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Denizens of the Transitive Planes

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foreword


F O R E W O R D

My most illustrious master,

As Your Eminence knows, the transitive planes are the glue which holds the cosmos together and the pathways by which one moves easily from plane to plane. The spacious, silver void of the Astral Plane, the insubstantial and intangible Ethereal Plane, and the dark and brooding Plane of Shadow have their own native lifeforms that a wise planewalker ought to take note of.

By understanding the denizens, it would be easier for our ancient race to extend its power over the transitive powers, and from there, over the rest of the cosmos. As we know, knowledge is power. The more we know of these creatures, the easier it is for us to pull their strings, just as we had done for countless ages in the cosmic War of Blood.

It is with this in mind that I, your humble servant, prepared this codex for you, greatest of the faceless lords. I have compiled the new information together with some existing common lore for your convenience. The cost of this project is considerable. Many of our scouts have perished, especially in the Astral Plane, where the native githyanki were in some form of uproar. Perhaps, Queen Vlaakith CLVII is not as invulnerable as she seems. Other scouts have reported a concentration of drow spirits in the Silver Void, which suggests that the Spider Queen is stirring.

As instructed, this product makes use of the rules contained in *Monster Manual* (v3.5), published by Wizards of the Coast. Your Eminence is surely acquainted with them, so these base information will not be reproduced here. Should it be necessary, you can always ritually access our racial memory for the information, which is freely available in d20 [System Reference Documents](#) (v3.5). 

Your expedition into the transitive planes, I believe, would be greatly assisted by the information contained in this codex. I look forward to finishing the work on the denizens of the other planes and the fulfillment of your promise to destroy the arrogant archmage who held my true name.


In Your Service,
h9n9m9lyy

Part 1: Transitive Denizens

The planes are infinitely large, and many denizens lurk in remote corners of the planes. This section provides you, my esteemed master, with the updated information of the denizens of the transitive planes. This work does not include denizens who are usually confine themselves to a specific demiplane within the Ethereal. They would be detailed in a separate thesis.



APPARITION

Medium Undead (Extraplanar, Incorporeal)

Hit Dice: 8d12 (52 hp)

Initiative: +6

Speed: Fly 40 ft. (perfect)

Armor Class: 15 (+2 Dex, +3 deflection), touch 15, flat-footed 13

Base Attack/Grapple: +4/-

Attack: Incorporeal touch +6 melee (1d4)

Full Attack: Incorporeal touch +6 melee (1d4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Create spawn, phantasmal strangle

Special Qualities: Damage reduction 10/silver, detect living, incorporeal traits, sunlight powerlessness, turn resistance +2, undead traits, unnatural aura

Saves: Fort +2, Ref +4, Will +7

Abilities: Str -, Dex 14, Con -, Int 10, Wis 13, Cha 16

Skills: Hide +13, Listen +14, Search +11, Spot +14

Feats: Alertness, Blind-Fight, Improved Initiative

Environment: Ethereal Plane

Organization: Solitary or gang (2-4)

Challenge Rating: 7

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 9-24 HD (Medium)

Level Adjustment: -

A translucent skeletal humanoid dressed in rags appears before you. Its eyes glow with a pale crimson flame.

An apparition is a “ghost’s ghost”, an undead spirit lingering on the Border Ethereal. It is said that apparitions are spontaneously created when a ghost dwells on the Ethereal for so long that the original reason for its prolonged existence fades from memory, and all that remains is an overwhelming, directionless desire for retribution. An apparition’s only purpose becomes to slay as many living creatures as it can in revenge for its own undying state.

It is well known that apparitions possess an uncanny talent for finding ethereal curtains. A story occasionally told in the City of Brass speaks of a marid lost on the Ethereal who skillfully followed an apparition hoping to be led to a portal home, but was instead led into an ambush and ripped apart by the undead. It is said that the same marid, now calling itself Old Shark, rules a small domain in the Misty Shore, hunting and tormenting all living beings that pass through.

Apparitions know all the languages they new in life, but rarely choose to speak.

COMBAT

The apparition attacks by fear alone. By implanting a suggestion in a victim’s mind, it attempts to actually scare the life out of him. If overpowered or if it fails in its attempt to slay a living creature, it will flee.

Create Spawn (Su): Any humanoid slain by an apparition becomes an apparition in 1d4 rounds. Spawn are not under the command of the apparition that created them. They do not possess any of the abilities they had in life.

Detect Living (Su): An apparition automatically





senses the presence of all living creatures up to 100 feet away. This ability does not reveal the locations of detected creatures, but reveals their number.

Incorporeal Traits: Cannot be harmed by nonmagical weapons, and has a 50% chance to ignore any damage from any corporeal source (including magical weapons), except for force effects or attacks made with ghost touch weapons. Can pass through solid objects, but not force effects, at will. Its natural attacks ignore natural armor, armor, and shields, but deflection bonuses and force effects work normally against them. Always moves silently and cannot be heard with Listen checks if it doesn't wish to be.

Phantasmal Strangle (Su): Once every 1d4 rounds, an apparition can produce an effect similar to the phantasmal killer spell. It targets one creature within 60 ft., which then must make a DC 17 Will save to disbelieve the illusion of immaterial bony claws strangling it. If the save succeeds, the target is shaken (suffers a -2 penalty to attacks, saves, and checks) for one minute. If the save fails, the target is still shaken, but must also make a Fortitude save (also DC 17) or die from fear. The DCs are Charisma-based. A successful Will save renders the target immune to that apparition's phantasmal strangle ability for one day. This is a mind-affecting fear effect.

Sunlight Powerlessness (Ex): Apparitions are powerless in natural sunlight (not merely a daylight spell) and flee from it. An apparition caught in sunlight cannot attack and can take only a single move or attack action in a round.

Undead Traits: Immunity to all mind-affecting effects, to poison, sleep effects, to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless), paralysis, stunning, disease, death effects, as well as to fatigue and exhaustion effects; not subject to critical hits, nonlethal damage, ability drain, or energy drain; negative energy heals it, and positive harms it. Charisma modifier used for Concentration checks. Not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of an apparition 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.

✍ Credit: Converted from *A Guide to the Ethereal Plane* by Creature Catalogue (v3.0); updated to v3.5 by Igor Calija. Used with permission.

ASTRAL CREATURE

These days, few sages even bother trying to explain how astral creatures come into being. Old theories suggest either a metaphysical explanation – stray thought drawn from astral conduits and materialized into a living form – or a socio-biological one – creatures of the Prime Material and Outer Planes wandering accidentally into the Silver Void and evolving. Both may be partially right or wrong, but the fact remains that some life forms relatively common on other planes have adapted to living on the Astral, and are now a part of this unique ecosystem.

One word of caution, though: Under no circumstances should you refer to these beings as “astramentals” in non-clueless company, unless you wish to be recognized as the leatherhead that you are.

SAMPLE ASTRAL CREATURE

Astral Whale

Gargantuan Magical Beast (Extraplanar)

Hit Dice: 12d8+78 (132 hp)

Initiative: +1

Speed: Swim 40 ft., fly 100 ft. (perfect, Astral only)

Armor Class: 16 (-4 size, +1 Dex, +9 natural), touch 7, flat-footed 15

Base Attack/Grapple: +12/+36

Attack: Tail slap +20 melee (1d8+18)

Full Attack: Tail slap +20 melee (1d8+18)

Space/Reach: 20 ft./15 ft.

Special Attacks: –

Special Qualities: Astral move, blindsight 120 ft., damage reduction 10/magic, low-light vision,



resistances (cold 10, sonic 10), sense storm, timeless healing

Saves: Fort +14, Ref +9, Will +5

Abilities: Str 35, Dex 13, Con 22, Int 6, Wis 12, Cha 6

Skills: Listen +23, Perform (sing) +14, Spot +23, Swim +20

Feats: Alertness, Diehard, Endurance, Toughness (x2)

Environment: Astral Plane

Organization: Solitary or pod (3-8)

Challenge Rating: 6

Treasure: None

Alignment: Usually neutral

Advancement: 13-18 HD (Gargantuan); 19-36 HD (Colossal)

Level Adjustment: –

A 40-ft. long whale swimming slowly through the Void is not the something one would expect to encounter on the Astral Plane, yet there it is. An eerie melody sounds in your head as the cetacean swims closer.

Astral whales are intelligent versions of normal, aquatic whales. Apparently, they evolved in the Living Sea – an area on the Astral where a Prime Material ocean had “leaked through”. Did they gain sentience spontaneously, or had someone “engineered” them into what they are today? No one knows, and the whales aren’t telling.

These huge beasts move through the Silver Void like gigantic nomads. They’ve got no predators to worry about, save for the occasional githyanki hunting party on an astral carrack. Efforts to establish two-way communication with them have been for naught – they apparently just want to be left alone.

The sonar-songs of astral whales reputedly show hints of telepathic ability. They are true works of art; recordings are rare and expensive.

COMBAT

The sample astral creature presented here uses a baleen whale as the base creature.

Astral Move (Ex): On the Astral Plane, the astral whale moves faster than normal, as if its intelligence is 10 instead of 6. Its speed becomes Fly 100 ft. (perfect).

Blindsight (Ex): Astral whales can “see” by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 feet. A silence spell negates this and forces the astral whale to rely on its vision, which is approximately as good as a human’s.

Sense Storm (Ex): An astral creature can detect a psychic storm approaching 1d4+1 rounds in advance.

Timeless Healing (Su): An astral creature can heal naturally despite being in a timeless environment as if it receives the like amount of magical healing every day.

Skills: An astral whale has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. Also, an astral whale has a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsight is negated.

CREATING AN ASTRAL CREATURE

An astral creature is an inherited template which can be applied to any corporeal aberration, animal, fey, giant, humanoid, magical beast, monstrous humanoid, ooze, plant, or vermin, referred hereafter as the base creature. It uses all the base creature’s statistics and abilities except as noted here.

Type: Creature type remains unchanged, except for animals which become magical beasts. Add extraplanar subtype when encountered anywhere other than the astral plane. Do not recalculate Hit Dice, attack bonus, saving throws, or skill points.

Special Qualities: An astral creature retains special all the qualities of the base creature, and gains the following.

- **Astral Move (Ex):** An astral creature’s Intelligence score is treated as 4 points higher for the purpose of movement on the Astral Plane.
- **Damage reduction:** DR 5/magic (HD 4-11), or DR 10/magic (HD 12+).




- Darkvision 60 ft.
- Energy Resistance: cold 5, sonic 5 (HD 4-7), or cold 10, sonic 10 (HD 8+).
- Spell Resistance: Equal to 5 + the base creature's Hit Dice (maximum SR 25).
- Sense Storm (Ex): An astral creature can detect a psychic storm 1d4+1 rounds in advance.
- Timeless Healing (Su): An astral creature can heal naturally despite being in a timeless environment as if it receives the like amount of magical healing every day.

Abilities: As base creature, except its Intelligence score is increased by +4.

Environment: Astral Plane.

Challenge Rating: HD 1-3, as the base creature; HD 4-7, as the base creature +1; HD 8 or more, as the base creature +2.

Level Adjustment: As base creature +2.

 **Credit:** Converted from *A Guide to the Astral Plane* by Ivan Chia.

ASTRAL SEARCHER

Medium Outsider (Extraplanar, Incorporeal)

Hit Dice: 2d8 (9 hp)

Initiative: +0

Speed: Fly 30 ft. (perfect)

Armor Class: 15 (+5 deflection), touch 15, flat-footed 15

Base Attack/Grapple: +2/-

Attack: Incorporeal touch +3 melee (1d6 nonlethal)

Full Attack: Incorporeal touch +3 melee (1d6 nonlethal)

Space/Reach: 5 ft./5 ft.

Special Attacks: Possession

Special Qualities: Incorporeal traits, spell resistance 13

Saves: Fort +3, Ref +3, Will +5

Abilities: Str -, Dex 11, Con 11, Int -, Wis 14, Cha 20

Skills: -

Feats: Weapon Focus (incorporeal touch) ^(B)

Environment: Astral Plane

Organization: Solitary or swarm (4-10)

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: 3-6 HD (Medium)

Level Adjustment: -

A phantasmal, gaseous shape hovers before you, bits of astral energy dancing and emanating from its body. You see no clear signs of eyes or a face, but nevertheless it seems to know just where you are.

Humanoid tragedy and dimensional travel sometimes have a bizarre effect on extraplanar energies that swirl and tumble through the dimensions of the multiverse. One of the stranger results of the disruption of planar energy is the astral searcher.

Thought to be the result of great anguish or combat in the Astral Plane, an astral searcher is a mindless humanoid-shaped cloud of astral energy that has somehow taken on a semblance of life. Those who create astral searchers do so unintentionally, and are usually unaware that they have done so. The motives and movements of an astral searcher are pure instinct - it has no capacity for rational thought and is guided only by the sole driving need to possess a material body. No one is quite sure why astral searchers are so driven take hold of humanoid forms, but the most sensible suggestion is that they somehow "know" that they were generated by humanoid thought and are thus acting on some primal envy of their unwitting creators.

Like moths to a flame, these disconnected masses of emotion are drawn to points in the Astral Plane that might be weak enough to tear and allow them access to the Prime Material Plane, and cluster there waiting for an opportunity. Any rift between the Astral Plane and Prime Material Plane allows egress to the astral searchers gathering there, and they eagerly await such an occurrence. Astral travel has a very slight chance of causing a rift to remain open just long enough for astral searchers to pass through.

Astral searchers are 5-6 feet tall. These mindless beings are little more than natural hazards, and never speak.

COMBAT

Astral searchers have no desire in life but to attach themselves to a living humanoid body. When a suitable host approaches, the searchers will swarm and attack. If a searcher is able to find its way to the Prime Material Plane or some plane other than the Astral, it will make every effort to get there and search for a body. An astral searcher flails at its opponent with its arm-like tendrils of astral ectoplasm. If reduced to 0 hit points or less, the creature's will to exist is finally broken and it dissipates into a cloud of harmless vapor.

An astral searcher in possession of a body has its own will, and behaves as an individual, based on its new alignment and personality.

Incorporeal Traits: Cannot be harmed by nonmagical weapons, and has a 50% chance to ignore any damage from any corporeal source (including magical weapons), except for force effects or attacks made with ghost touch weapons. Can pass through solid objects, but not force effects, at will. Its natural attacks ignore natural armor, armor, and shields, but deflection bonuses and force effects work normally against them. Always moves silently and cannot be heard with Listen checks if it doesn't wish to be.

Possession (Su): As a full round action, an astral searcher can possess an unconscious or otherwise disabled humanoid body. If an astral searcher is able to possess a body, the host immediately awakens and is allowed a Will save (DC 16) to avoid having its mind and soul "pushed out" of the body and dissipating into nothingness.

An astral searcher in possession of a body gains is treated as if he had assumed the body's form by a magic jar spell, except that he also gains the host's Intelligence score and that the host's life force is dissipated instead. The possessing astral searcher also gains a new personality and alignment, usually those it had before dying.

The possession effect is permanent and cannot be dispelled, but a banishment spell can force the astral searcher out of the possessed body. However, since the original psyche of the body has been destroyed, it cannot be restored by any means short of a miracle or wish spell. The body will simply be a soulless shell that is vulnerable to attack by other astral searchers or any en-

tity capable of possessing a living form (such as ghosts and certain other outsiders). If the astral searcher is banished out of the body, it loses all the benefits of the possession, and becomes mindless again. If the body is killed while an astral searcher possesses it, the searcher is destroyed also.

✍ Credit: Converted from *A Guide to the Ethereal Plane* by Creature Catalogue (v3.0) and updated to v3.5 by Igor Calija. Used with permission.

ASTRAL STREAKER

Diminutive Magical Beast (Extraplanar)

Hit Dice: 1d10 (5 hp)

Initiative: +3

Speed: 10 ft., fly 60 ft. (good)

Armor Class: 15 (+2 size, +3 Dex), touch 15, flat-footed 12

Base Attack/Grapple: +1/-16

Attack: Talons +8 melee (1d2-5)

Full Attack: Talons +8 melee (1d2-5)

Space/Reach: 1 ft./0 ft.

Special Attacks: –

Special Qualities: Astral traveler, darkvision 60 ft., low-light vision

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

Abilities: Str 1, Dex 16, Con 10, Int 6, Wis 14, Cha 6

Skills: Knowledge (local) +2, Search +2, Spot +6

Feats: Dodge, Weapon Finesse^(B)

Environment: Astral Plane

Organization: Solitary or pair

Challenge Rating: ¼

Treasure: None

Alignment: Usually lawful neutral

Advancement: None

Level Adjustment: –

A sparrow-sized bird flutters about your head trying to draw your attention. It has a red band tied around its leg, and is speaking in whistles and chirps too simplified and quick for you to pick up.

Astral streakers are friendly avian creatures indigenous to the Astral Plane. It is thought that they were originally



brought in from the Beastlands (and bred in those rare areas of the Astral where time does flow) in order to act as intelligent messengers. Their owners/employers typically tie a short message to the streaker's leg and whisper the destination.


A number of these creatures are present in the Cage at all times, serving the same purpose. Most astral streakers understand Planar Trade, and about 50% can also speak it.

COMBAT

Astral streakers rely on their impressive speed and maneuverability to outrun all foes.

Astral Traveler (Ex): Astral streakers have adapted to the unique mode of travel through the Silver Void generations ago. Their speed on the Astral Plane is equal to their Intelligence score x20 ft. instead of Int x10 ft. Also, it takes them only 1/3 of the standard time to reach a previously visited location on the Astral (see *Manual of the Planes*, p.50 for more details).

Skills: Astral streakers have a +4 racial bonus on Search and Spot checks.

 **Credit:** Converted from *In the Cage: A Guide to Sigil* by Igor Calija.

BERBALANG

Medium Monstrous Humanoid (Extraplanar)

Hit Dice: 5d8+5 (27 hp)

Initiative: +2

Speed: 30 ft., fly 60 ft. (good)

Armor Class: 15 (+2 Dex, +3 natural), touch 12, flat-footed 13

Base Attack/Grapple: +5/+5

Attack: Claw +7 melee (1d6)

Full Attack: 2 claws +7 melee (1d6) and bite +2 melee (1d8)

Space/Reach: 5 ft./5 ft.

Special Attacks: –

Special Qualities: Astral projection, darkvision 60 ft., immunity to mind-affecting effects, prime projection

Saves: Fort +5, Ref +6, Will +6

Abilities: Str 11, Dex 15, Con 13, Int 13, Wis 15, Cha 14

Skills: Diplomacy +8, Knowledge (the planes) +7, Listen +8, Spot +8

Feats: Dodge, Weapon Finesse

Environment: Astral Plane

Organization: Solitary or cabal (2-8)

Challenge Rating: 4

Treasure: Standard

Alignment: Usually chaotic neutral

Advancement: 6-10 HD (Medium); 11-15 HD (Large)

Level Adjustment: –

This gaunt biped has black, leathery skin, glowing eyes and bat wings. It looks at you and smiles kindly, showing ugly, sharp-looking teeth.

A berbalang is an odd creature that spends most of its time in a comatose state while its spirit wanders the Astral Plane to philosophize, court and mate. Its outlook on life and the multiverse is unusually uplifting and positive, but a berbalang doesn't feel it has any rightful place in it. Berbalangs resign themselves to be loathsome, murderous monsters undeserving of love or kindness.

Berbalangs feed on sentient beings only, and utilize their unique "prime projection" ability to do this. It is a mystery how this incorporeal projection is able to feed on physical creatures.

COMBAT

Berbalangs are cowardly creatures, preferring to avoid combat if possible. A berbalang never fights when encountered on the Astral Plane, or in its true physical form. However, if encountered projected on the Prime, it is probably in its feeding regime, and will attack biting and clawing madly.

Astral Projection (Sp): A berbalang can project its astral form at will as if using *astral projection* spell (caster level 20th). Furthermore, it is continually aware of any threat its body is exposed to, such as suffering a physical injury, gaining negative levels, etc.


Prime Projection (Su): A berbalang is able to return its projected spirit from the Astral to the Prime Material



Plane to feed on a sentient being. The creature's "secondary projection" travels back to the Material, although not back into the physical body – it is an incorporeal entity able to travel anywhere within 3 miles from its body. Damage done to the projection is not sustained by the physical body, but if the projection is destroyed, the *berbalang* must make a Fortitude save (DC 15) or die from shock. The *berbalang* can use this ability at will, but typically does so only once per month, during full moon.

Changes in Incorporeal Form: Speed Fly 50 ft. (perfect); AC 14 (touch 14, flat-footed 12); BAB/Grapp +5/-; SQ add incorporeal traits.

Incorporeal traits: Cannot be harmed by nonmagical weapons, and has a 50% chance to ignore any damage from any corporeal source (including magical weapons), except for force effects or attacks made with ghost touch weapons. Can pass through solid objects, but not force effects, at will. Its natural attacks ignore natural armor, armor, and shields, but deflection bonuses and force effects work normally against them. Always moves silently and cannot be heard with Listen checks if it doesn't wish to be.

 **Credit:** Converted from *A Guide to the Astral Plane* by Ivan Chia.

CHRONOLILY

Gargantuan Plant (Extraplanar)

Hit Dice: 6d8+42 (69 hp)

Initiative: +0

Speed: 0 ft.

