

# Advanced Dungeons & Dragons®

## TOMES™

### THE ROD OF SEVEN PARTS

#### Book IV

# MONSTERS

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# BEAST OF CHAOS

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or Pack
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1 or 1d6+1
ARMOR CLASS:	0
MOVEMENT:	18
HIT DICE:	9
THACO:	11
NO. OF ATTACKS:	5
DAMAGE/ATTACK:	1d4/1d4/2d8/1d6/1d6
SPECIAL ATTACKS:	Rage
SPECIAL DEFENSES:	Immunities
MAGIC RESISTANCE:	30%
SIZE:	Small to Huge (3' to 15')
MORALE:	Average (10)
XP VALUE:	3,000
Flyer	4,000

Beasts of chaos are creatures that have been transformed into unnatural monsters by the waves of entropy that flow over the land when the Queen of Chaos focuses her attention on a world. Most beasts of chaos are man-sized. If the transformed creature was tiny or small, its size increases one step. If the creature was large, huge, or gargantuan, its size decreases one step.

A beast of chaos looks like a bizarre parody of the creature it once was. It becomes scabrous or mangy, with drooping flesh and a foul smell. Its color turns a disgusting purple mottled with veins of brown and speckled with bits of its original color. It has misshapen appendages, a sagging snout or proboscis, a toothy maw, and horns or tentacles.

**Combat:** Beasts of chaos attack with their claws or hooves, a bite, and their horns or tentacles. Their tactics generally reflect their original forms, but they don't attack in a coordinated fashion.

All beasts of chaos are immune to *hold*, *slow*, *haste*, *fear*, and all forms of magical confusion (including the *chaos* spell).

Beasts of chaos have superior senses of smell and hearing but tend to be nearsighted and colorblind. Bright light hurts their beady eyes and enrages them, giving them a +2 bonus to attacks and initiative. Bright light includes sunlight (not common in chaos-twisted landscapes), *continual light* spells, and similar magical flashes. If a light effect is continuous, a beast of chaos is enraged for as long as it remains in the area of effect. If the light effect is an instantaneous burst, the beast is enraged for 1d4+2 rounds.

The *Rod of Seven Parts* can reverse the process that transformed the creature. A character with the *Rod* can accomplish the feat on a roll of 5 or less on 1d20. Add the char-

acter's magical defense adjustment from Wisdom to the base score. For example, a character with a Wisdom of 18 must roll a 9 or less. For each segment that has been added to the *Rod*, the character adds one to the score. If the character in the example had all seven segments joined together, his score would be 15. If the roll succeeds, all beasts of chaos within range revert to their normal forms. The range is 5 yards per segment of the *Rod*.

A beast of chaos that is shifted back to its normal form pauses for one round. The next round it flees at its maximum rate until the *Rod* bearer is out of sight. The retransformation is permanent.

**Habitat/Society:** Beasts of chaos tend to cling to whatever basic form of organization they had. Members of a beast of chaos pack tend to stick together out more out of habit than anything else.

Beasts of chaos roam aimlessly, having no fixed territories; when possible, they seek out terrain that is similar to their original homes. Because the terrain often changes along with the beasts, the creatures often have to wander a long time before they find an area to their liking.

**Ecology:** Beasts of chaos can be formed from any creature with an intelligence of at least animal (1), but no higher than semi (2-4). No creature with 14 or more hit dice can become a beast of chaos, no matter what its intelligence is. A creature is entitled to a save vs. spells to resist the transformation.

Beasts of chaos are sterile, and they concern themselves mainly with eating. A landscape populated by beasts of chaos eventually becomes desolate as the beasts age and die. A beast of chaos usually survives only four or five years, though they can live much longer than that if protected from mishaps and predators. As it is, beasts of chaos tend to survive just long enough to kill all the large game in the area, disrupting the food chain entirely.

Beasts of chaos produce nothing useful. Their tough hides quickly rot when the beasts are killed. Attempts to tan their skins simply destroy the rotten hides. Likewise, their teeth, bones, and horns become as soft and brittle as unbaked clay when the beasts die, and they are useful neither as tools nor containers. Their meat is foul and toxic. Even a single mouthful causes the creature consuming it to roll a saving throw vs. poison. If the saving throw is successful, the creature suffers 1d10 points of damage after an onset time of 1d4 rounds. If the saving throw fails, the creature suffers 2d10 points of damage each round for 2d6 rounds. Creatures that are immune to poison can feast on beast of chaos flesh, and spyder-fiends consider it a delicacy. A *neutralize poison* spell applied before the toxin takes effect prevents damage, but each mouthful requires a new saving throw.

# HOUND OF LAW

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or Pack
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil
ALIGNMENT:	Lawful neutral (Lawful good)
NO. APPEARING:	1 or 1d6+1
ARMOR CLASS:	6
MOVEMENT:	Fl 18 (A)
HIT DICE:	8+2
THACO:	13
NO. OF ATTACKS:	See below
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	30%
SIZE:	T (1' globe)
MORALE:	Fearless (19)
XP VALUE:	3,000



The hound of law is a form of will o'wisps the vaati use as trackers, guards, and messengers. In its natural form, a hound of law is a faintly luminous sphere that sheds no more light than a firefly. The sphere can produce buzzing sounds by vibrating rapidly; this allows them to speak in a limited fashion.

Hounds of law can assume the forms of normal animals, which allows them to go about their missions unobtrusively. Hounds in animal form seem trim and muscular, but they can appear to be well-groomed, filthy, or anything in between.

**Combat:** Hounds of law cannot attack in their natural forms. When assuming animal forms, they can employ the form's attacks. Hounds in animal form have better ratings than normal animals.

Form	AC	MV	#AT	Dmg
Dog	0	15	1	2d4+2
Elephant	0	18	5	2d8+2/2d8+2/2d6+2/ 2d6+2/2d6+2
Hawk	0	3, Fl 36 (C)	3	1d3/1d3/1d2 <sup>1</sup>
Horse	1	21	2	1d6+2/1d6+2
Panther	0	15, Cl 3	3	1d4+2/1d4+2/1d6+2
Rat	1	18, Sw 6	1	1
Shark	0	Sw 27	1	3d4+2
Snake	0	12, Sw 12	2	1d2/1d6 <sup>2</sup>

<sup>1</sup>Can dive for a +2 attack bonus

<sup>2</sup>Can constrict after the first hit for 1d8 points of damage each round.

A hound can assume a new form once a round; each change takes only a few seconds, and the hound is free to move and attack after changing form. If a hound reverts to its normal form and remains in it for 1d4 rounds, it regains 10-60% of any damage it suffered in its previous form.

A hound of law can move to the Astral or Ethereal plane or become invisible at will. A hound on Ethereal or Astral plane can materialize and attack creatures on the Prime Material, imposing a -5 penalty on opponents' surprise rolls.

Hounds of law are unaffected by all spells except *protection from evil*, *magic missile*, and *maze*. Hounds of law gain a +1 attack bonus when fighting chaotic creatures, and chaotic creatures suffer a -1 attack penalty and a -1 penalty to each die of damage inflicted (minimum one point per die).

A hound's keen senses give it a +1 bonus to its own surprise rolls and allow it to detect invisible creatures 50% of the time. A hound can track creatures by sight and scent; use the rules for the tracking proficiency from Chapter 5 of the *PHB*. The hound's base tracking score 16, and it ignores vision-based penalties (such as poor lighting or attempts to cover tracks).

If a creature a hound is tracking uses flight or teleportation magic of any kind, the hound can use the residual magic energies to automatically follow the creature. To determine success, make a tracking roll at a -2 penalty; adjustments for the trail's age apply, but other adjustments do not. If the roll fails, it cannot follow the creature. If the creature the hound is following died or was entrapped in a solid object or on another plane as a result of a teleport, a hound that has made a successful tracking roll senses the disaster and need not follow. When following a teleporting creature, a hound can carry 250 pounds of additional weight.

**Habitat/Society:** Hounds of law are found only in the company of vaati. Lone hounds are performing some mission for their masters.

**Ecology:** Hounds of law come from a breeding program developed by the vaati. The few hounds of law bred by vaati wanderers (the wendeam) are lawful good, like their masters.

