

Aefanryll

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Climate/Terrain:	Any
Frequency:	Uncommon
Organization:	Solitary
Activity Cycle:	Any
Diet:	Life-force of lower planar beings
Intelligence:	Genius (17-18)
Treasure:	H (gems and magic only)
Alignment:	Neutral Good
No. Appearing:	1 (1-4)
Armor Class:	-5
Movement:	12 Fl 36 (B)
Hit Dice:	12 (1d10 used to determine hit points, all ones rolled are considered 2's)
THAC0:	6
No. of Attacks:	5
Damage/Attack:	By weapon +8/2-12 (bite)
Special Attacks:	Mental Domination, Feeblemind, Energy Transfer
Special Defenses:	Gaseous form, +2 or better weapon to hit, <i>Plane shift</i> , Regeneration
Magic Resistance:	15%
Size:	M (5'- 6' tall)
Morale:	Champion (16)
XP Value:	22,000



(The Aefanryll)

The Aefanryll, known the planes over as simply "Aef" or in some circles as "Glory Hounds", are celestials that have so lost themselves to fighting the Blood War they have been reformed by the Good Powers into energy-draining creatures simliar to vampires. They retain a good alignment, but must feed on the life-force of the evil denizens of the Lower Planes to survive.

They are stunningly beautiful creatures with angelic wings and skin the color of the sky at

"The only good thing one can say about fiends is-

-there are plenty of 'em to go around!"
-One Aefanryll to another-

If faced with great damage or an overwhelming number of opponents the Aefanryll will *plane shift* to a safe location in the Outlands, or assume

dawn. They appear human in form, and are always beautiful to behold (they usually have a Charisma of 16 or higher, and all those gazing upon them must make a save vs. spell or suffer the effects of a *Feeblemind* spell). They commonly wear the Aef, a sign of those that have been forsaken among celestials. No one knows why they choose to bear this symbol, but it is known that it carries a powerfully negative social stigma.

Combat: In combat the ferocity of the Aefanryll becomes apparent. They attack with a longsword (which in their hands acts as a sunblade) in one hand and a horseman's mace (which in their hands acts as a mace of disruption). Each weapon can be used twice per round.

The bite of the Aefanryll is especially feared by lower planar denizens. The bite of the Aef conducts energy from the positive material plane, and infuses the being bitten with this power, effectively pumping positive energy into them (at a rate of 1d4+2 hp per round). This causes lower planar beings immense pain and agony and when they reach their maximum hit point total, they explode into a brilliant display of positive energy.

(This, in fact, acts exactly like normal undead level drain to a lower planar creature, but *heals* the listed amount of damage to any creature not native to the Lower Planes. Please note that some tieflings would be considered to be "of the Lower Planes", and thus could not receive this healing power). Commonly such beings as paladins will strike alliances to attack fiends with Aefanryll.

gaseous form until it is safe. *Plane shift* may be used once per 10 rounds and bands of Aefanryll will commonly shift in and out of a fight to confuse an opponent and have time to regenerate. (Aef can regenerate 2 hit points per round unless the damage was done by acid).

Habitat/Society: The society of the Aefanryll is a limited one. Due to their frenzy to destroy fiends they are outcast from the Upper Planes and normally reside in the Outlands. The fate of the Aefanryll is used as an example to celestials that allow the lust of the destruction of evil hate to take control of their existence.

Any celestial may be transformed into an Aefanryll. Those that take too much joy in the slaughter, or think more of the Blood War than the conflict between good and evil are eligible. Occasionally an older Aef will be summoned back to its home plane to train a new batch of 'initiates'. During their apprenticeship is the only time an Aefanryll will be seen with others of its own kind. The sight of their kin serves as too harsh a reminder of all they have lost.

Ecology: The Aefanryll serve no purpose in the ecology as they neither eat nor sleep. Their only purpose is to destroy fiends and they plot constantly to this end.

Guardinal, Brahmals

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Climate/Terrain:	Elysium
Frequency:	Rare
Organization:	Solitary (Herd)
Activity Cycle:	Any
Diet:	Herbivore
Intelligence:	Exceptional (15-16)
Treasure:	Incidental
Alignment:	Neutral Good
No. Appearing:	1 (1-8)
Armor Class:	2
Movement:	12
Hit Dice:	7+4
THAC0:	13
No. of Attacks:	3
Damage/Attack:	1d6+2/1d6+2/1d8+3
Special Attacks:	Spell use
Special Defenses:	+1 or better weapon to hit, spell immunities
Magic	40%
Resistance:	
Size:	Medium (4' to 7')
Morale:	Champion (15-16)
XP Value:	9,000

A Brahmals is a rare breed of Guardinal known for its passive nature and spiritual enlightenment. The Brahmals are the priests and druids of the Guardinals and as such are given great respect within their culture. They also act as the caretakers and teachers of the young ensuring that the new generation grows to understand their importance in the world. Brahmals and Ursinals share a common interest in their love for philosophy. It is not unusual for groups of Brahmals and Ursinals to be found in one another's company. The Brahmals are also sought out by other Guardinals who actively participate in the Blood War. As powerful priests their skills are invaluable when engaging the lower planar vermin.

