

Living Greyhawk™

Enlightenment can penetrate even the helm of iron—Cuthbertine proverb

Campaign Director: Stephen Radney-MacFarland

Contributing Reporter: Jason Bulmahn

Sea of Dust at Winter Fantasy

Last year, WINTER FANTASY provided a rare opportunity to duke it out with the drow in their infernal vault. This year is your chance to explore the ruins of an empire burned to dust by the rain of colorless fire. Although little remains, a malignance still broods under the dust, waiting to be discovered. Heroes who succeed in this event will be entered into a random drawing for the chance to take home a relic from this ancient empire, no doubt powerful items the likes of which have not been seen in countless years. Don't miss out on this rare opportunity. Heroes who wish to play in this event would do well to play COR3-16: *Lerara*. Still want more? Here's the official blurb:

COR4-S01: *Sea of Dust*, by the Circle: "Time is the fire in which we burn." Those words echo in your head as you stare across the endless Sea of Dust before you. The mighty Suel empire, feared by all, once stood here. Now the fire that burns has washed it clean and time has buried and forgotten it. Sometimes things best left forgotten do not remain so and things thought long dead and swept away in the fires of time return. The shifting winds and dust have revealed a ruined city deep in the Sea of Dust. Time to grab the shovels and see what lurks beneath the ashes of empire. A Core Special scenario for APLs 2-16. This scenario will only be available for play at WINTER FANTASY 2004.

And look for these other great events at WINTER FANTASY:

COR4-01: *Shedding Scales*, by Shawn Merwin. A knightly order dedicated to stopping a nameless evil, a mysterious sect

of an ancient Suel goddess, and a diviner charged with undoing a diabolical ritual. These diverse forces struggle to end a threat in the cradle of the former Occluded Empire of the Whispered One. Is the danger confined to a backwater barony on the edge of the Rushmoors, or is something more at stake? An adventure for APLs 2-12. Part One of the "Windows to the Serpent's Soul" series.

COR4-02: *The Stone Man's Puzzle*, by Ron Lundeen. The town of Hardby was in complete disarray when you arrived. The courthouse was broken into and the accused whisked away by a giant man of stone. The tracks should be easy enough to follow, but who would want to spirit away a mere bookkeeper? An adventure for APLs 6-10.

COR4-03: *Tropical Intrigue*, by Michael McKeown. In the taverns of the Free City of Greyhawk, stories have passed down over the years of a shipwrecked adventuring party that explored the Amedio Hook 18 years ago. Unfortunately, the area is now controlled by the Scarlet Sign. Your patron wants to know more. She asks for volunteers for a journey across the Azure Sea. Not another sea voyage! An adventure for APLs 2-12.

3.5 is Here

By now, your new-and-improved 3.5 version of your hero should be ready to take on the world. While all of the adventures premiering after October 1st, 2003 are written for the 3.5 rule set, those from before that date will require a conversion. For regionals and meta-regional adventures, the conversion sheets can be found in PDF form right along with the adven-

tures themselves at www.living-greyhawk.com, using the same password to open. Your triad can provide the conversion sheet for core adventures. Since you now get four 3.5 vrock for the same EL as one 3.0 vrock, these conversions can make the difference between your players yawning and your players running from the dance of ruin!

Region News

It's been an exciting year for the LIVING GREYHAWK campaign. Some of the most fantastic growth for the campaign has occurred in Europe, where the regions of Dullstrand (Switzerland) and Naerie (Norway, Denmark, Finland, and Sweden) have put out their first adventures while Knurl (Greece) has become active again and should begin putting out adventures soon. Next time you are in Europe, check out the region you are traveling to, as there might just be a game to pick up on the way.

On a sad note, the Circle has decided to fold the region of Ratik (Hawaii) into Nyronnd (Southern California, Utah, and Arizona). All Ratik PCs will automatically become citizens of Nyronnd as of February 1st, 2004. All Ratik adventures will still be playable in Hawaii until they retire as normal. ●

BEASTS OF THE SCARLET

BROTHERHOOD *Living Greyhawk*

By Paul Looby and Stuart Kerrigan

Illustration by UDON

Fireseek, 594 cv

Skills: Hide +5, Listen +7, Move Silently +5, Spot +7, Survival +4 (+8 when tracking by scent)

Feats: Alertness, Track^B, Run

Environment: Any land

Organization: Solitary, pair, or pack (5-20)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 4-5 HD (Medium-size); 6-9 HD (Large)

Level Adjustment: —

My Deathless Suzerain,

I note with some satisfaction that the Dweomer masters have finally decided in their futile, if irritating, striving. It is my sincere hope that Iskreded the Seer's defenestration did not overly inconvenience the traffic in the street below.

