

Living Nightmares

Dream Creatures of Dal Quon

by Keith Baker • illustrated by Udon

In the *EBERRON Campaign Setting*, mortals touch another plane when they sleep: Dal Quor, the Region of Dreams. The quori, outsiders that gave birth to the kalashtar and the Inspired, claim this realm. Dal Quor is a plane of flowing shadows, constantly shifting to reflect the subconscious desires of mortal minds and the lesser spirits that prowl its fringes.

The *EBERRON Campaign Setting* describes one inhabitant of Dal Quor: the tsucora quori, which feeds on the primal fears of its victims. This article presents seven additional denizens of dream, divided into three categories: eidolons, drifters, and the quori.

Adventuring in Dreams

Every night, dreamers psychically project their minds to Dal Quor. The mechanics and possibilities of adventuring in dreams could easily provide enough material for an entire article, but the following rules can aid a DM who wants to take her party into the Region of Dreams.

The simplest way to handle dream encounters is to allow the dreaming characters to possess the same equipment, prepared spells, or power reserve they have in the waking world. However, other possibilities certainly exist. A fighter might find himself battling without his armor. A wizard could have no spells whatsoever, or she could find she has access to arcane knowledge of which she had only dreamed.

Under normal circumstances, a character's dreams cannot harm him, although some natives of Dal Quor have abilities that can affect creatures on other planes. A character usually faces only figments of his imagination in Dal Quor, and most Dal Quor denizens can only force the character to wake up from his nightmare.

Only creatures native to the plane of Dal Quor can physically travel to it. Nonnative creatures can reach Dal Quor only in dreams, and the plane manifests nearly everything in their dreams as a figment. In other words, a sleeping character who dreams of battling monsters fights only figments manifested by the plane, not real monsters. The character's "dreamself" is also a figment; no harm

Dal Quor without the Expanded Psionics Handbook

The creatures of Dal Quor are denizens of the mind, and many have natural psionic abilities. However, if your campaign doesn't use psionics, you can make the following changes to fit the quori into your campaign.

- Replace power resistance with spell resistance.
- An Autohypnosis check can be made to resist fear or the secondary effect of poison. A dying character can substitute a DC 15 Autohypnosis check for the usual stabilization check.
- Put Knowledge (psionics) skill ranks into Knowledge (arcana) until that skill has the maximum allowable ranks, then put the remainder into Spellcraft skill ranks. Put Psicraft skill ranks into Spellcraft until that skill has the maximum allowable ranks, then put the remainder into Knowledge (arcana) skill ranks. If there are skill ranks left over, place them into Knowledge (the Planes).
- Treat *inertial armor* as *mage armor*.

Hob: Treat the hob's power of *metamorphosis* as *polymorph*, except as noted in the ability description. Its Metamorphic Transfer feats, essential to the creature's abilities, allow it to gain two of the supernatural abilities of a form it turns into, usable three times per day each.

Spellshadow: Replace the spellshadow's Psionic Hole feat with Dodge.

Du'lora Quori: Swap out the du'lora's Ghost Attack, Power Penetration, and Psionic Fist feats with Improved Natural Attack (from the *Monster Manual*), Spell Penetration, and Weapon Focus (slam).

that befalls the "dreamself" actually harms the dreaming character. Normal rules also don't always apply, thus 1st-level wizards might be able to cast *disintegrate* spells on Dal Quor, while goblins could have a thousand hit points.

Real creatures do exist on Dal Quor, however. A dreaming character confronted by such a creature can attack it using any of her true abilities and weapons. Thus, a 1st-level wizard confronted by a real quori on Dal Quor cannot harm the creature with imaginary "figment spells" beyond her natural ability, such as *disintegrate*. However, a spellcaster can cast any spell she normally has to deal real damage to the real creature. The spellcaster then loses the spell from memory (or she uses her spell slot) as normal for her spellcasting class until she wakes up. Similarly, a 1st-level fighter might dream of slaying monsters

Replace the psi-like abilities of the du'lora with the following spell-like abilities: At will—*mage hand*, *message*; 3/day—*confusion*, *mage armor*, *true seeing*; 1/day—*blasphemy*, *cure serious wounds*. (When a du'lora uses *confusion*, its victim also adds 10% to the roll made to determine the victim's action each round.) Caster level 10th.

Hashalaq Quori: The *euphoric touch* ability should have the effect of *hold monster*. Replace the psi-like abilities of the hashalaq with the following spell-like abilities: At will—*charm monster*, *detect thoughts*, *mage hand*, *message*; 3/day—*cure moderate wounds*, *discern lies*, *mage armor*, *touch of idiocy*; 1/day—*dream*, *polymorph*, *scorching ray*, *vampiric touch*. Caster level 8th.

Kalaraq Quori: Replace the kalaraq's Empower Psi-Like Ability, Power Penetration, and Quicken Psi-Like Ability feats with Empower Spell-Like Ability (from the *Monster Manual*), Spell Penetration, and Quicken Spell-Like Ability (from the *Monster Manual*).

Focused mind seed transforms the personality of the victim into a mirror of the kalaraq. The process takes one week and requires a *miracle* or *wish* to stop it. Replace the psi-like abilities of the kalaraq with the following spell-like abilities: At will—*charm monster*, *enervation*, *greater dispel magic*, *mage armor*, *invisibility*, *mage hand*, *mass hold person*, *message*, *touch of idiocy*; 3/day—*finger of death*, *horrid wilting*, *insanity*; 1/day—*mind blank*. Caster level 18th.

with an imaginary +5 *longbow*, but when confronted by a real denizen of Dal Quor, the fighter's imaginary weapons deal no damage to the creature. If he wishes to deal real damage, the fighter must use his actual statistics and possessions from the real world, including ammunition (although upon waking he finds that he actually spent none of his ammunition). Similarly, a quori can attack a "dream character" on Dal Quor, dealing real damage with its natural weapons. Even then, a slain "dreamself" results only in the character waking up, uninjured, as damage sustained on Dal Quor doesn't translate to real damage on the Material Plane. (Only quori with the invade dreams ability or a similar ability can truly harm creatures on the Material Plane.) Dreaming characters can kill quori on Dal Quor, which is why they prefer to use their invade dreams ability

Dream Creatures without Eberron

Not running an EBERRON campaign or planning on using a Region of Dreams in your game? You can still make use of these great new monsters.