Armor Class: 15 (-4 size, +9 natural), touch 6, flat-footed 15

Base Attack/Grapple: +4/+27

Attack: –

Full Attack: –

Space/Reach: 20 ft./–

Special Attacks: –

Special Qualities: Death throes, detect evil, low-light vision, plant traits, temporal scrying

Saves: Fort +13, Ref +2, Will +2

Abilities: Str 32, Dex –, Con 24, Int 2, Wis 10, Cha 9

Skills: Sense Motive +9

Feats: Ability Focus (death throes), Great Fortitude,

Improved Natural Armor

Environment: Ethereal Plane

Organization: Solitary

Challenge Rating: ½

Treasure: None

Alignment: Always neutral

Advancement: –

Level Adjustment: –

This enormous, 50 ft. wide flower has a bowl formed out of its petals. Golden nectar lies within the bowl. A short stalk is at the base and a thick stamen centered in the bowl. Thousands of tiny green leaves surround the perimeter.

One of the few plants that have managed to adapt to the lack of sunlight, fertilizer, and nutrient on the Ethereal Plane, a *chronolily* is a sentient flower whose nectar reveals images of the past (orange petals), present (violet petals), or future (yellow petals). Each *chronolily* has a specific petal color, which affects its temporal scry ability. Some claim that the *chronolilies* feed on the currents seeping through into the ether from the Demiplane of Time, and that the divinatory powers are merely a side effect.

Chronolilies can grow in any solid material, including rock, as long as they are exposed to any type of light. It is believed that they draw sustenance from the ethereal mists when in the Deep Ethereal. They are self-pollinating, generating small seeds like black spheres. Most *chronolilies* encountered elsewhere are tended by wizards or planar druids in magical gardens. *Chronolily* nectar is occasionally harvested to brew a potion of clairvoyance. Neither the harvester or brewer can be evil-aligned, or else the nectar turns into a useless black substance.

COMBAT

A *chronolily* is non-aggressive and can take no attack action. However, it has a death throes effect which can be harmful.

Death Throes (Ex): When reduced to -10 hp, a *chronolily* decomposes instantly into a poisonous cloud that spreads in a 25 ft. emanation and disperses within several minutes. Inhaled poison, Fort DC 22;



initial and secondary damage 1d6 Con. The save DC is Constitution-based.

Detect Evil (Su): A chronolily constantly detects evil, as per spell. If it detects the presence of an evil creature, its nectar becomes black and unresponsive until the evil creature moves at least 60 ft. away from the lily.

Temporal Scry (Su): Random shimmering images, one fading into the next, appear in the plant's nectar. A typical image lasts for 2-5 rounds. No sound accompanies the image. Another creature may attempt to focus the scrying to reveal a desired image. A chronolily can only scry into a temporal period associated with its petal color (see above). A creature may attempt to focus the scrying only once per day; further attempts automatically fail. There are two ways to focus the scrying into a specific image:

The first method requires plucking the leaves in a precise sequence. This obscure pattern requires a DC 15 Knowledge (the planes) check, and a DC 25 Knowledge (nature) check to learn. Plucking the leaves in this manner requires four consecutive Concentration checks (DC 20). Each failed check deals 2d6+2 points of Constitution damage to the plant.

The second method requires the creature to immerse his limb into the nectar and concentrate on the specific event he wishes to observe. This requires a DC 30 Concentration check with the following modifiers:

- -8 if the event takes place in a plane different from the creature's home plane
- +4 if the creature has participated or will participate in the event
- +2 if the creature is well-informed about the event, but did not or will not participate in it
- +1 if the creature is slightly informed about the event, but did not or will not participate in it
- +2 if the creature has performed a scrying on the event in the same chronolily before
- +1 per 3 points of Wisdom modifier of the creature
- +1 per four spellcaster levels

CHRONOLILY NECTAR

The nectar of a chronolily plant can be harvested to brew a potion of clairvoyance. The harvester and brewer cannot be evil or else the nectar turns into a

useless black substance. See Appendix 1 for power component rules.

Harvest DC 10; Value 20 XP and 150 gp; Cost 250 gp.

Credit: Converted from *A Guide to the Ethereal Plane* by Ivan Chia.

CHULCRIX

Gargantuan Magical Beast (Extraplanar)

Hit Dice: 13d10+78 (149 hp)
 Initiative: +3
 Speed: Fly 50 ft. (good)
 Armor Class: 24 (-4 size, -1 Dex, +19 natural), touch 5, flat-footed 24
 Base Attack/Grapple: +13/+35
 Attack: Pincer +20 melee (3d6+10)
 Full Attack: 2 pincers +20 melee (3d6+10)
 Space/Reach: 20 ft./15 ft.
 Special Attacks: Attractor, improved grab, swallow whole
 Special Qualities: Darkvision 60 ft., fast healing 4, immunities (cold, fire), plane shift
 Saves: Fort +16, Ref +7, Will +5
 Abilities: Str 31, Dex 9, Con 23, Int 6, Wis 12, Cha 13
 Skills: Listen +11, Spot +11
 Feats: Alertness, Great Fortitude, Improved Natural Attack (pincer), Improved Initiative, Weapon Focus (pincer)
 Environment: Ethereal Plane
 Organization: Solitary
 Challenge Rating: 9
 Treasure: None
 Alignment: Usually neutral
 Advancement: 14-26 HD (Gargantuan); 27-50 HD (Colossal)
 Level Adjustment: -

This gigantic worm is well over a hundred feet long, covered with black, chitinous skin that secretes glistening mucous reeking of rotten meat. Its gaping circular maw is lined with small sensory tendrils, and two pincer arms extend menacingly into the mists.



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These gargantuan hunters of the Deep Ether are mercifully rare – their size and ferocity are more than a match for most cutters. The chulcix are native to the Deep Ethereal, and unable to survive on other planes for long. They feed on any living thing, nathri-sized or larger. Apparently, a single chulcix claims a large empty region of the plane as its domain, and responds to any significant disturbance in the ethereal protomatter by rushing into the area and devouring anything that moves.

Some etherfarers speak of particularly feral nathri tribes that worship a chulcix-like deity, and also use half-tamed specimens as war mounts, using whip-like shafts ending in metal hooks to deftly climb onto and control the creatures.

The chulcix do not speak, although some specimens may understand Nathri, or even Planar Trade.

COMBAT

A chulcix is a fairly passive combatant, relying on its resilience until all foes are drawn in and devoured. However, it often surprises planewalkers with its speed and maneuverability when it launches itself at attackers using ranged weapons from afar.

Attractor (Su): A chulcix hunts simply by opening its wide mouth and telekinetically drawing prey toward it. At will as a standard action, a chulcix can radiate a 90-ft. cone of telekinetic energy; each creature in the area is held (as hold monster; Will DC 17 negates) and drawn toward to chulcix at a speed of 30 ft. per round. Each round, the creature is allowed a new Will saving throw to negate the paralyzation effect, and if it succeeds, it can try to move out of the chulcix's range. A creature drawn into the chulcix's space in this manner is automatically grappled, and the chulcix can attempt to swallow it the following round.


Improved Grab (Ex): To use this ability, a chulcix must either hit with its pincer attack or draw a creature into its space by using its attractor ability (see above). It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the foe the following round.

Swallow Whole (Ex): A chulcix can try to swallow a

grabbed opponent of smaller size than itself by making a successful grapple check. The swallowed creature takes 2d8+10 points of bludgeoning damage and 6 points of acid damage per round from the chulcix's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 18). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. Using swallow whole suspends the attractor effect (see above), but the chulcix can activate it again on the next round.

A Gargantuan chulcix's gizzard can hold 2 Huge, 8 Large, 32 Medium, or 128 Small or smaller opponents.

Plane Shift (Sp): Once per day, a chulcix can plane shift to any of the Inner Planes, the Astral Plane, or the Prime Material Plane. This ability transports the chulcix and, at the chulcix's option, any previously swallowed creatures or objects. It is otherwise similar to the *plane shift* spell (caster level 13th).

 **Credit:** Converted from *A Guide to the Ethereal Plane* by Igor Calija.

DEVE+E

Medium Outsider (Extraplanar)

Hit Dice: 6d8+6 (33 hp)

Initiative: +2

Speed: 30 ft.

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

Base Attack/Grapple: +6/+7

Attack: Claw +8 melee (1d4+1)

Full Attack: 2 claws +8 melee (1d4+1) and bite +3 melee (1d3 plus poison)

Space/Reach: 5 ft./5 ft.

Special Attacks: Poison

Special Qualities: Darkvision 60 ft., emotional boost, mimicry, resistances (cold 10, electricity 10, fire 10)

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

Abilities: Str 13, Dex 15, Con 12, Int 10, Wis 12,



Cha 13

Skills: Concentration +10, Diplomacy +3, Hide +11, Listen +10, Move Silently +11, Search +9, Sense Motive +18, Spot +10, Survival +10

Feats: Dodge, Improved Initiative, Weapon Finesse

Environment: Astral Plane

Organization: Solitary or clutch (2-8)

Challenge Rating: 4

Treasure: None

Alignment: Usually neutral

Advancement: 7-12 HD (Medium)

Level Adjustment: –

This blue-skinned humanoid is about 5 feet tall. It has large, haunting eyes and a long swishing tail. Its clothing and tools are simple, even primitive. The creature appears to be studying your behavior closely, mimicking your posture.

These mysterious humanoids roam the Astral endlessly with no apparent goal. Some sages speculate that the entire race once had a great quest, possibly involving a return to the racial birthplace, but that the devete have long since abandoned this quest, becoming creatures without any motivations, emotions, or goals of their own.

Solitary devete encountered wandering the Astral are often confusing, as the devete spontaneously attempts to meet the other creature's attitude and emotions. A devete clutch, however, is usually extremely xenophobic and seeks to drive out or even destroy intruders.

The devete race had evolved from the extinct kyleen from the Outlands after they were infected with the so-called "chaos plague". The tweens of the Ethereal are believed to be descended from the mutated kyleen as well.

The devete speak their own language in high, chirping voices, and a rare few that have regular contact with outsiders also learn Planar Trade.

COMBAT

Solitary devete almost never fight. When in a group of 3 or more, the devete become malicious and violent, often attacking all non-devete, fighting nail-and-teeth.

Emotional Boost (Ex): A devete has a morale bonus on attack and damage rolls based on its currently


mimicked emotions – fear (+1), self-defensive (+2) or malice/hate (+3).

Immunities: A devete is immune to mind-affecting effects, paralysis, petrification, and poison.

Mimicry (Ex): A solitary devete is an emotional blank slate. It intuitively copies the emotions and motivations of anyone it encounters. Faced with a mixed group, a devete either copies the majority attitude or makes a random copy. Thus, a devete is aggressive against an aggressive creature, mild against a mild creature and treacherous against a treacherous creature. Devete typically keep the alignment and general disposition of the last creature they mimicked. They are able to suppress their mimicries when they find it necessary, but this is very rare.

Poison (Ex): When a devete attacks with malice or hate, its bite is poisonous. Fort DC 14 negates; initial and secondary damage 1d4 Con. The save DC is Constitution-based.

Skills: A devete has a +8 racial bonus on Sense Motive checks.

 **Credit:** Converted from *Planescape Monstrous Compendium 3* by Ivan Chia.

DHOUR

Large Ooze (Extraplanar, Incorporeal, Psionic)

Hit Dice: 12d10+72 (138 hp)

Initiative: +0

Speed: 15 ft.

Armor Class: 5 (-1 size, -4 Dex), touch 5, flat-footed 5

Base Attack/Grapple: +9/+22

Attack: Slam +17 melee (1d8+13 plus 1d6 acid)

Full Attack: Slam +17 melee (1d8+13 plus 1d6 acid)

Space/Reach: 10 ft./10 ft.

Special Attacks: Acid, constrict 1d8+13 plus 1d6 acid, engulf, improved grab, psionic powers

Special Qualities: Blindsight 60 ft., ooze traits, telepathy

Saves: Fort +12, Ref +0, Will +4



Abilities: Str 28, Dex 2, Con 22, Int 14, Wis 10, Cha 8
Skills: Concentration +21, Knowledge (psionics) +17,
Knowledge (the planes +17), Psicraft +17
Feats: Empower Power, Expanded Knowledge, Great
Fortitude, Improved Initiative, Power Attack
Environment: Astral Plane or Ethereal Plane
Organization: Solitary
Challenge Rating: 10
Treasure: Standard
Alignment: Always neutral evil
Advancement: 13-18 HD (Large); 19-36 HD (Huge)
Level Adjustment: –

This large amoeba-like creature appears to be made of translucent ectoplasm. Strange organs and bizarre pulses of light shift through their bodies, and a large, three-lobed brain is suspended in the center of the amorphous mass. It slowly forms itself into a large cone-shaped heap, and you begin to feel the crackling of psionic energy emanating from the creature.

Dhours are voracious beings that haunt both the Astral and Ethereal Planes. They like to lurk near frequently used conduits, color pools and ethereal curtains. The Godsmen reported that the dhours only showed up in the Astral within the last decade or so.

Some sages originally believed that these psionic predators hail from a distant, alien prime material world, or even from an alternate cosmos. But with the discovery of the ethereal ooze (see *Fiend Folio*), it seems more likely that the dhours had actually evolved from the ethereal oozes, and then migrated to the Silver Void. This would explain their recent arrival to the Astral.

Dhours display a keen sense of curiosity and show willingness to exchange information, although the only time a dhour will converse with a different creature is when it's traveling to or from a circle meeting. Those who have established contact report that the creatures have strange, alien minds.

A solitary, secretive dhour has recently made Undersigil its home, and is patiently beginning to spread its influence throughout the Cage, discretely acquiring contacts and underlings, and building an information network.

A dhour is about 9 feet wide, and weighs over 800 pounds. It communicates telepathically.

COMBAT

A dhour relentlessly attacks its chosen target, and even slowly follows those who choose to flee, using its psionic powers to travel across planes if necessary. A dhour however usually refuses to enter any plane or planar layer which is not coterminous or coexistent with the Astral or the Ethereal.

Acid (Ex): The creature secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. A melee hit or a constrict attack deals acid damage, and the opponent's armor and clothing dissolve and become useless immediately unless they succeed on DC 22 Reflex saves. A metal or wooden weapon that strikes a dhour also dissolves immediately unless it succeeds on a DC 22 Reflex save. The save DCs are Constitution-based.

The dhour's acidic touch deals 22 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

Blindsight (Ex): A dhour's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.

Constrict (Ex): A dhour deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor take a -4 penalty on Reflex saves against the acid.

Engulf (Ex): Although it moves slowly, a dhour can simply mow down Medium or smaller creatures as a standard action. It cannot make a slam attack during a round in which it engulfs. The dhour merely has to move over the opponents, affecting as many as it can cover. Opponents can make opportunity attacks against the dhour, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 25 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the dhour's acid, and are considered to be grappled and trapped within its body. The save DC is Strength-based.

Improved Grab (Ex): To use this ability, a dhour must

hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Incorporeal Traits: Cannot be harmed by nonmagical weapons, and has a 50% chance to ignore any damage from any corporeal source (including magical weapons), except for force effects or attacks made with ghost touch weapons. Can pass through solid objects, but not force effects, at will. Its natural attacks ignore natural armor, armor, and shields, but deflection bonuses and force effects work normally against them. Always moves silently and cannot be heard with Listen checks if it doesn't wish to be.

Ooze Traits: Immune to poison, sleep effects, mind-affecting effects, paralysis, polymorph, and stunning; blind, mindless; not subject to critical hits or flanking.

Psionic Powers: A dhour can manifest psionic powers as a 9th level psion with access to the clairsentience, psychometabolism, psychoportation, and telepathy disciplines.

Typical powers known (80 PP/day, save DC 12 + power level): 1st – *detect psionics, inertial armor, matter agitation, mind thrust, thicken skin*; 2nd – *animal affinity, clairvoyant sense, read thoughts, sensitivity to psychic impression*; 3rd – *astral caravan, ectoplasmic form, false sensory input, time hop*; 4th – *aura sight, dispel psionics, mind wipe, thieving mind link*; 5th – *ethereal jaunt, plane shift*.

Telepathy (Su): A dhour can communicate with any creature within 100 ft. that has a language via telepathy.

HABI+A+/SOCIETY

Dhours usually hunt alone, marking their chosen victims with an impression in their psychic auras which is visible to other dhours. A marked creature is usually left alone by other dhours unless the one that claims the victim is dead.

Once in a while, the dhours stop hunting and gather in circles of 2 to 8 individuals. A quarter of all reported encounters happen during this non-aggressive cycle. They drift around aimlessly, communicating telepathi-

cally. Although they are not aggressive during this time, any creature observing their meetings is often marked and sought out at a later date.

✍ Credit: Converted from *Planescape Monstrous Compendium 2* by Ivan Chia and Igor Calija.

DRAGON, ASTRAL

Dragon (Extraplanar)

Environment: Astral Plane

Organization: Solitary (any age), clutch (2-5 wyrmlings, very young, young, juveniles, or young adults), or family (pair of mature adults and 2-5 offspring)

Challenge Rating: Wyrmling 4; very young 7; young 10; juvenile 12; young adult 15; adult 18; mature adult 21; old 23; very old 26; ancient 29; wyrm 32; great wyrm 34

Treasure: Triple standard

Alignment: Always neutral

Advancement: Wyrmling 7-8 HD; very young 10-11 HD; young 13-14 HD; juvenile 16-17 HD; young adult 19-20 HD; adult 22-23 HD; mature adult 25-26 HD; old 28-29 HD; very old 31-32 HD; ancient 34-35 HD; wyrm 37-38 HD; great wyrm 40+ HD

Level Adjustment: –

In the Void ahead you see what appears to be a large, dark gemstone. At first you are unable to ascertain its size and distance, but as you keep moving and it remains far away, you realize that it is actually an entire citadel made of something resembling black ice, delicate and beautiful. No less beautiful and delicate is the creature emerging from it – a draconic being, with a long, graceful neck, a powerful pale-scaled body surrounded by a gold-lavender glow, and huge thin wings.

The immortal astral dragons are a race of ancient beings to whom all the dragons of the Prime Material Plane can trace a common ancestry. They are the personification of neutrality, possessing a mysterious link to the deities of balance. Exactly what the source of this divine blessing is remains unknown, and the dragons themselves are not telling. Many the Athar believe



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it must be the Great Unknown, while others point to Io the Ninefold, the elusive power of the draconic pantheon.

Astral dragons dwell in immense otherworldly keeps of black crystal built for them by the gods, living lives of seclusion, attended only by kodragon aides. They never voluntarily leave their plane, and have no interest in treasure or the affairs of the planes.

Younger astral dragons are dull yellow in color and about five feet long with almost human hands that boast long, slim fingers. Their eyes are huge and black, and their scales are covered with fine blond fur. Older specimens are more rugged, similar in appearance to ancient gold wyrms due to the fact that they are enveloped in a permanent aura of golden light.

Astral dragons typically live in bonded pairs, often connected with a 100-ft. golden chain forged symbolically linking them for all eternity. A mated pair of astral dragons sometimes petitions the gods for permission to give birth, thus gradually increasing the population of these powerful beings. Hatchlings usually remain in their parents' crystal keep until the young adult stage (the crystal keeps negate the timeless trait of the Astral Plane for the sole purpose of raising offspring). Hatchling astral dragons grow slowly, and do not increase significantly in power until they find a mate.

Astral dragons speak Abyssal, Celestial, Draconic, Infernal, Rilmani, Yugoloth, and Planar Trade.

COMBAT

When in pairs, astral dragons attack as a unit. Though

capable of performing great physical feats, they prefer to use magic to frighten away enemies and ensure their privacy. They are essentially immortal, although powerful magic might be able to destroy them.

A juvenile or older astral dragon's natural attacks are treated as magic weapons for the purpose of bypassing damage reduction. An old or older astral dragon's natural attacks are treated as magic weapons for the purpose of bypassing damage reduction.

Immortality (Ex): Astral dragons are naturally immortal and cannot die from natural causes. They do not age, and they do not need to eat, sleep, or breathe. The only way for an astral dragon to die is through special circumstances, usually by being slain in combat.

Immunities (Ex): An astral dragon is immune to ability damage, ability drain, and energy drain.

Regeneration (Su): No form of physical attack deals lethal damage to an astral dragon. It fails to regenerate only damage taken from a *disintegrate* spell or a death effect. If an astral dragon loses a limb or body part, the lost portion regrows in 1d6 minutes (the detached piece dies and decays normally). The creature can reattach the severed member instantly by holding it to the stump.