A Brahmals appears as a large (7 ft) sinewy humanoid with the head of a Brahma Bull. They possess the same characteristic hump common to the bovine species along their backs. Brahmals are coated in fine, short hair usually, white, or brown in color. They have large benevolent eyes of the lightest brown color said to ease the pain of any



(A Brahmals schools a young Ursinal)

Only +1 or better magical weapons can hit a Brahmals. They are completely immune to any form of disease, or poison. Brahmals are further immune to any mental attacks including, fear, chaos, and charm person.

Habitat/Society: As noted previously the Brahmals are the spiritual leaders of the Guardinal race. Their wisdom is never taken lightly even by the mighty Leonals. Brahmals are generally solitary and tend to wander from one place to another administering their faith wherever it is needed. Some Brahmals gather in herds to protect specific areas of land while others gather together and form spiritual institutions for the young.

Typically they erect permanent structure similar to towers or keeps where they gather in manner akin to monastic orders on the Prime. Here in these hallowed halls the Brahmals serve to enlighten the young while the Ursinals assist in the other aspects of their education. As noted previously the Brahmals and Ursinal species enjoy a level of camaraderie that many other Guardinals do not share outside their close knit clans and families.

being that looks upon them. Their feet are actually stout hooves and a hoof like material also backs their hands. Each of the Brahmals horns are curved forward and extend as far as 18 inches giving these pacifists an impressive arsenal for defense. Many onlookers may mistake the Brahmals as a new species of Minotaur. Such mistakes are rare on Elysium where every manner of animal/human hybrid can be found. On the Prime, the mistake is more commonly made and can cause trouble for the normally peaceful creatures.

Combat: The Brahmals do not enjoy fighting. They would rather parlay with an opponent and appeal to their spiritual side to see the ultimate futility in violence. If combat is unavoidable the Brahmals may strike with their hoof like fists and inflict 1d6+2 points of damage (18 in strength). The Brahmals can also utilize their horns that function as +3 magical weapons and inflict 1d8+3 points of damage.

If sorely pressed in combat they have several special abilities they can use. Any evil creature meeting the gaze of a Brahmals must make a saving throw versus magic or be affected by *fear* as the fourth level magic user spell. In addition to the standard Guardinal powers, they may use the following abilities at will: *true sight* (always active), *know alignment* (always active), *bleed*, *draw upon holy might*, *cure light wounds*, *continual light*, *cure blindness/deafness* (once per turn), *cure disease* (once per turn), *neutralize poison* (once per turn), *heal* (thrice per day), and *holy word* (twice per day). Brahmals are surrounded by *protection from evil* in a 10' radius and they can cast spells as 14th level priest. Fully one half of all Brahmals function in the same manner as traditional priests while ¼ function as Mystics, and ¼ function as druids.

"A Minotaur! I'll have you know berk that those smelly, inbred, cows don't even have a respectable looking hump!"

-Goraf, a Brahmals, to a clueless prime when asked if he had any Minotaur kin.-

Ecology: The Brahmals is a defender of the weak and protector of nature. Even Brahmals who do not possess druid abilities see the defense of nature as part of their faith. In addition to creating monastic herds that assist the young the Brahmals also create similar groups that see to the needs of the environment.

Crusader - Tanar'ri, Risen

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Climate/Terrain:	Any
Frequency:	Very Rare
Organization:	Tribe
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Genius (17-18)
Treasure:	C, F
Alignment:	Chaotic Good
No. Appearing:	1
Armor Class:	-9
Movement:	15
Hit Dice:	12
THAC0:	9
No. of Attacks:	Spells, by magical weapon, 3
Damage/Attack:	By spell, by magical weapon, 2-12/1-10/1-10
Special Attacks:	Spells, <i>Holy Light</i>
Special Defenses:	<i>Protection from Evil</i> , +2 or better weapon to hit, regeneration 3hp/rd.
Magic Resistance:	70%
Resistance:	
Size:	L (7' tall)
Morale:	Fanatic (17-18)
XP Value:	45,000

History of the Crusader
Excerpt from the Ninth Chapter
Holy History of The Order of the Weeping Rose

"...In ages past the great Paladin-Mage Jirra Lightbinder organized a great quest. He would convert a creature of darkest evil into a holy knight as he himself had once been. The many knights in his service cried him hale as they descended into the abyss.

Many weeks of fighting and much destruction did they see. The band of knights was reduced from Three Hundreds to some dozen, but still the holy warriors did persevere. At long last a great foe was reduced to inability by the sage powers of the Lightbinder. Long did the evil beast wail and strive 'gainst the power granted the blessed of the gods. At last the great devil was transported to the holy place of the brethren who had brought him low.



(A Crusader, conjuring his *Holy Light!*)

"And on the fifth day, I destroyed ten fiends, and it was good.
 And on the sixth day, I destroyed twelve fiends, and..."
 -Crusader Chit-Chat

It is said that through the might of the Power the Crusader is dedicated to, a gate is created within it to the home plane of the chosen deity. This allows full access to the spell abilities and power that the Realm and the deity provides and nullifies any loss in ability level (as per other planewalker priest classes). The tentacle itself is nearly indestructible (Armor Class -9 with 50 hp and is 100% Magic Resistant) but is utterly useless as an appendage. They will always dress and act in exact accordance with the holy vestments of their faith.