The hob and spellshadow are easy to adapt. Both can exist in your game world without much modification. If you feel you need to, you might change their creature types to something other than outsider. Monstrous humanoid makes a good choice for the hob, and a spellshadow makes an interesting aberration. Either could also be a great undead creature.

The quori might more easily exist in a non-EBERRON game without their dreamlords theme. They could be new types of devils, or with an alignment change, new types of demons. If you want to ground them in your world, the *du'lor* and *hashalaq* make cool aberrations, and the *kalaraq* could be a frightening undead.

and not attack dream characters in the Region of Dreams.

Whenever a dreaming character encounters a creature on Dal Quor, he has a chance to figure out whether it is merely a figment of his imagination or a truly dangerous native denizen of the plane. By interacting with the creature (such as speaking with it or fighting it), the character can make a DC 15 Will save as if disbelieving an illusion. If the character succeeds at the Will save, he knows the true nature of the creature. The DM should adjust the DC according to how closely the creature resembles reality (for example, a seemingly unkillable goblin should lower the DC).

Experience in Dreams

Usually, it is inappropriate to provide characters with XP rewards for challenges they face in their dreams. People dream every night, after all! However, if the party spends an extended amount of time dealing with dream encounters, the DM might want to give the characters a small story reward.

If an adventure cannot conclude without spending some time on Dal Quor, dream plane encounters should provide a set percentage of the experience reward such encounters would otherwise grant. As long as an encounter includes real

creatures on the plane (such as quori) instead of merely figments, the PCs should receive some sort of reward. Eidolons and other figments should never provide XP, except as noted above. Other creatures should provide roughly half their usual experience if the encounter takes place solely on Dal Quor.

Eidolons

The quori claim the heart of Dal Quor as their realm, and dreamers rarely reach that center. Instead, dreamers prowl the fringes of the plane, shaping the mutable environment with their subconscious desires.

Characters most often encounter eidolons in the fringe realms of Dal Quor. Much like an illusion, an eidolon is an imaginary creature conjured to play a role in the dream. While an eidolon might appear to act in an intelligent manner, an eidolon possesses no sentience. It simply fulfills a role in the dream, reacting in the required way to meet the needs of the story. Although mindless, eidolons react as if they possessed intelligence, and thus mind-affecting effects affect them normally.

An eidolon can appear as any creature and typically possesses that creature's

standard statistics. However, two exceptions exist: nightmare eidolons and idyllic eidolons. Nightmare eidolons have far greater power than the creature they appear as, whereas idyllic eidolons are remarkably easy to defeat. A nightmare eidolon uses statistics from a creature more powerful than the apparent creature (as measured by the creatures' CRs), while an idyllic eidolon uses the creature statistics of a much weaker creature. If you intend to have the PCs dream without the players knowing, you should use statistics for creatures with roughly similar abilities. If the PCs face dream monsters and their players already know it (or you don't care if they figure it out), use whatever statistics you wish.

Eidolons of Dal Quor are different from the rogue eidolons introduced in *Monster Manual II*.

Drifters

In between the purely imaginary eidolons and Dal Quor's true children (the quori)

lurk the drifters—bizarre creatures emerging from the collective minds of EBERRON's inhabitants to prey on dreaming souls. Drifters possess sentient intelligence and can exist outside of a dreamer's imagination, but they have no common characteristics with one another.

Drifters do not reproduce naturally; they emerge fully formed within the fringes of Dal Quor.

The following two drifters represent merely the tip of the iceberg.



Hob

Small Outsider (Chaotic, Extraplanar)

Hit Dice: 8d8+24 (60 hp)

Initiative: +9

Speed: 40 ft (8 squares)

Armor Class: 20 (+5 Dex, +1 size, +4 natural), touch 16, flat-footed 15

Base Attack/Grapple: +8/+5

Attack: Claw +10 melee (1d3+1)

Full Attack: Two claws +10 melee (1d3+1) and bite +5 melee (1d4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Darkest fears, paralyzing fear
Special Qualities: Damage reduction 5/magic, immunity to mind-affecting effects, immunity to poison, *metamorphosis*, power resistance 10, see in darkness, telepathy, tongues
Saves: Fort +9, Ref +11, Will +8
Abilities: Str 12, Dex 20, Con 16, Int 10, Wis 15, Cha 18
Skills: Bluff +15, Disguise +25* (+27 acting), Hide +20, Intimidate +17, Listen +13, Sense Motive +13, Spot +13, Tumble +16
Feats: Improved Initiative, Metamorphic Transfer (2)
Environment: Dal Quor
Organization: Solitary
Challenge Rating: 8
Treasure: Standard
Alignment: Usually chaotic neutral
Advancement: 9–16 HD (Small), 17–24 HD (Medium)
Level Adjustment: —

A hunched humanoid lurks in the shadows. It stands about 3 feet tall, and a patchwork of black scales and mangy fur covers its skin. Its bestial head is almost as large as its torso, with 3-foot-long arms tipped with vicious claws. It snarls, revealing a mouth full of rotting fangs.

The predatory hob feeds on the fears of mortal minds. Solitary by nature, hobs roam the fringes of Dal Quor searching for prey. The inscrutable mind of the hob makes it immune to mind-affecting spells and powers, and as a result, hobs sometimes pose threats to quori; hunting parties of tucora and du'loro quori occasionally roam the border realms, exterminating any hobs they find. Some sages believe that hobs occasionally find a way to reach EBERRON, and encounters with hobs might account for more than a few folk tales.

A small humanoid creature in its natural form, a hob has a hunched posture, long arms, and a vaguely feline head almost as large as its torso. It typically runs on all fours.

Hobs can communicate telepathically with any creature with a language within 100 feet.

