at first level which they must use in Acrobatics, Climb, Handle Animal, Knowledge (nature), Perception, or Survival. Every other level thereafter, they gain an additional skill rank which has the same limitations.

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Skin of the Beast: You gain a +2 natural armor bonus to Armor Class when wearing leather or hide armor. You do not gain this bonus if you are wearing, wielding, or holding anything made out of metal.

Languages: Mahrog begin play speaking Common and Mahrog. Mahrogs with high Intelligence scores can choose any of the following: Dwarven, Elven, Gnome, Goblin, Halfling, and Orc.

Preservation Domain

Granted Powers: The will of the gods allows you to shake off any effect that would alter your mind or form. *Earthly Perseverance (Su)* When you fail a Fortitude or Will save, you may make another saving throw against the effect with a resistance bonus equal to your Wisdom or Constitution modifier (whichever is higher). This power is used as an immediate action after the first save is attempted, but before the results are revealed by the GM. You must take the second result, even if it is worse. You can use this ability a number of times per day equal to your Wisdom modifier.

Heavenly Perseverance (Sp) At 8th level, once per day for a number of rounds equal to your Wisdom modifier, you gain immunity to mind-affecting, petrification, and polymorph spells. You can activate this ability as an immediate action and the duration cannot be broken up.

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Spells 1st–endure elements , Domain 2ndrestoration, lesser, 3rd-dispel magic, 4th-restoration, 5th-break enchantment, 6th-heal, 7th-restoration, greater, 8th-antimagic field, 9th-true resurrection

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Simple Templates

Cunning Creature (CR *1)

This being is exceedingly sly for one of its kind. The base creature must possess an Intelligence score.

Quick Rules: +4 bonus to AC, CMD, saves, and Intelligence-based skills; Spell-Like Ability 1/day any one divination spell of any level that does not exceed half the base creature's HD.

Rebuild Rules: Special Defenses insight bonus to AC, CMD, and saves equal to Intelligence modifier; Spell-Like Ability 1/day any one divination spell of any level that does not exceed half the base creature's HD, the DC for this ability are Intelligence-based; Ability Scores +8 Int.

Fascinating Creature (CR *1)

This creature is so unique and unusual that other creatures cannot help but stop and stare. Its quick rules are the same as its rebuild rules.

Rebuild Rules: Special Attacks fascinating gaze; Ability Scores +4 Cha.

Fascinating Gaze (Su) Fascinated for 2d4 rounds, 30 ft., Will (DC 10 + 1/2 the fascinating creature's HD + its Charisma modifier).

Resilient Creature (CR *2)

This being can endure an extraordinary amount of punishment.

Quick Rules: +5 bonus to all saves; +5 hp/HD; DR 5/-; **Resist** 5 all energy types.

Rebuild Rules: Special Defenses gain circumstance bonus to all saving throws equal to Constitution modifier; ignores all partial effects upon a successful saving throw; DR 5/- (if the creature possessed 10 or more HD this increases to 10/- or 15/if the creature possesses 15 or more HD); Resist 5 to all energy types (if the creature possessed 10 or more HD it increases to 10 or 20 if the creature possesses 15 or more HD); Ability Scores +10 Con.

War Creature (CR *2)

This being has been created to exist for nothing but combat and battle.

Quick Rules: +10 bonus to AC, +2 to attack and damage rolls, +1d6 fire damage to all attacks, +2 hp/HD.

Rebuild Rules: Special Defenses Gain heavy armor +8 total armor bonus (automatically proficient); **Special Attack** melee and ranged attacks deal +1d6 of a chosen energy type (add an additional +1d6 for every 5 HD the base creature possesses); Ability Scores +4 Str, +4 Dex, +4 Con.



Fortune-Rlessed Creature

Whether blessed by the gods or simply born lucky, some creatures seem to live charmed lives. These are the fortune-blessed creature-those that seem able to beat the odds time and time again.

Fortune-blessed creatures look like normal specimens of their kinds, but many exhibit an attitude that appears to be foolish overconfidence. Fortune-blessed creatures tend to be risk-takers, and they frequently act without thinking. More often than not, however, their rash natures get them out of whatever trouble they get into.

Creating a Fortune-Blessed Creature

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

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

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Challenge Rating Same as the base creature +1.

Size and Type Size and type are unchanged, but the creature gains the chaotic subtype if the base creature did not already have it.

Armor Class The fortune-blessed creature benefits from a + 2 luck bonus to AC.

Defensive Abilities Fortune-blessed creatures possess the following abilities.

Favored (Ex) A fortune-blessed creature gains a +2 luck bonus on all opposed checks, and saves, and enjoy a +1 luck bonus on all attack rolls.

Turn of Fate (Su) Once per day as a swift action, a fortune-blessed creature can reroll any failed roll it has just made. It must accept the results of the second roll.

Special Attacks Fortune-blessed creatures possess the following abilities.

