



Monsters Unleashed

Volume 4



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ROLEPLAYING GAME COMPATIBLE

DAEMON, EROTODAEMON

Dressed in the finest of silks and golden bangles, this creature appears as a beautiful woman melded onto a copy of her own body in a centaur-like construction. A strong silver chain binds her to her master's side.

EROTODAEMON (CR 8, XP 4,800)

NE Large outsider (daemon, evil, extraplanar)

Init +1; **Senses** darkvision 60 ft.; Perception +15

DEFENSE

AC 22, touch 10, flat-footed 21

(+1 Dex, +12 natural, -1 size)

hp 85 (10d10+40)

Fort +7; Ref +8; Will +9

DR 10/good or silver; **Immune** acid, death effects, disease, and poison; **Resist** cold 10, electricity 10, fire 10; **SR** 19

Weakness heartstone

OFFENSE

Speed 20 ft.

Melee 4 slams +15 (1d6+5 plus pleasure touch)

Space 10 ft.; **Reach** 5 ft.

Spell-like Abilities (CL 10th; concentration +17):

At will—*alluring voices* (DC 19), *beguiling gift* (DC 18), *charm monster* (DC 21), *enthrall* (DC 19), *ethereal jaunt* (self plus 50 lbs of object only), *luscious lips*, *sending*, *suggestion* (DC 20)

3/day—*euphoric tranquility*, *waves of exhaustion* (DC 24)

1/day—*summon* (3rd level, 1 erotodaemon 30%)

ABILITIES

Abilities Str 20, Dex 13, Con 18, Int 18, Wis 14, Cha 24

Base Atk +10; **CMB** +16 (+22 disarm); **CMD** 27 (31 vs. disarm, trip)

Feats Combat Expertise, Cunning Maneuver (disarm), Greater Disarm, Improved Disarm, Weapon Focus (slam)

Skills Bluff +20, Diplomacy +20, Linguistics +17, Knowledge (local) +14, Knowledge (nobility) +14, Knowledge (planes) +17, Perception +15, Perform (oratory) +20, Sense Motive +15, Spellcraft +17

Languages abyssal, alko, auran, celestial, common, draconic,

dwarven, elven, giant, gnome, infernal, ingan, sylvan; telepathy 100 ft.

SQ intercept summoning

ECOLOGY

Environment any

Organization solitary, pair or harem (1-4 erotodaemons, 2-12 humanoid commoners of 2nd-5th level, plus 1 evil outsider master of 10 hit dice or more)

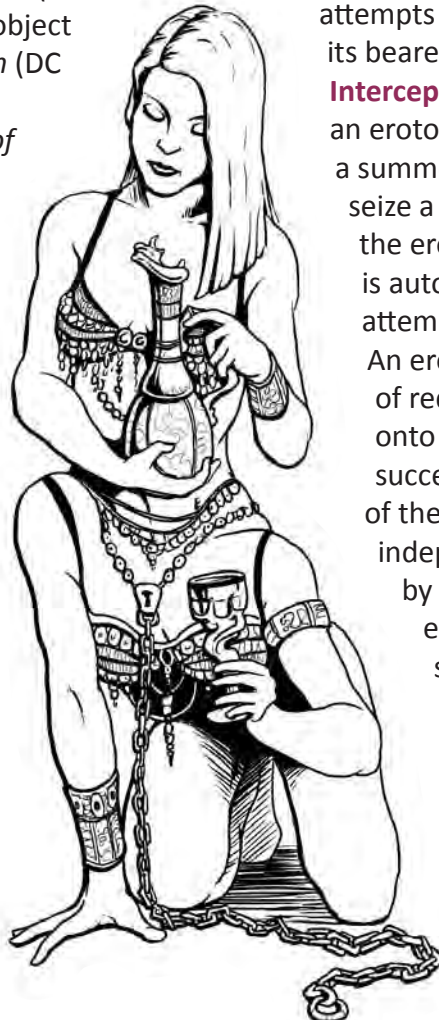
Treasure standard

SPECIAL ABILITIES

Heartstone (Su) Each erotodaemon has a four-inch long red gemstone that replaces the heart in its upper body. This stone can be removed from an immobilized erotodaemon through a DC 30 Heal check. Multiple checks can be attempted but each attempt, successful or not, deals 3d8 points of damage to the erotodaemon. Any creature that holds or wears the heartstone is completely immune to the erotodaemon's spell-like abilities, pleasure touch and can, once per 1d4 rounds, cause the erotodaemon immense pain by squeezing the stone. This agony deals 3d6 points of nonlethal damage to the erotodaemon and stuns her for 1d4 rounds. This effect automatically triggers if the erotodaemon attempts to touch her own heartstone or attack its bearer.

Intercept Summoning (Su) Once per day, an erotodaemon can attempt to intercept a summoning spell or ability intended to seize a creature on the same plane as the erotodaemon. An erotodaemon is automatically aware of summoning attempts within 300 miles of its location. An erotodaemon has a 25% chance of redirecting the summoning spell onto herself. If the erotodaemon is successful, she arrives at the location of the summoner, though she can act independently and remains until dismissed by the summoner. As a result, most erotodaemons feign loyalty to their summoners until they can use their pleasure touch to ensure their aid.

