

SIMPLY FREE

The Mad Scotsman Games Sampler



MAD SCOTSMAN GAMES





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“Those are some tasty little tidbits...”

Simply Free is Mad Scotsman Games’ sampler product, an inexpensive product that gives you a taste of what our company has to offer in each of its gaming products. Inside this book, you will find a plethora of gaming material, ranging from classes to monsters to races. We hope that you will find something inside these covers that you can use in your game to give your players new options or torture your GM.

If you like what you see here, then drop on by our storefront and check out the products that this material is taken from. You might just find something else you like and will pick up the full product. All of our gaming products are inexpensive and full of gaming material made by gamers for gamers. But, ***Simply Free*** is intended to let you judge for yourself so without further ado; let’s get to the main course!



CHAPTER ONE: "SIMPLY THIEVES"

The first thing you notice is the scroll sitting on your table, it wasn't there when you'd set out for another night of cutting purses just to keep the rent paid. It's bound with maroon silk and sealed with wax the color of old blood, pressed into the signet of an eye and dagger.

Your pulse races as you crack the seal. For weeks you've been meeting with the recruiter, she would follow you as you went out to do your nightly work and judge you by how much you delivered to your fence. When she saw you cut the wand from the spell-guard's belt she was so impressed she promised a position in the guild, the chance you've been waiting for.

*No more palming coins from old men, no more bagging silverware from inattentive house servants. You're ready for the real scores, the guild scores.
You unfurl the scroll and read it by starlight...*

Beneath the streets of great cities, below the veneer of civility and society, there is a different world: the *real* world. Where kings and lords dress up and demand tribute, *we* pull the strings and pocket the profits. Where great heroes fall battling foul monsters, *we* make off with the loot and no one ever knows our presence. Where adventurers delve into moldy caves for the chance at a rusty relic forgotten by time, *we* pop the illusion of power to steal priceless artifacts and mountains of gold from squirming, impotent "nobles."

Where adventurers flee to cities to escape danger, *we* know there is always danger, lurking in every alley, sewer and shadow. It is a life of endless risk; coldhearted betrayal, bloodthirsty rivals, and unspeakable horrors far more terrifying than anything rotting in ancient dungeons. Heroes call us foes, the law calls us scum, but we share the shadows with things far more sinister than anything *they* can ever imagine. And we do it every night of our lives. For gold, for power, for thrills.

We are thieves.

Welcome to the guild.





Let's Be Bad Guys

The concept behind *Simply Thieves* is to introduce both the GM and his players to the idea of becoming a gang of scheming thieves instead of a band of merry adventurers. Properly planned, a campaign focused on robbing mansions and evading the law in the city streets can be intense; a twisted knot of conspiracies, intrigue, peril and profit that more traditional parties never encounter or even suspect exists in the cities they come to relax and spend their hard-earned coin in. And that knowledge makes a gang of thieves truly mighty.

Simply Thieves offers new races, new class options, new prestige classes, new feats, and even a few new monsters to boot. This sourcebook brings the “rogue” to all players and gives the GM plenty of material on how to run urban adventuring in the heart of a city ripe for the taking.

Life as a thief means awareness, adaptability, and planning ahead for future possibilities. The law and rival factions are constantly on the hunt for you, and it can be a bloody, tiring chase to keep a step ahead of them. Large guilds have the resources to keep their members relatively safe from the greater threats of the law, but not from other guilds. Conversely, smaller guilds might be able to keep under a larger guild’s sights, but the law is skilled at spotting the calling card of each individual guild and following the trail it leads.

But thieving is still an occupation that many turn to. Either by necessity, or greed, or simple love of act and the thrill it brings. From the destitute orphan lifting coins from a man’s purse, to decadent aristocrats convinced they’re master thieves because they’ve bought the best tools, a life of crime – of laughing in the face of greater powers – can be a grand adventure even in the midst of the lowest of scum.

The Heist: Planning a Heist

A guild has to prepare for a heist intricately before undertaking it. Stealth is of the utmost importance: as a single guard can sound an alarm and end the heist instantly, forcing the thieves to retreat empty-handed (if they can get away at all). As the GM, encourage players to take several steps into consideration when preparing a heist (or don't, and let them learn on their own the differences between a dungeon crawl and a heist). The Bluff, Diplomacy, Gather Information, Intimidate, Knowledge and Sense Motive skills all come in useful for planning a heist.

Gaining information about a heist usually involves a lot of scouting and talking to people who have the information you want, but aren't liable to turn you in for asking. Bribes are the best way to get info, but not everyone takes them. Sometimes you have to stalk a site's inhabitant before you can get the information to stalk the site to finally come back and steal from it. That's the routine thieves have to follow if they want to be successful.

Learn the Layout

Buildings that are targets for thieves are designed to be unique from one another. Finding someone who knows the layout (an employed guard, or a city censure) can get you maps. Or if you feel your acting skills are up to par, you can try to infiltrate the manor beforehand to learn all you can about it (a technique called "casing"). Maps can show you the most likely place to find the loot.

Learning the layout can show you:

- The basic design of the site.
- Equipment that could be useful to infiltrate the site.

"Oh yeah, all the glitter jogs the memory a tad. As I recall, ol' Master Turnskull is takin' a bunch of his guards huntin' this weekend; reward for keeping his house thief-proof. Heh heh, heh-heh-ha-ha-HA-HA-HA-HA!"

- Arwsk, Serrat scavenger

Learn the Inhabitants

No matter how powerful a guild is, a heist can be ended simply by wandering into a servant hoping for a glass of water from the kitchens. A loud scream is as good an alarm as any. Learning who lives in the house and where, and when or if they'll be absent, can be useful knowledge.

Learning the inhabitants can show you:

- Who lives in the house (servants, owners, guards)
- Who is most likely to help you infiltrate the site (unlock doors, disarm traps, etc.)

"I saw the trip line plain as day when I was lying on my back – it connects right to the chest in his room."

- Marian, caser thief

Learn the Defenses

Private guards, traps, and other dangers can present themselves in any thieving site. It's rare to find someone who knows *all* of the defenses of a complex, but talking to enough people can get you a good knowledge of *most* defenses. Sometimes the nobles you're

trying to rob will inadvertently show them off to you if you're in disguise and/or sharing their bed with you.

Learning the defenses can show you:

- The location of traps or the patrol routes of guards.
- What kind of traps or hidden dangers to expect.

Learn the Loot

A thief can go up and down a site and steal plenty of good loot, but still miss the big payoffs. Casing the joint, talking to the inhabitants, or checking in with a fence with plenty of contacts can get you the information on where the choice pieces of swag are being kept and what they look like so you can get them.

Learning the loot can show you:

- The location of the best loot.
- Unique loot items that you might not have considered valuable.

Executing a Heist

Thieving is more than just wandering the hallways of a mansion, grabbing silver where you see it. Thieving means stealth and skill. Chances are that if you plan and execute a heist properly, your party won't have to engage in melee combat at all. Sometimes, this is preferable, as the best thieving sites are usually packed to the gills with defenses and an alarm going up could result in being mobbed by overwhelming numbers.

