

Living Greyhawk



*Monstrous
Musings
from the
Fiend-Page*

no. eleven, January 5/12 CY

 **RPGA**
NETWORK



Enchiridion of the Fiend-Sage (Seventh Report)

Monstrous Denizens of Oerth

by Sean K Reynolds • illustrated by Sam Wood

My grave liege,

I regret to inform you that Draulstaak, the Black Worm of Avernus, has been hired by one of your enemies to kill you. Be sure to gird yourself against acid, and be alert for his minions, who have unusually large, red-rimmed eyes. I am working to discover who hired him and if he can be turned away from this task without an overt battle.

In lighter news, I have succeeded in opening the clasp of the *Book of the Fifth Shadow* and only had to sacrifice the lives of three slaves to do it. Upon first perusal, the book contains several spells pertaining to shadow illusions, a ritual for binding a shadow demon, and the location of a fortress on the Shadow Plane said to hold an artifact of a dead Suel goddess. I shall attempt to establish the veracity of this latter subject and determine its value to us.

Toskara's transformation into a stench kow is proceeding apace, and I have not been able to reverse or slow it, but I do suspect that the *blood bane of fiendish purity* spell is to blame. Assuming that this metamorphosis shall be complete within a week, how shall I dispose of her?

Your servant,

the Fiend-Sage, Rel Astra

Cataboligne Demon

These demons were unknown to me until recently, when the report of one serving as a guardian was given to me by one of my spies in Greyhawk who heard the tale from a young rogue. After some research, I discovered that one of my former slaves, an old hezrou named Gsstarkaneth, had fought against one centuries ago and was able to tell me about these nearly extinct Abyssal dwellers. In any case, they are almost unheard of on any of the Abyssal planes I have frequented, and it is possible that they live in one of the more inhospitable layers or have moved to another plane entirely after suffering terrible losses at the hands of the tanar'ri. They are about as powerful as a vroock, but have few special abilities that would give them a fighting chance against anything more powerful. I have not been able to acquire an actual body for study, but I suspect that there is little to them that might serve useful that could not be found in other fiendish corpses.

Cataboligne Demon

Large Outsider (Chaotic, Evil)

Hit Dice: 9d8+45 (85 hp)

Initiative: +8 (Dex, Improved Initiative)

Speed: 40 ft., fly 50 ft. (average)

AC: 27 (-1 size, +4 Dex, +14 natural)

Attacks: 2 claws +13 melee, bite +8 melee

Damage: Claw 1d6+5, bite 1d8+3

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Spell-like abilities

Special Qualities: Acid resistance 20, blindsight 60 ft., cold resistance 20, DR 15/+3, immunities (electricity, poison), outsider, regeneration 5, SR 22

Saves: Fort +11, Ref +10, Will +7

Abilities: Str 20, Dex 18, Con 20, Int 14, Wis 12, Cha 14

Skills: Bluff +14, Climb +12, Concentration +17, Hide +10, Listen +13, Search +8, Sense Motive +10, Spellcraft +7, Spot +8, Tumble +14

Feats: Combat Reflexes, Improved Initiative, Power Attack

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 12

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 10-18 HD (Large), 19-27 HD (Huge)

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Cataboligne demons are crafty outsiders native to the Abyss. Enemies of the tanar'ri, their numbers are declining and many are bound as guardians for mortal treasures.

Cataboligne demons are scaled and horned, with strong claws on their hands and a spade-ended tail. Unlike most demons, they lack wings, but their magic allows them to fly. Their eyes are bulbous, with slit pupils. Broad of frame but with a lanky build, cataboligne demons have an uncanny catlike grace and speed. The demon's voice is that of a beautiful female human or elf, and when it detects visitors, the illusion-shrouded demon announces its presence to mislead them from its true nature.

Cataboligne demons are thought to come from a part of the Abyss where cold and electricity are more prevalent than fire. Long-standing enemies of the tanar'ri, their rarity leads many Oerthly sages to believe that the cataboligne demons are on the losing end of a continuing war.