Pleasure Touch (Su) Any non-outsider struck by the erotodaemon's slam attack or that touches an erotodaemon in any way must make a Will save (DC 22) or be overwhelmed with pleasure.



Affected creatures take a -4 penalty on attack rolls, skill checks and ability checks for one hour as their senses are overwhelmed by pure, unadulterated pleasure. This effect negates and is in turn negated by the effect of spells and abilities that cause agony, such as symbol of pain. Subsequent touches do not stack, but each touch or round of contact the first deepens the pleasure and deals 1d4 points of Wisdom damage. An erotodaemon can suppress or resume this ability as a free action. The save DC is Charisma based.

Erotodaemons travel to the material planes to spread ruin amongst hedonistic nobility. Some postulate that the souls that mature into the form of an erotodaemon within the plane of Abaddon were once female victims of abuse, slavery or prostitution. Regardless of their origin, erotodaemons charm their way into the bedchambers and harems of powerful rulers through the Material Plane. On ensconced within the confidence of their patron they slowly rob them of their wits, wealth and power until all they possessed lies in ruin.

Each erotodaemon possesses a red gemstone that lies embedded in their skin known as a heartstone. If heartstone is removed from their body, the erotodaemon cannot harm the heartstone wielder. Many erotodaemon have become slaves of more powerful fiends and magic users.

Most erotodaemons avoid physical combat, relying instead on their charm and cunning to lure their enemies into their lurid embrace. Erotodaemons rely on their spell-like abilities to weaken and confuse their enemies in combat. Erotodaemons are surprisingly strong and use their strength to draw opponents into a grapple so they can use their pleasure touch.

The Heartstone

The heartstone weighs ½ pound, has a hardness of 10 and 15 hp. If the stone is destroyed the erotodaemon is immediately slain. An erotodaemon can only safely handle her own heartstone if it is surrendered to her willingly. Once this happens the erotodaemon can absorb the heartstone back into her body as a full round action.

Knowledge (planes) DC	Lore
13	Though they appear prostrate in form, erotodaemons may rise up on their knees or legs to attack or embrace others.
18	As all daemons, erotodaemons are immune to acid and poison as well as resistant to many spells, cold, fire and electricity.
23	Erotodaemons destroy others by sapping their wills and dragging them into a life of euphoric ignorance.
28	Erotodaemons often fall into the slavery of those that can capture their heartstone.

DREAD EYEBEAST

This monster is no hydra, although it bears a superficial resemblance to one. Instead of snake-like heads, however, it has many long necks each ending in an enormous alien eye that oozes with yellowish fluid. The eyes periodically emit flashes of magical energy.

DREAD EYEBEAST (CR 14, XP 38,400)

LE Huge aberration

Init +5; **Senses** all-around vision, blindsense 30 ft., darkvision 60 ft., low-light vision; Perception +19

DEFENSE

AC 24, touch 9, flat-footed 23

(+1 Dex, +15 natural, -2 size)

hp 104 (11d8+55); **fast healing** 11

Fort +10; **Ref** +4; **Will** +8

OFFENSE

Speed 20 ft., swim 20 ft.

Melee bite +14 (2d8+12) and **Ranged** 10 eye rays +7 (see below)

Space 15 ft.; **Reach** 10 ft.

STATISTICS

Abilities Str 26, Dex 13, Con 21, Int 12, Wis 12, Cha 15

Base Atk +8; **CMB** +18; **CMD** 29 (33 vs. trip)

Feats Alertness, Combat Reflexes, Great Fortitude, Improved Initiative, Shot on the Run^B, Point Blank Shot

Skills Climb +22, Intimidate +16, Perception +19, Sense Motive +3, Stealth +7, Swim +30

Languages aklo

SQ eyehydra traits, regenerate eye

ECOLOGY

Environment warm swamp or underground

Organization solitary

Treasure standard

SPECIAL ABILITIES

Eye Rays (Su) A dread eyebeast's eyes can produce 10 different magical rays, each with a range of 150 ft. Each ray can be fired once per round, even when the eyebeast is attacking physically or moving. Each eye ray acts as the spell cast by a 13th level caster and a save DC 17. The save is Charisma-based.

Charm monster (Will negates)

Disintegrate 26d6 damage (Fortitude partial)

Electricity 13d6 electricity (Reflex half)

Fear one target (Will partial)

Finger of Death 130 points of damage (Fortitude partial)

Flesh to Stone (Fortitude negates)

Inflict Moderate Wounds 2d8+10 (Will half)

Sleep no HD limit (Will negates)

Slow (Will negates)

Telekinesis (Will negates)

Dread Eyebeast Traits (Ex) A dread eyebeast can be killed by severing all of its eyestalks or slaying its body. Any attack that is not an attempt to sever an eyestalk affects the body, including area attacks or attacks that cause piercing or bludgeoning damage.

