

# THE ADVANCED BESTIARY

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## MONSTER MULTIPLIER!

In the previous *Advanced Bestiary* previews, we showed you how to use templates to turn ogres, goblins, and genies into new monsters with new abilities – the cave ogre, toxic goblin, and autumn genie.

But the *Advanced Bestiary* has a lot of templates, and they do more than give you a few more options. They multiply the value of every monster book you already own, allowing you to create thousands of new monsters along hundreds of themes. You don't get two or three new giants, you get dozens of options that be turned into hundreds of new giants! You can use as many or as few as you want, tweaking foes to make them more of a challenge if your PCs have gained levels faster than you expected, or creating whole-new threats your plans will find vaguely familiar but still surprisingly different.

So rather than show you three more templates on three more base creatures, we've gone back to the same base monsters – ogre, goblin, and genie – and used new templates to make very different end results! Even this is just the tip of the monstrous iceberg, but it's a glimpse of the versatility the new *Advanced Bestiary* will offer every GM!

### HERALD OF RAGNAROK (OGRE WITH HERALD OF THE APOCALYPSE – WAR TEMPLATE)

CR 5 (XP 1,600)

*The 10-foot-tall armored humanoid screams in defiance, its hulking muscles and massive frame driving it forward like an avalanche.*

NE Large humanoid (evil, giant)

**Init** –1; **Senses** darkvision 60 ft., low-light vision; **Perception** +5

**Aura** fear (DC 11)

#### DEFENSE

**AC** 25, touch 8, flat-footed 25 (+8 armor, –1 Dex, +5 natural, +4 profane, –1 size)

**hp** 42 (4d8+24); **fast healing** 3

**Fort** +9, **Ref** +0, **Will** +3

**DR** 10/good; **Immune** illusion, mind-affecting; **Resist** acid 10, cold 10, fire 10, electricity 10, sonic 10; **SR** 15

**Weaknesses** Channel energy vulnerability, turn and command vulnerability

#### OFFENSE

**Speed** 30 ft. (40 ft. base; 40 ft. fly with phantom mount)

**Melee** longsword +10 (2d6+8) or

Fell Sword +11 (3d6+12)

**Ranged** javelin +1 (1d8+8)

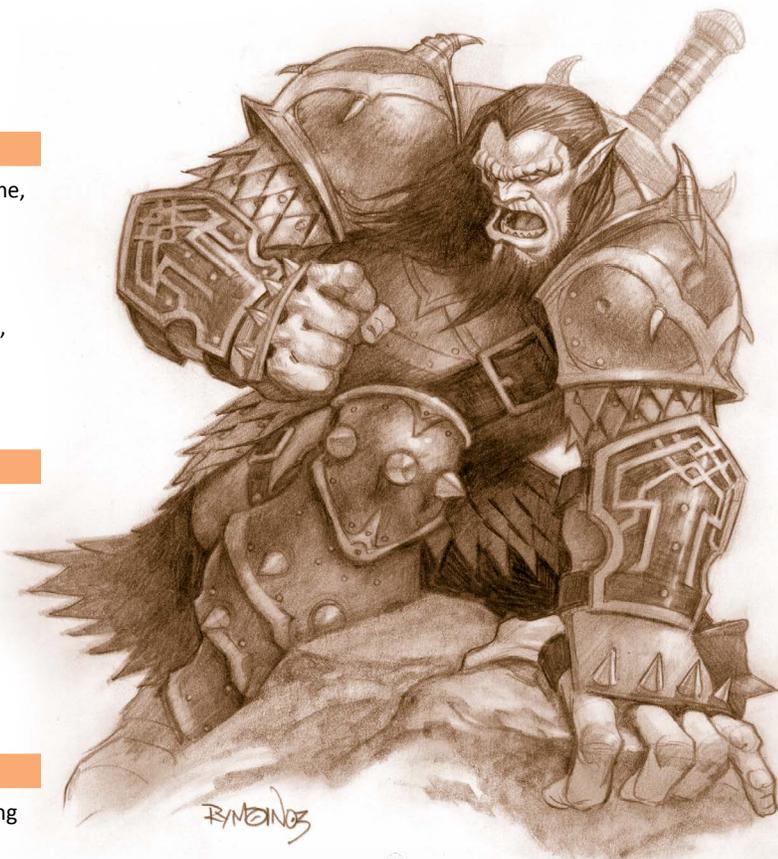
**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** Battle gaze (DC 11), possess creature (DC 20)

**Spell-Like Abilities** Phantom mount (at will)

#### TACTICS

Heralds of Ragnarok move toward battle as quickly as possible, seeking to destroy the foe closest to them and moving to the thickest part of any large conflict. If a giant more powerful than the Herald is



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present, the Herald moves to be close to that creature. They fight to the death, even seeking death if it frees the Herald to possess a more potent giant host.

