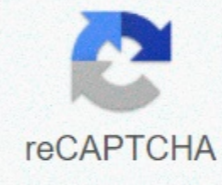




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ContentsCharming Gaze (Su)Poison (Ex)Spells Yellowed, venom dripping fangs fill the mouth like humans of this sinister serpentine freak. Spirit Naga CR 9 (XP 6400) Init +5 major aberration; Darkvision senses 60 ft.; Cognitive +22 DEFENSE AC 23, touch 14, flat-footed 18 (+5 Dex, +9 natural, -1 size) hp 95 (10d8+50) Fort +8, Ref +10, Will +10 OFFENSE Speed 40 ft., swim 20 ft. Melee bite +10 (2d6+6 plus poison) Space 10 ft.; Reaches 5 ft. Particularly charming attack looks Spells Known (CL 7th) 3rd (5/day)—displacement, fireball (DC 16) 2nd (7/day)—cat's grace, invisibility, summon swarm 1st (7/day)—charm person (DC 14), cure light wounds, sacred priorities, magic rockets, shields of faith 0 (at will)-bleeding (DC 13), daze (DC 13), magic detection, hand wizards, open/close, frost rays, magic reading STATS Str 18, Dex 20, Con 21, Int 12, Wis 17, Father 17 Base Atk +7; CMB +12; CMD 27 (Non-Stumble) Feats Ability to Focus (Graceful Look), Combat Casting, Eschew B Material, Lightning Reflection, Focus Skills (Cosexing), Bluff Stealth Skills +13, Artist Escape +13, Threat +9, Knowledge (arcana) +14, Awareness +22, Spellcraft +11, Stealth +15, Pool +12 Abyssal Language, Common SPECIAL ABILITY Charming Gaze (Su) As Charming, 30 feet, Will DC 2 Dc Savings is Charisma based. Toxins (e.g., Bites- injuries; Save Fort DC 20; Frequency 1/round for 6 laps; effect 1d4 Child damage; cure 1 save. Magic A naga soul casts magic as a level 7 witch, and can cast spells from the list of cyps as well as those usually available to a witch. Cymical magic is considered complex magic for a spiritual naga. Temperate swamp ecological environments Held alone or nested (2-4) Morbid-minded and miserable standard treasures to consider, spiritual nagas are witches of naga races, long-shunned hatred outcasts for their dark powers and abhorrent ways. A typical soul is slender, with the scales of a venomous snake and a tangle of oily hair framing their pale face. Most measure 14 feet long but weigh less than 300 pounds. The spirit enjoys the last dead and desolate places. War-ravaged ruins, un caregiver cemeteries, devastated forests, and tangled swamps all attract these heinous creatures. Where guardians support innate sacred places, souls seek places of basic corruption, places they believe are instilled in dark magic. The catacombs of long-dead tyrants, the dead places of the great heroes, and the ruins of iniquentism hold all the attraction of the wretched serpent. Most spiritual nagas believe themselves to be the heirs of some mysterious dark priority, seeing their innate magical talents as evidence of such. Most communes with powers lakes of death and devastation, working vulgar rights and seeking ridiculous auguries from ethnic forces. To help them, the soul often uses their enchanting look, they, victims into fawning fanaticism and will be sacrificed. Spirits occasionally group together in small groups— some seemingly imitating the covens of hags. While a particular conspiracy or enemy can bring these deadly snakes together for a short time, the spirit is loyal only to themselves, and such alliances always end in deadly betrayal. Spiritual nagas are a race of naga outcasts shunned for their dark powers and abhorrent ways. [1] 1 Appearance 2 Ecology 3 Society 4 On Golarion 5 References Appear A typical mental naga is slender, with scales of a venomous snake and oily hair framing their pale face. Most measure 14 feet long and weigh less than 300 pounds. [1] The ecological spirit nagas view their innate magical talents as evidence of their status as heirs to some mysterious dark grace. Most communes have powers of death and devastation, work obscene rituals, and seek ridiculous auguries from denominations. The soul has an enchanting look, turning victims into fanatics and sacrificing. [1] The soul lives in places of death and destruction, especially those instilled in corruption such as the tyrant's catacombs or the ruins of unortholent castles. [1] Society Spirit sometimes groups together in small groups, mimicking hag covens. However, they are loyal to none other than themselves and these alliances always end in betrayal. [1] On the Golarion Skull-masked soul nagas lurk in the cremation pits of Geer Pharas in Vudra, stealing corpses about to be cremated. Witch spirits also serve as totems, teachers and cymical memory of night sashes, a murderous academy. In Kaer Maga, spirits walk the streets openly next to dark nagas, and the two races are often called wormfolk. [2] Yellowed references, venom-dripping fangs fill the human-like mouth of this sinister serpentine freak. Morbid-minded and miserable to consider, spiritual nagas are witches of naga races, long-shunned hatred outcasts for their dark powers and abhorrent ways. A typical soul is slender, with the scales of a venomous snake and a tangle of oily hair framing their pale face. Most measure 14 feet long but weigh less than 300 pounds. The spirit enjoys the last dead and desolate places. War-ravaged ruins, un caregiver cemeteries, devastated forests, and tangled swamps all attract