The skills of a thief are his ability to infiltrate unnoticed. Balance, Bluff, Climb, Disable Device, Decipher Script, Hide, Listen, Move Silently, Open Lock, Search, Spot and Tumble are high tier skills to focus on when becoming a dedicated thief. Proper tools and/or magic can boost your chances. Spells that distract or mislead others are preferable to fireballs and lightning bolts. A thief wants to work without interruption, and if he can simply evade and fool a guard into never knowing he was there, then he's a thief worth his salt.

There are generally three methods one can apply to performing a heist, and each relies on a fair amount of daring and skill.

"This is a heist! Kiss the floor and empty your purses!"

- Dresk, barbarian "thief"

Kick in the Door

Gutsy thieves should only apply this technique to small buildings; shops and the like. The tactic is as complex as its name suggests; the gang breaks in, incapacitates anyone inside, and makes off with as much loot as they can carry in a timely fashion. This method, while effective enough for small-time robbers, is obviously loaded with potential bad turns. Someone might slip away in the commotion and raise an alarm, unnecessary bloodshed may ensue, and the method is meant for speed and quantity rather than quality; unless you know where to look and what to grab, you'll almost always miss a choice piece of loot.

Kick in the Door is best for:

- Small thieving sites.
- Sites that are lightly guarded.

- Thieving parties composed of strong-combat, low-stealth members.

“Women and hot baths always mean an open window and privacy.”

- Atherton Feld, thief trainer

Slide in the Window

A little planning can go a long way. Stealth is always important, but the party will be equipped for trouble if it comes. Slide in the Window is the most common tactic of thieving you should try; it blends the directness of traditional dungeon delving with an emphasis on hiding and fooling a site's defenses, rather than leaping into melee combat with whatever creature passes your way.

Slide in the Window is best for:

- Medium-sized thieving sites.
- Sites that are fairly guarded.
- Thieving parties that use a blend of combat and stealth tactics.

Hidden Entrance

Big heists call for a lot of planning and a lot of skill, and the best method for executing a heist in a major thieving site is to lay with caution. Find out all you can about a site, from patrol routes to secret passageways and more, and then use each of these. Stealth is the all or nothing; getting spotted means certain death at the hands of powerful defenders and monsters. The Hidden Entrance method, if done properly, is a no-combat tactic. Players might not feel compelled to try this tactic on the grounds that no combat means no fun, but an imaginative, playful GM can have his players on the edge of their seats, frantically worrying on whether a passing guard will spot them and signal their doom. Escaping with the loot and without being caught can be a momentous victory and one the party should celebrate.

Hidden Entrance is best for:

- Large thieving sites.
- Sites that are heavily guarded.
- Thieving parties that use low-combat, high stealth methods.



Serrat

“You bring the colors that I wanted? Yes, yes?” the scratchy voice called from the shadowy depths of the alleyway, hiding its speaker from the young halfling’s eyes. He squinted into the darkness to see the speaker but he could not discern where the serrat was hiding.

The halfling reached inside his satchel and tossed an oilskin bundle into the alleyway. There was the scampering of calloused bare feet upon the cobblestone ground and a clawed hand snatched up the bundle before disappearing with it into the shadows. There was a tearing sound and then a squeal, more akin to a squeak than anything, of excitement. At least, the halfling hoped it was excitement.

A few moments passed before the voice in the depths spoke again. “You listen well and know now that our bargain is done. I tell you what you wish to know now. She is in the Flagstone district...with him. Watched her I have and what you suspect is true.”

The halfling nodded grimly and headed away from the alleyway, knowing fully well that the price of the expensive silks had been worth the information. Dealing with the Serrat may not be cheap but they were worth every coin spent for their service.

In the darkened alleyways and beneath the feet of the busy city, there exists a race of people who are ignored and often unseen by the unwashed masses. They are the serrat, a people who live in the shadows of the city and scavenge and steal from those who live above. They are the packrats who spirit away unprotected valuables and hold mockeries of the high society deep in the depths of their subterranean empire, whether out of mockery or a desire to belong, none know.

Personality: Serrat are scavengers by nature and they exist within a culture that seeks to hide away from the prying eyes of humans and other “top-dwelling” races. The typical serrat is a sly creature that hides their true intentions and always keeps a hand on their dagger hilt just in case their skulking is discovered or a deal goes bad. Their mannerisms are very rat-like and they are packrats by nature, hoarding all manners of worthless trinkets and junk. The serrat tend to stick to the shadows and seem to always be “skulking”. The serrat are also highly fond of gaudy clothing and jewelry, especially those of bright colors and rich texture. It is these personality traits that those few who know of the serrat take to calling them “sewer-rats,” a perversion of their race’s name.

Physical Description: Serrat resemble a cross between a rat and some subspecies of human or halfling. They stand just under three feet and rarely reach above four feet tall. They are scrawny and have thin, clawed fingers that are quite dexterous. A serrat’s body is covered in fine white, brown, or black hair with a soft pink coloration on their faces, hands, and feet. Their features are humanoid in nature, resembling a halfling’s face that is slightly elongated and more angular. They have squinty black, yellow, or red eyes, a large pink nose that seems to be constantly sniffing the air, slightly pointed ears, and puffy cheeks. Despite local legends and speculation, serrat have no whiskers or tails. Their hair is wispy and often grows in clumps. Both sexes let their hair, which is the same color as their “fur”, grow long and unkempt. Serrat enjoy dressing in gaudy, brightly-colored clothing when they are not skulking about in the shadows and many are adorned in

discarded costume jewelry or tarnished silver finery. The serrat are a short-lived race, becoming mature at the age of ten and rarely living past sixty years.

Relations: Serrat have little relations with the other races of the city. They find that the other races simply do not understand them or find them to be repulsive and treat them accordingly. Serrat will deal with the other races from the shadows and often engage in trade, whether for goods or information, in exchange for more “treasure”. Serrat are also expert scavengers and take what they can from the other races, usually without them knowing. Among their own kin, serrat are “chatty” and open, acting as if each serrat they come across is a “treasured cousin”. The serrat are also known for throwing elaborate parties and socials, an obvious mockery of high society. These gatherings are affairs for the somewhat vain serrat to parade around in their latest gaudy fashions and show off their ill-gotten gains to their kin. The most gaudy and “enriched” of the Serrat is usually the talk of the serrat community, a minor celebrity, until the next “party” is held.

Alignment: Serrat tend to be neutral as they favor keeping out of the way of others, save their own kind, and just living their lives. They may steal but they are not naturally malicious. While vain and somewhat greedy, a serrat will not go out of their ways to harm someone and are more likely to flee if confronted directly. A rare few serrat take to extreme alignments like lawful good or chaotic evil due to some outside circumstance but these serrat often live outside their society and seek their way in the world alone.

Religion: Serrat do not normally venerate deities. Those that choose to though often worship more than one, as their hoarding instinct kicks in and they will actively seek out and “collect” deities. Common deity choices for the serrat include gods of rogues, scavenging, and thievery.

Language: Serrat speak Common and Serrat, which uses the goblin alphabet. This system of high pitched squeaks and chirps is not suited for long winded debates but it can be used to pass along simple messages and hold quick conversations. Fittingly enough, the language has many different words for ownership and fashion. Serrat only speak other languages if necessary, but their lifestyle in the shadow of human cities rarely requires it.