To sever an eyestalk, an opponent must make a sunder attempt with a slashing weapon targeting a head. An eyestalk is considered a separate weapon with hardness 0 and hit points equal to the eyebeast's HD.

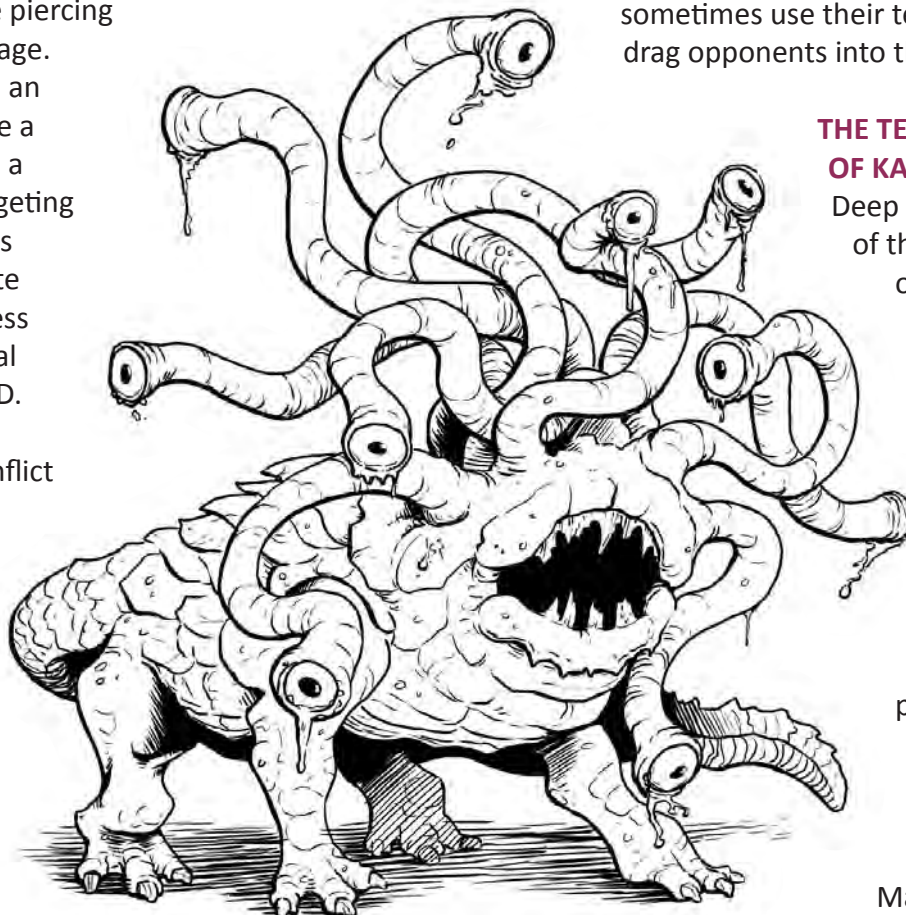
To sever an eyestalk, an opponent must inflict enough damage to reduce the eyestalk's hit points to 0 or less. Severing an eyestalk deals damage to the eyebeast's body equal to the dread eyebeast's

current HD. A dread eyebeast can't attack with a severed eyestalk, but takes no other penalties.

Regenerate Eyestalk (Ex) When a dread eyebeast's eyestalk is destroyed, two eyestalks with the same power regrow in 1d4 rounds. A dread eyebeast cannot have more than twice its original number of eyestalk at any one time. To prevent new eyestalks from growing, at least 5 points of acid or fire damage must be dealt to the stump (a touch attack to hit) before they appear. Acid or fire damage from area attacks can affect stumps and the body simultaneously. An dread eyebeast doesn't die from losing its heads until all are cut off and the stumps seared by acid or fire.

Dread eyebeasts are viciously territorial, normally attacking any creature that "invades" their terrain. They are intelligent enough not to assault an invader who appears mightier than they are; similarly, if weaker intruders are capable of communicating with them and skilled at diplomacy, dread eyebeasts may be found willing to allow them to pass in exchange for a bribe of great riches or a potent magic item.

When they do engage in combat, dread eyebeasts prefer to remain at a distance and use their eye rays, but they have no compunction about biting an opponent who comes close enough. They sometimes use their telekinesis power to drag opponents into their maw.



THE TERRIBLE EYEBEAST OF KARKOON!

Deep within the ruins of the civilization

once known as the Empire Karkoon

lives a terrible eyebeast. This

foul creature is an abomination to even other eyebeasts.

Gargantuan in size the Terrible Eyebeast of Karkoon

possesses the advanced, giant, wyvern-spawn and typhoon-kissed template.

Many wonder how

this terrible creature came to exist but none have managed to ask it, or live after discovering the truth.