Spell-Like Abilities: At will – *clairaudience/clairvoyance, heal* (self only); 3/day – *scrying*; 1/day – *mass heal, vision*. Caster level equals the dragon's age cat-

ASTRAL DRAGONS BY AGE

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Atk / Grapple	Attack	Fort	Ref	Will	Caster Level	F.Pres. DC
Wyrmling	M	6d12+18 (57)	15	10	17	13	10	13	+6/+8	+8	+8	+5	+5	-	-
Very young	M	9d12+36 (94)	17	10	19	15	12	15	+9/+12	+12	+10	+6	+7	1st	-
Young	L	12d12+60 (138)	21	10	21	18	14	18	+12/+21	+16	+13	+8	+10	2nd	-
Juvenile	L	15d12+90 (187)	23	10	23	20	16	20	+15/+25	+20	+15	+9	+12	4th	-
Young adult	H	18d12+126 (243)	27	10	21	23	18	23	+18/+34	+24	+16	+11	+15	6th	27
Adult	H	21d12+168 (304)	29	10	23	25	20	25	+21/+38	+28	+18	+12	+17	8th	29
Mature adult	H	24d12+216 (372)	31	10	25	28	22	28	+24/+42	+32	+21	+14	+20	10th	32
Old	G	27d12+270 (445)	36	10	27	30	24	30	+27/+52	+36	+23	+15	+22	12th	35
Very old	G	30d12+330 (525)	38	10	29	31	26	31	+30/+56	+40	+26	+17	+25	14th	38
Ancient	G	33d12+396 (610)	40	10	31	33	28	33	+33/+60	+44	+28	+18	+27	16th	40
Wurm	C	36d12+468 (702)	44	10	31	33	28	33	+36/+69	+45	+31	+20	+30	18th	43
Great wurm	C	39d12+546 (799)	49	10	35	35	32	35	+39/+74	+50	+32	+21	+32	20th	45



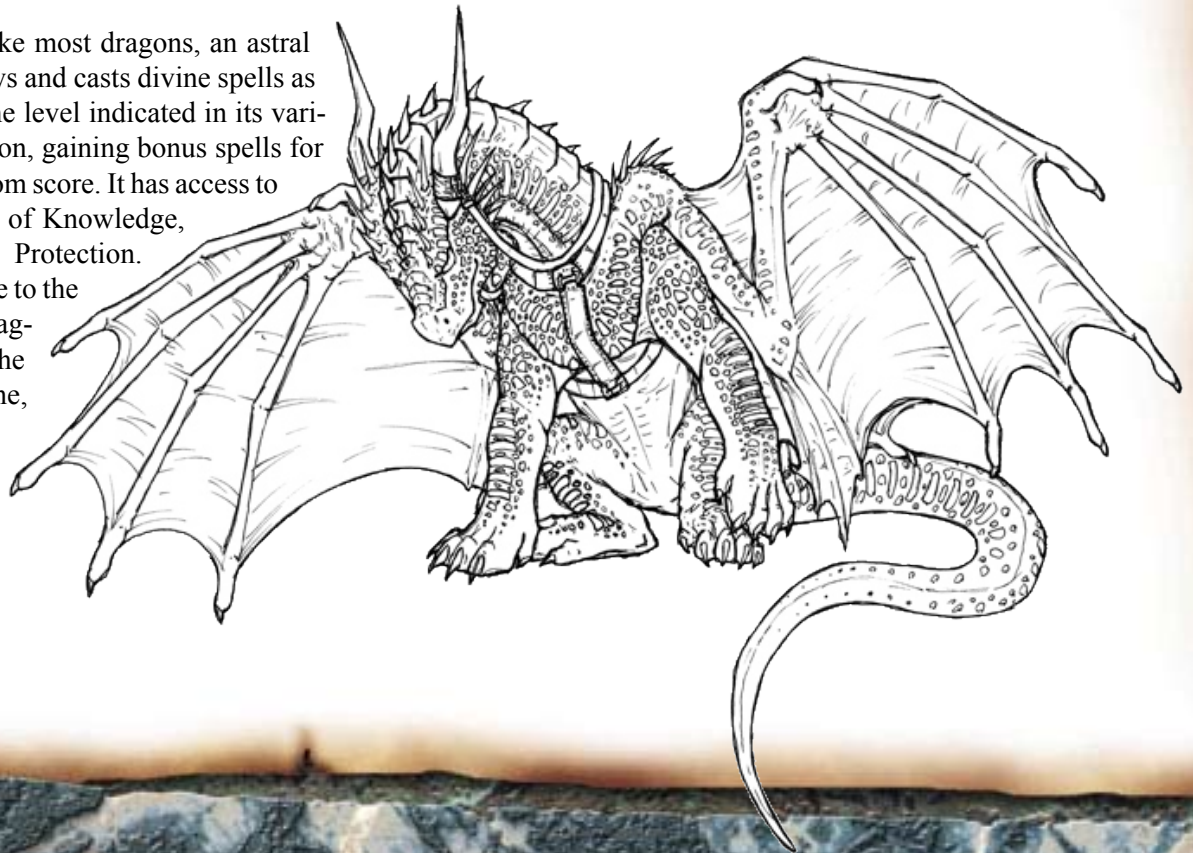
ASTRAL DRAGON ABILITIES BY AGE

Age	Speed	Init.	AC	Special Abilities	SR
Wymling	60 ft., fly 50 ft. (good)	+0	16 (+6 natural), touch 10, flat-footed 16	Immortality, immunities, regeneration 2	-
Very young	60 ft., fly 100 ft. (good)	+0	19 (+9 natural), touch 10, flat-footed 19	Heal (self only)	-
Young	60 ft., fly 100 ft. (average)	+0	21 (-1 size, +11 natural), touch 9, flat-footed 21	Regeneration 5	22
Juvenile	60 ft., fly 100 ft. (average)	+0	25 (-1 size, +16 natural), touch 9, flat-footed 25	DR 5/magic	24
Young adult	60 ft., fly 150 ft. (poor)	+0	27 (-2 size, +19 natural), touch 8, flat-footed 27	Clairaudience/clairvoyance, regeneration 10	27
Adult	60 ft., fly 150 ft. (poor)	+0	29 (-2 size, +21 natural), touch 8, flat-footed 29	DR 10/magic	30
Mature adult	60 ft., fly 150 ft. (poor)	+0	32 (-2 size, +24 natural), touch 8, flat-footed 32	Srying, regeneration 15	33
Old	60 ft., fly 150 ft. (poor)	+0	33 (-4 size, +27 natural), touch 6, flat-footed 33	DR 15/magic and 5/epic	35
Very old	60 ft., fly 150 ft. (poor)	+0	36 (-4 size, +30 natural), touch 6, flat-footed 36	Mass heal, regeneration 20	38
Ancient	60 ft., fly 150 ft. (poor)	+0	39 (-4 size, +33 natural), touch 6, flat-footed 39	DR 20/magic and 10/epic	41
Wyrm	60 ft., fly 200 ft. (clumsy)	+0	38 (-8 size, +36 natural), touch 2, flat-footed 38	Vision, regeneration 25	44
Great wyrm	60 ft., fly 200 ft. (clumsy)	+0	40 (-8 size, +38 natural), touch 2, flat-footed 40	DR 20/epic	46

egory or spellcasting level (whichever is higher). The save DCs are Charisma-based.

Spells: Unlike most dragons, an astral dragon knows and casts divine spells as a cleric of the level indicated in its variety description, gaining bonus spells for a high Wisdom score. It has access to the domains of Knowledge, Magic, and Protection.

Note that due to the enhanced magic traits of the Astral Plane, all spells are automatically quickened.





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Sample Astral Dragon (Great Wyrn): CR 34; Colossal Dragon (Extraplanar); HD 39d12+546 (799 hp); Init +0; Spd 60 ft., fly 200 ft. (clumsy); AC 40 (-8 size, +38 natural), touch 2, flat-footed 38; BAB +39; Grap +74; Atk +50 melee (4d8+19, bite); Full Atk +50 melee (4d8+19, bite) and +48/+48 melee (4d6+9, 2 claws) and +48 melee (2d8+9, 2 wings) and +48 melee (4d6+27, tail slap); S/R 30 ft./20 ft. (30 ft. with bite); SA crush (4d8+27, DC 41), frightful presence (DC 47), regeneration 25, spell-like abilities, spells, tail sweep (2d8+27, DC 41); SQ blindsense 300 ft., DR 20/epic, keen senses, SR 46; SV Fort +32, Ref +21, Will +32; AL N; Str 49, Dex 10, Con 35, Int 35, Wis 32, Cha 35.

Skills: Concentration +54, Diplomacy +54, Heal +53, Knowledge (arcana +54, religion +54, the planes +54), Listen +55, Move Silently +42, Search +54, Sense Motive +53, Spellcraft +54, Spot +55.

Feats: Ability Focus (frightful presence), Alertness, Cleave, Epic Spellcasting, Flyby Attack, Improved Initiative, Heighten Spell, Maximize Spell, Multiattack, Multispell, Power Attack, Quicken Spell, Quicken Spell-Like Ability (heal), Spell Penetration.

Epic Spells Developed (4 slots per day): *contingent resurrection, dragon strike, epic mage armor, let go of me.*

Spell-Like Abilities: At will – *clairaudience/clairvoyance, heal* (self only); 3/day – *scrying*; 1/day – *mass heal* (DC 31), *vision*. Caster level 20th. The save DC is Charisma-based.

Spells: The astral great wyrm casts divine spells as a 20th-level cleric, with access to the domains of Knowledge, Magic, and Protection. Note that due to the enhanced magic property of the Astral Plane, all spells are automatically quickened, and the dragon's Multispell feat allows it to cast two quickened spells per round.

Typical spells prepared (6/9/9/9/8/8/7/7/7/6; DC 21 + spell level): 0th – *create water, detect magic* (x2), *mending, read magic, virtue*; 1st – *comprehend languages, detect secret doors**, *hide from undead, magic weapon, protection from chaos, protection from evil, sanctuary* (x2), *shield of faith*; 2nd – *align weapon, detect thoughts** (x2), *resist energy, shield other* (x2), *silence, status, zone of truth*; 3rd – *dispel magic** (x2), *glyph of warding, obscure object, prayer* (x2), *remove disease, searing light* (x2); 4th – *death ward, dimensional anchor, dismissal, divination**, *greater magic*

*weapon, imbue with spell ability**, *sending* (x2); 5th – *break enchantment, discern lies, plane shift, raise dead, sanctuary [heightened], searing light [maximized], true seeing** (x2); 6th – *antimagic field**, *banishment, find the path**, *forbiddance, geas/quest, greater dispel magic* (x2); 7th – *control weather, flame strike [maximized], greater scrying, legend lore**, *refuge, spell turning, symbol of stunning*; 8th – *blade barrier [maximized]* (x2), *dimensional lock, discern location**, *greater planar ally, greater spell immunity* (x2); 9th – *gate, foresight**, *implosion, mage's disjunction, mass heal, miracle.*

* Domain spell. Domains: Knowledge and Magic.

Credit: Converted from *A Guide to the Astral Plane* by Igor Calija.

EBON TIGER

Large Magical Beast (Extraplanar)

Hit Dice: 6d10+18 (51 hp)

Initiative: +2

Speed: 40 ft.

Armor Class: 17 (-1 size, +3 Dex, +5 natural), touch 12, flat-footed 12

Base Attack/Grapple: +6/+15

Attack: Claw +11 melee (1d8+5)

Full Attack: 2 claws +11 melee (1d8+5) and bite +8 melee (2d6+2 plus poison)

Space/Reach: 10 ft./5 ft.

Special Attacks: Improved grab, poison, pounce, rake 1d8+2

Special Qualities: Darkvision 60 ft., hide in plain sight, low-light vision, manifest, plane shift, scent

Saves: Fort +8, Ref +8, Will +3

Abilities: Str 21, Dex 17, Con 17, Int 3, Wis 12, Cha 14

Skills: Hide +5 (+9 in shadowy areas), Jump +9, Listen +6, Move Silently +7, Spot +6

Feats: Alertness, Multiattack, Weapon Focus (claw)

Environment: Ethereal Plane

Organization: Solitary or pair

Challenge Rating: 5

Treasure: None

Alignment: Always neutral



Advancement: 7-12 HD (Large); 13-24 HD (Huge)
Level Adjustment: –

This great cat seems to be made entirely of black fire. Its shadowy body moves through the ether with unusual grace.

The stealthy beasts known as ebon tigers are predators stalking their Material prey from the Ethereal Plane. Graybeards seem to be unable to determine the exact origin of this reclusive species with certainty, but it has been suspected to have evolved from a dire tiger on the prime world of Mystara. Other sages contended that its shadowy form suggests that the ebon tiger must have migrated from the Plane of Shadow instead.

Although not particularly intelligent, ebon tigers are extremely self-aware and willful, and no efforts to tame the beasts have ever been successful. However, ebon tigers are known to occasionally develop some sort of a bond with intelligent beings that can travel between the Ethereal and Material planes (such as the ethereal doppelganger, for example).

An ebon tiger stands more than 5 feet tall at the shoulder and is about 9 feet long. Surprisingly enough, it is virtually weightless, even on the Prime Material Plane. As creatures of almost animal-level intelligence, ebon tigers do not speak.

COMBAT

An ebon tiger usually hunts manifested. Against formidable opponents, it instinctively uses hit-and-run tactics, biting repeatedly to deliver its poison, and then hiding incorporeally to wait until the foes are slow and blind, at which point it attacks again.

Hide In Plain Sight (Su): As long as an ebon tiger is within 10 ft. of some sort of shadow (other than its own), it can hide itself from view in the open without anything to actually hide behind.

Improved Grab (Ex): To use this ability, an ebon tiger must hit with a claw or bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Manifest (Su): An ebon tiger dwells on the Ethereal

Plane and, as an ethereal creature, cannot affect or be affected by anything in the material world. When an ebon tiger manifests, it partly enters the Prime Material Plane and becomes visible but incorporeal. A manifested ebon tiger remains partially on the Ethereal Plane, where it is not incorporeal. A manifested ebon tiger can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ebon tiger's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane. The changes are summarized below:

Manifested Ebon Tiger: Spd Fly 40 ft. (perfect); AC 14 (-1 size, +3 Dex, +2 deflection), touch 14, flat-footed 11; BAB/Grp +6/–; Atk +9 melee (1d8, claw); Full Atk +9/+9 melee (1d8, 2 claws) and +6 melee (2d6, bite); SA Improved grab, pounce, rake 1d8; SQ darkvision 60 ft., hide in plain sight, incorporeal traits, low-light vision, plane shift; Str –

Incorporeal traits: Cannot be harmed by nonmagical weapons, and has a 50% chance to ignore any damage from any corporeal source (including magical weapons), except for force effects or attacks made with ghost touch weapons. Can pass through solid objects, but not force effects, at will. Its natural attacks ignore natural armor, armor, and shields, but deflection bonuses and force effects work normally against them. Always moves silently and cannot be heard with Listen checks if it doesn't wish to be.

Plane Shift (Su): Once per day, an ebon tiger can transport itself entirely from the Ethereal Plane to the corresponding point on the Material Plane (or vice versa). This is different from its manifest ability, which enables it to be present on both planes simultaneously.


Poison (Ex): The bite of an ebon tiger is poisonous. Injury, Fortitude DC 16, initial damage 1d6 Dex, secondary damage blindness. The save DC is Constitution-based.

Pounce (Ex): If an ebon tiger charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +11 melee, damage 1d8+3.

Skills: Ebon tigers have a +4 racial bonus on Hide and Move Silently checks. Their Hide bonus increases to

+8 in shadowy areas.

 **Credit:** Converted from *A Guide to the Ethereal Plane* by Igor Calija.

ETHER CREATURE

Many creatures originally native to the Prime Material have found their way onto the Misty Shore, and learned to survive there. Herbivores sustain themselves by assimilating protomatter directly, while most carnivores feed on these herbivores, but some develop a supernatural means of hunting for the Material meat they are used to.

These creatures of Ether appear much the same as their Prime counterparts, although a little blurred around the edges. Some eventually adapt to the new plane so well that their form diffuses up to a point where they are difficult to distinguish from the swirling ether mists.

SAMPLE ETHER CREATURE

Ether Sea Horse

Large Magical Beast (Aquatic, Extraplanar)

Hit Dice: 6d8+24 (51 hp)

Initiative: +2

Speed: Swim 40 ft.

Armor Class: 25 (-1 size, +3 Dex, +9 natural, +4 scale mail), touch 12, flat-footed 22

Base Attack/Grapple: +4/+13

Attack: Bite +8 melee (1d8+7)

Full Attack: Bite +8 melee (1d8+7)

Space/Reach: 10 ft./5 ft.

Special Attacks: –

Special Qualities: Damage reduction 5/magic, ethereal nutriment, ethereal sight 90 ft., low-light vision, resistances (acid 5, cold 5), sense cyclone, spell resistance 11

Saves: Fort +9, Ref +8, Will +3

Abilities: Str 21, Dex 16, Con 18, Int 3, Wis 12, Cha 3

Skills: Hide +3, Listen +7, Spot +7, Survival +1 (+5 on the Ethereal Plane)

Feats: Alertness, Improved Natural Armor, Skill Focus (hide)

Environment: Ethereal Plane

Organization: Solitary or herd (2-8)

Challenge Rating: 3

Treasure: None

Alignment: Usually neutral

Advancement: 7-12 HD (Large); 13-18 HD (Huge)

Level Adjustment: –

This 9-ft. tall beast would obviously fit better in the Prime Material seas than in this sea of ether, were it not for its barding and saddle. It has long, tubular jaws much like a snout. The body is compressed, with an elongated tail, covered in large, rectangular bony plates, with a series of spines and projections along the lines of juncture.

An ether sea horse is a gigantic sea horse adapted to the Ethereal Plane. Although some wild herds exist, ether sea horses are generally domesticated as war mounts by those living on the plane, such as the Etherfarer Society. They are also common in the ethereal region close to the Living Sea.

COMBAT

The sample ether creature presented here uses a giant sea horse as the base creature (see below). An ether sea horse can fight while carrying a rider, but the rider cannot also attack unless he succeeds on a Ride check.

Ethereal Nutriment (Ex): An ether creature can draw bland sustenance from the surrounding ether, allowing it to go without food and water.

Ethereal Sight (Ex): An ether creature can see up to 90 ft. in ether instead of the normal limit of 60 ft.

Sense Cyclone (Ex): An ether sea horse can detect an ethereal cyclone 2d10 rounds in advance instead of the usual 1d10 rounds.

Skills: An ether sea horse has a +4 racial bonus on Hide checks. It also has a +4 racial bonus on Survival checks made on the Ethereal Plane.

Carrying Capacity: An ether horse can carry up to 153 lbs as a light load, 154-306 lbs as a medium load and 307-460 lbs as a heavy load.





BASE CREATURE

Gigantic Sea Horse, War-Trained: CR 3; Large Animal; HD 6d8+24 (51 hp); Init +2; Spd swim 40 ft.; AC 24 (-1 size, +2 Dex, +9 natural, +4 scale mail), touch 11, flat-footed 22; BAB +4; Grap +13; Atk +8 melee (1d8+7, bite); Full Atk +8 melee (1d8+7, bite); S/R 10 ft. / 5 ft.; SA –; SQ low-light vision; SV Fort. +9, Ref. +7, Will +4; AL N; Str 21, Dex 14, Con 18, Int 2, Wis 14, Cha 3.

Skills: Hide +1, Listen +9, Spot +10

Feats: Alertness, Skill Focus (Hide), Improved Natural Armor.

This creature is an oversized version of the common aquatic animal, commonly found in warm and temperate seas. It is bred and trained as a battle mount.

CREATING AN ETHER CREATURE

“Ether creature” is an inherited template which can be applied to any corporeal aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, ooze, plant, or vermin, referred hereafter as the base creature. It uses all the base creature’s statistics and abilities except as noted here.

Type: Creature type remains unchanged, except for animals which become magical beasts. Add extraplanar subtype when encountered anywhere other than the Ethereal Plane. Do not recalculate HD, BAB, saving throws, or skill points.

Special Qualities: An ethereal creature retains special all the qualities of the base creature, and gains the following.

- **Damage Reduction:** DR 5/magic (HD 4-11), or DR 10/magic (HD 12+).
- **Elemental Resistance:** acid 5, cold 5 (HD 4-7), or cold 10, conic 10 (HD 8+).
- **Ethereal Sight (Ex):** An ether creature can see up to 90 ft. in ether instead of the normal 60 ft. vision limit
- **Ethereal Nutriment (Ex):** An ether creature can draw bland sustenance from the ether, allowing it to go without food and water.
- **Spell Resistance:** Equal to 5 + the base creature’s Hit Dice (maximum SR 25)
- **Sense Cyclone (Ex):** An ether creature can detect an ethereal creature 2d10 rounds in advance in-

stead of the standard 1d10 rounds.

Abilities: As base creature, except its Intelligence is at least 3, and its Dexterity is increased by +2.

Environment: Ethereal Plane.

Challenge Rating: HD 1-3, as the base creature; HD 4-7, as the base creature +1; HD 8 or more, as the base creature +2.

Level Adjustment: As base creature +2

Credit: Converted from *A Guide to the Ethereal Plane* by Ivan Chia.

GARMΘRM

Huge Aberration (Extraplanar)

Hit Dice: 16d8+96 (168 hp)

Initiative: +7

Speed: Fly 50 ft. (perfect)

Armor Class: 23 (-2 size, +3 Dex, +12 natural), touch 11, flat-footed 20

Base Attack/Grapple: +12/+28

Attack: Bite +19 melee (2d6+8)

Full Attack: Bite +19 melee (2d6+8) and 5 secondary bites +18 melee (1d8+4)

Space/Reach: 15 ft./10 ft.

Special Attacks: Absorb minds, improved grab, spells, swallow whole

Special Qualities: Blindsight 60 ft., damage reduction 10/magic, dual-planar, psionic immunity, quick casting, spell resistance 26

Saves: Fort +11, Ref +8, Will +13

Abilities: Str 26, Dex 17, Con 23, Int 18, Wis 16, Cha 15

Skills: Bluff +12, Concentration +21, Diplomacy +21, Intimidate +4, Knowledge (arcana) +16, Listen +22, Perform (sing) +14, Sense Motive +15, Sleight of Hand +5, Spellcraft +6, Spot +22

Feats: Dodge, Improved Initiative, Lightning Reflexes, Multiattack, Power Attack, Weapon Focus (bite)

Environment: Astral Plane



PART I:
TRANSITIVE
DENIZENS

Organization: Solitary or choir (2-5)
Challenge Rating: 13 (without spells) or 14 (with spells)
Treasure: Standard
Alignment: Usually chaotic evil
Advancement: 17-32 HD (Huge); 33-48 HD (Gargantuan)
Level Adjustment: –

You hear an eerie, snapping song echoing through the Void. You turn and see a large worm with a huge central maw and half a dozen smaller jaws located all over its body. Its song calls out to you to join in chorus.