Combat

A hob typically hides in the dreamscape of Dal Quor, searching the minds of dreamers for an appropriately terrifying nightmare scenario. Once it finds a suitable choice, it uses its *metamorphosis* ability to take the form of a creature appropriate to the setting of the nightmare, targeting the source of the nightmare with paralyzing fear.

A hob fights to satiate its appetite for mortal terror. The death of a single creature sates its needs, and it attempts to flee soon thereafter.

Darkest Fears (Su): A hob knows the deepest fears of all creatures within 100 feet and uses this information when choosing what forms to assume. This requires no concentration or effort on the part of the hob; it is a continuous, intuitive sense. This also allows the hob to detect the presence of any thinking creature within 100 feet.

This power provides the hob with enough information to carry out a convincing impersonation. If a character fears an evil fighter, the hob knows how the character expects the fighter to behave. This provides the hob with a +5 circumstance bonus on Bluff and Intimidate checks when it plays to a specific character's fears.

Paralyzing Fear (Su): If the hob takes the shape of what creature a single enemy fears most, the hob can paralyze its victim with unreasoning terror. The DM and the character's player can work together to determine what creature a character fears most. Faced with this apparition, the victim must succeed at a DC 18 Will save or be dazed and unable to take any actions for as long as the hob retains that shape or until the character makes a successful saving throw. The victim may attempt a new Will save each round until he succeeds or until the hob changes into a different shape, at which time he breaks free of the daze effect and is immune to that hob's paralyzing fear ability for the next 24 hours. In addition, if the hob makes a successful attack against a dazed victim, that victim must immediately attempt an additional DC 18 Will save or become panicked for 2d4 rounds.

This is a mind-affecting fear effect. The saving throw DCs are Charisma-based.

Metamorphosis (Sp): A hob can change its shape at will as a free action. This works just like the *metamorphosis* power, except that the hob's Metamorphic Transfer feats allow it to assume up to two of the extraordinary or supernatural abilities of its new form, in addition to keeping all of its own innate abilities. A hob can use an adopted power only 3 times/day. The hob can maintain the new form indefinitely, but it resumes its natural form if it killed or knocked unconscious.

Skills: The hob receives a +10 bonus on Disguise checks when using its *metamorphosis* ability.

Spellshadow

Medium Outsider (Chaotic, Extraplanar, Incorporeal)

Hit Dice: 6d8+6 (33 hp)

Initiative: +8

Speed: Fly 40 ft (perfect) (8 squares)

Armor Class: 16 (+4 Dex, +2 deflection), touch 16, flat-footed 12

Base Attack/Grapple: +6/—

Attack: Incorporeal touch +6 melee (1d6 plus spell theft)

Full Attack: Incorporeal touch +6 melee (1d6 plus spell theft)

Space/Reach: 5 ft./5 ft.

Special Attacks: Spell theft

Special Qualities: Arcane empowerment, incorporeal traits, mage sense, power resistance 17, see in darkness, spell resistance 17, superior hide in plain sight

Saves: Fort +6, Ref +9, Will +7

Abilities: Str —, Dex 18, Con 12, Int 6, Wis 14, Cha 15

Skills: Hide +23, Knowledge (arcana) +7, Listen +13, Search +7, Spellcraft +9, Spot +13

Feats: Alertness, Improved Initiative, Psionic Hole

Environment: Dal Quor

Organization: Solitary or gang (2-5)

Challenge Rating: 5

Treasure: None

Alignment: Usually chaotic neutral

Advancement: 7-16 HD (Medium)

Level Adjustment: —



A vaguely human-shaped apparition distorts the air. On closer examination, tiny letters and symbols inscribed on the air in faintly glowing energy define the lines of its body.

The spellshadow feeds on the knowledge of wizards and other arcane spellcasters. Some sages assert that spellshadows manifest from the thirst for arcane knowledge—that wizards' desires for mystical power take form in Dal Quor and feed on their creators.

Unless a character actively tries to keep an eye on it, the mere ripple of air that marks a spellshadow is difficult to spot. It has the vague outline of a humanoid form, composed of mystical symbols and runes. When it uses its spell theft ability, the words that comprise its body briefly flare with mystical energy; otherwise, the spellshadow is virtually impossible to see. A spellshadow understands Common and Draconic, but it never speaks. Its only sounds come from the whisperings of the distorted fragments of spells it has stolen in the past.

Combat

Hunger drives a spellshadow. If a group has no arcane spellcasters, the

spellshadow avoids contact entirely. Otherwise, it uses stealth and its incorporeal nature to ambush spellcasters, appearing on top of them and draining magic as quickly as possible. While not terribly intelligent in most situations, a spellshadow possesses a keen instinctive sense of the tactical uses of magic and uses its stolen spells to deadly effect. If it drains all the spells that it can from the party, it attempts to flee.

Spell Theft (Su): The touch of a spellshadow drains away arcane energy and knowledge, stealing prepared spells. Whenever a spellshadow makes a successful melee attack, it drains 1d6 arcane spell

levels from the victim. The spellshadow steals one random prepared spell or spell slot of the highest level it can. It then steals the next highest-level spell it can, up to the spell level amount it rolled. For example, a spellshadow that strikes a 5th-level wizard and rolls a 5 for its spell theft first steals a random 3rd-level spell (if the wizard still has one prepared) and a random 2nd-level spell. Against a 5th-level sorcerer, the same roll would result in the spellshadow draining two 2nd-level spell slots and a 1st-level spell slot.

For every 2 Hit Dice it possesses above 6, a spellshadow gains a +1 bonus to its spell theft damage roll; thus a 10 HD spell shadow rolls 1d6+2 and has the potential to steal 8th-level spells. The spellshadow can store a maximum number of spell levels equal to four times its Hit Dice.

This is one of the rare cases where dream damage affects the real world: when a spellshadow drains a spell, the victim cannot make use of that spell or spell slot for 24 hours.

A spellshadow can cast any spell it steals as a 6th-level caster. If the spellshadow steals a spell slot from a spellcaster that does not prepare spells, it can use that spell slot to cast a spell the

spellcaster knows that is appropriate for the level of the spell slot.