Communication between Ounsty and Kalstrand has resumed this past month. Most interestingly, the Trine's Court initiated contact on this occasion. I have thus far been unable to trace the messenger back to Emmara herself, but in this I see the hand of that bothersome man-Sweneer. With your permission I can give him a glimpse of the visions that sent Iskreded out for a breath of air, as it were. In the meantime I would recommend placing a careful watch upon the comings and goings from the Temple of Zichus and the judicious application of torture upon those priests acting as couriers for this seditious correspondence. If you think it politic, I have methods that will leave no (visible) scars.

I enclose some notes on several interesting creatures for your edification, including some inspiring examples of the breeding projects undertaken by the deluded Brothers of the Scarlet Sign.

Your ever diligent scholar,

The Fiend-Sage
Rt. Aetra

An Asperdi sea captain presented me with a pair of these fine beasts as partial repayment of a debt (the route of the man's pleasingly large brood of children forming the balance). I am endeavoring to formulate a gas from the venom, which you may find useful in flushing the hobniz vermin of the Grandwood from their burrows. The blind terror that the hounds strike in the heart of halflings is really quite invigorating to behold and adds a delectable piquancy to their meat.



Yeshir (Halfling hound)

Medium Magical Beast

Hit Dice: 3d10+2 (19 hp)

Initiative: +2

Speed: 40 ft. (8 squares), burrow 20 ft. (4 squares)

Armor Class: 16 (+2 Dex, +4 natural), touch 12, flat-footed 14

Base Attack/Grapple: +3/+5

Attack: Bite +5 melee (1d6+2 plus poison)

Full Attack: Bite +5 melee (1d6+2 plus poison) and 2 claws +0 melee (1d4+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Fear aura, poison

Special Qualities: Darkvision 60 ft., scent

Saves: Fort +4, Ref +3, Will +3

Abilities: Str 15, Dex 15, Con 13, Int 2, Wis 14, Cha 10

Yeshirs (halfling hounds) are large hounds bred centuries ago by the princes of the Suel Imperium for the express purpose of hunting, tracking and killing halflings.

Large and heavily-built hounds, yeshirs typically stand about 3-4 feet at the shoulder and weigh about 150 pounds. Their heavy bristly coat is often brown, black, or gray. They have a broad, blunt head, heavily muscled neck, and powerful front legs with long claws equally efficient at digging prey out of their burrows and rending flesh.

Halfling meat was considered a delicacy in the last centuries of the Suel Imperium. The decadent nobility used yeshirs to run hobniz to ground and dig them out of their burrows using their large front paws. Suel migrants brought the dogs to the Flanaess a millennium ago and the beasts have spread widely since. Yeshirs are not generally kept in lands that enjoy good relations with halflings, as the hobniz understandably loathe them. Many Aerdi nobles possess yeshirs, and the Naelax overkings reportedly revived the "sport" of hunting hobniz with horse and hounds. The purest yeshir bloodlines dwell in the realm of Shar, where the Scarlet Brotherhood preserves both the breed and the malign tradition of their forebears.

Yeshirs are usually kept in domesticated (if still fierce) hunting packs. However, the Scarlet Brotherhood has released a number of feral packs in the lands of the Iron League to terrorize local hobniz populations.

Combat

Yeshirs have keen senses and can efficiently track prey by scent, sight, or sound. Though not the swiftest of hounds, and incapable of sustained bursts of speed, their strength, patience and cunning more than make up for this. Bred to track a sentient foe, yeshirs are sly beasts and often cooperate in pairs or a pack to isolate and surround or ambush their prey. If they run their prey to ground, they surround the burrow, covering any possible escape routes. One or two hounds then move up and begin digging out the trapped hobniz, one dog watching over the other, protecting it from attack.

