

VOLT POLAR

Before you looms a large, armored feline ornamented with wicked metallic horns. As this majestic predator approaches, your brain begins to buzz with the crackle of energy.



	POLAR	VOLT POLAR	SPARK POLAR
CR	8	10	10
Size	Large	Large	Large
Type	Magical Beast	Magical Beast	Magical Beast
XP	4,800	9,600	9,600
Init/Senses	Init +3; Senses darkvision 60 ft., low light vision; Perception +6	Init +3; Senses darkvision 60 ft., low light vision; Perception +9	Init +3; Senses darkvision 60 ft., low light vision; Perception +8
Defense			
AC	18, touch 12, flat-footed 15 (+3 Dex, +6 natural, -1 size)	18, touch 12, flat-footed 15 (+3 Dex, +6 natural, -1 size)	27, touch 13, flat-footed 23 (+4 Dex, +14 natural, -1 size)
HP	83 (10d10+22)	124 (13d10+52)	111 (13d10+39)
Saves	Fort +9, Ref +10, Will +4	Fort +12, Ref +11, Will +5	Fort +9, Ref +10, Will +5
Special	SR 20 (mind-affecting effects only)	SR 20 (mind-affecting effects only)	Resist acid 5, cold 5, fire 5, electricity 5, sonic 5; SR 20 (mind-affecting effects only)
Offense			
Speed	50 ft.	50 ft.	50 ft.
Attacks	Melee 2 claws +16 (1d8+5), bite +14 (2d6+2 plus grab)	Melee 2 claws +16 (1d8+5), bite +14 (2d6+2 plus grab)	Melee 2 claws +16 (1d8+5 plus charged fur), bite +14 (2d6+2 plus charged fur and grab)
Space	10 ft.; Reach 10 ft.	10 ft.; Reach 10 ft.	10 ft.; Reach 10 ft.
Special Attacks	hindering static	polarizing blast (DC 22), rake (1d8+5)	rake (1d8+5 plus charged fur)
Statistics			
Stats	Str 20, Dex 16, Con 15, Int 3, Wis 12, Cha 7	Str 21, Dex 16, Con 19, Int 3, Wis 12, Cha 7	Str 20, Dex 18, Con 16, Int 3, Wis 12, Cha 7
Base	Atk +10; CMB +15 (+19 grapple); CMD 28	Atk +13; CMB +18 (+22 grapple); CMD 31	Atk +13; CMB +18 (+22 grapple); CMD 32
Feats	Alertness, Multiattack, Power Attack	Alertness, Multiattack, Power Attack	Alertness, Multiattack, Power Attack
Skills	Acrobatics +11, Jump +5, Perception +6, Stealth +9 Racial Modifier +8 on Acrobatics checks, +4 on Stealth checks	Acrobatics +12, Jump +6, Perception +9, Stealth +11 Racial Modifier +8 on Acrobatics checks, +4 on Stealth checks	Acrobatics +9, Jump +10, Perception +8, Stealth +6 Racial Modifier +8 on Acrobatics checks, +4 on Stealth checks
Spec. Qualities	mental static	mental static	charged fur, mental static
Ecology			
Environment	warm and temperate plains, hills, and deserts	warm and temperate plains, hills, and deserts	warm and temperate plains, hills, and deserts
Organization	solitary, pair, or pride (3-12)	solitary, pair, or pride (3-12)	solitary, pair, or pride (3-12)
Treasure	none (standard in den)	none (standard in den)	none (standard in den)

Special Abilities

Charged Fur (Ex): A spark polar funnels its excess mental energies into its fur. This grants three benefits:

- The spark polar gains +8 natural armor. (This is included in its statistics above.)
- Whenever the spark polar hits with an attack or a foe hits the polar with a natural weapon, the spark polar deals 1d6 energy damage as sparks leap from its fur to its prey. Roll 1d6 to determine the energy of the spark: 1 = acid, 2 = cold, 3 = fire, 4 = electricity, 5 = sonic, 6 = an extra spark lands; roll again and increase the energy damage dealt by +1d6.
- The spark polar gains resist 5 against all energy attacks.

Hindering Static (Ex): A polar generates a constant excess of mental energies that it can direct up to 60 feet against one or more creatures. One polar generates enough energy to give a single creature a -4 penalty to all attack rolls, combat maneuver rolls, and saving throws. In addition, for each -2 penalty a creature suffers, its AC modifier from Dexterity decreases by 1 and its base movement speed decreases by 5 ft. A polar can focus its energies on one creature or spread it across multiple, giving two creatures -2 penalties or four creatures -1 penalties. Multiple polars can work together to hinder an opponent—their penalties stack.

Mental Static (Ex): Due to the polar's physiology, it generates excess psychic energies that interfere with any affects that would upset its mental processes. A polar gains spell resistance against all mental and mind-affecting effects as listed in its description.