Lands: Serrat live in urban communities, hidden away from the prying eyes of the city’s inhabitants. Serrat favor abandoned buildings, dark alleyways, and the sprawling sewers that lie beneath most cities. They often live in “packs” with ten or twenty serrat living together in the same part of the sewer system or building. These small communities are fiercely protective of its members and will often do anything in their power to protect their members and “lands” from both outsiders and other serrat.

Names: Serrat take their names from either Common or the Serrat language. It is common for a serrat to have just a single first name that they go by in their “pack” and numerous monikers and nicknames that they use when dealing with other serrat and the outside world.

Male Name Samples: Biss, Leech, Meep, Smeech, Ssek.

Female Name Samples: Kit, Nassl, Pressina, Teena, Vassa.

Adventurers: Serrat adventure to acquire more wealth and make their way in the world. They take to the profession of rogue easily and excel at it, relying on their natural dexterity and skulking to stay unnoticed while lifting the property of others. The more combative serrat such focus on light weapons such as the short sword, dagger, or rapier, even if their class calls more for brute strength than finesse. Clerics and wizards are the usual choices for the serrat spellcasters, while bards, druids, and sorcerers are a rarity. Paladins and monks are almost unheard of.

Serrat Racial Traits

- -2 Strength, +2 Dexterity, +2 Constitution, -2 Charisma: The serrat are naturally hardy and dexterous but are not very strong due to their small size and the other races find them to be unattractive in both body and mannerisms.
- Small: As a Small creature, a serrat gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but she uses smaller weapons than humans use, and her lifting and carrying limits are three-quarters of those of a Medium character.
- Serrat base land speed is 30 feet.
- Low-Light Vision: A serrat can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.
- +2 racial bonus on Hide and Move Silently checks: Serrat are experts at hiding and sneaking, two qualities heavily favored in their scavenger society.
- +1 racial bonus on all Sleight of Hand checks: Serrat are born thieves and stealing is second nature to them.
- +2 bonus on all saving throws versus poison and disease: Serrat survive in harsh urban conditions and their bodies are resilient to both poison and disease.
- Automatic Languages: Common, Serrat. Bonus Languages: Dwarven, Elven, Gnome, Halfling, Goblin, Orc, and Undercommon.
- Favored Class: Rogue. A multiclass Serrat's rogue class does not count when determining whether she takes an experience point penalty for multiclassing.



Craft Counterfeit [Item Creation]

Prerequisite: Caster Level 13th, Appraise 10 ranks, Bluff 10 ranks, Forgery 10 ranks

Benefit: You can create a counterfeit piece of any magic armor, rod, scroll, shield, wand, weapon, or wondrous item whose prerequisites you meet. Creating a counterfeit magic item costs 25% of the costs to craft an authentic magical item, and use up raw materials costing one-half of this total price. You do not need to spend XP when making a counterfeit item.

You are still required to provide a masterwork item for the magic item you wish to build. Its cost is not included in the cost above.

You cannot mend broken counterfeit items.

Counterfeit items are meant to fool their owners; it looks identical to the item it is mimicking, but only gives off magical auras that make it *appear* to be authentic. Any attempt at using the item's magic fails, because it simply isn't there.

Crafting a counterfeit of an item requires the builder to have come into close contact with the original, and make proper identifications of its magical qualities as well as an Appraise check DC 25 to get a good picture of its physical features in mind. Then he must craft the counterfeit to appear identical to the original, by making a Bluff check (or, in the case of magical scrolls, a Forgery check) during the crafting process. This becomes the DC for anyone inspecting the counterfeit to learn if it is a fake or not without actually attempting to use its non-existent magical abilities.

SPELLCUTTER

The origins of the spellcutter reach back to antiquity, where a brotherhood of assassins, seeking to prove their prowess against one of the most dangerous targets – arcane spellcasters – developed a means of literally stealing spells from a mage's mind. Though the brotherhood is long gone (or perhaps that is what they want the world to think) their techniques survive, and have been adopted by other guilds of assassins, daring thieves, and even other spellcasters hoping for a wild card to play during a spell duel.

Spellcutting has a variety of useful techniques, but its original murderous intentions are clear in its list of spells, designed to prevent a target's escape as the spellcutter moves in to work as his leisure.

Hit Die: d4

Requirements

To qualify to become a spellcutter, a character must fulfill all of the following criteria.

Base Attack Bonus: +5

Skills: Knowledge (arcana) 5 ranks, Sleight of Hand 5 ranks, Spellcraft 5 ranks

Feats: Ambush Spell, Improved Counterspell

Languages: Draconic

Class Skills

The spellcutter's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (arcana), Profession (Wis), Sleight of Hand (Dex), Speak Language (Int), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

| The Spellcutter | | | | | | | | | | |
|-----------------|-------------------|-----------|----------|-----------|----------------|----------------|-----------------|-----------------|-----------------|-----------------|
| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells Per Day | | | | |
| | | | | | | 0 | 1 st | 2 nd | 3 rd | 4 th |
| 1 | +1 | 0 | 0 | +2 | Spellcut 1/day | 5 | 3 | — | — | — |
| 2 | +2 | 0 | 0 | +3 | | 6 | 4 | — | — | — |
| 3 | +3 | +1 | +1 | +3 | | 6 | 5 | — | — | — |
| 4 | +4 | +1 | +1 | +4 | Spellcut 2/day | 6 | 6 | 3 | — | — |
| 5 | +5 | +1 | +1 | +4 | | 6 | 6 | 4 | — | — |
| 6 | +6 | +2 | +2 | +5 | | 6 | 6 | 5 | 3 | — |
| 7 | +7 | +2 | +2 | +5 | Spellcut 3/day | 6 | 6 | 6 | 4 | — |
| 8 | +8 | +2 | +2 | +6 | | 6 | 6 | 6 | 5 | 3 |
| 9 | +9 | +3 | +3 | +6 | | 6 | 6 | 6 | 6 | 4 |
| 10 | +10 | +3 | +3 | +7 | Spellcut 4/day | 6 | 6 | 6 | 6 | 5 |

Class Features

All of the following are Class Features of the spellcutter prestige class.

Weapon and Armor Proficiencies: Spellcutters are proficient with daggers (any type), dart, rapier, sap, shortbow (normal and composite), and short sword. Spellcutters are not proficient with any type of armor or shield. Armor of any type interferes with a spellcutter's gestures, which can cause his spells with somatic components to fail.

Spells: A spellcutter casts arcane spells which are drawn primarily from the spellcutter spell list. He can cast any spell he knows without preparing it ahead of time, the way a wizard or cleric must (see below).

To learn or cast a spell, a spellcutter must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a spellcutter's spell is 10 + the spell level + the spellcutter's Charisma modifier.

Like other spellcasters, a spellcutter can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: The Spellcutter. In addition, he receives bonus spells per day if he has a high Charisma score. A spellcutter's selection of spells is extremely limited. A spellcutter begins play knowing four 0-level spells and two 1st-level spells of your choice. At each new spellcutter level, he gains one or more new spells, as indicated on Table: Spellcutter Spells Known. (Unlike spells per day, the number of spells a spellcutter knows is not affected by his Charisma score; the numbers of Table: Spellcutter Spells Known are fixed.) These new spells can be common spells chosen from the spellcutter spell list, or they can be unusual spells that the spellcutter has gained some understanding of by study. The spellcutter can't use this method of spell acquisition to learn spells at a faster rate, however.