Yeshirs usually attempt to bite with their poisonous fangs, following up with rending swipes with its powerful front claws. Yeshir venom is effective on other creatures, but halflings are particularly sensitive to its effects. The hounds attempt to immobilize all opponents as quickly as possible. If the pack meets strong opposition, they retreat, attempting to drag any immobilized prey away with them.

Fear Aura (Su): In the presence of a yeshir, halflings must make a successful Will save (DC 11) or become panicked. This is a mind-affecting fear effect. The save DC is Charisma-based.

Poison (Ex): Bite, Fortitude DC 12, initial and secondary damage 1d6 Dex. The save DC is Constitution-based. Halflings are particularly susceptible to yeshir venom. They take a -2 penalty on saves against this poison and take double damage to their Dexterity from the poison.

Skills: Yeshirs receive a +1 racial bonus on Listen, Move Silently, and Spot checks, and a +2 racial bonus on Hide checks. Additionally, yeshirs gain a +4 racial bonus on Survival checks when tracking by scent.

Mazchedeen (Tunnel-hunters)

Medium Aberration

Hit Dice: 4d8+4 (22 hp)

Initiative: +4

Speed: 40 ft. (8 squares), climb 20 ft. (4 squares)

Armor Class: 16 (+4 Dex, +2 natural), touch 14, flat-footed 12

Base Attack/Grapple: +3/+5

Attack: Bite +5 melee (2d6+2)

Full Attack: Bite +5 melee (2d6+2) and 2 claws +0 melee (1d4+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Acid spit

Special Qualities: Blindsight 60 ft., camouflage, Suel failsafe

Saves: Fort +2, Ref +5, Will +4

Abilities: Str 14, Dex 18, Con 13, Int 9, Wis 10, Cha 10

Skills: Hide +18, Listen +3, Move Silently +8

Feats: Improved Natural Attack (bite), Stealthy

Environment: Any underground

Organization: Solitary, pair, or pack (5-20)

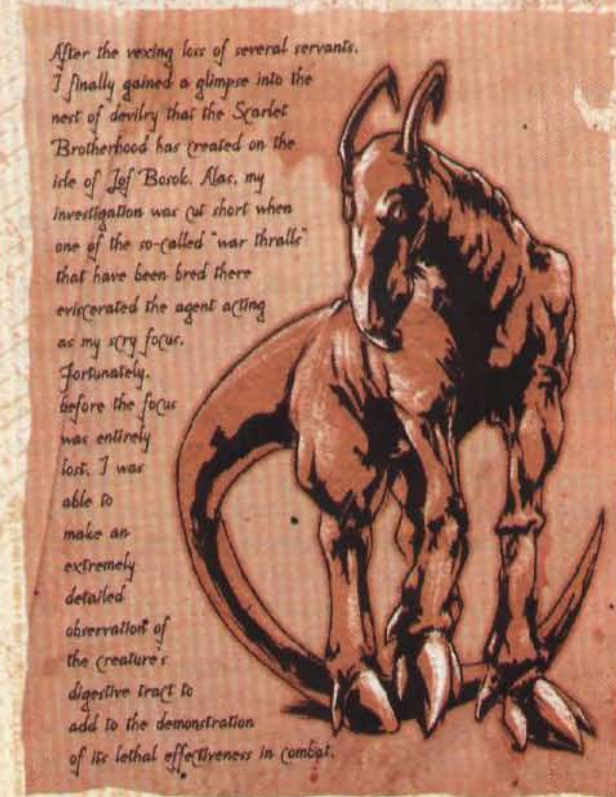
Challenge Rating: 2

Treasure: None

Alignment: Always lawful neutral

Advancement: 5-8 HD (Large); 9-12 HD (Huge)

Level Adjustment: +3



Mazchedeens (tunnel-hunters) are specially bred through the foul sorcery of the Scarlet Brotherhood to fight in the subterranean cavern networks of dwarves and gnomes.

Sleek quadrupeds with powerfully muscled limbs, mazchedeens can run and climb on all fours, but frequently rear onto their back legs to rake foes with their cruelly curved fore-claws. Their long, horse-like heads have

two vestigial eyes and a pair of slit nostrils set above an extensive, fanged maw. Despite being sightless, mazchedeens can navigate and locate foes without difficulty in complete darkness. Tunnel-hunters have extremely thick, rough, pigmented hide, which can change color to blend into the creature's surroundings, making them very difficult to spot when they are motionless.

