

VIOLET DAWN™

THE TIME OF THE UNRAVELLING

LEGENDS OF AVADNU



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First Printing: May 2004

Introduction

Legends of Avadnu contains over a dozen new creatures for use in fantasy d20 System games. These creatures are designed to provide exceptional challenge and potential for adventure; many could serve as the basis for entire campaigns.

Though the creatures within this book were designed for games using the *Epic Level Handbook*, possession of that book is not required. With the exception of a few feats and spells, all monster abilities are explained in the Core Rulebooks.

The World of Avadnu

The “natural habitat” of the creatures in this book is Avadnu, the setting used by The Inner Circle’s *Violet Dawn: The Time of the Unravelling* line of game products. Avadnu is a dark fantasy world suffering from the mistakes of its past, where more people are struggling to survive than attempting to rebuild. All creatures have sections describing how they fit into the world of Avadnu, and even DMs running games set elsewhere can use these sections as examples of how a given creature might fit into a world’s history.

More information on Avadnu can be found at the official Violet Dawn website, at <http://www.violetdawn.com>.

Using This Book

Legends of Avadnu is divided into three chapters:

New Epic Feats (Chapter 1): This chapter details a collection of new epic-level feats designed for monsters.

New Creatures (Chapter 2): Chapter 2 describes new creatures and templates. Most creature writeups contain up to six sections. Some creatures have additional sections to explain unique qualities.

Statistics: The creature’s statistics are listed in a black box labeled with the creature’s name. In addition, the creature’s Challenge Rating is displayed in a shield in the margin of the page. (A ‘T’ in place of a Challenge Rating denotes a template.)

Description: Following the statistics block is a summary of the creature’s physical traits, habits, and habitat.

Combat: The combat section explains how the creature fights, as well any special abilities the creature may have.

Physiological Uses: Certain creatures have qualities which allow the knowledgeable and skilled to make use of their remains. Except where noted, only one item can be created per creature carcass.

Adventure Ideas: This section contains suggestions and ideas for using the creature in an adventure.

On Avadnu: This section explains how the creature fits into Avadnu, and offers history, legends, and cultural views of the creature.

Other Epic Creatures (Chapter 3): Chapter 3 explains how creatures from the *Epic Level Handbook* fit into the setting of Avadnu.

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Creatures by Type (and Subtype)

- Aberration:** Devourer worm.
- (Chaotic):** Dreadspawn.
- Construct:** Astral sentinel, cosmic sentinel.
- (Evil):** Bygone uvuudaum, dreadspawn.
- (Extraplanar):** Bestarius, bygone uvuudaum, dreadspawn, eidoneus, knosirius.
- Fey:** True mistji.
- Giant:** Khasep-sa.
- (Good):** Bestarius, eidoneus, knosirius.
- (Incorporeal):** True mistji.
- Magical Beast:** Crimson mokara.
- Monstrous Humanoid:** Gynnean xiir.
- Outsider:** Bestarius, bygone uvuudaum, dreadspawn, eidoneus, knosirius.
- Plant:** Rotwood.
- (Voidspawn):** Dreadspawn.

Creatures by Challenge Rating

Crimson Mokara	15
Gynnean Xiir	20
True Mistji	20
Bestarius	21
Bygone Uvuudaum	21
Khasep-sa	23
Astral Sentinel	24
Cosmic Sentinel	24
Dreadspawn	25
Rotwood	25
Knosirius	26
Devourer Worm	30
Eidoneus	31

Chapter 1: New Epic Feats

The following feats allow epic monsters to develop their natural abilities beyond their normal limits. Some of these feats are common among certain species of epic creatures, while others may only be available to creatures who advance in Hit Dice or class levels. Unusual PCs may qualify for some feats, as well.

Feat Descriptions

All feats follow the standard format for feat presentation.

Aligned Breath Weapon [Epic]

The creature's breath weapon draws energy from the creature's very soul, changing the nature of the attack.

Prerequisites: Breath weapon special attack, matching alignment.

Benefit: Pick from good, evil, law, or chaos; part of the creature's alignment must match the alignment chosen. Whenever the creature uses its breath weapon, half the damage is normal for that attack (e.g., fire or cold), but the other half is powered purely by the creature's conviction and can only be reduced by effects protecting against alignment-based damage. The alignment-based damage does not affect foes with a matching alignment.

Craft Epic Construct [Epic] [Item Creation]

The creature can craft entities such as colossi and empyreans.

Prerequisites: Craft Construct, Craft Epic Magic Arms and Armor, Craft Epic Wondrous Item, Craft Magic Arms and Armor, Craft Wondrous Item, Knowledge (arcana) 28 ranks, Spellcraft 28 ranks.

Benefit: The creature can create constructs that have epic spells as prerequisites.

Energy Feeder [Epic]

The creature is so attuned to one of the energies that compose it that it draws strength from the energy's presence.

Prerequisite: Cold, electricity, fire, or sonic subtype.

Benefit: Select an energy-based subtype possessed by the creature (cold, electricity, fire, or sonic). Instead of merely suffering no damage when subjected to that form of energy, the creature heals damage equal to half the damage that would ordinarily have been inflicted. The remaining half is ignored.

Special: A creature can gain this feat multiple times. Each time a creature takes the feat, it applies to a different subtype.

Eternal Gaze [Epic]

The power of the creature's gaze is so great that it lingers even after death.

Prerequisites: Great Fortitude, gaze special attack.

Benefit: The creature's gaze attack continues to function

after the creature's death, with the normal effect, range, and saving throw DC. The creature's head must remain intact for the attack to function; if the head takes damage equal to the creature's (former) Constitution score, the gaze attack ceases to work.

Greater Planar Harbinger [Epic]

The creature's home plane taints the entire area around the creature.

Prerequisites: Cha 35, Planar Harbinger, outsider or elemental.

Benefit: As Planar Harbinger, but the area's radius is 5 feet per point of Charisma bonus possessed by the creature.

Improved Ability Focus [Epic]

The creature has improved its talent with one of its attacks to astonishing levels.

Prerequisites: Ability Focus with special attack, special attack.

Benefit: Choose one of the creature's special attacks. Add +2 to the DC for all saving throws against the special attack on which the creature focuses. This bonus stacks with the bonus from Ability Focus.

Special: A creature can gain this feat multiple times. Its effects do not stack. Each time the creature takes the feat it applies to a different special attack.

Improved Awesome Blow [Epic]

The creature's attacks can throw an opponent a distance limited only by its strength.

Prerequisites: Str 30, Awesome Blow, Improved Bull Rush, Power Attack, size Large or larger.

Benefit: As Awesome Blow, but the opponent is knocked 10 feet, plus 10 additional feet for every point of Strength bonus above +10 possessed by the creature. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage per 10 feet thrown, and the opponent stops in the space adjacent to the obstacle.

Planar Harbinger [Epic]

The creature's ties to its home plane are so strong that it carries the traits of that world with it.

Prerequisites: Cha 30, outsider or elemental.

Benefit: The area around the creature possesses all the elemental, energy, and alignment traits of the creature's home plane. These traits overlap the traits of the plane the creature is on (that is, all traits apply simultaneously). The area's radius is 1 foot per point of Charisma bonus possessed by the creature. The creature can start or stop this supernatural effect as a standard action.

Reflective Spell Resistance [Epic]

The aura of spell resistance surrounding the creature is strong enough to reflect the spells which strike it.

Prerequisites: Cha 25, spell resistance 35.

Benefit: Any time the creature is targeted with a spell that fails to penetrate its spell resistance, it automatically reflects the spell back at the caster (as the *spell turning* spell).

Snap [Epic]

The creature can grab and swallow a foe with one swift motion.

Prerequisites: Improved grab (with bite) special attack, swallow whole special attack.

Benefit: When the creature hits an opponent small enough to be swallowed whole with its bite attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If the creature succeeds, it immediately swallows the opponent whole. Regardless of the grapple check's success or failure,

the creature can use its remaining attacks against that or other opponents.

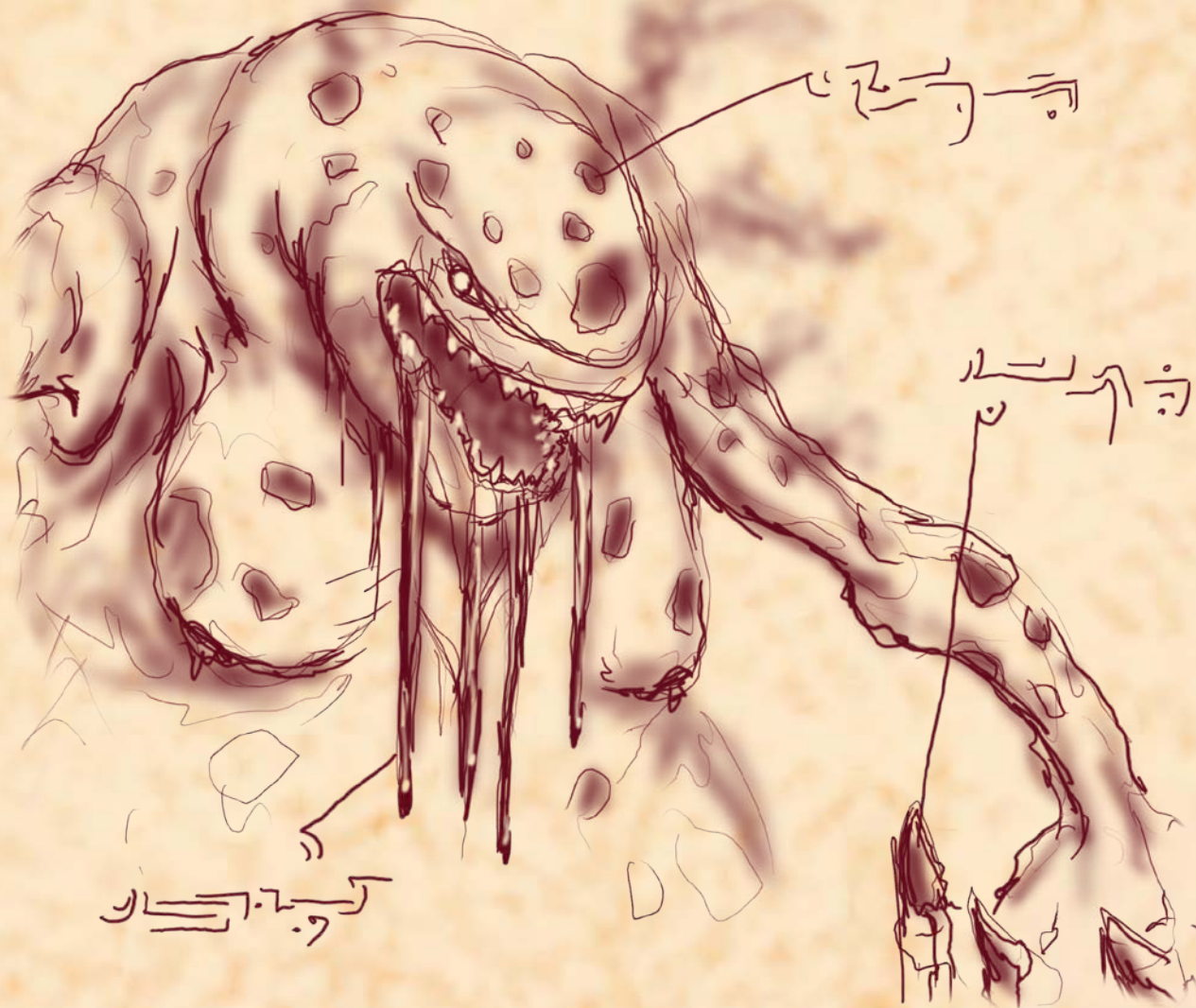
Normal: A creature must begin its turn with an opponent held in its mouth, then succeed on a second grapple check in order to swallow the opponent whole.

Temporary Disincorporation [Epic]

By concentrating, the incorporeal creature can disincorporate altogether, disappearing into its surroundings and becoming invulnerable to harm.

Prerequisites: Cha 25, incorporeal subtype.

Benefit: As a standard action, the creature can disincorporate itself for a number of minutes up to its Charisma bonus (minimum 1). While disincorporated, the creature effectively ceases to exist; it cannot act in any way or sense its surroundings. It cannot be attacked or targeted by spells or effects which have a limited range, but spells such as *discern location* still function. When the chosen duration ends, the creature reappears in the space where it disincorporated.



Bygone Creatures

Bygones are remnants and memories of legendary creatures long departed.

Bygones resemble the creatures they echo, but their colors are faded, their cries and speech hushed, and their motions ghostly. To a person who has seen both a bygone and its original, the differences are obvious, but to a person who knows only legends of the bygone's species, a bygone may be mistaken for the real thing.

Many of the world's most powerful creatures no longer exist, driven to extinction or locked away in distant planes. But their echoes sometimes have a power of their own, and can be a deadly challenge to heroes who might never face their real counterparts. Bygones can come to exist in a number of ways: some are essentially racial memories of a dead species given form, and roam the lands of their "ancestors" acting as myth dictates; other bygones are similar to ghosts, representing and behaving like specific individuals who disappeared or died long ago. Bygones may act out their originals' deeds over and over again, or they may pursue their own goals, even while aware that they are shadows of things past. On rare occasions, a bygone may actually meet its original counterpart.

Bygones speak any languages their originals knew.

Creating a BYGONE CREATURE

"Bygone" is an acquired template that can be added to any creature with 20 or more Hit Dice (referred to hereafter as the base creature). A bygone uses all the base creature's statistics and abilities except as noted here.

Size and Type: The creature's type changes to outsider, and the creature gains the augmented subtype. Size is unchanged. Bygones are normally native outsiders.

Hit Dice: A bygone's Hit Dice are unchanged, but its hit points are halved.

Armor Class: A bygone creature's natural armor bonus, deflection bonus, and insight bonus to AC (if any) are reduced by half.

Damage: The damage a bygone deals with its attacks is halved, after all other factors are applied (not including factors inherent in the target, such as damage reduction).

Special Attacks: A bygone creature retains all of the special attacks of the base creature. However, the saving throw DCs to resist all its special attacks (with the exception of spells and spell-like or psionic abilities) are reduced by 10. Special attacks which deal hit point damage

have their damage halved (as above).

Psionics, Spells, and Spell-Like Abilities: If the base creature has these special attacks, their caster or manifester levels are reduced by 10 (to a minimum of 1).

Special Qualities: A bygone creature retains all of the special qualities of the base creature, but they are adjusted as described below. A bygone also gains the reversal quality.

Damage Reduction: If the base creature has damage reduction that requires an epic weapon to penetrate, the bygone creature's damage reduction requires a magic weapon to penetrate, instead. All other aspects of damage reduction are unchanged.

Fast Healing and Regeneration (Ex): A bygone's fast healing and regeneration rates are halved.

Reversal (Ex): Upon a bygone's death, any supernatural or spell-like effects that did not cause hit point damage it created during the previous hour are undone. This may include ability drain, magical fear or paralysis, instant kill effects (such as *wail of the banshee* or a *neh-thalggu's* brain extraction ability), and others.

Spell Resistance (Ex): A bygone's spell resistance is reduced by 10.

Saves: A bygone suffers a -10 penalty on all saving throws.

Challenge Rating: Same as the base creature -6.