Mortals are likely to encounter these demons in old crypts and treasure chambers, as their abilities make them suitable guardians for delicate treasures. Others ally themselves with evil mages and clerics



GINGWATZIM

	PAKIM Small Elemental (Air)	GRAEGZIM Medium-Size Elemental (Air)	EOLUZIM Large Elemental (Air)	MARONZIM Large Elemental (Air)	NARANZIM Large Elemental (Air)
HIT DICE:	2d8+2 (13 hp)	3d8+6 (19 hp)	4d8+8 (26 hp)	6d8+12 (39 hp)	8d8+16 (52 hp)
INITIATIVE:	+1 (Dex)	+0	+0	+0	+4 (Improved Initiative)
SPEED:	20 ft, fly 40 ft. (perfect)	30 ft., fly 40 ft. (perfect)	30 ft., fly 40 ft. (perfect)	30 ft., fly 40 ft. (perfect)	30 ft., fly 40 ft. (perfect)
AC:	15 (+1 size, +1 Dex, +3 natural)	16 (+4 natural)	14 (-1 size, +5 natural)	15 (-1 size, +6 natural)	16 (-1 size, +7 natural)
ATTACKS:	Touch +2 melee	Touch +3 melee	Touch +7 melee	Touch +8 melee	Touch +10 melee
DAMAGE:	1d2 temporary Strength	1d4 temporary Strength	1d6 temporary Strength	1d6 temporary Strength	1d8 temporary Strength
FACE/REACH:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
SPECIAL QUALITIES:	Alternate forms, elemental traits, DR 5/+1, telepathy	Alternate forms, elemental traits, DR 10/+1, telepathy	Alternate forms, elemental traits, DR 10/+2, SR 13, telepathy	Alternate forms, elemental traits, DR 10/+2, spell-like abilities, SR 15, telepathy	Alternate forms, elemental traits, DR 10/+3, spell-like abilities, SR 18, telepathy
SAVES:	Fort +2, Ref +4, Will +0	Fort +3, Ref +3, Will +1	Fort +3, Ref +4, Will +1	Fort +4, Ref +5, Will +3	Fort +4, Ref +6, Will +5
ABILITIES:	Str 10, Dex 13, Con 14, Int 3, Wis 10, Cha 5	Str 12, Dex 11, Con 14, Int 7, Wis 10, Cha 7	Str 20, Dex 11, Con 14, Int 9, Wis 10, Cha 11	Str 20, Dex 11, Con 14, Int 11, Wis 12, Cha 11	Str 20, Dex 11, Con 14, Int 15, Wis 12, Cha 13
SKILLS:	Hide +7, Listen +2, Move Silently +3, Spot +2	Hide +4, Listen +4, Move Silently +4, Spot +4	Hide +0, Intimidate +2, Listen +4, Move Silently +2, Spot +4	Concentration +4, Hide +0, Knowledge (any two) +3, Listen +5, Move Silently +4, Spellcraft +3, Spot +5.	Concentration +10, Hide +0, Intimidate +3, Knowledge (any two) +5, Listen +5, Move Silently +4, Sense Motive +3, Spellcraft +6, Spot +5. Combat Casting, Flyby Attack, Improved Initiative, Iron Will
FEATS:	Flyby Attack	Flyby Attack	Flyby Attack	Flyby Attack	
CLIMATE/TERRAIN:	Any land and underground	Any land and underground	Any land and underground	Any land and underground	Any land and underground
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary	Solitary
CR:	1	2	2	4	7
TREASURE:	None	None	None	None	None
ALIGNMENT:	Usually neutral	Often neutral evil	Often neutral evil	Usually neutral evil	Usually neutral evil
ADVANCEMENT:	See text	See text	See text	See text	See text



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in hopes of tempting souls, for their powers of illusion and persuasion are strong and subtle.

Cataboligne demons speak and understand Common, Abyssal, and Infernal, and most know at least one other mortal language, such as Elven. Unlike tanar'ri, they do not have the natural ability to communicate telepathically with other beings.

Combat

Cataboligne demons like to prepare a battlefield to their advantage, using their spell-like abilities to bring darkness upon foes, negate enemies' magic, and neutralize the most powerful enemy first before engaging in melee combat. A cataboligne demon's *mage armor* gives off a blue glow and is often mistaken for another spell effect such as *fire shield*. Unlike the tanar'ri, cataboligne demons are not immune to fire, which may be a contributing factor to their losses in the war.