Knowledge (arcana) DC	Lore
19	Dread eyebeasts are thought by many to be an unholy amalgamation of evil eyes (see Forgotten Foes), basilisks and hydras.
24	Dread eyebeasts will often hide in underground pools of water to catch prey unaware.
29	Dread eyebeasts are particularly susceptible to fire and acid as these attacks prevent the regrowth of eyestalks.
34	Dread eyebeast tend to collect magical rings even though they cannot wear them. They have also been known to exchange safe passage for funny stories or epic poems.

MAWGRIFF

Across the teeming plains roam herds of this strange animal. Tall as a giraffe and similar in appearance, these carnivores lack the distinctive spotting seen in giraffes but do sprout powerful horns.

MAWGRIFF (CR 4, 1,200 XP)

N Large animal

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

DEFENSE

AC 15, touch 10, flat-footed 15

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

hp 42 (5d8+20)

Fort +8; **Ref** +5; **Will** +2

OFFENSE

Speed 60 ft.

Melee gore +7 (1d8+5), 2 hooves +2 (1d6+2)

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

Special Attacks powerful charge (gore +9, 2d8+7)

STATISTICS

Abilities Str 20, Dex 13, Con 19, Int 2, Wis 12, Cha 7

Base Atk +3; **CMB** +9; **CMD** 20 (24 vs. trip)

Feats Endurance, Run, Skill Focus (Perception)

Skills Acrobatics +7, Perception +9

ECOLOGY

Environment temperate plains

Organization solitary or herd (2-8)

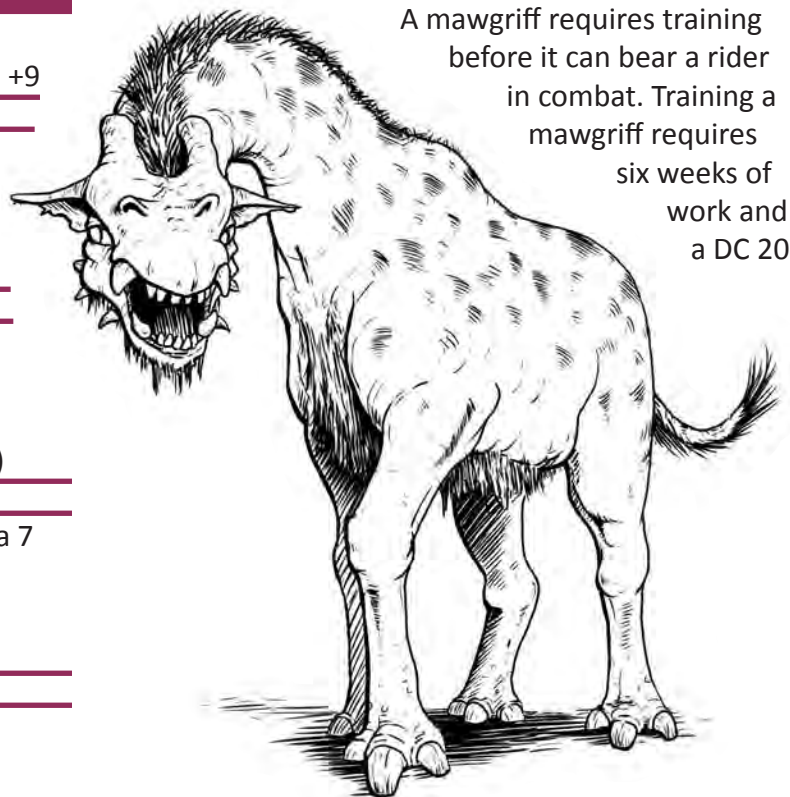
Treasure none

The mawgriff is a tall carnivorous equine beast, somewhat like a giraffe in appearance. They are partially domesticated; while many still remain in the wild, they are increasingly being used as powerful mounts, as their height makes them an excellent place from which to attack ground troops. In the wild, mawgriffs live in small packs, using their scent and speed to run down prey. If hungry, they eat nearly any creature smaller than themselves. And since a mawgriff stands 9 feet high, and is nearly as long, this means it may try to eat almost anything.

Mawgriffs are often used in the hunt, as their olfactory talents can be employed with a rider in place. In addition to humans, several other races employ the use of mawgriffs. Nightlings ride them to attack caravans and to track down victims that attempt to escape. Dover employ them as well, but not as mounts. Mawgriffs are trained and used to guard the perimeters of dover cities from attack. In the wild, a mawgriff normally begins combat with a powerful charge, and then follows through with its hoof attacks in an effort to flatten its prey. In close melee, it uses its hooves and bite attacks together. If it takes more than half its hit points in damage, it attempts to flee and find some easier food.

Training a Mawgriff

A mawgriff requires training before it can bear a rider in combat. Training a mawgriff requires six weeks of work and a DC 20



Handle Animal check. Riding a mawgriff requires an exotic saddle. A mawgriff can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check or has the Mounted Combat feat.

Due to a mawgriff's height, Medium or smaller riders have difficulty striking Medium or smaller creatures on the ground without at least a 10 foot reach. The same applies to Medium or smaller creatures on the ground attacking a mawgriff's rider. Such a creature provokes attacks of opportunity when attacking its opponent, due to the distraction of reaching up or down.