Arcane Empowerment (Ex): A spellshadow feeds on arcane energy. Whenever it uses its spell theft ability, it heals a number of hit points equal to the number of spell levels drained. In addition, any time an arcane spell affects the spellshadow, it automatically heals a number of hit points equal to the spell's level. This healing occurs before any effects of the spell are resolved. A spell that fails to get by the spellshadow's spell resistance doesn't heal the spellshadow.

Mage Sense (Su): A spellshadow can sense any form of magic within 200 feet, as *greater arcane sight*, but without actually needing to see the target. In addition, the spellshadow can sense the presence of prepared arcane spells not yet cast and unused arcane spell slots, which serve as the food of the spellshadow. This ability allows the spellshadow to ignore magical invisibility and to automatically disbelieve illusions without the need for a saving throw.

Superior Hide in Plain Sight (Ex): A spellshadow can hide while observed and even when it does not have cover or concealment.

Skills: A spellshadow receives a +10 racial bonus on Hide checks.

The Quori

Intelligent and immortal, quori inhabit the central regions of Dal Quor. Cruel but sophisticated, most quori prefer psychological torment to physical conflict. Quori patience knows no end, and they can wait decades to take vengeance on a foe or bring a plan to fruition. While often deadly opponents, most quori want to control every aspect of a battle; if caught by surprise, a quori might flee from an inferior foe, returning when it has the upper hand.

Quori Subtype: Quori is a subtype of the outsider type. It refers to a native of the plane of Dal Quor.

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

—Energy Resistance (Ex): A quori has resistance to acid 10, cold 10, and fire 10.

—Greater Teleport (Su): On the plane of Dal Quor, a quori can use *greater teleport* at will, as the spell cast by a 14th-level caster, except that the quori can only transport itself and up to 50 pounds of objects. This ability does not function on other planes.

—Immunities (Ex): Quori are immune to charm, fear, and sleep effects.

—Power Resistance (Ex): A quori gains power resistance equal to 11 + its Hit Dice.

—See in Darkness (Su): A quori can see perfectly in darkness of any kind, even darkness created by a *deeper darkness* spell.

—Telepathy (Su): A quori can communicate telepathically with any other creature that has a language within 100 feet.

Quori Special Abilities: Quori that meet certain prerequisites gain the following additional special abilities.

—*Invalidate Dreams (Sp)*: Once per day, a quori with at least 9 Hit Dice residing on the plane of Dal Quor can cast *dream* or *nightmare* on a specified creature on another plane. When appearing in a *dream*, a quori can assume an alternate form, as if using *alter self*. The caster level for this ability equals the quori's Hit Dice. The save DC for the *nightmare* version of this ability is Charisma-based.

—*Possession (Su)*: A quori with at least 4 Hit Dice and a Charisma of 13 can shuck its physical form on Dal Quor and take on an ethereal spirit form. Its spirit can then possess a suitable and willing human host (referred to hereafter as a "human vessel"). While in ethereal form, the quori's corporeal body lies senseless on Dal Quor in a state of suspended animation. Direct damage or exposure to an extreme environment harms it normally. The quori can roam ethereally as long as it wants, but the ethereal quori dies if its body is destroyed. It instantly returns to its body if *dispel magic* (or a similar effect) is successfully cast on the quori's body.

An ethereal quori spirit can attempt to possess a human vessel as a standard action. First, it must be adjacent to the desired human vessel. Second, the human vessel must have the same alignment as the quori and have a Charisma score equal to or greater than the quori's Charisma score. Finally, the human ves-

sel must be willing to accept the quori spirit and cannot be warded by a *protection from evil* spell or similar effect.

A possessing quori spirit has immediate access to all of the human vessel's thoughts and memories, and takes full control of the body, the union making what people of EBERRON refer to as "Inspired."

Physical harm to the human vessel does not harm the quori. Killing the human vessel forces the quori's spirit back onto the Ethereal Plane, where it can attempt a new possession. Not even ethereal creatures can harm a possessing quori.

A quori spirit possessing a human vessel grants the receptacle a +4 profane bonus to Charisma. The human vessel loses this profane bonus if the quori spirit is banished or otherwise expelled (by a *dismissal* spell, for example).

If a human vessel's Charisma score ever drops below 13, the possessing quori spirit is no longer able to inhabit the human vessel and is immediately expelled and thrust into an adjacent square.

A quori spirit retains its psi-like abilities and spell-like abilities while possessing a human vessel. However, it cannot use any of its extraordinary or supernatural abilities. The quori spirit combines its skill ranks with those of its human vessel and either retains its mental ability scores or adopts the mental ability scores of the human vessel, whichever are higher.

Du Iora Quori (Dark Fury)

Large Outsider (Evil, Extraplanar, Lawful, Psionic, Quori)

Hit Dice: 10d8+50 (95 hp)

Initiative: +1

Speed: Fly 70 ft. (perfect) (14 squares)

Armor Class: 18 (+1 Dex, -1 size, +8 natural), touch 10, flat-footed 17

Base Attack/Grapple: +10/+21

Attack: Slam +16 melee (1d6+7)

Full Attack: 3 slams +16 melee (1d6+7)

Space/Reach: 10 ft./10 ft.

Special Attacks: Aura of fury, burning rage, constrict (1d6+10), improved grab, invade dreams, possession, psi-like abilities

Special Qualities: All-around sight, damage reduction 10/good, greater teleport, immunities, outsider traits, power resistance 21, resistance to acid 10, cold 10,

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and fire 10, see in darkness, telepathy
Saves: Fort +12, Ref +8, Will +11
Abilities: Str 24, Dex 13, Con 20, Int 15, Wis 18, Cha 11
Skills: Autohypnosis +18, Bluff +15, Concentration +15, Diplomacy +11, Intimidate +19*, Knowledge (psionics) +19, Knowledge (the planes) +15, Listen +16, Move Silently +15, Psicraft +17, Search +21*, Sense Motive +20, Spot +20*, Survival +16 (+18 on other planes)
Feats: Ghost Attack, Power Penetration, Psionic Fist, Track
Environment: Dal Quor
Organization: Solitary or pair
Challenge Rating: 8
Treasure: Standard
Alignment: Usually lawful evil
Advancement: 11-20 HD (Large); 21-30 HD (Huge)
Level Adjustment: —

This creature is a whirlwind of eyes, wings, and shadow. Dozens of eyes study you as the creature spins about in midair: human eyes, insect eyes, and a luminescent dragon's eye larger than your head. Its wings are an equally unlikely assortment, and it is diffi-

cult to see how they can possibly support its weight. A layer of smoky shadows wreathes the entire mass. Three dark tendrils reach out for you, and you feel a wave of hatred slam against your mind.

