

No Plunder, No Pay

Ballista

Resembling a massive crossbow, a ballista's power is provided by twisted skeins of animal sinew used as torsion springs driving a pair of adjustable arms. A cord attached to both arms is winched back and a projectile is loaded into a grooved slider for release. Ballistae are direct-fire weapons.

Light: This common type of ballista, also called an arbalest or scorpion, is size Large, maneuverable, and often mounted atop towers or even vehicles. Light ballistae have a hardness of 5 and 50 hit points. Light ballista bolts cost 10 gp each and weigh 10 pounds.

Heavy: These Huge-sized siege engines are commonly used as castle defenses, as well as on large warships. Heavy ballistae have a hardness of 5 and 100 hit points. Heavy ballista bolts cost 30 gp and weigh 20 pounds each.

Gate Breaker: This massive ballista fires specially weighted quarrels with blunt metal tips. These are used as long-range battering rams, shot at walls or the gates of castles. When they hit a wooden structure, they have a critical range of 19–20/x3. Gate breaker ballistae have a hardness of 5 and 200 hit points. Gate breaker ballista bolts cost 50 gp and weigh 30 pounds each.

Constrict (Ex)

A creature with this special attack can crush an opponent, dealing bludgeoning damage, when it makes a successful grapple check (in addition to any other effects caused by a successful check, including additional damage). The amount of damage is given in the creature's entry and is typically equal to the amount of damage caused by the creature's melee attack.

Format: constrict (1d8+6); Location: Special Attacks.

DUELIST

Parry (Ex): At 2nd level, a duelist learns to parry the attacks of other creatures, causing them to miss. Whenever the duelist takes a full attack action with a light or onehanded piercing weapon, she can elect not to take one of her attacks. At any time before her next turn, she can attempt to parry an attack against her or an adjacent ally as an immediate action. To parry the attack, the duelist makes an attack roll, using the same bonuses as the attack she chose to forego during her previous action. If her attack roll is greater than the roll of the attacking creature, the attack automatically misses. For each size category

that the attacking creature is larger than the duelist, the duelist takes a –4 penalty on her attack roll. The duelist also takes a –4 penalty when attempting to parry an attack made against an adjacent ally. The duelist must declare the use of this ability after the attack is announced, but before the roll is made.

Enhanced Mobility (Ex): Starting at 3rd level, when wearing light or no armor and not using a shield, a duelist gains an additional +4 bonus to AC against attacks of opportunity caused when she moves out of a threatened square.

Combat Reflexes: At 4th level, a duelist gains the benefit of the Combat Reflexes feat when using a light or onehanded piercing weapon.

Grace (Ex): At 4th level, a duelist gains an additional +2 competence bonus on all Reflex saving throws. This ability functions for a duelist only when she is wearing light or no armor and not using a shield.

Riposte (Ex): Starting at 5th level, a duelist can make an attack of opportunity against any creature whose attack she successfully parries, so long as the creature she is attacking is within reach.

Favored Enemy (Ex)

At 1st level, a ranger selects a creature type from the ranger favored enemies table. He gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against creatures of his selected type. Likewise, he gets a +2 bonus on weapon attack and damage rolls against them. A ranger may make Knowledge skill checks untrained when attempting to identify these creatures.

Ghost

This spectral, horrifying figure glides silently through the air, passing through solid objects as if they didn't exist.

GHOST CR 7

XP 3,200

Human ghost aristocrat 7

CE Medium undead (augmented humanoid, incorporeal)

Init +5; Senses darkvision 60 ft.; Perception +18

DEFENSE

AC 17, touch 17, flat-footed 15 (+1 Dex, +1 dodge, +5 deflection)

hp 73 (7d8+42)

Fort +7, Ref +5, Will +7

Defensive Abilities channel resistance +4, incorporeal, rejuvenation; Immune undead traits

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OFFENSE

Speed fly 30 ft. (perfect)

Melee corrupting touch +6 (7d6, Fort. DC 18 half)

Special Attacks frightful moan (DC 18)

STATISTICS

Str —, Dex 12, Con —, Int 10, Wis 11, Cha 20

Base Atk +5; CMB +5; CMD 22

Feats Dodge, Improved Initiative, Iron Will, Lightning

Reflexes, Toughness

Skills Fly +9, Knowledge (history) +10, Knowledge (nobility)