Augmented Criticals (Su) The critical threat range of each of a fortune-blessed creature's attacks doubles. This doubling follows the standard rules for doubling critical ranges and does not stack with other doubling effects, such as keen edge, or the Improved Critical feat. Lucky Strike (Su) As a free action once per encounter, the fortune-blessed creature can apply a true strike effect to a single attack.

Skill Fortune-blessed creatures enjoy a +2 luck bonus on all skill checks. This stacks with the favored ability above.

Feats

Emergent Divinity [Godling]

Your innate, godlike powers grow. **Prerequisite**: Godling

Benefit: You gain 1 rank of godling divine traits.

Special: This feat may be taken more than once, but not more often than once per 3 levels. Each time it is selected, it gives you 1 additional divine trait rank.

Traits

Diehard Dreamer: You hold fast to Dreams. When you would degrade a Dream so that it would be destroyed, you may make a Charisma check (DC 15). Success means the Dream is not destroyed, but it cannot be further degraded. You can still sacrifice the dream.

Dream-Scarred: You have endured true and powerful horror. You have suffered a terrible trauma which excised a Hope from you. This awful event does provide some solace. You have the faintest memory of your lost Hope with you always, and never suffer the penalties for having no Dreams. Although your Dreams may be stolen as usual, any attempts to steal a Dream from you result in your opponent becoming dazed for one round, and suffering a -3 penalty to Will saves for one hour.

Inspired Dreamer: Your Dreams may be degraded three times before being destroyed or downgraded to the next lower sort of Dream. Sacrificing a Dream nets you four benefits as opposed to the normal three. You must have the Diehard Dreamer Dream trait to have this Dream trait.

Past Failures: That which haunts you also empowers you. You have a Broken Dream in addition to your three starting Dreams. This Dream begins as a degraded Hope and always remains degraded, even when becoming an Aspiration or a Goal. It cannot be healed by any means. The Broken Dream also provides a constant bonus in the Plane of Dreams when you engage in one skill associated with that Broken Dream. Choose the skill at the same time you choose this trait. The bonus scales depending on the strength of the Broken Dream: a Hope provides a +4 bonus, an Aspiration +2, and a Goal +1. Broken Dreams may be sacrificed or stolen normally. A stolen Broken Dream provides both the thief and the original owner its bonus when engaging in the appropriate activity.

Magic Items

Grace: Armor with this quality becomes more flexible. Grace armor adds +2 to the maximum Dexterity bonus and lowers the armor check penalty by 3 to a minimum of zero. Moderate transmutation; CL 6th; Craft Magic Arms and Armor, *cat's grace*; Price: +1 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 armor), +2 bonus (heavy armor).

Angel Plate

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Aura strong transmutation [good]; CL 15th Slot armor; Price 218,300 gp; Weight 25 lbs. Description

Rarer and more powerful than its demonic counterpart, this +5 ghost touch grace weightless mithral full-plate grants its wearer a fly speed of 30 ft. with good maneuverability, and DR 5/- against melee attacks from creatures with the evil subtype. While flying, the armor sprouts wings which shed light as a torch.

As a swift action once per day, the wearer can cause the armor to sprout six wings, increasing their fly speed to 60 ft. with perfect maneuverability for 1 minute.

Construction

Requirements Craft Magic Arms and Armor, Craft Wondrous Item, *fly*, *holy smite*, *overland flight*, *righteous might*; **Cost** 114,400 gp

Elixir of Healing

Aura strong conjuration (healing); CL 15th

Slot none; Price 11,250 gp; Weight l lb.

Description

This bottle contains a thick, bland tasting fluid which affects the creature that drinks it with a *heal* spell, healing 150 points of damage. Each bottle has enough fluid to be drank from twice before being empty.

Construction

Requirements Craft Wondrous Item, *heal*; **Cost** 5,625 gp

Gauntlet of Holy Smiting

Aura moderate evocation [good]; CL 9th Slot hands; Price 16,005 gp; Weight 1 lb. Description

This adamantine spiked gauntlet gains a +1 *enhancement* as well as the *holy* weapon ability when used against evil creatures. The gauntlet gains the *bane* ability when used against evil outsiders.

Construction

Requirements Craft Magic Arms and Armor, *holy smite, summon monster I*; **Cost** 9,505 gp

Morningstar of Retribution

Aura strong transmutation; CL 12th Slot none; Price 95,008 gp; Weight 6 lbs. Description

Description

This +4 ghost touch cold iron morningstar has spikes of both adamantine and mithral, allowing it to overcome damage reduction as adamantine, cold iron, and silver.

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Construction

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Requirements Craft Magic Arms and Armor, *haste, plane shift, summon monster I*; **Cost** 50,508 gp

Robe of Action

Aura moderate transmutation; CL 10th Slot body; Price 16,000 gp; Weight 1 lb. Description

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While worn, the wearer of this robe gains a +4 insight bonus on initiative checks, and can perform a full-round of actions on a surprise round instead of just a standard action.

Construction

N/E

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Requirements Craft Wondrous Item, Improved Initiative, *haste*; **Cost** gp

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61-7