# MISKA THE WOLF-SPIDER

CLIMATE/TERRAIN:	Any (currently Pandemonium)
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (8)
TREASURE:	See below
ALIGNMENT:	Chaotic evil
NO. APPEARING:	Unique
ARMOR CLASS:	-7
MOVEMENT:	18, Wb 15, Cl 9
HIT DICE:	24, hp 50 (100)
THACO:	-3
NO. OF ATTACKS:	7
DAMAGE/ATTACK:	2d10/2d10/1d8+10/1d8+10/ 1d8+12/2d4+10/2d4+10
SPECIAL ATTACKS:	Poison, webs, and see below
SPECIAL DEFENSES:	Webs, immunities, harmed only by +3 or better weapons, regeneration
MAGIC RESISTANCE:	70%
SIZE:	H (15' long)
MORALE:	Fearless (19)
XP VALUE:	36,000

During the ancient war between Law and Chaos, Miska was an invincible general. He was leading the hordes of Chaos to victory until the heroic vaati pierced him with the *Rod of Seven Parts* at the battle of Pesh and subsequently imprisoned him to protect the multiverse.

Miska is an enormous, armored spider. He has three heads. The central head is human and stunningly handsome; two sleek and terrible wolf heads flank the human one. He has four massive human arms covered with long, stiff hairs.

The fur on the wolf heads is rust red, as are the hairs on Miska's arms. His human head has long, flowing hair as black as a moonless night. His spider body is blue-black, like a knife blade discolored by a flame, and marked with bands of gray, silver and blue. His arms are as white as bleached ivory.

**Combat:** Miska's wolf heads can deliver cruel bites. When bitten, an opponent must save vs. poison or immediately fall into a stupor. The victim can attempt a Constitution check every 2d8 hours to awaken, but the venom is corrosive and inflicts an additional point of damage every 30 minutes.

If the saving throw succeeds, the victim suffers a -3 penalty to Dexterity for 2d10 rounds. Additional bites do not increase the penalty, but they extend its duration. The victim also develops a festering sore and immediately loses one hit point and an additional hit point every 30 minutes. A *neutralize poison* spell ends the damage, but does not heal it. Multiple bites cause multiple sores, but a single *neutralize poison* spell can treat all a victim's sores. Victims cannot benefit from magical healing until the venom is neutralized.

Miska cannot attack the same opponent with both

heads in a single round unless the foe is huge or gargantuan. However, the rest of his melee attacks—from his multiple arms—are not restricted in how they attack; anywhere from one to four foes can be engaged.

Miska attacks with his four arms, which are as strong as a hill giant's (after he is restored with the *Rod*, his Strength increases to 24, equal to that of a storm giant). He is armed with a *scimitar of speed* +3 (which allows him to attack twice a round with that arm, always striking first), a *scimitar* +5 that *disintegrates* lawful opponents (a successful saving throw vs. spell negates the effect), and two *morning stars* +3. As noted, Miska can direct these attacks as he likes.

Miska has the standard tanar'ri spell-like abilities. His infravision has a 120-foot range, and his gate ability allows him to summon 1d4 raklupises three times a day with a 100% chance of success. He can cause *fear* (as a *wand of fear*) at will. Three times a day he can cast *mirror image*, *slow*, *chaos*, and *shape change*. Once an hour, Miska can converse with the Queen of Chaos, receiving advice and instructions for up to 10 minutes. Miska regenerates 5 points of damage each round. All spell-like abilities function at 14th level.

Miska has an effective Charisma score of 18. If he is *shape changed* into a humanoid form he has a Charisma of 20 toward humanoids who are unaware of his true nature; those aware react with horror and fear, but are not subject to Miska's unnatural charms. Miska can imitate almost any noise or voice, provided he has heard it before. He is sly enough to use this ability to mislead enemies.

Miska has all the silk-producing abilities that raklupises have.

Miska cannot be trapped in webs of any kind. Sensory hairs on his arms and snouts allow him to detect invisible creatures within 90 feet. The ability is always active and is not foiled by *non-detection* spells or items that block divination spells. Miska never suffers melee or movement penalties for darkness.

While the *Rod of Seven Parts* exists, Miska cannot be permanently slain (see the **Ecology** section). Ironically, the power of the *Rod* and the link between it and Miska act to prevent the Wolf-Spider's demise. His regeneration power will eventually restore him, even if he is reduced to dust. If he is temporarily slain, his weapons disappear, re-forming when he recovers.

Blunt weapons tend to bounce off Miska's body, and he suffers only half damage from type B weapons. Slashing weapons affect him normally, but characters attacking him in melee with such weapons run the risk of getting splashed with his foul blood. If a type S weapon inflicts more than 5 points of damage in a single blow, the attacker must save vs. poison or die. Adjustments for magical armor and Dexterity defensive bonuses apply to the save. Piercing weapons are even more dangerous to use against Miska. Any melee hit with a type P weapon releases a stream of revolting ichor, inflicting 1d6 points of damage on the attacker. The attacker must save vs. poison as above or die instantly, and the weapon must save vs.

## Miska the Wolf Spider

disintegration or be destroyed. Even the *Rod* is subject to this effect. Rather than being destroyed, the *Rod* will shatter into its component segments and travel to another plane. Miska is immune to any weapon of less than +3 enchantment, even iron and silver weapons.

**Habitat/Society:** Miska is confined in a fortress somewhere in the depths of Pandemonium. The citadel is shrouded in a cocoon of pure Law, built by the Wind Dukes of Aaqa after Miska's defeat at the battle of Pesh. For centuries his location was unknown to all, but in the many years of his imprisonment, the Queen of Chaos managed to locate him in Pandemonium. Now he spends his days communing with the Queen of Chaos and yearning to resume the war against Law. He has a special desire to revenge himself on the vaati which crippled him.

All spyder-fiends defer to Miska when he is present. Willing or no, they must obey his order, and they cannot attack him. The raklupises revere Miska much as a god and strive constantly to free him from his prison so he can lead them in war again.

**Ecology:** Miska exists in his prison without food or water. Although he receives all the sustenance he needs, he is ravenously hungry and eager to hunt.

A portion of Miska's essence is bound up in the *Rod of Seven Parts*. While his essence is fragmented, he cannot be permanently slain, even by a *wish*, but he is reduced to half hit points and suffers from diminished physical strength and intellect. If his lost essence is restored, Miska's hit points double, to a maximum of 100. His Intelligence rises to exceptional (15), and he becomes as strong as a storm giant (+12 damage bonus instead of his previous +7).

The portion of Miska's essence contained in the *Rod* can be transferred back to him if he can but grasp the fully assembled *Rod* with two hands or if the *Rod's* power of *resurrection* is used on him. Miska can handle the *Rod* without suffering any ill effects; his own essence protects him from the Law in the *Rod*. When Miska draws his essence out of the *Rod* the clash of Law and Chaos propels the *Rod* from Miska with the force of a siege engine. The *Rod* remains unstable even after Miska is restored, as it still is tainted by Chaos.

Once restored, Miska can be slain just as any other tanar'ri can, but his foes must contend with his increased strength and powers. Also, with his own essence restored, the cocoon of Law can no longer bind him, and he is free to pursue the plans of conquest that he has fostered since the battle of Pesh.



# THE QUEEN OF CHAOS

CLIMATE/TERRAIN:	The Steaming Fen
FREQUENCY:	Unique
ORGANIZATION:	Planar Ruler
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Supra-genius (20)
TREASURE:	U, Z
ALIGNMENT:	Chaotic evil
NO. APPEARING:	Unique
ARMOR CLASS:	-5
MOVEMENT:	6, Sw 9, Jet 24
HIT DICE:	20, hp 140
THACO:	1
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	2d6/2d6/2d6+16
SPECIAL ATTACKS:	Constriction, beak, spell-like abilities
SPECIAL DEFENSES:	Harmed only by +3 or better magical weapons, immunities, regeneration
MAGIC RESISTANCE:	70%
SIZE:	G (about 25' tall)
MORALE:	Fearless (19)
XP VALUE:	38,000

The Queen of Chaos is a native of Limbo who rules the Steaming Fen.

The queen's lower body is a mass of 10 mauve tentacles, like a giant squid's. The tentacles are always shiny with slime, and a network of red and purple veins shows beneath the skin. Her upper body is humanoid, female, and grossly fat. The skin is bluish, lighter at the corpulent belly and darker in back. The queen's eyes and hair are green; the locks hang in drooping curls. When standing upright on her tentacles she is about 25 feet tall, but she measures more than 90 feet from the top of her head to the tips of her longest tentacles.

The queen carries a huge trident attached to one wrist with a coil of spyder-fiend silk rope. She wears a coronet of bones decorated with black pearls and a sahuagin skull.