Spell-Like Abilities (Sp): At will—*cause fear, change self, charm person, darkness, dispel magic, hallucinatory terrain, hold person, levitate, mage armor, magic missile, minor image*. These abilities are as the spells cast by a 9th-level sorcerer (DC 12 + spell level).

Regeneration (Ex): Blessed weapons, holy weapons, and fire deal normal damage to the demon. It can regrow or reattach severed body parts.

Gingwatzim

Were I to compose a treatise on the weakness of the Baklunish, I might start by comparing the powerful demons used to guard Oeridian troves with the indolent, slow-witted air elementals employed for similar purposes in the west. These creatures, known as gingwatzims, are minor predators on the Ethereal Plane, but their greatest value on this plane is that they are easily bound into the form of a magic weapon. While this may seem desirable, the binding is easily dispelled. Far less effective than simply forcing a demon to do one's bidding, in my considerably experienced opinion.

That said, the gingwatzims were first bound by the legendary Last Amir of Beit Castan, and that relationship alone is enough to encourage further study.

Gingwatzims are gaseous elemental beings that live on the Ethereal Plane. They are brought to the Material Plane by arcane magic, bound into solid forms, and used as guards.

In its natural state, a gingwatzim is a faintly glowing sphere of semisolid swirling gases. Each subtype of gingwatzim has its own color. A powerful spell brings a gingwatzim to the material plane, and the spellcaster can choose two additional forms for the creature: one of a living creature and one of an inanimate object (typically a magic weapon). The more intelligent gingwatzims resent this service and often try to escape or kill their controller.

In its natural state, or free form, the gingwatzim serves as a guardian for an area, attacking creatures that enter its territory. In an animate form, it usually pretends to be a pet, familiar, or advisor of its controller, depending upon its form. In its object form, a gingwatzim is a magic weapon and is usually wielded by its controller or another being to whom it is given.

Gingwatzims understand Common and Auran but cannot speak any languages. They use telepathy to communicate with their own kind and other creatures.

As a gingwatzim grows larger, it metamorphoses into a different kind of gingwatzim. Thus, a 2-HD pakim that gains an additional Hit Die turns into a 3-HD graegzim and could eventually turn into a eoluzim if it gained yet another Hit Die. It is thought that these beings reproduce by splitting into several smaller creatures of equal size.

Combat

When in their natural state, gingwatzims have a touch attack that deals Strength damage, which is how they feed. Against creatures that are immune to ability damage, they flee or change to their animate form if possible. As they are solitary predators on the Ethereal Plane, their main tactic is to harry a creature with successive attacks and retreats until it succumbs to Strength damage.

Gingwatzim Qualities

Alternate Forms (Su): Conjured gingwatzims are assigned two additional forms by the magic of the spell that calls them. The animate and object forms are chosen and fixed when the gingwatzim is called and cannot be changed unless the creature is returned to the Ethereal Plane. The gingwatzim can assume one of its other forms or return to its natural form as a free action once per round. Often (especially in the case of less intelligent gingwatzim) their controller orders them to remain in one particular form.

In the form of another creature, the gingwatzim retains its own ability scores and other abilities, and its deflection bonus becomes a natural armor bonus. It gains none of the assumed form's ability scores or abilities in any way, and it retains the immunities of its elemental type. Armor class and skill bonuses based on size (such as Hide) use the new form's size instead of the gingwatzim's normal size.

In object form, a gingwatzim cannot move itself or drain Strength using its touch attack ability, and it loses its deflection bonus. When it takes the form of a weapon, a gingwatzim has an enhancement bonus equal to the bonus that would bypass its own damage reduction. For example, a pakim gingwatzim, which has damage reduction 5/+1, that takes the form of a longsword is effectively a +1 longsword.

Telepathy (Su): Gingwatzims can communicate telepathically with any creature within 100 feet as long as that creature has a language. The low Intelligence of some gingwatzims hampers their ability to communicate anything but the most basic concepts.

Pakim

Pakim gingwatzims in their natural form are green air spheres with a diameter of 4 feet. Pakims have poor reasoning skills and can only understand simple commands. Particularly docile, they often don't bother to resist their master's control. They can be bound into the form of an animal or plant of up to Small size. In object form, they can be +1 weapons with no magical properties.