Mazchedeens are thought to be one of the products of the Scarlet Brotherhood's diabolical monster breeding program. As such, they can understand commands in Ancient Suloise, but only if issued with a priming control phrase, known to the creature's Brotherhood masters alone. Moreover, tunnel-hunters have been conditioned not to initiate combat with humans of pure Suel ancestry—a failsafe to prevent the creatures turning on their creators. It is a mystery how the sightless creatures discern Suel from other humans.

The Brotherhood uses the tunnel-hunters as shock troops to suppress the usually fierce resistance encountered in dwur and noniz settlements. Tales from Irongate and the Hollow Highlands tell of creatures bearing a striking resemblance to mazchedeens wreaking bloody havoc in clanholds and settlements in the years following the Greyhawk Wars. They are also used as “watchdogs” at the gates to sensitive Brotherhood strongholds, where their ability to distinguish non-Suel humans has been the undoing of many a would-be spy.

The reproductive cycle of the mazchedeen is unknown and it is unclear what differences, if any, there are between male and female mazchedeen.

Mazchedeens have no spoken language, but can comprehend commands issued in Ancient Suloise.

Combat

Mazchedeens are dangerous opponents, capable of using guile and tactics to undo their foes. Alone, they make full use of their climbing ability and natural camouflage to lay in wait and ambush unsuspecting targets, often clinging upside down to the roofs of caves and passages and then dropping onto passing victims. In groups, mazchedeens like to swarm over their enemy, using their climbing ability to move over defensive lines, simultaneously overwhelming them and striking at the vulnerable spell-casters behind. In melee, their primary weapon is their vicious and toothy maw. Mazchedeens also make good use of their front claws, rearing up on their hind legs, or dangling down from cavern roofs to rake their victims. Particularly stubborn foes are dealt with by means of acid, secreted by glands in the creature's throat and spat into the faces of enemies.

Spit Acid (Ex): Mazchedeens can spit a 15-foot-long line of acid once every 1d6 rounds. The acid deals 4d4 points of damage. A successful Reflex save (DC 13) halves the damage. This DC is Constitution-based.

Camouflage (Ex): Due to their rough, pigmented hide, mazchedeens gain a +10 racial bonus on Hide checks.

Suel Failsafe (Ex): Mazchedeens are bred not to attack humans of purely Suel origin, unless attacked first.

Dreamstealer

Medium Undead (Incorporeal)

Hit Dice: 6d12 (39 hp)

Initiative: +7

Speed: 30 ft. (6 squares), fly 60 ft. (12 squares) (good)

Armor Class: 18 (+3 Dex, +5 deflection)

Base Attack/Grapple: +3/—

Attack: Incorporeal touch +3 melee (1d4 plus 1d6 Wisdom drain)

Full Attack: Incorporeal touch +3 melee (1d4 plus 1d6 Wisdom drain)

Space/Reach: 5 ft./5 ft.

Special Attacks: Create spawn, wail of doom, wisdom drain

Special Qualities: +2 turn resistance, unnatural aura

Saves: Fort +2, Ref +5, Will +7

Abilities: Str —, Dex 16, Con —, Int 14, Wis 14, Cha 20

Skills: Hide +11, Intimidate +13, Listen +10, Search +10, Sense

Motive +8, Spot +10, Tumble +11

Feats: Combat Reflexes, Flyby Attack, Improved Initiative

Environment: Any land

Organization: Solitary, gang (2–5), or pack (6–11)

Challenge Rating: 5

Treasure: None

Alignment: Always neutral evil

Advancement: 7–18 HD (Medium)

Level Adjustment: —

My agent in Irongate has brought to my attention garbled rumors emerging from the Headlands. Explorers have come across strange spirits in the heart of that labyrinth of hills. These spirits can apparently unhinge the minds of those that encounter them, as my contact can well testify to. While he was unsuccessful in his attempts to capture one of these spirits, I was able to piece together a remarkably accurate account of their appearance and behavior from his ineane ravings.



Dreamstealers are undead spirits of unknown origin, capable of feeding on the minds of sentient beings, driving their victims insane in the process—those that survive, that is.