+10, Perception +18, Sense Motive +10, Stealth +9; Racial

Modifiers +8 Perception, +8 Stealth

Languages Common

ECOLOGY

Environment any

Organization solitary

Treasure NPC gear

When a soul is not allowed to rest due to some great injustice, either real or perceived, it sometimes comes back as a ghost. Such beings are in eternal anguish, lacking in substance and unable to set things right. Although ghosts can be any alignment, the majority cling to the living world out of a powerful sense of rage and hatred, and as a result are chaotic evil—even the ghost of a good or lawful creature can become hateful and cruel in its afterlife. More than most of the monsters in this book, a ghost benefits from a strong and detailed backstory. Why did this character become a ghost? What are the legends surrounding the ghost? An encounter with a ghost should never happen completely out of the blue—there are plenty of other incorporeal undead like wraiths and spectres to fill that role. A proper encounter with a ghost should be a climactic scene after a lengthy period of tension building with lesser minions or manifestations of the undead spirit. The sample ghost above is that of a human princess who was murdered by an unfaithful lover—after she confronted him, he murdered her by wrapping her in chains and throwing her into the castle well, where she drowned. The ghost's abilities were selected to fit this backstory, and it shows how potent a villain you can create with a simple NPC class. Applying the template to creatures with class levels or creatures with significant racial abilities can create even more powerful ghosts.

When a ghost is created, it retains incorporeal “copies” of any items that it particularly valued in life (provided the originals are not in another creature's possession). The equipment works normally for the ghost but passes harmlessly through material objects or creatures. A weapon of +1 or better magical enhancement, however, can

harm material creatures, but any such attack deals only half as much damage (50%) unless it is a ghost touch weapon.

A ghost can use shields or armor only if they have the ghost touch quality.

The original items remain behind, just as the ghost's physical remains do. If another creature seizes the original, the incorporeal copy fades away. This loss invariably angers the ghost, who stops at nothing to return the item to its original resting place (and thus regain the item's use).

Creating a Ghost

“Ghost” is an acquired template that can be added to any living creature that has a Charisma score of at least 6. A ghost retains all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature +2.

Type: The creature's type changes to undead. Do not recalculate the creature's base attack bonus, saves, or skill points. It gains the incorporeal subtype.

Armor Class: A ghost gains a deflection bonus equal to its Charisma modifier. It loses the base creature's natural armor bonus, as well as all armor and shield bonuses not from force effects or ghost touch items.

Hit Dice: Change all of the creature's racial Hit Dice to d8s. All Hit Dice derived from class levels remain unchanged. Ghosts use their Charisma modifiers to determine bonus hit points (instead of Constitution).

Defensive Abilities: A ghost retains all of the defensive abilities of the base creature save those that rely on a corporeal form to function. Ghosts gain channel resistance +4, darkvision 60 ft., the incorporeal ability, and all of the immunities granted by its undead traits. Ghosts also gain the rejuvenation ability.

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat: the “destroyed” spirit restores itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. The only way to permanently destroy a ghost is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research, and should be created specifically for each different ghost by the GM. Speed: Ghosts lose their previous speeds and gain a fly speed of 30 feet (perfect), unless the base creature has a higher fly speed.

Melee and Ranged Attacks: A ghost loses all of the base creature's attacks. If it could wield weapons in life, it can wield ghost touch weapons as a ghost.

Special Attacks: A ghost retains all the special attacks of the base creature, but any relying on physical contact do not function. In addition, a ghost gains one ghost special attack from the list below for every 3 points of CR (minimum 1—the first ability chosen must always be corrupting

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touch). The save DC against a ghost's special attack is equal to 10 + 1/2 ghost's HD + ghost's Charisma modifier unless otherwise noted. Additional ghost abilities beyond these can be designed at the GM's discretion.

Corrupting Gaze (Su): The ghost is disfigured through age or violence, and has a gaze attack with a range of 30 feet that causes 2d10 damage and 1d4 Charisma damage (Fortitude save negates Charisma damage but not physical damage).

Corrupting Touch (Su): All ghosts gain this incorporeal touch attack. By passing part of its incorporeal body through a foe's body as a standard action, the ghost inflicts a number of d6s equal to its CR in damage. This damage is not negative energy—it manifests in the form of physical wounds and aches from supernatural aging. Creatures immune to magical aging are immune to this damage, but otherwise the damage bypasses all forms of damage reduction. A Fortitude save halves the damage inflicted.

Draining Touch (Su): The ghost died while insane or diseased. It gains a touch attack that drains 1d4 points from any one ability score it selects on a hit. On each such successful attack, the ghost heals 5 points of damage to itself. When a ghost makes a draining touch attack, it cannot use its standard ghostly touch attack.

Frightful Moan (Su): The ghost died in the throes of crippling terror. It can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.