Combat: A Crusader in combat is truly an awe-

Many were the prayers and hosannas made over the beast. Much care was taken to show the greatest in all that is good. The blessings of many Gods were invoked and received. One cycle after the fell creature did fall into our hands did a Holy Archon grace the Holy Place with his presence. Long did the Archon and the beast make war with words.

At long last did the Archon place upon the head of the bound beast a great and holy relic - a portal to the mind of a god. The beast did writhe and mouth hateful things. Upon it's exhaustion did the beast cease to struggle and commune with the God. The true and holy way was revealed unto its eyes. Great was the shame of the beast as he bethought back upon his foul and fell deeds. Long was the vigil of his prayer. Many weeks later did the bindings upon the beast burst asunder. Fear struck as the knights drew their weapons, casting the priests behind them to seek safety as they may.

No war did the beast make upon the warriors of light. Fall down to his knees did he, to thank them and kiss their feet. The beast, now named Crusader to the God, drew up a great and holy sword from the air. We knew not it's origin, save the Archon labeled it a gift. Descend upon us a great lizard-steed did, possessing wise and kindly eyes, it named itself Ki-rin.

Leaping upon this Ki-rin the crusader did have off. Many were the tales of his valor, and many were his conversions to the lighted path. His sword was recovered from beneath a great multitude of slain fiends, the body of the holy warrior was nowhere to be found. Thus is the guardian and champion of good fated ever to act."

The Crusaders are a small group of tanar'ri who have, through priestly spells and sanctity of the Powers, been utterly converted to the cause of good. They have sworn themselves each to a different of the "good" Powers and have been given all the holy strength and abilities of paladins.

All Crusaders have icy white skin, with disturbing red-on-black eyes. They are completely hairless, although they often decorate themselves and their tentacle with ribbons, feathers, and symbols of their faith. It is this tentacle, located on the back of their head, which is the source of their "holy" power.

inspiring sight. If fighting fiends they will first activate their *Holy Light*, which burns all evilly aligned creatures within a twenty feet sphere with blazing white light (causes 1d12 points of damage per round of exposure) and can never be healed, as it is the direct application of a Power's holy aura.

Each Crusader also carries a *Holy Avenger* sword to use in the destruction of any and all fiends. (The 50% magic resistance granted by the sword should be rolled for first then apply the 70% natural resistance for any surviving spells). Most of these *Holy Avenger* blades are massive weapons (giant-sized Bastard swords) that are in themselves, very nearly awe-inspiring and all Crusaders should be considered masters in their use. (4 attacks/round, +8 to hit and to damage, double damage to evilly aligned creatures. Damage is 2d8/1d12 one-handed and 4d4/4d8 two-handed).

All Crusaders have access to the same holy powers as do the holy warriors of their faith (cast spells as a Paladin of their Hit Die in levels); all known crusaders use Ki-rin as mounts when waging war upon fiendish enemies.

Habitat/Society: The society of Crusaders revolves totally around expunging their previous sins by destroying fiends and their dark works. If not actually involved in physical conflict, the Crusaders attempt to forward the designs of their deity in any way possible.

Because of their origins, might and destructive capability, all fiends both fear and despise Crusaders, but none more than the tanar'ri. Any tanar'ri will attack a Crusader on sight (not to say that any other fiend would not...) and fight until one of the two is utterly destroyed. Strangely, baatezu, although they cannot stomach the beings, often try and use the single-mindedness of the Crusader as a lever in the Blood War against the tanar'ri. However, there are countless tales spun in Sigil that tell of how a Crusader (or three) saw through the subtle machinations of the baatezu and destroyed both them and the tanar'ri before all was said and done.

Ecology: The Crusader has no impact on the

ecology but depending on their Power (such as a good Power dedicated to nature), they may do works to better it while not waging war upon the fiends. It is said that the tentacle of a Crusader fetches quite a high price in some Lower Planar gatetowns, and that the buyers are usually yugoloths, the reason for this, however, remains dark.

Faashtha

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Climate/Terrain:	Any Upper Planar
Frequency:	Vary Rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	None
Intelligence:	Genius (17-18)
Treasure:	H,S,T
Alignment:	Neutral Good
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No. Appearing:	1
Armor Class:	-3
Movement:	24
Hit Dice:	14
THAC0:	3
No. of Attacks:	3
Damage/Attack:	2d8/by weapon x 2
Special Attacks:	Ram, <i>Holy Aura</i> , <i>Haste</i> , <i>charm</i>
Special Defenses:	<i>Holy Aura</i> , hit only by magical weapons of +3 or greater enchantment, regenerate 4 hp per round. <i>Planeshift</i> once per turn
Magic Resistance:	70%
Size:	Large (7' to 12')
Morale:	Fanatic (17-18)
XP Value:	21,000



(I come, A Faashtha self portrait)

"Any mission,
anytime,
anywhere.

