

ROBES OF SUMMONING

A Pathfinder Roleplaying Game Compatible PLAYER'S RESOURCE by Creighton Broadhurst



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A Pathfinder Roleplaying Game PLAYER'S RESOURCE supplement by Creighton Broadhurst

Ever found (or thought about buying) a *robe of bones* but couldn't be bothered to design the stat blocks or were worried that the other members of your party would object to fighting alongside your undead minions? *Robes of Summoning* banishes these problems!

This PLAYER'S RESOURCE contains a detailed write-up of the standard version of this iconic magic item and offers four variants (including full stat blocks of all the creatures called forth). Designed to easily fit into your character's folder, *Robes of Summoning* contains all the information you need to quickly and easily get the most out of this useful wondrous item.



CREDITS

Design: Creighton Broadhurst

Editing: Steve "Taz" Cansdale and Aaron T. Huss

Layout: Creighton Broadhurst

Interior Artists: Ryan Sumo

ABOUT THE DESIGNER

Creighton is a keen gamer who passionately believes in the Open Gaming License and is dedicated to making his games as fun and easy to enjoy as possible for all participants. Reducing or removing entry barriers, simplifying pre-game prep and easing the GM's workload are the key underpinning principles of the products he releases through Raging Swan Press.

Over the last 11 years, Creighton has worked with Expedition Press, Paizo and Wizards of the Coast. He now releases his own products through Raging Swan Press. You can read his thoughts on game design at raging-swan.livejournal.com.

Creighton lives in Torquay, England where, apparently, the palm trees are plastic and the weather is warm. He shares a ramshackle old mansion with his two children ("Genghis" and "Khan") and his patient wife. Famed for his unending love affair with booze and pizza he is an enduring GREYHAWK fan.

BONUS MATERIAL

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CONTACT US

Email gatekeeper@ragingswan.com with questions and comments about this supplement.

ERRATA

We would like to think *Robes of Summoning* is completely error free and that absolutely no mistakes have crept in during design or editing. However, we are realists. So in that spirit, we shall post errata for this adventure three months after first release on ragingswan.com. We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

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Published by Raging Swan Press
1st printing, September 2011

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This **PLAYER'S RESOURCE** presents enhanced information regarding the *robe of bones*, an often overlooked wondrous item that is difficult (or at the least, time-consuming) to use without extensive preparation. The main issue with PCs using a *robe of bones* is that it summons undead – something an adventurer may not be keen to do if he is good-aligned or if his friends and companions are of that ethos.

The variant robes in *Robes of Summoning* banishes this problem by presenting a four variant robes which summon animals, magical beasts and vermin – items usable by characters of any class. Each robe benefits from its own comprehensive listing containing all the information needed (including handy stat blocks for all the summoned creatures) to use the item in-game.

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ROBE OF BONES

This robe appear to be nothing more than an unremarkable robe, albeit one with a high collar.

Worn by vile necromancers and depraved followers of dark gods, this sinister item functions like a *robe of useful items*, but instead of calling forth items brings forth undead.

IDENTIFICATION

Aura moderate (necromancy [evil]; DC 18 Knowledge [arcana])
Identify DC 21 Spellcraft

ACTIVATION & USE

Only a character wearing the robe notes that it is adorned with small embroidered figures of skeletons and zombies, recognises them for the creatures they become and can detach them.

The possessor must be wearing the *robe of bones* to use its powers and can detach one figure each round (a standard action



that does not provoke attacks of opportunity). Detaching the figure causes it to become an undead creature. The undead is not under the wearer's control, but may be subsequently commanded, rebuked, turned or destroyed.

A newly created *robe of bones* has two embroidered figures of each of the following types:

- Bloody goblin skeleton
- Fast human zombie
- Heavy horse skeleton
- Human skeleton
- Ogre plague zombie
- Wolf skeleton

Once removed, an embroidered figure cannot be replaced.

CONSTRUCTION

Requirements Craft Wondrous Item, CL 6th, *animate dead*;
Weight 2 lbs.; **Cost** 1,200 gp; **Price** 2,400 gp.

DESTRUCTION

A *robe of bones* is not too hard to break (AC 5, hardness 0, hp 2, DC 21 Break check; saves +5).

SUMMONED UNDEAD

BLOODY GOBLIN SKELETON

Covered in blood and gore this goblin skeleton wears blood-drenched leather armour and clutches a short sword.

NE Small undead

Init +7; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 30 ft.

ACP -1; Ride +10, Stealth +10

AC 17, touch 14, flat-footed 14; **CMD** 12

(+1 size, +3 Dex, +2 armour [leather], +1 natural)

Immune cold, undead immunities

Fort +2, **Ref** +3, **Will** +2; +4 channel resistance

hp 6 (1 HD); fast healing 1; **DR** bludgeoning/5; deathless

Deathless (Su) The bloody goblin skeleton is destroyed when reduced to 0 hit points, but returns to unlife 1 hour later at 1 hit point, allowing its fast healing to resume healing it. A bloody goblin skeleton is permanently destroyed if it is destroyed by positive energy, if it is reduced to 0 hit point in the area of a *bless* or *hallow* spell or if its remains are sprinkled with a vial of holy water.