Malevolence (Su): The ghost's jealousy of the living is particularly potent. Once per round, the ghost can merge its body with a creature on the Material Plane. This ability is similar to a magic jar spell (caster level 10th or the ghost's Hit Dice, whichever is higher), except that it does not require a receptacle. To use this ability, the ghost must be adjacent to the target. The target can resist the attack with a successful Will save. A creature that successfully saves is immune to that same ghost's malevolence for 24 hours.

Telekinesis (Su): The ghost's death involved great physical trauma. The ghost can use telekinesis as a standard action once every 1d4 rounds (caster level 12th or equal to the ghost's HD, whichever is higher).

Abilities: Cha +4; as an incorporeal undead creature, a ghost has no Strength or Constitution score.

Skills: Ghosts have a +8 racial bonus on Perception and Stealth skill checks. A ghost always treats Climb, Disguise, Fly, Intimidate, Knowledge (arcana), Knowledge (religion),

Perception, Sense Motive, Spellcraft, and Stealth as class skills. Otherwise, skills are the same as the base creature.

Grab (Ex)

If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a **free action without provoking an attack of opportunity**. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text).

Creatures with the grab special attack receive a +4 bonus on combat maneuver checks made to start and maintain a grapple.

Unless otherwise noted, grab can only be used against targets of a size equal to or smaller than the creature with this ability. If the creature can use grab on creatures of other sizes, it is noted in the creature's Special Attacks line. Format: grab; Location: individual attacks and special attacks.

IMP CR 2

XP 600

LE Tiny outsider (devil, evil, extraplanar, lawful)

Init +3; Senses darkvision 60 ft., detect good, detect magic, see in darkness; Perception +7

DEFENSE

AC 17, touch 16, flat-footed 13 (+3 Dex, +1 dodge, +1 natural, +2 size)

hp 16 (3d10); fast healing 2

Fort +1, Ref +6, Will +4

DR 5/good or silver; Immune fire, poison; Resist acid 10, cold 10

OFFENSE

Speed 20 ft., fly 50 ft. (perfect)

Melee sting +8 (1d4 plus poison)

Space 2-1/2 ft.; Reach 0 ft.

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Spell-Like Abilities (CL 6th)
Constant—detect good, detect magic
At will—invisibility (self only)
1/day—augury, suggestion (DC 15)
1/week—commune (6 questions, CL 12th)

STATISTICS

Str 10, Dex 17, Con 10, Int 13, Wis 12, Cha 14
Base Atk +3; CMB +1; CMD 15
Feats Dodge, Weapon Finesse
Skills Acrobatics +9, Bluff +8, Fly +21, Knowledge (arcana) +7, Knowledge (planes) +7, Perception +7, Spellcraft +7
Languages Common, Infernal
SQ change shape (boar, giant spider, rat, or raven, beast shape I)

ECOLOGY

Environment any (Hell)
Organization solitary, pair, or flock (3–10)
Treasure standard

SPECIAL ABILITIES

Poison (Ex) Sting—injury; save Fort DC 13; frequency 1/round for 6 rounds; effect 1d2 Dex; cure 1 save. The save DC is Constitution-based, and includes a +2 racial bonus.

Born directly from the pits of Hell, imps are among the least of the true devils; these vicious, manipulative fiends, however, hold an important role in the corruption of mortal souls. Unfettered from the ranks and duties of diabolical armies, imps delight in any opportunity to travel to the Material Plane and subtly tempt mortals toward acts of ever-greater depravity. Willingly serving spellcasters as familiars, imps play the role of dutiful servants, often granting their masters cunning advice and infernal insights. In truth, though, an imp works to deliver souls to Hell, assuring that its master's soul—and as many collateral souls as possible—faces damnation upon death.

Imps vary widely in appearance, ranging through a spectrum of bestial traits and grotesque body shapes, though most take the forms of red-skinned, winged humanoids with bulbous features. Such a typical imp stands a mere 2 feet tall, has a 3-foot wingspan, and weighs 10 pounds.

One in every thousand imps possesses the ability to communicate telepathically with creatures within 50 feet and the power to change its form into that of any Small or Tiny animal, as per the spell *beast shape II*. These imp consulars are highly prized by powerful devils, who send them to serve their favored minions or to corrupt mortals with great destinies. An imp consular can be summoned

via the Improved Familiar feat, but only by a spellcaster of 8th level or higher. Diabolists tell of other breeds of imps with similarly specialized abilities, but if such creatures truly exist they are an especially rare lot.