Carrying Capacity: A light load for a mawgriff is up to 400 pounds; a medium load, 401 800 pounds; and a heavy load, 801 1,200 pounds. A mawgriff can drag 6,000 pounds.

3X Statistics for Dover and Nightlings appear on the Grand OGL Wiki.

Mawgriff Companions

Mawgriff animal companions progress as follows:

Starting Statistics: **Size** Medium; **Speed** 60 ft.; AC +3 natural armor; **Attack** gore (1d6), 2 hooves* (1d4); **Ability Scores** Str 12, Dex 15, Con 15, Int 2, Wis 12, Cha 7

4th-Level Advancement: **Size** Large; AC +2 natural armor; **Attack** gore (1d8), 2 hooves* (1d6); **Ability Scores** Str +8, Dex -2, Con +4; **Special Attacks** powerful charge

* This is a secondary attack

Knowledge (nature) DC	Lore
9	Mawgriff can run faster than your average horse.
14	When charging into combat mawgriffs often lower their horns to deliver a powerful blow.
19	Some cavaliers have been known to select mawgriffs as an exotic mount.
24	Nightlings and dover seem to be able to communicate with mawgriffs in a way that is not fully understood.

SAGE WHISPERER

This translucent, ghostly figure emerges from the stillness of the air. Its hair and eyes are wild with hatred and its arms are indecipherable from its torn, ancient robes.

SAGE WHISPERER (CR 5, 1,600 XP)

CN Medium undead (incorporeal)

Init +4; **Senses** darkvision 60 ft., lifestance; Perception +13

DEFENSE

AC 16, touch 16, flat-footed 12

(+2 deflection, +4 Dex)

hp 32 (5d8+10)

Fort +3; **Ref** +5; **Will** +7

Defensive Abilities channel resistance +2, incorporeal;

Immune undead traits

OFFENSE

Speed fly 60 ft. (average)

Melee incorporeal touch +7 (1d4 negative energy +1d6 Int drain)

Special Attacks wail of death

Spell-like Abilities (CL 5th, concentration +7)

At will—*detect magic*, *flare* (DC 12), *ghost sound* (DC 12), *ventriloquism* (DC 13)

1/day—*detect thoughts* (DC 14), *hypnotic pattern* (DC 14), *shatter* (DC 14), *whispering wind*

1/week - *divination*

STATISTICS

Abilities Str --, Dex 19, Con —, Int 20, Wis 16, Cha 14

Base Atk +3; **CMB** +8; **CMD** 18

Feats Alertness, Skill Focus (Knowledge [any two])

Skills Fly +12, Intimidate +10, Knowledge (arcana) +13, Knowledge (religion) +13, Knowledge (primary focus, any one) +16, Knowledge (secondary focus, any one) +16, Perception +13, Sense Motive +13, Spellcraft +13

Languages abyssal, celestial, common, draconic, giant, infernal

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Intelligence Drain (Su) Creatures hit by a sage whisperer's touch attack must succeed on a DC 14 Fortitude save or take 1d6 points of Intelligence drain. On each successful attack, the sage whisperer gains 5 temporary hit points. The save DC is Charisma-based.

Lifestance (Su) A sage whisperer notices and locates

living creatures within 60 ft., just as if it possessed the blindsight ability.

Wail of Death (Su) As a standard action, a sage whisperer can release a deadly howl that instantly kills any creature with 0 or fewer hit points within a 60 ft. radius.

Most of the time, the Sage Whisperer is unseen, and only their harsh and ancient whispering tell the observant adventurer about their presence. But as most incorporeal undead, this creature also has the power to take on a terrifying shape, to strike fear in their foes. It remains incorporeal, yet now the adventurer sees an old man with a long white beard and wrinkled skin which seem almost rotten. The eyes are white, and the Sage Whisperer looks to be blind, which he certainly isn't. Their bodies look much like a wraith's, and these undead creatures are also called Sage Wraiths.

Some say, that the Sage Whisperers are the undying souls of Dragon Sages and Savants of the Dead, but these are merely speculations. They are often found on sites of ancient libraries that have burned to the ground, even if a new building has been built in its place. If they do not feel threatened, they will remain a whisper in the air, and some may even talk to the Sage Whisperer, though if threatened, they will take on the new form and attack. The voice sounds

much like that of
an old man,
yet it is not a
voice
of



this world. They whisper their memories, and most often talk an old tongue, or either abyssal or celestial. Their knowledge is great, and one who successfully makes a friend of the Sage Whisperer, will have access to this knowledge and can ask them questions. They have two knowledge skills, a primary focus (chosen by the DM) has a collected bonus of +16, and a secondary focus +16. They cannot answer other questions than those within these skills, which reflects their memories.