Space 5 ft.; **Base Atk** +0; **CMB** -1

Melee short sword +1 (1d4/19-20) and
claw -4 (1d3) or

Melee 2 claws +1 (1d3)

Abilities Str 11, Dex 17, Con —, Int —, Wis 10, Cha 14

Feats Improved Initiative

Gear as above

FAST HUMAN ZOMBIE

The putrid stench of death emanates from this shambling corpse.

NE Medium undead

Init +2 **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 40 ft.

ACP 0; Acrobatics +2 (+6 jumping)

AC 14, touch 12, flat-footed 12; **CMD** 16

(+2 Dex, +2 natural)

Immune undead immunities

Fort +0, **Ref** +2, **Will** +3

hp 12 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +4

Melee slam +4 (1d6+4)

Atk Options quick strike

Quick Strike (Ex) A fast zombie makes 2 slam attacks with a full-attack.

Abilities Str 17, Dex 14, Con —, Int —, Wis 10, Cha 10

Feats Toughness

HEAVY HORSE SKELETON

Shreds of rotting flesh hang from the skeleton of this large horse.

NE Large undead

Init +9; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 50 ft.

ACP 0; Acrobatics +5 (+13 jumping), Stealth +1

AC 16, touch 14, flat-footed 11; **CMD** 22 (26 vs. trip)

(-1 size, +5 Dex, +2 natural)

Immune cold, undead immunities

Fort +0, **Ref** +5, **Will** +3

hp 9 (2 HD); **DR** bludgeoning/5

Space 10 ft.; **Base Atk** +1; **CMB** +7

Melee bite +5 (1d4+5) and
2 hooves +0 (1d6+2)

Abilities Str 20, Dex 20, Con —, Int —, Wis 10, Cha 10

Feats Improved Initiative

HUMAN SKELETON

This animated skeleton wears a rusted chain shirt but its longsword is yet sharp and deadly.

NE Medium undead

Init +6; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 30 ft.

ACP -2

AC 16, touch 12, flat-footed 14; **CMD** 14

(+2 Dex, +2 armour [rusted chain shirt], +2 natural)

Immune undead immunities, cold

Fort +0, **Ref** +2, **Will** +2

hp 5 (1 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +0; **CMB** +2

Melee longsword +2 (1d8+2/19-20) and
claw -3 (1d4+1) or

Melee 2 claws +2 (1d4+1)

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

Feats Improved Initiative

OGRE PLAGUE ZOMBIE

Rotting flesh hangs from the massive corpse of this shambling giant.

NE Large undead

Init -2; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 30 ft., base speed 40 ft.; staggered

Staggered (Ex) A zombie has poor reflexes and can only perform a single move or standard action each round. A zombie can move 30 ft. and attack in the same round as a charge action.

ACP -3; Stealth -9

AC 14, touch 7, flat-footed 14; **CMD** 19

(-1 size, -2 Dex, +4 armour [hide], +3 natural)

Immune undead immunities

Fort +2, **Ref** +0, **Will** +5

hp 33 (6 HD); death burst

Death Burst (Ex) When a ogre plague zombie is destroyed it explodes in a burst of decay. All adjacent creatures are exposed to zombie rot as if struck by its slam attack

Space 10 ft.; **Base Atk** +4; **CMB** +11

Melee slam (reach 10 ft.) +9 (1d8+9 plus zombie rot [DC 13 Fortitude {2 consecutive saves}; onset 1d4 days; frequency 1/day; effect 1d2 Con {this damage cannot be healed while the creature is infected}])

Abilities Str 23, Dex 6, Con —, Int —, Wis 10, Cha 10

Feats Toughness

Gear as above

WOLF SKELETON

White bone gleams bright beneath patches the moulding black fur of this skeletal wolf.

NE Medium undead

Init +7; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 50 ft.

ACP 0; Acrobatics +3 (+11 jumping)

AC 15, touch 13, flat-footed 12; **CMD** 15 (19 vs. trip)

(+3 Dex, +2 natural)

Immune cold, undead immunities

Fort +0, **Ref** +3, **Will** +2

hp 9 (2 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +1; **CMB** +2

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

Trip (Ex) A skeletal wolf can trip its opponent as a free action without provoking an attack of opportunity if it hits with its bite. If the attempt fails, the wolf is not tripped in return.

Abilities Str 13, Dex 17, Con —, Int —, Wis 10, Cha 10

Feats Improved Initiative

UNDEAD IMMUNITIES

All undead are immune to mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless).

ROBE OF ANIMALS

This robe appear to be nothing more than an unremarkable robe, albeit one with a high collar.

Worn by nature-loving druids and doughty rangers, this item functions like a *robe of useful items*, but instead of calling forth items brings forth animals.

IDENTIFICATION

Aura moderate (conjunction); DC 18 Knowledge [arcana]
Identify DC 21 Spellcraft

ACTIVATION & USE

Only a character wearing the robe notes that it is adorned with small embroidered figures of animals, recognises them for the creatures they become and can detach them.

The possessor must be wearing the *robe of animals* to use its powers and can detach one figure each round (a standard action

that does not provoke attacks of opportunity). Detaching the figure causes it to become a living animal. The animal is not under the wearer's control, but may be subsequently commanded with *charm animal*, wild empathy, Handle Animal checks and so on.

A newly created *robe of animals* has two embroidered figures of each of the following types:

- Dire rat
- Giant frog
- Wolf
- Wolfhound
- Wolverine
- Young venomous snake

Once removed, an embroidered figure cannot be replaced.

