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Boggard warriors pathfinder 2e

Living in a shock-affected, disease-beleaed swamp, boggards are often isolated from other humanoids - a condition that raises doubts about foreign visitors, ideas and technology. This exclusion has distilled their brutality to the point where the strongest members subjugat and often consume their weaker relatives. Standing at the top of the food chain are the boggard priests (a term that applies to both male and female-dominated) tyrannical prophets who rule their uneducated subject. Boggard's life begins in spasm as one of about a dozen jelly-like eggs placed in a frothy clutch. After a month of pregnancy, tadpoles smash their way out of their eggs and spend the next 9 months feeding on everything they find - including weak and unlucky siblings. During this time, tadpoles grow into a hen's hands and feet that quickly stretch and strengthen enough to crawl out of the pools. This achievement is not enough to secure them a place in boggard society, as nurses slaughter the weakest and all signs of deformity. An exception to this rule are the descendants of the rector king, who are fed with meals of poisonous dragonflys. This diet kills the most, and the few who survive develop differently from other boggards. Some have greater mental capacity and spell-like abilities that mark them as potential future priest kings. But many survivors mature into a kitty-stained, barely intelligent horror called bogwiggles. Young boggards live in cadres consisting of a dozen or more young people led by a handful of more experienced warriors. During the first year, young people receive a little care and protection from the water, during which they learn the practical skills needed for life and service for their ruler. Practically all boggards receive the same type of training, highlighting athletic skills, hunting skills and a wide range of rudimentary crafts. When boggards reach about 3 years old, they are considered adults and sent out of the community for a month on a ritual hunt. Those who return with the body of the sapient humanoid deserve acceptance, a place in society and a great feast. Those who fail, are deported or consumed. Priests are typically larger than their families, sometimes growing so swollen and heavy that he seems to belong to a completely different species. Their effective exclusivity to divine magic further strengthens the gap between the users and their subs. When the reigning priest king dies (often from violence), the heirs compete to gain the throne. The winner almost always kills his siblings to strengthen his takeover. Boggards are extremely fertile, and their culture encourages them to increase as often as resources allow. Despite the large number of young systemic cannibalism keeps the boggard population in line. The Boggards adopt this practice as a way to eliminate the weak and empower the strong, even though the involvement of even the youngest descendants suggests that cannibalism is instinctive - starvation of the species. However, surviving the numerous graves created in competitive environments, boggards are highly adaptable, able to cope with ecological disasters and develop to exploit new environments - much to the frustration of other intelligent creatures competing with them. What many consider a typical boggard is well adapted to life in the swamp, but boggards also thrive in rainforests, where they often develop more colorful skin patterns. Like the amphibians they resemble, some boggards have developed the ability to assess, allowing them to cope with extended drought and food shortages. As a result, it is rare, but not impossible, to find boggards that take advantage of periods of rain in deserts, making them especially aggressive. Boggard settlements are usually organized in a way that strengthens the hierarchy. The priest king's apartment stands near the center on a shallow, ziggurat-like mound of condensed mud, and the mounds demanded by direct residents radiate outward. The higher the mound and the closer it is to the monarch's home, the greater the position of the resident boggard. The creatures still show their meaning by snating their homes with bones, shells, reeds and various exotic materials. Stealing a neighbor's decorations often leads to violence - but if a thief is victorious, he was clearly right to take what he wanted. Hunting and collecting make up the majority of boggard life needs, and their crafts are typically limited to simple structures of stone and organic matter. Some priests are deliberately touring, working on a project to make no bogyeman exceptional. What boggards can't do or collect, they steal from other humanoids. Metal objects are rare in boggard society - most metals simply cannot withstand prolonged exposure to a humid environment. Magic weapons and armor are appreciated for their corrosion resistance. Two beliefs are central to Boggards' religious and spiritual experience. Firstly, the weak should be recycled to empower the strong, from the cannibalisation of the weak to demanding the weapons of their fallen comrade to stealing a neighbor's home. Second, it may do the right thing, especially for a priest-king whose divine power is typically given by an evil god or demon lord. The fact that ordinary boggards have relied on their leader for spiritual guidance breeds debilitating superstition in many. Those who cannot live up to society's beliefs are thrown out, and these hermits, who hear stories of these hermits, react to a mixture of contempt and restlessness. Metamorphosis fascinates boggards, from the development of their young to the transformation of priestly kings. Those who slead with boggards can sometimes sooth the creatures with the help of transformative magic. The rules include racial features, popular class options, feats, spells and magic objects, all tailored specifically for boggards. The following racial traits can be chosen over the existing boggard breed Not all swamps are year-round, and some boggards have adapted to life with seasonal swamps, where hot, dry conditions are common. This racial feature can spend 1 hour burying itself in wet or soft ground and moving to suspended animation indefinitely. When assessing, boggard does not have to drink or eat, but is punished for perception checks as if he were asleep. Stopping this dormant state is a full-round activity. This racial trait replaces the boggard breed bonus with acrobatic checks to jump. Leaper: Boggard feet are better suited in some areas for explosive movement on land than for rapid thrust