Knowledge (religion) DC	Lore
10	Sage whisperers are not evil creatures, but are prompted to acts of evil and destruction when books, papers or writings are threatened.
15	Sage whisperers represent an old order of humans that were once enslaved by the dragon overlords to record their history.
20	Sage whisperers are said to know more about dragons and their weaknesses than any other creature in the world.
25	Sage whisperers sense the living and will always move to investigate the appearance of new life within their homes.

SHIMMER DRAGON

Light dances across the iridescent scales of this youthful dragon. From its head rises two tall horns and its eyes glimmer with an intelligence well beyond its apparent age.

SHIMMER DRAGON (CR 5, 1,600 XP)

N Medium dragon

Init +7; **Senses** dragon senses; Perception +13

DEFENSE

AC 19, touch 13, flat-footed 16

(+3 Dex, +6 natural)

hp 57 (6d12+18)

Fort +8; **Ref** +8; **Will** +6

OFFENSE

Speed 30 ft., fly 60 ft. (good)

Melee bite +8 (1d8+2 plus poison), 2 claws +8 (1d6+2)

Special Attacks glitter (DC 16)

STATISTICS

Abilities Str 14, Dex 17, Con 17, Int 16, Wis 13, Cha 12

Base Atk +6; **CMB** +8; **CMD** 21 (25 vs trip)

Feats Ability Focus (poison), Improved Initiative, Skill Focus (Perception)

Skills Appraise +12, Bluff +10, Fly +16, Knowledge (arcana) +12, Knowledge (geography) +12, Perception +13, Sense Motive +10, Spellcraft +12, Stealth +20;

Racial Modifiers +8 Stealth

Languages celestial, common, draconic, elven; telepathy 100 ft.

ECOLOGY

Environment any

Organization solitary, pair or clutch (3-5)

Treasure triple

SPECIAL ABILITIES

Glitter (Su) Instead of an attack, the shimmer dragon can reflect light off its scales to temporarily blind its assailants. Attackers make a Reflex save (DC 16) or be blinded for 1d4 rounds. The save DC is Constitution-based.

Poison (Ex) Bite—injury; *save* Fort DC 18; *frequency* 1/minutes for 10 minutes; *effect* sleep for 1 minute; *cure* 2 consecutive save. The save DC is Constitution-based.

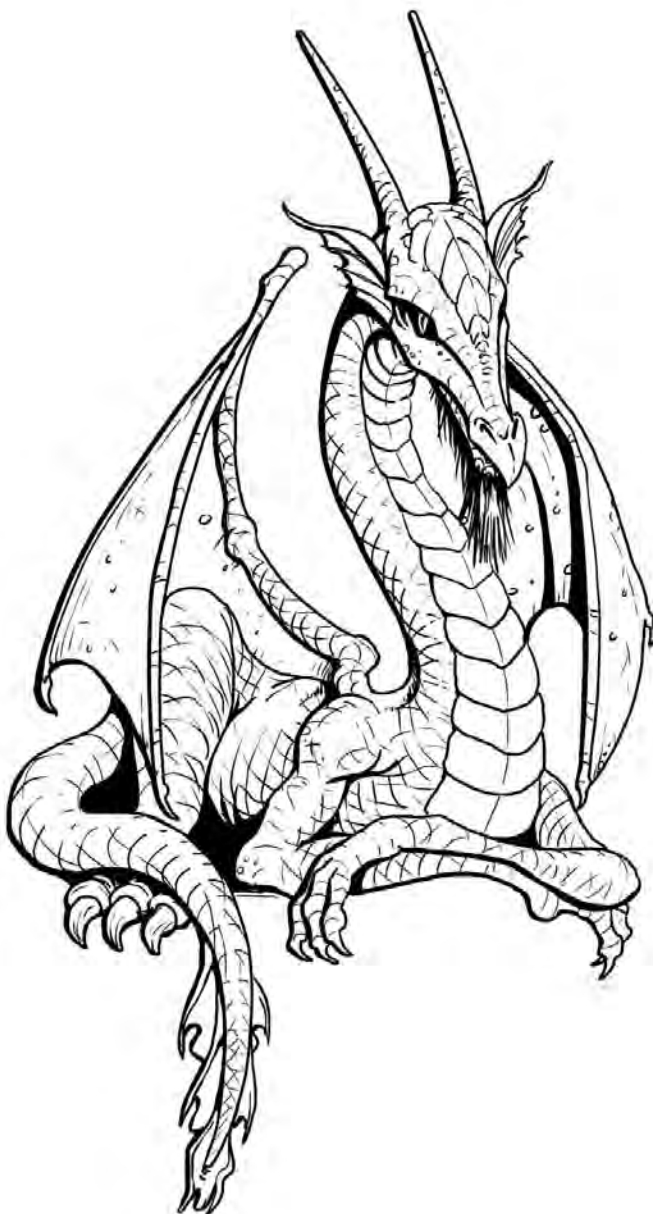
This creature appears to be a very young dragon at first glance. After studying the shimmer dragon for a moment, it becomes apparent that this is no young dragon; there is an old intelligence in its deep, penetrating eyes. The multihued shimmering scales of the shimmer dragon are its namesake. It has sharp horns on its head and what looks like a small beard or thin hair below the chin.