CONSTRUCTION

Requirements Craft Wondrous Item, CL 6th, *summon monster III*; Weight 2 lbs.; **Cost** 1,200 gp; **Price** 2,400 gp.

DESTRUCTION

A *robe of animals* is not too hard to break (AC 5, hardness 0, hp 2, DC 21 Break check; saves +5).

SUMMONED ANIMALS

DIRE RAT

This filthy oversized rat is covered in mangy gray fur and watches menacingly from shining black eyes.

N Small animal

Init +3; **Senses** low-light vision, scent; **Perception** +4, **Sense Motive** +1

Speed 40 ft., climb 20 ft., swim 20 ft.

ACP 0; **Climb** +11, **Stealth** +11, **Swim** +11

AC 14, **touch** 14, **flat-footed** 11; **CMD** 12 (16 vs. trip)
(+1 size, +3 Dex)

Fort +3, **Ref** +5, **Will** +1

hp 5 (1 HD)

Space 5 ft.; **Base Atk** +0; **CMB** -1

Melee bite +1 (1d4 plus filth fever [DC 13 Fortitude {2 saves}; frequency 1/day; effect 1d3 Con and 1d3 Dex damage])

Abilities Str 10, Dex 17, Con 13, Int 2, Wis 13, Cha 4

Feats Skill Focus (Perception)



GIANT FROG

This gigantic frog has moist, mottled green and black skin.

N Medium animal

Init +1; **Senses** low-light vision, scent; Perception +3, Sense Motive -1

Speed 30 ft., swim 30 ft.

ACP 0; Acrobatics +9 (+13 jumping), Stealth +5, Swim +10

AC 12, touch 11, flat-footed 11; **CMD** 14 (18 vs. trip)
(+1 Dex, +1 natural)

Fort +6, **Ref** +6, **Will** -1

hp 15 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +3 (+7 grapple)

Melee bite +3 (1d6+2 plus grab) or

Melee Touch tongue (reach 15 ft.) +3 (grab)

Atk Options grab (tongue), swallow whole, tongue

Grab (Ex) As a free action, a giant frog can grapple a Medium or smaller foe it bites without provoke attacks of opportunity. It does not gain the grappled condition while using its tongue to grab and can pull a grabbed target 5 ft. closer with a successful CMB check without the creatures provoking attacks of opportunity.

Swallow Whole (Ex) The giant frog can make a CMB check to swallow a Small or smaller foe that starts the frog's turn grappled in its mouth. A swallowed creature is grappled and takes 1d4 bludgeoning damage a round. It can cut itself free with a light slashing or piercing weapon (AC 10, hp 1) or can make a CMB check to climb into the frog's mouth. If a creature cuts its way out, the giant frog cannot use swallow whole until the damage is healed.

Abilities Str 15, Dex 13, Con 16, Int 1, Wis 8, Cha 6

Feats Lightning Reflexes

WOLF

This powerful, gray-furred canine has fearsome jaws.

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +8, Sense Motive +1

Speed 50 ft.

ACP 0; Stealth +6

AC 14, touch 12, flat-footed 12; **CMD** 14 (18 vs. trip)
(+2 Dex, +2 natural)

Fort +5, **Ref** +5, **Will** +1

hp 13 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +2

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

Trip (Ex) A wolf can trip a bitten opponent as a free action without provoking an attack of opportunity. If the attempt fails, the wolf is not tripped in return.

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

Feats Skill Focus (Perception)

Skills as above plus Survival +1 (+5 using scent to track)

WOLFHOUD

This large dog has a shaggy mottled black coat and a large head.

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +8, Sense Motive +1

Speed 40 ft.

ACP 0; Acrobatics +6 (+14 jumping)

AC 13, touch 12, flat-footed 11; **CMD** 15 (19 vs. trip)
(+2 Dex, +1 natural)

Fort +5, **Ref** +5, **Will** +1

hp 13 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +3

Melee bite +3 (1d6+3 plus trip)

Trip (Ex) With a successful bite, the wolfhound can trip its opponent as a free action, without provoking an attack of opportunity. If its attempt fails, it is not tripped in return.

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

Feats Skill Focus (Perception)

Skills as above plus Survival +1 (+5 tracking by scent)

WOLVERINE

This badger-like creature is stocky and muscular.

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +10, Sense Motive +1

Speed 30 ft., burrow 10 ft., climb 10 ft.

ACP 0; Climb +10

AC 14, touch 12, flat-footed 12; **CMD** 16 (20 vs. trip)
(+2 Dex, +2 natural)

Fort +5, **Ref** +5, **Will** +2

hp 22 (3 HD); rage

Rage (Ex) An injured wolverine rages on its next turn, fighting until it or its opponent is dead. It gains +4 to Strength, +4 to Constitution and -2 to AC. It cannot end its rage voluntarily.

Space 5 ft.; **Base Atk** +2; **CMB** +4

Melee 2 claws +4 (1d6+2) and
bite +4 (1d4+2)

Abilities Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 10

Feats Skill Focus (Perception), Toughness

YOUNG VENOMOUS SNAKE

This slender snake has black and red scales and long, thin fangs.

N Small animal

Init +7; **Senses** low-light vision, scent; Perception +9, Sense Motive +1

Speed 20 ft., climb 20 ft., swim 20 ft.