Unlike most devils, imps often find themselves free and alone on the Material Plane, particularly after they've been summoned to serve as familiars and their masters have perished (often indirectly due to the machinations of the imp itself). With no way to return home, these imps, freed of their bonds to arcane masters, can become dangerous pests or even leaders of small tribes of savage humanoids like goblins or kobolds.

Incorporeal (Ex)

An incorporeal creature has no physical body. It can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. It is immune to all nonmagical attack forms. Even when hit by spells or magic weapons, it takes only half damage from a corporeal source. Although it is not a magical attack, holy water can affect incorporeal undead. Corporeal spells and effects that do not cause damage only have a 50% chance of affecting an incorporeal creature (except for channel energy). Force spells and effects, such as from a magic missile, affect an incorporeal creature normally.

An incorporeal creature has no natural armor bonus but has a deflection bonus equal to its Charisma bonus (always at least +1, even if the creature's Charisma score does not normally provide a bonus).

An incorporeal creature can enter or pass through solid objects, but must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is larger than its own. It can sense the presence of creatures or objects within a square adjacent to its current location, but enemies have total concealment (50% miss chance) from an incorporeal creature that is inside an object. In order to see beyond the object it is in and attack normally, the incorporeal creature must emerge. An incorporeal creature inside an object has total cover, but when it attacks a creature outside the object it only has cover, so a creature outside with a readied action could strike at it as it attacks. An incorporeal creature cannot pass through a force effect.

An incorporeal creature's attacks pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as *mage armor*) work normally against it. Incorporeal creatures pass through and operate in water as easily as they do in air. Incorporeal creatures cannot fall or take falling damage. Incorporeal creatures cannot make trip or grapple attacks, nor can

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they be tripped or grappled. In fact, they cannot take any physical action that would move or manipulate an opponent or its equipment, nor are they subject to such actions. Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

An incorporeal creature moves silently and cannot be heard with Perception checks if it doesn't wish to be. It has no Strength score, so its Dexterity modifier applies to its melee attacks, ranged attacks, and CMB. Nonvisual senses, such as scent and blindsight, are either ineffective or only partly effective with regard to incorporeal creatures. Incorporeal creatures have an innate sense of direction and can move at full speed even when they cannot see. Format: incorporeal; Location: Defensive Abilities.

Lacedon

These aquatic cousins of the ghoul lurk near hidden reefs or other places where ships are likely to meet their ends. Lacedons have a base land speed of 30 feet and a swim speed of 30 feet.

Ghoul

GHOUL CR 1

XP 400

CE Medium undead

Init +2; Senses darkvision 60 ft.; Perception +7

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 13 (2d8+4)

Fort +2, Ref +2, Will +5

Defensive Abilities channel resistance +2

OFFENSE

Speed 30 ft.

Melee bite +3 (1d6+1 plus disease and paralysis) and 2 claws +3

(1d6+1 plus paralysis)

Special Attacks paralysis (1d4+1 rounds, DC 13, elves are immune to this effect)

STATISTICS

Str 13, Dex 15, Con —, Int 13, Wis 14, Cha 14

Base Atk +1; CMB +2; CMD 14

Feats Weapon Finesse

Skills Acrobatics +4, Climb +6, Perception +7, Stealth +7, Swim +3

Languages Common

ECOLOGY

Environment any land

Organization solitary, gang (2–4), or pack (7–12)

Treasure standard

SPECIAL ABILITIES

Disease (Su) Ghoul Fever: Bite—injury; save Fort DC 13; onset

1 day; frequency 1/day; effect 1d3 Con and 1d3 Dex damage;

cure 2 consecutive saves. The save DC is Charisma-based.

A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghastr. Ghouls are undead that haunt graveyards and eat corpses. Legends hold that the first ghouls were either cannibalistic humans whose unnatural hunger dragged them back from death or humans who in life fed on the rotting remains of their kin and died (and were reborn) from the foul disease—the true source of these undead scavengers is unclear.

Ghouls lurk on the edges of civilization (in or near cemeteries or in city sewers) where they can find ample supplies of their favorite food. Though they prefer rotting bodies and often bury their victims for a while to improve their This humanoid creature has long, sharp teeth, and its pallid flesh is stretched tightly over its starved frame. taste, they eat fresh kills if they are hungry enough. Though most surface ghouls live primitively, rumors speak of ghoul cities deep underground led by priests who worship ancient cruel gods or strange demon lords of hunger. These “civilized” ghouls are no less horrific in their eating habits, and in fact the concept of a welllaid ghoul banquet table is perhaps even more horrifying than the concept of taking a meal fresh from the coffin.