Shimmer dragons prefer to communicate telepathically although they have the ability to speak normally. Telepathy offers the shimmer dragons a way of speaking secretly over greater distances.

These dragons are rather special, and gain very little respect from their greater cousins. The shimmer dragons have carved their own place in the world as the caretakers of places with strong ties to the essence of illusion.

Illusion spells are known to be more potent in these magical locations. These places are well hidden and can be quite difficult to find, prompting some wizards to give dangerous artifacts to the dragons for caretaking.

Knowledge (arcana) DC	Lore
10	Shimmer dragons love illusion magic and often possess sorcerer powers.
15	Shimmer dragons are known to inhabit lairs rich in illusionary magic.
20	Shimmer dragons possess no breath weapon but have a poisonous bite that lead some sages to speculate that they are related to pseudodragons.
25	A shimmer dragon's age is typically measured by the length of its horns.



TAPIEN (CR 8, 4,800 XP)

Shimmer dragon sorcerer 5

N Medium dragon

Init +9; **Senses** dragons senses; Perception +22

DEFENSE

AC 21, touch 15, flat-footed 16

(+5 Dex, +6 natural)

hp 100 (6d12+24 plus 5d6+20)

Fort +10; **Ref** +11; **Will** +11

Defensive Abilities *ring of counterspells (charm person)*

OFFENSE

Speed 30 ft., fly 60 ft. (good)

Melee bite +13 (1d8+1 plus poison), 2 claws +13 (1d6+1)

Special Attacks bloodline arcana, glitter (DC 19)

Bloodline Spell-like Abilities (CL 5th, concentration +8):

6/day—laughing touch

Spells Known (CL 5th, concentration +8):

2nd (5/day)—*alluring voices* (DC 18), *hideous laughter* (DC 18), *invisibility*

1st (7/day)—*charm person*, *color spray* (DC 17), *entangle* (DC 14), *mage armor*, *ventriloquism* (DC 17)

0 (at will)—*acid splash*, *detect magic*, *ghost sound*, *ray of frost*, *read magic*, *resistance*

Bloodline fey

STATISTICS

Abilities Str 12, Dex 21, Con 19, Int 16, Wis 15, Cha 17

Base Atk +8; **CMB** +11; **CMD** 26 (30 vs. trip)

Feats Ability Focus (poison), Combat Casting, Eschew Materials^B, Improved Initiative, Skill Focus (Perception), Spell Focus (Illusion), Weapon Finesse

Skills Appraise +12, Bluff +12, Fly +18, Knowledge (arcana) +17, Knowledge (geography) +12, Knowledge (nature) +17, Perception +22, Sense Motive +15, Spellcraft +14, Stealth +24; Racial Modifiers +8 Stealth

Languages celestial, common, draconic, elven; telepathy 100 ft.

SQ woodland stride

ECOLOGY

Environment Aviar's Glen

Organization solitary, pair or clutch (3-5)

Treasure triple

SPECIAL ABILITIES

Aviar's Glen (Su) Tapien lives within a magical nexus known as Aviar's Glen. Within this region all illusion and enchantment spells cast by her are considered +1 caster level and have a +2 DC bonus.

Glitter (Su) Instead of an attack, Tapien can reflect

light off its scales to temporarily blind its assailants. Attackers make a Reflex save (DC 19) or be blinded for 1d4 rounds. The save DC is Constitution-based.

Poison (Ex) Bite—injury; save Fort DC 21; *frequency* 1/minutes for 10 minutes; *effect* sleep for 1 minute; *cure* 2 consecutive save. The save DC is Constitution-based.

Tapien is a mischevious shimmer dragon that resides with Aviar's Glen. This magical location is the nexus of many magical energies which Tapien has used to strengthen her sorceress abilities of enchantment and illusion. She has lived in the glen for over three hundred years.

Tapien's Horde (10,050 gp)

Tapien's horde of treasure includes a *greater arrow of dragon slaying* that she took from a hunter, a *ring of counterspells (charm person)* that she wears, an *elixir of fire breath* for scaring treespassers, and 893 gold pieces that she uses to build castles with before smashing them.

ADDITIONAL FEATS

Cunning Maneuver (Combat)

Your insight into combat maneuvers exceeds your physical conditioning.

Benefit: Select one combat maneuver. For this maneuver you may add your Wisdom modifier as well as your Strength modifier to the CMB.

Special: You may select this feat multiple times but must select a new maneuver each time.

ADDITIONAL SPELLS

Some of the spells below list the rook class in their level list. The rook is a base class created by Thomas Baumbach for Legendary Classes: The Rook also by Purple Duck Games.