### STATISTICS

**Str 27, Dex 8, Con 21, Int 6, Wis 10, Cha 7**

**Base Atk +3; CMB +12; CMD 21**

**Feats** Cleave<sup>B</sup>, Great Cleave<sup>B</sup>, Iron Will, Martial Weapon Proficiency (greatsword)<sup>B</sup>, Power Attack<sup>B</sup>, Ride-By Attack<sup>B</sup>, Toughness, Weapon Focus (greatsword)<sup>B</sup>. <sup>B</sup>Bonus feat.

**Skills** Climb +10, Perception +5, Ride +12

**Languages** Giant

**SQ** Hive mind

### SPECIAL ABILITIES

**Aura of Fear (Su):** Any living creature within 100 feet of a Herald must succeed on a Will save or suffer cumulative fear effects. A creature that fails a save against one Herald's fear is shaken for 1 hour. A creature that fails its save against a second Herald's fear effect while still shaken by the first is frightened for 10 rounds. A creature that fails its save against a third Herald's fear effect while still frightened by the second is panicked for 1d6 rounds. A creature that fails a save against the fourth Herald's fear effect while still panicked by the third dies instantly. The durations of these effects overlap. A creature that succeeds on a save against any of these fear effects is immune to that Herald's fear for 1 hour or, if already shaken, until the duration of the shaken effect ends. A Herald's fear is a mind-affecting fear affect. The save is Charisma-based.

**Battle Gaze (Su):** Any creature within 10 feet of the Herald that meets its gaze must make a Will save. A creature that fails this save is filled with lust for battle and must attack the creature nearest to it (other than Herald) to the best of its ability for 1d4 rounds. Any creature that fails the save need not make another save against the gaze until the duration of its battle lust ends. Battle gaze is a gaze and mind-affecting effect. The save DC is Charisma-based.

**Channel Energy Vulnerability (Ex):** A Herald takes half again as much damage (+50%) from channeled positive energy. If a Herald is destroyed by channeled positive energy they are free to find a new host.

**Fell Sword (Su):** As a free action while riding this phantom mount, the Herald can summon a blood-red greatsword sized for the base creature. In addition to taking damage for the weapon, any creature struck by the greatsword must succeed on a Will save or be affected as though by the *dominate monster* spell (caster level equals the Herald's HD). The Herald can dominate a number of creatures equal to twice its character level at one time. It generally commands such thralls to act as an honor guard against other foes. The sword vanishes if the Herald lets go of it for any reason and cannot be summoned when the Herald is not riding its phantom mount. The save DC is Charisma-based.

**Herald Protection (Su):** The Heralds of Ragnarok work sometimes in concert. They are immune to one another's special attacks and to the special attacks of the base creatures that the Herald entities currently possess (such as breath weapons, poison, gaze attacks, or energy drain).

**Hive Mind (Su):** While possessing hosts, the Heralds of Ragnarok are in constant mental communication regardless of distance. If one is aware of a particular danger, they all are. If one is not flat-footed, none of them are. No Herald is considered flanked unless all of them are. The Heralds of Ragnarok can communicate verbally with each other regardless of language. Heralds without hosts do not participate in the hive mind.

**Phantom Mount (Sp):** At will as a standard action, a Herald can summon a saddled phantom mount one size category larger itself. This mount appears below the Herald, lifting its rider into a mounted position, and it can even carry a Herald not normally able to ride a mount. The phantom mount remains until dismissed or dispelled, or until the Herald dismounts or is unhorsed.

The phantom mount has no real physical form and can carry only the Herald that summoned it as a rider, though the Herald itself might be able to carry another creature while riding. The mount has a fly speed equal to 10 feet per HD of the Herald, with perfect maneuverability. A Herald cannot use a phantom mount for cover (though its body could be used to provide concealment), or bull rush a foe while mounted on a phantom mount. Attacks and creatures pass through the phantom mount, but *dispel magic* (caster level equals Herald's HD).