Graegzim

Graegzim in their natural form are gray air spheres with a diameter of 6 feet. They have poor memories and cannot



Summoning Gingwatzim

The legendary Last Amir of the Zeifan city of Biet Castan first discovered the means by which gingwatzim can be summoned and bound on the Material Plane. His knowledge has passed down in the centuries since his disappearance, and written commentaries and instructions regarding the practice are commonplace in grimoires found throughout the western Flanaess, allowing lesser spellcasters to bring the creatures to Oerth using the standard *summon monster* spells.

Pakim can be summoned and bound via *summon monster II*. *Summon monster III* is adequate to summon graegim and eoluzim, and maronzim can be brought to the Material Plane via *summon monster IV*. The relatively powerful naranzim can be summoned and bound by *summon monster V*.

handle complicated instructions. Their animate forms can be animals, plants, or fey of up to Medium-size. In object form, they can be +1 weapons with no magical properties. They have an annoying habit of telepathically complaining to their owner when they are not being used.

Eoluzim

Violet spheres of air with a diameter of 8 feet, eoluzims are aggressive and violent. They are usually bound into an animate form of some kind of evil humanoid, although they can be given animal, plant, or fey forms of Medium-size or smaller. Often they are given roles as leaders to regular humanoids. In object form, they are +1 weapons with a +1-equivalent property, such as flaming, frost, or shock.

Maronzim

Reasonably intelligent and gifted with additional magic powers, maronzims in their natural state are yellow air spheres with a diameter of 10 feet. They have excellent memories and evaluate situations without the burden of emotion, making them somewhat dangerous because of their inclination to subtly rebel against their controller. Maronzims are usually bound into the form of a human, elf, or half-elf, but they can be bound into the form of any humanoid, fey, animal, or plant of Large size or smaller. In their object form, they are often bound as rods or staffs, allowing them to use their spell-like abilities without appearing to be anything other than a magic item. Other common object forms are +1 weapons with a +1-equivalent property, such as *defending*, *ghost touch*, or *keen*.

Spell-Like Abilities (Sp): At will—*color spray*, *ghost sound*, *invisibility* (self only), *Nystul's magic aura*, *Nystul's undetectable aura*, *silent image*, *ventriloquism*; 1/day—*blur* (self

only), *hypnotic pattern*, *minor image*, *mirror image*, *misdirection*. These abilities are as the spells cast by a 3rd-level sorcerer (DC 10 + spell level).

Naranzim

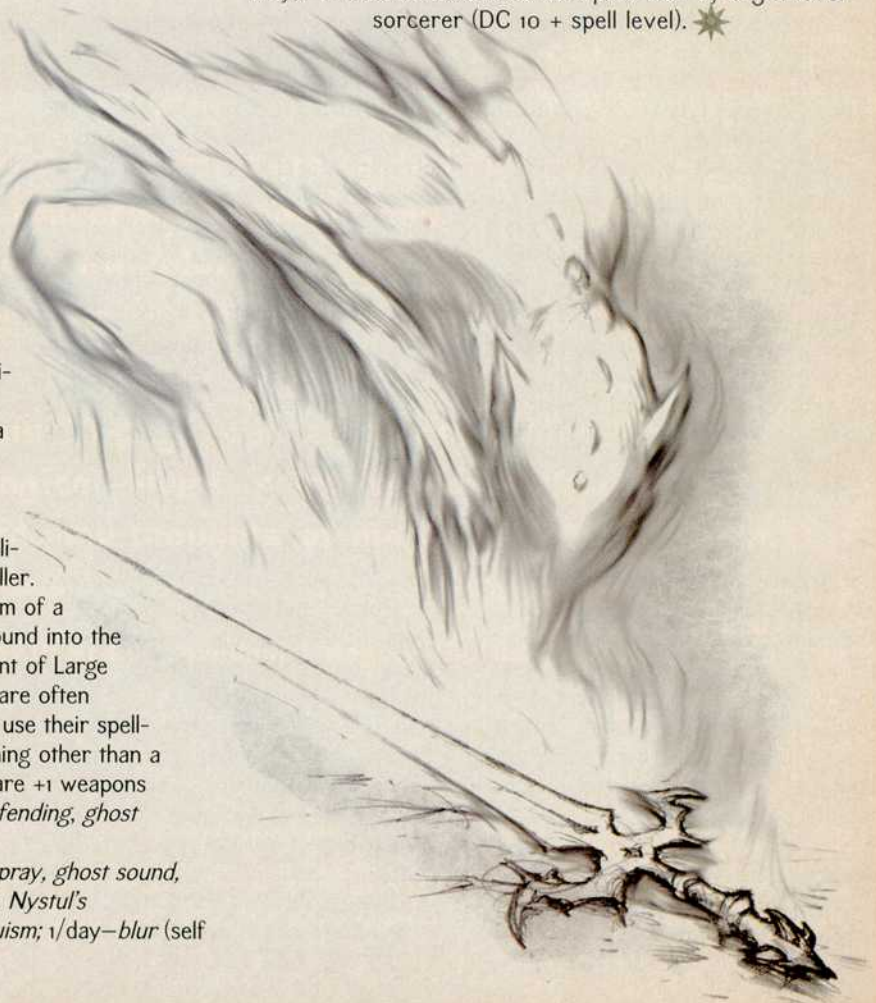
The most powerful of the gingwatzims, naranzims in their natural form are red-orange spheres with a diameter of 15 feet. Mysterious and impossible to control, little is known about them or their role in gingwatzim society. They hate forced servitude and always work to destroy their controllers. They can be bound into the form of any Large or smaller humanoid, fey, animal, or plant. In object form, they are shaped into rods or wands like the maronzims, or made into +1 weapons with a +2-equivalent property such as *bane*, *unholy*, or *wounding*.