Riding the waves of thought in the Astral, grazing on the plane's background energy like a terrible bovine beast, a garmorm is a limbless worm-like beast also known as "mind worm" or "face worm". It is intensely hungry and lonely, seeking to absorb minds into its collective. Any treasures found on a garmorm are within its belly, leftovers of its victims.

For some reason, the garmorms are hated by the tethrans of the Ethereal even though the two races have little contact; the garmorms sometimes form alliances with the githyanki who greatly fear them, usually to foil a psurlon enterprise.

A garmorm is about 18 feet long, and weighs several thousand pounds (on planes other than the Astral, of course). It speaks any languages known by its absorbed minds, and this almost always includes Planar Trade.

COMBAT

A garmorm usually attacks any intelligent creature it encounters, attempting to bring it into the fold. In battle, it quickly identifies the most powerful spellcasters or psionic manifesters and attempts to absorb them first. It uses its spells with caution, aware of the fact that it cannot replenish them. A garmorm's natural attacks are treated as magic weapons for the purpose of bypassing damage reduction.

Absorb Minds (Su): A creature swallowed by a garmorm must make a DC 20 Will save each round it spends inside the monster's gullet. When the save fails, or when the swallowed creature dies, it is absorbed and becomes one with the garmorm's collective mind. By absorbing a

creature, the garmorm gains 10 temporary hit points an extra secondary bite attack (up to a maximum of 10), and the absorbed creature's spellcasting or manifesting abilities (if any; see below). It is thought that the garmorm also shares its victim's memories and personality remnants, but this remains unknown. The save DC is Charisma-based.

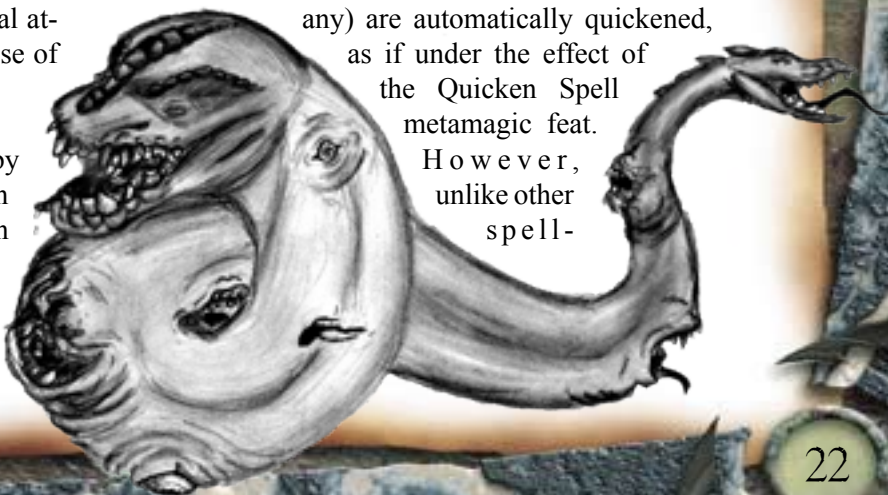
The absorption is powered by the garmorm's song, and can be foiled by magical silence or a bard's countersong ability. However, once a creature is absorbed, nothing short of a wish, miracle, or true resurrection can restore it to life.

Dual-Planar (Ex): While the bulk of the body resides on the Astral Plane, the garmorm possesses the capacity to partially manifest itself onto any other plane co-existent with the Astral. Foes on that plane must attack the garmorm as if it had cover (+4 AC, +2 bonus on Reflex saves). A garmorm can take a standard action to fully withdraw back onto the Astral, effectively retreating completely from the other plane. Foes on the Astral attack the garmorm normally. The creature is unable to retreat from the Astral by shifting onto another plane.

Improved Grab (Ex): To use this ability, a garmorm must hit an opponent of up to Medium size with its primary bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe the following round.

Psionic Immunity (Ex): A garmorm is immune to all psionic powers as if it has unbeatable power resistance.

Quick Casting (Ex): As a result of the enhanced magic trait of the Astral Plane, a garmorm's spells (if any) are automatically quickened, as if under the effect of the Quicken Spell metamagic feat. However, unlike other spell-






casters on the Astral, a garmorm is also able to transcend the limit of one quickened spell per round. By taking a full round action, it can simultaneously cast up to five spells. (If a garmorm has more than 5 secondary bite attacks, it can cast that many quickened spells in a round.) All the spells come into effect at the same time.

Spells: When a garmorm absorbs the mind of a spellcaster (or psionic manifester), it gains the ability to use any of the victim's remaining spells (powers) at the victim's casting (manifester) level. It uses its own key ability instead of its victims' with respect to save DC. This gained spellcasting fades over 4d4 weeks. A garmorm cannot replenish expended spells (or power points). The chance of a randomly encountered garmorm having spellcasting abilities is about 50%.

Typical spellcasting abilities possessed are assumed to be those of a 10th-level wizard, with the following prepared spells remaining: 0th – *acid splash*, *daze*, *mage hand*, *ray of frost*; 1st – *magic missile*, *shield*, *true strike*; 2nd – *acid arrow*, *mirror image*, *scorching ray*; 3rd – *displacement*, *fireball*, *lightning bolt*; 4th – *fire shield*, *stoneskin*; 5th – *cone of cold*, *feeblemind*. The save DC is 14 + spell level.

Swallow Whole (Ex): A garmorm can try to swallow a grabbed opponent of up to two sizes smaller by making a successful grapple check. The swallowed creature takes 1d8+4 points of bludgeoning damage and 4 points of acid damage per round, and risks having its mind absorbed by the garmorm (see above). A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 30 points of damage to the gizzard (AC 16). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Huge garmorm's interior can hold 10 Medium, 20 Small, or 40 Tiny or smaller opponents.

 **Credit:** Converted from *Planescape Monstrous Compendium 3* by Ivan Chia.

GK'LOK

Small Outsider (Extraplanar)

Hit Dice: 2d8+2 (11 hp)

Initiative: +2

Speed: 20 ft.

Armor Class: 14 (+1 size, +2 Dex, +1 natural), touch 13, flat-footed 12

Base Attack/Grapple: +2/-2

Attack: Claw +5 melee (1d4), or slivers +5 ranged (2d4)

Full Attack: Claw +5 melee (1d4), or slivers +5 ranged (2d4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Slivers

Special Qualities: Darkvision 60 ft., immunities (electricity, fire, mind-affecting effects), spell resistance 10

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

Abilities: Str 11, Dex 15, Con 12, Int 10, Wis 12, Cha 6

Skills: Concentration +10, Diplomacy +0, Knowledge (any three) +5, Listen +6, Lucid Dreaming +10, Sense Motive +6, Spot +6

Feats: Improved Natural Attack (claw), Weapon Finesse ^(B)

Environment: Ethereal Plane

Organization: Party (2-5) or tribe (50-600)

Challenge Rating: 2

Treasure: ½ standard

Alignment: Always lawful neutral

Advancement: By character class

Level Adjustment: +1

Vaguely humanoid in shape and size, this creature has two massive red-glowing eyeballs on top of its bifurcated neck, where its head should be. Its arms, legs, and torso appear as thin strips of polished metal, curling into intricate patterns.

The reclusive gk'lok tribes are usually encountered collectively dangling from an immense branching green crystal that drifts freely through the depths of the Ethereal Plane. The crystal tree and the gk'lok together are referred to as "gk'lok-lok".

Most gk'lok care little for the outside world, and



concern themselves almost exclusively with meditation and experiencing past lives of deaders whose spirits have been temporarily caught up in the crystal of their great tree. The gk'lok claim that the spirits are unharmed, and that each one safely leaves the tree after resonating within it for a century or two. As the chant has it, the best sensory stones produced and used by the Society of Sensation are fashioned using shards of crystal from the gk'lok-lok.

A gk'lok stands about 3 feet tall, and weighs less than 40 pounds. It speaks Planar Trade and the surprisingly guttural language of the gk'lok-lok.

COMBAT

The gk'lok will fight only to defend themselves or their tree. They are used to mass combat, and usually attempt to surround and flank opponents. Both the gk'lok-lok tree and its gk'lok "fruit" are bathed in a faint orange flame that deals 1d6 points of damage to all that come into contact with it.

Slivers (Ex): A gk'lok can project metallic slivers from its arms as a ranged attack dealing 2d4 points of slashing damage. The effective range is 20 feet, and there is no range increment. A gk'lok must have both hands free to make this attack.

Skills: A gk'lok has a +4 racial bonus on Concentration and Lucid Dreaming checks. See *Manual of the Planes* (p.203) for details on the Lucid Dreaming skill. If don't have access to this book, use Survival instead of Lucid Dreaming.

HABITAT/SOCIETY

Many graybeards believe these strange creatures to be escapees from a ruptured dreamscape, but the truth is they hail from the Positive Energy Plane. They abandoned their homes in the Yang Fires to find and contemplate the connections between souls and dreams in the Deep Ether.

The gk'lok credo teaches that souls are dreams first, and so they build their trees along the shimmering curtains, to collect the dreams of others and make their own. They may be an essential link along the chain of incarnation, or merely lifeguards in the shoals of Dream, rescuing spirits lost in their own fantasies.

The nathri clans raid the gk'lok-lok occasionally for

souls and dreams both, for such were a valued commodity and a component in their own religious rituals.

✍ Credit: Converted from *A Guide to the Ethereal Plane* by Igor Calija.

GLOOMWING

Vermin (Extraplanar)

You face a number of oversized insects, something you wouldn't normally expect to see on the Shadow Plane. Two varieties exist – a 10-ft. long graceful flyer with strangely marked wings and a smaller, thick-shelled walker with large mandibles.

The creature commonly referred to as the gloomwing is the adult stage of the tenebrous worm. These insectoid beings are native to the Plane of Shadow.

Both gloomwing stadiums use a variety of pheromones to ward off rivals and to find mates. They form groups, but only to attack large prey, and then only when drawn by the combat pheromone. When two gloomwings of the same sex meet, they usually flee unless the combat pheromone is present in the air.

COMBAT

Gloomwings are generally not aggressive, but attack if they are not allowed to flee. As mindless creatures, they fight without any sense of strategy or self-preservation.

Skills: Gloomwings have a +4 racial bonus on Hide checks.

GLOOMWING MOTH

The bodies and wings of moths are covered with shimmering, geometric patterns of black and silver. They have large, fern-like black antennae tipped with white and eight legs each ending in a pearly claw.

The moths are short-lived (4-9 weeks), solitary hunters. During their time they search for mates and eat voraciously.

Implant (Ex): Egg-laden female moths use corpses of Small or larger creatures as incubators for their eggs.



The eggs hatch in 12 days, sprouting 5-10 tenebrous worms of Tiny size, which quickly grow to their full length. The infestation can be removed with a cure disease spell, but if the young worms are allowed to emerge, they completely devour the body during the process.

Shadow Wings (Ex): A gloomwing moth's shimmering markings make it a difficult target. Any creature observing the moth visually suffers a 20% miss chance attacking it, as if it had concealment. In addition, the moth can twiddle the wings in a strangely disturbing manner, as a full round action. Creatures that see this maneuver must make a Will save (DC 12) or become confused for 1d4+2 rounds. A successful save renders the viewer immune to that moth's confusion for 24 hours. The save DC is Charisma-based and includes a

+2 racial bonus.

Feats: The gloomwing moth has Snatch feat as a bonus feat even though its size does not meet the requirement. This feat enables the moth to start a grapple when it hits with a claw or bite attack, as though it had the improved grab special attack. If the moth gets a hold on a creature of Tiny size or smaller, it strikes each round for automatic bite damage.

TENEBOUS WORM

These natives of Shadow resemble giant caterpillars. In combat, they strike with powerful mandibles. The mandibles of a tenebrous worm are worth 1,000 to 3,000 gp per set. Although non-magical, they can be harvested with a DC 15 Survival check.

	GL◊◊MWING M◊+H <i>Large Vermin (Extraplanar)</i>	TENEBOUS WORM <i>Medium Vermin (Extraplanar)</i>
Hit Dice:	4d10+4 (26 hp)	4d10+8 (30 hp)
Initiative:	+3	+1
Speed:	5 ft. fly 40 ft. (good)	20 ft., burrow 5 ft.
Armor Class:	16 (-1 size, +3 Dex, +4 natural), touch 12, flat-footed 13	17 (+1 Dex, +6 natural), touch 10, flat-footed 17
Base Attack/Grapple:	+4/+10	+4/+6
Attack:	Bite +5 melee (1d6+2)	Bite +6 melee (1d6+2 plus poison)
Full Attack:	Bite +5 melee (1d6+2) and 4 claws +1 melee (1d4+1)	Bite +6 melee (1d6+2 plus poison)
Space/Reach:	10 ft./5 ft.	5 ft./5 ft.
Special Attacks:	Shadow wings	Poison
Special Qualities:	Darkvision 60 ft., mindless	Darkvision 60 ft., mindless
Saves:	Fort +5, Ref +7, Will +2	Fort +6, Ref +5, Will +2
Abilities:	Str 15, Dex 16, Con 13, Int - , Wis 12, Cha 6	Str 15, Dex 13, Con 15, Int - , Wis 12, Cha 6
Skills:	Hide +3	Hide +5
Feats:	Flyby Attack ^(B) , Snatch ^(B)	-
Environment:	Plane of Shadow	Plane of Shadow
Organization:	Solitary or group (2-6)	Solitary
Challenge Rating:	3	3
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	5-8 HD (Large)	5-8 HD (Medium)
Level Adjustment:	-	-



Poison (Ex): The mandibles, head, and upper body of the tenebrous worm are covered with poisonous bristles. Any creature bitten by the worm or attacking the worm with unarmed attacks or natural weapons comes into contact with the venom.

Contact, Fort DC 14; initial damage unconsciousness; secondary damage 2d6 Con. The save DC is Constitution-based.

✍ Credit: Converted from *Monstrous Manual* by Igor Calija.

G⊕LEM, E+HER

Large Construct (Extraplanar)

Hit Dice: 14d10+30 (107 hp)

Initiative: +0

Speed: 20 ft.

Armor Class: 25 (-1 size, +16 natural), touch 9, flat-footed 25

Base Attack/Grapple: +10/+22

Attack: Slam +17 melee (2d8+8)

Full Attack: 2 slams +17 melee (2d8+8)

Space/Reach: 10 ft./10 ft.

Special Attacks: Ether cyclone

Special Qualities: Construct traits, damage reduction 5/adamantine, darkvision 60 ft., ethereal sight, ethereal jaunt, immunity to magic, low-light vision, regeneration 5

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

Abilities: Str 26, Dex 11, Con – , Int – , Wis 11, Cha 1

Skills: –

Feats: –

Environment: Ethereal Plane

Organization: Solitary

Challenge Rating: 12

Treasure: None

Alignment: Always neutral

Advancement: 15-28 HD (Large); 29-42 HD (Huge)

Level Adjustment: –

This hulking automaton stands half again as tall as a human and seems to be crafted out of greenish stone.

An ether golem is a modified form of a stone golem,

built using stable proto-matter found on the Ethereal Plane. Originally developed by Aionias the Sapphire Mage, the secret of ether golem construction has since passed onto his disciple, Montgomery. Several spell-slingers have visited the Castle at the Edge of Time to be taught by Montgomery at some unknown costs.

Three inactive and exceptionally well-crafted ether golems were found by planewalkers recently, and unknowingly sold at Freehold as “rare statues” by a khaasta merchant called Shirpate. He is currently looking to hire diplomatically inclined planewalkers to track down the golems and buy them back somehow.

An ether golem is about 8 feet tall and weighs about 2,000 pounds.

COMBAT

An ether golem is mindless. It attacks with its fists until ordered to stop. If destroyed, it boils away into quintessential ether.

Ether Cyclone (Su): An ether golem can invoke a miniature ethereal cyclone as a free action once every 2 rounds, affecting all ethereal creatures within 20 ft. of the golem. Roll 1d% to determine effect.

d% Cyclone Effect

01-30	1d10 damage (DC 20 Fort negates)
31-60	Move 1d10 x 50 ft. away in a random direction
61-80	Move 2d10 x 50 ft. away in a random direction
81-90	As 61-80, but also takes 3d10 damage (DC 20 Fort negates)
91-95	3d10 damage (DC 20 Fort negates) and return to the Prime Material Plane
96-00	Fly through an ethereal curtain to a random plane

Ethereal Sight (Ex): An ether golem can see into the Ethereal Plane from any plane coexistent to it, and its vision is less obscured on the Ethereal Plane, enabling it to see up to 120 ft. instead of 60 ft.

Ethereal Jaunt (Su): An ether golem can shift itself and 50 lbs of objects to the Ethereal Plane and back at will as a standard action. This otherwise functions like



ethereal jaunt spell.


Fast Healing (Ex): An ether golem's fast healing ability only works in the Ethereal Plane, and it does not heal damage taken from force effects.

Immunity to Magic (Ex): An ether golem is immune to any spell or spell-like ability that allows spell resistance, except for force effects, which function normally against the creature.

CONSTRUCTION

Since stable proto-matter cannot be shaped, an ether golem's body must be created by first shaping quintessential ether and then stabilized into stable proto-matter, usually via magic. To shape quintessential ether, one must make a DC 17 Craft (sculpting) check.

Caster level 14th; Craft Construct, *stabilize ether* (see below), *ethereal jaunt*, *geas/quest* (all spells must be cast at level 14+); Price 105,000 gp; Cost 52,500 gp + 4,200 XP.

 **Credit:** Converted from *A Guide to the Ethereal Plane* by Ivan Chia.



Tiny Outsider (Extraplanar, Psionic)

Hit Dice: 1d8+1 (5 hp)

Initiative: +1

Speed: 5 ft., fly 30 ft. (perfect) in Astral Plane only

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

Base Attack/Grapple: +1/-12

Attack: Tentacle +2 melee (1d3-5)

Full Attack: Tentacle +2 melee (1d3-5)

Space/Reach: 2.5 ft./0 ft.

Special Attacks: -

Special Qualities: Darkvision 60 ft., blindsight 60 ft., naturally psionic (1 power point), storm affinity

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

Abilities: Str 1, Dex 13, Con 12, Int 3, Wis 10, Cha 3

Skills: Sense Motive +4

Feats: Iron Will

Environment: Astral Plane

Organization: Solitary or stray (2-8)

Challenge Rating: 1/8

Treasure: None

Alignment: Always neutral

Advancement: 2-3 HD (Tiny)

Level Adjustment: -

This creature looks like a human brain with a single pseudopod extending from its base.

A harriat seems to have the slightest touch of psionic potential, and feeds on stray thoughts. It is mostly

STABILIZE ETHER (TRANSMUTATION)

Level: Sor/Wiz 5; **Components:** V, S, M; **Casting Time:** 1 full round action per 10 cu. ft.; **Range:** Close (25 ft. + 5 ft. /2 levels); **Area:** Up to 10 cu. ft. /level; **Duration:** Instantaneous; **Saving Throw:** None (object); **Spell Resistance:** None (object); **Material Component:** A small piece of stable proto-matter.

This spell transforms quintessential ether, which normally lasts only 1d% hours, into permanent stable proto-matter (treat as normal steel). This spell can also be used to make the *chamber* spell permanent (see *Manual of the Planes*). This spell is generally of little use outside the Ethereal Plane.



harmless and of little interest to anyone but the most dedicated of planar xenobiologist. It never bothers other living creatures, but it's often finicky about the sort of thoughts it eats.

A harriat is often drawn to areas of rich thought residues. Thus, a large concentration of harriat within an area is often an indication that the area has been, or will soon be, affected by a psychic storm.

COMBAT

A harriat is not aggressive, preferring to flee than to fight. If possible, it will try to lure enemies into a psychic storm.

Storm Affinity (Ex): A harriat is immune to both location and mental effects of psychic storms. Furthermore, it can sense a psychic storm 1d6 minutes in advance.

✍ Credit: Converted from *Planescape Monstrous Compendium 3* by Igor Calija.

KODRAGON

Tiny Dragon (Extraplanar)

Hit Dice: 6d12 (39 hp)

Initiative: +9

Speed: 20 ft., fly 50 ft. (good)

Armor Class: 21 (+2 size, +5 Dex, +4 natural), touch 17, flat-footed 16

Base Attack/Grapple: +6/-3

Attack: Bite +13 melee (1d6-1)

Full Attack: Bite +13 melee (1d6-1) and 2 slams +11 melee (1d3)

Space/Reach: 2.5 ft./0 ft.