On my soul."
-The Faashtha Creed-

These great beings are the bounty hunters of the upper planes. They perform missions specifically for goodly aligned powers (or their highest servants) that the power does not want his direct followers to engage in. The Faashtha, or Faa, as they are also known as, normally get the "dirty" or "dangerous" tasks the powers need doing. They revel in this, and talk down to the "bound" celestials, as they refer to them. The sense of pride in mission accomplishment is what motivates them to take incredible risks for comparatively little reward.

The Faashtha are handsome human-appearing beings,

Further, each Faashtha maintains the abilities it had as a mortal and this will determine the additional abilities.

Habitat/Society: The society of the Faashtha is based around the lodge. These are gatherings of the bounty hunters (one per goodly plane and one is suspected to be in the Outlands). Here they receive new assignments and warn their fellows of new foes and magics. Between assignments is a great deal of drunken revelry, contests of strength, non lethal combat, as well as other "passions of the flesh". Due to their attitude and presence in the Outlands, some Faa have been occasionally seen with the large roaming tribes of the bariaur, who share in this "celebratory attitude".

When on a mission, however, they are always solitary. It is considered the height of rudeness to assign multiples to the same mission. The price paid for their services is unknown but is very steep. There are several

except for the large set of ram's horns that crown their head. They are roughly nine feet tall and heavily muscled. They are so handsome (**Charisma 22**) that they may charm any creature they make eye contact with. This ability is normally used to glean chant and darks about their assigned tasks or target. The symbol on the loincloth (which is the only clothing they wear) is the sign of their lodge, and holds special meaning to them.

Combat: If the Faashtha initiate combat they will activate their *holy aura* which makes them take half damage to any spell (they still gain any normal save throws) and all the powers of a protection from evil, any evilly aligned creatures within 5' are burned for 1d10 points of damage per round that may not be healed or regenerated except by magic.

If far enough away they will then *Ram* their foe (x2 damage at 20' with an additional multiplier for every 10 feet of head start to a max of x5) for 2d8 points of damage. Once they have closed they will activate their *haste* ability (no aging side affect) and use their melee weapons. They always fight two weapons style with DM determined special magical weapons (normally large versions of one handed, or normal two handed weapons wielded in one hand due to their size).

service is unknown but is very steep. There are several recorded incidents of lesser or demi-powers being unable to pay the fee. It is suspected to often be a great magical weapon that can help with the Faa's future missions, but the truth of this remains dark.

Ecology: Faashtha are mortals who were of great service to a goodly power and were destroyed in his service. In life they must have been some type of bounty hunter. If they meet the stringent qualifications and there is a vacancy in a lodge (each lodge has 49 members) they may be elevated by the sponsoring diety.

Eladrin - Laene (Greater)

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Climate/Terrain:	Ysgard, Subterranean
Frequency:	Rare
Organization:	Guild
Activity Cycle:	Any
Diet:	Omnivore + Ores
Intelligence:	Exceptional (15-16)
Treasure:	R (lair:Ix5)
Alignment:	Chaotic Good
No. Appearing:	1 (1d6)
Armor Class:	1, -4(element form)
Movement:	9, Br 9
Hit Dice:	9 +14
THAC0:	11
No. of Attacks:	1
Damage/Attack:	by Weapon +7, or special
Special Attacks:	Corrosion, Magic Use
Special Defenses:	See below
Magic Resistance:	40%
Size:	Small (2' to 4')
Morale:	Champion (15-16)
XP Value:	18,000

In demihuman form, a Laene Eladrin resembles a heavy-set Gnome or slender Dwarf with silver eyes; their Element Form is an Amorphic mass of silvery metal. The transformation takes one round in either direction; clothing and equipment are not transformed.

Combat: Immune to Acid, Electricity, Fire (including Magical), Magic Missiles [Force strike spells], Petrification/Polymorph, and Weapons of less than +2 enchantment not forged of Cold Iron. Resistant (50%) to Gas or Poison; Vulnerable to Cold, Infernal Energy, and Cold Iron Weapons.

In demihuman form, Laene favor a Sharpness Battle Axe +3 (strikes creatures harmed only by +5 weapons, made of Crystal and Glassteel, immune to Acid), which they wield at 19 Strength.

Their low inherent AC in this form is due to the Armoring effect of Celestial energy, and is not cumulative with physical armor; if physical armor is worn, perhaps for a disguise, then the AC of the armor is used, even if it is worse.



(A Laene, in his demihuman form)

As Greater Eladrin, Laene are surrounded by *Protection from Evil* in a 10 foot radius at all times. A Laene can also use any of the following Spell-like powers once per round at will: *Alter Self*, *Comprehend Languages*, *Cure Light Wounds*, *Detect Evil*, *Advanced Illusion*, *Detect Invisible*, *ESP*, *Improved Invisibility*, *Fabricate*, *Glassteel*, *Stone to Flesh/Petrify*, *Superior Magnetism*, *Tenser's Destructive Resonance*, or *Wall of Stone*. Once per day, a Laene can cast *Enchant an Item*; once per year, a Laene can cast *Permanency*.

Laene have a special *Passwall* ability that functions only on Stone and converts it into a fluid gel rather than an open passage; the gel reverts to stone after 1 turn, or when the Laene dispels it if sooner. A Laene can move through this gel at the normal movement rate; others are slowed by 50%. Laene are able to breathe stone; the gel is not breathable to those who lack such an ability. Transitioning into a lithic environment requires 3 segments, and normally constitutes the action for a round; however, the Laene can also transform simultaneously into Element form, if desired.