**Combat:** The queen is as strong as a frost giant, and her oversized trident is a +5 magical weapon that inflicts 2d6+2 points of damage (2d6+16 with all bonuses added). She can use the trident as a melee weapon or hurl it as a missile weapon. When she throws the trident, she can recover it immediately by pulling the rope attached to it. The rope is armor class -5, and it can sustain 50 points of damage before being severed. The rope is 75% resistant to magical fire.

Two of the queen's tentacles are long enough to conduct melee with opponents up to 60 feet away; these tentacles are equipped with horny ridges that inflict 2d6 points of slashing damage. If the queen chooses, she can attempt to grab opponents of up to size large; opponents have an effective armor class of 10, with adjustments for magic and Dexterity, against this attack form, but the queen suffers a -4 attack penalty. If she successfully grabs a foe, she lifts the opponent off his feet and can stuff him under her body on the following round, freeing the grasping tentacle for further attacks.

Opponents trapped under the queen's body are wrapped in one of her other tentacles and constricted for 3d6 points of

damage each round. Each tentacle can constrict a single opponent. The queen also has a razor-sharp beak hidden among her tentacles. She can bite one trapped creature with the beak each round for 7d4 points of damage.

The queen's tentacles cannot be broken with a feat of Strength. The only way to escape is to sever the tentacle with an attack from a slashing weapon of +3 or better enchantment or with a tightly directed magical attacks such as *magic missile*. The tentacles are armor class -7 and each requires 30 points of damage to sever. Damage from any physical attack is reduced by -5 per attack. Creatures in a tentacle's grasp or trapped under the queen's body suffer a -3 penalty to attack and initiative rolls.

Damage to the tentacles does not harm the queen. Severing a tentacle allows a creature in the tentacle's grasp to wiggle free of the queen's body, but the tentacle does not let go. It continues to constrict for 2d6 points of damage each round until removed with a successful open doors roll.

The queen has these spell-like abilities as a 20th level caster: *shape change* into human or merman form, *mirror image*, *slow*, *chaos*, *magic missile*, *tongues*, *clairvoyance*, *telekinesis*, and *ventriloquism* (at will); *suggestion* with a maximum duration of one month, *polymorph other*, *death fog*, *shocking grasp*, *eyebite*, and *taunt* (six times a day); *chain lightning*, *domination*, *mass charm*, and *polymorph any object* (three times a day); and *symbols of discord*, *fear*, *hopelessness*, and *pain* (each once a day). She can telepathically communicate with any chaotic creature that is at least semi-intelligent.

Once per hour, the queen can expel a cloud of noxious smoke (or ink when underwater), which has the following effects: *darkness 15' radius*, *stinking cloud*, or *solid fog*. Cloud effects function at 20th level. They are considered breath weapons and are not subject to magic resistance.

Three times an hour, the queen can create a *chaos gate*. See **Book III**, page 14 for details.

The Queen of Chaos is immune to all forms of acid, electricity, and poison. She regenerates one hit point a turn and regrows severed tentacles in 4d12 hours.

**Followers and Resources:** The Queen of Chaos resides in a sprawling palace located on swampy island in the Steaming Fen. The palace is filled with treasures looted from every Prime Material World where her agents are active. Some of the spoils stored in the palace might actually date back to the original war against Law.

Every spyder-fiend gives allegiance to the queen, even if only grudgingly. She rules through intimidation, favors granted and capriciously withdrawn, and shrewd bargaining.

**Plots and Goals:** The queen is obsessed with freeing Miska the Wolf-Spider, her lover and most successful general, from his prison. The queen adroitly pits her rivals against each other and placates enemies with gifts of treasure and slaves.

She constantly monitors the Prime Material Plane for any sign of the *Rod of Seven Parts*, which she believes (correctly) can heal the crippling injury Miska suffered. Whenever mortals find the *Rod* and begin assembling it, the queen learns about it through her servants, spies, and a sixth sense she has developed regarding the *Rod*.

# SPYDER-FIENDS

	<b>Kakkua</b>	<b>Spyderika</b>	<b>Phisarazu</b>	<b>Lycosidilith</b>	<b>Raklupis</b>
CLIMATE/TERRAIN:	Any	Any	Any	Any	Any
FREQUENCY:	—Uncommon (Very rare outside the Steaming Fen) —			Very rare	Very rare
ORGANIZATION:	Pack	Pack	Pack	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Semi (2-4)	Average (8-10)	Very (11-12)	Exceptional (15-16)	Genius (17-18)
TREASURE:	Nil	Nil	H	Z	C, Z
ALIGNMENT:	Chaotic evil	Chaotic evil	Chaotic evil	Chaotic evil	Chaotic evil
NO. APPEARING:	2d10	2d6	2d4	1d4	1
ARMOR CLASS:	2	0	-3	-4	-6
MOVEMENT:	18, Wb 15, Cl 9				
HIT DICE:	4	7+1	9+1	10+6	12+8
THACO:	17	13	11	9	7
NO. OF ATTACKS:	1	1	3	3	3
DAMAGE/ATTACK:	2d4	2d6	2d6/1d3/1d3 or 2d6/by weapon/ by weapon	2d8/1d4/1d4 or 2d8/by weapon +6/ by weapon +6	2d10/1d6/1d6 or 2d10/by weapon +8/ by weapon +8
SPECIAL ATTACKS:	Poison, webs, and see below				
SPECIAL DEFENSES:	Webs, immunities	Webs, immunities, harmd only by +1 or better weapons	Webs, immunities, harmd only by +2 or better weapons	Webs, immunities, harmd only by +2 or better weapons	Webs, immunities, harmd only by +3 or better weapons
MAGIC RESISTANCE:	15%	35%	50%	60%	70%
SIZE:	M (5' long)	M (6' long)	L (7 1/2' long)	L (8' long)	L (10' long)
MORALE:	Steady (11-12)	Elite (12-14)	Champion (15-16)	Champion (15-16)	Fanatic (17-18)
XP VALUE:	5,000	12,000	18,000	22,000	25,000

The spyder-fiends are a subrace of tanar'ri that serve the Queen of Chaos. Sages speculate that the original spyder-fiends were the spawn of the Queen of Chaos and Miska the Wolf-spider, the queen's lover and general. Most spyder-fiends combine the worst attributes of a wolf and a spider. The smallest ones have spider bodies about the size of ponies; larger fiends may have bodies the size of heavy warhorses. All spyder-fiends have lupine heads and necks growing from the front of the body. The mouth is full of yellow, dog-like teeth, with a pair of spider fangs next to the primary canines. The spider body has eight legs, each tipped with pads and claws that allow the creature to climb vertical surfaces.

The head and neck usually are covered with matted, dirty fur. Under all the grime, the fur is gray with lighter patches around the eyes and snout. Most spyder-fiends' bodies are covered with coarse, stiff hair, which is typically dark or sandy brown and covered with spots, stripes, or bands of another color.

Less intelligent spyder-fiends are bloodthirsty and animalistic; they have the dispositions of rabid wolves. All are cruel and wickedly cunning.

**Combat:** A spyder-fiend's primary attack is its venomous bite. The poison has an onset time of 1d4 rounds, and if the victim fails a saving throw vs. poison, he collapses into a semi-conscious stupor, unable to move, think, or act. The victim can attempt a Constitution check every 2d4 hours to shake off the venom's effects. Even if the saving throw succeeds, the victim suffers a -2 penalty to Dexterity for 2d4 rounds. Additional bites do not increase the penalty, but they extend its duration. A *slow poison* spell applied before

the onset time expires negates the penalty. The more powerful spyder-fiends carry even more potent venom.

A spyder-fiend's bulbous abdomen is equipped with spinnerets that can produce strands of silk. Spyder-fiends do not actually spin webs like normal or giant spiders do, but they can use their silk in various ways. Most commonly, a spyder-fiend uses its silk to suspend itself in the air, so that it can drop on unsuspecting prey. The creature also can lay a network of strands throughout an area to allow itself movement in three dimensions. A spyder-fiend can throw out silk up to 30 yards to bridge gaps.

Most spyder-fiend silk is not sticky, but the individual strands are effectively invisible unless touched. (Opponents who suspect the presence of a strand can attempt a saving throw to see it, as noted in the description for the 2nd level wizard spell *invisibility*.) All spyder-fiends can use their silk to protect themselves from falling. A spyder-fiend suffers no falling damage if there is a surface within 30 yards that is strong enough to anchor a strand of silk. Also, if a victim is immobilized by the venom, a spyder-fiend can use its silk to bind the creature. The process takes three rounds. Bound victims who recover from the venom have one chance to break free with a successful band bars roll. For every additional round the fiend spends binding a victim in silk, there is a -10% penalty to the victim's bend bars chance, but the chance can never be reduced by more than half.