Special Attacks: Breath weapon, spell-like abilities

Special Qualities: Darkvision 60 ft., evasion, immune to sleep and paralysis effects, low-light vision, uncanny dodge, pouch of holding

Saves: Fort. +5, Ref. +10, Will +7

Abilities: Str 8, Dex 21, Con 11, Int 16, Wis 15, Cha 13

Skills: Bluff +10, Diplomacy +14, Gather Information +10, Hide +22, Intimidate +3, Knowledge (any one) +12, Listen +11, Perform (any one) +10, Sense Motive +11, Sleight of Hand +7, Spot +11

Feats: Ability Focus (breath weapon), Multiattack, Improved Initiative, Weapon Finesse ^(B)

Environment: Astral Plane

Organization: Solitary

Challenge Rating: 3

Treasure: Double standard

Alignment: Usually neutral good

Advancement: 7-12 HD (Tiny); 13-18 HD (Small)

Level Adjustment: -

A tiny furred dragon with bat wings and human-like hands fly in the silver void. It is holding a stylus and a tablet.

Kodragons are artists and thinkers living around the realms of the astral dragons either as wanderers, librarians, or emissaries of these half-divine beings. These lovers of knowledge and creativity are usually eager to exchange information with all well-lanned visitors, conversing in their child-like voices.

Occasionally a kodragon is sent on an extraplanar mission of information retrieval, instructed not to call upon the authority of its astral dragon master under anything less than life-threatening circumstances. On such missions, the kodragon is usually left without direct supervision, but the creature has a strong sense of loyalty to its masters, and no case of betrayal or irresponsibility has ever been recorded.

Kodragons speak Draconic and Planar Trade.

COMBAT

A kodragon relies on his spell-like abilities to avoid combat. Its teleportation powers are granted by its astral dragon master, and can be revoked with but a thought.

Breath Weapon (Su): Once every 1d4 rounds a kodragon can use one of its two types of breath weapon, a 15-ft. cone of enlarge person and a 15-ft. cone of reduce person gas. Creatures within the cone must succeed on a DC 15 Fortitude save to negate the enlarging/reducing effect. This effect functions as the *enlarge person* or *reduce person* spell, except that it can affect any creature type. The save DC is Constitution-based and includes a +2 racial bonus.

Evasion (Ex): If a kodragon makes a successful Reflex



⌘AGRAN

saving throw against an attack that normally deals half damage on a successful save, it instead takes no damage. A helpless kodragon does not gain the benefit of evasion.

Pouch of Holding (Su): A kodragon has a marsupial-like pouch in which it raises its young. (Kodragons do not lay eggs.) The pouch functions as a bag of holding (type I).


Spell-like Abilities (Sp): At will – *greater teleport* (self plus 50 lbs only), *plane shift*. Caster level 6th.

Uncanny Dodge (Ex): A kodragon retains its Dex bonus to AC even when caught flat-footed or struck by invisible attackers.

KODRAGON POUCH

A kodragon yields 1 marsupial pouch which can be used to make a bag of holding (any type). See Appendix 1 for power components rules.

Harvest DC 15; Value 20 XP; Market Price 100 gp.

 **Credit:** Converted from *A Guide to the Astral Plane* by Ivan Chia.



Huge Aberration (Extraplanar)

Hit Dice: 12d8+72 (126 hp)

Initiative: +7

Speed: Swim 50 ft.

Armor Class: 19 (-2 size, +3 Dex, +8 natural), touch 11, flat-footed 16

Base Attack/Grapple: +9/+26

Attack: Bite +16 melee (2d6+13)

Full Attack: Bite +16 melee (2d6+13)

Space/Reach: 15 ft./10 ft.

Special Attacks: Hypnotic light, improved grab, swallow whole

Special Qualities: Darkvision 60 ft., invisibility

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

Abilities: Str 29, Dex 16, Con 23, Int 7, Wis 14, Cha 16

Skills: Listen +9, Spot +10

Feats: Ability Focus (hypnotic light), Blind-Fight, Cleave, Improved Initiative, Power Attack

Environment: Ethereal Plane

Organization: Solitary or school (5-30)

Challenge Rating: 7

Treasure: None (except the magran sphere)

Alignment: Always neutral

Advancement: 13-24 HD (Huge); 25-36 HD (Gargantuan)

Level Adjustment: –

This 20-ft. long eel-like beast has multiple eyes and a tendril ending with a light sphere dangling in front of its face.

Magrans are what passes for deep sea fish on the Ethe-



⌘AGRAN SPHERE (WONDROUS ITEM)

This 8-inch light ball which can be harvested from a magran (DC15 Survival check). It constantly generates a *hypnotic pattern* spell (caster level 6th, Will DC 15 negates) for 1d4 weeks after the magran's death. Its owner is immune to this effect, but is unable to part with the sphere willingly, regardless of consequences, unless he receives a *remove curse* spell. Market price: 600 gp.



PART 1:
TRANSITIVE
DENIZENS

real Plane. These huge reptilian predators hunt in the depths of the Waveless Sea. They usually stay away from ether-cruisers and large groups of travelers, but a single planewalker lost in the Deep should stay well away from mysterious glowing balls of light.

Most magrans are solitary creatures, although they sometimes gather in large groups to spawn. At these times magrans are very territorial and peery of all outside threats. A magran has never been encountered outside of the Deep Ethereal. They do not speak, as far as anyone can tell.

COMBAT

A magran on the hunt lurks invisible, luring leatherheads in by displaying its glowing spheres until they come within reach. If you kill a magran, try to cut off the flowing sphere – it is considered a valuable magic item in certain circles.

Hypnotic Light (Su): A magran has a long tendril which dangles a glowing sphere before its jaws. This light can be seen from up to 200 ft., even in the Ethereal Plane. Anyone within 30 ft. who can see the light must make a DC 22 Will save every round or become flat-footed and fascinated, taking no action and suffering a -4 penalty on Listen and Spot checks. The light can affect a total HD-worth of creatures equal to twice the magran's Hit Dice (24 HD for an average magran). The save DC is Charisma-based.

Improved Grab (Ex): To use this ability, a magran must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the foe the following round.

Invisibility (Su): A magran can become invisible at will as a free action. Attacking negates its invisibility. Since the invisibility does not apply to its glowing sphere, attackers can automatically locate the magran's space, but full concealment (50% miss chance) is still in effect.

Swallow Whole (Ex): A magran can try to swallow a grabbed opponent of smaller size than itself by making a successful grapple check. The swallowed crea-

ture takes 2d8+8 points of bludgeoning damage and 4 points of acid damage per round from the magran's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 14). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Huge magran's gizzard can hold 2 Large, 4 Medium, 8 Small, or 32 Tiny or smaller opponents.

Credit: Converted from *Planescape Monstrous Compendium 3* by Ivan Chia.

MEME

Medium Aberration (Extraplanar, Incorporeal)

- Hit Dice: 9d8+12 (52 hp)
- Initiative: +1
- Speed: Fly 40 ft. (perfect)
- Armor Class: 17 (+1 Dex, +3 natural, +3 deflection), touch 14, flat-footed 16
- Base Attack/Grapple: +6/–
- Attack: –
- Full Attack: –
- Space/Reach: 5 ft./5 ft.
- Special Attacks: Usurpation field
- Special Qualities: Blindsight 90 ft., fast healing 10, incorporeal traits, immunity to magic, low-light vision
- Saves: Fort +6, Ref +4, Will +9
- Abilities: Str –, Dex 13, Con 12, Int 7, Wis 12, Cha 16
- Skills: Listen +9, Spot +9
- Feats: Ability Focus (usurpation field), Alertness, Great Fortitude, Iron Will
- Environment: Ethereal Plane
- Organization: Solitary or swarm (2-6)
- Challenge Rating: 7
- Treasure: None
- Alignment: Always neutral
- Advancement: 10-18 HD (Medium); 19-28 HD (Large); 29-33 HD (Huge)
- Level Adjustment: –

This apparition looks like a vague humanoid form mov-

ing under a bed sheet. As it comes closer, you realize that the “bed sheet” is actually the ethereal medium, and that the creature is constantly in flux, a miniature vortex on one side drawing stray particulate matter into the creature’s form, and another one spraying used particulate away on the other side.

The bane of many primitive ethereal communities, a meme is a mysterious creature of animated protomatter and energy. It typifies the idea of a pattern imposing form on an object, utilizing stray ethereal matter for a few seconds to make up its form temporarily. This self-perpetuating pattern-creature “feeds” primarily on the protomatter of the Ethereal, but prefers to absorb “true” matter whenever it encounters creatures and objects. Some believe that the meme are not even living creatures, but rather constructs spawned from spontaneously animated protomatter, but these theories were met with harsh criticism.

Old records of the Society of Sensation speak of a performance by a once popular alternative artist, which had involved coercing eighteen meme into a complex dance of mutual absorption and redistribution of matter and energy. The performance went horribly wrong, the holding fields collapsed, and the ensuing implosion of the hall claimed the lives of many spectators, including the factol of the Sensates. The artist was also killed, but subsequently raised by the Doomguard and offered to join the faction.

A meme does not speak, although some claim that they can decipher its visual “speech” consisting of protomatter absorption. A meme cannot survive for long on any plane other than the Ethereal.

COMBAT

Meme “fight” by simply standing near their opponents, letting the usurpation field work. Even though they are not particularly intelligent opponents, they are intuitive enough to utilize their agility in flight, both to avoid harm and to optimally expose foes to the usurpation field.

Immunity to Magic (Ex): A meme is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.


A hold monster, hold person, or slow spell deals

3d10 points of damage to it. A *temporal stasis* spell destroys it instantly. The meme gets no saving throw against these effects.

Incorporeal Traits: Cannot be harmed by nonmagical weapons, and has a 50% chance to ignore any damage from any corporeal source (including magical weapons), except for force effects or attacks made with ghost touch weapons. Can pass through solid objects, but not force effects, at will. Its natural attacks ignore natural armor, armor, and shields, but deflection bonuses and force effects work normally against them. Always moves silently and cannot be heard with Listen checks if it doesn’t wish to be.

Usurpation Field (Su): All creatures and objects within 15 ft. of a meme take 2d6 points of damage per round, as the entropic forces that sustain the meme dissolve the matter the victim is made of. A DC 19 Fortitude save is allowed each round to halve the damage.

Damage dealt by this ability cannot be naturally healed – only magical healing can restore the hit points. A creature or object destroyed by a meme’s usurpation field is entirely disintegrated, as *disintegrate* spell.

 **Credit:** Converted from *A Guide to the Ethereal Plane* by Igor Calija.

MEMEDI, COMMON

Medium Undead

Hit Dice: 1d12 (6 hp)

Initiative: +3

Speed: 50 ft.

Armor Class: 14 (+2 Dex, +2 natural), touch 12, flat-footed 12 against ethereal; or 14 (+2 Dex, +2 deflection), touch 14, flat-footed 12 against non-ethereal

Base Attack/Grapple: +0/+0

Attack: Slam +0 melee (1d2) against ethereal creatures only

Full Attack: Slam +0 melee (1d2) against ethereal creatures only

Space/Reach: 5 ft./5 ft.

Special Attacks: Frightful presence



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Special Qualities: Darkvision 60 ft., manifestation, memedi ability, undead traits

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

Abilities: Str 11, Dex 15, Con – , Int 11, Wis 12,

Cha 14

Skills: Bluff +4, Diplomacy +5, Knowledge (any one)

+4, Listen +3, Sense Motive +4, Spot +3

Feats: Ability Focus (frightful presence)

Environment: Ethereal Plane

Organization: Solitary

Challenge Rating: ½

Treasure: None

Alignment: Always true neutral

Advancement: 2-3 HD (Medium)

Level Adjustment: –

As the chanting grew louder at the funeral, an elderly, bald man in long prayer robes suddenly appears, causing panic among the guests.

A memedi is a lesser spirit, an incorporeal being which haunts the Prime Material Plane. Like a ghost, it dwells on the Ethereal Plane and interacts with the material world via manifestation. There are six types of lesser memedi and they are responsible for many of the strange phenomena that frighten and perplex the living. Because of their limited ability to interact with the material world, the lesser memedi are often passed off by experienced adventurers as harmless. However, they can interact with ethereal creatures and may pose some threat.

All except the setan gundul speak the languages they knew while alive, which are often archaic forms of modern languages. They usually speak in short, clipped phrases.

COMBAT

Unlike a ghost, a lesser memedi has no incorporeal touch attack, thus it is relatively harmless to non-ethereal creatures. Even against ethereal creatures, they are capable only of using a weak slam attack. They disdain the use of weapons and seek to avoid conflicts whenever possible, usually by frightening away opponents.

Frightful Presence (Ex): When a common memedi manifests, all creatures who witness it within 60 ft. must make a DC 14 Will save or become frightened for 4d6 rounds. An opponent that succeeds on the saving

throw is immune to its frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect. The save DC is Charisma-based.

Manifestation (Su): A memedi dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a memedi manifests, it partly enters the Prime Material Plane (or any coexistent plane) and becomes visible but incorporeal on that plane. A manifested memedi can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested memedi can pass through solid objects at will, and its own attacks pass through armor. A manifested memedi always moves silently.

Unlike ghosts, a manifested memedi has no effective incorporeal touch attack, although it may wield a ghost touch weapon if one is available. Furthermore, a manifested memedi can handle anything which has been offered ritually to it. A manifested memedi remains partially on the Ethereal Plane, where is it not incorporeal. A manifested memedi can be attacked by opponents on either the Material Plane or the Ethereal Plane. The memedi's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane. A manifested memedi's spell-like and supernatural abilities are effective against targets on the Material Plane, but not ethereal targets. When it is not manifested, its abilities work against ethereal targets, but not material ones. A memedi has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Memedi Ability: Each type of memedi has its own unique minor power. The save DCs are Charisma-based. See individual memedi type below.

Undead Traits: Immunity to all mind-affecting effects, to poison, sleep effects, to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless), paralysis, stunning, disease, death effects, as well as to fatigue and exhaustion effects; not subject to critical hits, nonlethal damage, ability drain, or energy drain; negative energy heals it, and positive harms it. Charisma modifier used for Concentration



checks. Not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed.

DJIM

Djim are spirits of deceased priests, typically appearing as elderly, bald men wearing long prayer robes. They do not make eye contact or communicate with the living directly. Instead, they continually mumble chants and prayers in an archaic form of the local tongue. They attend the funeral services of nobles and wealthy men to ensure safe passage to the afterlife. However, they appear only when the funeral rituals are properly performed. This involves having the eldest son of the deceased to burning “spirit money” as an offering. There is 10% chance per gp worth of the “spirit money” that the djim accepts it. Once it accepts the money, the djim will accompany and guide the deceased to his afterlife.

Djim’s Security (Sp): Three times per day, a djim can grant a deceased resistance to necromantic energies. This prevents the deceased from being animated into an undead creature. This effect is permanent until dispelled. This is equivalent to a 2nd level spell at caster level 1st. Each additional participating djim increases the caster level by +1.

DJANGKONG

A djangkong appears as a human skeleton with translucent bones and teeth made of black glass. When a good creature is buried in an isolated area (and for some reason, unable to move on to the afterlife), a djangkong sometimes appears in the crypt to keep the deceased spirit company. To keep a djangkong happy, the family of the deceased must make a special offering at the crypt every year. The offering usually comprises of food, incense sticks, and a sack of gold and silver.

Djangkong’s Crypt (Su): When a djangkong makes its home in a crypt, the crypt comes under the effect of a *magic circle against evil* spell. This affects the entire crypt or up to a maximum of 100 ft. radius.

PANASPA+I

The panaspati appears as a grotesque upside-down human body walking on its hands and with its head

between its legs. Fire sparks in its mouth and smoke escapes as it speaks. It can be summoned by two adults who must each make a DC 15 Knowledge (religion) check. If both make the checks, there is a 10% chance per day of appearing. If the summoners resist its frightful presence, the panaspati would ask for an offering of food and 3d10 gp. If refused, the spirit becomes angry and curses them. Otherwise, the summoners may ask it to haunt and frighten anyone within 30 miles for a full day before it disappears.

Panaspati Curse (Su): Three times per day, a panaspati can curse any living creature within 60 ft., causing the target to lose all body hair. The curse further imposes a -2 penalty on all Charisma-based skill checks for 1d4 days. A DC 12 Fortitude save negates the effect.

SE+AN GUNDUL

The setan gundul appears as a small child whose head is completely shaved except for a topknot. It holds a brass mirror in its hands. Unlike other memedi, it cannot speak. The setan gundul seldom stays for more than a day, usually arriving after sunset and leaving before dawn. It can be summoned by making a DC 18 Knowledge (religion) check and a DC 15 Concentration check. This causes the summoner to fall into a trance for 2 full days to complete the ritual. The summoner must be an unmarried woman of at least 80 years of age.

Setan Gundul’s Omen (Su): Anyone who does not succumb to the setan gundul’s frightful presence can gaze into its brass mirror and sees an omen of his future. This functions like the *divination* spell, caster level 5th. It does not work more than once on the same individual within 24 hours.

UWIL

Uwil are the spirits of dead sohei (see *Oriental Adventures*). They walk with their heads held down because their brains are so heavy. They are the memedi which cooperates most with the living. Men often seek their advice. They usually reside far from civilizations and when manifested on a coexistent plane, the uwil are usually accompanied by 1-4 pure white bats. If someone feeds the bats gem-encrusted stalactites (worth at least 30 gp), the uwil becomes friendly and will usually help by answering his questions.




Uwil's Augury (Sp): Three times per day, an uwil can use *augury* as a spell-like ability. The augury can see into the future up to a week instead of only half an hour.

WEDON

Wedon resemble humans covered in white silken sheets from head to toe. They are perhaps the most feared of all memedi, since they are omens of death, destruction and misery. A flock of sparrows usually foreshadows its arrival. Wise humans usually move to another location or seek the help of the priests and the gods.

Wedon Look (Su): Any living creature within 60 ft. that sees the wedon must make a DC 12 Will save or be overwhelmed by a feeling of horrible dread, causing it to be shaken for 1d6 minutes. The fear effect worsens if the creature is also affected by the memedi's frightful presence.

 **Credit:** Converted from *Kara-Tur Monstrous Compendium 6* by Ivan Chia.

MEMEDI, GENDRUWO

Medium Undead (Extraplanar)

- Hit Dice: 3d12 (19 hp)
- Initiative: +3
- Speed: 50 ft.
- Armor Class: 15 (+3 Dex, +2 natural), touch 13, flat-footed 12
- Base Attack/Grapple: +1/+2
- Attack: Masterwork short sword +5 melee (1d6/19-20)
- Full Attack: Masterwork short sword +5 melee (1d6/19-20)
- Space/Reach: 5 ft./5 ft.
- Special Attacks: Ether geas, frightful presence, spell-like abilities
- Special Qualities: Damage reduction 5/magic, ethereal jaunt, spell resistance 9, undead traits, vulnerability
- Saves: Fort +1, Ref +4, Will +4
- Abilities: Str 12, Dex 17, Con – , Int 13, Wis 13, Cha 16

Skills: Bluff +9, Concentration +7, Diplomacy +5, Disguise +9, Hide +7, Intimidate +5, Jump +4, Move Silently +13, Perform (any two) +13, Sleight of Hand +5, Tumble +6

Feats: Dodge, Weapon Finesse

Environment: Ethereal Plane

Organization: Solitary or pair

Challenge Rating: 2

Treasure: Standard

Alignment: Always chaotic (any)

Advancement: 4-6 HD (Medium)

Level Adjustment: +2

This featureless humanoid is apparently composed of shimmering, multicolored mist, not unlike the ethereal medium itself. Images are flicking over its surface rapidly – a peacock, a dog, a raven, and even a few familiar faces...

The memedi family includes a broad variety of lesser spirits, but the one that attracts most attention among the explorers of the Ethereal is the gendruwo. This playful being delights in causing mischief and harassing the “solids”, whether by taking the forms of a victim's acquaintance, or by spreading misinformation among planewalkers.

Kidnapping is the gendruwo's most dangerous prank. The spirits shift into the material world and offer a victim a morsel of food on a silver tray. It then whisks him away to the Border Ethereal, far from friends, home, and family. Once in the Border Ethereal, the victim is released while the gendruwo returns to the Prime Material Plane to continue its harassment of humans. The kidnapped victim must find his own way home.

As undead, the gendruwo's centuries of experience make them far more knowledgeable and wily than most creatures they encounter – or at least they expect to be. They do not quite grasp the concept of dualism between good and evil. Even though their actions may seem wicked or kind, they are rarely motivated by the moral outlook of the gendruwo, but rather the creature's current mood. Gendruwo bards are known plane-wise for their melodious voices, even though these tend to change to terrible high-pitched shrieks when the creature is angry.

A gendruwo is almost 5 ft. tall, and weighs about 100 pounds on a plane with the normal gravity trait.



Gendruwo, as well as all types of common memedi, speak archaic forms of the local languages such as Prime Common in short, clipped phrases.

COMBAT

A gendruwo is not a fighter. If it can't trick, frighten, snare, or charm a body, it runs away. Gendruwo share the common memedi's dislike of physical combat. However, in a desperate situation – if cornered or seriously threatened – a gendruwo may use any available weapon to defend itself. As soon as the danger has passed, they dispose of such weapons. Gendruwo find the use of weaponry demeaning and distasteful.

Ether Geas (Su): If a creature willingly accepts an offering (usually some food, or a small valuable object) from a gendruwo, it must make a DC 16 Will save or be affected by the ether geas. An affected victim can be brought along any time the gendruwo uses its ethereal jaunt ability (no save allowed). The creature is then usually left on the Ethereal Plane until it finds its own way back. A *break enchantment* or *remove curse* spell ends the geas. The save DC is Charisma-based, and includes a +2 racial bonus.

Ethereal Jaunt (Su): A gendruwo can shift between the Ethereal Plane and the Material Plane at will as a standard action.

