

Created by magicians who crave political power, infiltrators are prized for their ability to work their way into a society's governmental structure and subtly do away with key public figures. Infiltrators are intelligent constructs shaped in the image of a particular individual, generally with the goal of replacing him or her. Other infiltrators take the guise of a political figure's loved one, and are used as spies. In short, the infiltrator's true purpose is one of deception. Some infiltrators are even unaware of their exceptional nature: these "dormant" creatures unconsciously infiltrate a political structure, until one day their master emerges from the shadows and reveals their true nature using a predetermined command word. It is not impossible for an infiltrator copied from a good-hearted individual to develop a conscience and even experience remorse, but it still is compelled to obey its master.

Once created, the infiltrator possesses the personality, appearance, manners, and even the memories of the person it is destined to replace. With its magical strength, mesmerizing gaze, and poisonous touch, the infiltrator is a very capable spy, able to easily neutralize and take the place of nearly anyone, making it a very powerful tool of subtle political destruction.



INFILTRATOR

	Medium-size Construct
Hit Dice:	7d10 (38 hp)
Initiative:	+1 (Dex)
Speed:	30 ft.
AC:	17 (+1 Dex, +6 natural)
Attacks:	Poison touch +9 melee, or rapier +9 melee, or dagger +6 ranged
Damage:	Poison touch (special), or rapier 1d6+4, dagger 1d4+4
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Charming Gaze, Poison
Special Qualities:	Damage Reduction 5/gold, Darkvision 60 ft., Hidden Purpose, Immunities
Saves:	Fort +2, Ref +3, Will +2
Abilities:	Str 18, Dex 13, Con —, Int 10, Wis 11, Cha 14
Skills:	Bluff +8, Disguise +2 (+12 to impersonate their double)
Climate/Terrain:	Any land and underground, often urban areas
Organization:	Solitary
Challenge Rating:	5
Treasure:	Standard
Alignment:	Any (determined at construction)
Advancement:	8–18 HD (Medium-size)



Charming Gaze (Su): At will as a standard action, the infiltrator can *charm* a humanoid by looking into his or her eyes as per the spell *charm person* cast by a 7th-level sorcerer. This ability follows the rules for gaze attacks, except that the infiltrator must take a standard action, and those only looking at it are not *charmed*. Anyone targeted by the infiltrator in such a way must succeed at a Will save (DC 13) or be unable to cause the infiltrator or her master any harm for the next 12 hours. The afflicted character considers the infiltrator to be a good friend, but will not necessarily go as far as attacking his or her former party members. The ability has a range of 10 feet. It is a mind-influencing ability.

Construct: Constructs never have Constitution scores. A construct is immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects. Constructs cannot heal damage on their own, though they can be healed. A construct is not subject to critical hits, subdual damage, ability damage or drain, or energy drain. It is immune to any effect that requires a Fortitude save (unless the effect also works on objects). A construct is not at risk of death from massive

damage, but when reduced to 0 hit points or less it is immediately destroyed. Since it was never alive, a construct cannot be *raised* or *resurrected*. Constructs have Darkvision with a range of 60 feet.

Damage Reduction (Su): An infiltrator ignores 5 hit points from most weapons and natural attacks. A gold weapon, or a +1 weapon or better negates the ability.

Hidden Purpose (Su): The infiltrator responds to a command word implanted in it by its master during the creation process. The command word can be of any length, from a monosyllabic word to a long sentence. Whenever the infiltrator hears this command word, it automatically recognizes the speaker as its master and obeys any direct order it is given. If specified, it may not even remember having been contacted by its master and will unknowingly execute its task. An unwilling infiltrator may resist its master if it succeeds at a Will saving throw (DC 20).

Poison (Su): On a successful touch attack, the infiltrator's target must make a Fortitude save (DC 13). If he fails, he suffers the poison's initial damage of unconsciousness for 1d4 minutes. Even if he succeeds, he faces more damage 1 minute later, which he





can also avoid with a successful Fortitude saving throw. This secondary damage is unconsciousness for 15 minutes.

Skills: Infiltrators have a +6 racial bonus to Bluff checks, and a +10 racial bonus to Disguise checks to impersonate the person they were built to replace. These are included in the stats above.

CONSTRUCTING AN INFILTRATOR

Creating an infiltrator costs 50,000 gp, including 30,000 gp for construction of the body. This cost represents the various incenses, spell components, and other equipment necessary for the enchantment and the construction of the creature. The creator must also have successfully used a *detect thoughts* on the character to be mimicked once in the last month.

The character's first task is to create the body. This requires a mixture of clay, forest dew, a sphinx's feather, some pure silver, and an acorn or a rock for the heart; the creator must also include a hair of the character he wishes the infiltrator to mimic. Crafting the body from the clay and shaping it like a par-

ticular humanoid requires a successful Craft (sculpture) check (DC 20) and Disguise check (DC 20).

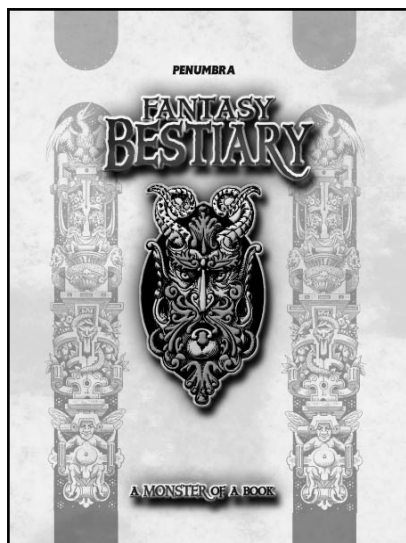
Once the body has been successfully assembled, the character attempting the creation of the infiltrator has to complete the magic ritual in order to animate the body and create its personality, memories, and alignment. This ritual requires the character to be a spellcaster of at least 10th level, to have the Craft Wondrous Items feat, and to spend 15 days in his laboratory working on the infiltrator, spending about 8 hours per day without interruptions. If the character spends less than 8 hours in one day, or if he skips a day, the whole process has to be started over. Any gold pieces spent on the failed ritual are lost, but the body stays intact.

At the end of these 15 days, the creator must personally cast the following spells: *alter self*, *bull's strength*, *charm person*, *cloudkill*, *detect thoughts*, and *lesser geas*. The character can cast the spells from different sources, such as staves, wands, or scrolls, but he must do it himself. Then he must utter the date of birth of the person to be mimicked by the infiltrator. The ritual costs the creator 2500 XP.

ADVENTURE SEEDS

1 — Hernakken is a small mining village in the countryside. However, its tranquility seems to have come to an end as, lately, suspicions have begun to arise among the common folk about the town's newly arrived sheriff. This sheriff was trained in a great military academy in a neighboring city, and has been dispatched to Hernakken by his superiors in accordance with a long-standing arrangement with the town. But never has someone see him cough, sneeze, or even eat! What the villagers do not know is that their sheriff, whose strange behavior is explained by the fact that he is not human, was not sent by the academy, but rather by someone far more powerful who is interested in Hernakken's gold mines ...

2 — The evil wizard Tiamael is in great need of brave adventurers to take up a dangerous mission. He lacks only one component to complete a powerful mass-slaying ritual — the Rainbow Drop, a magical crystal located in the Haerdrumm cave complex. Unfortunately, his cruel reputation makes even adventurers of questionable morals wary of him. In order to get what he wants he creates an infiltrator named Krisalia, giving it the body of a beautiful adventurer. She has the mandate of infiltrating a promising adventuring party, and leading the adventurers through the cave complex so as to bring the crystal back to Tiamael.



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