The individual types of spyder-fiends can create additional effects with their silk.

Although powerful, spyder-fiends prefer ambush to frontal attacks. They typically lie in wait for prey or ene-

## Spyder-Fiends

mies, dropping from above by means of their silk or rushing the foes' rear and flanks from concealment. When attacking from concealment or invisibility, a spyder-fiend imposes a -5 penalty to opponents' surprise rolls.

Spyder-fiends can use a silk ability while attacking physically, but not while using a spell-like ability. The creature can fire silk in any direction.

Spyder-fiends with the ability to alter their forms are fully able to use their spell-like abilities while in assumed forms. The fiend can retain its venomous bite and silk producing abilities if it chooses, but a close examination might reveal the creature's fangs and spinnerets. (If the fiend chooses to forgo any abilities, the assumed form can conceal the fangs or spinnerets or both.) If a chosen form does not have a bite attack, the fiend's bite delivers only one point of damage.

As tanar'ri, all spyder-fiends have the following spell-like abilities: *darkness 15' radius*, *infravision* (always active, range varies with type), and *teleport without error*. Spyder-fiends can gate in other spyder-fiends (the details vary by type) and are affected by various attack forms as noted below:

Attack Form	Damage
Acid	Full
Cold	Half <sup>2</sup>
Electricity (lightning)	None
Fire (magical)	Half <sup>1</sup>
Fire (nonmagical)	None
Gas (poisonous, etc.)	Half <sup>2</sup>
Iron Weapon	Full <sup>2</sup>
Magic Missile	Full <sup>3</sup>
Poison	None
Silver Weapon	Full <sup>4</sup>

<sup>1</sup> The spyder-fiend suffers only half damage even if its saving throw fails. If the saving throw succeeds, the spyder-fiend suffers quarter damage. A successful magic resistance roll, if applicable, negates all damage.

<sup>2</sup> Even if the spyder-fiend is normally harmed only by magical weapons.

<sup>3</sup> A successful magic resistance roll negates all damage.

<sup>4</sup> Even if the spyder-fiend is normally harmed only by magical weapons; lycosidililths and raklupises suffer only half damage.

**Habitat/Society:** Spyder-fiends are the primary residents of the Steaming Fen, a layer of the Abyss that consists of a vast salt marsh and a turbulent ocean. Both marsh and ocean are studded with outcroppings of rock, some covered with jungle vegetation. The whole plane is dank and smells of decay. The air is thick with biting and stinging insects, and the ground and water seethe with crawling insects and other vermin.

Spyder-fiends pay homage to the Queen of Chaos, who rules the plane. The queen sends spyder-fiends on errands throughout the multiverse, so they can be encountered almost anywhere. Less intelligent fiends sometimes accidentally stumble through a gate or conduit to another

world, where they immediately take up the hunt. More intelligent spyder-fiends sometimes roam the planes on errands of their own.

**Ecology:** Spyder-fiends eat any living thing they can catch, but they always consume their prey live and eat only what they catch themselves. The more powerful and intelligent spyder fiends derive more nourishment from their prey's life force and fear, but they retain a taste for fresh meat, too. Spyder fiends have little to fear in their home layer of the Abyss, except for occasional hunting parties of yuguloths and balors. In tanar'ri fashion, the weaker spyder-fiends also serve as prey for the more powerful ones.

### Kakkuu

The kakkuu (pronounced Kah-KOO) are the weakest and least intelligent of the spyder-fiends. They have bloated spider bodies and mangy, filthy wolf heads. Kakkuu are bloodthirsty and animalistic; they can communicate with each other by means of fierce snarls, barks, and howls. The more intelligent tanar'ri can order them about with their telepathic abilities.

A kakkuu weighs about 300 pounds.

**Combat:** A kakkuu has infravision with a 60-foot range and the standard tanar'ri spell-like abilities as a 4th level caster. Its gate ability allows it to summon 1d8 kakkuu once a day with a 35% chance of success.

When left on their own, kakkuu behave very much like huge spiders, lying in wait for prey. A kakkuu can flatten its body and blend with its surroundings. Its markings provide natural camouflage, and if the kakkuu has even a small amount of cover (foliage, rocks, etc.) it is 80% undetectable until it moves.

A kakkuu can produce strands of silk for movement, as described above. A kakkuu can also create an adhesive glob of silk about the size of a fist. Usually, the kakkuu perches over a trail or passage and drops a strand of silk with the glob attached to the free end. The creature swings the glob like a pendulum over the area beneath, and any creature touching it becomes stuck. Creatures along the path of a swinging glob (usually a straight line from 5 to 25 feet long) must save vs. breath weapon or become stuck. If a group of creatures are in the path, only the first creature that fails the saving throw is stuck. When it catches a creature, the kakkuu reels in its victim at a rate of 15. A single strand of kakkuu silk can support about 1,000 pounds before breaking. It can be cut with an edged weapon (AC 0, 5 hp) or burned away in one round. A kakkuu, however, can only lift about 500 pounds when pulling in a strand. A kakkuu cannot fire a glob of silk as a missile; it must be dropped from above.

**Habitat/Society:** Kakkuu seldom harass each other, but they attack anything that isn't larger than themselves. They are cunning enough to avoid other fiends more powerful than they are. If commanded by a more intelligent tanar'ri, kakkuu are capable of hunting or fighting cooperatively, much as wolves do.



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### Spithriku

These tanar'ri look like larger, more fearsome kakkuu, which is what they are (though they resent the fact if anyone points it out). In addition to its eight legs, a spithriku has a pair of pedipalps (leg-like appendages) growing from the base of its wolf neck. The pedipalps cannot manipulate objects, but they are covered with sensitive hairs that can detect even the slightest vibration.

Spithriku are as blood-thirsty as their lesser kin, but more intelligent and cunning. They can communicate with any intelligent creature via telepathy. They are unable to speak, but can voice all manner of snarls, grunts, barks, and howls. Spithriku can understand and communicate in the animalistic snarling of kakkuu.

A spithriku weighs about 350 pounds.

**Combat:** Spithriku have venomous bites, infravision with a 90-foot range, and the standard tanar'ri spell-like abilities. Their gate ability allows them to summon 2d8 kakkuu or 1d4 spithriku three times a day with a 40% chance of success. In addition, spithriku can use *telekinesis* three times a day, and at will can cause *fear* (as the 4th level wizard spell) in a single creature by touch. Their spell-like abilities function at 7th level.

A spithriku can produce and employ silk just as a kakkuu can. Every three rounds, it can shoot a spray of webbing from its body (range 0) that creates an *entangle* effect in a cone 10 feet wide, 30 feet long, and 20 wide at the far end. The effect is similar to the 1st level priest spell *entangle* except that the effect remains for a full week or until burned away (which causes 1d8 points of fire damage to creatures caught within it). A spithriku also can fire a lightweight ball of silk with a fine strand of silk attached up to 30 yards. The strand is too weak to trap creatures, but it can transmit the spithriku's *fear* attack to the target.

Spithriku cannot be trapped in webs of any kind. The sensory hairs on their pedipalps allow them to detect invisible creatures within 30 feet; this ability is continuously active and is never foiled by *nondetection* spells or items



that foil divination spells. Spithriku never suffer melee or movement penalties for darkness.

Spithriku are 80% undetectable when motionless and in cover, just as kakkuu are. Their greater intelligence allows them to employ more sophisticated tactics than kakkuu use. A typical spithriku attack begins with *darkness* spells. While the opponents deal with the *darkness*, the spithriku use their *teleport* abilities to surround the foe. Once in place, half the fiends attack from one direction while the others use their *fear* or *entangle* effects from the other direction. If the opponents negate the *darkness*, the fiends that are not fighting cast *darkness* again. If faced with physically dangerous opponents, the spithriku use their *teleport* abilities to stay out of reach and to maneuver to the opponents' rear.

**Habitat/Society:** Many spithriku prefer to haunt the lairs of more powerful fiends, fawning over their masters and hoping for advancement or a simple handout. They are as chaotic and untrustworthy as any other tanar'ri, however, and never hesitate to abandon or turn against their superiors in a moment of weakness. Other spithriku roam the Steaming Fen, stalking weaker creatures and occasionally gathering up packs of kakkuu to form hunting parties bound for other layers of the Abyss or the planes beyond.