Though incorporeal, dreamstealers can manifest themselves as clouds of utter darkness, consisting of a central mass from which continually warping and shifting black

tendrils lash out, often giving the creatures an oddly spider-like appearance. Dreamstealers appear to absorb the light around them, sucking it into their ebon form. They look utterly alien and the sight of them offends the eyes and chills the souls of good-hearted men.

The touch of a dreamstealer is said to bring insanity. Those few that have felt it and lived to tell the tale have been plagued thereafter by terrible nightmares. Dreamstealers can emit a terrible scream that strikes such mortal fear into those that hear it that some die of terror on the spot. They appear to be intelligent and use complex tactics to hunt their prey. Like all undead, they have a burning hatred for all living things.

The origins and purpose of the dreamstealers are unknown. They are mainly encountered in a region of the Headlands known to the local Flan tribes as the Ial Iornadh, the Dreaming Hills (18/H1 on the *LIVING GREYHAWK Gazetteer* map of the Flanaess). These rugged tors are generally avoided by all of the Headlanders, bar a degenerate and evil tribe known as the Galai Iorn. Hated and reviled by the rest of their kindred, the Galai Iorn are said to be in league with the dreamstealers. Though they appeared to be a localized threat, fearsome spirits bearing a striking resemblance to the dreamstealers of the Headlands have been reported to stalk certain accursed ruins in the Bright Desert.

Combat

Dreamstealers are cunning foes, and like to stalk their prey either alone or in packs. They lurk in dark corners of caverns or in tunnel walls, striking at their victims without warning. However, they can also venture out in daylight and delight in herding victims into ambushes and traps in narrow ravines and box canyons. In combat, dreamstealers soften up and scatter potential prey with their dreadful scream. They then swoop in with their tendrils to engulf their victims and feed on their minds.

Create Spawn (Su): Any creature slain by a dreamstealer rises as a dreamstealer spawn under the control of its killer in 1d4 days.

Wisdom Drain (Su): Living creatures hit by a dreamstealer's incorporeal touch attack must succeed at a Will save (DC 18) or take 1d6 points of permanent Wisdom drain. The dreamstealer heals 5 points of damage (10 on a critical hit) whenever it drains Wisdom, gaining any excess as temporary hit points. As long as this damage remains, the afflicted individual suffers from terrible nightmares when he rests, and must make a Fortitude save (DC 18) or awaken fatigued. The save DC is Charisma-based.

Wail of Doom (Su): Once per day, a dreamstealer can emit a bloodcurdling wail. All living creatures within a 100-foot spread must make a Will save (DC 18) or take 5d4 points of damage, as well as a -2 morale penalty on saving throws for five rounds. The save DC is Charisma-based.

Unnatural Aura (Su): Wild and domesticated animals can sense the unnatural presence of a dreamstealer at a distance of 30 feet. They do not willingly approach nearer

than that and panic if forced to do so. They remain panicked as long as they are within that range.

Dreamstealer Spawn (Template)

Dreamstealer spawn are madness made manifest, living creatures consumed by nightmares. Creatures killed by a dreamstealer rise as dreamstealer spawn. Thus, they can take many forms. Dreamstealer spawn appear as inky black clouds that roughly match the form of their original body, from which ebon tendrils constantly writhe.

Dreamstealer spawn can speak the languages they knew in life, but their voices sound high pitched, distorted, and tortured.

Sample Dreamstealer Spawn

Dreamstealer Spawn Hobgoblin Warr

Medium Undead (Augmented Humanoid, Incorporeal)

Hit Dice: 1d12 (6 hp)

Initiative: +1

Speed: 30 ft. (6 squares), fly 60 ft. (12 squares) (good)

Armor Class: 13 (+1 Dex, +2 deflection), touch 13, flat-footed 12

Base Attack/Grapple: +0/—

Attack: Incorporeal touch +0 melee (1d4 plus 1d6 Wisdom drain)

Full Attack: Incorporeal touch +0 melee (1d4 plus 1d6 Wisdom drain)

Space/Reach: 5 ft./5 ft.