Upon reaching 4th level, and at every even-numbered spellcutter level after that (6th, 8th, and so on), a spellcutter can choose to learn a new spell in place of one he already knows. In effect, the spellcutter “loses” the old spell in exchange for the new one. The new spell’s level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level spellcutter spell the spellcutter can cast. A spellcutter may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level. Unlike a wizard or a cleric, a spellcutter need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his spells per day for that spell level. He does not have to decide ahead of time which spells he’ll cast.

Spellcut (Su): The spellcutter’s key feature is the ability to literally pluck a spell from an arcane spellcaster’s mind. Using this ability transfers one point from the opponent’s allotment of spells per day to the spellcutter. A spellcutter can attempt this once per day at 1st level, and an additional time per day every three levels after that (2/day at 4th level, 3/day at 7th level, and 4/day at 10th level.)

Attempting a spellcut works the same way as attempting a touch spell. With a successful touch, the spellcutter randomly removes a spell per day point from the target. Any spell associated with that spell per day slot is considered spent. The spellcutter then gains a single spell per day to his own daily allotment of spells, filling up the lowest empty spell slot available. If he has no empty spell slots, he gains a temporary spell slot to his lowest spell level for 1 hour. Afterwards the temporary spell point vanishes. The spellcutter only gains a spell per day point, he does not gain the spell associated with the point he stole. He cannot choose which spell point and its associated spell (if any) to steal.

Spellcutting is spell-like ability. It is subject to spell resistance and to being dispelled by *dispel magic*. It does not function in areas where magic is suppressed or negated, such as an *antimagic field*. It cannot be used to counterspell, nor can it be counterspelled.

Spellcutter Spell List:

0-LEVEL SPELLCUTTER SPELLS

Detect Magic: Detects spells and magic items within 60 ft.

Know Direction: You discern north.

Mage Hand: 5-pound telekinesis.

Lullaby: Makes subject drowsy; –5 on Spot and Listen checks, –2 on Will saves against *sleep*.

Mending: Makes minor repairs on an object.

Open/Close: Opens or closes small or light things.

Read Magic: Read scrolls and spellbooks.

Resistance: Subject gains +1 on saving throws.

1ST-LEVEL SPELLCUTTER SPELLS

Alarm: Wards an area for 2 hours/level.

Charm Person: Makes one person your friend.

Comprehend Languages: You understand all spoken and written languages.

Cure Light Wounds: Cures 1d8 damage +1/level (max +5).

Detect Secret Doors: Reveals hidden doors within 60 ft.

Disguise Self: Changes your appearance.

Erase: Mundane or magical writing vanishes.

Hideous Laughter: Subject loses actions for 1 round/ level.

Hypnotism: Fascinates 2d4 HD of creatures.

Identify ^M: Determines properties of magic item.

Lesser Confusion: One creature is *confused* for 1 round.

Sleep: Puts 4 HD of creatures into magical slumber.

Undetectable Alignment: Conceals alignment for 24 hours.

2ND-LEVEL SPELLCUTTER SPELLS

Alter Self: Assume form of a similar creature.

Blindness/Deafness: Makes subject blind or deaf.

Blur: Attacks miss subject 20% of the time.

Cat's Grace: Subject gains +4 to Dex for 1 min./level.

Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).

Darkness: 20-ft. radius of supernatural shadow.

Daze Monster: Living creature of 6 HD or less loses next action.

Detect Thoughts: Allows "listening" to surface thoughts.

Enthrall: Captivates all within 100 ft. + 10 ft./level.

Fox's Cunning: Subject gains +4 to Int for 1 min./level.

Glitterdust: Blinds creatures, outlines invisible creatures.

Hold Person: Paralyzes one humanoid for 1 round/level.

Hypnotic Pattern: Fascinates (2d4 + level) HD of creatures.

Invisibility: Subject is invisible for 1 min./level or until it attacks.

Silence: Negates sound in 20-ft. radius.

Suggestion: Compels subject to follow stated course of action.

Tongues: Speak any language.

3RD-LEVEL SPELLCUTTER SPELLS

Blink: You randomly vanish and reappear for 1 round/level.

Charm Monster: Makes monster believe it is your ally.

Confusion: Subjects behave oddly for 1 round/level.

Crushing Despair: Subjects take -2 on attack rolls, damage rolls, saves, and checks.

Cure Serious Wounds: Cures 3d8 damage +1/level (max +15).

Deep Slumber: Puts 10 HD of creatures to sleep.

Dispel Magic: Cancels magical spells and effects.

Displacement: Attacks miss subject 50%.

Haste: One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.

See Invisibility: Reveals invisible creatures or objects.

Slow: One subject/level takes only one action/round, -1 to AC, reflex saves, and attack rolls.

Tiny Hut: Creates shelter for ten creatures.

4TH-LEVEL SPELLCUTTER SPELLS

Break Enchantment: Frees subjects from enchantments, alterations, curses, and petrification.

Dimension Door: Teleports you short distance.

Cure Critical Wounds: Cures 4d8 damage +1/level (max +20).

Dominate Person: Controls humanoid telepathically.

Freedom of Movement: Subject moves normally despite impediments.

Hold Monster: As *hold person*, but any creature.

Invisibility, Greater: As *invisibility*, but subject can attack and stay invisible.

Locate Creature: Indicates direction to familiar creature.

Modify Memory: Changes 5 minutes of subject's memories.

Shadow Strike: Creates a shadowy duplicate to sneak attack a foe.

Zone of Silence: Keeps eavesdroppers from overhearing conversations.



BEGUILE DOMAIN

Granted Powers: You can add your Charisma modifier to Will saving throws against mind-affecting effects.

Beguile Domain Spells

1 Charm Person: Makes one person your friend.

2 Eagle's Splendor: Subject gains +4 to Cha for 1 min./level.

3 Suggestion: Compels subject to follow stated course of action.

4 Charm Monster: Makes monster believe it is your ally.

5 Mind Fog: Subjects in fog get –10 to Wis and Will checks.

6 Symbol of Persuasion^M: Triggered rune charms nearby creatures.

7 Waves of Exhaustion: Several targets become exhausted.

8 Demand: As *sending*, plus you can send *suggestion*.

9 Refuge^M: Alters item to transport its possessor to you.

Kidnap

Conjuration (Teleportation)

Level: Sor/Wiz 5, Travel 5

Components: V

Casting Time: 1 standard action

Range: Ray 20 ft.

Target: Touched creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

This spell instantly transports a target hit by the spell's ray to a designated destination, which may be as distant as 10 miles per caster level. Interplanar travel is not possible. Any carried objects or items are left behind. Only Medium or smaller sized creatures can be teleported by this spell.

Casting this spell requires you to first bind the spell's location to a specific place (usually a cage or holding area) that you can specify when preparing your spells for the day. If a location is not specified then the spell itself will not function. Scrolls, wands, or other magic items that cast this spell are bound to a specific destination when they are crafted, and cannot be changed after the item has been made.

Generally, the effected target appears in the closest similar place within range. If no such area exists within the spell's range, the spell simply fails instead.