Octopus

OCTOPUS CR 1

XP 400

N Small animal (aquatic)

Init +3; Senses low-light vision; Perception +1

DEFENSE

AC 15, touch 14, flat-footed 12 (+3 Dex, +1 natural, +1 size) hp 13 (2d8+4)

Fort +5, Ref +6, Will +1

Defensive Abilities ink cloud

OFFENSE

Speed 20 ft., swim 30 ft., jet 200 ft.

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Melee bite +5 (1d3+1 plus poison), tentacles +3 (grab)

STATISTICS

Str 12, Dex 17, Con 14, Int 2, Wis 13, Cha 3

Base Atk +1; CMB +1 (+5 grapple); CMD 14 (can't be tripped)

Feats MultiattackB, Weapon Finesse

Skills Escape Artist +13, Stealth +20, Swim +9; Racial Modifiers +8 Stealth, +10 Escape Artist

ECOLOGY

Environment temperate or cold ocean

Organization solitary

Treasure none

SPECIAL ABILITIES

Ink Cloud (Ex) An octopus can emit a 10-foot-radius sphere of

ink once per minute as a free action. The ink provides total concealment in water, and persists for 1 minute.

Jet (Ex) An octopus can jet backward once per round as a full-round action, at a speed of 200 feet. It must move in a straight line while jetting, and does not provoke attacks of opportunity when it does so.

Poison (Ex) Bite—injury; save Fort DC 13; frequency 1/round for 6 rounds; effect 1 Str; cure 1 save.

The octopus is a cunning animal capable of using complex tactics to get food.

Octopus Companions

Starting Statistics: Size Small;

AC +1 natural; Speed 20 ft., swim 30 ft.,

jet 200 ft.; Attack bite (1d3), tentacles

(grab); Ability Scores Str 12, Dex

17, Con 14, Int 2, Wis 12, Cha

3; Special Qualities low-light

vision, ink cloud.

4th-Level Advancement:

Attack bite (1d3 plus poison);

Ability Scores Str +2, Con +2.

Octopus, Giant

XP 4,800

N Large animal (aquatic)

Init +6; Senses low-light vision; Perception +8

DEFENSE

AC 18, touch 11, flat-footed 16 (+2 Dex, +7 natural, –1 size)
hp 90 (12d8+36)

Fort +11, Ref +12, Will +7

Defensive Abilities ink cloud (30-foot-radius sphere)

OFFENSE

Speed 20 ft., swim 30 ft., jet 200 ft.

Melee bite +13 (1d8+5 plus poison), 8 tentacles +11 (1d4+2

plus grab)

Space 10 ft.; Reach 10 ft. (20 ft. with tentacle)

Special Attack constrict (tentacle, 1d4+2)

STATISTICS

Str 20, Dex 15, Con 17, Int 2, Wis 12, Cha 3

Base Atk +9; CMB +15 (+19 grapple); CMD 27 (can't be tripped)

Feats Combat Reflexes, Improved Initiative, Iron Will, Lightning

Reflexes, MultiattackB, Skill Focus (Stealth), Stealthy

Skills Escape Artist +18, Perception +8, Stealth +18, Swim +13;

Racial Modifiers +10 Escape Artist, +8 Stealth

ECOLOGY

Environment any ocean

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Poison (Ex) Bite—injury; save Fort DC 19; frequency 1/round for 6 rounds; effect 1d3 Str; cure 2 saves.

The giant octopus is a true monster capable of catching and eating sharks, humans, or anything else it can grab with its tentacles.

Shadow

SHADOW CR 3

XP 800

CE Medium undead (incorporeal)

Init +2; Senses darkvision 60 ft.; Perception +8

DEFENSE

AC 15, touch 15, flat-footed 12 (+2 deflection, +2 Dex, +1 dodge)

hp 19 (3d8+6)

Fort +3, Ref +3, Will +4

Defensive Abilities incorporeal, channel resistance +2;

Immune undead traits

OFFENSE

Speed fly 40 ft. (good)

Melee incorporeal touch +4 (1d6 Strength damage)

Special Attacks create spawn

STATISTICS

Str —, Dex 14, Con —, Int 6, Wis 12, Cha 15

Base Atk +2; CMB +4; CMD 17

Feats Dodge, Skill Focus (Perception)

Skills Fly +11, Perception +8, Stealth +8 (+12 in dim light, +4 in

bright light); Racial Modifiers +4 Stealth in dim light (–4 in

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bright light)

ECOLOGY

Environment any

Organization solitary, pair, gang (3–6), or swarm (7–12)

Treasure standard

SPECIAL ABILITIES

Create Spawn (Su) A humanoid creature killed by a shadow's Strength damage becomes a shadow under the control of its killer in 1d4 rounds.