underwater. Boggards with this property are always considered a running start when trying to jump acrobatic inspections, and their swimming speeds are reduced by 5 feet. Priest-king: Boggards raised on a blue dragonfly diet sometimes develop into priest kings. These bogyemen only have a +2 natural armor bonus, but don't take the usual boggard - 2 racial penalties to Dexterity and Intelligence. In addition, priests receive +4 race bonuses for Wisdom and receive the following spell-like abilities: 1/day - fog cloud, jump, call swarm. The wheel plane of these effects is equal to the boggard hit die. This racial trait does not replace any of the other features of boggard, but it is extremely rare and only available at GM's discretion. The following options are available to all boggards with the popular category listed, and unless otherwise stated, the bonus applies every time you choose a category prize. Bard: Reduce the time the bard has to wait before using his terrifying croak ability for 5 minutes (at least 5 minutes). Fighter: Increase the fighter's language hit points by 1 and add 1/2 to all opposing force checks to prevent the creature from removing the fighter's language. Ranger: Add 1/4 to one existing popular off-road bonus (up to +2 per popular terrain). The Boggards have access to the following feats. Your vocal cords are particularly loud and allow you to fall more often. Prerequisites: Boggard, the terrifying man. Benefits: You get one extra use of terrifying croak per hour. If the charging time is less than 1 hour, you will instead get additional use every time the ability loads. Unlike others like you, you can pull your prey towards yourself. Prerequisites: Str 17, sticky language. Benefits: A language attack gets the special ability of attraction. At the beginning of your shift, if your tongue is pinned to your size or smaller target and you succeed in checking the battle movement, you can drag the target 1.5 meters closer to you as a free action. Croak creates powerful sound waves that you can control to fragile targets. Prerequisites: Cucumber bag*, boggard, terrifying croak. Benefits: When you use your terrifying croak ability instead of giving you a normal you can distribute 1d4 points of sound damage to the creatures in a 15-foot cone (Fortitude side). Nniiden Nniiden This rescue of Fortitude is tantour to your terrifying fall. For every 3 Hit Dice you have, the damage increases by 1d4. Special: The feat of the cucumber bag increases the cone of this feat by 1.5 meters for every 6 HD, not for every 2 HD. The terrifying power of your fall confuses and destabilizes your enemies. Prerequisites: Sonic Croak*, Cucumber bag*, boggard, terrifying croak. Benefits: When using your terrifying croak ability, instead of giving it a normal effect, you can choose to stun one creature within 10 meters for 1 lap. If the item succeeds after Fortitude's recording, it is staggered instead for 1 spin. The DC of saving this Fortitude is the same as your terrifying croak ability. You can swell your throat to amplest and send your sounds over wide distances. Prerequisites: Boggard, the terrifying man. Benefits: The range of your terrifying croak ability increases by 1.5 meters for every 2 Hit Dice (up to 10 meters increase). Speaking Boggard or silent, you can swell your throat bag as a free action to reduce perception DC, which is needed to listen to audio on your damn dice just as much. Special: The benefits of Throat Posch and any feats that use it as a prerequisite are only available when you wear light, medium or no armor. The priests of Boggard see no problem in feeding the work and energy of their own tribe, believing themselves to embody everything great and precious in their own way. The next spell takes this even further, allowing boggard priests to literally soy their relative's life force. School necromancy [evil]; Level Priest 3, Wizard/Wizard 3, Witch 3Casting Time 1 Standard ActionComponents V, S, M (a piece of meat from another creature of your species)Area 20 feet.radius emanation centered on youDuration 1 minute/level (D)Saving Throw Fortitude negates; Spell Resistance yes You radiate an aura that absorbs the powers of others like you and channels their energy into you. For each round that a creature begins its rotation in the area of the spell and divides both your creature type and at least one subtype that you have (if any), that creature must succeed on a fortitude journey to save or take 1d4-point damage. You will receive several temporary hit points equal to the amount of damage caused by this spell (up to 10+ your bike level). These temporary hit points disappear when the spell ends. As long as you have at least 5 temporary hit points while this spell is in effect, you will receive a +1 qualification bonus for attack rolls, throw recording and skill checks. If you have at least 15 temporary hit points, this skills bonus grows +2.Ordinary boggards are rarely adept at creating mundane objects because priest-kinges see such skill as a threat to their authority. Priests, on the other hand, encourage their descendants of the priest to prepare for them. magic objects. Price 3,500 gp; The end of the slot; CL 5th; Weight - Aura weak necromancticityTut this floppy leather leather allows boggard or any other frog-like creature to drain the strength of those it strikes with its language attack. If the user finishes his or her shift with the tongue attached or grabbing another creature, the grappled creature will take a -1 penalty for voima, and the user's language will receive 5 temporary hit points. The penalty and temporary hitting points last 1 minute. In each round to which the target remains attached, the force penalty increases by 1, the tongue gets another 5 temporary hit points (up to 10) and the duration resets. Structural requirements Price 2,500 gp; The place is none; CL 7. Weight - Aura moderate necromancticity When applied to the skin, scales or carapsy of the creature, this greasy unguent causes that creature to sweat poison into its pore. During this time, the creature, which strikes the user with a natural gun attack or an unarmed attack, is exposed to poison. As a quick action, the user can apply poison to the weapon. As standard activity, the user can deliver the poison as a touch attack. Salva creates a total of 3 doses of poison, and unused doses of poison evaporate harmlessly after 1 hour. Venomsweat : Contact or injury; save Fort DC 16; frequency 1/round for 6 laps; effect 1d3 Dexterity damage; cure 1 save. Structural requirements

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