

FLASHBEAST

Introduction

In the deep caverns under the world's surface, races such as the dark elves and gray dwarves adapted to life in the darkness, gaining long-range darkvision and a sensitivity to light. Over the centuries, a handful of predators adapted to this weakness, using light to harm their easily-blinded prey in the same way that some creatures of the deep sea do. These creatures are called flashbeasts, regardless of their shape or kinship.

Flashbeasts act no different than normal creatures of their kind.

Appearance Changes

A flashbeast has a rudimentary light-creating organ on its skin, usually near the top of the head for smaller creatures or on the underside of the jaw for large ones, although it could be located at the end of a tentacle, antennae, or some other advantageous location on the creature's body. This organ normally resembles a large blister filled with a transparent liquid, though on creatures with armored skin, this growth may resemble a translucent chrysalis, cluster of transparent legs, or other, stranger forms.

Creating a Flashbeast

"Flashbeast" is an acquired/inherited template that can be added onto any living, non-outsider with a discernable anatomy that reasonably could have evolved in a underground environment (referred to hereafter as the "base creature"). A flashbeast uses all the base creature's statistics and special abilities except as noted here.

Special Attacks: A flashbeast retains all of the special attacks of the base creature and gains the following:

Dazzling Flash (Ex): As a standard action, a flashbeast can cause its light-creating organ to emit a burst of light, automatically dazzling all creatures within the flash's effect and blinding for 1d4 rounds those who fail a Fortitude save (DC 10 + 1/2 the flashbeast's HD + the flashbeast's Constitution modifier). The range of this ability is equal to three times the space of the base creature (minimum 10 feet), emanating in a radius centered on the light-emitting organ. The flashbeast use this ability once every 1d4 rounds. The flash effect counts as bright light for the purpose of affecting creatures with light sensitivity or light blindness. As a free action, the flashbeast can cause the organ to emit a dull glow equivalent to a candle, maintaining this light indefinitely. The light (whether bright or dull) is not particularly harmful to undead vulnerable to sunlight, nor is it the equivalent of

actual daylight.

Special Qualities: A flashbeast retains all of the special qualities of the base creature and gains darkvision 60 ft.

Feats: A flashbeast gains Alertness as a bonus feat.

Level Adjustment: As base creature +1

Sample Flashbeast

This example uses a large monstrous centipede as the base creature.

This disgusting multilegged creature has clutching pincers, a hard segmented shell, and a cluster of transparent legs on top of its head.

Flashbeast Large monstrous centipede; CR 1; Large Vermin; HD 3d8; hp 13; Init +2; Spd 40 ft., climb 40 ft.; AC 14, touch 11, flat-footed 12; Base Atk +2; Grp +7; Atk +3 melee (1d8+1 plus poison, bite); Full Atk +3 melee (1d8+1 plus poison, bite); Space/Reach 10 ft./5 ft.; SA dazzling flash, poison; SQ darkvision, vermin traits; AL N; SV Fort +3, Ref +3, Will +1; Str 13, Dex 15, Con 10, Int —, Wis 10, Cha 2.

Skills and Feats: Climb +10, Hide +6, Listen +2, Spot +6; Alertness.

Dazzling Flash (Ex): As a standard action, a flashbeast can cause its light-creating organ to emit a burst of light, dazzling all creatures within 30 feet automatically and blinding for 1d4 rounds those who fail a Fortitude save (DC 11). Useable every 1d4 rounds, counts as bright light, has no special effect on sunlight-vulnerable undead. Can also glow as a candle at will.

Poison (Ex): Injury, Fortitude DC 11, initial and secondary damage 1d4 Dex.



New Treasures

Flashblister: The light-emitting organ (or organs) of a flashbeast's body can be removed and used as a weapon on behalf of the wielder, emitting a burst of light on command equal to a flashbeast's *dazzling flash* ability once per day per HD of the creature from which the gland was removed. The quality of the organ deteriorates over time, however, and the item becomes useless in 1d4 days after being detached from the flashbeast's body.

Market Price: 500 gp.

Luminous Oil: With a successful Craft (Alchemy) check (DC 13), the clear liquid within a flashbeast's light-emitting organ can be extracted and turned into clear, viscous oil that can be topically applied to any physical item, causing it to glow with the intensity of a hooded lantern for 1d4 hours per application. This substance is not magical.

Market Price: 50 gp per ounce.

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