Strength Damage (Su) A shadow's touch deals 1d6 points of Strength damage to a living creature. This is a negative energy effect. A creature dies if this Strength damage equals or exceeds its actual Strength score.

The sinister shadow skirts the border between the gloom of darkness and the harsh truth of light. The shadow prefers to haunt ruins where civilization has moved on, where it hunts living creatures foolish enough to stumble into its territory. The shadow is an undead horror, and as such has no goals or outwardly visible motivations other than to sap life and vitality from living beings.

Shadow, Greater

XP 4,800

CE Medium undead (incorporeal)

Init +5; Senses darkvision 60 ft.; Perception +13

DEFENSE

AC 18, touch 18, flat-footed 12 (+2 deflection, +5 Dex, +1 dodge)

hp 58 (9d8+18)

Fort +5, Ref +8, Will +7

Defensive Abilities incorporeal, channel resistance +2;

Immune undead traits

OFFENSE

Speed fly 40 ft. (good)

Melee incorporeal touch +11 (1d8 Strength)

Special Attacks create spawn (as per shadow), strength damage

STATISTICS

Str —, Dex 20, Con —, Int 6, Wis 12, Cha 15

Base Atk +6; CMB +11; CMD 24

Feats Dodge, Flyby Attack, Mobility, Skill Focus

(Perception, Stealth)

Skills Fly +15, Perception +13, Stealth +20 (+24 in dim light, +16

in bright light); Racial Modifiers +4 Stealth in dim light (–4 in bright light)

ECOLOGY

Environment any

Organization solitary

Treasure standard

SPECIAL ABILITIES

Strength Damage (Su) A greater shadow's touch deals 1d8 points of Strength damage to a living creature. This is a negative energy effect. A creature dies if this Strength damage equals or exceeds its actual Strength score.

Greater shadows are those undead shadows that have come to be particularly infused with negative energy, such as those that have spent vast lengths of time in areas of the Plane of Shadow awash in negative energy, or those that have drained the lives of thousands of victims. These undead monsters are often found with a small band of normal shadows, which typically treat a greater shadow as a leader to rally behind.

Swallow Whole (Ex)

If a creature with this special attack

begins its turn with an opponent grappled in its mouth (see Grab), it can attempt a new combat maneuver check (as though

attempting to pin the opponent). If it succeeds, it swallows its

prey, and the opponent takes bite damage. Unless otherwise

noted, the opponent can be up to one size category smaller than the swallowing creature. Being swallowed causes a creature to take damage each round. The amount and type of damage varies and is given in the creature's statistics.

A swallowed creature keeps the grappled condition, while the creature that did the swallowing does not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is equal to 1/10 the creature's total hit points), or it can just try to escape the grapple. The Armor Class of

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the interior of a creature that swallows whole is normally 10 + 1/2 its natural armor bonus, with no modifiers for size or Dexterity. If a swallowed creature cuts its way out, the swallowing creature cannot use swallow whole again until the damage is healed. If the swallowed creature escapes the grapple, success puts it back in the attacker's mouth, where it may be bitten or swallowed again.

Format: swallow whole (5d6 acid damage, AC 15, 18 hp);

Location: Special Attacks.

Undead Traits (Ex)

Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

Format: undead traits; Location: Immune.

Underwater Combat

Land-based creatures can have considerable difficulty when fighting in water. Water affects a creature's attack rolls, damage, and movement. In some cases a creature's opponents might get a bonus on attacks. The effects are summarized on Table 13–7. They apply whenever a

character is swimming, walking in chest-deep water, or walking along the bottom of a body of water.

Ranged Attacks Underwater: Thrown weapons are ineffective

underwater, even when launched from land.

Attacks with other ranged weapons take a –2 penalty on attack rolls for every 5 feet of water they pass through, in addition to the normal penalties for range.

Attacks from Land: Characters swimming, floating, or treading water on the surface, or wading in water at least chest deep, have improved cover (+8 bonus to AC, +4 bonus on Reflex saves) from opponents on land. Land-bound opponents

who have freedom of movement effects ignore this cover when making melee attacks against targets in the water. A completely submerged creature has total cover against opponents on land unless those opponents have freedom of movement effects. Magical effects are unaffected except for those that require attack rolls (which are treated

like any other effects) and fire effects.

