

- RAPAX -

RAPAX

Large Outsider (Chaotic, Demon, Extraplanar, Evil)

Hit Dice: 7d8+42 (73 hp)

Initiative: +3

Speed: 30 ft. (6 squares), fly 50 ft. (average)

AC: 18 (-1 size, +3 Dex, +6 natural), touch 12, flat-footed 15

Base Attack/Grapple: +7/+16

Attack: Claw +11 melee (1d6+5) or +1 rapier +12 melee (1d6+6/18-20)

Full Attacks: 2 Claws +11 melee (1d6+5) or +1 rapier +12/+7 (1d6+6/18-20)

Space/Reach: 10 ft./10 ft.

Special Attacks: Spell-like abilities

Special Qualities: Darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 17, telepathy 100 ft., outsider traits

Saves: Fort +10, Ref +7, Will +8

Abilities: Str 20, Dex 17, Con 23, Int 27, Wis 18, Cha 22

Skills: Appraise +18, Bluff +14, Diplomacy +18, Disguise +14 (+16 acting), Escape Artist +13, Forgery +20, Hide +9, Intimidate +16, Knowledge (the planes) +18, Knowledge (any one) +18, Listen +14, Move Silently +13, Profession (Merchant) +14, Search +18, Sense Motive +12, Spot +14, Survival +4 (+6 on other planes, +6 following tracks), Use Rope +3 (+5 bindings)

Feats: Deceitful, Negotiator, Persuasive

Environment: Any

Organization: Solitary

Challenge Rating: 7

Treasure: Standard and +1 rapier

Alignment: Always chaotic evil

Advancement: 8-10 HD (Large)

Level Adjustment: +7

This creature is tall and broad, with small horns and large, batlike wings. It constantly wears an expression of ironic amusement.

Like a succubus, a rapax lives to tempt mortals; but where succubi tempt them with the pleasures of the flesh, rapaxes

use the love of wealth and luxury. A rapax stands about 8 feet tall in its natural form, and weighs about 400 pounds.

COMBAT

Rapaxes are not warriors. While they can be vicious fighters when they need to be, they try to avoid combat, either setting their foes against one another or offering to buy their way out of trouble, according to the circumstances. As a last resort, a rapax will try to use its *summon demon* ability to call a vroock to its aid, seeking to escape while its enemies are occupied with fighting this more warlike demon.

Energy Drain (Su): A rapax can drain the life energy of a mortal whom it has persuaded to sign a contract. On the surface, this contract looks like an exceptionally lucrative business deal, but a Will save against a DC of 21 reveals the “fine print” - by signing the contract, the victim is actually agreeing to hand over some of his life energy to the rapax, and as soon as the contract is signed, the rapax bestows one negative level on the victim. The victim is only permitted a Will save if he or she examines the contract carefully; needless to say, a rapax will use all its powers of persuasion and magical abilities to try to make sure this does not happen. The save DC is Intelligence-based.

Spell-Like Abilities: At will—*calm emotions, charm person, detect good, detect law, detect thoughts, polymorph* (humanoid form only, no limit on duration), *protection from good, protection from law, suggestion, greater teleport* (self plus 50 pounds of objects only), *undetected alignment*. 3/day—*legend lore, true seeing, mass suggestion, permanent image*. Caster level 12th. The save DCs are Charisma-based.

Summon Demon (Sp): Once per day, a rapax can summon 1 vroock with a 30% chance of success. This ability is the equivalent of a 3rd-level spell.

Tongues (Su): A rapax has a permanent *tongues* ability (as the spell, caster level 12th). They usually use verbal communication with mortals.

One Classe of these Daemones is that which bears the Name of Rapaxe. Learned Priests have said, that for every form of Sinne there is a Daemon, which is charged with tempting Mortals in the direction of the said Sinne: thus the Succubusse doth provoke the Sinne of Lust, while others do likewise provoke Sinnes of other Kinds. The Rapaxe doth seeme to bear this Proposition out, for the Meanes by which it lures Mortals to their Doom is their owne Avarice.

It may appear in what Forme it pleases, or what Forme will be most Pleasing and Credible to those Mortalles it intends to Deceive; a Merchante betimes, now a Prince, now a Goldesmithe, but always in a Forme that doth excite the Hope and Expectation of Riches. And with the Promise of Riches it doth bring about the Ruin of those who fall Prey to its Wiles.