Frightful Presence (Ex): When a gendruwo appears in its true form, all creatures who witness it within 60 ft. must make a DC 14 Will save or become frightened for 4d6 rounds. An opponent that succeeds on the saving throw is immune to its frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect. The Save DC is Charisma-based.

Spell-Like Abilities: At will – *invisibility*, *polymorph* (self only). Caster level 3rd.

Undead Traits: Immunity to all mind-affecting effects, to poison, sleep effects, to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless), paralysis, stunning, disease, death effects, as well as to fatigue and exhaustion effects; not subject to critical hits, nonlethal damage, ability drain, or energy drain; negative energy heals it, and positive

harms it. Charisma modifier used for Concentration checks. Not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed.

Vulnerability (Ex): A gendruwo's spell resistance does not apply against spells which specifically affect undead.


Skills: A gendruwo has a +4 racial bonus on Hide, Move Silently, and Perform checks.

HABITAT/SOCIETY

Gendruwo have no permanent lairs, though they take refuge on the Ethereal Plane when threatened or harmed. Gendruwo are solitary by nature, but sometimes congregate in small groups to execute especially devious pranks. Most often they appear after dark, in lonely, secluded places. The pranks of gendruwo usually are annoying but harmless. For instance, they may give travelers the wrong directions or appear unexpectedly to startle the inattentive. If a gendruwo's prank possibly could result in harm – for example, if false instructions lead a traveler into a valley of monsters – the gendruwo may appear later to inquire about the victim's health and offer assistance. When a gendruwo is in a dark or devilish mood, however, its pranks tend to be mean-spirited if not downright dangerous. For example, it may appear before a human in the form of a trusted friend and proceed to tell vicious lies, such as “your wife has left you” or “your brother has been murdered.”

ECOLOGY

Gendruwo eat all kinds of food and drink. Fearful humans sometimes leave generous offerings of food on the outskirts of their villages in hopes of keeping gendruwo away. Gendruwo also consume all types of paper and parchment. They enjoy annoying humans by eating crucial documents and books.

 **Credit:** Converted from *Kara-Tur Monstrous Compendium 6* and *A Guide to the Ethereal Plane* by Ivan Chia and Igor Calija.



PAR+1:
TRANSITIVE
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NATHRI

Small Humanoid (Extraplanar, Psionic)

Nathri, 1st-level Warrior

Hit Dice: 1d8+1 (5 hp)
 Initiative: +2
 Speed: 20 ft.
 Armor Class: 15 (+1 size, +2 Dex, +2 leather), touch 13, flat-footed 13
 Base Attack/Grapple: +1/-2
 Attack: Spike +3 melee (1d3+1 plus poison), or sling +4 ranged (1d3+1)
 Full Attack: Spike +3 melee (1d3+1 plus poison), or sling +4 ranged (1d3+1)
 Space/Reach: 5 ft./5 ft.
 Special Attacks: Psi-like abilities, poison
 Special Qualities: Ethereal vision, low-light vision, power resistance 6
 Saves: Fort +3, Ref +2, Will -1
 Abilities: Str 13, Dex 14, Con 13, Int 10, Wis 9, Cha 6
 Skills: Hide +8, Listen +1, Spot +1, Survival +1
 Feats: Alertness
 Environment: Ethereal Plane
 Organization: Solitary, pair, pack (3-10), or tribe (20-40 plus 50% noncombatants and one leader of 3rd-6th level)
 Challenge Rating: ½
 Treasure: Standard
 Alignment: Usually chaotic neutral
 Advancement: By character class
 Level Adjustment: +1

This stunted green-skinned humanoid has a thick mane of black hair under a ridiculously large hat. Its face is wide, with a flat nose and pointed ears. On the back of its right hand is a wicked-looking barb that the creature seems to brandish in your direction, speaking in a guttural tongue.

The Ethereal Plane is a realm of ghosts and haze. It is a gray world that shadows the Material Plane, always watching yet rarely seen. Within the fog live the nomadic nathri, said to have sprung from the depths of the Deep Ethereal itself. Crude savages by reputation and nomadic scavengers by necessity, the nathri have a volatile personality, lashing out at anyone who

displeases them, but rarely holding a grudge for a long time. However, they often become prey for larger predators, like magran or xill.

A typical nathri is between 3 and 4 feet tall, and weighs about 100 pounds. It speaks Nathri and Planar Trade, and some also learn Prime Common.

COMBAT

Nathri are wild and unruly combatants, attacking in wave after wave, and rarely paying mind to their own safety. They wield a wide array of weapons – from stone knives to flintlock rifles – and rarely wear armor.

Ethereal Vision (Ex): Nathri are able to see creatures in the Ethereal Plane from any plane coexistent with it. Ethereal objects appear hazy and are easily distinguished from objects in the current plane. Also, within the Deep Ethereal, nathri vision is not impaired and remains at 60 ft. range.

Poison Spike (Ex): Spike, Nathri poison, Fort DC 11; primary damage 1d2 Dex, secondary damage 1d2 Int. The Save DC is Constitution-based.

Psi-like Abilities: 1/day – *precognition, ubiquitous vision*. Manifest level equals character level (minimum 5th).

Skills: While on the Ethereal Plane, nathri gain a +4 racial bonus to Listen, Spot, and Survival checks (not included in the stat block above).

NATHRI AS CHARACTERS

Nathri characters possess the following racial traits:

- +2 Dexterity, +2 Constitution, -2 Charisma. The harsh ethereal environment has made nathri tough and quick, yet the isolationism greatly hinders their social skills.
- Small humanoid: As small creatures, nathri gain a +1 bonus to Armor Class and attack rolls, a +4 bonus on Hide checks, and a -4 penalty on grapple checks. Their lifting and carrying limits are ¾ those of Medium creatures. Nathri are usually native to the Ethereal Plane, and have the extraplanar subtype when not on their home plane.
- Nathri base speed is 20 feet.

- **Natural Weapons:** A nathri has a spike attack (on his right hand only) that deals 1d3 points of piercing damage (plus Strength modifier).
- **Naturally Psionic:** Nathri gain 2 bonus power points at 1st level.
- **Special Attacks (see above):** Psi-like abilities, poison.
- **Special Qualities (see above):** Ethereal vision, low-light vision, power resistance 5 +1/character level.
- **Racial Skills:** While on the Ethereal Plane, nathri gain a +4 racial bonus to Listen, Spot, and Survival checks.
- **Automatic Languages:** Nathri, Planar Trade. Bonus Languages: Aquan, Auran, Draconic, Ignan, Terran.
- **Favored Class:** Barbarian
- **Level Adjustment +1**

HABITAT/SOCIETY

Nathri history remains a mystery since as a race they are savage and lack any known civilization. Instead, they live in hunting packs centered on an extended family and feed off of the few creatures that attempt to traverse their ethereal home. Nomadic by nature, the nathri have no known long-term settlements. Most tribes share some aspects of a single shamanistic belief system, but they rarely discuss this with outsiders.

As the nathri shape their ethereal environment, it shapes them in turn. They scavenge whatever they find drifting through the mists – it may be useful sometimes, to someone – and pay little mind to concepts like “private property”. Consequently, relations between the nathri and other species of ether are strained to say the least, mostly because of the well deserved nathri reputation as ruthless thieves and raiders.

The nathri often raid the demiplanes and are regarded by the demiplane natives as thieves, scavengers, and vermin. As such, they know where most of the demiplanes are located. Negotiations for information are however difficult, since nathri prefer to just take things they want instead of trading or bartering.

✍ **Credit:** Converted from *Planescape Monstrous Compendium 3* by the PSCS 3E design team (v3.0); updated to v3.5 by Igor Calija.

NETHLING

Large Outsider (Extraplanar, Shapechanger)

Hit Dice: 13d8 (58 hp)

Initiative: -1

Speed: 60 ft.

Armor Class: 15 (-1 size, -1 Dex, +7 natural), touch 8, flat-footed 15

Base Attack/Grapple: +13/+20

Attack: Slam +15 melee (1d8 plus 1d6 acid)

Full Attack: Slam +15 melee (1d8 plus 1d6 acid)

Space/Reach: 5 ft./5 ft.

Special Attacks: Absorb mind, improved grab

Special Qualities: Alternate form, darkvision 60 ft., spell resistance 20

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

Abilities: Str 17, Dex 9, Con 10, Int 13, Wis 10, Cha 10

Skills: Diplomacy +2, Gather Information +16,

Knowledge (any three) +16, Listen +18, Search

+17, Sense Motive +16, Spot +18, Survival +16

Feats: Ability Focus (absorption), Alertness, Great Fortitude, Iron Will, Weapon Focus (slam)

Environment: Ethereal Plane

Organization: Solitary

Challenge Rating: 11

Treasure: None

Alignment: Always neutral

Advancement: 14-26 HD (Large)

Level Adjustment: +2

This pinkish circular membrane is roughly eight feet across, a few inches thick, and pinkish in color. It abruptly thickens in the center to form a brownish fleshy bulb measuring one foot in diameter. The undulations of the membrane apparently serve to propel this odd creature through the ethereal medium.

Also called Children of Neth (see *Manual of the Planes*), the nethlings are extensions of the sentient demiplane sent forth to collect information and search for meaning. A nethling wanders the Ethereal Plane until it locates a living creature, which it immediately attempts to mimic its form and engage in conversation. It's hungry for knowledge, and its questions include (but are not limited to) the following: “Where am I?”,

“What is Ethereal?”, “Are you of Neth?”, “Who are you of?”, “What is free will?”, etc.

If the person being interrogated tires of the endless questions and tries to break away, he must make a Diplomacy check. If the nethling becomes friendly or helpful, it is satisfied and either leaves or tags along happily. Otherwise, it decides a more direct approach is needed to gain information and will attempt to absorb the creature’s mind. Most nethlings are indifferent when first encountered. Once a nethling collects a suitable amount of information, it returns to Neth through an ethereal curtain to be reabsorbed into the living demiplane for transferal of gained knowledge.

Nethlings speak Planar Trade and any two other languages spoken on the planes. These languages are “programmed” into it by Neth at the time of creation.

COMBAT

A nethling fights in self defense, but it will also attack when it decides that a creature it encounters is not willing to provide all the information Neth requires. It attempts to absorb its foes into itself in order to obtain this information. A nethling is considered extraplanar on any plane other than Neth itself.

Absorb Mind (Su): A nethling absorbs the thoughts and memories of a creature its gets a hold on. It deals 1d4+1 points of permanent Intelligence drain with each successful grapple check.

Alternate Form (Su): As a full round action, a nethling can assume the form of any Medium or Large creature, as if using the polymorph spell. It retains its generally meaty texture and pinkish-brown hue, and no equipment is duplicated. The semblance is crude at best, and the nethling does not gain a bonus on Disguise checks that polymorph normally provides. The nethling can remain in its alternate form indefinitely, although it usually changes form to match that of a creature it is currently interrogating.

Improved Grab (Ex): To use this ability, a nethling must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can absorb mind.

INDEPENDENT NETHLING

Very rarely, a nethling “goes rogue”, acquiring free will and full sentience. It attempts to make a life for itself apart from its parent, but it must constantly resist the urge to return and be reabsorbed by Neth. They are still curious and open-minded, although not quite as ruthless in their inquiries as before.

Unlike rogue modrons, independent nethlings are not terminated on sight by their former brethren, and typically live between 100 and 600 years.

✍ Credit: Converted from *A Guide to the Ethereal Plane* by Igor Calija.

PLASM

Elemental (Extraplanar)

This creature looks like a leatherhead’s idea of an undead elemental – a silhouette of a humanoid skeleton composed of solid ether and wreathed in elemental matter.

Born in the furious maelstrom of an ether cyclone spinning too close to an ethereal curtain of an elemental plane, a plasm is a malicious creature of stable ether and raw elemental matter. As such, there are 4 types of plasms, one for each of the base element – air, earth, fire and water.

Plasms exist as outcasts on the elemental planes, refusing to subordinate themselves to any elemental prince. Normal elementals hate plasms and attack them on sight. They have no organized society, cooperating or betraying each other as desired. Owing allegiance to no one and nothing, plasms are renegades who seem primarily interested in bringing pain and death to those who cross their wandering paths through the Deep Ethereal. Thankfully, plasms are unable to survive on other planes for extended periods of time.

A plasm is about 6 feet tall and weighs less than 100 pounds. It can communicate with any creature, although each type has its own distinct voice. Earth plasms speak with a deep rumble; air plasms whistle; fire plasms hiss and crackle; water plasms speak in gurgles.





PLASM

Medium Elemental (Extraplanar)

GIANT PLASM

Large Elemental (Extraplanar)

Hit Dice:	6d8+12 (39 hp)	13d8+65 (123 hp)
Initiative:	+3	+6
Speed:	30 ft.	30 ft.
Armor Class:	18 (+3 Dex, +5 natural), touch 13, flat-footed 15	18 (-1 size, +2 Dex, +7 natural), touch 11, flat-footed 16
Base Attack/Grapple:	+4/+7	+9/+20
Attack:	Claw +7 melee (1d6+3)	Claw +16 melee (2d6+7)
Full Attack:	2 claws +7 melee (1d6+3)	2 claws +16 melee (2d6+7)
Space/Reach:	5 ft./5 ft.	10 ft./10 ft.
Special Attacks:	Elemental cloud	Elemental cloud
Special Qualities:	Absorb energy, damage reduction 5/-, darkvision 60 ft., elemental traits, contingent fast healing 3, immunities, planar dependency	Absorb energy, damage reduction 10/-, darkvision 60 ft., elemental traits, contingent fast healing 3, immunities, planar dependency
Saves:	Fort +4, Ref +8, Will +5 (Air/Fire); Fort +7, Ref +5, Will +5 (Earth/Water)	Fort +9, Ref +10, Will +7 (Air/Fire); Fort +13, Ref +6, Will +5 (Earth/Water)
Abilities:	Str 17, Dex 16, Con 14, Int 8, Wis 12, Cha 11	Str 25, Dex 14, Con 20, Int 8, Wis 12, Cha 11
Skills:	Listen +5, Spot +6	Listen +9, Spot +9
Feats:	Improved Initiative, Iron Will, Power Attack	Improved Initiative, Improved Natural Attack (claw), Iron Will, Power Attack, Weapon Focus (claw)
Environment:	Ethereal Plane or Elemental Planes	Ethereal Plane or Elemental Planes
Organization:	Solitary	Solitary
Challenge Rating:	4	7
Treasure:	None	None
Alignment:	Usually chaotic evil	Usually chaotic evil
Advancement:	7-12 HD (Medium)	14-18 HD (Large); 19-24 HD (Huge)
Level Adjustment:	-	-

COMBAT

A plasm is a passionate, but not overly clever combatant. It usually hesitates to use its elemental cloud, unless it has already gained some temporary hit points by absorbing energy.

Absorb Energy (Ex): A plasm can absorb its associated energy when affected by spells, spell-like abilities, or supernatural abilities which use the associated energy. It gains 1 temporary hit point per damage die. (For example, a 7d6 fireball would grant a fire plasm

7 temporary hit points.) Temporary hit points can increase its total hit points up to twice its normal maximum and lasts for 3d6 rounds. A plasm cannot absorb energy from its own elemental cloud.

Contigent Fast Healing (Ex): A plasm heals 3 points of damage per round, provided it is still alive and it is exposed to its associated element:

- *Air:* Exposed to moving air, be it a breeze, a draft, or a spell effect with the air descriptor.
- *Water:* Exposed to rain or half-submerged in water.



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- **Fire:** Touching a flame at least as large as a torch, or immersed in lava.
- **Earth:** Underground, or half-buried in earth.

RABBIUN

Small Magical Beast (Extraplanar)

Elemental Cloud (Su): Once per minute, as a standard action, a plasm can create a 15 ft. radius cloud of elemental energy by sacrificing 3d4 hit points. The cloud is centered on the plasm, and lasts for 1d6 rounds. All creatures in the cloud have concealment (20% miss chance) against creatures outside the cloud, but they also take 5d6 points of damage per round, with a DC 15 Reflex save allowed for half damage. The damage uses a plasm's associated energy – electricity (air), fire (fire), acid (earth), or cold (water). The save DC is Constitution-based.

Hit Dice: 2d10+2 (13 hp)
 Initiative: +2
 Speed: 20 ft., swim 30 ft.
 Armor Class: 15 (+1 size, +2 Dex, +2 natural), touch 13, flat-footed 13
 Base Attack/Grapple: +2/-4
 Attack: Bite +5 melee (1d4-2 plus poison)
 Full Attack: Bite +5 melee (1d4-2 plus poison)
 Space/Reach: 5 ft./5 ft.
 Special Attacks: Poison
 Special Qualities: Darkvision 60 ft., low-light vision
 Saves: Fort +4, Ref +5, Will +1
 Abilities: Str 6, Dex 15, Con 12, Int 3, Wis 12, Cha 9
 Skills: Hide +9, Listen +3, Move Silently +4, Spot +3
 Feats: Stealthy, Weapon Finesse^(B)
 Environment: Ethereal Plane
 Organization: Solitary or flock (2-8)
 Challenge Rating: 1
 Treasure: None
 Alignment: Always neutral
 Advancement: 3-6 HD (Small); 7-9 HD (Medium)
 Level Adjustment: –

Elemental Traits (Ex): Immune to poison, sleep effects, paralysis, and stunning; not subject to critical hits or flanking.

Immunities (Ex): In addition to the immunities common to all creatures of the elemental type, plasms are immune to damage from its associated element – acid (earth), cold (water), electricity (air), or fire (fire).

Planar Dependency (Ex): When a plasm is removed from the Ethereal Plane or the Elemental Plane of its associated element, it gains 1 negative level per round. However, it can feed on its associated energy (if available) as a full-round action to negate the negative level for that round.

G I A N T P L A S M

This large version of plasm is even more rare than the standard plasm. They are born only in the most intense of ether cyclones. Some claim however that a plasm who continually absorb its associated energy may eventually evolve into a giant plasm.

Elemental Cloud (Ex): Reflex DC 21 for half damage. The save DC is Constitution-based.

✍ **Credit:** Converted from *A Guide to the Ethereal Plane* by Igor Calija and Ivan Chia.

A brightly-hued, serpentine creature flies like a thrown spear through the thick ethereal mists.

Rabbiuns are reclusive serpentine beings native to the Deep Ethereal. A flock of rabbiuns is a common sight for ethereal travelers. They are believed to have been common vipers which somehow migrated and adapted to the Ethereal Plane.

Since a rabbiun draws nutrition from the ether itself, it does not even hunt for food. However, some ethereal natives consider them as a delicacy and hunt them down for special occasions.

COMBAT

A rabbiun is non-aggressive and tends to avoid creatures larger than itself. Once an enemy is knocked out by its poison, it flees.

Poison (Ex): Bite, Fort DC 12; initial damage 1d3 Str, secondary damage unconsciousness 1d6 minutes; The



save DC is Constitution-based.

✍ **Credit:** Converted from *A Guide to the Ethereal Plane* by Igor Calija.

SHADELING

Medium Outsider (Evil, Extraplanar, Incorporeal)

Hit Dice: 4d8+4 (22 hp)

Initiative: +4

Speed: Fly 40 ft. (good)

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

Base Attack/Grapple: +4/–

Attack: Incorporeal touch +8 melee (1d6)

Full Attack: Incorporeal touch +8 melee (1d6)

Space/Reach: 5 ft./5 ft.

Special Attacks: Shadow duplicate

Special Qualities: Darkvision 60 ft., incorporeal traits, vulnerabilities

Saves: Fort +5, Ref +8, Will +5

Abilities: Str –, Dex 19, Con 12, Int 10, Wis 13, Cha 14

Skills: Balance +6, Bluff +9, Diplomacy +6, Hide +11, Intimidate +4, Listen +8, Move Silently +11, Sense Motive +8, Sleight of Hand +6, Spot +8, Survival +8, Tumble +11

Feats: Ability Focus (shadow duplicate), Dodge

Environment: Plane of Shadow

Organization: Solitary or pack (2-8)

Challenge Rating: 3

Treasure: None

Alignment: Always neutral evil

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

Level Adjustment: –

A flowing sentient shadow shifts irregularly.

Shadelings are denizens of the Plane of Shadow, often compared to doppelgangers for they seek to mimic and kill others. Shadelings feed on shadows through shadow duplication, and seem to avoid other denizens of the plane.

Although sometimes found in groups, shadelings do not work together to accomplish any goal. They simply

attempt to steal the forms of others without any sense of group strategy or hierarchy. Graybeards speculate that they exist in groups only because they escape the Plane of Shadow together, probably through vortices.

The essence of a shadeling is used in the process of creating a mirror of opposition. A typical shadeling is about six feet tall. It does not speak, but communicate with each other via shadow play.

COMBAT

A shadeling usually stalks a potential victim and then sneaks up on him to duplicate his form. It then uses whatever means available to kill him. Because of its appearance, a shadeling is often confused with undead shadows and sometimes with doppelgangers. Clerics often used the wrong combat strategy by attempting to turn them as undead.

Incorporeal Traits: Cannot be harmed by nonmagical weapons, and has a 50% chance to ignore any damage from any corporeal source (including magical weapons), except for force effects or attacks made with ghost touch weapons. Can pass through solid objects, but not force effects, at will. Its natural attacks ignore natural armor, armor, and shields, but deflection bonuses and force effects work normally against them. Always moves silently and cannot be heard with Listen checks if it doesn't wish to be.