ACP 0; Acrobatics +11 (+7 jumping), Climb +11, Stealth +15,
Swim +11

AC 12, touch 11, flat-footed 11; **CMD** 10 (can't be tripped)
(+1 Dex, +1 natural)

Fort +3, **Ref** +6, **Will** +1

hp 9 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** -3

Melee bite +5 (1d3-3 plus poison [DC 11 Fortitude {a save}
frequency 1/round for 6 rounds; *effect* 1d2 Con])

Abilities Str 4, Dex 17, Con 10, Int 1, Wis 13, Cha 2

Feats Improved Initiative, Weapon Finesse^B

ROBE OF CAVES

This robe appear to be nothing more than an unremarkable robe, albeit one with a high collar.

Worn by those that live in or explore the deep places of the earth, this item functions like a *robe of useful items*, but instead of calling forth items brings forth vermin.

IDENTIFICATION

Aura moderate (conjuration); DC 18 Knowledge [arcana]
Identify DC 21 Spellcraft

ACTIVATION & USE

Only a character wearing the robe notes that it is adorned with small embroidered figures of vermin, recognises them for the creatures they become and can detach them.

The possessor must be wearing the *robe of caves* to use its powers and can detach one figure each round (a standard action that does not provoke attacks of opportunity).

Detaching a figure causes it to become a living



creature, albeit not one. under the character's control. A character cannot use *charm animal*, wild empathy, Handle Animal or similar affects to influence vermin's actions, but the choker and darkmantle can be charmed or influenced in the normal fashion.

A newly created *robe of caves* has two embroidered figures of each of the following types:

- Choker
- Darkmantle
- Fire beetle
- Giant centipede
- Giant cockroach
- Giant spider

Once removed, an embroidered figure cannot be replaced.

CONSTRUCTION

Requirements Craft Wondrous Item, CL 6th, *summon monster III*; Weight 2 lbs.; **Cost** 1,200 gp; **Price** 2,400 gp.

DESTRUCTION

A *robe of caves* is not too hard to break (AC 5, hardness 0, hp 2, DC 21 Break check; saves +5).

SUMMONED CREATURES

CHOKER

This hunch-backed humanoid has long, thin tentacle-like arms capped with five wide, spiny claws.

CE Small aberration

Init +6; **Senses** darkvision 60 ft.; Perception +1, Sense Motive +1
Speed 20 ft., climb 10 ft.; quickness

Quickness (Ex) Supernaturally quick, a choker can take an extra move action each turn.

ACP 0; **Acrobatics** +2 (-4 jumping), **Climb** +16, **Stealth** +13

AC 17, touch 13, flat-footed 15; **CMD** 16
(+1 size, +2 Dex, +4 natural)

Fort +2, **Ref** +3, **Will** +4

hp 16 (3 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +4 (+8 grappling)

Melee 2 tentacles (reach 10 ft.) +6 (1d4+3 plus grab)

Atk Options constrict, grab, quickness, strangle

Constrict (Ex) A choker deals 1d4+3 bludgeoning damage with a successful grapple check.

Grab (Ex) The choker can grapple a Large or smaller foe as a free action without provoking attacks of opportunity.

Strangle (Ex) Chokers seize victims by the neck. Such creatures cannot speak or cast spells with verbal components.

Abilities Str 16, Dex 14, Con 13, Int 4, Wis 13, Cha 7

Feats Improved Initiative, Skill Focus (Stealth)

Skills as above

Languages Undercommon

DARKMANTLE

This small creature opens like a hideous octopus, its thin, hook-lined tentacles connected by a fleshy web, as it hurtles toward you.

N Small magical beast

Init +6; **Senses** blindsight 90 ft., darkvision 60 ft., low-light vision; Perception +4, Sense Motive +0

Speed 20 ft., fly 30 ft. (poor)

ACP 0; Acrobatics +2 (-2 jumping), Fly +5, Stealth +10

AC 15, touch 13, flat-footed 13; **CMD** 13

(+1 size, +2 Dex, +2 natural)

Fort +5, **Ref** +5, **Will** +2

hp 15 (2 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +1 (+5 grapple)

Melee slam +3 (1d4 plus grab)

Atk Options constrict, grab

Constrict (Ex) With a successful grapple check, the darkmantle deals 1d4 damage.

Grab (Ex) The darkmantle can try to grapple as a free action without provoking attacks of opportunity. It can use its grab attack against a foe of any size.

Spell-Like Abilities (CL 5th; concentration +5)

1/day—*darkness*

Abilities Str 11, Dex 15, Con 14, Int 2, Wis 11, Cha 10

Feats Improved Initiative

Skills as above

FIRE BEETLE

This huge centipede writhes and twists as it scuttles across the floor.

N Small vermin

Init +0; **Senses** low-light vision; Perception +0, Sense Motive +0

Speed 30 ft., fly 30 ft. (poor)

ACP 0; Fly -2

AC 12, touch 11, flat-footed 12; **CMD** 9 (17 vs. trip)

(+1 size, +1 natural)

Immune mind-affecting effects

Fort +2, **Ref** +2, **Will** +0

hp 4 (1 HD)

Space 5 ft. (luminescence); **Base Atk** +0; **CMB** -1

Luminescence (Ex) A fire beetle's glowing glands provide light in a 10 ft. radius. A dead beetle's glands provide light for 1d6 days after death.

Melee bite +1 (1d4)

Abilities Str 10, Dex 11, Con 11, Int -, Wis 10, Cha 7

GIANT CENTIPEDE

This huge centipede writhes and twists as it scuttles forward.