MECHANIGOL

Large Construct

| | |
|----------------------|---|
| Hit Dice: | 8d10+30 (85 hp) |
| Initiative: | -1 |
| Speed: | 20 ft. (4 squares) |
| Armor Class: | 19 (-1 Size, +10 Natural), touch 9, flat-footed 19 |
| Base Attack/Grapple: | +6/+11 |
| Attack: | Slam +11 melee (2d6+5) |
| Full Attack: | Two Slams +11 melee (2d6+5) |
| Space/Reach: | 10 ft./10 ft. |
| Special Attacks: | Spellcut |
| Special Qualities: | Construct traits, damage reduction 5/adamantine, darkvision 60 ft., immunity to magic, low-light vision |
| Saves: | Fort +6 Ref +2 Will +5 |
| Abilities: | Str 20 Dex 10 Con – Int 8 Wis 11 Cha 1 |
| Skills: | Survival +8 |
| Feats: | Cleave, Power Attack, Track |
| Environment: | Dungeon |
| Organization: | Solitary or Pair |
| Challenge Rating: | 9 |
| Treasure: | See Entry |
| Alignment: | Lawful Neutral |
| Advancement: | By type |

A polished and decorative construct approaches, its body clanking with internal machinery. Its outer shell is shaped in the appearance of a masculine gladiator, with a horse-hair plume helmet, square jaw, muscled limbs and a bare torso, and a plated metal kilt.

Mechanigols are special constructs crafted by the Clockwork Guild to be stalwart guardians. They are a trend with the wealthy elites that contract the Clockwork Guild to possess one. With a higher degree of intellect and the capacity to track and catch intruders, mechanigols are ideal protectors of what they are ordered to watch over. While on duty, they will patrol the area designated to it unless perusing an intruder ordered not to.

Mechanigols speak Common but never communicate clearly. They endlessly repeat the last orders given to them through a mechanical speaker located behind their featureless metal faces.

COMBAT

In combat, mechanigols are fearless and wade directly into battle, attempting to deal as much damage to the most immediate target as possible. It will hound that target ceaselessly until it is dead, pausing only to defend itself from any other attackers, which it will move on to after it has dealt with its first target.

Spellcut (Sp): An arcane spellcaster that takes damage from a mechanigol's slam attack must succeed a Concentration check DC 10 or lose 1 random spell from its highest available spell level. Whenever a mechanigol succeeds in spellcutting, it replenishes 1d8 points of health. The saving throw is Constitution based.

Immunity to Magic (Ex): A mechanigol is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals cold or electricity damage slows a mechanigol (as the *slow* spell) for 3 rounds, with no saving throw.

A magical attack that deals fire damage breaks any *slow* effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the mechanigol to exceed its full normal hit points, it gains any excess as temporary hit points. For example, a mechanigol hit by a *fireball* gains back 6 hit points if the damage total is 18 points. A mechanigol gets no saving throw against fire effects.

A mechanigol is immune to rust attacks, such as that from a rust monster or a *rusting grasp* spell.

A mechanigol struck by a *raise dead*, *resurrection* or *true resurrection* kills it instantly, but they can attempt to resist these spells normally.

Treasure: When a mechanigol is destroyed, there is a 5% chance that one of its eyes is a *mechanigol eye* magical item.

Mechanigols in Society

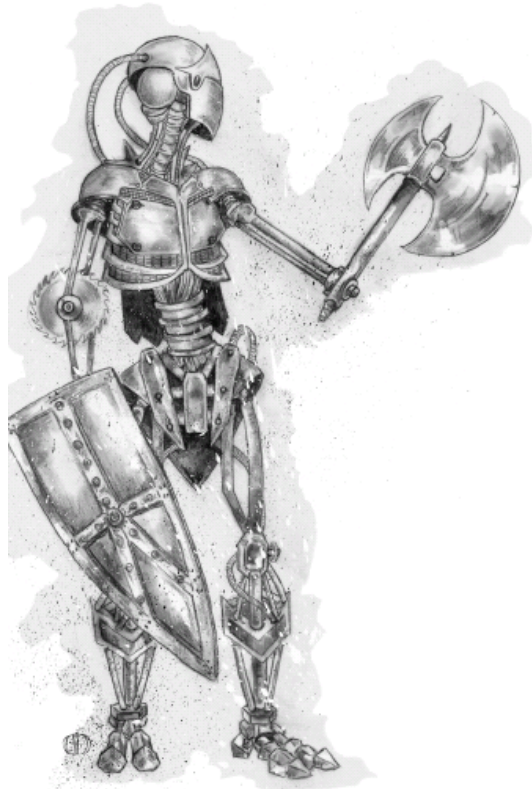
The Clockwork Guild, a dedicated inventor's guild obsessed with machines, builds mechanigols and sells them to the wealthy for handsome sums to act as guardians. Several also protect the inner sanctums of Clockwork Guildhalls.

The truth of mechnigols is much more sinister than people might suspect. The Clockwork Guild is a cult whose motives are to create the perfect blending of machine and soul, and mechanigols are one of the earlier results of their experiments. By extracting necromantic plasma from the living flesh of a test subject, the Guild artificers created a kind of battery to power the mechanigol, grant it limited intelligence, and trap the essences of people who knew too much about their true intentions. Victims whose souls are sealed in a mechanigol cannot be contacted or raised by magical means. The mechanigol does not share the memories of the essence it carries, so it does not recognize anyone its essence knew in life. Spells that would raise the essence back to life fail, but destroy the mechanigol and release the essence into the afterlife, where they can be resurrected normally.

Construction

A mechanigol's body is sculpted from 5,000 pounds of bronze and other heavy metals, smelted with rare tinctures and admixtures costing at least 7,000 gp. The essence canister that houses the necromantic substance of a living being costs 12,000 gp. Assembling the body requires a DC 20 Craft (armorsmithing) check or a DC 20 Craft (weaponsmithing) check.

CL 13th; Craft Construct, *dispel magic*, *magic jar*, *dominate person*, caster must be at least 13th level; Price 19,000 gp.



Mechanigol

CHAPTER TWO: "SIMPLY CREATURES"



“Here there be monsters....”

Your grip tightens on the hilt of your daggers; every instinct wants you ready for the unexpected. The strange humanoids watch you carefully, their thoughts hidden and their unfamiliar faces unreadable. A quick glance at your guide – the best in the business, or so he said – shows that not even he has seen these people before you. They have weapons and one looks like some kind of shaman – a greeting party with weapons to defend themselves, or raiders, on their way to their next victim? You just can’t tell.

A flash of movement to your right – you react without thinking, drawing your knives. They might look strange, but you’ll bet ten pounds of gold against a cheatin’ halfling that they bleed like you.

Both parties react – weapons are drawn, spells crackle in the air, ready to be cast, but their expression suddenly changes – eyes go wide with a familiar tinge of fear and readiness. No hardened marauders would show fear, would they?
Taking a chance, you relax your grip a bit, lowering your knives. The humanoids watch you, and the holy man makes a gesture, and slowly, slings and spears are lowered, muscles relax. The tension remains, though. One of you has to say something.
But what to say?