While kakkuu form the rank and file of the Queen of Chaos's armies, the spithriku serve as her primary servants and messengers. Due to their intelligence, one or two

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spithriku are sometimes assigned to lead a pack of kakkuu on an errand.

### Phisarazu

In its natural form, a phisarazu is a repulsive creature whose gross spider's body is covered with stiff, wiry hair. It has a scruffy wolf's head and neck. Two pale humanoid arms sprout from the base of the neck, and a craggy line of knobby, hairless lumps runs down the back of the neck to the tip of the creature's globular abdomen. Its coat is mostly black, sometimes with a green or blue tints, swirled, striped, or spotted with various shades of gray, green, or blue. The arms are smooth and sickly, but fairly strong, ending in five-fingered hands with clawed digits. The lumps are coal black or oily blue. The creature's arms and hands are fully functional and capable of using tools or weapons.

A phisarazu weighs about 450 pounds.

Phisarazu are capable of speech in almost any tongue, though their conversation is usually punctuated by panting and growling. They can speak and understand the feral language of kakkuu and can telepathically communicate with any intelligent creature.

**Combat:** A phisarazu's bite poisonous. The venom is similar to a kakkuu's, but faster acting (the onset time is 1d3 rounds) and slightly more potent. Opponents who fail their saving throws vs. poison check Constitution every 2d6 hours to recover. Even if the saving throw succeeds, the victim suffers a -3 penalty to Dexterity for 2d6 rounds.

Phisarazu have the standard tanar'ri spell-like abilities. Their infravision has a 90-foot range. Their gate ability allows them to summon 2d10 kakkuu, 1d8 spithriku, or 1d4 phisarazu three times a day with a 50% chance of success. Phisarazu have the following additional spell-like abilities: at will, they can cause *fear* (as the 4th level wizard spell) in a single creature by touch, become *invisible*, or use *alter self*. Three times a day they can cast *telekinesis*, *forget*, and *mirror image*. All spell-like abilities function at 9th level.

Phisarazu can employ all the silk-producing abilities that spithriku do, except that the phisarazu *entangle* ability can be used every two rounds. In addition, phisarazu can fire a mass of iridescent silken strands every two rounds. The threads can blind opponents and reveal invisible creatures just as the 2nd level wizard spell *glitterdust* does. The range is 30 yards.

Phisarazu cannot be trapped in webs of any kind. Sensory hairs on their arms and snouts allow them to detect invisible creatures within 40 feet. The ability is continuously active and is never foiled by *nondetection* spells or items that foil divination spells. Phisarazu never suffer melee or movement penalties for darkness.

Though their clawed hands are effective weapons, phisarazu are usually armed. They can employ a melee weapon in each hand at no penalty. Their favorite melee weapons are scimitars and morning stars, though a few carry lighter, more easily concealed weapons such as short swords. The average phisarazu also carries a short bow or two hand crossbows.

Phisarazu are cunning and merciless; they love a good

ambush and freely use their *darkness* and *invisibility* powers to catch opponents unawares. When subjected to physical attack, they employ their *mirror image* power to avoid damage. In large battles, they are fond of using their *alter self* ability to appear as weaker creatures (such as driders, giant crabs, or kakkuu) so as not to draw attention to themselves. When employing *alter self*, phisarazu are limited to basically arachnid forms with 10 limbs. When assuming a crablike form, a phisarazu can swim at a rate of 9 and breathe underwater.

**Habitat/Society:** Phisarazu resent anything less loathsome than themselves, which is just about everything, and delight in tormenting creatures that are weaker or less intelligent than they. Between their cruelty and their resentment, there are very few creatures in the multiverse that phisarazu do not perceive as either enemies or potential victims.

Though they usually prowl the land areas of the Steaming Fen, their *alter self* ability allows them to hunt everywhere. The Queen of Chaos often puts a phisarazu in charge of a group of kakkuu when their mission is beyond the capacity of the less intelligent spithriku. The Queen of Chaos's rare contributions to the Blood War (an age-old conflict between the tanar'ri and the baatezu) usually consist of lightning raids by mobs of phisarazu. Other tanar'ri lords sometimes bargain with the Queen of Chaos to acquire phisarazu guards, which are valued for their ability to detect invisible foes.

### Lycosidilith

A lycosidilith has a sleek, hairless spider body. Chitinous plates cover the creature's back and belly. The wolf head is furry, but backed by bony plates. A lycosidilith is usually green or blue overall, with yellow, black, or orange, speckles, spots, or rings. The bony plates on the wolf head are the same color as the rest of the creature's body, but the fur is typically black or gray. Two robust humanoid arms sprout from the base of the neck.

A lycosidilith weighs about 400 pounds.

Lycosidiliths have pleasant voices that belie their monstrous appearance. They can converse eloquently in any language. They also can speak and understand the feral language of kakkuu and can telepathically communicate with any intelligent creature.

**Combat:** A lycosidilith's poisonous bite is very dangerous. The venom has an onset time of 1d3 rounds, and the victim falls into semi-consciousness state (unable to move, think, or act) if he fails a saving throw vs. poison. The victim can attempt a Constitution check every 2d6 hours to awaken. Even if the saving throw succeeds, the victim suffers a -3 penalty to Dexterity for 2d6 rounds. Additional bites do not increase the penalty, but they extend its duration. A *slow poison* spell applied before the onset time expires negates the penalty.

Further, the venom destroys tissue if the bite is not treated. Even if the saving throw succeeds, the victim develops a festering sore within 2d8 hours. Initially, the victim loses one hit point and an additional hit point each day the sore goes untreated. A *neutralize poison* spell ends the effect, but does

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not heal the damage. Multiple bites cause multiple sores, but a single *neutralize poison* spell can treat all a victim's sores.

Lycosidiliths have the standard tanar'ri spell-like abilities. Their infravision has a 90-foot range. Their gate ability allows them to summon 2d10 kakkuu, 1d8 spithriku, 1d4 phisarazu, or 1 lycosidilith three times a day with a 60% chance of success. Lycosidiliths have the following additional spell-like abilities: at will, they can cause *fear* (as the 4th level wizard spell) in a single creature by touch, become *invisible*, *alter self*, and *telekinesis*. Three times a day they can cast *forget*, *mirror image*, and *polymorph self*. All spell-like abilities function at 10th level.

Lycosidiliths have all the silk-producing abilities of phisarazu, except that the lycosidilith *entangle* ability can be used every two rounds and has a larger area of effect (the cone is 50 feet long), and their *glitterdust* ability has a range of 40 yards. Lycosidiliths can create a *web* effect (as the 2nd level wizard spell) once every three rounds. Lycosidiliths' webs have a range of 50 yards and are only 50% likely to burn each round that fire is applied to them, no matter what form the webbing takes.