Fire: Nonmagical fire (including alchemist's fire) does not burn underwater. Spells or spell-like effects with the fire descriptor are ineffective underwater unless the caster makes a caster level check (DC 20 + spell level). If the check succeeds, the spell creates a bubble of steam instead of its usual fiery effect, but otherwise the spell works as described.

A supernatural fire effect is ineffective underwater unless its description states otherwise. The surface of a body of water blocks line of effect for any fire spell. If the caster has made the caster level check to make the fire spell usable underwater, the surface still blocks the spell's line of effect.

Spellcasting Underwater: Casting spells while submerged can be difficult for those who cannot breathe underwater. A creature that cannot breathe water must make a concentration check (DC 15 + spell level) to cast a spell underwater (this is in addition to the caster level check to successfully cast a fire spell underwater).

Creatures that can breathe water are unaffected and can cast spells normally. Some spells might function differently underwater, subject to GM discretion.

Water

Water is both a great enabler and great destroyer of civilization. Life can't exist without it. Trade and travel are made much easier by its presence. Yet water can also kill, from drowning on a personal level to floods and tsunamis on a mass scale. Terrestrial life is dependent on water but at the same time fears it, as evidenced by tales as old as the sea itself, of monsters and the hideous fates that await travelers who dare to sail out of sight of land. What better place to set an adventure than on a twisting river, upon the high seas, or deep in the briny world below?

Aquatic Adventures

An aquatic adventure can take place anywhere that water is the primary terrain feature. This includes marshlands, rivers, lakes, pools, oceans, the Plane of Water, and the like.

Aquatic adventures don't require the PCs to have the ability to breathe water, of course—the inclusion of water hazards for lower-level adventurers to navigate can add a nice bit of suspense and peril to an adventure.

Adapting to Aquatic Environments

The rules presented in the Pathfinder RPG Core Rulebook for underwater combat apply to creatures not native to this dangerous environment, such as most PCs. For extended aquatic adventures or for particularly deep explorations, PCs will doubtless need to use magic to continue their adventures. Water breathing is of obvious use, while endure elements can help with temperature. Pressure damage can

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be avoided entirely with effects such as freedom of movement. Polymorph spells are perhaps the most useful in water, though, if the form assumed is aquatic in nature.

Natural Adaptation: Any creature that has the aquatic subtype can breathe water easily and is unaffected by water temperature extremes that are found in that creature's typical environment. Aquatic creatures and creatures with the hold breath ability are much more resistant to pressure damage; they do not suffer damage from pressure unless they are moved instantaneously from one depth to another in the blink of an eye (in which case they adapt to the pressure change after successfully making five successive Fortitude saves against the pressure effects).

Nautical Adventures

Water can also provide the setting for a different and unique game experience—the nautical adventure. In such a scenario, the effects and dangers of underwater adventuring are replaced by surface hazards as the PCs and their opponents use vehicles like ships and boats to navigate the terrain. For the most part, shipboard adventures can be resolved normally, with a combat taking place aboard a ship functioning almost identically to one that occurs on land. If the combat happens during a storm or in heavy seas, treat the ship's deck as difficult terrain. Remember to take into account the effects on spellcasters' concentration checks due to weather or the motion of the ship's deck (Pathfinder RPG Core Rulebook 206–207).

Fast-Play Ship Combat

When ships themselves become a part of a combat, things get more unusual. The following rules are not meant to accurately simulate all of the complexities of ship-to-ship combat, only to provide you with a quick and easy set of rules to resolve such situations when they inevitably arise in a nautical adventure, whether it be a battle between two ships or between a ship and a sea monster.

Preparation: Decide what type of ships are involved in the combat (see Table 7–49: Ship Statistics). Use a large, blank battle mat to represent the waters on which the battle occurs. A single square corresponds to 30 feet of distance. Represent each ship by placing markers that take up the appropriate number of squares (miniature toy ships make great markers and should be available at most hobby stores).

Starting Combat: When combat begins, allow the PCs (and important NPC allies) to roll initiative as normal—the ship itself moves and attacks on the captain's initiative result. If any of the ships in the battle rely on sails to move, randomly determine what direction the wind is blowing by rolling 1d8

and following the guidelines for missed splash weapons (Core Rulebook 202).

Movement: On the captain's initiative count, the ship can move its current speed in a single round as a move-equivalent action for the captain (or double its speed as a full-round action), as long as it has its minimum crew complement. The ship can increase or decrease its speed by 30 feet each round, up to its maximum speed. Alternatively, the captain can change direction (up to one side of a square at a time) as a standard action. A ship can only change direction at the start of a turn.