N Medium vermin

Init +2; **Senses** darkvision 60 ft.; Perception +4, Sense Motive +0

VERMIN

Vermin are mindless and as such are not capable of sophisticated battle tactics. If attacked, they strike at the nearest foe or the one causing it the most damage. If ignored, they may wander away.

Speed 40 ft., climb 40 ft.

ACP 0; Acrobatics +2 (+6 jumping), Climb +10, Stealth +10

AC 14, touch 12, flat-footed 12; **CMD** 11 (can't be tripped)

(+2 Dex, +2 natural)

Immune mind-affecting effects

Fort +3, **Ref** +2, **Will** +0

hp 5 (1 HD)

Space 5 ft.; **Base Atk** +0; **CMB** -1

Melee bite +2 (1d6-1 plus poison [DC 13 Fortitude {1 save}; *frequency* 1/round for 6 rounds; *effect* 1d3 Dex damage])

Abilities Str 9, Dex 15, Con 12, Int -, Wis 10, Cha 2

Feats Weapon Finesse^B

GIANT COCKROACH

A dog-sized cockroach skitters forth, greedily clicking its filth-slicked mandibles.

N Small vermin

Init +1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4, Sense Motive +0

Speed 30 ft., climb 30 ft., fly 40 ft. (poor)

ACP 0; Climb +8, Fly -1, Stealth +9

AC 14, touch 12, flat-footed 13; **CMD** 10 (18 vs. trip);

(+1 Dex, +2 natural, +1 size)

Immune mind-affecting effects (charms, compulsions, morale effects, patterns and phantasms); **Weakness** light sensitivity

Light Sensitivity (Ex) A giant cockroach is dazzled in areas of bright sunlight or within the radius of *daylight*.

Fort +6, **Ref** +1, **Will** +0

hp 8 (1 HD); Diehard

Space 5 ft.; **Base Atk** +0; **CMB** -1

Melee bite +1 (1d4)

Abilities Str 11, Dex 12, Con 19, Int -, Wis 11, Cha 2

SQ hold breath, vermin traits

Feats Diehard^B, Endurance^B

Skills as above

GIANT SPIDER

N Medium vermin

Init +3; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; Perception +4 (+8 in webs), Sense Motive +0

Speed 30 ft., climb 30 ft.

ACP 0; Acrobatics +11, Climb +16, Stealth +7 (+11 in webs)

AC 14, touch 13, flat-footed 11; **CMD** 15 (27 vs. trip)

(+3 Dex, +1 natural)

Immune mind-affecting effects

Fort +4, **Ref** +4, **Will** +1

hp 16 (3 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +2

Melee bite +2 (1d6 plus poison [DC 13 Fortitude {1 save}; *frequency* 1/round for 4 rounds; *effect* 1d2 Str damage])

Abilities Str 11, Dex 17, Con 12, Int -, Wis 10, Cha 2

ROBE OF VERMIN

This robe appear to be nothing more than an unremarkable robe, albeit one with a high collar.

Worn by those that skulk in sewers and other wild places, this item functions like a *robe of useful items*, but instead of calling forth items brings forth vermin.

IDENTIFICATION

Aura moderate (conjunction); DC 18 Knowledge [arcana]
Identify DC 21 Spellcraft

ACTIVATION & USE

Only a character wearing the robe notes that it is adorned with small embroidered figures of vermin, recognises them for the creatures they become and can detach them.

The possessor must be wearing the *robe of animals* to use its powers and can detach one figure each round (a standard action

that does not provoke attacks of opportunity). Detaching the figure causes it to become living vermin. The vermin is not under the wearer's control, and acts like normal vermin. A character cannot use *charm animal*, wild empathy, Handle Animal or similar affects to influence vermin's actions.

A newly created *robe of vermin* has two embroidered figures of each of the following types:

- Fire beetle
- Giant centipede
- Giant spider
- Poisonous frog
- Rat swarm
- Spider swarm

Once removed, an embroidered figure cannot be replaced.

CONSTRUCTION

Requirements Craft Wondrous Item, CL 6th, *summon monster III*; Weight 2 lbs.; **Cost** 1,200 gp; **Price** 2,400 gp.

DESTRUCTION

A *robe of vermin* is not too hard to break (AC 5, hardness 0, hp 2, DC 21 Break check; saves +5).

SUMMONED VERMIN

FIRE BEETLE

This huge centipede writhes and twists as it scuttles across the floor.

N Small vermin

Init +0; **Senses** low-light vision; Perception +0, Sense Motive +0

Speed 30 ft., fly 30 ft. (poor)

ACP 0; Fly -2

AC 12, touch 11, flat-footed 12; **CMD** 9 (17 vs. trip)

(+1 size, +1 natural)

Immune mind-affecting effects

Fort +2, **Ref** +2, **Will** +0

hp 4 (1 HD)

Space 5 ft. (luminescence); **Base Atk** +0; **CMB** -1

Luminescence (Ex) A fire beetle's glowing glands provide light in a 10 ft. radius. A dead beetle's glands provide light for 1d6 days after death.

Melee bite +1 (1d4)

Abilities Str 10, Dex 11, Con 11, Int -, Wis 10, Cha 7



GIANT CENTIPEDE

This huge centipede writhes and twists as it scuttles forward.

N Medium vermin

Init +2; **Senses** darkvision 60 ft.; Perception +4, Sense Motive +0
Speed 40 ft., climb 40 ft.