Special Attacks: Wail of doom, wisdom drain

Special Qualities: +2 turn resistance, darkvision 60 ft., hobgoblin traits, unnatural aura

Saves: Fort +2, Ref +1, Will +0

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

Skills: Hide +3, Listen +3, Move Silently +3, Spot +3

Feats: Alertness

Environment: Any land

Organization: Solitary, gang (2–5), or pack (6–11)

Challenge Rating: 3

Treasure: None

Alignment: Always neutral evil

Advancement: By character class

Level Adjustment: —

The dreamstealer spawn hobgoblin lurks in ruined hobgoblin villages and ambushes anyone brave enough to explore the haunted buildings.

Combat

Although the dreamstealer spawn hobgoblin retains its prior weapon proficiencies, it almost always fights with its incorporeal touch attack and any special attacks or spells it possessed while living. Even when *ghost touch* weapons are available, the dreamstealer spawn hobgoblin prefers to fight with its deadly touch.

Wail of Doom (Sp): Once per day, the dreamstealer spawn hobgoblin may emit a bloodcurdling scream. All those within a 100-foot spread must make a Will save (DC 12) or suffer 5d4 points of damage as well as a -2 morale penalty on saving throws for 1 round.

Wisdom Drain (Su): Living creatures hit by a dreamstealer spawn's incorporeal touch attack must succeed at a Will save (DC 12) or suffer 1d6 points of permanent Wisdom drain. As long as this damage remains, the afflicted individual suffers from terrible nightmares when he rests, and must make a Fortitude save (DC 12) or awaken fatigued. The dreamstealer heals 5 points of damage (10 on a critical hit) whenever it drains Wisdom, gaining any excess as temporary hit points.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a dreamstealer spawn hobgoblin at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so. They remain panicked as long as they are within that range.

Creating a Dreamstealer spawn

"Dreamstealer spawn" is a template that can be applied to any living corporeal creature (referred to hereafter as the "base creature"). It uses the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead, and it gains the incorporeal subtype. Size is unchanged. Do not recalculate base attack bonus or saves.

Hit Dice: All the base creature's Hit Dice become d12s. Do not increase class Hit Dice.

Speed: Dreamstealer spawn gain a fly speed of 60 feet (good), unless the base creature has a better fly speed.

Armor Class: The dreamstealer spawn loses any natural armor bonus the base creature possesses, but it gains a deflection bonus equal to its Charisma bonus or +1, whichever is higher.

Attacks: The dreamstealer spawn retains all the attacks of the base creature, although those that rely on physical contact become incorporeal touch attacks.

Damage: The dreamstealer spawn's incorporeal touch attack deals 1d4 points of damage as well as any damage from its special attacks (see below).

Special Attacks: The dreamstealer spawn retains all the special attacks of the base creature, except those that rely on physical contact. A dreamstealer spawn gains the wisdom drain and wail of doom abilities described below. Saves have a DC of 10 + 1/2 dreamstealer spawn HD + dreamstealer spawn Charisma modifier unless noted otherwise.

Wisdom Drain (Su): Living creatures hit by a dreamstealer spawn's incorporeal touch attack must succeed at a Will save or suffer 1d6 points of permanent Wisdom drain. As long as this damage remains, the afflicted individual suffers from terrible nightmares when he rests, and must make a Fortitude save or awaken fatigued. The dreamstealer spawn heals 5 points of damage (10 on a critical hit) whenever it drains Wisdom, gaining any excess as temporary hit points.

Wail of Doom (Sp): Once per day, the dreamstealer spawn may emit a bloodcurdling scream. All those within a 100-foot spread must make a Will save or suffer 5d4 points of damage or 1d4 points of damage per dreamstealer spawn Hit Dice, whichever is greater. Affected creatures also

suffer a -2 morale penalty on saving throws for 1 round per dreamstealer spawn Hit Dice.

Special Qualities: A dreamstealer spawn has all the special qualities of the base creature and the two listed below.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a dreamstealer spawn at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so. They remain panicked as long as they are within that range.

Turn Resistance (Ex): A dreamstealer spawn has +2 turn resistance.

Saves: Same as the base creature

Abilities: Same as the base creature, except that the dreamstealer spawn has no Strength or Constitution score, and its Charisma score increases by +4.