Bygone Uvuudaum

Large Outsider (Evil, Extraplanar)

Hit Dice: 38d8+323 (408 hp)

Initiative: +14 (Dex)

Speed: 80 ft. (16 squares), climb 40 ft.

AC: 37 (–1 size, +14 Dex, +14 natural)

Touch: 23 **Flat-Footed:** 23

Base Attack/Grapple: +38/+56

Attack: Head spike +51 melee (10d6+21/19–20 plus Wisdom drain)

Full Attack: Head spike +51 melee (10d6+21/19–20 plus Wisdom drain)

Space/Reach: 10 ft./10 ft.

Special Attacks: Confusion aura, spell-like abilities, Wisdom drain

Special Qualities: Blindsight 500 ft., damage reduction 10/good and magic, fast healing 10, half damage, regeneration 2, resistance to electricity 30, reversal, SR 29, telepathy 500 ft.

Saves: Fort +30, Ref +27, Will +31

Abilities: Str 39, Dex 38, Con 44, Int 32, Wis 38, Cha 46

Skills: Balance +18, Climb +32, Concentration +58,

Craft (alchemy) +52, Diplomacy +22, Escape Artist +55, Gather Information +22, Hide +51, Intimidate +59, Jump +69, Knowledge (arcana) +52, Knowledge (history) +52, Knowledge (local) +52, Knowledge (religion) +52, Knowledge (the planes) +52, Listen +55, Move Silently +55, Search +52, Sense Motive +55, Spellcraft +56, Spot +55, Swim +55, Tumble +59

Feats: Cleave, Combat Casting, Combat Reflexes, Great Cleave, Improved Critical (head spike), Lightning Reflexes, Power Attack

Epic Feats: Epic Reflexes, Improved Combat Reflexes, Spell Stowaway (*time stop*), Tenacious Magic (*displacement*), Tenacious Magic (*haste*), Tenacious Magic (*stoneskin*)

Environment: An evil-aligned plane

Organization: Solitary, pair, or madness (3–6)

Challenge Rating: 21

Treasure: Standard

Alignment: Usually neutral evil

Advancement: By character class



Bygone Uvuudaums

Bygone uvuudaums are created by the memories of those victimized by uvuudaums, nightmares only slightly less frightening in the light of day.

Combat

Bygone uvuudaums fight like ordinary uvuudaums, but rely more on physical attacks than on their spell-like abilities.

A bygone uvuudaum's natural weapons are treated as epic and evil-aligned for the purpose of overcoming damage reduction.

Confusion Aura (Su): This ability operates continuously, as the *confusion* spell but with a 30-foot radius. Potential victims can make a DC 37 Will save to resist *confusion*. Those affected by the aura can make a new save every 4 rounds to throw off the effect. Once it has successfully resisted, a subject remains immune to that uvuudaum's confusion aura for 24 hours. The save DC is Charisma-based.

Spell-Like Abilities: At will—*confusion* (DC 32), *dimension door*, *displacement*, *greater dispel magic*, *haste*, *invisibility*, *lightning bolt* (DC 31), *magic missile*, *mage armor*, *polymorph*, *shield*, *stoneskin*, *true strike*, *web* (DC 30); 3/day—*chain lightning* (DC 34), *cone of cold* (DC 33), *disintegrate* (DC 34), *dominate person* (DC 33), *greater teleport*, *plane shift* (DC 35), *prismatic spray* (DC 35), *scrying* (DC 32), *wall of force*; 1/day—*contingent resurrection*, *nailed to the sky* (DC 38), *time duplicate*, *time stop*. Caster level 17th. The save DCs are Charisma-based.

Wisdom Drain (Su): A bygone uvuudaum causes 2d4 points of Wisdom drain each time it hits with its head spike attack. On each such successful attack, it gains 5 temporary hit points. An opponent can resist the Wisdom drain with a DC 37 Fortitude save. The save DC is Charisma-based.

Half Damage (Ex): The hit point damage a bygone uvuudaum deals with its natural attacks and spell-like abilities is halved, after all other factors are applied (not including factors inherent in the target, such as damage reduction).

Regeneration (Ex): Uvuudaums take normal damage from good-aligned weapons, cold, and fire.

Reversal (Ex): Upon a bygone uvuudaum's death, any Wisdom drain it has inflicted is undone, and creatures cease being *confused*. Any effects created by its spell-like abilities that did not cause hit point damage are similarly undone. All of these reversals apply only to effects generated in the hour before the uvuudaum's death.

On Avadnu

Few truly legendary creatures live on the continent of Kaelandar, but bygones are more common. Some roam the Kaarad Lands or dwell in the mountains, while others are trapped deep underground. There is a great dungeon rumored to exist below the mountains of Uridor, where the sulwynarii locked away terrible beings during the height of their empire. Most of the prisoners died from neglect arcs ago, but their bygones still wait for a chance at freedom.

Devourer Worm

Colossal Aberration

Hit Dice: 80d8+1,420 (1,780 hp)

Initiative: +10 (+2 Dex, +8 Superior Initiative)

Speed: 50 ft. (10 squares), burrow 100 ft.

AC: 44 (–8 size, +2 Dex, +40 natural)

Touch: 4 **Flat-Footed:** 42

Base Attack/Grapple: +60/+99

Attack: Bite +76 melee (6d12+30/19–20)

Full Attack: Bite +76 melee (6d12+30/19–20)

Space/Reach: 40 ft./40 ft.

Special Attacks: Crush 4d6+30, earthshaking burrow, improved grab, swallow whole

Special Qualities: Darkvision 60 ft., tremorsense 300 ft., vulnerability to fire, vulnerability to light

Saves: Fort +47, Ref +28, Will +46

Abilities: Str 50, Dex 15, Con 45, Int 4, Wis 10, Cha 9

Skills: Listen +42, Spot +41

Feats: Awesome Blow, Cleave, Combat Reflexes, Endurance, Great Cleave, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Improved Overrun, Improved Sunder, Power Attack, Weapon Focus (bite)

Epic Feats: Dire Charge, Epic Endurance, Epic Fortitude, Epic Prowess (x3), Epic Toughness (x3), Epic Will, Overwhelming Critical (bite), Penetrate Damage Reduction (adamantine), Snap, Spellcasting Harrier, Superior Initiative

Environment: Underground

Organization: Solitary or colony (2–5)

Challenge Rating: 30

Treasure: None

Alignment: Always neutral evil

Advancement: 81–101 HD (Colossal)

One of the largest species known to exist, devourer worms dwell near the center of the earth, where few other beings can live.

A devourer worm stretches over 100 feet long, but is most often seen rearing up out of the earth with most of its mass concealed. Its segmented body is 30 feet in diameter, splotchy brown and impossibly tough. More than a dozen ruby eyes stare out from its head, above the hole lined with teeth that serves as its mouth. Its body ripples and the earth rumbles with every motion it makes, and it smells of soil and the underworld's tainted air. Though normally silent, a devourer worm lets out a terrible shriek when angered.

Devourer worms stay away from the light of the surface world, living between layers of rock far underground. Despite their vulnerability to heat and flame, they often burrow near streams of magma and sleep there for years or centuries. They do not eat, apparently gaining strength from the earth itself, and are not known to socialize or reproduce. They rarely notice smaller creatures, but readily crush or swallow anything that disturbs them. Some deep-dwelling races believe that a colony of these near-mythical creatures exists wrapped around the world's core, keeping it from falling apart.

Combat

Devourer worms are not canny combatants, and rarely need to be. When creatures survive its initial earthquake, a devourer makes bite attacks and swallows enemies whole. Only if faced with large numbers of enemies or driven to a panic does a devourer worm drop upon opponents to crush them.

Crush (Ex): A devourer worm can rear and drop onto Large or smaller opponents as a standard action, using its whole body to crush them. A crush attack affects as many creatures as can fit under the worm's body. A creature in the affected area must succeed on a DC 57 Reflex save or be pinned, automatically taking bludgeoning damage during the next round unless the worm moves off. The save DC is Constitution-based. If the

worm chooses to maintain the pin, treat it as a normal grapple attack. Pinned opponents take damage from the crush each round if they don't escape.

Earthshaking Burrow (Ex): Whenever a devourer burrows 40 feet or more, it generates the effects of an *earthquake* spell within a 100-foot radius of its stopping point. The DC of Concentration checks made by spellcasters to cast during the quake is 30. The devourer ignores all effects of the earthquake, and can act normally during its 1-round duration.

Improved Grab (Ex): To use this ability, a devourer must hit a creature with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can use its Snap feat to immediately swallow its foe.

Swallow Whole (Ex): A devourer can swallow a grabbed opponent of a smaller size than itself by making a successful grapple check or by using its Snap feat. Once inside, the opponent takes 5d8+20 points of bludgeoning damage plus 6d10 points of acid damage per round. A swallowed creature cannot cut its way out due to the thickness of the devourer's skin, but can still use a light slashing or piercing weapon to deal damage to the devourer's interior (AC 30). A devourer that swallows an opponent can use its Great Cleave feat to bite and grab another opponent.

A creature can return to the devourer's mouth (where the devourer can try to swallow it again on its next turn) with a successful grapple check, but must first fly or climb 100 feet up the devourer's esophagus (a DC 30 Climb check). If the creature fails the grapple check to escape after making the climb, it immediately falls 100 feet, suffering 10d6 points of falling damage. After the devourer's death, no grapple check is required, but trapped creatures must still climb free (or use another means to escape, such as magical transportation).

A devourer worm's interior can hold 2 Gargantuan, 8 Huge, 32 Large, 128 Medium, or 512 Small or smaller creatures.

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Vulnerability to Light (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds devourers for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area. In true sunlight, devourers suffer 2 points of Constitution damage each round they remain in the sun.

Adventure Ideas

An evil wizard seeks to destroy the world by awakening and enraging a devourer worm that lives near the planet's core. The worm's thrashing will shatter the world's crust, bringing armageddon. Adventurers are needed to travel deep underground and lure the worm back to sleep—or slay it.

On Avadnu

Of all the godbeasts, perhaps one was made too powerful. The Great Devourer carved deep valleys and tunnels into Avadnu's

bedrock, touching every corner of the world. To the young gods—who had yet to grasp excess—the Devourer seemed the perfect animal, as deathless as they were and as mighty as anything they had created.

Irunean was the first god to understand the virtues of moderation, and he began to fear that the Devourer would destroy anything else the gods made. He convinced Arshan and Shanarr to set their countenances within Avadnu's sky, thus frightening the Devourer underground. But the creatures of Karnn were struck by terror as well, some burning and dying under the divine light of the twin suns. Irunean considered what had happened, and bade Cylethil cloak the suns' light, with Morindalien and Eilethia at her side. When the time came, the suns would be unveiled again to keep the Devourer at bay. This cycle continued for eternity, creating day and night.



Dreadspawn

Colossal Outsider (Chaotic, Evil, Extraplanar, Voidspawn)

Hit Dice: 30d8+300 (435 hp)

Initiative: +7 (–1 Dex, +8 Superior Initiative)

Speed: 60 ft. (12 squares)

AC: 41 (–8 size, –1 Dex, +40 natural)

Touch: 1 **Flat-Footed:** 41

Base Attack/Grapple: +30/+61

Attack: Claw +37 melee (4d6+15)

Full Attack: 6 claws +37 melee (4d6+15)

Space/Reach: 30 ft./20 ft.

Special Attacks: Cursed wail, gaze of betrayal, pinion, thundering claws

Special Qualities: Damage reduction 15/good and epic, entropy, immunities, resistance to cold 20 and fire 20, SR 40, true seeing, voidspawn traits

Saves: Fort +29, Ref +16, Will +24

Abilities: Str 40, Dex 8, Con 31, Int 10, Wis 16, Cha 8

Skills: Climb +48, Intimidate +32, Jump +48, Listen +36, Search +33, Sense Motive +36, Spot +36, Swim +48

Feats: Ability Focus (gaze of betrayal), Awesome Blow, Great Fortitude, Improved Bull Rush, Improved Initiative, Improved Sunder, Power Attack

Epic Feats: Epic Will, Eternal Gaze, Improved Awesome Blow, Superior Initiative

Environment: The Void

Organization: Solitary

Challenge Rating: 25

Treasure: None

Alignment: Always chaotic evil

Advancement: 31–60 HD (Colossal)

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Created by the overwhelming sorrow of an elder god, dreadspawns are cursed bearers of divine energy.

These colossal creatures look like eight-legged insectoid demons covered in chitinous plates. A dreadspawn's elongated, horned head possesses fiery eyes and a maw filled with foot-long fangs. When a dreadspawn travels, its massive body stands nearly 50 feet high; but when stirred to battle, it rears on two legs and towers 80 feet above the ground.

While its capacity for physical destruction is prodigious, a dreadspawn's ability to damage an enemy's will, set friend against friend, and control the downward spiral of hopelessness makes it a far more terrifying foe. These powers come from a dreadspawn's heritage as the physical manifestation of divine grief. Their nature makes dreadspawns less aggressive than most evil outsiders, but no less wicked. They mournfully wander the wastes of their home plane, occasionally drawn to extreme examples of grief and misery in their need to feed on sorrow and regret. When they encounter living creatures, they attack in an attempt to spread their pain.

Dreadspawns do not speak.

Combat

Dreadspawns are unobtrusive combatants and attack without fear, but have mastered a few simple tactics. When a dreadspawn spots a threat or potential prey, it rushes forward to bring its foe into range of its gaze of betrayal. Once combat begins, it attacks opponents unaffected by its gaze, and tries to pinion spellcasters and badly wounded foes. A dreadspawn rarely holds back, and always fights to the death. After the second time it takes damage, it bellows its cursed wail.

A dreadspawn's natural weapons, as well as any weapons it wields, are treated as epic and evil-aligned for the purpose of overcoming damage reduction.

Cursed Wail (Su): Once per day, a dreadspawn can unleash a keening moan of heart-wrenching anguish and parental grief. Characters within 120 feet of the dreadspawn who fail a DC

24 Will save suffer the effects of *bestow curse* (–4 penalty version, caster level 20th). The save DC is Charisma-based. This is a sonic, necromantic effect.

Gaze of Betrayal (Su): 30 feet, Will DC 26 negates. Affected creatures attack loved ones and allies within sight for 2d4 rounds, doing their best to slay them (using any appropriate items, spells, and abilities). Targets are prioritized in this order: children and parents; siblings; other relatives; close friends; and other allies. A creature that makes a successful saving throw against the gaze is immune to further uses of that same dreadspawn's gaze of betrayal for 24 hours. Gaze of betrayal is a mind-affecting compulsion. The save DC is Charisma-based.

The dreadspawn feeds off the betrayals it causes: whenever an affected creature damages an ally, the dreadspawn gains a number of temporary hit points equal to the damage taken. These temporary hit points last 1 hour.

Pinion (Ex): If a dreadspawn hits a Gargantuan or smaller creature with a claw attack, it deals normal damage and can attempt to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. If the check is successful, the victim is pulled into the dreadspawn's space and automatically pinned as the dreadspawn's claw presses the foe to the earth. The dreadspawn is not considered grappled, still threatens an area, and can use its remaining attacks against other opponents. If the foe later escapes from the pin, it escapes from the grapple altogether. If the foe fails at an escape attempt, it takes automatic claw damage.

Thundering Claws (Su): A dreadspawn's claws deal an extra 1d8 points of sonic damage on a successful critical hit. Subjects dealt a critical hit by a dreadspawn's claw attack must make a DC 40 Fortitude save or be deafened permanently. The save DC is Strength-based.