Unlike other gingwatzims, naranzims that advance usually do not split into multiple gingwatzims, preferring to enjoy their own growing power. As it becomes more powerful, a naranzim gains access to more Illusion spells, each of which can be used once per day as a spell-like ability:

- 12 HD: *improved invisibility*, *phantasmal killer*, *rainbow pattern*.

- 16 HD: *dream*, *nightmare*, *persistent image*.

Spell-Like Abilities (Sp): At will—*color spray*, *ghost sound*, *invisibility* (self only), *Nystul's magic aura*, *Nystul's undetectable aura*, *silent image*, *ventriloquism*; 3/day—*blur* (self only), *hypnotic pattern*, *minor image*, *mirror image*, *misdirection*; 1/day—*displacement*, *invisibility sphere*, *major image* (with itself as the targeted recipient only). These abilities are as the spells cast by a 5th-level sorcerer (DC 10 + spell level). ✨





Campaign News

Deeper Toward Woe

Last month, we warned of the impending doom that is the *Isles of Woe* special event, which will be unleashed at the 2002 *Origins Games Expo*. In that issue's Campaign News, we presented preview encounters for that event, accompanied by a challenge to you: Play the introduction encounter on your own time before the convention, and be ready to summarize what happens to your *Origins* judge. If you don't come loaded with grand tales of heroic deeds accomplished at the boathouse leading to the Isles, things will be much more difficult for you once you arrive.

When you play the preview encounters, you don't gain experience points or gold. If your characters die, you can keep on playing your character (just pretend it never happened). If you do die, you might want to rethink your plans on plundering the Isles of Woe. . .

As promised, this month we present Encounter Levels 8-12.

The Once-Submerged Boathouse

The long trek through the limestone caves has brought you to this strange underground cove. The cave entrance to this place is obscured by seaweed, and only a little light trickles in through the vegetation. The walls are decorated with strange symbols and artwork in a style unlike anything you have ever seen. Upon the shore sit three longships. None have sails, and all are made of what appears to be corroded copper. In the center of each ship stands a column with a steering wheel attached.

This is the Heraan Boathouse—the once-lost passage to the strange, obscured city that dominates the Isles of Woe. Once aboard the strange arcane boats, the characters can cross over to the magical isles. But the characters are not the only ones who have found (or are looking for) this place. Before they board the boats, the characters must defeat monsters lurking here.

Average Party Level 6, EL 8

➤ **Assassin Vines** (4): hp 48, 47, 35, 32; see the *Monster Manual*.

➤ **Shambling Mound** (11 HD): CR 7; size Large; hp 110; AC 20 (touch 9, flat-footed 20); Add +2 to attacks, +1 to saves; see the *Monster Manual*.