Laene in Element Form have a sense based on sonar which allows them to perceive their

A Laene may transform into Element form while wearing armor, but doing so destroys the armor (magical metallic armor will require several rounds to dissolve completely, and will hamper the Laene until 'removed').

An Evil creature of fewer than 5 HD that meets the Stony gaze of an angry Laene must save vs. Petrification or be transformed into Stone with all his gear for 4d8 rounds; a system shock check is required to survive the initial transformation, but not for the reversion to normal form.

In Element Form, Laene attack by Grappling/Engulfing an opponent; this attack does not need to penetrate the target's armor, so only Magical and Dexterity defensive adjustments apply. If the Laene scores a hit, it establishes a *Hold*. Any metal in sustained contact with the Laene will dissolve and be absorbed into the Eladrin's body (1 round for chain mail, 2 rounds for Plate, plus 1 round per plus for magical items); after the armor has dissolved, or if the armor is non-metallic, the Laene automatically inflicts up to 3d8 points of Acid damage per subsequent round to a Held opponent (saving throw vs. breath weapon for half damage; non-metallic armor that provides extensive coverage grants a bonus to the saving throw, but requires a saving throw vs. Acid every round or the armor dissolves and becomes useless).

On any round after establishing a *Hold*, the Laene may attempt to apply constrictive pressure by attacking against the remaining Armor Class (Dexterity adjustments no longer apply when held, and the target's armor is physically dissolving). If successful, the Laene imposes an additional +8 points of constriction damage; even if it fails, the acid damage continues each round until the *Hold* is escaped (contested Strength check against 19 Str).

Note that weapons striking a Laene while it is in Element Form must attempt an item saving throw versus acid or be destroyed; the Laene still takes damage from any successful hit by a weapon that it wasn't immune to.

A Laene may only *Hold* one opponent at a time; if additional opponents attempt to grapple with a

environment in a 360 yard range; this sense works in air or stone, but not both simultaneously (a Laene cannot see through walls, or across an air gap, but could enter a stone block (using the special Passwall ability) and perceive the location of any cavities or other discontinuities within it). Smaller items may be scanned if the Laene engulfs them.

Laene possess the spell-casting abilities of a 12th level priest.

Habitat/Society: The Laene are smiths and crafters of great talent and skill. They provide the Tulani Lords with the magical items that are bestowed on the Knights, and occasionally (rarely) others. Typically, only one will be at any particular court (performing repairs); while most are out and about, or down in the forges fashioning new items. Laene are able to travel freely throughout the Planes; but on the Prime, must observe the Code of the Veil, which they typically do as Gnomes or Dwarves.

Laene are natives of Ysgard's 3rd layer, and are Very Rare encounters elsewhere; but they will sometimes approach adventurers with an offer to purchase unusual magical items for study.

"Sure, I can make it,
but can YOU
pay for it?"
-A Laene, haggling-

Ecology: Laene are omnivorous, but must also consume metallic ores or even processed metals; a variety of metals are required, but the Laene can usually acquire all of them by absorption from its Passage gel. Laene excrete Mithril as a waste product (substitute Mithril for platinum in the treasure table), and collect high quality jewelry and gems for use in crafting magical items.

Variants: Laene who mate with Dwarves produce offspring of the Durin subrace; Laene-Gnome hybrids are Modsgonor.

Laene, then each sustains 1d8 points of Acid damage per round of contact. However, each grappler adds +1 to the contested strength check of the person held (the Amorphic nature of the Laene makes it difficult to apply such assistance effectively).

Underwater, a Laene's Acid attack is ineffective; however, the Laene is not harmed by aqueous environments, and can still grapple/engulf and constrict opponents. (Laene are able to breathe water in any form.) A Laene can also choose not to employ its Acid attack against engulfed opponents while in other environments.

Nimbus

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Climate/Terrain: Mt. Celestia, Some Upper Planes
Frequency: Uncommon
Organization: Solitary
Activity Cycle: Any
Diet: Unknown
Intelligence: Exceptional (15-16)
Treasure: None
Alignment: Lawful Good, usually, but can be Any Good

No. Appearing: 1 or (rarely) 1d3
Armor Class: -2
Movement: 12, FL 18 (B)
Hit Dice: 7+5
THAC0: 12
No. of Attacks: 2 or 3
Damage/Attack:
Special Attacks: *Halofire*
Special Defenses: Can be hit only by +1 or greater weapons
Magic 25%
Resistance:
Size: M (6 ½ tall)
Morale: Fearless (20)
XP Value: 2,700

"Utter beauty and radiance. Combine this with a skill so deadly and a thirst for destroying evil so unquenchable that it burns visibly through them. These are the qualities of the Nimbus."

These were the words penned over 3000 cycles ago by the planar historian Grunui'hail'lib Ammoneumen in one of the oldest surviving treatises of the Upper planes, The Orah. It was thought that the race, which was believed to be native to the plane of Mt. Celestia, disappeared long, long ago never to be seen again.