Entropy (Su): When an enemy within 60 feet attacks a dreadspawn and misses, that creature's next attack roll against the dreadspawn suffers a –1 penalty as it experiences feelings of despair and hopelessness. The penalty is cumulative, with

a maximum of –8. The penalty is negated once the creature makes a successful attack against the dreadspawn, or once the dreadspawn dies.

Immunities (Ex): A dreadspawn is immune to polymorphing, petrification, or any form-altering attack. It is not subject to ability drain, energy drain, or ability damage, and is immune to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). The dreadspawn is also immune to the effects of negative energy. The dreadspawn is not subject to death by massive damage.

True Seeing (Su): A dreadspawn has a continuous *true seeing* ability, as the spell (caster level 20th).

Voidspawn: Calling and summoning spells cast within 30 feet gain the evil descriptor (altering their effects, in the case of spells where the creature conjured is affected by the descriptor), even if the caster could not normally cast evil spells. A creature that kills a dreadspawn must succeed on a DC 24 Will save or have the dreadspawn's aura cling to it for 24 hours. While the evil aura does not replace the creature's natural aura, it is revealed as surrounding the creature by *detect evil* spells and similar effects. (If using the rules for taint in *Violet Dawn* campaigns, increase the creature's taint by 1, instead.)

Physiological Uses

When a dreadspawn is killed, a clear, shining liquid oozes from its eyes. These “tears of divinity” contain the essence of divine power. If the tears are collected and subjected to a *bless water* spell, they transform into an elixir which, if imbibed by a living creature, bestows the effects of *contingent resurrection*. If poured into the eyes (or eye sockets) of a dead creature, the elixir acts as a *true resurrection* spell. The corpse can be of any age.

If subjected to a *curse water* spell, the tears transform into a vile elixir which, if imbibed by a living creature, acts as a *demise unseen* spell (Fortitude DC 40 negates). The ghoul created is under the control of the caster of *curse water*. If poured into the eyes (or eye sockets) of a dead creature, the elixir acts as a *soul bind* spell (no Will save allowed). The container that held the elixir serves in place of the sapphire focus.

Adventure Ideas

A king has died, leaving no clear heir to the throne. With civil war brewing, the royal counselors call

for heroes to slay a dreadspawn and return with the tears of divinity, to *resurrect* the king and restore stability to the land.

ON AVADNU

When the Grand Architect Temulea slew his son Krüg, he wept both for the corruption of his perfect world and in anguish at the need to slay his own child. Several of his tears fell into the Void, and where each tear fell a dreadspawn was born. The newborn monsters roamed the plane, a fraction of their current size, neither feeding nor growing. When the xxyth swept upon Avadnu, the dreadspawns followed, gorging themselves on the sorrow and pain they found. The terrible creatures grew exponentially, both in stature and mystic power.

When the xxyth were banished, the dreadspawns were expelled from Avadnu as well. In the Void, the now-colossal dreadspawns flourished, using their new might to feast on the ubiquitous entropy of their surroundings. The xxyth and coran'tul avoided the creatures, sensing and fearing the essence of Temulea himself. The dreadspawns avoided the denizens of the Void in turn, and now live at the bleak and barren edges of that empty world.



Empyrean, Astral Sentinel

Huge Construct

Hit Dice: 34d10+40 (227 hp)

Initiative: +7 (Dex)

Speed: 40 ft. (8 squares), fly 30 ft. (good)

AC: 42 (-2 size, +7 Dex, +15 natural, +12 deflection)

Touch: 27 **Flat-Footed:** 35

Base Attack/Grapple: +25/+41

Attack: Slam +31 melee (2d8+8) or Huge +5 *anarchic power fiery blast composite longbow* (+8 Str bonus) +36 ranged (3d6+13/x3 plus 3d6 fire)

Full Attack: 2 slams +31 melee (2d8+8); or Huge +5 *anarchic power fiery blast composite longbow* (+8 Str bonus) +34/+34/+29/+24/+19 ranged (3d6+13/x3 plus 3d6 fire)

Space/Reach: 15 ft./15 ft.

Special Attacks: Death throes, flare, nova, penetrate damage reduction

Special Qualities: Construct traits, corona, damage

reduction 15/epic and lawful, darkvision 60 ft., detect alignment, disorientation, fast healing 8, low-light vision, shield other

Saves: Fort +11, Ref +18, Will +11

Abilities: Str 27, Dex 25, Con —, Int 13, Wis 10, Cha 14

Skills: Climb +45, Listen +37, Spot +37

Feats: Dodge, Far Shot, Flyby Attack, Hover, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow)

Epic Feats: Combat Archery, Distant Shot, Swarm of Arrows

Environment: Any

Organization: Pair (1 plus 1 cosmic sentinel)

Challenge Rating: 24

Treasure: None

Alignment: Always neutral

Advancement: 35–40 HD (Huge); 41–70 HD (Gargantuan)

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Empyrean sentinels are ancient constructs that serve in pairs to guard places of great importance.

Each empyrean is a humanoid statue carved from the rock of a meteor or fallen star. Their traits and features vary, but most wear flowing robes inlaid with patterns of gold. Their hoods are drawn up and coupled with gold masks to hide their faces; only their great crystal eyes are visible. Smaller crystals stud their gauntlets. While inert, an empyrean is the color of bleached bone, but it turns white hot when activated; such an empyrean exudes a radiance matched only by the light of the sun. Empyrean sentinels stand over 30 feet tall and weigh in excess of 2 tons.

Empyreans are granted sentience by the spirits of great warriors tied to them during their creation. Their intelligence, however, is merely a means of achieving the purpose they are imbued with. Empyreans are given strict instructions when created and can lay dormant and motionless for thousands of years before activating. Nearly all empyreans exist to guard a place or item, but while some immediately attack intruders, others explain under what conditions strangers may pass.

The ritual to craft such beings is largely unknown, and uncovering the secret to creating (or destroying) an empyrean sentinel can be the goal of a long quest.

Empyrean sentinels speak Celestial.

Combat

Empyreans fight in tandem, using *detect law* or *chaos* to choose their foes and pinpoint their vulnerabilities.

Death Throes (Ex): When destroyed, an empyrean explodes in a burst of energy and rock fragments dealing 5d6 points of bludgeoning damage and 4d8 points of fire (for

astral sentinels) or electricity (for cosmic sentinels) damage to creatures within 20 feet. A DC 27 Reflex save reduces both types of damage by half. The save DC is Constitution-based. This explosion automatically destroys the empyrean's weapons, even if they are elsewhere.

Penetrate Damage Reduction (Su): An empyrean's attacks are infused with primal energies and ignore the first 15 points of any type of damage reduction.

Corona (Ex): While active, an empyrean exudes a blinding white light. This grants concealment (20% miss chance) against all attacks and illuminates the area as a sunrod.

Detect Alignment (Su): An empyrean continuously *detects chaos* or *law* (for cosmic and astral sentinels, respectively; caster level 20th) without need for concentration, noting the power and location of each nearby aura as a free action.

Disorientation (Ex): When an empyrean activates, it takes 1d2 rounds for the controlling spirit to orient itself. During this time, the sentinel is staggered, and instead of benefiting from its corona, it is affected as by a *faerie fire* spell.

Shield Other (Su): Every astral sentinel is linked to a cosmic sentinel, and vice versa. Each sentinel in a pair is affected as by *shield other* while within 250 feet of each other. A sentinel takes only half-damage from all wounds and attacks that deal hit point damage; the remainder is taken by the other sentinel in the pair. This ability does not provide the spell's AC or save bonuses.

Astral Sentinel

Astral sentinels have feminine features, long hair, and slender bodies sprouting huge pairs of feathery wings.

Empyrean, Cosmic Sentinel

Huge Construct

Hit Dice: 34d10+40 (227 hp)

Initiative: +4 (Improved Initiative)

Speed: 30 ft. (6 squares)

AC: 50 (-2 size, +30 natural, +12 deflection)

Touch: 20 **Flat-Footed:** 50

Base Attack/Grapple: +25/+45

Attack: Huge +5 *axiomatic power lightning blast greatsword* +41 melee (4d6+23/17-20 plus 3d6 electricity) or slam +35 melee (2d8+18) or cosmic bolts +25 ranged touch (8d6 electricity)

Full Attack: Huge +5 *axiomatic power lightning blast greatsword* +41/+36/+31/+26 melee (4d6+23/17-20 plus 3d6 electricity); or 2 slams +35 melee (2d8+18); or cosmic bolts +25 ranged touch (8d6 electricity)

Space/Reach: 15 ft./15 ft.

Special Attacks: Cosmic bolts, death throes, orbit, penetrate damage reduction

Special Qualities: Construct traits, corona, damage reduction 15/chaotic and epic, darkvision 60 ft., detect

alignment, disorientation, fast healing 8, low-light vision, shield other

Saves: Fort +15, Ref +11, Will +12

Abilities: Str 34, Dex 11, Con —, Int 11, Wis 13, Cha 12

Skills: Listen +38, Spot +38

Feats: Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (greatsword), Improved Initiative, Power Attack, Weapon Focus (greatsword)

Epic Feats: Devastating Critical (greatsword), Epic Fortitude, Improved Awesome Blow, Overwhelming Critical (greatsword)

Environment: Any

Organization: Pair (1 plus 1 astral sentinel)

Challenge Rating: 24

Treasure: None

Alignment: Always neutral

Advancement: 35-40 HD (Huge); 41-70 HD (Gargantuan)



An astral sentinel wields an enormous stone bow and carries a quiver of appropriately sized arrows.

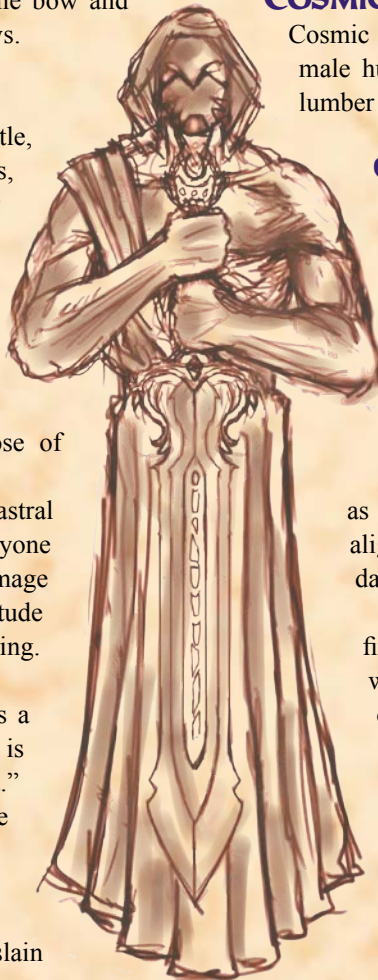
Combat

An astral sentinel flies at the periphery of a battle, launching volleys of arrows at spellcasters, lawful foes, and combatants weakened by its partner cosmic sentinel. Astral sentinels rarely use their slam attacks, instead taking advantage of Combat Archery to use their bows even at close range.

An astral sentinel's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and epic for the purpose of overcoming damage reduction.

Flare (Su): As a standard action, an astral sentinel can cause its corona to flare. Anyone within 15 feet suffers 10d6 points of fire damage and is blinded for 2d4 rounds. A DC 27 Fortitude save halves the damage and negates the blinding. The save DC is Constitution-based.

Nova (Su): When an astral sentinel kills a creature with its bow, the creature's body is converted into fire and energy, going "nova." All other creatures within 30 feet suffer fire damage equal to 5 times the dead creature's Constitution score (or 50 points for creatures without a Constitution score). A DC 27 Reflex save halves the damage. The slain creature's body is completely obliterated.



Cosmic Sentinel

Cosmic sentinels are sculpted to resemble muscular, male humanoids. They wield enormous swords and lumber quickly and gracelessly.

Combat

A cosmic sentinel specializes in close combat, only using its cosmic bolts while closing or to target distant spellcasters. It begins battle by charging the most powerful chaotic opponents, and sends other foes into orbit. If it becomes overwhelmed, a cosmic sentinel uses its Improved Awesome Blow feat to scatter its adversaries.

A cosmic sentinel's natural weapons, as well as any weapons it wields, are treated as lawful-aligned and epic for the purpose of overcoming damage reduction.

Cosmic Bolts (Su): A cosmic sentinel can fire rays of energy from its eyes at a creature within 60 feet. If the cosmic sentinel succeeds on a ranged touch attack, the rays inflict 8d6 points of electricity damage.

Orbit (Su): A cosmic sentinel can magically pull creatures or objects at least one size category smaller than itself within 30 feet into an orbit. Drawing a creature or object into orbit is a standard action for the sentinel; if the creature fails a DC 39 Will save, it flies and circles the sentinel at a distance of 15 feet,

about 5 feet above the ground, making multiple revolutions each round until it escapes. The save DC is Strength-based. The creature cannot move or make attacks of opportunity and is treated as entangled. It is threatened by any creature that threatens any part of the orbital path. (The creature does not draw any attacks of opportunity by orbiting.)

An orbiting creature can escape as a standard action by grabbing a solid object (including the ground) and succeeding on a DC 30 Strength check or by succeeding on a DC 40 Tumble check. The creature can choose to land in any square 15 feet from the sentinel, and if successful, falls prone and is nauseated for 1 round.

Orbiting creatures and objects do not crash into one another, but a creature passing through the orbit's trajectory must succeed on a Reflex save (DC 27 + 2 per Small or larger item) or suffer 1d6 points of damage per Small or larger item in orbit. Each orbiting creature or object also suffers 1d6 points of damage.

CONSTRUCTION

The 2 tons of stone, metal, and sidereite required to build an

empyrean cost 100,000 gp. The spellcaster or another worker must construct the body; doing so requires a successful DC 40 Craft (sculpting or stonemasonry) check. After the body is fashioned, the empyrean must be animated through an extended magical ritual that requires a specially prepared laboratory or workroom. The chamber is similar to both an alchemist's laboratory and an astronomical observatory and costs 1,000 gp to establish. If personally constructing the empyrean's body, the creator can perform the building and ritual together.

The cost to create listed below includes the cost of the physical body and all the materials and spell components that are consumed or become a permanent part of the empyrean. However, the empyrean does not come to life until its paired partner is created.

An empyrean with more than 34 Hit Dice can be created, but each additional Hit Die adds 5,000 gp to the market price, and the price increases by 40,000 gp if the creature's size increases to Gargantuan, modifying the cost to create accordingly.

CL 30th; Craft Epic Construct, Craft Epic Magic Arms and Armor, Craft Epic Wondrous Item, Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item, *detect law*,



fireball, *meteor swarm*, and *word of chaos* (astral sentinel only) or *detect chaos*, *dictum*, *lightning bolt*, and *reverse gravity* (cosmic sentinel only), *eclipse*, *geas/quest*, *greater magic weapon*, *shield other*, caster must be at least 30th level; Price 600,000 gp; Cost 250,000 gp + 15,000 XP.

Physiological Uses

Although most of a destroyed empyrean's body is impossible to recycle, 20 pounds of sidereite can be extracted through the use of magic or metalworking techniques. The sidereite can then be worked as normal.

An empyrean's gemstone eyes act as containers that trap everything the empyrean sees. If an eye is destroyed (hp 15, hardness 10), each creature within 10 feet is inundated with visions from the empyrean's past. A creature that fails a DC 30 Will save is dazed for 1 round thereafter.