ALLURING VOICES

School illusion (figment) [mind-affecting] ; **Level** druid 2, sorcerer/wizard 2, rook 1, witch 2

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one living creature

Duration 1 round/level (D)

Saving Throw Will disbelief; **Spell Resistance** yes

This spell creates phantasmal voices that call out for the target to follow them. The sounds can be heard by all within 30 ft. of the target, but the spell only directly affects the target. The target is compelled to follow the voices, unless he makes a successful Will save. If the target's life is in danger, meaning that an enemy attacks him, he can suppress the urge to follow the voices and engage in combat instead. If his allies are in danger, he must make a second Will save, as the phantasmal voices try to convince him that they will be okay. If he succeeds at this second save, the spell ends. Furthermore, while influenced by this spell, the target takes a -4 penalty to Perception checks.

The caster directs the voices each round, using a swift action. They can move outside the range of the spell, 30 ft. each round. This spell cannot affect a deafened creature.

BEGUILING GIFT

School enchantment (compulsion) [mind-affecting];

Level bard 1, rook 1, witch 1

Casting Time 1 standard action

Components V, S, F (the object to be offered)

Range 5 ft.

Target one creature

Duration 1 round

Saving Throw Will negates; **Spell Resistance** yes

You offer an object to an adjacent creature, and entice it into using or consuming the proffered item. If the target fails its Will save, it immediately takes the offered object, dropping an already held object if necessary. On its next turn, it consumes or dons the object, as appropriate for the item in question. For example, an apple would be eaten, a potion consumed, a ring put on a finger, and a sword wielded in a free hand. If the target is physically unable to accept the object, the spell fails. The subject is under no obligation to continue consuming or using the item once the spell's duration has expired, although it may find a cursed item difficult to be rid of.

EUPHORIC TRANQUILITY

School enchantment (compulsion) [mind-affecting];

Level bard 6, cleric 8, druid 8, sorcerer/wizard 8

Casting Time 1 standard action

Components V, S, M/DF (a poppy flower)

Range touch

Target creature touched

Duration 1 round/level

Saving Throw none and Will partial (see below); **Spell Resistance** yes

A creature under the effect of this enchantment enters a state of euphoria. The target treats all creatures as dear friends and abhors violence, but may rise up to protect itself if violence is perpetrated against it. Until the end of the spell's duration, the creature's speed is halved, and it cannot make attacks or cast spells. If the creature is attacked, it gets a Will saving throw. If the saving throw succeeds, the creature can act normally for 1 round. If the saving throw fails, the creature moves half its speed away from the attacker as its next action.

Furthermore, if the creature is interacted with, or questioned while under the effects of this spell, it is considered to have an attitude of Helpful (see the Diplomacy skill), though any advice or answers it gives may be disjointed or stream of consciousness due to its euphoric state.

LUSCIOUS LIPS

School illusion (glamer); **Level** bard 2, rook 2, sorcerer/wizard 3, witch (4WFG) 2

Casting Time 1 standard action

Components V, S, M (a bit of lip rouge)

Range personal

Target you

Duration 10 min./level (D)

Saving Throw none; **Spell Resistance** no

Your lips take on a full, lush, wet, and kissable appearance. For the spell's duration you gain a +2 enhancement bonus to Charisma and a +5 bonus to all Bluff and Diplomacy checks.

The spell Luscious Lips is originally from Paths of Power by 4 Winds Fantasy Gaming which presents a witch class that is a divine caster.

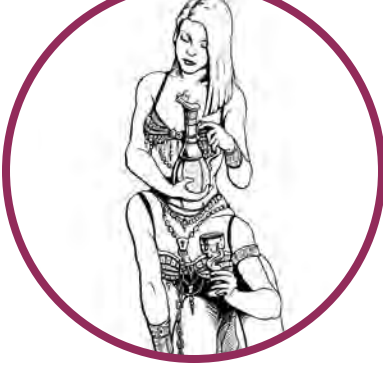
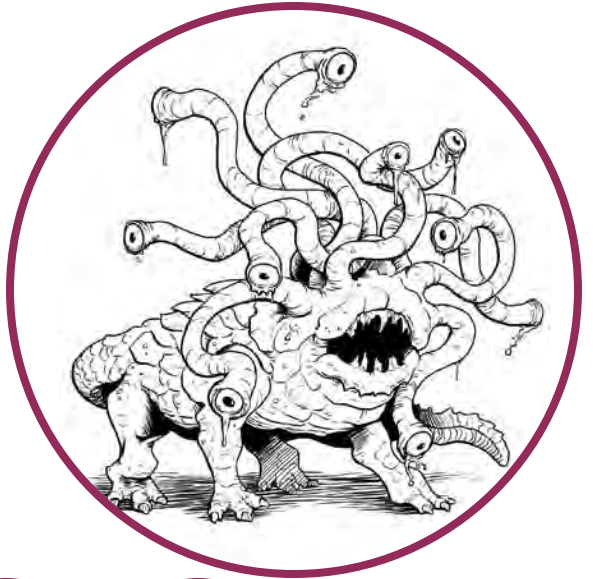
MONSTERS BY ROLE

Combat: dread eyebreast

No Role: mawgriff

Special Role: erotodaemon

Spell Role: sage whisperer, shimmer dragon



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