In the farthest reaches of the known world are paths that men have not tread, or *should not* tread. Here, creatures unique and bizarre lurk, thriving where brave adventurers would be brought low. In the cracks of ruined civilizations, on the dunes of salt-parched deserts, in the plague-ridden foliage of boggy jungles, in the cracks of ancient glaciers, creatures await those with the strength and skill to find them.

Or perhaps, they will find you...

Simply Creatures offers you a collection of seven playable races: some good, some abhorrently evil, all hailing from dangerous or unknown lands. Also included in the pages of *Simply Creatures* is fifteen new monsters, creatures from unseen lands or ruined civilizations, a challenge for any adventurer, and a line of fallen divine servants that now seek out an existence as the last remnants of a celestial society. Whether you are looking for a new race to play or a new monster to throw at your players, *Simply Creatures* delivers the next “great unknown” to your campaign.



The Huarti

Huarti (*hu-art-ee*) are the misbegotten spawn of humans and a cruel, serpentine people called the Sy'vin. Long ago, the Sy'vin enslaved the humans of the southern lands. This society first frowned upon mingling with a so-called "servant race," but regardless of the social stigmas, the Sy'vin occasionally became drawn to a particularly beautiful or impressive human slave and took them as a secret consort. The first huarti were the result of this union and after many generations of secret matings, the number of huarti became too great to hide and they were afforded a place within Sy'vin society as treasured slaves and consorts. The huarti bred true and each successive generation strengthened the bloodline into a true race of mixed human and serpentine characteristics.

The Sy'vin's own haughtiness and pampered lifestyles were what lead to their downfall at the hands of their own servants, who were lead by the huarti. With the destruction of the Sy'vin, the huarti turned upon their human allies and once again placed them in bondage, making themselves the slavers and raising their own empire from the ashes of their former masters.

As with all empires built upon slavery, the huarti suffered their own rebellion and their great empire, which had stood for two hundred years, was cast down into the dust of history. The huarti, with their vengeful slaves upon their trail, scattered to the four winds and have hide among humanity ever since, waiting for the time to once again claim dominance over those they see as "lesser beings".

Personality: Huarti attitudes reflect a mix of their parentage. They have diverse personalities, and can be just as good, evil or indifferent as any human, but most have an air of narcissism or superiority about them. In human-dominated lands, those that use their natural intellects right propel themselves to the height of society, and some can live without anyone even knowing they carry serpentine blood. There are exceptions of course – some huarti did not fair so well in the rebellion and thus were sold to slavery at birth or were abandoned by their parents. These huarti often grow up self-righteous and bitter, using their skills to re-enter human lands not to seek any form of acceptance, but to live as predators of their human kin. Their reputation for slaying their own kin is one of the reasons humans hate huarti so vehemently.

Physical Description: Huarti have angular, pointed features, with small, flat noses and large eyes. Some are known to have pronounced canines, but not true fangs. They share the same height and weight as humans, with males slightly larger than females. They generally develop toned, slender bodies. Huarti have pale skin, sometimes tinged with green, yellow, or even red, which is hard to notice without bright light. Their eyes are generally a shade of pale brown, and their hair is uniformly black and silky. They prefer light robes and hate confining clothing. This combined with their natural dislike for cold weather climates gives them ample excuse to avoid traveling too far north or south.

Relations: Huarti tend to travel with humans, half-elves, and elves, each of which a huarti can easily fit in with, both in appearance and attitude. They have the hardest time with dwarves and half-orcs, neither of which have the capacity to see things from a

huarti's point of view and who the huarti see as nothing better than "brawny, brainless servants". The huarti, however, almost always have a hidden agenda and will do whatever is necessary to accomplish whatever it is they seek, even abandoning, if not outright killing, their allies.

Alignment: Huarti, at least those that have been given a proper upbringing in human society or redeemed of their kind's evil ways, are usually lawful neutral or neutral. These huarti are reliable companions and stick to their word, but few ever adopt a strong cause or see any reason to go out of their way for someone else's ideals. The more typical huarti who remembers the days as the one holding the lash or those that had difficult upbringings are of a neutral evil alignment, doing whatever it takes to make sure they come out on top.

Huarti Lands: Huarti prefer to live in communities in warm climates. Their former lands are now in the hands of their "rebellious slaves" and most huarti seek to reclaim their kingdom at all costs. Some huarti favor cultures that embrace mercantile or "self-made" ideals are their favorites, as it gives them the opportunity to climb the ladder to high society and a position of power.

Religion: Huarti favor gods of conquest, trade, or wealth, if only for the added advantage it brings them in pursuing a life of ease and power over others. Some worship gods of war or hunting, particularly if they become adventurers. A small few worship the Sy'vin gods of old, foolishly believing they will be purged of their "weak human blood" and become like the Sy'vin through service and devotion.

Language: Huarti usually speak Common, but they are master linguists and often learn a variety of languages. They are known for their ability to speak fluid tongues like elven far better than humans, though they sometimes have trouble with the more guttural tongues like dwarven and goblin.

Names: Huarti have human names, usually with a touch of southern exoticism added to it for flavor. Names that have "r"s and "s"s are favored by the huarti, who naturally roll and hiss these letters. Some huarti will choose a new name for themselves from any language they like as they get older; the better to integrate themselves into the community they live in.

Adventurers: Huarti favor the rogue class, as their natural nimbleness and keen intellect benefit the class greatly. Most huarti spellcasters are wizards, while some become rangers. A few of the more savage huarti take up the path of the barbarian.

Huarti Racial Traits:

- +2 Dexterity, +2 Intelligence: Huarti are blessed with a keen intellect and quick reactions.
- Size: Medium. As Medium creatures, huarti have no special bonuses or penalties due to their size.
- Huarti base land speed is 30 feet.

- +2 racial bonus on all Sense Motive and Spot checks: Huarti are good judges of character and possess sharp eyesight.
- Improved Initiative: Huarti receive the Improved Initiative feat as a free feat.
- +1 Natural Armor: Despite their slender forms, huarti are thick-skinned creatures.
- Darkvision: A huarti can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and a can function just fine with no light at all.
- Snake Scent: Huarti gain a +4 bonus to Spot checks against one another – each has a unique scent that the other easily recognizes.
- Human Blood: For all effects related to race, a huarti is considered a human.
- Favored Class: Rogue. A huarti's rogue class does not count when determining experience point penalties while multiclassing.
- Level Adjustment +1: Huarti are slightly more powerful than other races and thus gain levels slower.



Female Huarti

The Komainu Orcs

Legend tells of an aged monk from far off lands who wandered the world in his final years. During his journey, he discovered a race of cruel orcs who lived without honor and had nothing but rage in their hearts. The tribe he discovered was starving and sick from a hard winter, but they still sought to fight and destroy him. The monk easily bested the warriors of the savage people, but something gave pause to the killing blow. The old warrior saw fire in the hearts of these savages, but it was out of balance and trapped by their own rage. Taking pity on them, the monk took the youngest and most willing of orcs to a small valley in the depths of the mountains, where, amidst the gentle music of a small waterfall, he helped them focus upon their own chaotic souls, and achieve tranquility and enlightenment. It's been decades since the monk passed from this world and his legacy lives on; komainu orcs, their bravery, spirit, and honor have earned them a growing place in the world.