Adventure Ideas

A comet passes through the sky, and its presence activates a pair of empyreans not intended to awaken for centuries. The comet was summoned by a wizard who hoped that the empyreans' activation would reveal the location of the treasure they guard. Now the PCs must race against the wizard, defeat the empyreans, and save any innocents harmed by the confused sentinels.

ON AVAÐNU

Empyreans are a mystery, having served as guardians across the world for as long as anyone remembers. Many wild theories exist among arcanists and mistji scholars to explain their origins, but evidence is scarce.

One common belief is that the sentinels were the first attempts by Temulea to create life, and that they are powered by shards of the Ulwynaarl. In Phalinost's *Treatise of the Cosmos*, the author claims to have seen an army of "bonded stone warriors who fought and died as one" gathering on a plane he called Kihlinassas. A few psions believe the empyreans were constructed by the xiir before Kaelandar was populated by other races, but the sentinels' lack of psionic power makes this a suspect theory at best. Among sailors from Phadrir, it is commonly held that empyreans were created by the gods as guardians; but their explanations for why the empyreans at the Gate of Uluan allow countless vessels to pass unchecked range from unlikely to humorous.

Only four pairs of empyreans are referenced in the world's great libraries. The first pair stands in the ruins of Cynyr; the second rises head and shoulders from the sea, flanking the gate of Uluan; and the final two pairs stand together, guarding an ancient city in Ramataia. Of these known sentinels, only the ones in Ramataia have ever been seen active.

SIDEREITE

Sidereite is an ultrahard metal obtained by purifying materials found in fallen stellar objects. Its pale silver surface is intensely reflective, and often difficult to look upon directly. Although not inherently magic, sidereite is easily magically enhanced—but its connection to the cosmos causes such enhancements to fluctuate with the relative positions of the stars and planets.

Sidereite items can make saving throws as if they were magic items, and have a +20 resistance bonus on all saving throws (added to their normal bonus, if magic). Weapons or armors fashioned from sidereite are always masterwork items as well, and have a natural +2 enhancement bonus (overlapping any enhancement bonuses added through item creation feats); the masterwork cost is included in the prices given below. Sidereite weapons are always considered epic for the purpose of overcoming damage reduction.

Adding magical enhancements (using item creation feats) to a sidereite weapon or armor costs no gold, though creation time, prerequisites, and XP costs are unchanged. However, these magical enhancements function normally only every three days. On the first day of the three-day cycle, the item retains all its abilities. On the second day, the item's most powerful special ability (the ability with the highest effective enhancement bonus modifier; if multiple abilities are equally powerful, pick one randomly during item creation) ceases to function, and the item's enhancement bonus is reduced by 2. On the third day, the item's two most powerful special abilities cease to function, and the item's enhancement bonus is reduced by 4. The enhancement bonus is never reduced below +2 (since all sidereite items have a natural +2 enhancement bonus).

Example: A +5 sidereite icy blast throwing longsword becomes a +3 sidereite throwing longsword on the second day of the cycle, and is reduced to a +2 sidereite longsword on the third day.

Sidereite weighs the same as ordinary steel, has hardness 25, and 50 hit points per inch of thickness.

When calculating the market price of a magic sidereite weapon or armor, halve the cost of the effective bonus. This is added to the material cost below.

Type of Sidereite Item	Item Cost Modifier
Ammunition	+8,000 gp
Armor	+200,000 gp
Weapon	+400,000 gp

Khasep-Sa

Large Giant

Hit Dice: 24d8+240 (348 hp)

Initiative: +3 (Dex)

Speed: 50 ft. (10 squares)

AC: 46 (–1 size, +3 Dex, +34 natural)

Touch: 12 **Flat-Footed:** 43

Base Attack/Grapple: +18/+31

Attack: Large greataxe +26 melee (3d6+13/19–20) or claw +26 melee (2d6+9)

Full Attack: Large greataxe +26/+21/+16/+11 melee (3d6+13/19–20) and tail sting +24 melee (2d8+4 plus bioassimilation); or 2 claws +26 melee (2d6+9) and tail sting +24 melee (2d8+4 plus bioassimilation)

Space/Reach: 10 ft./10 ft.

Special Attacks: Bioassimilation, spell-like abilities

Special Qualities: Blindsight 100 ft., darkvision 60 ft., immunity to death effects, disease, necromantic effects,

and poison, low-light vision, regeneration 40

Saves: Fort +24, Ref +11, Will +19

Abilities: Str 29, Dex 17, Con 30, Wis 20, Int 25, Cha 25

Skills: Bluff +34, Diplomacy +40, Intimidate +36, Knowledge (geography) +34, Knowledge (history) +34, Knowledge (nobility and royalty) +34, Listen +32, Sense Motive +32, Spot +32

Feats: Awesome Blow, Endurance, Improved Bull Rush, Improved Critical (greataxe), Improved Sunder, Iron Will, Multiattack, Power Attack

Epic Feats: Epic Will

Environment: Underground

Organization: Solitary or tomb (2–7)

Challenge Rating: 23

Treasure: Standard

Alignment: Usually neutral evil

Advancement: By character class

Khasep-sas are immortal giants, mighty beings who were entombed long ago and now long for worldly pleasures.

A khasep-sa's body appears both overmuscled and emaciated, skeletal and bulky. An average khasep-sa stands 14 feet tall with a slight stoop, and has skin colored a healthy bronze mixed with large splotches of sickly green and gray. Its joints are thick and fleshy, while its thin limbs sag with excess skin. It has a bony tail similar to a scorpion's, and its hands and feet bear three digits each. The head of a khasep-sa is horned, angled, and gruesome, and its eye sockets appear to lead directly into its skull. Khasep-sas tend to smell of rotten meat, but they often heavily perfume ornate robes or armor to conceal their scent.

Khasep-sas were once a race like any other, but one among them tricked the powers of death into declaring that "No khasep-sa shall die save by his own hand." At first, the newly immortal giants did great things with their gift, becoming heroes, advisors to kings, and learned historians. One by one, however, they grew tired of devoting their endless lives to just causes. Their goals became self-serving, and they sought to amuse themselves regardless of the cost to others. Khasep-sas conquered kingdoms for the sheer challenge of it, took armies of slaves for their entertainment, claimed anything beautiful or edifying as their own, and defied all laws of morality in doing so. Other races searched for ways to slay or banish them, and eventually succeeded.

In modern times, most khasep-sas are locked away beneath the earth, some together, some apart. Those in groups pass their time telling stories and asking riddles, fighting for sport, and searching for means of escape. In the rare event that a khasep-sa does reach civilization, it usually gorges itself on all it has missed: the pleasures of taste and touch, the thrill of discovery and control, and the excitement of conquest.

Khasep-sas speak Giant and Common.

Combat

Though ordinarily confident opponents who enjoy melee, khasep-sas are aware of their vulnerabilities and use caution against foes of great power. If an opponent tries to exploit a khasep-sa's weaknesses (through mind-controlling magic, by severing the khasep-sa's tail, or by grappling the khasep-sa in order to use its tail against it), the khasep-sa likely withdraws from combat.

A khasep-sa's tail can be severed for use as a Large, one-handed improvised weapon. To sever its tail, an opponent must make a successful sunder attempt with a slashing weapon. Making a sunder attempt provokes an attack of opportunity unless the foe has the Improved Sunder feat. An opponent can ready an action to attempt to sunder a khasep-sa's tail when the creature strikes at him. A khasep-sa's tail has hit points equal to the creature's Constitution score, and losing its tail deals damage (which can be regenerated normally) to the body equal to half the tail's full normal hit points. A khasep-sa can no longer attack with a severed tail but takes no other penalties.

Bioassimilation (Su): A non-khasep-sa damaged by a khasep-sa's tail sting attack must succeed on a DC 32 Fortitude save or be infected by the khasep-sa's regenerative flesh. The save DC is Constitution-based. Each round for the next 10 rounds, the infected creature suffers 2 points of Strength damage and heals 10 points of hit point damage as its skin becomes warped, pustulant, and gelatinous. Multiple infections overlap in duration, but do not change the damage or healing per round. An infection can only be ended early by a *greater restoration* spell or similar effect.

Spell-Like Abilities: 3/day—*eyebite* (DC 23), *finger of death* (DC 24), *greater arcane sight*, *greater prying eyes, vision*; 1/day—*foresight*, *horrid wilting* (DC 25), *wail of the banshee* (DC 26). Caster level 25th. The save DCs are Charisma-based.

Blindsight (Ex): A khasep-sa can locate creatures

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within 100 feet through its incredible senses. Opponents the khasep-sa can't actually see still have total concealment against it.

Regeneration (Ex): Only a khasep-sa's own natural weapons deal normal damage to that khasep-sa. Even two opposed khasep-sas cannot deal normal damage to each other. A khasep-sa's claws and tail can damage it normally if severed or turned against it during a grapple.

A khasep-sa who loses a limb or body part can reattach it by holding the severed member to the stump. Reattachment takes 1 minute. A khasep-sa cannot regrow lost body parts, but lost body parts do not fail unless the body is slain.

Adventure Ideas

A khasep-sa historian was beheaded long ago for his crimes. The PCs learn that only he has the vital information they seek, but when they find his (still-living) head, he demands a price for his assistance: the freedom of his brother, another khasep-sa trapped underground.

ON AVADNU

Before the fall of the Daegir, the khasep-sas were heroes and explorers. They were wise, mighty, and clever, and their ambition impressed even the gods. The greatest of the khasep-sa heroes eventually challenged Vêrthax, and won immortality for his race. Few peoples begrudged the khasep-sas their reward; to most, it seemed they had earned it.

Though the glory of the sulwynarii soon outshone that of the khasep-sas, the giants still worked for goodness. Many laid down their weapons and became advisors to sulwynarii leaders, and others settled in for a sort of retirement, enjoying the age of peace. The first instances of khasep-sas becoming corrupt were a shock to everyone, but it soon became routine for sulwynarii warriors to seek the giants for destruction. Those who could not be defeated were imprisoned by magic in dungeons far underground. Some sulwynarii claim that a few khasep-sas were rendered "harmless" and kept on the surface for their wisdom, but such giants, if real, have been kept out of sight for aces.



Lumina, Bestarius



Large Outsider (Good, Extraplanar, Lumina)

Hit Dice: 22d8+220 (319 hp)

Initiative: +10 (+6 Dex, +4 Improved Initiative)

Speed: 50 ft. (10 squares)

AC: 39 (–1 size, +6 Dex, +24 natural)

Touch: 15 **Flat-Footed:** 33

Base Attack/Grapple: +22/+38

Attack: Bite +34 melee (4d6+12) or gore +33 melee (2d8+12 plus poison)

Full Attack: Bite +34 melee (4d6+12) and 4 claws +31 melee (2d6+6); or gore +33 melee (2d8+12 plus poison)

Space/Reach: 10 ft./5 ft.

Special Attacks: Aura of the beast, holy breath, poison

Special Qualities: Damage reduction 10/epic and evil, darkvision 60 ft., hover, material allergy, regeneration

10, resistance to electricity 30 and fire 30, scent, SR 32

Saves: Fort +23, Ref +19, Will +18

Abilities: Str 35, Dex 22, Con 31, Int 5, Wis 20, Cha 14

Skills: Escape Artist +31, Listen +30, Spot +30, Survival +30, Tumble +31

Feats: Cleave, Combat Reflexes, Improved Initiative, Improved Sunder, Multiattack, Power Attack, Weapon Focus (bite)

Epic Feats: Dire Charge

Environment: A good-aligned plane

Organization: Solitary or pack (1–8)

Challenge Rating: 21

Treasure: None

Alignment: Always good (any)

Advancement: 23–34 HD (Large); 35–50 HD (Huge)

Lumina are extraplanar beings of purity and light from a distant realm, as alien as they are good.

Lumina originate on a plane of infinite wonders, a place where goodness and beauty are integral to existence. However, their home is also so unlike most realities that it can be maddening; fire, light, and thought itself are among the elements of their world that differ wildly from those found elsewhere. In many ways, lumina are closer kin to beings such as pseudonaturals and neh-thalggu than they are to celestials.

Lumina almost never leave their homeworld willingly. When brought to the Material Plane by force (by curious archmages, mad priests, or cults devoted to their worship), they usually become aggressive. To a lumina, the mortal world seems an intrinsically evil place, where only the most pure individuals show even a glimmer of goodness. Earthbound lumina often seek to destroy everything—living and unliving—they encounter, hoping to purge the universe of something terrible. Attempts to communicate with lumina are usually futile due to gaps in comprehension, though on rare occasion a lumina may recognize virtue in a mortal and search for common ground.

When slain, a lumina dissolves over a period of minutes into a bright, rainbow-hued fluid.

Lumina speak their own language, and no others.

Combat

Lumina are relentless combatants when away from their home plane; without anywhere to flee, surrounded by what they perceive as unbearable and incomprehensible evil, they are emissaries of destruction and purification.

A lumina's natural weapons, as well as any weapons it wields, are treated as good-aligned and epic for the purpose of overcoming damage reduction.

Lumina Traits: A lumina possesses the following traits (unless otherwise noted in a creature's entry).

- **Hover (Su):** Lumina magically hover 2 inches above the ground. This grants them a permanent *feather fall* effect with personal range.

- **Material Allergy (Ex):** Though they normally float above the ground and avoid prolonged contact with other creatures, lumina suffer greatly when exposed to the imperfections of material not from their home plane. Their skin blackens and

peels, and they feel incredible pain. A lumina who spends 1 full round in contact with matter not from its home plane suffers 15 points of damage and is sickened for 1 round. The contact can be through grappling, entangling, being pinned in a cave-in, willingly holding a normal object, or any other source.

- **Regeneration (Ex):** A lumina takes normal damage from its material allergy, epic evil-aligned weapons, and from spells or effects with the evil descriptor.

- Resistance to electricity 30 and fire 30.

Bestarius

Bestaria are the lowest form of lumina, majestic and bizarre animals.

A bestarius has a 15-foot-long serpentine body covered in a layer of thick white fur. At regular intervals along its spine rise aquamarine-colored hands, each with long fingers ending in crooked claws. The hands twitch and wave seemingly independent of the lumina, even after its death. A bestarius's head resembles that of an ebony lion, though from its mane emerges a ring of curved horns, like those of a goat. Around each horn spirals a tiny ivory serpent. A bestarius usually stays partly coiled, only straightening to move wormlike through the air.

Bestaria are not particularly intelligent when compared to other lumina, and they are completely unable to fathom the Material Plane. They have no obvious needs or desires, but are extremely fierce and combative when away from their home. They occasionally show mercy to creatures of animal intelligence, not attacking unless touched first.

Combat

A bestarius attacks physically dangerous opponents first, leaving spellcasters for later. If its poison drives a creature to attack allies, it transfers its efforts to another foe. A bestarius reserves its holy breath for situations where it is being hurt from a distance, or for where it must flee. Unlike other lumina, bestaria are known to panic when badly injured.

- **Aura of the Beast (Su):** A bestarius exudes an unseen aura that brings forth the primal animalism of humanoids and monstrous humanoids within 20 feet. A DC 23 Will save allows a creature to resist the effect, and any creature that



succeeds on the Will save is immune to the auras of bestaria for 24 hours. A creature that fails must continue to make a save each round it stays in the area until it succeeds. The save DC is Charisma-based.