ACP 0; Acrobatics +2 (+6 jumping), Climb +10, Stealth +10

AC 14, touch 12, flat-footed 12; **CMD** 11 (can't be tripped)
(+2 Dex, +2 natural)

Immune mind-affecting effects

Fort +3, **Ref** +2, **Will** +0

hp 5 (1 HD)

Space 5 ft.; **Base Atk** +0; **CMB** -1

Melee bite +2 (1d6-1 plus poison [DC 13 Fortitude {1 save};
frequency 1/round for 6 rounds; *effect* 1d3 Dex damage])

Abilities Str 9, Dex 15, Con 12, Int -, Wis 10, Cha 2

Feats Weapon Finesse^B

GIANT SPIDER

N Medium vermin

Init +3; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; Perception +4 (+8 in webs), Sense Motive +0

Speed 30 ft., climb 30 ft.

ACP 0; Acrobatics +11, Climb +16, Stealth +7 (+11 in webs)

AC 14, touch 13, flat-footed 11; **CMD** 15 (27 vs. trip)
(+3 Dex, +1 natural)

Immune mind-affecting effects

Fort +4, **Ref** +4, **Will** +1

hp 16 (3 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +2

Melee bite +2 (1d6 plus poison [DC 13 Fortitude {1 save};
frequency 1/round for 4 rounds; *effect* 1d2 Str damage])

Abilities Str 11, Dex 17, Con 12, Int -, Wis 10, Cha 2

POISONOUS FROG

This tiny frog has a bright green and red spots all over its back.

N Tiny animal

Init +1; **Senses** low-light vision; Perception +3, Sense Motive -1

Speed 10 ft., swim 20 ft.

ACP 0; Acrobatics +5 (+1 jumping), Stealth +13, Swim +9

AC 13, touch 13, flat-footed 12; **CMD** 5 (9 vs. trip)
(+2 size, +1 Dex)

Fort +2, **Ref** +3, **Will** -1

hp 4 (1 HD)

Space 2 1/2 ft.; **Base Atk** +0; **CMB** -1

Melee bite (reach 0 ft.) +3 (1 plus poison [DC 10 {1 save};
frequency 1/round {6 rounds}; *effect* 1d2 Con damage])

Abilities Str 2, Dex 12, Con 11, Int 1, Wis 9, Cha 10

Feats Weapon Finesse

RAT SWARM

A squealing, roiling mass of tiny rats surges towards you.

N Tiny animal (swarm)

Init +6; **Senses** low-light vision, scent; Perception +8, Sense Motive +1

Speed 15 ft., climb 15 ft., swim 15 ft.

ACP 0; Acrobatics +6 (-2 jumping), Climb +10, Stealth +14, Swim +10

AC 14, touch 14, flat-footed 12; **CMD** -
(+2 size, +2 Dex)

Immune critical hits, flanking; **Resist** half damage from weapons;
Weakness vulnerable to area spells or effects (+50% damage)

Fort +4, **Ref** +5, **Will** +2

hp 16 (3 HD)

Space 10 ft.; **Base Atk** +2; **CMB** -

Melee swarm (reach 0 ft) (1d6 plus filth fever [DC 12 {2 consecutive saves}; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage] plus distraction [nauseated {1 round}; DC 12 negates])

Abilities Str 2, Dex 15, Con 13, Int 2, Wis 13, Cha 2

Feats Improved Initiative, Skill Focus (Perception)

SPIDER SWARM

A veritable carpet of tiny black spiders swarms toward you.

N Diminutive vermin (swarm)

Init +3; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +4, Sense Motive +0

Speed 20 ft., climb 20 ft.

ACP 0; Acrobatics +3 (-1 jumping), Climb +11, Stealth +15

AC 17, touch 17, flat-footed 14; **CMD** -
(+4 size, +3 Dex)

Immune critical hits, flanking, mind-affecting effects, weapon damage; **Weakness** vulnerable to area spells or effects (+50% damage)

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

hp 9 (2 HD)

Space 10 ft.; **Base Atk** +1; **CMB** -

Melee swarm (reach 0 ft.) (1d6 plus poison [DC 11 {1 save};
frequency 1 round for 2 rounds; *effect* 1d2 Str] plus distraction [nauseated {1 round}; DC 11 negates])

Abilities Str 1, Dex 17, Con 10, Int -, Wis 10, Cha 2

VERMIN

Vermin are mindless and as such are not capable of sophisticated battle tactics. If attacked, they strike at the nearest foe or the one causing it the most damage. If ignored, they may wander away.

ROBE OF THE WAVES

This robe appear to be nothing more than an unremarkable robe, albeit one with a high collar.

Worn by those that live and work on the water, this item functions like a *robe of useful items*, but instead of calling forth items brings forth aquatic animals.

IDENTIFICATION

Aura moderate (conjunction); DC 18 Knowledge [arcana]
Identify DC 21 Spellcraft

ACTIVATION & USE

Only a character wearing the robe notes that it is adorned with small embroidered figures of aquatic animals, recognises them for the creatures they become and can detach them.

The possessor must be wearing the *robe of the waves* to use its powers and can detach one figure each round (a standard

action that does not provoke attacks of opportunity). Detaching the figure causes it to become a living animal. The animal is not under the wearer's control, but may be subsequently commanded with *charm animal*, wild empathy, Handle Animal checks and so on.