Shadow Duplicate (Su): A shadeling can take its victim's material form by engulfing his shadow as a standard action that provokes an attack of opportunity. If the victim is of Large or smaller, the shadeling must be adjacent to do so. For every size category increase of the target, the shadeling can be 5 ft. further away. The victim must then make a DC 16 Will save or the shadeling successfully assumes his form, temporarily losing the incorporeal subtype. The save DC is Charisma-based.

The shadeling can duplicate all equipment of its victim as well, but not magical properties. Thus, a +3 silver flaming long sword would be duplicated as a non-magical masterwork silver long sword. Otherwise, this functions as a *polymorph* spell. It retains the new form for 1d6 hours if the victim is not slain or for 2d10 days if the victim is slain. If killed in material form, the shadeling reverts to its shadow form and loses this abil-



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ity for 24 hours. Once the duration ends, all duplicated equipment vaporizes in a shadowy mist. A duplicated item may be identified as such by making a DC 12 Appraise check (usually as a standard action that provokes an attack of opportunity).

Vulnerabilities (Ex): A shadeling can be banished using standard effects, and by a holy word or shadow walk spell (Will negates). Furthermore, if targeted by a spell with a light or darkness descriptor, it must make a Fortitude saving throw or die instantly.

SHADELING ESSENCE

A shadeling can be captured and then used to create a mirror of opposition, reducing its XP cost. This act completely destroys the shadeling. See Appendix 1 for power components rules.

Harvest DC – (capture alive); Value 5 XP per HD; Cost 25 gp per HD.

 **Credit:** Converted from *Monstrous Compendium Annual #1* by Ivan Chia.

SPECTRAL HOUND

Medium Magical Beast (Extraplanar)

Hit Dice: 6d10+12 (45 hp)

Initiative: +7

Speed: 40 ft.

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

Base Attack/Grapple: +6/+9

Attack: Bite +9 melee (1d8+4 plus astral shift)

Full Attack: Bite +9 melee (1d8+4 plus astral shift)

Space/Reach: 5 ft./5 ft.

Special Attacks: Astral shift

Special Qualities: Damage reduction 5/magic or silver, darkvision 60 ft., greater plane shift, scent, spectral sight

Saves: Fort. +7, Ref. +8, Will +4

Abilities: Str 17, Dex 15, Con 14, Int 4, Wis 14, Cha 12

Skills: Hide +8, Listen +6, Spot +7, Survival +5 (+17 when tracking)

Feats: Ability Focus (astral shift), Alertness, Improved Initiative, Planar Tracking ^(B), Track ^(B)

Environment: Astral Plane

Organization: Solitary, pack (2-5) or hunting party (1-4 plus 1-4 githyanki)

Challenge Rating: 3

Treasure: None

Alignment: Usually chaotic evil

Advancement: 7-12 HD (Medium); 13-18 HD (Large)

Level Adjustment: –



PLANEWALKER



PLANAR TRACKING [GENERAL]

You can follow tracks across planes, including the featureless Astral Plane. In addition, you can determine the destination of a creature using translocation effects.

Prerequisites: Knowledge (the planes) 5 ranks, Spellcraft 5 ranks, Survival 10 ranks, Track.

Benefit: You can attempt to track a creature even in featureless voids like the Astral Plane (base Survival DC 25).

Furthermore, when standing at the place of departure from which a creature teleports (or uses similar effect), you can determine the destination with a successful DC 30 Survival check. If you have your own means of teleportation, you can teleport there as if you have seen the place once.



Out of the corner of your eye, you notice a ghostly, translucent hound tracking and observing you.

A spectral hound is said to be the creation of the githyanki, who breed them from some other planar canine. If this is true, the secrets have been lost as they are now found everywhere in the service of other creatures like demons, slaadi, etc. On the Astral Plane, it appears as a normal, gaunt-looking hound. Most githyanki communities have a kennel of spectral hounds as trackers and guardians.

COMBAT


A spectral hound fights as any other war-trained canine, with just a little more cunning. They have no control over their ability to shift their foes to the Astral by bite.

Astral Shift (Su): A spectral hound's bite forces the target to make a DC 16 Will save or be transported to the Astral Plane within the next 4d6 hours. The save DC is Charisma-based.

Greater Plane Shift (Sp): At will, a spectral hound can shift directly to the destination of any creature affected by its astral shift ability. This is akin to a *plane shift* spell except that it arrives at the exact destination (instead of 5d% miles away), and only transport to the Astral Plane and back is possible.

Spectral Sight (Su): A spectral hound can see all invisible and ethereal creatures and objects.

Skills: A spectral hound has a +4 racial bonus on Hide checks and a +12 racial bonus on Survival checks made while tracking. It can track through any medium, even the astral void, thanks to its Planar Tracking feat.

 **Credit:** Converted from *A Guide to the Astral Plane* by Ivan Chia. A different build (CR3, v3.5) of the spectral hound also appears in *Polyhedron Magazine* #159 (attached to *Dungeon Magazine* #100).

SPIDER, PLANAR

Large Magical Beast (Extraplanar)

Hit Dice: 5d10+15 (42 hp)

Initiative: +7

Speed: 40 ft., climb 20 ft.

Armor Class: 15 (-1 size, +3 Dex, +3 natural), touch 12, flat-footed 12

Base Attack/Grapple: +5/+12

Attack: Bite +7 melee (1d6+4 plus poison)

Full Attack: Bite +7 melee (1d6+4 plus poison)

Space/Reach: 10 ft./5 ft.

Special Attacks: Poison

Special Qualities: Darkvision 60 ft., ethereal jaunt, low-light vision, plane shift, tremorsense 60 ft.

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

Abilities: Str 17, Dex 17, Con 16, Int 11, Wis 13, Cha 12

Skills: Climb +11, Move Silently +11, Spot +4

Feats: Ability Focus (poison), Improved Initiative

Environment: Ethereal Plane

Organization: Solitary or cluster (2-5)

Challenge Rating: 5

Treasure: Standard

Alignment: Usually neutral

Advancement: 6-8 HD (Large); 9-15 HD (Huge)

Level Adjustment: –

This creature is a large black spider, apparently possessing unusual intelligence.

The planar spiders are intelligent, plane traveling arachnids which have a vast, but odd, civilization. Some sages speculate that planar spiders evolved from phase spiders, but there is no definitive proof for this theory. These creatures are as unpredictable as humans, but rarely attack planewalkers without provocation, preferring instead to attempt to communicate with any creatures they meet in order to determine their intentions. On the other hand, some wandering groups of planar spiders (the Black Chak, for example) are thieves or bandits who seek riches by any means, fair or foul.

The home plane of planar spiders is almost certainly a Deep Ethereal demiplane, but it is entirely unknown and no traces of their cities have ever been discovered. Traveling planar spiders describe the plane as a





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place with cities lovingly crafted from imperishable white webs. There are many different nations of planar spiders, just as there are many different nations of humanoids. Some planar spiders have been known to advance as sorcerers or clerics with diverse domains, but preferably the Spider domain (see *Forgotten Realms Campaign Setting*). Unlike phase spiders, planar spiders often speak Planar Trade and at least one humanoid language.

COMBAT

In combat, a planar spider flits between planes to confuse foes. Their favorite tactic is to suddenly appear behind their opponents. If overmatched, a planar spider flees off plane.

Ethereal Jaunt (Su): A planar spider can shift to the Ethereal Plane as a free action, and shift back again as a move action (or part of a move action). This ability is otherwise similar to an *ethereal jaunt* spell, caster level 15th.

Plane Shift (Su): A planar spider can *plane shift* at will, as the spell, except it can only travel to or from the Astral Plane, and it can transport only itself and 50 pounds of objects.

Poison (Ex): Injury, Fortitude DC 17, initial and secondary damage 1d8 Con. The save DC is Con-based.

Possessions: A planar spider often carries at least one magic item which it can use. A favorite item is a ring of minor fire resistance.

Skills: A planar spider has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

✍ **Credit:** Converted from *Mystara Monstrous Compendium Appendix* by Ivan Chia.



SYMBION+, SHAD+W

Outsider (Extraplanar, Symbiotic)

Shadow symbionts are mysterious beings from the Plane of Shadow. Appearing on their home plane as harmless amorphous blobs of shadow-stuff, these sentient creatures can assume the form of an object, typically a garment, and enter a symbiotic relation with a willing planewalker in order to be taken away from the Plane of Shadow.

When worn, shadow symbionts begin to feed on the wearer's life energy, and grant him special benefits in return. The shadow symbionts often feel incomplete if separated from each other, and try to influence their wearer to find the missing symbionts.

COMBAT

Shadow symbionts drain experience points from their hosts when using their special abilities. See descriptions below. This XP cannot reduce the host's total below the minimum required for his current level; if the host does not have enough XP for the symbiont to drain, the special ability is not activated. A symbiont typically detaches itself and leaves if this happens often (usually 3 times in a row).

A host can also actively suppress the activation of a symbiont's protective ability by making a personality check (a Will save against a DC equal to the symbiont's Ego score; see symbiont traits below).

Plane Shift (Su): When reduced to 0 or less hit points, a shadow symbiont spontaneously travels to the Plane of Shadow, as if using the *plane shift* spell. Normally it brings its host along, but the host can attempt a personality check (a Will save against a DC equal to the symbiont's Ego score) if he wants to remain behind. The symbiont can also plane shift to Shadow if it chooses to abandon its host.

Symbiont Traits: A symbiont is attached to a part of the host creature's body, sometimes occupying one of the available magic item slots. Exterior symbionts can be attacked as objects, provoking an attack of opportunity from the host. A symbiont is also treated as an object in regard to taking damage from effects directed at the host (it uses the host's saving throws if they are better than its own). Like intelligent magic items, a



symbiont has an Ego score used to resolve potential conflicts with the host. A symbiont acts on its host's turn, regardless of its own initiative. It is never flat-footed unless the host is, and it is aware of any danger the host is aware of. A symbiont can share spells with its host like a familiar does with its master.

Skills: A shadow symbiont has a +4 racial bonus on Hide checks.

SHADOW BOOTS

This symbiont appears as a pair of fine, knee-high

leather boots. It takes up the “boots” magic item slot.

Shadow Door (Su): Once per day, as a free action, a shadow boots symbiont can transfer itself and its host to another location within 100 ft., as if using the *dimension door* spell. Both the starting point and the destination must be within an area of shadowy illumination. This ability drains 200 experience points from the host. A shadow boots symbiont automatically attempts to use this ability whenever it decides that the host is in immediate physical danger (flanked, unconscious, falling, etc.)

SHADOW BOOTS

Tiny Outsider (Extraplanar, Symbiont)

SHADOW CLOAK

Medium Outsider (Extraplanar, Symbiont)

Hit Dice:	2d8 (9 hp)	2d8+2 (11 hp)
Initiative:	-3	-3
Speed:	Fly 10 ft. (perfect)	Fly 10 ft. (perfect)
Armor Class:	11 (+2 size, -3 Dex, +2 natural), touch 9, flat-footed 11	9 (-3 Dex, +2 natural), touch 7, flat-footed 9
Base Attack/Grapple:	+2/-10	+2/-1
Attack:	Slam +1 melee (1d3-4)	Slam -1 melee (1d4-3)
Full Attack:	2 slams +1 melee (1d3-4)	Slam -1 melee (1d4-3)
Space/Reach:	2 ½ ft./0 ft.	5 ft./5 ft.
Special Attacks:	-	-
Special Qualities:	Damage reduction 5/magic, darkvision 60 ft., plane shift, shadow door, symbiont traits	Damage reduction 5/magic, darkvision 60 ft., life guard, plane shift, symbiont traits
Saves:	Fort +4, Ref +0, Will +5	Fort +4, Ref +2, Will +4
Abilities:	Str 3, Dex 5, Con 12, Int 12, Wis 10, Cha 13, Ego 9	Str 5, Dex 5, Con 12, Int 10, Wis 12, Cha 10, Ego 8
Skills:	Diplomacy +3, Disguise +6, Hide +13, Intimidate +5, Listen +5, Move Silently +1, Search +6, Sense Motive +5, Spot +5, Survival +5	Diplomacy +7, Disguise +5, Hide +5, Listen +6, Move Silently +1, Search +5, Sense Motive +6, Spot +6
Feats:	Iron Will, Weapon Finesse ^(B)	Lightning Reflexes, Weapon Finesse ^(B)
Environment:	Plane of Shadow	Plane of Shadow
Organization:	Solitary	Solitary
Challenge Rating:	½ or host +1	½ or host +1
Treasure:	None	None
Alignment:	Usually neutral	Usually neutral
Advancement:	-	-
Level Adjustment:	-	-



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SHAD@W CL@AK

This symbiont appears as large black cloak enveloping the wearer in shadows. It takes up the “cloak” magic item slot.

Life Guard (Su): Once per day, as a swift action, a shadow cloak symbiont can save its host from a potentially lethal spell effect. When the host would be reduced to 0 or fewer hit points by damage in combat from a spell or spell-like ability (not a weapon or other special ability), the cloak can halve this damage. The host and symbiont must be aware of the attack and able

to react to it – if denied their Dexterity bonus to AC, the life guard cannot be activated. This ability drains 200 experience points from the host. A shadow cloak automatically attempts to use this ability whenever the host would be reduced to 0 or fewer hit points by a spell or spell-like effect.

SHAD@W GL@VES

This symbiont appears as a pair of fine gloves made of black leather. It takes up the “gloves” magic item slot.

Lucky Touch (Su): Three times per day, as a free ac-

SHAD@W GL@VES

Tiny Outsider (Extraplanar, Symbiont)

SHAD@W M@SK

Tiny Outsider (Extraplanar, Symbiont)


Hit Dice:	1d8 (4 hp)	1d8 (4 hp)
Initiative:	-1	-3
Speed:	Fly 10 ft. (perfect)	Fly 10 ft. (perfect)
Armor Class:	12 (+2 size, -1 Dex, +1 natural), touch 11, flat-footed 12	10 (+2 size, -3 Dex, +1 natural), touch 9, flat-footed 10
Base Attack/Grapple:	+1/-11	+1/-11
Attack:	Slam +2 melee (1d2-4)	Slam +0 melee (1d2-4)
Full Attack:	2 slams +2 melee (1d2-4)	Slam +0 melee (1d2-4)
Space/Reach:	2 ½ ft./0 ft.	2 ½ ft./0 ft.
Special Attacks:	-	-
Special Qualities:	Damage reduction 5/magic, darkvision 60 ft., lucky touch, plane shift, symbiont traits	Damage reduction 5/magic, darkvision 60 ft., immunity to mind-affecting effects, mind shield, plane shift, symbiont traits
Saves:	Fort +2, Ref +1, Will +3	Fort +2, Ref -1, Will +3
Abilities:	Str 3, Dex 9, Con 10, Int 12, Wis 12, Cha 13, Ego 10	Str 3, Dex 5, Con 10, Int 12, Wis 12, Cha 14, Ego 12
Skills:	Diplomacy +3, Disable Device +5, Disguise +3, Hide +15, Open Lock +5, Search 4, Sleight of Hands +5, Tumble +3, Use Rope +3	Diplomacy +4, Disguise +4, Hide +12, Intimidate +4, Listen +7, Move Silently +0, Search +5, Sense Motive +5, Spot +7
Feats:	Nimble Hands, Weapon Finesse ^(B)	Alertness, Weapon Finesse ^(B)
Environment:	Plane of Shadow	Plane of Shadow
Organization:	Solitary	Solitary
Challenge Rating:	½ or host +1	½ or host +1
Treasure:	None	None
Alignment:	Usually neutral	Usually neutral
Advancement:	-	-
Level Adjustment:	-	-

tion, a shadow gloves symbiont can add a +10 luck bonus on the host's Disable Device, Open Lock, Sleight of Hand, or Use Rope check. This ability drains 50 experience points from the host. A shadow gloves symbiont automatically attempts to use this ability whenever the host attempts one of the above skill checks, regardless of the difficulty.

SHADOW MASK

This symbiont appears as a black bandanna or scarf, which should be worn on the head. It takes up the "helmet" magic item slot.

Mind Shield (Su): Three times per day, as a swift action, a shadow mask symbiont can extend its immunity to mind-affecting effects to its host for 1 full round. This ability drains 100 experience points from the host. A shadow mask automatically attempts to use this ability whenever the host is targeted by a mind-affecting effect, even if the effect is harmless.

 **Credit:** Converted from *Savage Coast Monstrous Compendium Appendix* by Igor Calija.

TERITHRAN

Small Outsider (Extraplanar)

Hit Dice: 8d8+24 (60 hp)

Initiative: +4

Speed: 40 ft. (on the Ethereal Plane) or 30 ft. (on other planes)

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

Base Attack/Grapple: +8/+6

Attack: Claw +13 melee (1d6+2 plus drain magic)

Full Attack: 2 claws +13 melee (1d6+2 plus drain magic)

Space/Reach: 5 ft./5 ft.

Special Attacks: Drain magic, ether blast, ethereal jaunt

Special Qualities: Darkvision 60 ft., detect magic, ethereal defense, spell resistance 16, telepathy 100 ft.

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

Abilities: Str 15, Dex 19, Con 16, Int 8, Wis 15,

Cha 14

Skills: Concentration +14, Diplomacy +4, Hide +19, Intimidate +13, Listen +13, Move Silently +15, Sense Motive +13, Spot +13

Feats: Ability Focus (drain magic), Dodge, Iron Will, Weapon Finesse ^(B)

Environment: Ethereal Plane

Organization: Solitary

Challenge Rating: 6

Treasure: Standard

Alignment: Always neutral

Advancement: 9-16 HD (Small)

Level Adjustment: –

After you cast your fireball which puts the goblins to flight, an ugly, a hairless human-like creature with enormous ears shifts into existence before you. It jumps towards you angrily and unleashes a blast of ether.

Terithrans are ugly, hairless humanoids who sleep peacefully in tombs of solid ether until disturbed by the presence of arcane magic used on a plane coexistent with the Ethereal. Strangely, a terithran ignores magic used on the Ethereal Plane itself, but tries to kill an offending Prime-based mage. The higher the level of the arcane spell cast (and the higher the frequency of arcane magic use) in an area coexistent with a terithran's tomb, the greater the chance of disturbing the terithran. If disturbed, the creature angrily roams the Ethereal for weeks after dealing with the offender.

Some theories claim that the terithrans are primitive lichs – ritually transformed, trying to achieve immortality through necromancy. Supposedly, arcane magic used in a Prime location coexistent with a terithran's ethereal lair somehow disrupts the delicate link that keeps the creature alive in hibernation. This is still no more than a wild, unsubstantiated theory.

Terithrans rarely speak, but apparently they understand Prime Common, and in some cases, various planar languages.

COMBAT

A terithran fights combining claws with its ether blast. It is always focused on the offending arcanist. It tries to ethereally circumvent any obstacle or creature blocking its attacks on its target.



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Detect Magic (Su): While on the Ethereal Plane, a terithran continually detects magic. This is equivalent to *detect magic* spell, except the effect extends to any plane coexistent with the Ethereal.

Drain Magic (Su): A terithran can drain magic by touch. Any arcane spellcaster hit by its touch attack loses 1d6 prepared arcane spells (or spell slots). Higher level spells are drained first (randomly determine which). If an arcane magic item is touched, it loses 2d6 charges. A Will save (DC 16) halves the amount of spells/charges drained. The DC is Charisma-based.

Ether Blast (Su): Three times per day, a terithran can unleash a 10-ft. burst (centered on itself) of raw energy that affects both creatures on the Ethereal and those on its coexistent plane. Creatures on the Ethereal Plane take 4d8 points of damage, with a Reflex save (DC 13) allowed for half damage. Creatures on the plane coexistent with the Ethereal are stunned for 1d4 rounds; Will save (DC 13) negates. The terithran can use this ability regardless of which plane it is currently on. The save DCs are Charisma-based.

Ethereal Defense (Su): When on a plane coexistent with the Ethereal, a terithran becomes shadowy and less substantial. It gains a +3 Dodge bonus to AC and damage reduction 5/silver or magic.

Ethereal Jaunt (Su): A terithran can shift from the Ethereal Plane to the Material Plane at will as a free action, and shift back again as a move action. It can bring one touched creature along; if unwilling, this passenger is allowed a Will save (DC 16) to negate the shift. The ability is otherwise identical with the *ethereal jaunt* spell (caster level 15th).

 **Credit:** Converted from *Planescape Monstrous Compendium 3* by Ivan Chia.

Small Outsider (Extraplanar, Incorporeal)

Hit Dice: 5d8 (22 hp)
Initiative: +9
Speed: Fly 160 ft. (perfect)
Armor Class: 18 (+1 size, +5 Dex, +2 deflection), touch 18, flat-footed 13
Base Attack/Grapple: +5/-
Attack: Light ray +30 ranged touch (stun plus spell burn)
Full Attack: 2 light rays +30 ranged touch (stun plus spell burn)
Space/Reach: 5 ft./5 ft.
Special Attacks: Stun, spell burn, true strike
Special Qualities: Darkvision 60 ft., deific intervention, incorporeal traits, no discernable anatomy, portal sense, tongues
Saves: Fort +4, Ref +9, Will +7
Abilities: Str - , Dex 20, Con 11, Int 17, Wis 16, Cha 12
Skills: Bluff +9, Diplomacy +13, Hide +17, Intimidate +11, Knowledge (religion +11, the planes +11), Listen +13, Search +11, Sense Motive +11, Sleight of Hand +7, Spot +13, Survival +11
Feats: Alertness, Improved Initiative
Environment: Astral Plane
Organization: Solitary
Challenge Rating: 4
Treasure: None
Alignment: Always neutral
Advancement: 6-10 HD (Small); 11-15 HD (Medium)
Level Adjustment: -

This shining silver sphere is about 3 ft. in diameter. It moves at an incredible speed, resisting stubbornly any attempt to divert it from its course.