After each round of transformation, the effects become more severe. All effects are cumulative, and last for 24 hours or until removed by a *greater restoration* spell.

1st Round: The creature has trouble focusing, and must make a DC 20 Concentration check as a free action in order to use any Intelligence- or Charisma-based skills (except for Intimidate), cast spells or activate magic items that require a command word, a spell trigger, or spell completion to function, or use any abilities that require patience or concentration.

2nd Round: The creature's hands transform into paws, fins, or other thumbless appendages. The creature must drop any held items and cannot grasp new ones, and cannot cast spells with somatic or material components.

3rd Round: The creature fully transforms into an animal, similar to a *polymorph* spell. The creature may choose what kind of animal it becomes, but the new form cannot have more Hit Dice than the creature (maximum 15). The creature gains the Strength, Dexterity, and Constitution scores of the new form but retains its own Intelligence, Wisdom, and Charisma scores. It also gains all extraordinary special attacks and special qualities of the new form.

4th and Subsequent Rounds: The creature suffers 1 point of

Intelligence drain.

Holy Breath (Su): Once per day, a bestarius can breathe a 20-foot-radius, 20-foot-high cloud of white mist identical to *solid fog*. Each round a creature spends time in the cloud, it suffers 4d10 points of damage (or 8d10 for evil creatures). A successful DC 23 Will save halves the damage. The save DC is Charisma-based. Lumina are immune to all effects of the fog.

Poison (Su): Injury, Fortitude DC 31. A creature that fails the initial saving throw becomes maddened with the need to destroy evil for 1 minute, and must try to engage in melee with any evil-aligned creature in sight. If there are no evil-aligned creatures present, the victim must attack neutrally aligned creatures. If the victim is evil or neutral itself, it attacks itself last. If only good-aligned creatures are present, the victim acts normally. An effect similar to *detect evil* (caster level 20th) informs the victim which creatures to attack, and is fooled by spells such as *undetectable alignment*. This is a mind-affecting compulsion. The poison's secondary damage is 2d6 points of Charisma damage. The save DC is Constitution-based.

KNOSIRIUS

Knosiria are lumina mystics, intellectually brilliant and awesome in their magical power.

A knosirius has a thin, androgynous humanoid body about 9 feet tall. Its head has equine traits, but lacks a mouth, and its dark eyes glitter like sapphires, rubies, or jade. Its skin glows

Lumina, Knosirius



Large Outsider (Good, Extraplanar, Lumina)

Hit Dice: 28d8+252 (378 hp)

Initiative: +7 (Dex)

Speed: 40 ft. (8 squares), fly 100 ft. (good)

AC: 48 (–1 size, +7 Dex, +12 natural, +20 deflection)

Touch: 36 **Flat-Footed:** 41

Base Attack/Grapple: +28/+37

Attack: Large +3 *holy longsword* +35 melee (2d6+10/19–20) or slam +32 melee (2d4+5) or touch +32 melee

Full Attack: Large +3 *holy longsword* +35/+30/+25/+20 melee (2d6+10/19–20); or 2 slams +32 melee (2d4+5); or touch +32 melee

Space/Reach: 10 ft./10 ft.

Special Attacks: Blessed vision, holy shriek, mystic leash, prismatic halo, spells

Special Qualities: Damage reduction 20/epic and evil, darkvision 60 ft., hover, material allergy, regeneration 20, resistance to electricity 30 and fire 30, SR 38

Saves: Fort +25, Ref +23, Will +29

Abilities: Str 20, Dex 24, Con 28, Int 40, Wis 36, Cha 29

Skills: Appraise +46, Balance +38, Climb +36, Concentration +40, Craft (alchemy) +46, Decipher Script +46, Heal +44, Hide +38, Intimidate +40, Jump +36, Knowledge (arcana) +46, Knowledge (religion) +46, Knowledge (the planes) +46, Listen +44, Move Silently +38, Perform (sing) +40, Search +46, Spellcraft +68, Spot +44, Survival +44, Swim +36, Use Magic Device +40, Use Rope +38

Feats: Blind-Fight, Combat Casting, Empower Spell, Enlarge Spell, Eschew Materials, Quicken Spell, Silent Spell

Epic Feats: Automatic Quicken Spell, Epic Spellcasting, Multispell

Environment: A good-aligned plane

Organization: Solitary, triad, or flock (1 plus 1–6 bestaria)

Challenge Rating: 26

Treasure: Standard

Alignment: Always good (any)

Advancement: 29–40 HD (Large)

blue-white, and wisps of light drift off its back. A knosirius has two toothless mouths centered on its palms, and others are scattered across its arms. Knosirius “clothing” is made of colored mists which wrap around knosiria like robes. The only sound a knosirius makes is a shrill shriek, which undulates when the lumina opens its mouths.

Knosiria possess secret knowledge of magic and virtue, and the relationship between the two. They are explorers and artists, creators of weaves of light that can drive mortals insane. Knosiria are the lumina most likely to come to the Material Plane by choice, to seek knowledge and understanding of a foreign world. Even so, they bring destruction by the sheer incompatibility of their nature with that of non-lumina, and show no regret over the deaths they cause. They are almost always calm and impassive, even when burning away a cult of their own worshippers.

Combat

A knosirius prefers to defeat opponents by capturing them with a mystic leash and pulling them within range of its prismatic halo, finishing them off with a blessed vision and melee attacks (supplemented by automatically quickened *true strikes*) if necessary. If multiple foes cannot be leashed, it uses high-level attack spells such as *dominate person*, *incendiary cloud*, and *imprisonment*. A badly hurt knosirius may try to flee, but is just as likely to fight until the end. A knosirius trapped and suffering from its material allergy always casts *let go of me*.

Blessed Vision (Su): As a standard action, a knosirius can make a touch attack against an opponent to “bless” it with special knowledge and sight, allowing it to experience the effects of *greater arcane sight* and *detect good* for 1 hour. During this period, the creature affected must make a DC 33 Will save during any round it wishes to use, wield, or wear a magic item without a good aura or cast a spell without the good descriptor. If it fails, it is filled with loathing at the thought and refuses to go through with the action. Worn or wielded items do not need to be dropped, but any special abilities they

possess cannot be activated. The save DC is Charisma-based. A *dispel good* or DC 36 *break enchantment* spell ends this mind-affecting compulsion effect prematurely.

Holy Shriek (Su): The shriek of a knosirius is attuned to magical manifestations of evil power. Each round, any spellcaster within 60 feet of a knosirius who knows or has prepared a spell with the evil descriptor automatically loses her highest-level evil spell (or spell slot) as the magic bleeds from her ears, eyes, nose, and mouth in the form of black ichor. The spellcaster suffers 1d4 points of damage per level of the lost spell. In addition, any creature wielding an evil-aligned weapon suffers 4d4 points of damage each round, as the creature’s hands boil and blister. Holy shriek is a sonic effect.

Mystic Leash (Su): A knosirius can choose any spellcaster within 60 feet that knows or has prepared a spell with the good descriptor and force the creature to make a DC 33 Will save. If the save is failed, the spellcaster’s highest-level good spell or spell slot is lost, and the spell manifests as a glowing white rope which stretches from the spellcaster to the knosirius.

The leash prevents the spellcaster from moving and drags her 10 feet closer each subsequent round (provoking no attacks of opportunity) unless the spellcaster breaks free, which requires a DC 33 Will save made as a full-round action. The save DCs are Charisma-based.

A broken leash acts as a +1 *holy power whip*, and lasts for 1 hour before disappearing. It begins in the possession of the knosirius, but has no special connection to the lumina.

Prismatic Halo (Su): A knosirius is surrounded by a 30-foot-radius field of bright illumination that fluctuates in color. Each round, determine the halo’s color as if it were a *prismatic spray*; all non-lumina within the area are affected as appropriate for the color. On a roll of 8, the halo is white and has no damaging effects that round. The save DC to resist the halo’s effects is 33, and is Charisma-based.

Spells: A knosirius casts spells as a 25th-level sorcerer, and can also cast spells from the Good domain as arcane spells.

Typical Sorcerer Spells Known (6/9/8/8/8/8/7/7/7/7/3, save DC 19 + spell level): 0—*acid splash, arcane mark, dancing lights, ghost sound, light, mage hand, prestidigitation, read magic, touch of fatigue*; 1st—*erase, hypnotism, magic aura, obscuring mist, true strike*; 2nd—*flaming sphere, glitterdust, locate object, see invisibility, touch of idiocy*; 3rd—*explosive runes, magic circle against evil, nondetection, wind wall*; 4th—*dimension door, fire shield, holy smite, rainbow pattern*; 5th—*dispel evil, dominate person, feeblemind, telekinesis*; 6th—*blade barrier, geas/quest, greater dispel magic*; 7th—*greater arcane sight, holy word, insanity*; 8th—*incendiary cloud, maze, sunburst*; 9th—*astral projection, freedom, imprisonment*; 10th—*epic counterspell, let go of me, rain of fire*.

Skills: Knosiria have a +20 racial bonus on Spellcraft checks.

EIDONEUS

The eidonia are lumina princes—or lumina gods.

Every eidoneus has a different physical appearance. Some have many limbs, others too few; some radiate a scorching red, others absorb light; some bear crowns of otherworldly jewels, while others wear nothing.

The eidoneus seen most frequently stands 16 feet tall, and has a humanoid shape. Its skeletal “skin” barely gives it form, and consists of ribbons of blue-white energy in the shape of legs, a torso, arms, and a head. Between the bands of energy, glimpses of the eidoneus’s interior are sometimes revealed: strange, colorful fluids in the form of bones and organs, suspended in the air within the flesh. Around the eidoneus’s head circles a halo of glowing eyes, and from its back emerge wings which constantly separate and divide into infinity. Eidonia move with ineffable precision, utterly still when at rest and a blur when in motion. The air around an eidoneus sparkles, flashes, and screams, and has the taste of sweet fruit and fire.

Eidonia are the ultimate lumina, as much elements of their plane itself as its inhabitants. Other lumina seem drawn to their presence, more as pilgrims to a holy site than petitioners to a ruler. The chief interest of eidonia—at least so far as mortal minds can perceive—appears to be protecting their home and their lumina. If one were to willingly leave its world (and the power required to force an eidoneus off its plane is almost unthinkable), it would certainly be with the purpose of nullifying an external threat.

Combat

An eidoneus usually initiates combat with a reality wrack attack, then closes in so that opponents are affected by its aura of regret. It uses its Blinding Speed feat while engaging in melee with any creatures not weeping, only using spell-like abilities in self-defense or to defeat large mobs of enemies.

Aura of Regret (Su): Any creature within 60 feet of an eidoneus must succeed on a DC 44 Will save or be stunned, fall prone, and begin to weep over its past sins. The creature must continue to make a save each round while in the area until it succeeds. Any creature that succeeds on the Will save is immune to that eidoneus’s aura of regret for 24 hours. After 2 rounds of weeping, the creature suffers permanent blindness. After the 3rd round and each round thereafter, the creature suffers 1 point of Constitution damage from weeping blood. The save DC is Charisma-based and includes the eidoneus’s Ability Focus feat. This is a mind-affecting compulsion effect.

Call Blade (Su): An eidoneus can destroy or create a shining, starlike blade (effectively a Huge +5 *holy power thundering vorpal greatsword*) from its own essence as a move action. The blade disappears when the eidoneus dies. If the



Lumina, Eidoneus



Huge Outsider (Good, Extraplanar, Lumina)
Hit Dice: 40d8+520 (700 hp)
Initiative: +28 (+20 Dex, +8 Superior Initiative)
Speed: Fly 120 ft. (perfect) (24 squares)
AC: 58 (–2 size, +20 Dex, +10 natural, +20 deflection)
Touch: 48 **Flat-Footed:** 38
Base Attack/Grapple: +40/+66
Attack: Huge +5 *holy power thundering vorpal greatsword* +61 melee (4d6+32/19–20)
Full Attack: Huge +5 *holy power thundering vorpal greatsword* +61/+56/+51/+46 melee (4d6+32/19–20) and 2 wing slashes +51 melee (2d10+9)
Space/Reach: 15 ft./15 ft.
Special Attacks: Aura of regret, call blade, reality wrack, spell-like abilities
Special Qualities: All-around vision, damage reduction 20/epic and evil, darkvision 60 ft., hover, material allergy, regeneration 30, resistance to electricity 30 and fire 30, SR 46
Saves: Fort +39, Ref +42, Will +42
Abilities: Str 47, Dex 50, Con 37, Int 36, Wis 42, Cha 35

Skills: Appraise +56, Balance +65, Concentration +56, Craft (alchemy) +56, Decipher Script +56, Heal +59, Hide +63, Intimidate +55, Jump +63, Knowledge (arcana) +56, Knowledge (religion) +56, Knowledge (the planes) +56, Listen +59, Move Silently +63, Perform (sing) +55, Search +60, Spellcraft +58, Spot +63, Swim +61, Tumble +65, Use Magic Device +55
Feats: Ability Focus (aura of regret), Combat Casting, Combat Expertise, Combat Reflexes, Flyby Attack, Improved Initiative, Power Attack
Epic Feats: Blinding Speed, Dire Charge, Epic Fortitude, Epic Will, Improved Combat Casting, Spellcasting Harrier, Superior Initiative
Environment: A good-aligned plane
Organization: Solitary, guard (1 plus 1–7 knosiria), or assemblage (1 plus 1–7 knosiria and 4–27 bestaria)
Challenge Rating: 31
Treasure: Standard
Alignment: Always good (any)
Advancement: 41–60 HD (Huge); 61–70 HD (Gargantuan)

blade is destroyed or sent to another plane while the eidoneus lives, the eidoneus immediately suffers 5 points of Constitution drain. It can still create a new blade on its next turn.

Reality Wrack (Su): When an eidoneus arrives on a plane other than its own, a ripple in reality occurs before the plane and the eidoneus reach a state of equilibrium. A wave of white energy deals 100 points of damage to creatures and objects within 100 feet (Will DC 43 half). Creatures and objects that fail their saves also are affected as by an *antimagic field* for 1 round: magic items, spells, supernatural effects, and so on are all suppressed. Affected creatures cannot cast spells during this time. The save DC is Constitution-based.

Once per hour after the first following its arrival on the plane, an eidoneus can wrack reality as a standard action by taking 1 point of Constitution drain. The range is reduced to 50 feet.

Spell-Like Abilities: At will—*crushing despair* (DC 26), *cure critical wounds*, *death ward*, *greater arcane sight*, *greater dispel magic*, *protection from energy*, *sunburst* (DC 30), *true seeing*; 3/day—*chain lightning* (DC 28), *earthquake*, *fire storm* (DC 30), *greater restoration*, *greater teleport*, *heal*, *holy word*, *implosion* (DC 31), *insanity* (DC 29), *reverse gravity*, *true resurrection*; 1/day—*eclipse*, *gate*, *let go of me* (DC 32), *miracle*, *rain of fire* (DC 32). Caster level 30th. The save DCs are Charisma-based.

All-Around Vision (Ex): An eidoneus's halo of eyes allows it to look in any direction, providing a +4 racial bonus on Search and Spot checks. An eidoneus cannot be flanked.

Adventure Ideas

A fallen paladin seeks the one item that he believes will redeem him and his homeland: the “egg” of an unborn lumina. He has arranged to rescue the egg from evil forces, and plans to let it hatch in the highest tower in the region. Though aware that it will likely destroy everyone and everything around it, the paladin believes that the sight of the lumina will convert people to virtue before death.