This was, however, until recently when a group of planewalkers stumbled upon a deserted temple in a little known section of the Glorious Mount. Upon breaking the seal which sealed the doors of the inner sanctuary of the temple, a Nimbus strode forth, as seething in power and glory as were the Nimbi (plural of Nimbus) of old. Following are the words of the single



(A Nimbus on high!)

Combat: The nimbus is eerily devastating in combat, but only against those that are evil, or harbor the strains of evil in their hearts. The nimbus can *detect alignment* at will, and it is thought that even items such as *amulets of non-detection* cannot hinder them in their quest to vanquish and destroy evil. A nimbus will never attack a creature of non-evil alignment, but those that attack it will be met with the same force.

The nimbus will usually attack initially with its *halofire*, which ignites on a single evil creature within 100 feet of the nimbus and burns for 4d4+4 points of damage every round. The *halofire* continues for every round that the victim is in range, so that the only way to cease the attack is

survivor of that fateful party.

"The creature was beautiful beyond words, I shall never forget its face as long as I draw breath. It looked in some ways like a human or elven woman of incredible, indescribable beauty and in other ways it looked like a living fire of bright light. Its head was wreathed in this burning, light fire, and yet it was in no way consumed. It is hard to describe, but the thing did not look like an elemental.

"I know what you are thinking sod, and yes, I have seen elementals before and this was unlike any of them. Its head and shoulders appeared to be blazing or burning with a bright fire, its eyes somehow shining white and still noticeable within the glare. I tell ya, it was like nothing that I have ever seen before.

*"It walked slowly, but it seemed that each step it took there was no going back for it, like it would never retreat, no matter what. It wore strange garb the likes of which I have never seen, but it somehow was perfect for it and it was female, of that I am sure... Erm, well, as least it **seemed** to be female.*

"In its dainty hands, it held what appeared to be, at first glance, a broken pole arm, but I soon learned that it was a perfectly working and utterly deadly weapon. The weapon was a sectioned but connected staff with three sections, the two outer sections bearing gleaming silver blades.

"It seemed to stand there for hours, but I know now that it was only moments, when it looked to Darkcinder, our tiefer thief, and before I knew that anything had happened, Darkcinder was burning. I thought I saw the thing look at him, but I was not sure, but I know that Darkcinder was dead in moments, burned to an utter crisp by the creature's fire.

"The rest of the party, unknowingly, moved in to attack this thing at that point. It seemed to hesitate at first and they landed several good attacks on it. I knew then what was happening, but I was unable to say anything. I was frozen in abject fear and awe, as they should have been...

"It did not burn any of the others, but it defended itself with ease once it seemed to realize the party was not going to stop attacking it. It flew around the room and a few swings of that barmy-looking weapon and it was all over.

range, so that the only way to cease the attack is either by fleeing, or slaying the nimbus that cast it.

Luckily, the nimbus only uses its *halofire* against evil opponents and the attack, in fact, has no affect on those of neutral or good alignments. However, the long, double-bladed *hath'Rra*, or "vengeance blade" works equally well on any opponent. A nimbus can attack twice per round with the *hath'Rra*, which is usually a +2 weapon, and more often than not has some innate magical power. Their weapons dissolve upon the death of the nimbus and they can maintain their *halofire* if they so wish while attacking without penalty.

Habitat/Society: All that is known of the nimbuian society (both past and present) is that there was a tremendous focus on combating evil in all of its forms, no matter where it began. It is thought that the nimbus either gave rise to the celestials or that they were created and then thought less about as time passed, so they then faded into near non-existence. It was only through their rediscover that they again gained the fresh belief needed to continue on their quest to utterly vanquish all evil.

Some sods believe that the nimbus were too good at their job and the celestials decided that they would rather the fiends keep themselves occupied in the Lower Planes with a war over the true definition of evil. Therefore, the celestials had them imprisoned until a time when they might again need them.

"...and the evil of
heart
must be wary of the
Nimbus, or they shall
soon
join the ranks of
their fellow
petitioners..."
-Grunui'hail'lib
Ammoneumen, as quoted
from The Orah-

Ecology: There is nothing known that a nimbus

"You don't know how badly I wanted to try and warn them. To tell them that at this point, this thing was only defending itself. I doubt now, looking back, that any of those letterheads would have listened to me at any rate.

"The thing with Darkcinder could not have been helped, I see that now. He was, after all, evil in some ways. Granted, we had all learned to live with his bad habits, though. I guess this thing did not have the patience. Alas my friends, if I had only knew sooner!

"Me? Why was I spared? I think that is fairly easy now, looking back at everything. You see, I am a priest of Brishaspati, who dwells on the Mount. Undoubtedly, his holy wisdom protected me..."

The nimbus are some of the most efficient weapons against evil that have ever existed. Their are tireless in their search of evil in all of its various forms, and are merciless in its destruction. They speak no known languages, but it is believed that they are telepathic.

gives to nor takes away from an environment, other than perhaps the ashes of the evil creatures that it incinerates. Often, though, there are not even ashes left behind. They will never knowingly hurt and good or neutral creature, but have been known to defend themselves from attack.