Personality: Komainu orcs are a philosophical lot. Most see things from spiritual points of view, looking upon the conflicts of good and evil and law and chaos as the endless battle between balance and unbalance, a concept they know only too well. Komainu orcs spend their entire lives learning to soothe the chaotic, violent nature of their orc heritage, hoping to achieve a state of spiritual oneness with themselves and all of existence. Through meditation, study, and disciplined fighting for the cause of honor and justice, they hope to cleanse their souls of the vile, negative rage that has consumed their species. Male komainu are often warriors, seeking a cause to pledge themselves to and fighting with all their might to achieve it. Females, while not denied the opportunity to travel and fight as men do, seem to prefer simpler lives, focusing their efforts on positive actions such as caring for the community, teaching, philosophy, farming, and building. Elders are treated with extreme respect and honor for their wisdom and experiences, and children are raised by the whole community.

Physical Appearance: Komainu orcs appear similarly to common orcs, but stand out with their groomed, cleanly appearance. Their faces are not so monstrous in appearance, making them appear more intelligent than common orcs. Males wear kimonos, a traditional style of clothing taught to them by the old monk, and often form their hair into topknots. Females wear plain clothing, though they often dress in beautifully decorated kimonos during times of celebration. Regardless the occasion, komainu orcs prefer blue colors, ranging from deep midnight to noon sky in color, except during funerals or times of mourning, in which they dress in white. Komainu orcs line their armor with blue fur, designed to give them the look of the mythical dog-lion beasts they are named after.

Relations: As the komainu orcs spread from their mountain homeland, they met with many races. Others regarded them with suspicion and confusion, but their actions have helped to ease relations, and they are generally accepted by goodly races. Surprisingly, the komainu orcs' greatest enemies are other orcs. Despite this, komainu orc villages welcome wayward orcs into their communities, and komainu orc towns are open to all peaceful travelers. It is not out of the ordinary to see humans and other races living in some of the komainu orc villages, sharing in work loads and learning their ways.

Alignment: Komainu orcs are almost always lawful good or lawful neutral, because those who are too chaotic and evil lack focus and are seen as just another orc. If a komainu orc cannot sooth his angry nature, he is banished from their homeland. Evil komainu orc forsake their honor to follow a path of darkness, but tend to maintain a code of personal honor and thus remain lawful, rather than becoming bestial and chaotic like their savage cousins.

Komainu Orc Lands: Komainu orcs hold a stretch of cold mountains called Kaigan as their homeland, and defend it fiercely from orcs and other raiders. Their most typical foes are other orcs, though trolls, fire giants, frost giants, and the occasional white dragon are also known to try their luck against the skilled komainu orc warriors. Their more peaceful neighbors include dwarves from within the mountains and human travelers.

Religion: The komainu orcs focus their spiritual selves inward, balancing their lives in search of oneness with themselves. They follow the teachings of the nameless old monk, whose following has no clerics or priests, but it does have paladins who provide religious services. Since they have few priests, komainu orc paladins do their best to provide for the community in both terms of defense and spiritual leadership.

Language: Komainu are taught to speak Common and many still speak Orc. Their spiritual services and meditation is wordless and they only speak Common among themselves, seeing the orcish tongue as savage and undisciplined. They can learn many languages if given the opportunity.

Names: Komainu orcs prefer to use Common. When a male is born, the father decides the name. When a female is born, the mother decides the name. This childhood name remains with them all their lives, but when they reach adulthood, they choose a second name that they use before their given name when addressing themselves. Komainu orcs place their family name first, and their own name second.

Adventurers: Komainu orc adventurers are often warriors seeking just causes to dedicate themselves to. Few would willingly join an evil group, and even fewer would do evil. Not concerned with material gains, komainu orcs instead seek to better themselves by defending the innocent or helpless, bringing villains to justice, or using their skills to provide for others, such as hunting or teaching. Many komainu orcs consider it an honor to be sought out to teach others: it is a sign that they have achieved a level of wisdom vital to their continued enlightenment, and take to the responsibilities of educating others with vigor.

Komainu Orc Racial Traits:

- **Size:** Medium. As Medium creatures, komainu orcs have no special bonuses or penalties due to their size.
- **Komainu orc base land speed** is 30 feet.
- **Low-Light Vision:** A komainu orc can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.
- **Weapon Proficiency:** Komainu orcs are proficient in the katana (bastard sword) and longbow. These weapons are symbolic of their culture.
- **+2 racial bonus on all Climb, Jump, and Tumble checks:** Komainu orcs are raised from birth to be physically fit and active.
- **+2 racial bonus on all Sense Motive checks:** Komainu orcs are excellent judges of character.
- **Walking Two Paths:** A komainu orc can freely multiclass between monk and paladin without penalty but only between these two classes.
- **Automatic languages:** Common, Orc. **Bonus languages:** Celestial, Dwarven, Giant, Goblin.
- **Favored Class:** Monk.

Doll Golem

Medium Construct

Hit Dice: 2d10 (12 hp)

Initiative: +2 (+2 Dex)

Speed: 30 ft. (6 squares)

Armor Class: 15 (+2 Dex, +3 Natural Armor) touch 12, flat-footed 13

Base Attack/Grapple: +1/+1

Attack: Slam +1 melee (1d4)

Full Attack: 2 slams +1 melee (1d4)

Space/Reach: 5ft./5ft.

Special Attacks: None

Special Qualities: Shriek, spell-like abilities, construct traits, damage reduction 5/adamantine, darkvision 60ft., immunity to magic, low-light vision, fire vulnerability.

Saves: Fort +0, Ref +2, Will -2

Abilities: Str 10, Dex 15, Con --, Int 4, Wis 6, Cha 8

Skills: Perform (Any) +3, Profession (Cook) +1

Feats: Quicken Spell-like Ability

Environment: Any city

Organization: Solitary, Pair, Group (3-5)

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: N/A

Level Adjustment: N/A

At first, this creature appears to be nothing more than a beautiful humanoid dressed in elegant clothing, but as it draws closer, you notice that the creature's skin is made of a silky fabric: the creature is a living, life-sized doll.

Doll golems are the invention of a gnomish illusionist trying to produce a marketable “entertainment” golem, to market to wizards in need of companionship who could put up with their crotchety manners and reclusive studies. Constructed mostly from silks and special prosthetics, doll golems are made to appear as male or female humanoids - humans, elves, whatever the commission calls for. Doll golems are imbued with limited personalities to allow them to act as servants and entertainers, and most are versed in a variety of performing skills. Occasionally, constant interaction with others causes their personality to evolve to the point of near-sentience or even true sentience. It’s not always apparent when this happens, and most wizards are so callous that rather than permit the doll golem its life, he sells it, wipes its mind, or destroys it outright. Those that do realize sentience sometimes run away to avoid such fates, or they are fortunate enough to be in the company of kindlier wizards who encourage their development. Still others wander, lost and confused, in a world they were never built to understand, making them unpredictable and even dangerous.

Combat

Doll golems make poor combatants. Most are made from a variety of soft materials, such as silk, wool, and other materials, and thus are very vulnerable to fire. Their innate damage reduction has saved more than one doll golem from destruction but fire-wielding opponents can usually get the better of them. Doll golems are usually timid, often using their limited magic to confuse an opponent before trying to run away. If captured or hurt, doll golems let out a high-pitched wailing that dazes nearby foes.