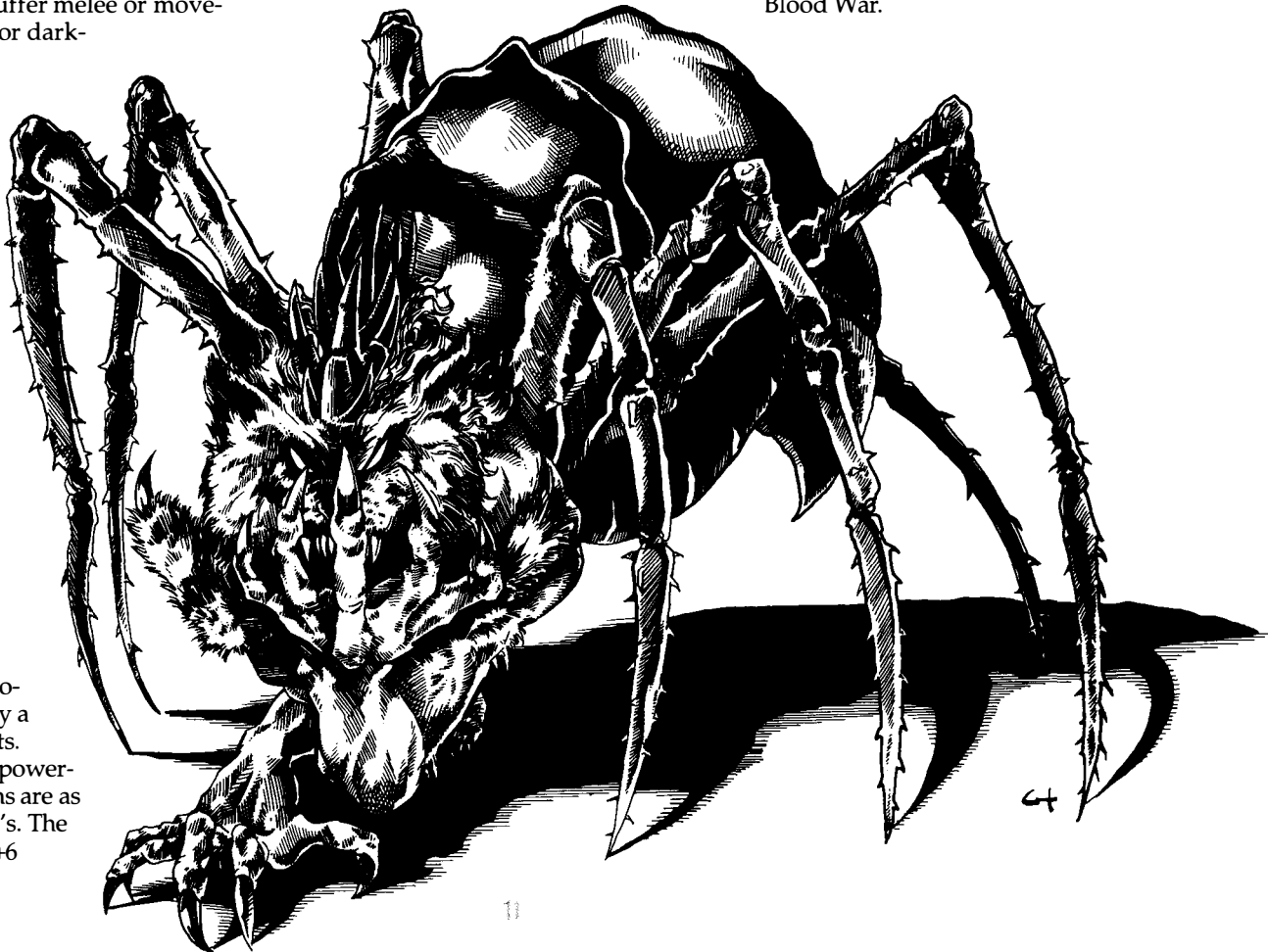
Lycosidiliths cannot be trapped in webs of any kind. Sensory hairs on their arms and snouts allow them to detect invisible creatures within 50 feet. The ability is continuously active and is never foiled by *nondetection* spells or items that foil divination spells. Lycosidiliths never suffer melee or movement penalties for darkness.

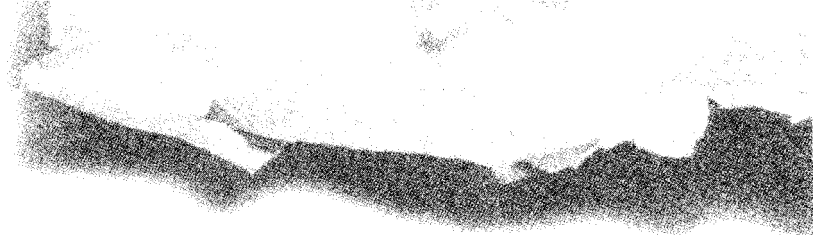
Through their clawed hands are effective weapons, lycosidiliths usually are armed. They can employ a melee weapon in each hand at no penalty. Their favorite melee weapons are scimitars and morning stars, through a few carry lighter, more easily concealed weapons such as short swords. Most lycosidiliths also carry a short bow or darts. Lycosidiliths are powerful, and their arms are as strong as an ogre's. The creatures gain a +6

damage bonus on armed attacks, and their missile weapons are modified to take advantage of their strength.

Like phisarazu, lycosidiliths are masters of ambush, and freely use their *darkness* and *invisibility* powers to catch opponents unawares. They frequently use their *polymorph self* ability to appear as harmless creatures such as normal humans or normal animals. Like the phisarazu, lycosidiliths are limited to basically arachnid forms with 10 limbs when employing their *alter self* powers, so they prefer to *polymorph* themselves instead.

**Habitat/Society:** Like phisarazu, lycosidiliths use *alter self* to prowl the whole of the Steaming Fen, though they spend most of their time on land. A corps of lycosidiliths acts as personal guards and servants to the Queen of Chaos. The queen also employs them as ambassadors and for other missions that require subtlety and tact. There is great rivalry between lycosidiliths and phisarazu. The latter resent the lycosidiliths' greater status and intelligence (not to mention their more refined appearance). In turn, the lycosidiliths regard the more numerous phisarazu as a threat. The lycosidiliths respond by seeking protection from more powerful fiends or by surrounding themselves with lesser tanar'ri guards. The lycosidiliths also use their influence with the Queen of Chaos to make sure the phisarazu continue to carry the brunt of the Blood War.





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### Raklupis

A raklupis is a trim looking creature. The spider body is rounded and covered with a hard, smooth shell that harmlessly deflects most blows. The creature's wolf head is covered with luxuriant fur, and a triple row of sharp-looking spines runs down the back of the neck to the spider body. The fur is black or gray, but the shell and spines can be almost any color and are always vividly marked with swirls, bands, or spots of contrasting colors. A raklupis's humanoid arms are knotted with thick cords of muscle and covered with tufts of hair that match the wolf head.

Raklupises have even more beautiful and compelling voices than lycosidiliths do; they weigh about 450 pounds.

**Combat:** A raklupis has a fearsome bite attack. Not only do the creature's powerful jaws inflict significant damage, but its bite also injects a powerful venom similar to a lycosidilith's poison, though more potent. When bitten, an opponent must attempt a saving throw vs. poison or fall into a stupor; the onset time is immediate. The victim can attempt a Constitution check every 2d6 hours to recover from the stupor, but the venom's corrosive effects also inflict an additional point of damage every hour.

Even if the saving throw succeeds, the victim suffers a -3 penalty to Dexterity for 2d8 rounds. Additional bites do not increase the penalty, but they extend its duration. The victim also develops a festering sore and immediately loses one hit point, plus an additional hit point each hour the sore goes untreated. A *neutralize poison* spell ends the effect, but does not heal the damage. Multiple bites cause multiple sores, but a single *neutralize poison* spell can treat all a victim's sores. The victim is unable to benefit from any form of magical healing until the venom is neutralized.

Raklupises have the standard tanar'ri spell-like abilities. Their infravision has a 120-foot range. Their gate ability allows them to summon 2d10 kakkuu, 1d8 spithriku, 1d4 phisarazu, 1 lycosidilith, or 1 raklupis three times a day with a 65% chance of success. Raklupises also have the following additional spell-like abilities: at will, they can cause *fear* (as the 4th level wizard spell) in a single creature by touch, become *invisible*, *alter self*, and *telekinesis*. Three times a day they can cast *forget*, *mirror image*, and *shape change*. All spell-like abilities function at 12th level.

A raklupis has an effective Charisma score of 18. If the creature is *shape changed* into a humanoid form it has a Charisma of 20 toward humanoids who are unaware of its true nature. Three times a day, a raklupis can produce a song or chant of haunting beauty that functions as a *mass charm* affecting up to 24 hit dice worth of listeners within 30 feet of the raklupis.

Raklupises have all the silk-producing abilities that lycosidiliths have, except that they can use one web ability of their choice every round. Their *glitterdust* ability has a range of 60 yards. Raklupises' webs are only 25% likely to burn each round that fire is applied to them, no matter what form the webbing takes.

A raklupis can create up to three waterproof globes of silk each day. It typically fills these with its own venom. When thrown or dropped, the globes burst, filling an area 15 feet in diameter with a poisonous mist. Creatures within the mist must save vs. poison or become blinded and mute for 3d4 turns as well as suffering 3d6 points of damage. If the save succeeds, the victim still suffers 2d6 points of damage, plus slurred speech and shortsightedness for 1d4 rounds. During this time, the victim has a -2 penalty on all missile attacks and any spell he casts has a 20% chance to fail outright if it has a verbal component. When filled with liquid, the globes can be thrown up to 10 yards. They are very fragile and tend to burst if roughly handled; these globes make item saving throws as pottery. A raklupis usually carries its globes attached to its back with bits of sticky webbing. The globes become brittle if not used immediately, bursting on their own after 1d6+18 hours.

Raklupises cannot be trapped in webs of any kind. Sensory hairs on their arms and snouts allow them to detect invisible creatures within 60 feet. The ability is continuously active and is never foiled by *nondetection* spells or items that foil divination spells. Raklupises never suffer melee or movement penalties for darkness.

Raklupises usually carry weapons so that they can take full advantage of their powerful arms, which are as strong as a stone giant's. The creature gains a +8 damage bonus when fighting with a weapon. Raklupises carry the same sorts of weapons as lycosidiliths do.