A du'lora quori is a spirit of rage, capable of driving mortals mad with its very presence. As the guardian spirits of the quori, the myriad eyes of du'lora sentinels watch the vaults of the Dreaming Dark. In times of battle du'loras fight in the vanguard, watching dispassionately as their enemies turn on one another to satisfy their bloodlust. While a du'lora feeds on the rage of others, the fiends themselves are cold and calculating. The typical du'lora enjoys tearing apart its opponents and burning their souls with flames of pure anger, but it remains a clever tactician and uses its aura of madness to sow chaos and confusion among its enemies.

Where the tucoras constantly fight for position within the ranks of Dal Quor, du'loras serve the Dreaming Dark contentedly. Battle defines the existence of a du'lora, and these fiends spend their lives eagerly awaiting the next opportunity to

match wits with a cunning foe. Du'loras often help the hashalaqs maintain order in Dal Quor, providing physical power to deal with traitors or troublemakers identified by hashalaq inquisitors.

A maelstrom of eyes and wings suspended in a whirlwind of shadow, a du'lora appears insubstantial, but the shadowstuff that forms it is actually solid. A du'lora fights by grappling its enemies with smoky tentacles formed from this dark matter.

Du'loras speak Common, Infernal, Quori, and Riedran.

Combat

Cunning tacticians, typical du'loras use fury as a weapon. A common tactic among du'loras puts them close to spellcasters as soon as possible, where their burning rage ability strips the spellcasters of their ability to use magic or sophisticated tactics. Once a spellcaster has succumbed to burning rage, the du'lora turns its attention to others in the group. *Id insinuation* works particularly well for causing dissension in the ranks, forcing the enemies of the du'lora to fight one another.

A du'lora's natural weapons are considered evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Aura of Fury (Su): The mere presence of the du'lora drives creatures mad with rage. Any non-quori creature within 30 feet of a du'lora must make a successful DC 15 Will save or suffer the effects of the *rage* spell and attack another creature of the du'lora's choosing within range. The affected creature does all it can to kill the target of its rage. As a move action, the du'lora can change the target of an affected creature's rage. This effect lasts for as long as the victim remains within 30 feet of the du'lora. A character who successfully saves against the effect must make a new Will save at the beginning of every round he remains within 30 feet of the quori. A barbarian or other creature that can enter a similar rage suffers a -2 penalty to resist this effect. A character can make an Autohypnosis check in place of his Will save. This is a mind-

affecting compulsion effect, and the save DC is Charisma-based.

Burning Rage (Su): Once a du'loria has established a hold, it can attempt to call on the grappled victim's inner rage and anger to trigger spontaneous combustion. After the du'loria inflicts constriction damage, its victim must make a DC 15 Will save. If the victim fails, it suffers 1d6 points of fire damage for every point by which it failed the Will save. A barbarian or other creature that can enter a similar rage suffers a -2 penalty to resist this effect. A character can make an Autohypnosis check in place of the Will save. This is a mind-affecting effect, and the save DC is Charisma-based.

If it slays a victim with this attack, the du'loria immediately heals 3d6 points of damage as it draws energy from the fury of its dying victim.

Constrict (Ex): On a successful grapple check, a du'loria deals 1d6+10 points of damage.

Improved Grab (Ex): To use this ability, the du'loria must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it succeeds on a grapple check, it can constrict.

Psi-Like Abilities: At will—*far hand, mindlink*; 3/day—*id insinuation, inertial armor, psionic scent, trace teleport*; 1/day—*body adjustment, recall agony*. Manifestor level 10th. The save DCs are Charisma-based. When a du'loria uses *id insinuation*, its victim adds 10% to the roll made determine the victim's action each round.

All-Around Vision (Ex): The many eyes of a du'loria provide it with a +4 bonus on Spot and Search checks. A du'loria cannot be flanked.

Skills: A du'loria receives a +2 racial bonus on Intimidate checks. It retains this bonus while inhabiting a human or Inspired vessel.

Du'loria Inspired

There are 90 Inspired with du'loria spirits on EBERRON. Most of these serve as wardens and commanders among the Thousand Eyes in Riedra. However, the Dreaming Dark occasionally sends du'lorias to Khorvaire to provide raw power to its operations. A typical du'loria

quori has 12 ranks of Autohypnosis, Bluff, Concentration, Intimidate, Knowledge (psionics), Listen, Move Silently, Psicraft, Search, Sense Motive, Spot, and Survival; and 10 ranks of Knowledge (the planes).

Hashalaq Quori (Dreamstealer)

Medium Outsider (Evil, Extraplanar, Lawful, Psionic, Quori)

Hit Dice: 8d8+24 (60 hp)

Initiative: +3

Speed: 40 ft (8 squares), fly 40 ft. (perfect)

Armor Class: 17 (+3 Dex, +4 natural), touch 13, flat-footed 14

Base Attack/Grapple: +8/+10

Attack: Touch +10 melee (1d4+1 Wisdom damage plus *brain lock*)

Full Attack: Touch +10 melee (1d4+1 Wisdom damage plus *brain lock*)

Space/Reach: 5 ft./5 ft.