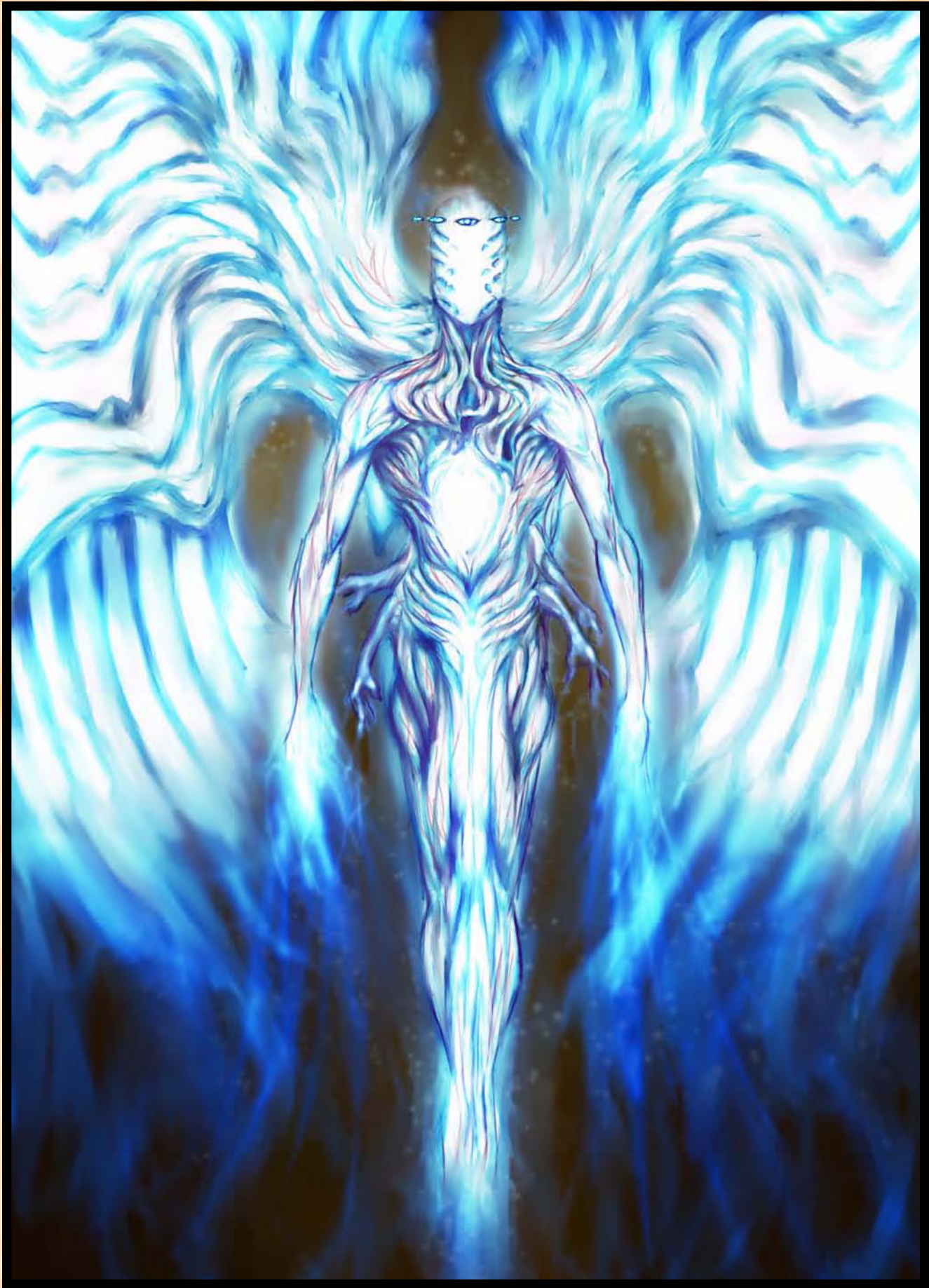
ON AVADNU

There are stories of the gods that are never told in temples or on street corners. There are secret mythologies that tell of a time before the creation of Avadnu, when the first god Temulea began his experiments with reality. They say that he made a thousand universes, with a thousand planes more within each, destroying every one before he was at last satisfied with a creation. Some of those universes were places of glory and beauty, others of fire, others of scent or taste alone, and still others awesome and horrible. Most were as different from Avadnu as the Void, and as different from the Void as Avadnu.

The stories say that one of those universes was the home of the lumina, and that Temulea did not destroy it completely—either out of carelessness, or an unwillingness to obliterate anything so perfect and beautiful. The lumina have since lived in their home far apart from the rest of reality, mostly at peace. But somehow—through magical experiments, divine intervention, or the mistakes of knosiria—mortals learned of this plane, and entered it into record.

There are cults across Avadnu that worship the lumina, some hundreds of members strong and others with a mere half-dozen adherents. Humans and sulwynarii are most drawn to the cults, though no race is immune to the lure of perfection. The cults spend generations trying to bring lumina into the world, and are almost always obliterated as soon as they succeed. Outside the cults, barely a handful of individuals worldwide have any real knowledge of the lumina. The famed *Treatise of the Cosmos* mentions them only obliquely.

At the time of his mysterious death, the mistji Milildurum the Withered was supposed by some to be creating a device to send the lumina's world spiraling into the Void. It was his belief that the lumina and xxyth would destroy one another, allowing Avadnu to exist in peace. His greatest fear was not failure, but ignorance; Milildurum went to his end not knowing if the lumina's plane was the only survivor of the universe's beginnings...or but one of many.



Mistji, True



Medium Fey (Incorporeal)
Hit Dice: 20d6+60 (130 hp)
Initiative: +10 (Dex)
Speed: Fly 50 ft. (perfect)
AC: 32 (+10 Dex, +12 deflection)
Touch: 32 **Flat-Footed:** 22
Base Attack/Grapple: +10/—
Attack: —
Full Attack: —
Space/Reach: 5 ft./5 ft.
Special Attacks: Spells, spell-like abilities, weather control
Special Qualities: Damage reduction 15/cold iron, elemental conversion, incorporeal traits, materialize, SR 35
Saves: Fort +9, Ref +22, Will +21
Abilities: Str —, Dex 30, Con 16, Int 30, Wis 25, Cha 35

Skills: Appraise +33, Concentration +26, Craft (alchemy) +33, Decipher Script +33, Handle Animal +35, Knowledge (arcana) +33, Knowledge (history) +33, Knowledge (nature) +35, Knowledge (the planes) +33, Listen +30, Search +33, Sense Motive +30, Spellcraft +35, Spot +30, Survival +30, Use Magic Device +35
Feats: Combat Casting, Eschew Materials, Heighten Spell, Improved Counterspell, Iron Will, Maximize Spell, Widen Spell
Epic Feats: Automatic Quicken Spell^B
Environment: Any land
Organization: Solitary
Challenge Rating: 20
Treasure: None
Alignment: Usually chaotic neutral
Advancement: By character class

True mistji are ancient beings as one with magic, ancestors of the race of mistji commonly known.

A true mistji has no physical body, but is composed of thousands of colored motes that glitter like jewels, shaped in a humanoid form. These motes also swirl around the mistji's feet, falling to earth and providing a path on which the mistji walks. Most mistji have only vague features, but they can add detail to their bodies as they wish. A true mistji who takes corporeal form gains the (often nude) body of a tall, thin humanoid with faintly silver or gold skin, straight white or blond hair, and blue, purple, gray, or green eyes. In either form, a mistji has a resonating voice, and a scent reminiscent of ocean, sulfur, minerals, clean air, or another source of elemental power.

True mistji dwell in wilderness apart from other sentient creatures, on lifeless buttes, beneath lakes, among clouds, and in lush forests. They may call a particular tree or rock home, or they may wander, and most mistji resettle at least a few times during their lives. They delight in their power, and many occupy themselves doing little but finding new ways to use their magic. A mistji may create a hurricane or a tsunami simply to enjoy its beauty, or spend years studying the patterns of falling snow. True mistji can be persistent or fickle, but they are almost universally self-centered. Their inherent might allows them to enjoy life without regard for other creatures' well-being, and they do not age, eat, or sleep. On those rare occasions when they desire to reproduce, they drain their magic to create a new mistji.

It is not impossible for a non-mistji to communicate with a true mistji, particularly if such a creature catches the mistji's fancy or displays great power. Even then, the mistji is likely to see the creature as a lesser form of life, and its needs and wants unimportant. It is an unusual mistji who thinks anything of the damage caused by his or her work, and an even rarer example who cares. True mistji socialize with one another only slightly more frequently; long-lasting friendships and affairs do occur,

but two mistji who meet are as apt to ignore each other as introduce themselves.

Mistji speak Celestial.

Combat

True mistji are proud and confident opponents—usually with good cause, but they can underestimate foes and fight losing battles for too long. A typical true mistji tactic is to become unreachable and unseen (flying away and becoming invisible, incorporeally entering the ground and raising a *solid fog*, and so on), alter the weather to hamper enemies, then slam down offensive spells like *call lightning storm* and *cone of cold*.

Spells: A true mistji casts spells as a 15th-level sorcerer, and can also cast druid spells as arcane spells.

Typical Sorcerer Spells Known (6/9/9/9/8/8/6, save DC 22 + spell level): 0—*arcane mark, create water, dancing lights, detect magic, ghost sound, mage hand, prestidigitation, ray of frost, read magic*; 1st—*endure elements, entangle, faerie fire, magic aura, shield*; 2nd—*fog cloud, mirror image, soften earth and stone, whispering wind, wood shape*; 3rd—*invisibility sphere, protection from energy, quench, tongues*; 4th—*fire shield, hallucinatory terrain, solid fog, stone shape*; 5th—*baleful polymorph, cone of cold, major creation, seeming*; 6th—*globe of invulnerability, greater dispel magic, spellstaff*; 7th—*fire storm, greater arcane sight*.

Spell-Like Abilities: At will—*call lightning storm* (DC 27), *commune with nature, meld into stone, plant growth, speak with animals, tree shape, whirlwind* (DC 30); 1/day—*verdigris* (DC 32). Caster level 20th. The save DCs are Charisma-based.

Weather Control (Su): A true mistji can *control weather* in a radius of anywhere from 10 feet to 1 mile. The mistji can change the weather as a standard action, but unlike in the normal version of the spell, the changes take only 1 round to manifest.

Elemental Conversion (Su): When a true mistji casts a spell or uses a spell-like ability that deals acid, cold, electricity, fire, or sonic damage, the mistji can change the type of damage inflicted to any of the other four as a free action. The spell's descriptor changes as appropriate, but no other aspects are altered.

Materialize (Su): Though normally incorporeal, a true mistji can assume a material, corporeal form (or return to an incorporeal form) as a standard action. A materialized mistji has a Strength score of 10; the mistji's abilities do not otherwise change.

Adventure Ideas

Millennia ago, a true mistji created a spell of great power. Generations of lesser mistji sorcerers learned the spell, and are now, one by one, feeling compelled to search for the true mistji's island paradise. The true mistji is summoning her "students" to collect what magic has appeared in the world since she last explored it, but no one summoned has returned from the island, and no one knows what the mistji's end goals may be.

On Avadnu

Despite all their collected lore, few mistji realize that not all members of their race were trapped in flesh when the Daagir fell. A tiny number of the ancient mistji—the true mistji—mysteriously survived. They may have been occupying another plane at the time, or been protected by incredible magic. Or maybe they were just lucky.

The true mistji paid little attention to the fate of the rest of their race, and those who eventually did notice what had happened looked at their fallen brethren with pity. The ancients are to mistji what mistji are to mi'thu, connected to magic and the Ulwynaarl in ways their lessers can never understand. The arcane power of true mistji manipulates life itself, by methods otherwise restricted to beings who access the Green River. The structure embraced by modern mistji appalls the ancients, who see no need to control their power for the sake of a greater good. Most live as they always have, away from other creatures, toying with

the power to reshape nature.

As with any people so driven by whim, there are exceptions. One true mistji was changed by what she saw of her fallen people, and quietly aids them and other mortal races however she can. Another left Avadnu for distant planes, believing the world doomed and choosing to search for peace elsewhere. A mi'thu hiding in Ulekor claims he was exiled after discovering that a true mistji is a prisoner of the mistji supreme council. Whatever true mistji do, they do it in private, unknown to and forgotten by the rest of the world.



Rotwood

Huge Plant

Hit Dice: 33d8+251 (399 hp)

Initiative: +13 (+5 Dex, +8 Superior Initiative)

Speed: 40 ft. (8 squares)

AC: 38 (–2 size, +5 Dex, +25 natural)

Touch: 13 **Flat-Footed:** 33

Base Attack/Grapple: +24/+46

Attack: Claw +36 melee (4d8+14)

Full Attack: 2 claws +36 melee (4d8+14 plus disease) and 2 slams +34 melee (3d6+7)

Space/Reach: 15 ft./10 ft.

Special Attacks: Disease, possession, withering aura

Special Qualities: Animate, infect, low-light vision, plant traits, vulnerability to fire

Saves: Fort +27, Ref +16, Will +17

Abilities: Str 38, Dex 20, Con 25, Int 24, Wis 19, Cha 17

Skills: Jump +50, Knowledge (nature) +45, Intimidate +39, Listen +40, Search +43, Sense Motive +40, Spot +40, Survival +40, Swim +50

Feats: Cleave, Combat Reflexes, Great Fortitude, Improved Initiative, Improved Sunder, Iron Will, Multiattack, Power Attack

Epic Feats: Dire Charge, Epic Toughness, Legendary Leaper, Superior Initiative

Environment: Temperate forests

Organization: Solitary

Challenge Rating: 25

Treasure: None

Alignment: Always neutral evil

Advancement: 34–40 HD (Huge); 41–52 HD (Gargantuan); 53–70 HD (Colossal)

Rotwood is a magical disease that feeds on plants, warping them into destructive forms before infecting new host bodies.

When an instance of rotwood animates a body from a mass of vegetation, bark flies apart, vines slither, blades of grass writhe, and leaves burrow until a creature reminiscent of a wingless mantis is formed. Its front legs end in blades of bark, while the others end in heavy stumps. Streams of sap run down its face and over its neck, and a mossy carapace covers its back. Its smell is awful, like diseased wood, pus, and soil all mixed together. A rotwood body moves swiftly, but awkwardly, and constantly loses clumps of soil from its underbelly.

Rotwood strikes at the essence of vegetative life force, supernaturally spreading until it finds a large enough mass to animate. Rotwood may linger in a plant or object for centuries, waiting for more vegetation to grow or for a chance to stow away in the possessions of a traveler. It can only be permanently destroyed through quarantine; all plant matter around the rotwood must be destroyed before destroying the rotwood itself. However, rotwood is crafty, adept at transferring its essence to unexpected places.

Although able to communicate, rotwood rarely does so. Its only desires are to feed and spread, and communication rarely benefits it. There have been instances when druids questioned imprisoned rotwood bodies, with variable success. When asked about their nature, rotwoods emphasize one thing: they consider themselves a single entity, split into many strains.

Rotwoods speak Sylvan.

Combat

A rotwood's attack is straightforward, usually limited to a physical assault. Against most opponents, a rotwood animates new bodies over and over until it wins the battle, but when facing foes who are aware of its vulnerabilities, a rotwood searches for an object to infect and hide inside.