Like their lesser kin, raklupises are masters of ambush. They use their *shape change* ability to appear as harmless creatures such as normal humans or normal animals. Like the phisarazu and lycosidiliths, raklupises are limited to basically arachnid forms with 10 limbs when employing their *alter self* powers, so they prefer to *shape change* instead. They typically begin combat by hurling globes of venom.

**Habitat/Society:** Although capable of roaming almost anywhere, raklupises are fairly sedentary. About a dozen of them maintain their own citadels in the Steaming Fen. Another two serve as advisors and generals to the Queen of Chaos, standing in for Miska the Wolf spider in his absence. About a dozen more are scattered throughout the multiverse, either engaged in the search for the *Rod* or maintaining citadels on other levels of the Abyss. Their lack of concern for the Blood War makes raklupises fairly unpopular among most true tanar'ri, but their power and status generally assures that weaker tanar'ri defer to them.

# VAATI (WIND DUKE)

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Collective or Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Exceptional to Genius (15-18)
TREASURE:	A (A, W)
ALIGNMENT:	Lawful neutral
NO. APPEARING:	1d4
ARMOR CLASS:	5 (per caste and level)
MOVEMENT:	12, Fl 12 (A)
HIT DICE:	4 (per caste and level)
THACO:	17 (per caste and level)
NO. OF ATTACKS:	1 (per caste and level)
DAMAGE/ATTACK:	by weapon + Strength bonus
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (7' tall)
MORALE:	Elite to fearless (13-20)
XP VALUE:	2,000 + 1,000 per level beyond 4th

The Vaati (VAH tee), or Wind Dukes, are a race of immortals dedicated to Law. Vaati look like statuesque humans. They are tall, muscular, and androgynous. As a rule, they wear no clothing, but usually wear belts or harnesses to carry weapons and equipment. Vaati have smooth, ebony skin, brilliantly white eyes that sparkle with inner light, and velvety black hair (which usually is kept closely shaved).

Vaati speak their own language, which is very rhythmic and melodic. It contains many complex whistling sounds. A group of vaati talking produce something that sounds more like chanting or wind whispering through the trees than conversation. Vaati adventurers also speak common. When surprised or excited, however, a vaati tends to let out a whistle rather than use an exclamation peculiar to its adopted language.

Ageons ago, the vaati ruled a vast empire spread over several worlds on the Prime Material Plane, with footholds throughout the planes. When war between Law and Chaos erupted, the vaati were nearly annihilated. They survived only by creating the *Rod of Seven Parts* and using it to end the war.

**Combat:** Vaati are peaceful and prefer to negotiate rather than fight. If pressed into action, or faced with chaotic foes, they display considerable strength and ingenuity in combat.

All vaati have the following spell-like powers usable at will: *control temperature 10' radius*, *dust devil*, *gust of wind*, and *feather fall*. They can fly at a speed of 12 (some vaati fly even faster), although strong head winds reduce their movement by half. They can use their *gust of wind* ability to double their flying movement for one round. Their spell-like powers function at 4th level or at their character level, whichever is higher.

Vaati are immune to all forms of aging and are resistant to attacks based on the element of air. No air elemental creature will attack a vaati or even approach within five feet unless the vaati attacks first. Even then, vaati receive a +2 bonus to all saving throws, armor class, and ability checks involving air-based attacks of any kind, and any damage suffered is reduced by -2

per die (minimum of one point of damage per die).

Vaati have infravision with a 90-foot range and can see through fog, dust, and similar air-based impediments to vision.

If they cannot avoid a fight, vaati usually try to gain a height advantage over their foes. They bombard the enemy with spells and missiles; they also use their *feather fall* ability to foil incoming missile attacks.

More powerful vaati have additional class and spell-like abilities based on their castes, as detailed below. The level ranges given are only typical values, and higher or lower level vaati are possible.

A vaati's flesh is resistant to blows and provides an excellent armor class. More powerful vaati have even better armor classes. If a vaati wears armor, he receives either the armor class bestowed by the armor or his own armor class, whichever is better. *Bracers of defense* and other protective items that bestow a fixed armor class work the same way. An unarmored vaati wearing a *ring of protection* or a similar item receives the full benefit of the item.

Vaati have a base morale of 13, which improves by one for each level beyond 4th for a maximum of 20 at 11th level.

**Habitat/Society:** Most of the remaining vaati live in the Vale of Aaqa, a secluded valley ringed with protective mountains. The valley is completely sealed to all means of transit except flight. Teleportation is ineffective, though there are several gates to the Astral plane. The valley's exact location is a well-kept secret.

The Vale of Aaqa is a well-regulated paradise with a constant temperature of 72 degrees, manicured fields and gardens, and stately pavilions surrounded by exquisite rock gardens. In the entire valley, there is not single blade of grass or leaf out of place. The valley could easily support 10 times more vaati than currently reside there, and most of the pavilions stand empty. Even this last stronghold of the race was depopulated during the war against Chaos.

Vaati society is divided into seven castes. The exact criteria the vaati use to assign castes is unclear to outsiders. All vaati are born into the wergadeam (worker) caste. Sometime after adolescence, a young vaati either joins another caste or remains a wergadeam. In times of need, some members of the wergadeam join other castes where they can be more useful. The other six castes are the houdeam (civil and military leaders, guards, and soldiers), the haikjadeam (teachers, investigators, and lorekeepers), the trygrideam (farmers, animal keepers, and judges), the kheirdeam (physicians and counselors), the vindeam (philosophers, guardians, and advisors), and the bledrudeam (also philosophers, guardians, and advisors).

There is another, unofficial, caste as well. The wendeam are wanderers that keep watch over the *Rod of Seven Parts* and the Queen of Chaos. The wendeam are independent beings and essentially outcasts.

The wergadeam never leave the Vale of Aaqa. The other castes, except for the wendeam, tend to remain in the valley unless sent away to handle some matter of vital interest to the race. The wendeam wander the Prime Material Plane and almost never set foot in the Vale of Aaqa.

The vaati employ no badges or markings to indicate caste. To a

## Vaati (Wind Dukes)

vaati, another vaati's caste is immediately and innately obvious. To most observers, even the most open-minded, vaati seem stuffy and overconcerned with formal rules. They are excruciatingly regular in their personal habits and they have rules governing everything. They are quick to criticize any lapse in etiquette. Very lawful creatures usually are impressed by their behavior, but others find it tiresome.

**Ecology:** Though fairly large and powerful, vaati eat very little. They seem to exist primarily on air. The Valley of Aaqa, however, produces a wide variety of foods, and the vaati can offer the occasional visitor a sumptuous repast.

Although they can be slain or laid low by disease, vaati are immortal. Most vaati are at least 3,000 years old, and many are much older than that. Vaati birth rates are very low; there are no more than one or two vaati children born in a century. The race will probably never recover from the losses it suffered during the war against Chaos.

### Wergadeam

Most vaati belong to this caste. They have Strength scores of 17, giving them a +1 bonus to attack and damage. They are typically armed with staves and knives. If prepared for war, they carry long swords and long bows. They have no special powers beyond those common to all vaati.

### Houdeam

The houdeam conduct the vaati's civil and military affairs. They are primarily charged with guarding the Vale of Aaqa and keeping a wary eye on visitors to the valley. During the war against Chaos, the houdeam formed an elite corps many thousands strong. These were the Captains of Law mentioned in the history of the *Rod of Seven Parts*.

Houdeam are fighters of 5th-14th level (1d10+4). They have Strength scores of 18/77, giving them a +2 attack bonus and a +4 bonus to damage. Their base armor class is 3, and it improves by 2 for every three levels the houdeam has gained beyond 4th. A houdeam is usually armed with a two-handed sword, a long bow, and several daggers. The sword and bow have a +1 enchantment when used by a vaati, and the enchantment improves by one for every three levels the houdeam gains beyond 4th, to a maximum of +4. In the hands of a non-vaati, the weapons not only lose their enchantment, but also corrode, falling to pieces in 2d6 months. All houdeam are two-handed sword specialists. Even if unarmed, houdeam can make open hand attacks at the standard rate for their fighter levels. These can be resolved as pummeling attacks or as lethal attacks that inflict 1d4+4 points of damage. When making a lethal open hand attack, a houdeam is considered armed (see Chapter 9 of the *PHB*). If the martial arts and weapon mastery rules from the *PLAYER'S OPTION™: Combat and Tactics* book are in play, houdeam are considered specialists in martial arts style C and masters with the two-handed sword. They have one step of mastery for every three levels they have gained beyond 4th.