Special Attacks: Euphoric touch, intimate knowledge, possession, psi-like abilities

Special Qualities: Damage reduction 5/good, greater teleport, immunities, outsider traits, power resistance 19,

resistance to acid 10, cold 10, and fire 10, see in darkness, telepathy, tongues

Saves: Fort +9, Ref +9, Will +10

Abilities: Str 14, Dex 16, Con 17, Int 20, Wis 18, Cha 13

Skills: Autohypnosis +17, Bluff +6, Concentration +14, Diplomacy +13, Disguise +12, Gather Information +9, Intimidate +1,

Knowledge (arcana) +16, Knowledge (history) +10, Knowledge (local) +16, Knowledge (nobility and royalty) +16,

Knowledge (psionics) +18, Knowledge (the planes) +16, Knowledge (religion) +10,

Listen +10, Psicraft +16, Sense Motive +15, Spellcraft +13, Spot +10

Feats: Inquisitor, Negotiator, Persuasive

Environment: Dal Quor

Organization: Solitary or pair

Challenge Rating: 6

Treasure: Standard

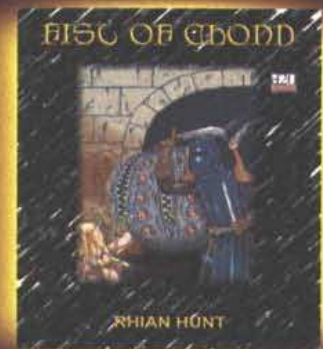
Alignment: Usually lawful evil

Advancement: 9–16 HD (Medium)

Level Adjustment: —

You see a man wearing an iridescent, pale blue robe. A deep hood hides his features, and a dim blue light shines out from under the hood. He seems to hover a few inches off of the ground. As you look more closely, you realize that translucent,

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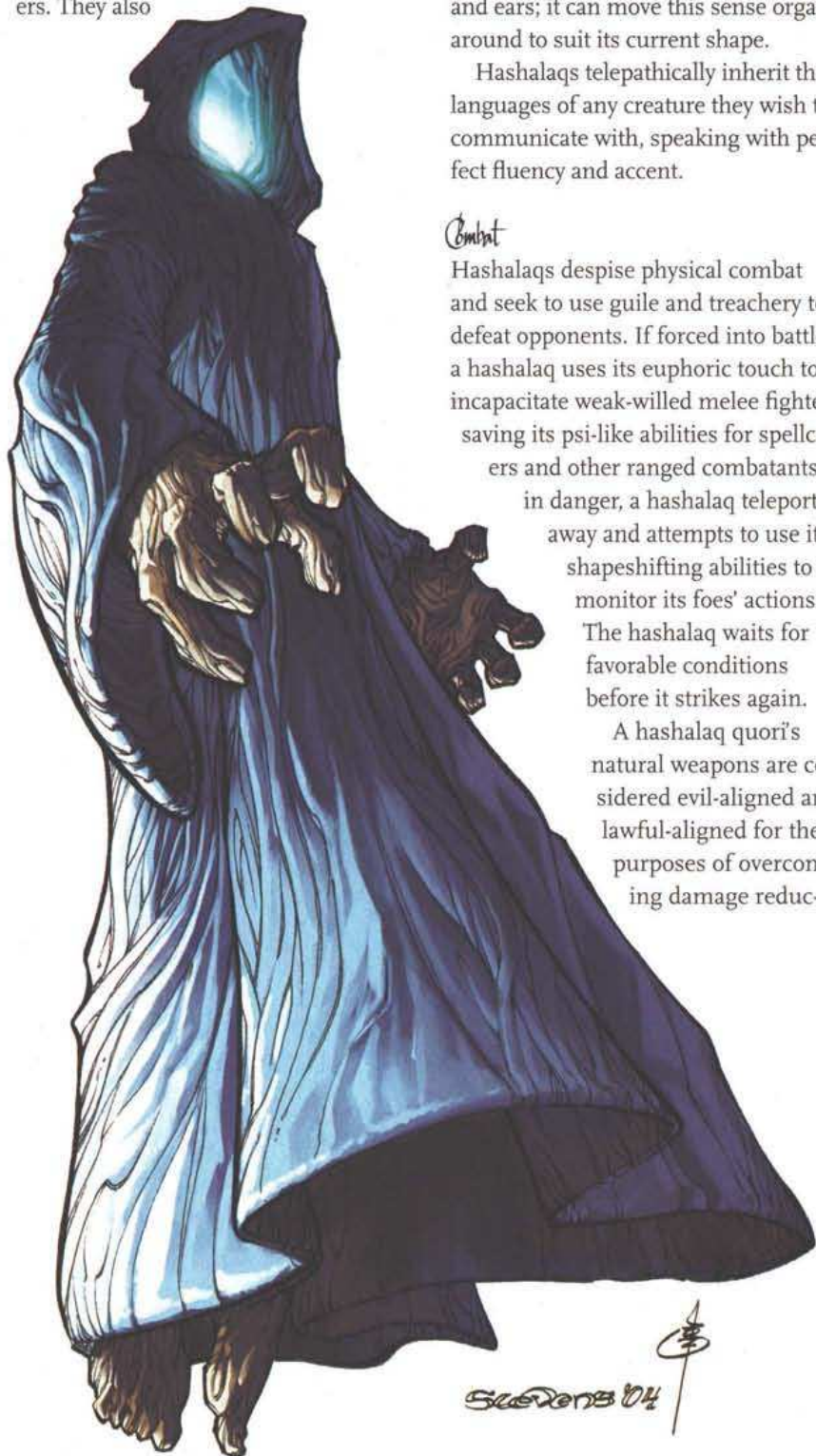
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fleshy tendrils twined together form the entire figure—robe and all.

Hashalaqs serve as the loremasters of Dal Quor. Even those hashalaq without Inspired vessels devote a great deal of time studying EBERRON and its surrounding planes. Unlike most quori castes, they understand the ways of magic as well as psionic power. In Dal Quor, hashalaqs typically work as advisors to the higher powers. They also



serve as inquisitors, policing the quori and ensuring that the rivalries of the tsucoras never threaten the greater plans of the Dreaming Dark.