**Possess Creature (Su):** A new Herald may be created whenever at least one Herald has a host and at least one does not. Once per round, a Herald entity without a host may attempt to possess any creature within 500 feet of a Herald that has a host. No line of effect is necessary between the entity and the intended target, and the target need not be visible or otherwise discernable to the entity, though it must be on the same plane. The target creature must succeed on a DC 20 Will save or immediately gain the Heralds of the Apocalypse (war) template. Success renders the creature immune to possession by any Herald entity for 1 hour.

Once the creature is possessed and the template has been applied, the possessing Herald entity cannot be expelled by any magic. Killing or destroying the host creature expels the entity, but it can immediately attempt to possess a new creature within 500 feet of another Herald that has a host. A Herald whose host is incapacitated or rendered immobile, paralyzed, or unconscious may also attempt to possess a creature within 500 feet of any other Herald with a host. In this case, the creature that the departing Herald entity leaves is immune to possession for 1 hour. If any Herald entity lacks a host for 5 consecutive rounds, all the Herald entities leave their hosts.

When all the Heralds are without hosts at the same time, the entities return whence they came. They do not come back until they are set upon the world to bring about another apocalypse.

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**Turn and Command Vulnerability (Ex):** As entities that herald the end of the world, the Heralds of Ragnarok are as hated and feared by most deities as they are by mortal creatures. Thus, a Herald can be turned or commanded via the Turn Undead and Command Undead feats as though it were an undead creature with HD equal to its character level. Destruction frees a Herald to find a new host.

## ECOLOGY

**Environment** any

**Organization** solitary, pair, or gang (3–4)

**Treasure** standard (plate armor, longsword, 4 javelins, other treasure)

The four Heralds of Ragnarok are what are left of a titan of battle and bloodshed, who swore to return and bring about the End Days. According to legend, if the four most powerful giants in the world are ever possessed by the four Herald of Ragnarok, all giants will become titans and wage a war against the gods. Even when ever spirit of Ragnarok is destroyed, into every seventh generation of ogres four are born possessed by the Heralds, beginning the cycle anew.

## DARKLING (GOBLIN WITH DROWBLOODED TEMPLATE)

CR 1 (XP 400)

*The small, lean creature moves with grace and purpose, its long, pointed ears twitching as though in anticipation.*