A newly created *robe of the waves* has two embroidered figures of each of the following types:

- Dolphin
- Octopus
- Stingray
- Shark
- Snapping turtle
- Squid

Once removed, an embroidered figure cannot be replaced.

CONSTRUCTION

Requirements Craft Wondrous Item, CL 6th, *summon monster III*; Weight 2 lbs.; **Cost** 1,200 gp; **Price** 2,400 gp.

DESTRUCTION

A *robe of the waves* is not too hard to break (AC 5, hardness 0, hp 2, DC 21 Break check; saves +5).

SUMMONED ANIMALS

DOLPHIN

This black and white fish-shaped mammal has sparkling eyes and a mouth upturned in a friendly smile.

N Medium animal

Init +2; **Senses** blindsight 120 ft., low-light vision; **Perception** +9, Sense Motive +1

Speed swim 80 ft.

ACP 0; **Swim** +13

AC 13, touch 12, flat-footed 11; **CMD** 14

(+2 Dex, +1 natural)

Fort +4, **Ref** +5, **Will** +1

hp 11 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +2

Melee slam +2 (1d4+1)

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

SQ hold breath

Hold Breath (Ex) A dolphin can holds its breath for 78 minutes before it risks drowning.

Feats Weapon Finesse



OCTOPUS

Eight sucker-covered tentacles writhe around this creature's barrel-shaped body.

N Small animal (aquatic)

Init +3; **Senses** low-light vision; Perception +1, Sense Motive +1

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

Jet (Ex) An octopus can jet backwards in a straight line without provoking attacks of opportunity, as a full-round action.

ACP 0; **Escape Artist** +13, **Stealth** +20, **Swim** +9

AC 15, **touch** 14, **flat-footed** 12; **CMD** 14 (can't be tripped)

(+1 size, +3 Dex, +1 natural)

Fort +5, **Ref** +6, **Will** +1

hp 13 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +1 (+5 grapple)

Melee bite +5 (1d3+1 plus poison [DC 13 {1 save}; *frequency* 1/round {6 rounds}; *effect* 1 Str]) and

Melee tentacles +3 (grab)

Grab (Ex) An octopus can grapple a Small or smaller target hit with its tentacles as a free action without provoking attacks of opportunity.

Special Actions ink cloud

Ink Cloud (Ex) An octopus can emit a 10-foot-radius sphere of ink once per minute, as a free action. The ink provides total concealment in water, and persists for 1 minute.

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

Feats Multiattack^B, Weapon Finesse

STINGRAY

A long tail tipped with a barbed stinger trails from this flat, triangular fish's body.

N Medium animal (aquatic)

Init +1; **Senses** blindsense 30 ft., low-light vision; Perception +8, Sense Motive +1

Speed swim 40 ft.

ACP 0; **Stealth** +5 (+13 in sand or mud), **Swim** +8

AC 12, **touch** 11, **flat-footed** 11; **CMD** 12

(+1 Dex, +1 natural)

Fort +5, **Ref** +4, **Will** +1

hp 13 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +1

Melee sting +1 (1d4 plus poison [DC 13 {1 save}; *frequency* 1/round {4 rounds}; *effect* 1d2 Dex and 1 Con])

Abilities Str 10, Dex 13, Con 15, Int 1, Wis 13, Cha 2

Feats Skill Focus (Perception)

SHARK

This dark gray shark's fin slices through the water and its gaping maw contains countless sharp teeth.

N Large animal (aquatic)

Init +5; **Senses** blindsense 30 ft., keen scent; Perception +8, Sense Motive +1

Keen Senses (Ex) A shark notices creatures by scent in a 180-foot-radius underwater and can detect blood in the water at ranges up to a mile.

Speed swim 60 ft.

ACP 0; **Stealth** -3, **Swim** +11

AC 14, **touch** 10, **flat-footed** 13; **CMD** 18

(-1 size, +1 Dex, +4 natural)

Fort +7, **Ref** +5, **Will** +2

hp 22 (4 HD)

Space 10 ft.; **Base Atk** +3; **CMB** +7

Melee bite +5 (1d8+4)

Abilities Str 17, Dex 12, Con 13, Int 1, Wis 12, Cha 2

Feats Great Fortitude, Improved Initiative

SNAPPING TURTLE

Only the creature's tail, feet and head emerge from its thick shell.

N Tiny animal

Init -1; **Senses** low-light vision, scent; Perception +5, Sense Motive +1

Speed 10 ft., swim 20 ft.

ACP 0; **Acrobatics** -1 (-9 jumping), **Stealth** +7, **Swim** +5

AC 12 **touch** 11, **flat-footed** 12; **CMD** 4 (8 vs. trip); **shell**

(+2 size, -1 Dex, +1 natural)

Shell (Ex) As a move action, a snapping turtle can pull its extremities and head into its shell. It cannot move or attack while in its shell, but it gains a +4 bonus to its natural armour.

Fort +3, **Ref** +1, **Will** +1

hp 5 (1 HD)

Space 2 1/2 ft.; **Base Atk** +0; **CMB** -3

Melee bite (reach 0 ft.) +1 (1d3-3)

Abilities Str 4, Dex 8 Con 13, Int 1, Wis 13, Cha 6

SQ hold breath

Hold Breath (Ex) A snapping turtle can hold its breath for 78 minutes before it risks drowning.