Disease (Su): Skinbark—claw, Fortitude DC 33, incubation

period 1 minute, drain 1d6 Dexterity. For every 2 points of Dexterity drain taken, the victim gains a +1 enhancement bonus to its natural armor bonus as its skin transforms into wood. The bonus is lost once the disease is cured. The save DC is Constitution-based.

Possession (Su): A rotwood can abandon its body to possess a plant creature or a creature suffering from skinbark within 100 feet (Will DC 29 negates). The effect is similar to a *magic jar* spell, but no receptacle is involved and the rotwood can use its new body's extraordinary, supernatural, and spell-like abilities (if any). The rotwood retains access to its possession, withering aura, animate, and infect abilities. The save DC is Charisma-based.

Withering Aura (Su): Every round, each plant or plant creature within 30 feet of a rotwood suffers the effects of a *blight* spell (caster level 20th). The Fortitude save DC is 29, and is Charisma-based. A rotwood can create or suppress its aura as a free action.

Animate (Su): As a standard action, a rotwood can create a body for itself from any Medium or larger mass of vegetation within 100 feet. Doing so causes 1 point of Charisma damage to the rotwood. The rotwood's abilities do not change, but all hit point damage is cured.

If the rotwood already has an animated body when it chooses to animate a new one, the effect is similar to that of teleportation (the rotwood's old body collapses and falls apart as the new one forms). A rotwood body that is destroyed or abandoned becomes dead and inert, and cannot be animated again. An abandoned possessed body is left unharmed.

Infect (Su): As a standard action, or automatically when an animated or possessed body is reduced to 0 or fewer hit points, a rotwood can transfer its essence into an inanimate plant (or object made of plant matter) within 100 feet. The plant or object may be of any size, and does not need to be fully composed of plant matter—a wooden spear, bark clothing, or a book are all possible targets for infection. An

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attended or magic item can make a DC 29 Will save to resist. The save DC is Charisma-based. If the rotwood fails to infect an object when reduced to 0 or fewer hit points, the rotwood is completely destroyed.

While infecting an object, a rotwood cannot move, and uses the object's physical attributes (such as hit points and hardness) instead of the rotwood's normal values. The rotwood's base saving throw bonuses are unchanged, but it does not have a Strength, Dexterity, or Constitution score. It can still use its possession, animate, and infect abilities normally. If infecting a magic item, the rotwood can activate that item's abilities as if it were an intelligent item. (Intelligent items have their egos suppressed while a rotwood is present.)

Destroying an infected object kills the rotwood.

Adventure Ideas

A rotwood is infecting an elven forest. In response, a god intends to burn the entire forest to the ground, killing both

the rotwood and the elven population. The PCs are given one week to find an alternative solution, but are forbidden to leave the forest once they enter. Their only lead is a gnoll rogue, who claims to know where the rotwood came from.

ON AVADNU

Legends of rotwood are taught to every generation of druids, describing the doom the disease will bring should it ever resurface. Among some druids, the return of rotwood is believed to be an omen of armageddon, a sign that the Green River—like all things—will die.

Sulwynarii have studied the nature of rotwood, and it was the sulwynarii who eliminated or imprisoned all known instances of the disease. Despite this, little is known about where rotwood comes from. It somehow infects and dries the Green River itself, an act that should be impossible for a creature born of Avadnu. But there is nothing about rotwood that indicates an extraplanar birthplace. The notion that rotwood is a predecessor to a new form of life—a harbinger designed to create a clean slate, or an evolutionary precursor—crops up periodically, but attempts to confirm it with imprisoned rotwoods have gone poorly.



Scion of Krüg

Scions of Krüg are creatures infused with the fiery blood of a war god.

Scions are massive and perfect physical specimens of the creatures they are derived from, with skin colored anywhere from faded crimson to blood red. They have no hair, and their hides are rough and nearly impenetrable. Scions' eyes are yellow with vertical black pupils, and they glow with an intensity commensurate with their fury. All scions bear bone crests that run back from their foreheads to their necks.

Scions gain their power by drinking the blood of a god invested in destruction, strength, or war. They seem to lack any divine mandate, instead abandoning their previous lives and simply reveling in a lust for combat and slaughter. Scions usually live in rural or wilderness areas, hunting or awaiting hunters. They are most often encountered alone, but they occasionally draw followers and lead packs of "bonded" creatures of their original species.

Creating a Scion of Krüg

"Scion of Krüg" is an acquired template that can be added to any corporeal aberration, animal, dragon, fey, giant, humanoid, magical beast, or monstrous humanoid (referred to hereafter as the base creature). A scion of Krüg uses all of the base creature's statistics and abilities except as noted here.

Size and Type: The creature's type changes to magical beast, and the creature gains the augmented subtype. The creature also increases in size by one category. Adjust its Strength, Dexterity, Constitution, natural armor bonus, and damage values as normal for a size increase, and apply all new modifiers for size.

Hit Dice: A scion of Krüg always has maximum hit points.

Armor Class: Natural armor improves by +15 (this stacks with any natural armor bonus the base creature has).

Special Attacks: A scion of Krüg retains all the special attacks of the base creature and also gains the following.

Cowing Glare (Su): A scion can cow a creature of the base creature's species within 30 feet with its glare. A creature targeted by the glare must succeed on a Will save (DC 10 + 1/2 scion's HD + scion's Charisma modifier) or be cowed. Cowed creatures act as if *charmed*, but the scion must succeed on an Intimidate check instead of a Charisma check to give questionable orders. Cowing glare is a mind-affecting fear effect that can be defended against like a gaze attack.

Draining Wound (Su): Damage from a scion's natural attacks causes bleeding wounds. An injured creature loses 5 additional hit points each round, and multiple wounds from the scion result in cumulative bleeding. A wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a Heal check (DC 10 + 1/2 scion's HD + scion's Constitution modifier), a *cure* spell, or a *heal* spell. However, a character attempting to cast a *cure* or *heal* spell on a wounded creature must succeed on a caster level check (same DC as the Heal check), or the spell has no effect on the injured creature. A successful Heal check automatically stops the continuing hit point loss.

When a creature suffers continuing damage from a bleeding wound while within 30 feet of the scion, the scion heals a like amount of damage. Any excess healing becomes temporary hit points, which last for 1 hour.

Fury of Krüg (Su): For every opponent past the first that threatens the scion's space, the scion gains a +2 insight bonus on its attack and damage rolls (to a maximum of +20).

War Cry (Su): Three times per day, a scion of Krüg can unleash a horrid scream. Each creature within 100 feet must succeed on a Fortitude save (DC 10 + 1/2 scion's HD + scion's Constitution modifier) or suffer 10d8 points of sonic damage. Those who fail their saves are also stunned for 1d3 rounds, and creatures with fewer HD than the scion are also shaken for 2d4 rounds.

Special Qualities: A scion of Krüg retains all the special qualities of the base creature and also gains the following. If the base creature already possesses one or more of these qualities, use whichever are better.

Blood Fog (Su): A scion reduced to 0 or fewer hit points does not immediately fall unconscious or die. Instead, it dissolves into a bloody fog. The scion can take no actions in this form, and it dissipates completely and dies if it spends 1 full round with fewer than 0 hit points. If the scion regains hit points from its draining wound ability, however, it reforms after regaining all hit points or after it spends 1 full round without further healing (whichever comes first). A scion is immune to all damage, spells, and effects in fog form; the only exception is effects which specifically target water-based creatures (such as *control water* and *horrid wilting*).

• Damage reduction 5/epic (if HD 15 or less) or 10/epic (if HD 16 or more). A scion's natural weapons are treated as epic weapons for the purpose of overcoming damage reduction.

• Darkvision 120 ft.

• Immunity to fear.

• Resistance to cold 20 and fire 20.

• Spell resistance equal to the scion's HD +15 (maximum 40).

Abilities: Increase from the base creature as follows: Str +10, Con +10, Cha +4.

Feats: Scions of Krüg gain Cleave, Improved Bull Rush, Improved Initiative, and Power Attack as bonus feats, assuming the base creature meets the prerequisites and doesn't already have these feats.

Organization: Solitary or pack (1 plus 1–5 bonded).

Challenge Rating: Up to 10 HD, as base creature +11; 11 HD to 15 HD, as base creature +7; 16 HD and above, as base creature +3.

Alignment: Always chaotic (any).

Crimson Mokara

Crimson mokara are destructive and terrible creatures, far more violent than their relatively gentle kin. A crimson mokara typically stakes out a large domain which it rarely leaves, and hunts and battles other magical beasts—no matter how beneficial or peaceful.

On certain dreadful occasions, an evil warrior or arcanist

Crimson Mokara

Huge Magical Beast (Augmented Animal)

Hit Dice: 8d8+80 (144 hp)

Initiative: +4 (Improved Initiative)

Speed: 50 ft. (10 squares)

AC: 32 (-2 size, +24 natural)

Touch: 8 **Flat-Footed:** 32

Base Attack/Grapple: +6/+27

Attack: Bite +17 melee (2d6+13)

Full Attack: Bite +17 melee (2d6+13) and 2 hooves +15 melee (2d6+6)

Space/Reach: 15 ft./10 ft.

Special Attacks: Cowing glare, draining wound, fury of Krüg, trample 2d6+19, war cry

Special Qualities: Blood fog, damage reduction 5/epic,

darkvision 120 ft., immunity to fear, low-light vision, resistance to cold 20 and fire 20, SR 23

Saves: Fort +16, Ref +6, Will +5

Abilities: Str 37, Dex 11, Con 31, Int 2, Wis 12, Cha 10

Skills: Jump +15, Listen +5, Spot +5, Swim +14

Feats: Cleave, Improved Bull Rush, Improved Initiative, Improved Natural Attack (hoof), Iron Will, Multiattack, Power Attack

Environment: Temperate hills

Organization: Solitary or pack (1 plus 1–5 mokara)

Challenge Rating: 15

Treasure: None

Alignment: Always chaotic neutral

Advancement: None



manages to tame a crimson mokara. Such an individual may ride the mokara in battle, or send it to ravage a foe's lands.

Combat

Unlike domesticated mokara, crimson mokara eagerly use their hooves in battle, stomping and trampling. They try to deliver as many wounds as possible early in a battle, then let out a war cry when victory is near.

A crimson mokara's natural weapons are treated as epic weapons for the purpose of overcoming damage reduction.

Cowing Glare (Su): A crimson mokara can cow ordinary mokara within 30 feet with its glare. A creature affected by the glare must succeed on a DC 14 Will save or be cowed. Cowed creatures act as if *charmed*, but the crimson mokara must succeed on an Intimidate check instead of a Charisma check to give questionable orders. Cowing glare is a mind-affecting fear effect that can be defended against like a gaze attack.

Draining Wound (Su): Damage from a crimson mokara's natural attacks causes bleeding wounds. An injured creature loses 5 additional hit points each round, and multiple wounds from the crimson mokara result in cumulative bleeding. A wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 24 Heal check, a *cure* spell, or a *heal* spell. However, a character attempting to cast a *cure* or *heal* spell on a wounded creature must succeed on a DC 24 caster level check, or the spell has no effect on the injured creature. A successful Heal check automatically stops the continuing hit point loss.

When a creature suffers continuing damage from a bleeding wound while within 30 feet of the crimson mokara, the crimson mokara heals a like amount of damage. Any excess healing becomes temporary hit points, which last for 1 hour.

Fury of Krüg (Su): For every opponent past the first that threatens the mokara's space, the mokara gains a +2 insight bonus on its attack and damage rolls (to a maximum of +20).

Trample (Ex): Reflex DC 27 half. The save DC is Strength-based.

War Cry (Su): Three times per day, a crimson mokara can unleash a horrid scream. Each creature within 100 feet

must succeed on a DC 24 Fortitude save or suffer 10d8 points of sonic damage. Those who fail their saves are also stunned for 1d3 rounds, and creatures with fewer than 8 HD are also shaken for 2d4 rounds.

Blood Fog (Su): A crimson mokara reduced to 0 or fewer hit points does not immediately fall unconscious or die. Instead, it dissolves into a bloody fog. The crimson mokara can take no actions in this form, and it dissipates completely and dies if it spends 1 full round with fewer than 0 hit points. If the crimson mokara regains hit points from its draining wound ability, however, it reforms after regaining all hit points or after it spends 1 full round without further healing (whichever comes first). A crimson mokara is immune to all damage, spells, and effects in fog form; the only exception is effects which specifically target water-based creatures (such as *control water* and *horrid wilting*).

ON AVADNU

Ancient scrolls describe a great battle in the heavens between the Grand Architect Temulea and Krüg, Father of Battles. The two gods fought for many days, but not even Krüg could defeat his father's might. When Temulea struck the final blow, the blood of Krüg rained red upon Avadnu. But while skarren sprang forth from raindrops throughout the world, in certain places streams and pools were contaminated with Krüg's essence.

Creatures that drank from those tainted waters were transformed, as Krüg's blood mixed with their own. The scions of Krüg reigned over their brethren and passed their powers on to their offspring, hidden in secluded valleys and atop mountains. Although the rare creatures are mostly confined to the wilderness of Kulloren, local folklore tells of a fiery red haklaa that inhabits the Humarin Mountains.

The journal of the renowned Phadriran explorer Kemvron Ol'khet references a lone, stagnant pool containing Krüg's essence which no one has yet drunk from. According to the journal, the pool rests somewhere on an island off Arrinok's east coast. Many would-be scions have searched for this place, to no avail.

Xiir, Gynnean



Medium Monstrous Humanoid (Psionic)

Hit Dice: 20d8+100 (190 hp)

Initiative: +4 (Dex)

Speed: 30 ft. (6 squares)

AC: 26 (+4 Dex, +12 natural)

Touch: 14 **Flat-Footed:** 22

Base Attack/Grapple: +20/+23

Attack: Claw +23 melee (2d4+3)

Full Attack: 2 claws +23 melee (2d4+3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Psi-like abilities, psionic powers, tap potential

Special Qualities: Darkvision 60 ft., discipline mastery, power resistance 38, telepathy 250 ft.

Saves: Fort +11, Ref +16, Will +19

Abilities: Str 16, Dex 18, Con 20, Int 30, Wis 25, Cha 25

Skills: Appraise +33, Autohypnosis +32, Concentration +28, Intimidate +30, Knowledge (psionics) +35, Listen +30, Psicraft +35, Search +33, Sense Motive +30, Spot +30, Swim +26, Use Psionic Device +30

Feats: Body Fuel, Combat Manifestation, Opportunity Power, Psionic Meditation, Quicken Power, Twin Power, Unconditional Power

Epic Feats: Improved Metapsionics^B

Environment: Any

Organization: Solitary or trio

Challenge Rating: 20

Treasure: None

Alignment: Usually neutral

Advancement: By character class

Gynnean xiir are inheritors of psionic power, elder beings who lost touch with their lesser brethren millennia ago.

Gynnean xiir are 7-foot-tall four-armed humanoids covered in iridescent green scales. Short claws tip their fingers, and their teeth are notably pointed. Their eyes are solid black, but swirl with color like pools of oil. Gynnean xiir often cross their legs at the ankles, giving the impression that they stand on long tails. Subtle displays of psionic power surround a gynnean xiir: a bass hum reverberates audibly, while a chime rings in the minds of nearby creatures; shimmering, ectoplasmic goo condenses over surfaces; and the odors of forgotten memories linger in the air. The shadow cast by a gynnean xiir is that of a long, winged serpent; this shadow is argued by some to be the gynneans' true form, and their bodies merely constructs formed to interact with other races.