these heinous creatures. Where guardians support innate sacred places, souls seek places of basic corruption, places they believe are instilled in dark magic. The catacombs of long-dead tyrants, the dead places of the great heroes, and the ruins of iniquentism hold all the attraction of the wretched serpent. Most of the spiritually believe that he is the heir of some mysterious dark priorities, seeing their innate magical talents as evidence of such. Most communes with vague powers of death and devastation, obscene ritual work and bizarre search auguries denomination forces. To help them, the soul often uses their enchanting look, changing the victim into fanatics and sacrificing. Spirits sometimes group together in small groups—some seem to imitate the bitches. While a particular conspiracy or enemy can bring these deadly snakes together for a short time, the spirit is loyal only to themselves, and such alliances always end in deadly betrayal. Special Ability Charming Look (Su) As charming person, 30 feet, WILL DC 20 denies. Saving DC is Charisma based. Toxins (e.g., Bites— injuries; Save Fort DC 20; Frequency 1/round for 6 laps; Effect 1d4 Child Damage; Cure 1 saves. Spells A spirit naga casts Spells as a 7th-level Sorcerer, and can cast Spells from the Cleric list as well as those normally available to a Sorcerer. Cymical magic is considered complex magic for a spiritual naga. AC 23, Touch 14, Flat-footed 18 (+5 Dex, +9 Natural, -1 Size) CMD Environment Feats Ability Focus (Charming Gaze), Combat Casting, Eschew Materials B, Lightning Reflexes, Skill Focus (Perception), Stealthy Init Languages Melee Bite +10 (2d6+6 Plus Poison) Organization Senses Darkvision 60 Ft.; Awareness +22 Bluff Skills +13, Escape Artist +13, Intimidate +9, Knowledge (Arcana) +14, Perception +22, Spellcraft +11, Stealth +15, Swim +12 Special Attacks Speed Spells Known (Cl 7th) 3rd (5/day)— Displacement, Fireball (D.C. 16) 2nd (7/day)— Cat' Grace, Invisibility, Summon Swarm 1st (7/day)— Charm Person (DC 14), Cure Light Wounds, Divine Favor, Magic Missile, Shield Of Faith 0 (At Will)— Bleed, Daze (Dc 13), Detect Magic, Mage Hand, Open/close, Ray Of Frost, Read Magic Uncommon NE Large Aberration Senses Perceptions Perception +18; Darkvision Aklo Language, Popular Skills Acrobatics +18, Athletics +16, Deception +17, Threat +19, Occult +20, Stealth +20 Str +3, Dex +4, Con +3, Int +1, Wis +3, Cha +5 Coven A more spiritual naga hallucinations, mind probes, and hints to their board AC 28; Fort +15, Ref +20, Will +18 HP 160 Speed 25 feet, swim 15 feet Melee [one- action] fangs +19 (agile, finesse), Damage 2d8+9 piercing plus spirit naga venom Occult Spontaneous Spells DC 28, attack +20; 5 (3 slits) of black tentacles, sent, subconscious hints; 4 (4 slots) clairvoyance, confusion, flight, memory modification; 3 (4 slots) dream messages, mind reading, paralysis, vampire communication; 2 (4 slots) blurry, human shape, mirror image, remote manoly; 1 (4 slots) charm, command, grim tendrils, invisible servants; Cantrips (5th) fascinated, discover magic, magic hands, read aura, ritual sigil DC 28; inveigle Spirit Naga Venom (poison) Saving Throw DC 28; Maximum duration of 6 rounds; Stage 1 2d6 damage poison and stupefied 1 (1 round); Phase 2 2d6 toxic damage and 2 (1 round) In naga culture, mental foul-tempered, unkempt naga holds a place of contempt similar to that of in human cultures. These ruined creatures live in lonely lives, sought only by stupid or brave enough people to think that they can benefit from the power of the soul without paying a heavy price to most who dare to express such stupidity, the price is their own life. The spirit seeks desolate ruins and long-term places associated with death and corruption. These sinister, serpentine creatures can be found in abandoned cemeteries, crumbling fortresses, decaying swamps and devastated forests. Although they may know little about the actual history of such places, the nagas are nonetheless attracted by the spiritual remnants of the evil actonss and tormented spirits that remain in the earth and rock there. Despite having a hideous appearance and being treated like pariahns by other nagas, spiritual nagas feel a profound pride in their abilities and even in their closed existence. Like hags, spiritual nagas sometimes form small groups of their own kind. They often do this to protect each other against a greater threat or to accomplish a goal that a single spirit that naga cannot accomplish alone. Sometimes, the soul form a council to bring to the denominational groups They find themselves connected to a larger force that mysteriously is revealed only to those who can abandon the traps and morals of civilized societies. Despite this, the soul happily accepts worship of other creatures willing to bow their heads to their erratic preferences. They often form denominations around them, using their charms and rituals to trap the minds of a few key individuals spreading the foul influence of nagas in a community, together or take over another major city or community, and in rare cases a spiritual naga may even join a hag or coven witch. 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