In its natural form, a hashalaq quori is composed of hundreds of translucent tendrils, similar to the tentacles of a jellyfish. It can compress its tendrils to form a wide range of shapes, from a humanoid figure to a giant floating hand. A point of blue light suspended within the tendrils serves as its eyes and ears; it can move this sense organ around to suit its current shape.

Hashalaqs telepathically inherit the languages of any creature they wish to communicate with, speaking with perfect fluency and accent.

Combat

Hashalaqs despise physical combat and seek to use guile and treachery to defeat opponents. If forced into battle, a hashalaq uses its euphoric touch to incapacitate weak-willed melee fighters, saving its psi-like abilities for spellcasters and other ranged combatants. If in danger, a hashalaq teleports away and attempts to use its shapeshifting abilities to monitor its foes' actions. The hashalaq waits for favorable conditions before it strikes again.

A hashalaq quori's natural weapons are considered evil-aligned and lawful-aligned for the purposes of overcoming damage reduc-

tion, regardless of the quori's current form.

Euphoric Touch (Su): The touch of a hashalaq floods its victim with sensations of joy and pleasure—feelings so intense they can destroy the victim's mind. Whenever a hashalaq makes a successful melee touch attack, it deals 1d4+1 points of Wisdom damage instead of normal hit point damage. In addition, the victim must succeed at a DC 15 Will save or suffer the effects of *brain lock* for 1d4+1 rounds. If the victim's Wisdom drops to 0, the victim suffers a catastrophic cerebral overload and dies. This is a mind-affecting effect, and the save DC is Charisma-based.

When it slays a victim with this attack, the hashalaq immediately heals 2d6 points of damage. A character killed by a hashalaq in his dream suffers 1d4+1 points of Wisdom damage when he awakens, as well as the effects of a *nightmare* spell.

Intimate Knowledge (Su): A hashalaq quori has an intuitive awareness of the emotions and thoughts of the creatures in its vicinity. This continuous ability functions as the *empathy* and *detect hostile intent* powers, but it affects a 60-foot radius centered on the quori.

As a free action, the hashalaq can focus this power on a single individual. The target may make a DC 15 Will save to resist this effect. If the target fails its save, the hashalaq gains a +2 insight bonus to AC against attacks made by the target and a +2 insight bonus on

Brain Lock

The brain lock power appears in the *Expanded Psionic Handbook*. It has the following description.

The subject's higher mind is locked away. He stands dazed, unable to take any psionic actions (including manifesting powers or using psionic feats that require a decision to be used) nor any mental actions at all. A *brain locked* subject is not stunned, so attackers get no special advantage against him.

A *brain locked* flyer must descend to the closest safest level area below it. An air-breathing swimmer must make for the surface.

attack and damage rolls made against the target. The hashalaq does not have to concentrate to maintain this effect, but it loses its broader awareness when concentrating on a single individual. The intimate knowledge ability of the hashalaq also provides it with a +2 insight bonus on Bluff, Diplomacy, Intimidate, and Sense Motive checks.

This is a mind-affecting ability. The save DC is Charisma-based.

Psi-Like Abilities: At will—*far hand*; 3/day—*body adjustment, inertial armor, mind probe*; 1/day—*dream, hostile empathic transfer, metamorphosis*. Manifester level 8th. *Dream* is as the spell of the same name.

Skills: A hashalaq quori receives a +10 bonus on Disguise checks when it uses *metamorphosis*.

Hashalaq Inspired

At present, EBERRON has thirty-three Inspired with hashalaq spirits. A typical hashalaq quori has 11 ranks of Autohypnosis, Concentration, Disguise, Knowledge (arcana), Knowledge (psionics), Knowledge (the planes), Psicraft, and Sense Motive; 6 ranks of Diplomacy, Gather Information, Listen, Spellcraft, and Spot; and 5 ranks of Bluff, Knowledge (history), Knowledge (local), Knowledge (nobility), and Knowledge (religion).

Kalaraq Quori (Eyebinder)

Medium Outsider (Evil, Extraplanar, Incorporeal, Lawful, Psionic, Quori)

Hit Dice: 18d8+76 (207 hp)

Initiative: +11

Speed: Fly 60 ft. (perfect) (12 squares)

Armor Class: 20 (+7 Dex, +3 deflection), touch 20, flat-footed 13

Base Attack/Grapple: +18/+20

Attack: Incorporeal touch +25 melee (soul binding) or swarm (soul binding)

Full Attack: 2 incorporeal touches +25 melee (soul binding) or swarm (soul binding)

Space/Reach: 5 ft./5 ft. (10 ft./0 ft.)

Special Attacks: Invade dreams, night terror, possession, psi-like abilities, soul binding

Special Qualities: All-around vision, damage reduction 15/good, greater teleport, immunities, incorporeal traits,

outsider traits, power resistance 29, resistance to acid 10, cold 10, and fire 10, see in darkness, spying eyes, swarm of eyes, telepathy, true seeing

Saves: Fort +18, Ref +18, Will +16

Abilities: Str —, Dex 25, Con 24, Int 15, Wis 17, Cha 16

Skills: Autohypnosis +25, Bluff +13, Concentration +27, Diplomacy +19, Disguise +13 (+15 acting), Hide +17, Intimidate +15, Knowledge (history) +12, Knowledge (local) +12, Knowledge (nature) +12, Knowledge (psionics) +14, Knowledge (the planes) +12, Listen +13, Move Silently +17, Perform (oratory) +13, Psicraft +22, Search +16*, Sense Motive +23, Spot +17*.

Feats: Combat Expertise, Empower Psi-Like Ability (energy wave), Improved Initiative, Iron Will, Power Penetration, Quicken Psi-Like Ability (psionic blast), Quicken Psi-Like Ability (psychic crush)

Environment: Dal Quor

Organization: Solitary

Challenge Rating: 15

Treasure: Standard

Alignment: Usually lawful evil

Advancement: 19–36 HD (Medium)

Level Adjustment: —

A humanoid figure formed of pure shadow floats before you. A nimbus of light surrounds it without illuminating the surrounding area; it only serves to highlight the absolute darkness of the being within. A host of disembodied eyes of all shapes and sizes whirl around the featureless figure. These eyes constantly shift, appearing, disappearing, fading away, and bursting like bubbles.