There is nothing known about the nimbus' reproductive cycle, but it is thought, as all nimbi are female in appearance, that they are all hermaphroditic. However, this is purely supposition.

Rammas

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Climate/Terrain: Any Upper, Lower Plane or Outlands

Frequency: Uncommon

Organization: Solitary

Activity Cycle: Any

Diet: Good deeds

Intelligence: Exceptional (15-16)

Treasure: Nil

Alignment: Any good

No. Appearing: 1

Armor Class: -2

Movement: 24

Hit Dice: 10+8

THACO: 8

No. of Attacks: 3 (fist(x2), head butt) or by weapon

Damage/Attack: 1d12(x2)/1d10+2 or by weapon

Special Attacks: Added Bonuses (See below)

Special Defenses: See below

Magic 45%

Resistance:

Size: M (5' to 6' tall)

Morale: Fearless (19-20)

XP Value: 14,000

"May you fight as a wronged Rammas..."

-Ancient Upper Planar Saying-

It is said that the often used prime term, 'Defenders of the Faith', derived from these staunch, solitary, and noble hearted warriors. The Rammas are known throughout the Upper Planes as nearly unmatched warriors with hearts of purest goodness. It is said that they were birthed from the sheer want in the multiverse for someone to come to the aid of those in need. Whether or not this is true, the Rammas more than fit the bill.

The Rammas resemble the guardinals of



(A Rammas, preparing for battle)

The DM must decide on the strength of this creature depending the encounter situation. If a Rammas is encountered in a fairly calm and placid setting, use the stats as given. However, if one is encountered in a setting filled with harsh injustices, alter the creature accordingly (feel free to edit this list as you see fit):

Setting Category	Strength Modifier	AC Modifier	THACO Modifier
Calm, Placid	None	None	None
Slight Injustices - (petty theft of junk, etc.)	+1	-1	-1
Minor Injustices - (abuse of pack animals, etc.)	+2	-2	-2
Major Injustices - (murder, neglect of children, etc.)	+3	-3	-3

Habitat/Society: Very little, if anything is known of the society of Rammas. This is mostly due to the fact that they are rarely seen together. Fiercely solitary creatures, the Rammas have only been known to band together and fight as a single force only once in long recorded history of the planes. They were said to have been present at the Battle of Goth, (the Battle of Goth is thought to be

Elysium in their animalistic looks and mannerisms, but they are not, however, members of that fair and wellborn race. Roughly human-sized beings, they favor humans in most aspects, but all have the striking visages of rams, lending a noble and quiet air about them. Although most bloods would be quick to think so, their countenance neither favors cervidals of Elysium nor the bariaur common to the Outlands and Ysgard. They are, without a doubt, a race all their own.

All are known to be deep voiced and ultimately kind to those of good hearts, although they can innately *detect evil* up to a range of 30 yards and never hesitate to bring this fact to the fore. They are most often seen in their adventuring gear which usually consists of only their well tended and battle-worn armor, their weapon of choice (most often a longsword, battleaxe, or maul), and possibly standard adventuring gear.

Strangely, they are never seen eating or drinking and some graybeards even theorize that it is the very deeds of goodness that they perpetrate which becomes their metaphorical bread and butter. This might well account for their zeal in performing acts of charity and goodness, but the darks have remained hidden for as long as these solitary do-gooders have existed.

Combat: Rammass are, as one would expect, highly formidable foes in mortal combat. They are far stronger than most mortals (19 Strength) and when combating evil and the injustices thereof, are fearless and will fight to the death. However, they fight only when there is a need or an injustice to be set right, but once they enter combat, they war with a zeal unlike any known. There is an old Upper Planar saying amongst warrior initiates, "he fights like a Rammass who has been wronged".

There seems to be some substance behind this aged saying, as it seems that the Rammass are able to channel the fury, hurt, and despair of those around them who have been wronged into pure fury and combat prowess. Legends tell of Rammass, who in combat, have been known to take on several greater yugoloths and destroy them single handedly.

amongst most graybeards, to be the first Blood War Battle when innocents were used as literal fiend-shields - the victory of the Rammass was said to have been staggering) and even then, they spoke and interacted only enough to coordinate their attacks as single, cohesive unit.

Planar graybeards have struggled for centuries to solve the enigma of the Rammass, as they seem to elude most of the laws that govern the rest of the multiverse. Their wandering nature makes them difficult to study, as most planewalker bloods even find it difficult to match steps with them. It is said that that the Rammass, much like the githzerai and the githyanki, are able to "step through the cracks" *planeshift*, at will.

The very existence of these creatures are said to make most Guvnirate with frustration. When encountered, Rammass speak little of themselves and their kind, they subtly steer the conversation in what they deem familiar territory - the injustices of the multiverse and how they should be righted. Some sages have theorized that perhaps the Rammass are not a planar race at all, but rather a stolonian Upper Planar petitioner development that has been previously unknown. After all, the bashers seem to exhibit all of the best of what the Upper Planes are said to embody, right? If this be true though, how could the Rammass' *planeshifting* ability be accounted for? Some sages think that perhaps they are an unusual race of fallen paladins that were stranded on the planes long, long ago? One thing about the Rammass is certain, however, until they come clean with the darks, these questions may go unanswered for countless cycles to come.