NE Small humanoid (elf, goblinoid), warrior 1

**Init** +7; **Senses** darkvision 80 ft.; **Perception** –1

## DEFENSE

**AC** 17, **touch** 14, **flat-footed** 14 (+2 armor, +3 Dex, +1 shield, +1 size)

**hp** 5 (1d10)

**Fort** +2, **Ref** +3, **Will** –1\*

**Immune** sleep; **SR** 10

\*+1 racial bonus against spells and spell-like abilities

## OFFENSE

**Speed** 30 ft.

**Melee** short sword +2 (1d4/19–20)

**Ranged** short bow +5 (1d4/x3)

**Spell-Like Abilities** (CL 1st)

1/day—*dancing lights, darkness, faerie fire*

## STATISTICS

**Str** 11, **Dex** 17, **Con** 10, **Int** 12, **Wis** 9, **Cha** 6

**Base Atk** +1; **CMB** +0; **CMD** 13

**Feats** Improved Initiative

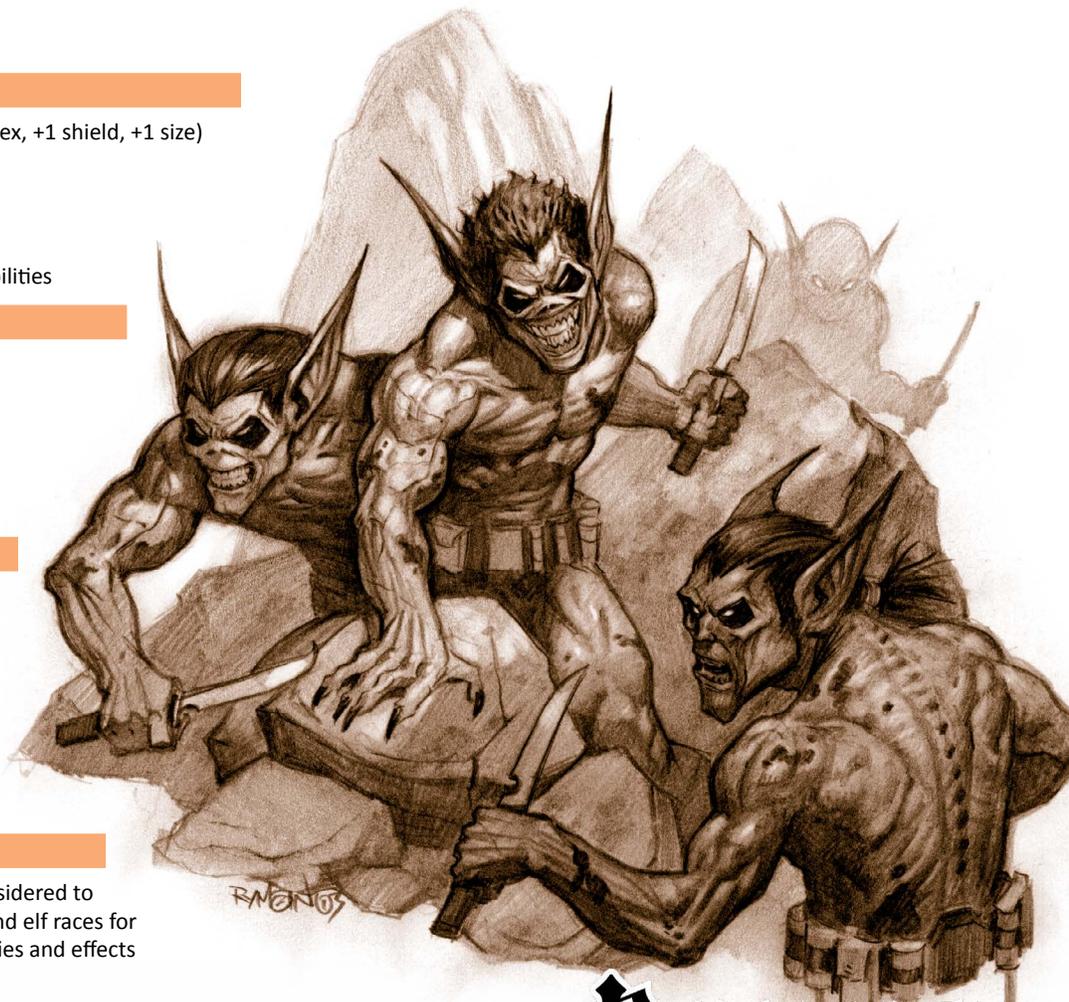
**Skills** Climb +4, Ride +11, Stealth +11, Swim +4; **Racial Modifiers** +4 Ride, +4 Stealth

**Languages** Goblin, Undercommon

**SQ** Drow blood

## SPECIAL ABILITIES

**Drow Blood (Ex):** Drowblood creatures are considered to be members of the base creature's, drow and elf races for the purpose of racially specific special abilities and effects



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## ECOLOGY

**Environment** underground

**Organization** gang (4–9), or may serve as a leader for a band of 20 adult goblins; or 1 or 2 lieutenants of 4th or 5th level for a band of

80 goblins; or 1 leader of 6th–8th level for a band of 200 goblins, 10–40 goblin dogs, wolves, or worgs

**Treasure** NPC gear (leather armor, light wooden shield, short sword, short bow with 20 arrows, other treasure)

Although no drow would ever admit to mingling blood with lowly goblins through either arcane or biological means, the fact is that the purple-skinned, drowblooded, darkling goblins are only found in areas where drow and goblins are both common, usually near cities where drow use goblins as slave labor.

Leaner, smarter, and less chaotic than their pure-goblin cousins, darklings are masters of ranged ambushes and quick getaways. Unless killed by drow as abomination when young, most darklings grow to be leaders within their goblin clans, often being treated as agents of the gods as a result of their innate magic abilities.

## UMBRATED GENIE (DJINN WITH THE DEMON POSSESSED –SHADOW DEMON TEMPLATE) CR 7 (XP 3,200)

*The humanoid creature is nearly ten feet tall, and comely of form and bearing. But its wavering, black shadow moves of its own accord, glancing about with glowing red eyes.*

CE Large outsider (air, extraplanar)