Kalaraq are the princes of nightmare. They guide the quori race. While kalaraq never fight one another overtly, each has its own agenda; as a result, a



kalaraq rarely leaves Dal Quor to inhabit a mortal vessel.

Brilliant, ruthless, and cruel, kalaraqs are masters of manipulation, capable of twisting the thoughts of mortal and spirit alike. A kalaraq possesses the power to consume and trap souls, preserving their knowledge in its essence. In battle, kalaraqs enjoy taunting opponents with the words of loved ones and other friends the spirit has devoured. An individual kalaraq might have the knowledge of ancient kings, great sages, or even dragons trapped within its essence.

A kalaraq is a creature formed of shadow, surrounded by a host of spectral eyes. Like the hashalaqs, kalaraqs possess a mutable form; while they generally take on humanoid shapes, they can adopt any simple shape of Medium size. This has no impact on its ability scores or combat abilities.

Kalaraqs communicate telepathically, and can broadcast thoughts to any or all creatures within 500 feet. Kalaraqs' projected thoughts typically have a calming, hypnotic quality. The telepathic abilities of the spirit allow it to understand any form of communication used by a creature that has a language.

Combat

In its standard shape, a kalaraq can form weapons or claws to make incorporeal touch attacks that makes use of its soul binding ability. These shadowy attacks strike at the soul of the victim, stripping away his life force and his sanity. When facing a group of enemies, a kalaraq either relies on *energy wave* or *psionic blast*. After it stuns its opponents, the kalaraq disperses into a swirling vortex of eyes and shadow, engulfing its enemies and devouring their minds. Against powerful individual opponents—especially other outsiders—the kalaraq relies instead on focused attacks, such as *ego whip* to strip away spellcasting abilities, followed by *insanity*, *mind thrust*, and *psychic crush*. As most of the kalaraq's psi-like abilities allow Will saves, it usually softens up its enemy with its soul binding touch before using its powers.

A kalaraq's natural weapons are considered evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Night Terrors (Su): A kalaraq quori can split off aspects of itself and send these dark eyes to prowl Dal Quor in search of mortal spirits. This allows the kalaraq to use *nightmare* three times per night as the spell cast by an 18th-level sorcerer (DC 22 Will save negates). The kalaraq does not have to enter a trance. Victims who fail their initial saving throws must immediately make an additional DC 22 Will save. Any victim who fails this additional Will save takes 1d4 points of ability damage to its Intelligence, Wisdom, and Charisma scores. This is a mind-affecting effect, and the save DCs are Charisma-based.

Psi-Like Abilities: At will—*dispel psionics*, *ego whip*, *far hand*, *inertial armor*, *mass cloud mind*, *mindlink*, *mind thrust*, *psionic blast*, *psionic charm*; 3/day—*energy wave*, *insanity*, *psychic crush*; 1/day—*focused mind seed*, *personal mind blank*. Manifest level 18th. The save DCs are Charisma-based.

Soul Binding (Su): The incorporeal touch of a kalaraq tears at its victim's mind and soul. Its incorporeal touch deals 1d6 points of cold damage and 1d4+1 points of Wisdom damage. This damage bypasses all forms of damage reduction. In addition, the victim must succeed at a DC 22 Will save or be confused as the *confusion* spell cast by an 18th-level caster.

If a kalaraq reduces its opponent's Wisdom to 0, it binds the soul of its victim to one of its many eyes. This kills the victim instantly. Even a dreaming character dies if reduced to Wisdom of 0 from this attack. The kalaraq gains access to all of the memories of the victim (although it does not gain any actual skill ranks or class levels) and gains a +10 insight bonus on Disguise checks made to impersonate the victim. A victim who dies to this ability cannot return to life through any means short of a *wish* or *miracle* spell until the kalaraq dies. A dead kalaraq automatically releases all the souls it binded.

All-Around Vision (Ex): The many eyes of the kalaraq provide it with a +4

bonus on Spot and Search checks. A kalaraq cannot be flanked.

Spying Eyes (Ex): A kalaraq can send its many eyes to scout and spy at a distance. This grants it the same effect as the *greater prying eyes* spell with an unlimited duration, but the kalaraq can only use 20 spying eyes per day. These eyes fully regenerate after 24 hours.

Swarm of Eyes (Su): A kalaraq can disperse its physical form into a swarm of eyes. This transformation takes a standard action that does not provoke an attack of opportunity. While in swarm form, a kalaraq becomes a size Large swarm composed of Fine creatures. Physical attacks, including ghost touch weapons, cannot harm it, although a weapon that deals energy damage (flaming, frost) can still deal that damage on a successful hit. A kalaraq in swarm form uses its soul binding ability on any creature that occupies its space at the end of its move. Any creature that begins its turn in the same space as the swarm must succeed at a DC 26 Fort save or suffer 1 round of nausea. The kalaraq swarm form has all of the abilities and vulnerabilities common to all swarms, as described on page 237 of the *Monster Manual*.

True Seeing (Su): The many eyes of a kalaraq provide it with the benefit of a continuous *true seeing* spell, with a range of 120 feet.

Kalaraq Inspired

At the time of the kalashtar exodus, only 12 kalaraq-possessed Inspired lived on EBERRON. While possible that new kalaraqs have arisen over the last few millennia, few of these spirits exist and each has duties and schemes to attend to in Dal Quor. Every kalaraq has an Inspired vessel awaiting its use, but a kalaraq only manifests on EBERRON under the most dire circumstances.

A typical kalaraq quori has 20 ranks of Autohypnosis, Concentration, Psicraft, and Sense Motive; 10 ranks in Bluff, Diplomacy, Disguise, Hide, Intimidate, Knowledge (arcana), Knowledge (history), Knowledge (local), Knowledge (nature), Knowledge (psionics), Knowledge (the planes), Listen, Move Silently, Perform (oratory), Search, and Spot. ☐