The psionic power of gynnean xiir does not come from their heritage (though they claim descent from a draconic being of incredible strength), but from eons of study and practice. The same gynneans who existed during the discovery of psionics exist now, and have spent the meantime developing their talents in a plane of their own creation. Some feel that they have reached a point where they can return to the world and freely use their power, but an outsider might wonder if the gynneans have the perspective needed to coexist with the rest of reality—or if they are even interested in coexisting, and not simply exacting revenge for long-forgotten slights.

Gynnean xiir speak their own language—a distant dialect of Draconic—but normally communicate telepathically.

Combat

Gynnean xiir are able to employ a range of strategies, depending on their circumstances. Key to most of their victories is their ability to incapacitate dangerous foes by tapping their psionic potential, then disable remaining enemies with powers. *Breath of the black dragon* is their preferred physical attack, though they can resort to reshaping themselves with psychometabolic

powers if necessary.

Gynnean xiir are reluctant to fight fellow psionic creatures, and tend to draw out such battles as a sort of test. They enjoy seizing foes' psionic abilities with powers such as *feat leech* and *co-opt concentration*.

Many of a gynnean xiir's abilities are from the *Psionics Handbook*.

Psi-Like Abilities: At will—*astral traveler*, *breath of the black dragon* (20d6, DC 23*), *conceal thoughts*, *co-opt concentration* (DC 23), *detect psionics*, *dispel psionics* (dispel check 1d20+20*), *feat leech* (DC 27*), *metaconcert* (31 minutes*), *power leech* (DC 21), *psionic identify*, *shadow body*. Manifest level 20th. The save DCs are Charisma-based.

*Includes augmentation for the xiir's manifest level.

Psionic Powers: A gynnean xiir manifests powers as a 20th-level psion (discipline variable; power points 453, base save DC 20 + power level). The save DCs are Intelligence-based. A gynnean xiir can manifest any power on its power list.

Tap Potential (Su): A gynnean xiir can mentally contact any living non-psionic creature within 60 feet and unleash its psionic potential. The target can resist with a DC 27 Will save. If it fails, the creature gains a power point reserve equal to its Charisma score, and briefly becomes psionic—it has the psionic subtype, is vulnerable to psibane weapons, can spend power points, and so on. However, due to its inexperience with the raw power granted by the xiir, the creature suffers from uncontrolled effects any round it has power points remaining. It automatically loses 1 power point each round, and it loses its psionic ability altogether when its power points reach 0.

The effects depend on the primary discipline the xiir chooses to grant the creature. No effects are augmented, and powers with a duration end when the creature loses its psionic ability. All powers are manifested at 20th level.

Clairsentience: The creature is subjected to a torrent of information about its surroundings, as if using *sensitivity to psychic impressions*. However, the assault on the creature's



mind means it must make a DC 20 Concentration check each round to take any action.

Metacreativity: Each round, the creature is protected as by *greater concealing amorpha*. Unlike the standard version of the power, the manifester cannot see through the membrane, giving all other creatures total concealment (50% miss chance).

Psychokinesis: Each round, the creature unleashes a storm of energy centered on itself, as if manifesting *energy ball*. Anyone except the manifesting creature (who takes full damage) caught in the area can make a saving throw (DC 14 + creature's Charisma modifier) to halve the damage.

Psychometabolism: Each round, the creature undergoes *metamorphosis* into a new form, but suffers 1d6 points of damage from the transformation and regains no hit points. The creature cannot repeat a form.

Psychoportation: Each round, the creature jumps forward in time 1d4–1 rounds, as if *time hopping*. The creature has no control over the jumps.

Telepathy: The creature *reads thoughts*, but does not need to concentrate and cannot willingly end the effect. Subjects of the power can make Will saves (DC 12 + creature's Charisma modifier) to resist. Due to the influx of thoughts, the creature is *confused* while the effect lasts.

Discipline Mastery (Ex): A gynnean xiir can choose a new primary discipline as a move action, altering its power list as appropriate.

Adventure Ideas

A gynnean xiir has created a city from crystal and ectoplasm, and is inviting pilgrims to come and learn psionics. As payment, the pilgrims must forsake their gods. Though the gynnean does wish to teach, its primary motivation is to bait the incarnation of a god into direct conflict. The gynnean believes that by

tapping the incarnation's psionic potential, it will unleash a psionic might never seen before—which the gynnean can then leech away and use for its own purposes.

ON AVADNU

When the xiir were transformed by the gods, a small number escaped punishment by fleeing to a private demiplane. These gynneans—named for their connection to their creator, the Great Wurm Gynnuroth—could not return to Avadnu, but they continued to develop their psionic powers. They stayed in hiding for arcs, ageless and patient, rarely risking discovery by looking outside their domain. When the gods abandoned the world, the gynneans did not know, and remained where they were.

This isolation took its toll on the gynneans. The conditions of the demiplane were inhospitable to children, and after early failed experiments, the gynneans resigned themselves to solitude. Eventually, many gynneans even gave up on speaking with one another, and wrapped themselves in their own minds to pursue unfathomable concepts.

Their condition could be described as mad, but it came from near-infinite time studying severely limited experiences. The gynneans see and understand minutia even the gods neglect, while remaining blind to the outer world.

Lately, a few gynneans have reached out to Avadnu and realized that the gods no longer threaten them. Each keeps the information to itself, fearing what the other gynneans might do. Some are taking their time, learning about the world before deciding how to proceed. Others intend to take revenge on the gods and their followers, or to shatter the Ulwynaarl so that psionics will replace magic.



Chapter III: Other Epic Creatures

While *Legends of Avadnu* describes the majority of epic creatures native to Avadnu, other epic creatures can be utilized in the setting. The following are suggestions for introducing specific creatures from the *Epic Level Handbook* into Avadnu, including new ecological, social, and mechanical information. Except where otherwise noted, all creature statistics and abilities are identical to their original versions.

Abomination: Remnants of the early days of the universe when the thirteen gods were carefree in their creation of new entities, abominations are to the gods' servants and messengers what godbeasts are to modern animals. Most abominations fled the cosmos with their divine parents and dwell in the planes of the gods, but some who defied their creators were trapped on Avadnu. A xixecal imprisoned beneath the sea is referred to in some barbarian myths as the creator of the Selleth Reaches, and references to a sleeping dream larva that floats in the Plane of Dreams are scattered throughout ancient literature.

Behemoth: Behemoths are the pets of Karnn and live on his home plane, often fighting for the god's amusement. They rarely make it to Avadnu, but conjurers have occasionally mistaken them for godbeasts.

Colossus: The three colossi—stone, iron, and flesh—now stand on the floor of the Sea of Torvannon, somewhere far north of Kaelandar. Manufactured by the sulwynarii near the end of their empire, each colossus was sent to investigate a disturbance in the waters. None returned. Within the colossi are the spirits of three sulwynarii “heroes,” though rumors at the time suggested that the flesh colossus was built in a less than heroic fashion; sulwynarii nobles claimed that its materials had been obtained through the mass slaughter of humans by the ruler of one of the empire's northeastern provinces. These rumors were quickly silenced; even if they were true, the argument went, the deed had been done, and the colossus was needed.

Sailors occasionally claim to see the tops of the colossi's heads during great storms, but are rarely believed.

Demilich: Diama Evaurtran—better known as the Demilich—is the only person known to have surpassed ordinary lichdom. This is all the more extraordinary due to the fact that Avadnu's greatest arcanists have traditionally been sulwynarii and mistji, races whose lifespan left them with little interest in immortality. Diama singlehandedly invented many of the necromantic magics taught by modern colleges of wizardry, and is remembered in those colleges for his contributions rather than his atrocities. He entered undeath roughly four centuries ago, and has not been heard from in the last two. The Demilich is assumed to still live in his cavern beneath one of the Wraithstones of Aastalia, where

he is occasionally sought by ambitious necromancers.

Elemental, Primal: The primals are described by mistji as living manifestations of four of the Ulwynaarl's facets, and are theorized as being unable to leave the Primal Realms. Priests of Nuathil argue that this proves their inferiority to the elemental gods: despite their awesome power, the primals are confined and unable to spread their influence to the world. A few godless arcanists within Olgoth who specialize in the manipulation of the elements point out that “don't leave” does not equal “unable to leave.”

Gibbering Orb (Noshren): The Noshren are a nearly forgotten myth, beings known only to the most learned mistji, the most powerful diviners—and any number of ngakoi. Various legends agree that the Noshren were a trio of siblings who set out to learn everything they could about the world, but the legends diverge from there. Somehow the siblings were transformed, and each made his or her home at “one corner of the world,” where seekers of knowledge would find them and be absorbed. Only ngakoi (according to ngakoi) can approach a Noshren, ask questions, and depart unharmed.

Gloom (Vérnoir): The personal agents of Vérthax, vérnoir serve the death god by murdering his enemies—often defined as any creature that has lived “too long.” They are among the few entities that travel regularly between Avadnu and the realms beyond the Plane of Doors; experience and stealth help them navigate the treacherous planar corridors. Vérnoir have the extraplanar subtype.

Hagunemnon: After the fall of the xiir, human psions had to find new ways of developing their powers. While most looked to one another, a few egoists sought hagunemnons, rare psionic shapechangers of unknown origin. The hagunemnons agreed to train the egoists in return for protection, and this deal is still in place; the hagunemnons were not included in the gods' agreement to leave psions alone, and hide under the protection of psychic warriors and rogue egoists. Some sulwynarii believe that a hagunemnon and its allies are the power behind the throne of one of Kaelandar's major nations, but others call this paranoia.

Hunefer: Before the fall of the Daegir, certain cultures used rituals to help their heroes and leaders through death. One such ritual involved preparing and preserving a corpse so that it might remain a soul's home upon reincarnation. The reincarnated souls retained full knowledge of both their previous lives and their travels through the Realm of Judgment and Renewal, and wielded astonishing might. For some, this was not enough, and they lived and died and were reborn in the same body again and again. The greatest of these hunefers still endure, living in locked tombs and served by lines of inbred retainers who have obeyed their masters'

whims for generations.

Lavawight and Winterwight: Like cyraiths and pyraiths (see below), lavawights and winterwights were created by the cult of Yirrush. Unlike cyraiths and pyraiths, they can be found in places outside the cult's influence—when the cult was destroyed, many of Yirrush's records were seized, and some of his experiments have since been duplicated.

Living Vault: The living vaults are the creation (or perhaps merely the possessions) of time walkers, placed in periods throughout history and used to store potentially time-disrupting artifacts. Several portals in the Plane of Doors lead to the interior of the vaults, though these portals are locked and warded.

Mu Spore: Mu spore "islands" grow in a chain along the coast of Tenril, and provide a home to several human and ngakoi tribes. The enormous mu spores are normally dormant, and passively allow the tribes to harvest their growths in return for the nutrition provided by the bodies of deceased tribesmen thrown into their mouths. Occasionally, a mu spore erupts much like a volcano, drastically reducing the population upon it and refreshing its ecosystem.

Neh-Thalggu: The only records of neh-thalggus are in the archives of wizardry colleges, and even these are sketchy. Neh-thalggus (or perhaps *a* neh-thalggu) arrive on Avadnu several times each arc, collect brains from locations apparently chosen at random, and then journey back to their home plane. Most wizards originally believed neh-thalggus were from the Void, but the creatures lack that plane's taint. Current thinking suggests that neh-thalggus are agents of some other extraplanar race, and collect brains to teach their masters about Avadnu.

Paragon Creature: The creation of a paragon creature requires the sacrifice of ordinary creatures of its species, after which the paragon's body manifests and is filled with the species's racial memories. Paragons are usually created at times when an entire race is imperiled, and may be accompanied by guardian creatures. The paragon of a race of monstrous humanoids was created to claim revenge for his people's genocide.

Shadow of the Void (Cyraith) and Shape of Fire (Pyraith): Although outsiders call Olgoth godless, certain arcane experiments performed there border on theological in their implications. Such was the case with the work of Yirrush, a wildly powerful immigrant who believed that the prime forces of the universe were not the four elements, but heat and cold. His cult was destroyed after a century by an alliance of rival arcanists and foreign followers of the elemental gods, but his work produced many powerful magics in the meantime. The cult's mightiest acolytes rose as cyraiths and pyraiths, and

guard Yirrush's lost citadel of fire and ice.

Sirrush and Tayellah: Neither true godbeasts nor "ordinary" magical animals, the sirrush and tayellah are (according to Nuathil mythology) the ancient guardians of the world's poles. The sirrush lives far south of the Selleth Reaches in a city created by the gods. It is three-headed and Gargantuan. The tayellah lives in a jungle at the opposite end of Avadnu. Myths about the guardians disagree on what rewards await those who pass them; immortality, godhood, great wisdom, and unearthly treasure are only a few of those described.

Thorciasid (Qorvuln): Vulnar record-keepers claim that if a vulnar clan is destroyed while its matriarch or patriarch still lives, the dead vulnar clan members may sacrifice their souls to transform their leader into a qorvuln. The metamorphosis takes centuries, and the leader must physically journey to the Realm of Judgment and Renewal to complete the transformation. Afterward, most qorvulns choose not to return to Avadnu, but to rest and watch from afar. Those who do return keep their existence a secret, creating hives far underground and manipulating matters as best they can.

Umbral Blot: Shards of nothingness at the edge of all reality, umbral blots occasionally break free and are inexorably drawn toward the planes. Those that are not destroyed by divine sentinels or the guardians of the Plane of Doors eventually reach the Ulwynaarl, fragmenting the source of Avadnu's magic. Their consciousness comes from close contact with Temulea himself, a sentience bestowed through mental osmosis.

Vermiurge: Vermiurges are among the many early creations of Karnn. Although he was pleased with them at first, he was infuriated when he saw them spawning thousands of breeds of vermin on their own. The notion that tiny, pathetic creatures not even of his own creation would soon dominate the planet caused the god to destroy as many vermiurges as he could find. The survivors went into hiding, burrowing below swamps and seeking the thickest jungles.

Worm that Walks: During the prehistory before the ascension of the sulwynarii, mankind drew many magics from the power of animals and spirits. It was during this era that the rituals of the worms that walk were created, a method of bargaining for life with the creatures appointed with the duty of consuming the dead. Six stone tablets inscribed with *gathering of maggots* existed at one point. A nameless book locked in the libraries of Morgathog states that two were destroyed, two were used to "empower the worshipers of unbelief," one is "trapped in winter wastes where worms cannot dwell," and the last "awaits the limp-armed seeker in the tomb below its maker's heart."

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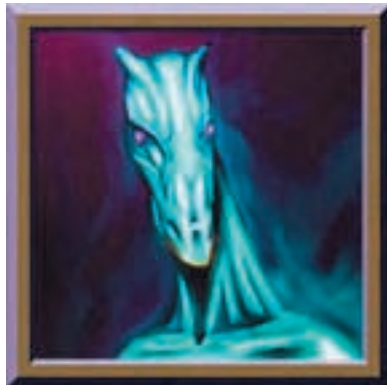
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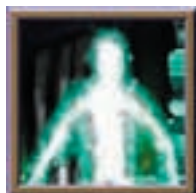
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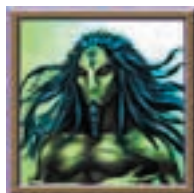
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