**Init** +9; **Senses** darkvision 60 ft.; **Perception** +12

## DEFENSE

**AC** 20, touch 14, flat-footed 14 (+5 Dex, +1 dodge, +5 natural, –1 size)

**hp** 52 (7d10+14)

**Fort** +4\*, **Ref** +10, **Will** +7 \*+4 profane bonus to saves against poison

**Immune** acid; **Resist** electricity 20

**Weaknesses** spell vulnerability

## OFFENSE

**Speed** 20 ft., fly 60 ft. (perfect)

**Melee** 2 slams +10 (1d8+4 plus 2d6 against good) or mwk scimitar +11/+6 (1d8+4/18–20 plus 2d6 against good)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** air mastery, profane attacks, whirlwind (1/10 minutes, 10–50 ft. tall, 1d8+4 damage, DC 17)

**Spell-Like Abilities** (CL 9th)

**At will**—invisibility (self only), plane shift (willing targets to elemental planes, Astral Plane, or Material Plane only)

**1/day**—*create food and water*, *create wine* (as *create water*, but wine instead), *deeper darkness*, *gaseous form* (for up to 1 hour), *major creation* (created vegetable matter is permanent), *persistent image* (DC 18), *shadow evocation* (DC 18), *summon* (level 3, 1 quasit, 100%), *wind walk*

## STATISTICS

**Str** 18, **Dex** 21, **Con** 14, **Int** 16, **Wis** 15, **Cha** 17

**Base Atk** +7; **CMB** +12; **CMD** 28

**Feats** Combat Casting, Combat Reflexes, Dodge, Improved Initiative<sup>B</sup>, Wind Stance



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**Skills** Appraise +13, Craft (any one) +12, Fly +21, Knowledge (planes, religion) +13, Perception +12, Sense Motive +12, Spellcraft +13, Stealth +11

**Languages** Aquan, Auran, Common, Ignan, Terran; telepathy 100 ft.

**SQ** Possessed

## SPECIAL ABILITIES

**Air Mastery (Ex):** Airborne creatures take a –1 penalty on attack and damage rolls against a djinni.

**Possessed (Su)** Each umbrated genie is a demon-possessed creature inhabited by a specific shadow demon. The demon can neither control the possessed creature nor read its mind, and it perceives only what the possessed creature does. The possessed creature's alignment changes to chaotic evil until the possession ends.

The demon is in constant telepathic communication with the possessed creature, imparting its thoughts and desires regardless of language. To gain the possessed creature's cooperation, the demon usually offers telepathic suggestions that it thinks a chaotic evil creature might find appealing.

While possessing another creature, the demon does not have access to any of its supernatural, spell-like, or extraordinary abilities. It cannot cast spells or take purely mental actions beyond thinking and using Intelligence-based skills. It cannot be targeted by any spell or effect (except as described under spell vulnerability), but it can be detected normally by divination spells.

Damage that harms the possessed creature does not harm the possessing demon. If the possessed creature dies, the demon returns to its plane of origin unharmed.

**Profane Attacks (Su):** Each of the umbrated genie's melee attacks with a natural or manufactured weapon deals an extra +2d6 points of damage to a creature of good alignment

**Spell Vulnerability (Ex)** Certain spells have special additional effects against demon-possessed creatures.

A demon-possessed creature subjected to a *dispel chaos* or *dispel evil* spell must succeed on a Will saving throw or lose all the modifications bestowed by the demon-possessed creature template for a number of rounds equal to the opponent's caster level. The demon is immediately ejected from the possessed creature's body and appears in the nearest open square.

A demon-possessed creature subjected to a *banishment* spell must succeed on a Will saving throw or lose the template until again possessed by a demon. Failure returns the demon to its home plane, as noted in the spell description.

An *antimagic field* or any antimagic effect suppresses all the effects of the demon-possessed creature template. It also prevents the demon from communicating with the possessed creature, using its perceptions, and exiting its body (unless it dies) for as long as the demon-possessed creature remains in the antimagic area.

## ECOLOGY

**Environment** any (Plane of Air)

**Organization** solitary or pair

**Treasure** standard (masterwork falchion, other gear)

Umbrated genies occur when a djinn's hatred of efreet becomes so all-consuming, the djinn seeks to gain power by cutting deals with abyssal creatures. While such djinn are initially careful to avoid making deals they cannot control, in time some of them are careless enough to leave themselves open to demonic possession. As beings of air who can be invisible at will, djinn are extremely attractive targets for shadow demons, who hate creatures capable of not leaving a shadow.

Umbrated genies normally work to enflame all djinn-efreet conflicts to massive planar wars, both out of a sheer love for chaos, and in the hopes of creating more opportunities for demons to possess desperate genies on both sides.

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