Polarizing Blast (Ex): Every two rounds, a volt polar may fire a focused blast of polarized mental energy up to 60 feet at a single opponent. The target must succeed at a Will save (DC [see above]) or collapse and become helpless and prone for 2d4 rounds.

THE POLARS

Polars come in several varieties, but the most common is simply called the polar, which can be confusing for people new to Penance. The polar is a large feline that grows flexible armor-like skin, similar to dragon's scales, over its more vulnerable areas as it reaches maturity. In addition, a series of small, half-inch metallic spikes starts at its eyes and runs down the head into its ruff in two ridges. The spacing and curvature of the spikes are slightly different for each polar, allowing astute observers to differentiate which one will be tearing out his or her throat.

Polars have an unusual physiology that generates too much psychic energy, and they use their metal spikes to constantly release that excess energy into the world. When chasing prey, the polars can focus this emission onto a group or even a single individual, hindering its ability to move, making the process of capturing prey much easier.

The majestic volt polar, though, is probably the most deadly of the permanent residents of the plains, even more so than its more common cousin. A volt polar saves up its mental energy over time and can emit it in very concentrated and focused blasts. This attack, while it does not involve electrical energy, looks very similar to a lightning bolt emanating from the creature's forehead, a fact that has earned the creature its name. In reality though, the volt polar's attack is more closely related to a magnetic field, whose effect is to polarize and disrupt the brain waves of those it strikes, essentially rendering them unable to think or to move for a short period of time. Unfortunately for its victims, this short time is more than long enough for the volt polar to advance and tear their throats out with its claws.

A volt polar is similar in size and appearance to an armored kith. This unfortunate similarity has caused the deaths of many an uneducated citizen of Penance, illustrating the need for a guide on one's first venture off of the pedestal. The volt polar is actually lower to the ground than the kith, has longer, saber-like teeth, and a collection of bony, bluish armor plates upon its forequarters. The first and fourth claw of each paw is also significantly longer than the second and third. Coloration of the volt polar's fur is usually a flat yellowish-brown color, like that of a mountain lion.

With the exception of a few unique monsters, volt polars are at the top

of the food chain in Penance. They have no natural predators, and can eat almost anything that moves. Volt polars have no fear of the intelligent races of the Forge, and are known for attacking suddenly and without warning. For the most part, volt polars are solitary hunters, with the females of the family groups wandering the plains in search of prey and then bringing what they catch back to the den, usually a secluded dale or depression where the male and the young dwell. If someone ever manages to defeat a volt polar, it is worth the effort to attempt to remove its exoskeleton (Survival DC 18), which can be crafted into kith barding and can fetch up to 1,000 gp from the right buyer.

Spark polars are a rare kind of polar. They can channel their psychic energies into their dark blue-black fur, making it as hard as steel and giving it an iridescent sheen—the spark in their name coming from the appearance of sparks cascading down their bodies. These “sparks” will jump off the spark polar’s fur onto any creature it comes into contact with, helping to subdue its prey.

A polar of any kind is a clever and deadly opponent. It typically takes to high ground where it can see over great distances. When polars and volt polars spot a suitable opponent, they will target it with their blasts and then move in to dispatch it with their natural weaponry. Volt polars are more ruthless than other polars and will coup de grace polarized opponents immediately unless they are actively defended by their colleagues. Spark polars instead seek to rush their prey from an unexpected angle, taking them by surprise. A polar’s physical attacks are devastating, consisting of a flurry of sharp claws and a vicious bite.

When combating a group of individuals, a polar will typically target the fattest-looking member of the bunch, move in, dispatch him, and then flee, carrying him off in its jaws. Only when it reaches a safe place will the polar stop to eat its victim.

Suitable prey for the polars are any creatures of small or medium size, and generally not in a group of ten or more. Volt polars in particular are swift killers, however, and have been known to lay in wait for a large caravan to ride within striking distance, then pounce through

the column, taking a single member of the group, and disappearing into the distance.

ADVICE FROM AN OLD RASHER

First, make sure you can recognize a polar. More than a few people have mistaken them for simple animals and then met a very quick demise (especially volt polars, with their close resemblance to kith). Second, realize that each type of polar requires a different approach. Standard polars you want to fight with a large group. Their effects are weaker when spread across a large group of people, so either they hit one person hard, or a whole bunch of people very little. In either case, the majority of people should be able to act well enough to fight. Against volt polars on the other hand, you want to try to scare them off as quickly as you can. If you see one, hit it as hard as you can, or else you’ll find that it’s run off with one of your companions to eat. And for all the gods’ sakes, don’t leave a stunned comrade unprotected! And finally, for the spark polars, be careful about letting them get too close to you; those sparks are used both for protection and subduing prey.

If you come across a pack of polars or volt polars, get out while you can. They can disable an entire party of rashers before you even realize they are there. If you come across a pack of spark polars, run. Just a few of those claw swipes, and you’ll find out how painful their sparks can be. There’s a reason no one makes a living out of hunting polars.