Skills: Same as the base creature

Feats: Same as the base creature

Environment: Any land

Organization: Solitary, gang (2-5), or pack (6-11)

Challenge Rating: Same as base creature +2

Treasure: None

Alignment: Always neutral evil

Advancement: Same as the base creature

Level Adjustment: —

Overseer

Tiny Aberration

Hit Dice: 2d8 (9 hp)

Initiative: +2

Speed: 20 ft. (4 squares)

Armor Class: 15 (+2 size, +2 Dex, +1 natural), touch 14, flat-footed 13

Base Attack/Grapple: +1/-9

Attack: Bite +5 melee (1d4-2)

Full Attack: Bite +5 melee (1d4-2)

Space/Reach: 2 1/2 ft./0 ft.

Special Attacks: Attach, death grip, *domination*

Special Qualities: *Invisibility*

Saves: Fort +0, Ref +2, Will +3

Abilities: Str 6, Dex 14, Con 11, Int 12, Wis 11, Cha 18

Skills: Climb +1, Hide +13 (+18 when attached), Move Silently +5, Search +4, Spot +3

Feats: Weapon Finesse

Environment: Any land

Organization: Solitary

Challenge Rating: 1

Treasure: None

Alignment: Always lawful neutral

Advancement: 3-6 HD (Small)

Level Adjustment: —

My agents have sent me the preserved corpse of Quarrod, a steward of the Tine of Oantq who attempted to slay his mistress. Needless to say, I was delighted by the opportunity to study the novel insectoid creature that I discovered still clinging to his shoulder. It appears to induce a pleasing subservience in those it infests. Experiments are afoot to find the precise parts of the human brain that the beast acts on, so that I might replicate them. I have tried repeatedly to sry Hnuel Ilhar to find the breeding ground of these parasites, but to no avail. Unfortunate, as I believe in addition to their magical properties, these creatures would make a rather tasty delicacy!



The overseer is an insectoid parasite that enforces the will of the Scarlet Sign upon those it infests.

The ever-industrious priests of Bralm created the overseers using a fell ritual to shape sacred ants to their insidious ends. Through the will of the Toiling Lady, these creatures become horrors used to dominate and control the weak-minded. Often, if an ally or dupe of the Scarlet Sign shows any sign of discontent or excessive self-will, the red brothers attempt to implant one of these fell creatures onto the unwitting victim.

The overseer resembles a red-hued ant, with a pair of elongated biting pincers and six often-writhing feelers. Its sole purpose is to latch onto the body of its intended victim with its pincers. Once the overseer bites its victim, it can exert a *domination* effect through its feelers. The overseer's ability to become invisible at will when attached to a victim is its chief defense mechanism. Its last line of defense is the death grip of the feelers. Removing the overseer from a *dominated* victim may in fact kill the unfortunate host.

Overseers speak Common and Ancient Suloise.

Combat

These vicious creatures are usually concealed within the robes of their scarlet masters. They are most effective against unarmored and sleeping victims, but have a remarkable affinity for hiding and striking from ambush. Generally, an attached overseer prefers to remain invisible, but if this is not possible it attempts to hide on its victim's body or in its clothing, never losing contact with its victim.

If forced into melee, overseers tend to flee, having little offensive capability when surprise is not on their side.

Attach (Ex): If an overseer hits a victim with its biting pincers, it automatically attaches itself to the victim's body. An attached overseer loses its Dexterity bonus to its Armor Class and is considered flat-footed.

Death Grip (Su): After it has successfully attached itself to a victim, killing or removing the overseer can also slay the host. If the overseer is killed or removed, it inflicts on its host 1d6 points of damage per hour it has been attached (minimum of 1d6 and maximum of 10d6). This damage is raw magical damage and not subject to damage reduction or energy resistance. A successful Fortitude saving throw (DC 11) halves the damage done. This save DC is Constitution-based.

Domination (Su): An attached overseer may attempt to *dominate* its victim using its feelers. The victim must make a Will save (DC 15), or be *dominated* as per the *dominate monster* spell. The link between host and overseer is telepathic. This save DC is Charisma-based.

Invisibility (Su): The overseer, when attached to a host, can become invisible, as per the spell *invisibility*, as a free action. Every time the overseer issues an order to a *dominated* host, the overseer must make a Will save (DC 10) to avoid becoming visible.

Skills: Overseers gain a +5 circumstance bonus to Hide checks while attached to a host. ●