Ecology: The Rammass, contrary to what one might expect, spend quite a lot of their 'free time' (or whatever passes for such), contributing to the common good around them. Whether it is bringing food stores to a starving section of a Lower Planar Gatedown, breaking the chains of khaasta-captured slaves, or just destroying a seething hive of kyton-spawned iniquity in Baator, they strive for the greater good in all of their efforts. Rammass have even on occasion been seen working in the Bleaker soup kitchens in Sigil not because they necessarily agree with the faction's outlook on the multiverse, but rather because they believe in helping those who are in need.

The Rammass take an active role in trying to make their surroundings just a tiny bit better before they again take to the Great Road. For this reason, they are said to return things to the world around them whether it be as menial as blankets for freezing children in Carcass as fantastic as an ever-flowing magical spring in Pelion. A Rammass horn is also said to be the main ingredient in the creation of any of the various dweomered *horns*, such as a *Horn of Valhalla*, that are known to adventurers everywhere.

For the Rammas, it is almost as if their intense anger at the injustices that are forced upon others fuel the fire of the battle in their noble hearts. In game terms, the Rammas are a bit more difficult to "pin down", however.

SIROCCO - Eladrin, Lesser

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Climate/Terrain:	Ysgard, Hot Barrens, Wastelands
Frequency:	Uncommon
Organization:	Band
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Exceptional (15-16)
Treasure:	U
Alignment:	Chaotic Good
No. Appearing:	1-3 (2d6)
Armor Class:	2, -2 (element form)
Movement:	15, Fl 30A
Hit Dice:	6 +9
THAC0:	15
No. of Attacks:	1 or 2
Damage/Attack:	by Weapon +7, or 2d6/2d6
Special Attacks:	<i>Whirlwind</i> , Magic use
Special Defenses:	See below
Magic Resistance:	35%
Size:	Medium (4' + to 7')
Morale:	Elite (13-14)
XP Value:	9,000

In demihuman form, a Sirocco resembles the Bralani Eladrin, but has bright red hair. In Element form, they become a superheated *whirlwind*, also similar to that of a Bralani.

Combat: Immune to Electricity, *Magic Missiles* [Force strike spells], Aging/withering, Normal Fire, Petrification/Polymorph, and Weapons of less than +1 enchantment not forged of Cold Iron. Resistant (50%) to Cold, Magical Fire, Gas; Vulnerable to Acid, Infernal Energy, Poison.

Special: double damage from non-magical Cold Iron Weapons.

Weapons: While Sirocco are themselves resistant to the fiery heat of Muspelheim, most equipment is not; therefore, Sirocco do not normally specialize in any weapon, including bows. Sirocco can nevertheless be proficient with almost any weapon, which they wield with Celestially Enhanced Strength of 18(90).

A Sirocco is likely to assume *whirlwind* form in battle, this transformation requires 1 round in



(The hot-blooded Sirocco!)

Habitat/Society: Little is known about the second layer of Ysgard due to the fiery terrain and hostile nature of most known inhabitants. Sirocco encountered elsewhere have been vocal about the need for Pure commitment and Burning dedication to give each person's life a deeper purpose than simple subsistence.

"It is the burning
Heart
that brings the
truest victory!"

-Sirocco War Cry-

Many Sirocco wear clothing said to be made from

either direction and constitutes an action; clothing and equipment are not included in the transformation. The Sirocco *whirlwind* is much hotter than the usual Bralani *whirlwind*, inflicting 1d6 points of damage from heat and abrasion in a 5 ft radius, in addition to the standard knockdown and obscurement effects. The heated grit blasts of a Sirocco inflict 2d6 points of abrasion damage in a cone 20 ft long with a 5 ft end radius; two such attacks can be made per round while in *whirlwind* form.

Sirocco Eladrin have the following spell-like abilities, usable one at a time, once per round, at will: *Alter Self*, *Comprehend Languages*, *Cure Light Wounds*, *Detect Evil*, *Affect Normal Fires*, *Continual Light*, *Detect Invisibility*, *Gust of Wind*, *Spectral Force*, *Vox*, *Wall of Fire*. Further, once per day, a Sirocco can cast a *fireball* (10d6).

(*Vox* is an ability that allows the Eladrin to speak while in Element form; it is often mis-described as "Audible Glamer", but is not actually an illusion. *Vox* can be used to provide the verbal components of spells; it also functions underwater.) In addition, they have the Spell abilities of a 6th level priest. Sirocco do not possess an innate *Gate* ability.

the silk of Flame Spiders, which is immune to normal fire and resistant to magical fire (save at 3); this iridescent silk is economically quite valuable, but not available in general commercial markets. (The 'Art' in the treasure type is of this silk.)

Ecology: Sirocco are the Eladrin most likely to be encountered on the second layer of Ysgard, where they are uncommon; outside of Muspelheim, they are found only in dangerously hot terrain. As lesser Eladrin, their travel is restricted to the Planes of Arcadia, Mt. Celestia, [Bytopia](#), Elysium, Beastlands, [Arborea](#), Ysgard, Limbo, and the Outlands (perhaps including Sigil); they are not permitted to visit the Prime, but have been known to do so anyway.