Shriek (Sp): If doll golems are injured or panicked, they let out a high pitched wail that forces all living beings within 30 feet to make a Will Save DC 13 or be *dazed* for one round as per the spell with the same name.

Spell-like Abilities: (Caster level 11th, Save is Charisma Based) 1/day; *cure light wounds, disguise self, create minor image, create food and water, dream, prestidigitation, ghost sound, grease*. These spell like abilities are only useable if the doll golem is commanded to use them by its controller.

Immunity to Magic (Ex): A doll golem is immune to all spells, spell-like effects, and supernatural abilities, with the following exceptions. A *fear* spell *slows* (as per the spell) the doll golem for 2d6 rounds and it is vulnerable to all spells with the fire descriptor such as *fireball*.

Fire Vulnerability (Ex): Doll golems take double damage from fire unless they make a successful Reflex save.

Society

Doll golems are built to serve their owners, and each has a special gem sewn into their bodies that holds their base consciousness. Their creator programs each of these crystals, personalizing them to meet the tastes of their owner. In the case of a doll golem gaining sentience or becoming unstable, a wizard can cast *erase* on the gem to “reset” its mind, effectively destroying the persona’s memories and returning it to its original programming. Compassionate or merely curious wizards are known to allow doll golems to maintain their sentience if it occurs.

Construction

A doll golem’s body is crafted from the finest wool, silk and other fine materials and must weight at least 100 pounds. The silk and other materials must be of exceptional quality, and costs 2,000 gp. Assembling the body requires a DC 15 Craft (clothing) check or a DC 15 Craft (tailor) check.

CL 8th; Craft Construct: *geas/quest, disguise self, eagle’s splendor*, caster must be at least 8th level; Price: 5,000 gp; Cost 2,000 gp + 500 XP.



Dust Lich

Dust Lich

Medium Undead

Hit Dice: 8d12+3 (55 hp)

Initiative: +0 (+0 Dex)

Speed: 30 ft. (6 squares)

Armor Class: 20 (+10 natural), touch 10, flat-footed 20

Base Attack/Grapple: +4/+11

Attack: Slam +11 melee (1d6+10 plus sand plague)

Full Attack: Slam +11 melee (1d6+10 plus sand plague)

Space/Reach: 5ft./5ft.

Special Attacks: Despair, sand plague

Special Qualities: Undead traits, damage reduction 5/—, spell resistance 13, darkvision 60 ft., spell-like abilities

Saves: Fort +4, Ref +2, Will +8

Abilities: Str 24, Dex 10, Con —, Int 10, Wis 14, Cha 15

Skills: Hide +6, Knowledge (Arcana) +7, Knowledge (Nobility and Royalty) +7, Listen +8, Sense Motive +8, Spellcraft +6, Spot +8

Feats: Power Attack, Great Fortitude, Toughness

Environment: Any underground or dungeon

Organization: Solitary, warden squad (2–4), or guardian detail (6–10)

Challenge Rating: 8

Treasure: Double Standard

Alignment: Usually lawful evil

Advancement: 9–16 HD (Medium); 17–24 HD (Large)

Level Adjustment: N/A

The decomposed creature walks towards you slowly, dressed in the finery of ancient nobility and regarding you with sinister intelligence. The smell of fine preserving spices

and the stench of dry rot linger about it, and sand seems to shake loose from its body whenever it moves.

Dust lichs are a form of mummified human that have been cursed by an ancient ritual. Meant to suffer unending agony in their own rotting husks for unspeakable crimes, occasionally a dust lich will be released from their imprisonment, where they quickly use their powers over the desert to extract their revenge. Once their thirst for destruction is sated, dust lichs often pursue magical power and seek to dominate others, forming cults of worshippers in the desert. Dust lichs speak whatever language they knew in life, usually an ancient form of Common.

Combat

Dust lichs attack first with spells, summoning up the powers of the deserts to blind, flay, confuse and blast opponents. If their target persists, the dust lich follows up its magical attacks with brute strength and the relentlessness of the undead.

Sand Form (Su): Dust lichs can transform themselves into sand, taking the form of humanoids, sliding about like an ooze, or turning into a miniature dust devil powerful enough to carry objects but not to do any harm to them (unless the dust lich drops them). Treat this ability as a limited *polymorph* ability that has an unlimited duration and gives the dust lich swarm characteristics, as far as being able to be destroyed in this form.

Sandstorm (Su): Dust lichs can call up powerful sandstorms that can shred the flesh from a man's bones. Three times per day, a dust lich summon forth a sandstorm that affects all creatures in a 60-foot cone in front of the dust lich. This blast of heated sand deals 5d6 points of damage and causes anyone caught in the blast to take a –4 on all attacks, skills, and checks. The damage can be halved by a successful Reflex save (DC 16).

Despair (Su): At the mere sight of a dust lich, the viewer must succeed on a DC 16 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same dust lich's despair ability for 24 hours. The save DC is Charisma-based.

Spell-like Abilities: (Caster level 9th, Save is Charisma Based) 3/day:

blindness/deafness, burning hands, daze, darkness, confusion, inflict serious wounds.

Dust Lich Sand Plague (Su): Supernatural disease—slam, Fortitude DC 16, incubation period 1 minute; damage 1d6 Int and 1d6 Cha. The save DC is Charisma-based.

Unlike normal diseases, Sand Plague continues until the victim reaches Charisma 0 (and becomes a mindless thrall) or is cured as described below.

Dust lichs can spread Sand Plague through the sand they manipulate. Dust plague is revealed by the scabs, boils and lesions that appear on a victim 2d4 hours before the victim succumbs to the curse and becomes a mindless minion of the dust lich, obeying it utterly and thinking nothing of its own life. Sand Plague is a powerful curse, not a natural disease. A character attempting to cast any conjuration (healing) spell on a creature

afflicted with Sand Plague must succeed on a DC 20 caster level check, or the spell has no effect on the afflicted character.

To eliminate Sand Plague, the curse must first be broken with *break enchantment* or *remove curse* (requiring a DC 20 caster level check for either spell), after which a caster level check is no longer necessary to cast healing spells on the victim, and the Sand Plague can be magically cured as any normal disease.

An afflicted creature that dies while infected by Sand Plague shrivels into sand and dust that blow away into nothing at the first wind.

Creating and Destroying a Dust Lich

Dust liches suffer unspeakable torments to become what they are. Already evil in life, the dust lich was sentenced to a cursed afterlife for some terrible crime (usually a grave blasphemy against a god). The still-living blasphemer's eyes and tongue are removed, and his body is poisoned with embalming fluids, and even as they suffer, magical rites trap the soul in the dying body, preventing its ascension to the afterlife. The dying dust lich is then mummified alive and entombed in a sarcophagus sealed with magical wards. Knowing that should it be released the dust lich would have immense power, the priests that seal him create an unbinding spell in a book made from gold or some other precious metal and bury it near the sarcophagus.

When they are awakened, a dust lich usually hunts down this book and hides it himself, or keeps it with him so no one can read it. Anyone who reads aloud from the book within earshot of the dust lich activates a spell, releasing the dust lich's soul from its body, where upon it can be destroyed.

Without the unbinding spell, a dust lich that is destroyed rises again 1d4 days later from the sands of the desert close to where it was buried.

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