Attacks: Crewmembers in excess of the ship's minimum crew requirement can be allocated to man siege engines. Siege engines attack on the captain's initiative count.

A ship can also attempt to ram a target if it has its minimum crew. To ram a target, the ship must move at least 30 feet and end with its bow in a square adjacent to the target. The ship's captain then makes a Profession (sailor) check—if this check equals or exceeds the target's AC, the ship hits its target, inflicting damage as indicated on the ship statistics table to the target, as well as minimum damage to the ramming ship. A ship outfitted with an actual ram siege engine inflicts an additional 3d6 points of damage to the target (the ramming vessel suffers no additional damage).

Sinking

A ship gains the sinking condition if its hit points are reduced to 0 or fewer. A sinking ship cannot move or attack, and it sinks completely 10 rounds after it gains the sinking condition. Each hit on a sinking ship that inflicts damage reduces the remaining time for it to sink by 1 round per 25 points of damage inflicted. Magic (such as make whole) can repair a sinking ship if the ship's hit points are raised above 0, at which point the ship loses the sinking condition. Generally, nonmagical repairs take too long to save a ship from sinking once it begins to go down.

Ship Statistics

A vast variety of boats and ships exist in the real world, from small rafts and longboats to intimidating galleons and swift galleys. To represent the numerous distinctions of shape and size that exist between water-going vessels, Table 7–49 categorizes seven standard ship sizes and their respective statistics. Just as the cultures of the real world have created and adapted hundreds of different types of seafaring vessels, races in fantasy worlds might create their own strange ships. GMs might use or alter the statistic above to suit the needs of their creations, and describe such conveyances however they please. All ships have the following traits.

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Ship Type: This is a general category that lists the ship's basic type.

AC: The ship's base Armor Class. To calculate a ship's actual AC, add the captain's Profession (sailor) modifier to the ship's base AC. Touch attacks against a ship ignore the captain's modifier. A ship is never considered flat-footed.

hp: The ship's total hit points. In addition, all ships have a hardness rating based on their construction material (hardness 5 for most wooden ships). At 0 or fewer hit points, a ship gains the sinking condition as described above.

Base Save: The ship's base save modifier. All of a ship's saving throws (Fortitude, Reflex, and Will) have the same value. To determine a ship's actual saving throw modifiers, add the captain's Profession (sailor) modifier to this base value.

Maximum Speed: The ship's maximum tactical speed in combat. An asterisk indicates the ship has sails, and can move at double speed when it moves in the same direction as the wind. A ship with only sails can only move if there is some wind.

Arms: The number of siege engines (Core Rulebook 434–436) that can be fitted on the ship. A ram uses one of these slots, and only one ram may be fitted to a ship.

Ram: The amount of damage the ship inflicts on a successful ramming attack (without a ram siege engine).

Squares: The number of squares the ship takes up on the battle mat. A ship's width is always considered to be one square.

Crew: The first number lists the minimum crew complement the ship needs to function normally, excluding those needed to make use of the vessel's weapons. The second value lists the ship's maximum crew plus additional soldiers or passengers. A ship without its minimum crew complement can only move, change speed, change direction, or ram if its captain makes a DC 20 Profession (sailor) check. Crew in excess of the minimum have no effect on movement, but they can replace fallen crewmembers or man additional weapons.

Table: Ship Statistics

Ship Type	AC	hp	Base Save	
	Maximum Speed	Arms	Ram	Squares Crew
Keelboat	8	60	+4	30 feet* 1
				2d6+6

	2	4/15+100		
Longship	6	75	+5	60 feet* 1
	4d6+18	3	50/75+100	
Sailing ship	6	125	+6	60 feet* (sails
only)	2	3d6+12	3	20/50+120
Warship	2	175	+7	60 feet* 3
	3d6+12	4	60/80+160	
Galley	2	200	+8	90 feet* 4
	6d6+24	4	200/250+200	

Wolf

WOLF CR 1

XP 400

N Medium animal

Init +2; Senses low-light vision, scent; Perception +8

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 13 (2d8+4)

Fort +5, Ref +5, Will +1

OFFENSE

Speed 50 ft.

Melee bite +2 (1d6+1 plus trip)

STATISTICS

Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Base Atk +1; CMB +2; CMD 14 (18 vs. trip)

Feats Skill Focus (Perception)

Skills Perception +8, Stealth +6, Survival +1 (+5 scent tracking);

Racial Modifiers +4 Survival when tracking by scent

ECOLOGY

Environment cold or temperate forests

Organization solitary, pair, or pack (3–12)

Treasure none