—*Beastes of Ye Farre Landes*, by Edmund Smallpiece.

USES

The contents of a rapax's bile sac are much sought after by alchemists, for it is said that they have the ability to turn base metal into gold. Some contend that this transmutation is only temporary, while others believe it is only an illusion.

KNOWLEDGE

The creature is a demon. Where a succubus feeds on lust, it feed on avarice. Its favorite victims are merchants, goldsmiths, and others who have a great love of wealth.

ADVENTURE HOOKS

GET RICH QUICK

Ubertus Aurum claims to be a merchant from a mainland nation, but is vague about his precise origins. What is beyond dispute, however, is the fact that he is fabulously wealthy and highly knowledgeable in business. He takes a luxury suite in the Last Resort as temporary lodgings, and begins negotiations with various homeowners in the Merchant District to rent more suitable accommodation. He quickly becomes a regular at the Merchants' Guildhouse, and even rents a suite of offices there.

Within days of Aurum's arrival in Freeport, ships start arriving from all corners of the world, laden with luxury goods of all kinds. He develops trading relationships with all of Freeport's most prominent merchants, as well as several members of the Captains' Council.

Aurum is a rapax, *polymorphed* into human form. Freeport is a place where the love of money runs rampant, and where he currently scouts the city for potential victims. He intends to involve as many Freeporters as possible in his trading schemes, using greed to establish a cult to his demonic master.

SOUL FOR SALE

Derwent Stowecroft is the youngest son of one of Freeport's leading merchant families, and has always been something of a disappointment to his parents. While his

brothers are wealthy and successful in their own right and his sisters made brilliant and profitable marriages, Derwent has shown a painful lack of any kind of business acumen. He lost money on a number of ventures, and after a recent fiasco where he was taken in by a confidence artist and bought three shiploads of "alchemical" rocks for their weight in silver, he has been forbidden from engaging in trade at all.

Stung by his failures and determined to redeem himself, Derwent spends much of his time in the libraries of the Freeport Institute and the Temple of the God of Knowledge. In an ancient and forbidden tome, he found what he sought: a ritual promising to bring him incalculable wealth and make him the most successful trader in the world. He busily assembles the equipment and ingredients needed to conduct the ritual, and he makes some unusual requests in the shops of Freeport's dealers in exotic goods.

What Derwent does not know is the ritual will actually summon a rapax to him. The demon planted similar ritual instructions in libraries throughout the world, relying on their being found by individuals who are desperate for money and willing to pay a high price for wealth and success.

HIGH STAKES

Godwin Brass is one of Freeport's ever-shifting community of visiting merchants. His time in Freeport has not been especially profitable, but it has not been a financial disaster either. Although he keeps to himself and does not socialize much with the rest of the merchant community, rumors circulate about him. According to gossip, Brass went bankrupt in one of the mainland nations, and was forced to flee to Freeport, one step ahead of his creditors. Here, he hopes to make enough money to return to his homeland and pay off his debts. It is whispered that members of his family are held in a debtors' prison until he can pay his creditors, and there are even some tales of debts to a powerful crimelord, who holds Brass' wife and children hostage. Brass himself exudes an almost palpable aura of grief and desperation, and has been lured into a number of high-risk ventures in hopes of a big payoff. So far, none of them has come to anything.

A few days ago, a ship arrived in Freeport from the mainland, carrying a well-dressed and well-spoken passenger asking the whereabouts of one Godwin Brass. He said he had some good news for the merchant. Since then, Brass has undergone a transformation. He has been seen dining with his visitor - whose name, apparently, is Dupondius Stater - in some of Freeport's most exclusive restaurants. Before now, no-one can ever remember seeing him smile.

CREATURES OF FREEPORT WEB ENHANCEMENT

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- RAPAX -

On the surface, the merchant's luck seems to have changed for the better, promising him the chance to return home, pay off his creditors, and secure the release of his family. Unknown to most Freeporters, however, is the fact that

Stater is in fact a rapax, who feeds on Brass' desperation for money. But there is more to this story - for what Stater does not know is that Brass is actually an aasimar cleric (see the *MM*), who has laid a trap for the demon.

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