Average Party Level 8, EL 10

➤ **The four sisters, aquatic elf wraiths** (4): hp 50, 47, 40, 35; as standard wraith, see the *Monster Manual*.

➤ **Kahg**: female scrag Clr5; CR 9; Large giant; HD 11d8+66; hp 132; Init +2; Speed 15 ft., swim 40 ft.; AC 22 (touch 11, flat-footed 20); Atk +12 melee (1d6+6, 2 claws) and +7 melee (1d6+2, bite), or +14/+9 (2d6+10, +1 Huge greatclub); SA Rend 2d6+9, spells, spontaneous cast inflict spells, rebuke undead; SQ: Regeneration 5, scent, darkvision 90 ft.; Face/Reach: 5 ft. by 5 ft./10 ft.; AL CE; SV Fort +15, Ref +1, Will +10; Str 23, Dex 14, Con 23, Int 10, Wis 14, Cha 10.

Skills and Feats: Concentration +11, Listen +5, Spellcraft +5, Spot +5; Alertness, Cleave, Iron Will, Power Attack.

Rend (Ex): If Kahg hits with both claw attacks, she latches onto her opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Regeneration (Ex): Fire and acid deal normal damage to a scrag. Scrag only regenerate when they are mostly immersed in water.

Spells Prepared (5/4+1/3+1/1+1; base DC = 12 + spell level): 0—*create water, resistance (2) virtue (2)*; 1st—*entropic shield, inflict light wounds**, *divine favor, obscuring mist, shield of faith, 2nd—bull's strength, death knell, endurance, spiritual weapon**; 3rd—*contagion**, *protection from elements*.

*Domain spell. Deity: Vaprak; Domains: Destruction (Smite (Su): 1/day—on a declared attack against a foe, gain +4 attack bonus, +5 damage bonus) and War (Free Marital Weapon Proficiency [greatclub], and Weapon Focus [greatclub]).

Possessions: +1 Shark hide armor, +1 Huge greatclub, pearl of power (1st-level).

Average Party Level 10, EL 12

➤ **Guifren and Xinzol**: blue slaads:

hp 72, 65; see the *Monster Manual*.

Wide Eyes (Ex): Guifren has wide eyes, granting him a +1 bonus to Spot checks (Spot +9).

➤ **Hjur'fiunt**: gray slaad Sor1; CR 11; Medium-size outsider (chaotic); HD 10d8+1d4+33; hp 90; Init +1; Spd 30 ft.; AC 24 (touch 13, flat-footed 23); Atk +14 melee (2d4+4, claws); +12 bite (2d8+2, bite); SA Spell-like abilities; summon slaad, breath weapon; SQ Fast healing 4, damage reduction 10/+1, resistance, alternate form; SV Fort +11, Ref +9, Will +12; Str 19, Dex 13, Con 17, Int 14, Wis 14, Cha 14.

Skills and Feats: Climb +15, Hide +14, Jump +17; Knowledge (arcana) +13; Listen +15; Move Silently +14; Search +15, Spot +15; Craft Wondrous Item, Forge Ring, Multiattack.

Resistance (Ex): Hjur'fiunt has acid, cold, electricity, fire, and sonic resistance 5.

Spell-like Abilities: At will—*animate objects, chaos hammer, deeper darkness, detect magic, dispel law, fly, identify, invisibility, lightning bolt, magic circle against law, see invisibility, shatter, and power word, blind*. These abilities are as the spells cast by a 15th-level sorcerer (save DC 12 + spell level).

Alternate Form (Su): A gray slaad can shift between its natural and any humanoid form at will as a standard action. A gray slaad remains in humanoid form indefinitely. This ability is otherwise similar to *polymorph self* cast by a 10th-level sorcerer.

Summon Slaad (Sp): Twice per day a gray slaad also can attempt to summon 1-2 red slaadi or 1 blue slaad with a 40% chance of success, or 1 green slaad with a 20% chance of success.

Breath Weapon (Su): Hjur'fiunt can produce a 20-foot cone of painful pulsating sound that does 3d6 points of sonic damage (Reflex save DC 18 for half).

Spells Known (5/4; base DC = 12 + spell level); 0—*daze, ghost sound, prestidigitation, resistance, 2nd—protection from good, shield*.

Possessions: Ring of protection +1, cloak of resistance +1. ★