Feats Weapon Finesse

SQUID

This slender red squid has two large eyes that stare out at its surroundings from behind its tentacles.

N Medium animal (aquatic)

Init +6; **Senses** low-light vision; Perception +7, Sense Motive +1

Speed swim 60 ft., jet 240 ft.

Jet (Ex) A squid can jet in a straight line without provoking attacks of opportunity, as a full-round action.

ACP 0; **Swim** +10

AC 13, **touch** 12, **flat-footed** 11; **CMD** 16

(+2 Dex, +1 natural)

Fort +3, **Ref** +7, **Will** +2

hp 13 (3 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +4 (+8 grapple)

Melee bite +4 (1d3+2) and

Melee tentacles +2 (1d4+1 plus grab)

Grab (Ex) As a free action, the squid can grapple a Small or smaller target it hits with its tentacles without provoking attacks of opportunity.

Special Actions ink cloud

Ink Cloud (Ex) A squid can emit a 5-foot-radius sphere of ink once per minute, as a free action. The ink provides total concealment in water, and persists for 1 minute.

Abilities Str 15, Dex 15, Con 11, Int 2, Wis 12, Cha 2

Feats Improved Initiative, Lightning Reflexes, Multiattack^B

READING STAT BLOCKS

Robes of Summoning includes all necessary stat blocks; these notes explain how to read them. Unless otherwise noted, all listed scores include all the creature's normal modifiers. Stat blocks appear in four sections: basic, defensive, offensive and supplemental.

BASIC

Name, CR and XP: The monster's name appears first followed by its CR and how many experience points it is worth. If more than one creature is encountered, a bracketed number lists how many appear.

Appearance: The GM can read aloud or paraphrase this section. If a picture depicts the creature, this section may be omitted.

Sex, Race, Class and Level: If the monster has class levels these appear here along with its race and sex. The first noted class is the creature's favoured class.

Alignment and Type: The creature's abbreviated alignment and its type (including applicable subtypes).

Init and Senses: This creature's initiative modifier appears before any special senses (such as scent or darkvision) and the creature's Perception and Sense Motive scores. If the creature has special Perception-based abilities, such as trapfinding or stonecunning, these appear here.

Speed: The creature's modified land speed appears first along with any other relevant speeds (such as climb or fly). If the creature's base land speed is different to its modified speed this is also listed.

ACP and Movement Skills: ACP presents the creature's normal armour check penalty modifier. If the creature's Acrobatics, Climb, Escape Artist, Fly, Ride, Stealth or Swim modifier differs from the relevant ability modifier minus its armour check penalty, these skills appear here.

DEFENSIVE

AC: The creature's normal, touch and flat-footed AC along with its CMD; additionally this section lists any defensive powers or abilities that affects the creature's AC.

Immune, Resist and Weaknesses: If the creature has immunity, resistance or a vulnerability to an effect or condition it appears here.

Fort, Ref and Will: The creature's saving throw modifiers along with any conditional modifiers and defensive powers (such as evasion) and spell resistance appear here.

HP: The creature's full, normal hit points along with the number of hit dice it possesses. A bracketed hit point total indicates that the creature is injured. If the creature has damage reduction or hardness it appears here.

OFFENSIVE

Space, Base Atk and CMB: The creature's space, base attack bonus and CMB.

Melee: This section lists a creature's melee attacks. If the attack has a reach that is not 5 ft. it is listed here. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Ranged: This section lists the creature's ranged attacks. It always includes the attack's range. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Atk Options: This section lists any abilities or feats that can affect the creature's attacks. Subsequent listings describe all but the most basic abilities in more depth.

Special Actions: This section lists any useful abilities that a creature could use in battle. Subsequent listings describe all but the most basic abilities in more depth.

Spells and Spell-Like Abilities: The creature's caster level, along with its concentration modifier and domains appears in brackets before the main spell listing. If one or more of the creature's spells require a touch attack, the relevant attack bonus is included. Spells available appear in reverse order from highest to lowest level. Spells denoted ^D are domain spells. If applicable, a spell's DC is also provided.

Combat Gear: This section lists any combat-related equipment the creature possesses.

SUPPLEMENTAL

Abilities and Special Qualities: These sections list the creature's ability scores and any special qualities that do not appear anywhere else in its stat block.

Feats: An alphabetical listing of all the creature's feats.

Skills and Languages: These sections list any skills the creature possesses that have not already appeared in the stat block and all languages spoken or understood. Any language-based special abilities also appear here.

Gear: This section lists any gear not already listed in the creature's stat block. This section hardly ever contains weapons or armour as they usually appear in the relevant sections above.

Spellbook: The contents of the creature's spellbook and its barred schools.

SPECIAL ABILITIES

Special abilities appear in the section to which they are best suited. Thus, offensive abilities appear with a creature's attacks while defensive ones appear with its other defences. Full write-ups of irrelevant powers (such as those that could not affect combat) are omitted. The effects of abilities that factor into a creature's normal attacks or defences have already been included in the relevant calculations.

THE LONELY COAST

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TRIBES

Each TRIBES supplement presents a specific tribe or group of creatures in rich, flavoursome detail and contains new magic items, feats and spells as well as numerous stat blocks detailing tribal members and notable allies.

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PLAYER'S RESOURCES

PLAYER'S RESOURCES are designed to improve game play around the table by reducing a player's prep time. Designed primarily for player use, GMs will nevertheless find the contents very useful.

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