

Nagpa



Once human, the vulture-headed nagpas were transformed into their pitiful current state by an ancient curse. These beings are selfish and reclusive, and do anything in their power to keep knowledge of their curse from spreading.

A nagpa resembles a human with the head of a vulture. Their bodies are naked and shriveled with skin like old parchment, and they smell potently of dust, bird droppings, and spoiled milk. Nagpas prefer long flowing robes, and most carry a bird-headed *nagpa staff* of their own creation. Nagpas do not require food or sleep (though they must meditate for eight hours to replenish their spells) and can potentially live forever.

Nagpas are self-centered and antisocial, but not overtly hostile. They rarely go out of their way to harm other beings without cause, and can even be helpful advisors on magical matters could one overlook their spiky personalities and offensive smell. Should their wrath be invoked by insult or the possibility that their curse become known, however, they seek out and destroy the offender without mercy.

Long ago, the nagpas were a sect of human sorcerers. Selfish in the extreme, the sorcerers saw themselves as above the gods themselves, and sought to steal a god's power to fuel their own apotheosis. The god, whose exact identity is now known only to the nagpas, stripped them of their humanity and gave them forms befitting their ugly inner natures and cursed them with wanderlust that kept them from congregating ever again. Since then, the nagpas have wallowed in shame and self-pity, and go to whatever ends possible to keep the secret of their creation from spreading.

NAGPA

CR: 7

XP: 3,200

CN Medium monstrous humanoid

Init: +3; **Senses:** Darkvision 60 ft.; Perception +20

AC: 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)

hp: 84 (11 HD)

Fort +7, **Ref** +10, **Will** +7

SR 18

Speed: 30 ft.

Melee: *Nagpa staff* +11 (1d6), bite +5 (1d6-1); or bite +10 (1d6-1)

Spell-Like Abilities (CL 9th, concentration +13):

3/day - *Combust*, *darkness*, *disintegrate* (DC 20, affects objects only), *hold person* (DC 17), *silent image* (DC 15)

Spells Known (CL 9th, concentration +13, +10 melee touch, +14 ranged touch):

4th (5/day) - *Dimension door*, *phantasmal killer* (DC 18)

3rd (7/day) - *Dispel magic*, *fly*, *lightning bolt* (DC 17)

2nd (7/day) - *Darkvision*, *invisibility*, *rope trick*, *web*

1st (7/day) - *Charm person* (DC 15), *comprehend languages*, *mage armor*, *magic missile*, *unseen servant*

0 (at will) - *Detect magic*, *light*, *mage hand*, *mending*, *open/close*, *ray of frost*, *read magic*, *prestidigitation*

Str 8, **Dex** 16, **Con** 14, **Int** 12, **Wis** 10, **Cha** 18

Base Atk: +11; **CMB:** +10; **CMD:** 22

Feats: Combat Casting, Craft Staff^B, Eschew Materials^B, Extend Spell, Great Fortitude, Heighten Spell, Magical Aptitude, Skill Focus (Perception)

Skills: Bluff -4, Craft (alchemy) +15, Diplomacy -4, Intimidate -4, Knowledge (arcana) +12, Perception +20, Spellcraft +16, Use Magic Device +19; **Racial Modifiers:** -8 Bluff, -8 Diplomacy, -8 Intimidate

Languages: Aklo, Common, Draconic

SQ: Locate creature, wanderlust

Environment: Temperate and warm desert or underground

Organization: Solitary

Treasure: Standard

Combust (Sp): Three times per day as a standard action, a nagpa can cause a creature within 60 feet to burst into flames. The target and all creatures in adjacent squares take 2d6 points of fire damage (Reflex DC 17 half). On the next 2 rounds, the target continues to take 2d6 points of damage. Extinguishing the flames requires a DC 17 Reflex save; rolling on the ground provides the target a +2 bonus on the save, while leaping into a lake or magically extinguishing the flames automatically smothers the fire. This is the equivalent of a 3rd-level spell. The save DC is Charisma-based.

Locate Creature (Su): A nagpa automatically knows if any creature within 100 miles is talking about it or any other nagpa, sensing the creature's direction as the *locate creature* spell.

Spells: Nagpas cast arcane spells as 9th-level sorcerers. They do not gain access to a bloodline or other sorcerer abilities.

Wanderlust (Ex): A nagpa becomes uncomfortable if it spends more than a week in a particular location, suffering a -1 penalty on attacks, saves, checks, and caster level per week it remains within a 5-square-mile area (or single hex square if you are using a hex map). This penalty persists until the nagpa is at least 100 miles from the location that caused the penalty. This aspect of its curse means that nagpas must move often or eventually be (temporarily) stripped of their spellcasting ability.

NAGPA STAFF

Aura: Faint evocation; **CL:** 5th

Slot: —; **Price:** 22,700; **Weight:** 7 lb.

This quarterstaff is a mixture of iron and wood, as if the two substances were twisted together in a liquid form

and then hardened. It functions as a *minor ring of spell storing* and a cold iron weapon. In the hands of a nagpa, it also has a +1 enhancement bonus.

Construction Requirements: Craft Staff, creator must be a nagpa

Cost: 11,700

This one's for dailybestiary - remember Prince Abatu of Varellia?