Houdeam have the spell-like powers common to all vaati, and can make their two-handed swords dance (as *swords of dancing*) three times a day. A houdeam typically makes open hand attacks while his sword dances.

### Haikjadeam

The haikjadeam serve as record keepers, police, and teachers. During the war against Chaos, the Captains of Law included companies of haikjadeam for use against undead troops. The haikjadeam were also responsible for security and kept a lookout for spies.

Haikjadeam are paladins of 4th-13th level (1d10+3). They have Strength scores of 18/97, giving them a +2 attack bonus and a +5 bonus to damage. Haikjadeam's paladin abilities are skewed toward Law and Chaos, rather than Good and Evil. For example, they have the ability to detect Chaos and their aura of protection is effective against chaotic creatures. They can command or turn undead, depending what action they deem most lawful under the circumstances. Generally, they only command lawful undead. Haikjadeam of 9th level and higher can cast spells from the combat, healing, charm, divination and law (from the *Tome of Magic*) spheres.

Haikjadeam have a base armor class of 3, which improves by 1 for every two levels the haikjadeam has gained beyond 3rd. Haikjadeam are armed just as the houdeam are, though they do not have weapon mastery, open hand attacks, or the ability to make their swords dance.

In addition to the spell-like abilities available to all vaati, haikjadeam can *reveal truth* and *calm air* three times a day. *Reveal truth* functions as a *dispel magic* spell, but is effective only against illusions and other forms of magical deception. The spell can destroy illusion magic of all kinds, force *polymorphed* or *shape changed* creatures back into their true forms, reveal invisible beings, and so on. If cast directly on a creature, the target must attempt a saving throw vs. spells or be forced to speak only the complete truth for 2d4 rounds. The target can refuse to speak, but evasions of the truth are not possible.

*Calm air* quiets all forms of wind in a 30-foot radius around the haikjadeam. All winds, magical or natural, are reduced to gentle breezes. Creatures from the elemental plane of air cannot enter the radius—the circle of calm collapses if deliberately forced against a creature that normally would be hedged out, just as a *protection from evil* spell does. All sound-based attacks are negated within the radius. The effect lasts three rounds per level of the haikjadeam.

### Trygrideam

The trygrideam are charged with tending all the plants and animals in the Vale of Aaqa. It is they, and teams of wergadeam working under their direction, who maintain the valley's park-like appearance. The trygrideam also mediate any disputes that might arise between vaati and pass judgment on visitors who break vaati law.

Trygrideam secretly keep contact with the wendeam. They are keenly interested in the *Rod of Seven Parts* and the Queen of Chaos, and they stand ready to intervene to keep the *Rod* out of the queen's hands if necessary.

Trygrideam are druids of 4th-13th level (1d10+3). They have Strength scores of 16, giving them a +1 bonus to damage. Trygrideam have full druid abilities and can cast spells from the sphere of Law in addition to the spheres normally allowed to druids. Trygrideam have a base armor class of 3, which improves by 1 for every two levels the trygrideam has gained

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beyond 3rd. They carry druidical weapons, but favor staves.

Despite their lawful alignment, trygrideam follow the druidical ethos as explained in the *Player's Handbook*. They differ from other druids in that when they view nature, they see proof of a universal order, not a cyclical reality. To them, order is the natural state of the universe and Chaos upsets that order, bringing destruction.

In addition to their druidical abilities and the spell-like abilities common to all vaati, trygrideam can use the following powers three times a day: *solid fog*, *cloudkill*, and *calm air* (see above). Once per hour, a Trygrideam can summon a *vortex blade*. A *vortex blade* is similar to the magical weapon created by the 2nd level priest spell *flame blade* except that it is a blast of high-pressure air that inflicts 1d4+6 points of damage. It has no effect on air elemental creatures, and inflicts double damage (2d4+12) on earth-based creatures.

Once a day, a trygrideam of 8th level or higher can summon one to seven powerful whirlwinds. Each whirlwind is seven feet tall and three feet wide at the top. They fly at a speed of 21 (MC A), have a THAC0 of 10, 30 hit points, and their creator's armor class. They attack once a round for 4d4 points of damage. The creator can direct the whirlwinds at

### Vindeam and Bledrudeam

These two castes are the vaati's wizards. When not busy casting spells, they function as scholars, philosophers, and advisors. In the war against Chaos they served as support troops and magical artillery. Today, they stand ready to defend the Vale of Aaqa. They also conduct most of the vaati's business outside the valley, serving as ambassadors and troubleshooters.

Vindeam and bledrudeam are wizards of 4th-13th level (1d10+3). They have Strength scores of 15.

Vindeam specialize in spells involving the element air or gas. If the optional elemental schools from the *Tome of Magic* are in play, Vindeam have all the benefits and restrictions of air elemental specialists.

Bledrudeam are abjuration specialists, as described in the *Player's Handbook*.

Vindeam and bledrudeam are armor class 4; their armor does not improve as they increase in level. They carry wizard weapons and favor staves.

In addition to the spell-like abilities common to all vaati, vindeam can cast *solid fog* and *cloudkill* once a day and can summon whirlwinds three times a day as trygrideam can.

Bledrudeam have the spell-like powers common to all

and *calm air* three times a day as haikjadeam can.

eam are a handful of wandering vaati descended from the Captain of Law who scattered the pieces of *Rod of Seven Spheres* at the battle of Pesh and pursued Miska the Wolf through the planar rift. Because they devote all their energies to tracking the *Rod* as it moves from world to world, they see the wendeam as outcasts; only the trygrideam value the value of the wendeam's efforts.

Wendeam are rangers of 4th-13th level (1d10+3). They have Strength scores of 18/97, giving them a +2 attack bonus and a +2 bonus to damage. The wendeam's long struggle against the Queen of Chaos has made them lawful good. They do nothing to improve their reputation among the vaati. They have the normal ranger abilities, and their enemy is spyder-fiends.

Wendeam have a base armor class of 3, which improves by 1 for every two levels the wendeam has gained beyond 3rd. Wendeam wear lightweight weapons. Most carry long bows, darts, and two short swords. They take full advantage of their abilities and use a melee weapon in each hand when unarmed. Wendeam usually have at least one enchanted melee weapon of +1 or greater. Wendeam of 6th level or higher have a chance of some type and a 60% chance for another weapon of some type. Wendeam of 10th level or higher have one or two magical weapons and a 60% chance for another weapon of +3 or better. Wendeam weapons are standard magical items that do not burn, melt, or corrode if separated from their owners. Wendeam have all the spell-like powers common to all vaati. In addition, they can follow any teleporting creature if they know its tracks, just as a hound of law can. When following a teleporting creature, a wendeam can carry 250 pounds of additional weight, plus an extra 150 pounds for every level the wendeam has attained beyond 10th.

the whirlwinds requires minimal concentration. Damage to the area for which the creator can take no action other than movement while controlling

them. If the creator is killed or loses consciousness, the whirlwinds dissipate. A whirlwind can freely attack gaseous creatures; it can also disperse magical clouds. Magical clouds with instantaneous durations, such as green dragon breath, are unaffected. Permanent clouds are dispersed only as long as the whirlwind remains in their areas of effect. If skimming along the ground in an area covered with fine dirt, sand, dust, ash, or the like, a whirlwind picks up the loose material, creating an opaque cloud with a 15-foot radius. Creatures caught in the cloud are blinded while they remain inside and for one round after they leave.

### Kheirdeam

The kheirdeam are the vaati's physicians and spiritual counselors. They tend other vaati the way the trygrideam tend the animals and plants in the Vale of Aaqa. During the war against Chaos, the kheirdeam formed a medical corps that cared for the wounded and acted as reserve troops.

Kheirdeam are clerics of 5th-14th level (1d10+4). They have Strength scores of 16, giving them a +1 bonus to damage. Kheirdeam can cast spells from the sphere of Law and all spells in the elemental sphere that involve air (*air walk*, *cloud of purification*, *conjure air elemental/dismiss air elemental*, and *wind walk*) in addition to the spheres normally allowed to clerics. Kheirdeam have a base armor class of 3, which improves by 1 for every two levels the trygrideam has gained beyond 3rd. They carry clerical weapons, but favor staves.

In addition to their clerical abilities and the spell-like abilities common to all vaati, kheirdeam can *reveal truth* and *calm air* three times a day as the haikjadeam do. They can command or turn undead, depending on what action they deem most lawful under the circumstances.

### Wendeam

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