Translators are the messengers of the powers of neutrality, delivering the divine messages across the planes. They are quiet and unassuming, existing only to deliver messages or to wait for a new message to deliver.

COMBAT

Translators fight only when directly prevented from delivering a message or when unable to outrun an at-





tacker. They use maneuverability and speed to great advantage, and usually can hold their own until the inevitable divine intervention comes.

Burn Spells (Su): If a spellcaster is hit by a translator's light ray, he loses 1d4 prepared spells (or daily spell slots, if spontaneous caster) of each spell level of each spellcasting class.

Dedication (Ex): A translator is wholly dedicated to deliver its message accurately. It is incapable of altering the message or twisting the spirit of the message. It is immune to all mind-affecting effects that attempt to alter the message in any way or persuade/control it to abandon its courier duties.

Deific Intervention (Ex): When a translator is attacked while delivering a message (almost all encounters occur in such context), the sending deity will always be aware of it and will send aid, arriving in 1d10 rounds after initial attack. Roll 1d%:

d%	Deity's Aid
01-97	A planar servant of the deity (celestial, fiend, inevitable, etc.) of a Challenge Rating equal to the party level
98-99	As above, except 1d4+1 planar servants appear
00	Either 1d4+1 planar servants and 1 proxy, or 1 avatar of the deity

Since this ability is not considered an act of direct calling or summoning on behalf of the translator, player characters gain experience points for defeating the planar servants independently of the translator's Challenge Rating.

Portal Sense (Su): While on any plane other than the Astral, a translator can unerringly locate the nearest portal to the Astral Plane, and is able to activate it without a key. When on the Astral Plane, a translator can unerringly locate the nearest color pool to either its home plane or its destination plane, and is able to activate it without a key. (It is unknown whether a translator can open locked portals to Sigil, despite the Lady's will. However, this is unlikely, considering what is

commonly believed about the Lady of Pain.)


Incorporeal Traits: Cannot be harmed by nonmagical weapons, and has a 50% chance to ignore any damage from any corporeal source (including magical weapons), except for force effects or attacks made with ghost touch weapons. Can pass through solid objects, but not force effects, at will. Its natural attacks ignore natural armor, armor, and shields, but deflection bonuses and force effects work normally against them. Always moves silently and cannot be heard with Listen checks if it doesn't wish to be.

No Discernable Anatomy (Ex): A translator has no distinctive front and back, hence it is immune to critical hits and cannot be flanked or sneak attacked.

Stun (Ex): Anyone hit by a translator's light ray is stunned for 3d4-3 rounds unless it succeeds on a Will save (DC 17). The save DC is Charisma-based and includes a +4 racial bonus.

True Strike (Su): A translator has a constant +20 insight bonus on attack rolls, as if under the effect of a *true strike* spell.

Tongues (Su): A translator has a continually active *tongues* effect, as the spell.

 **Credit:** Converted from *Planescape Monstrous Compendium 1* by Ivan Chia.

TWEEN

Small Humanoid (Extraplanar)

Hit Dice: 2d8 (9 hp)

Initiative: +2

Speed: 20 ft.

Armor Class: 14 (+1 size, +2 Dex, +1 natural), touch 13, flat-footed 12

Base Attack/Grapple: +1/-4

Attack: Claw +4 melee (1d4-1)

Full Attack: 2 claws +4 melee (1d4-1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Attach



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Special Qualities: Low-light vision, luck, resistances (cold 10, fire 10)
Saves: Fort +1, Ref +6, Will +0
Abilities: Str 8, Dex 15, Con 11, Int 12, Wis 9, Cha 13
Skills: Disguise +3, Hide +11, Search +4, Spot +4, Survival +4
Feats: Weapon Finesse
Environment: Ethereal Plane
Organization: Solitary or pair
Challenge Rating: 1
Treasure: None
Alignment: Usually neutral
Advancement: By character class
Level Adjustment: +1

You can barely discern the smoky, shadowy silhouette of this small humanoid creature in the already foggy Ethereal medium.

A tween is a parasitic creature that needs an intelligent being for a host. They live in the Border Ethereal and scour the neighboring Prime Material Plane for potential hosts.

Some graybeards suspect that tweens were once members of a race called the kyleen, who dwelled on the Outlands millennia ago. The kyleen were infected with a strange chaos-plague that transformed the whole race. While most mutated kyleen ended up as devete wandering the Astral Plane, some found a new home on the Ethereal Plane as the tweens. Both races seem to lack any goal or independent purpose, and either mimic other beings (devete) or bind themselves to them (tweens).

COMBAT

An unattached tween prefers to run away from a threat, and fights only when cornered. The combat actions of an attached tween typically resemble the actions of its host.

Attach (Su): Once an unattached tween discovers a suitable host (which could be anyone, really), it begins stalking it, following its every move. As this bonding behavior begins, the tween begins to visually resemble the host more and more with each passing minute, and it can be seen on the Material Plane (if the host is there) as an extra shadow next to the host's. After 2d6 hours

spent within sight of the new host (regardless of whether or not they are on the same plane), the tween and the host become permanently "bonded".

An attached tween typically makes its presence known to the host, in case the host wasn't aware of it previously. The tween now looks very much like its host (usually a miniature version), both in appearance, speech, and behavior. Its alignment changes to match the host's alignment. The tween compulsively follows its host everywhere, mimicking his actions and moods, and occasionally obeying his orders. The tween is not a mindless servant however, nor is it charmed to the host; they think very much alike, but that does not necessarily mean that they get along.

The bond lasts until either the host or the tween dies – neither is able to voluntarily sever the bond. If the tween dies, its host must make a Will save (DC 15) or suffer a -2 morale penalty on all dice rolls for one month. If the host of a tween dies, the shock and grief of losing the host literally causes the tween to fission in two, birthing a new tween. Both tweens then begin looking for new hosts.

Ethereal Jaunt (Su): A tween can shift between the Ethereal Plane and the Material Plane at will as a standard action.

Luck (Su): Tweens have a +1 luck bonus on all saving throws, but it is also said that tweens are luck. Somehow, through their mimic-like bond, they are able to subtly affect probability in the host's vicinity. While the host is within 30 ft. of his attached tween, the host has a +1 luck bonus on AC, attack rolls, and saving throws. However, all other creatures within 30 ft. of the tween suffer a -1 luck penalty on their saving throws.

Skills: Tweens have a +2 racial bonus on Disguise and Hide checks.

✍ **Credit:** Converted from *A Guide to the Ethereal Plane* by Igor Calija.

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Part 2: Visitors & Other Denizens

As my lord is undoubtedly aware, the transitive planes are frequented by many planewalking creatures. This section provides additional information on these visitors and other denizens which have already been mentioned elsewhere. I have refrained from unnecessary reiterations of creatures already detailed in other publications, especially those for whom I have no further insight to add. A list of all known native creatures and frequent visitors is included in Part 3 for your reference.



A⊕A

Medium/Huge Outsider (Extraplanar)

Environment: Astral Plane or Ethereal Plane
Challenge Rating: 3 (droplet), 15 (sphere)
Alignment: Always neutral
Source: *Fiend Folio* (v3.0)

Born from the friction at rare instances when the Negative Energy Plane and the Positive Energy Plane graze each other, the aoa are curious creatures attracted to magical auras and spellcasting. They naturally reflect most attacks, and thus present a hazard to aggressive spell-slingers. It is theorized that they may be a “neutral” counterpart to the xeg-yi and xag-ya energons.

Aoa are usually found drifting lazily through the Astral or Ethereal, seeking out large emanations of magic. They are most common at the borders of two or more planes where the clashing of worlds occasionally produces maelstroms of magic. The githyanki of Kaal-Topikh have trained teams of “aoa herders”, planning to domesticate many droplets through mundane means; the purpose of this project is unknown.

Aoa do not speak, and they typically ignore all attempts at communication.

AS+RAL
DREADN⊕UGH+

Gargantuan Outsider (Extraplanar)

Environment: Astral Plane
Challenge Rating: 17
Alignment: Always neutral
Source: *Manual of the Planes* (v3.0)

Exceedingly rare, possibly even unique, the astral dreadnought is a mysterious creature that has been the cause of many arguments among the planar graybeards over time. While most agree that the creature is the sole native life-form of the Astral Plane, there are endless theories regarding the matter of its exact origin and purpose. The dreadnought’s sole interest appears to be feeding on astral travelers unlucky enough to cross its path; the creature is apparently joined with the plane on a level far beyond anyone’s understanding.

The powers alone may know what these things are, but one thing is certain: where an astral dreadnought goes, even the most powerful fiends know fear. An astral dreadnought apparently does not speak.

It is said that the githyanki lich-queen has managed to tame and breed the astral dreadnought with red dragons, giving rise to colossal weapons called b’kallash dreadnoughts (see *Dungeon Magazine* #100). Chant is that these were used in the sacking of the Illumian library.



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AS+RAL KRAKEN

Gargantuan Vermin (Extraplanar)

Environment: Astral Plane
Challenge Rating: 16
Alignment: Always neutral
Source: *Planar Handbook* (v3.5)

Astral krakens are mindless beasts native to the Silver Void. Immensely strong but relatively slow, they lurk near color pools attempting to snare astral travelers. Some have suggested that the kraken is somehow related to the astral dreadnought, pointing out their alien minds and predatory habits, but most graybeards agree that the krakens are a relatively new addition to the plane, while the dreadnought is generally considered to be the single truly native life-form.

Little is known about the origin and organization of astral krakens. The planewalkers they catch and carry away are never seen or heard from again, so it is assumed that they become food for the baby krakens in their temporal cocoons. Still, the kraken's goals and hunting habits are still somewhat of a mystery.

AS+RAL S+ALKER

Medium Outsider (Extraplanar)

Environment: Astral Plane
Challenge Rating: 12
Alignment: Always lawful evil
Source: *Monster Manual 3* (v3.5)

Astral stalkers roam the multiverse looking for the ultimate quarry. They live for the thrill of the hunt, and measure their personal worth and status by the number and power of creatures they have successfully hunted. The name by which the astral stalkers refer to their race is taboo, and never given to outsiders; the handle by which they are known around the planes results from their preferred method of locating prey - they track it down over the Astral Plane, and their clan scouts are generally considered authorities in the field of locating and analyzing astral conduits.

These able hunters prefer to stalk intelligent foes,

and the pleasure they gain from hunting these creatures for sport makes them evil by most standards. However, astral stalkers adhere to the Rules of the Hunt: Once its quarry has knowingly eluded an astral stalker, it will never again hunt that creature; if hired to hunt a creature, the astral stalker will not hunt its employer for at least one year; an astral stalker will never hunt another member of its race.

Astral stalkers regard all creatures as potential prey. They find that the prey usually provides better sport if it knows it is being hunted, so they often warn their quarry in some roundabout fashion before beginning the hunt. When hunting, they favor ambushes designed to weaken the prey before bringing it down.

A clan of astral stalkers known as the Fourth-Born has a representative in Sigil, a retired zenythri warrior called Randolph Craig. He can usually be found in the Clerk's Ward, and the jink that he charges is sometimes surprisingly low - the amount depends on how interesting and challenging he estimates the prey to be for an astral stalker.

B U ⊕ M M A N

Medium Humanoid (Extraplanar)

Environment: Astral Plane
Challenge Rating: ½
Alignment: Usually lawful neutral
Source: *Planar Handbook* (v3.5)

There might be a time when buommans were merely human visitors to the Astral Plane. Now, many subjective millennia later, they are neither merely visitors nor merely human. They live on god-flesh isles, in the timelessness of the Silver Void, eternally meditating upon the nature of their temple-homes. Most buommans are born on the Prime Material, and every few cycles a group of young ones is sent back to the Prime or to the Outer Planes to physically mature and explore the "hard" worlds.

The buomman race has collectively taken a vow of silence - they do not engage in traditional forms of communication. They "speak" only by means of their low, throaty songs, and the concepts they convey appear to be more abstract than informational. The term

buomman is based on a deep, sustained note that every member of the race learns to vocalize before she can walk: “buomm”.

The vow of silence has caused other planewalking species to shun the buommans. Indeed, few are even aware of their existence. The githyanki refer to the buommans as “moaning monks”, and mostly ignore them.

DEVOURER

Large Undead (Extraplanar)

Environment: Astral Plane or Ethereal Plane

Challenge Rating: 11

Alignment: Always neutral evil

Source: *Monster Manual 1* (v3.5)

Devourers are mysterious hunters that lurk on the Astral Plane and the Ethereal Plane, stalking both natives and travelers with equal sadistic glee. Exactly what these creatures are is still a mystery; theories include a unique predatory race, a magical creation of a power, exemplar, or mighty mortal, and illusions-turned-real, but no one has tumbled to the chant yet.

A certain researcher from the ranks of the Mind’s Eye – whose name we shall not state here – had recently stated that a pattern has been detected in the movement of the devourers through the Astral and Ethereal; he had detailed proof of the creatures’ effort to cut off planar travel through conduits and curtains between a certain little known Prime world and the rest of the planes, but he disappeared before this data could be made public.

DHARCULUS

Medium Aberration (Extraplanar)

Environment: Far Realm

Challenge Rating: 9 (or 8, on the Ethereal Plane)

Alignment: Usually neutral

Source: *Planar Handbook* (v3.5)

Entirely unknown to the planewalking community un-

til only a few decades ago, the dharculus is a creature from an alternate reality known as the Far Realm. Several such creatures have made their homes in the Border Ethereal and hunt along the shoals.

A dharculus lies in wait on the Ethereal Plane, inserting its tentacles into the coexistent planes to feed, much like a bear scooped out trout out of a stream. To corporeal eyes, the body of a dharculus is only a shadow, a dreamy outline behind the tentacles. However, ethereal creatures can see the fused, worm-like braid that forms the creature’s cylindrical body.

These creatures congregated near to the point of their entries into this reality. This may be because they are somehow dependent upon some element or energy leakage from the Far Realm. If this is true, then they cannot stray too far from such regions where leakage or planar breaches occur.

Some sages suggest that the dharculus reproduce asexually by budding or fission.

DRAGON, ETHEREAL

Tiny to Gargantuan Dragon (Extraplanar)

Environment: Ethereal Plane

Challenge Rating: 3 (wyrmling) to 19 (great wyrm)

Alignment: Always neutral

Source: *Draconomicon* (v3.5)

These rare dragons are naturally curious and inquisitive. After employing phase spiders or other skilled ether-shapers to build their complex and expensive lairs, ethereal dragons spend little time there, instead wandering the Misty Shore and “peeking” into coexistent planes. They often spy on Prime Material creatures, scanning for treasure sources worthy of being added to their hoard.

Although generally a peaceful creature, an ethereal dragon should be considered dangerous to most planewalkers due to its overwhelming greed. Also, older specimens are known to cause ethereal cyclones by their mere presence.

Ethereal dragons speak Celestial, Draconic, Infernal, Planar Trade, and Prime Common.



PART 2:
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DENIZENS



DRAGON, SHADOW

Tiny to Gargantuan Dragon

Environment: Prime Material Plane (Underground)
Challenge Rating: 3 (wyrmling) to 24 (great wyrm)
Alignment: Always chaotic evil
Source: *Draconomicon* (v3.5)

Although many shadow dragons are natives of the Prime Material Underdark, they maintain ties to the Shadow Plane. The *shadow walk* ability of the ancient shadow dragons allow many elders of this dragon species to migrate to the plane where they blend in most.

Despite being living creatures, they share an affinity for undeath and negative energy, and often populate their lairs with minor undead servants. Older shadow dragons are skilled arcanists, and most focus on spells from the illusion and necromancy schools.

Shadow dragons speak Abyssal, Draconic, Infernal, Planar Trade, Prime Common, and Undercommon.

ELF, GHOST

Medium Humanoid (Elf, Extraplanar)

Environment: Ethereal Plane
Challenge Rating: 1
Alignment: Often neutral
Source: *Dragon Magazine* #313 (v3.5)

These pale gray-haired elves glow with the brightness of candle-light. Their white eyes bear no pupils. These traits, along with their ability to “disappear” to the Ethereal Plane, resulted in the “ghost” reference, despite the fact that they are not undead.

Their racial history stretches back to the great elven civil war which led to the banishment of the drow. During these racial struggles, some peaceful elves remained neutral. The drow eventually attacked them, and they were no match for the seasoned drow troops and became slaughtered at the altars of Lolth. The other elves were either unwilling or unable to help them, something they have neither forgotten nor forgiven.

Their desperation led them to make a pact with an



alien creature called Thule, who offered to save them. As it turned out, Thule was in fact the Archduke Thulikazt, a pit fiend of almost god-like power. The cornered elves were taken into Baator as slaves. Their connections to nature were sundered, and after being subjected to fiendish experiments, they became a distinct elven subrace.

This was the time the elves called the Tempering. When the elven gods failed to deliver them from hell, the elves abandoned the religion. Some instead were converted by dwarven slaves and turned to Moradin, revering his role as the Soul Forger. After countless centuries, Thulikazt allowed them to learn sorcery and the art of war, becoming his elite guards in the Blood War. Having learnt fiendish treacheries, the ghost elves secretly contacted and promised to serve the other dukes of hell, if they would destroy Thulikazt. When the other devils sieged his citadel, the ghost elves used it as a distraction, killing Thulikazt and opening a gate to the Prime Material Plane in the confusion.

Having won their freedom and fearing baatezu vengeance, they hid within their martial settlements, shrouded by the ethereal mists. To this day, the devils have not forgotten the humiliation of falling to the double treachery of the ghost elves. And the elves returned the favor, sometimes making pre-emptive against the devils in the Prime Material Plane. Perhaps, they could be convinced to rejoin the Blood War.

Rumors have it that Thulikazt is not quite dead, but his soul is trapped within an elven artifact held by the devil's former slaves. If this can be recovered, it would be most useful for the yugoloth cause, since the allegiance of either the ghost elves or Thulikazt himself is an extremely valuable asset.

EPHEMERA, DUSK BEAST

Medium Outsider (Extraplanar)

Environment: Plane of Shadow

Challenge Rating: 3

Alignment: Usually neutral

Source: *Manual of the Planes* (v3.0)

The two-headed lizard ephemera called dusk beasts are often found on the Prime Material Plane as well. An ancient crone calling herself Miasma, who is rumored to be a night hag, breeds and occasionally sells dusk beasts on Pandemonium. She parts sorrowfully with each cub and charges heavily, not always in jink.

EPHEMERA, ECALYPSE

Large Outsider (Extraplanar)

Environment: Plane of Shadow

Challenge Rating: 9

Alignment: Usually neutral

Source: *Manual of the Planes* (v3.0)

Ecalypsos are equine creatures that gallop over the Plane of Shadow in great herds. They are often used as steeds by those powerful enough to tame them. Other than the Plane of Shadow, ecalypsos are making their way into Pluton, the third gloom of the Gray Waste, serving proxies of dark powers. These days riding a nightmare is apparently falling out of style (too many people are doing it), and many lower-planar high-ups are trying to get their hands on an exotic mount with similar capabilities.

EPHEMERA, UMBRAL BANYAN

Huge Plant (Extraplanar)

Environment: Plane of Shadow

Challenge Rating: 10

Alignment: Usually evil

Source: *Manual of the Planes* (v3.0)

Umbral banyans are the dark trees at the heart of many a dangerous forest. They blend in with the other trees, strangling intruders with shadowy nooses that drop from the forest canopy. They use the decaying bodies of their victims as fertilizer, and hope that their gear attracts new ones.



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They have spread to many other planes coterminous with the Shadow; a recent and largely unnoticed study by Dr. Mark Eveattel of the Fraternity of Order has shown that the denizens of various Prime Material worlds have no less than 83 different names for their particular umbral banyan variety, most translating to “Big Evil Tree” more or less directly. The so-called sages of the Prime often refuse to accept that their “evil trees” are the same as those found on a Prime world next door, but that’s the primes for you... Umbral banyans, being semi-intelligent predators that they are, couldn’t care less about classification issues.

Certain little-known techniques exist that allow a spellslinger brewing a potion of barkskin to add the bark of an umbral banyan to the mix, which makes whoever gulps down the potion seem shrouded in shadows, providing a +5 bonus on Hide checks for the duration of the effect.

Umbral banyans can speak Sylvan but rarely choose to do so.

E+HER SCARAB

Tiny Outsider (Extraplanar)

Environment: Ethereal Plane

Challenge Rating: 1

Alignment: Always neutral

Source: *Monster Manual 2* (v3.0)

These rather harmless, panicky beetles are native to the Border Ethereal. A wide variety of small predators eat ether scarabs, so the latter have developed the ability to flee across planar boundaries. They can often be found on the Prime Material (and other planes coexistent with the Ethereal) next to buildings or other large objects near which they have made their lair on the Ethereal. A scarab’s body is not well-suited for the gravity of the Prime Material, so they return to their home plane as soon as it is safe to do so.

Planewalkers lost on the Ethereal can try to return home by catching and crushing (watch those mandibles!) an ether scarab to create a planar rip. Unfortunately, the destination cannot be chosen, but a canny blood knows that sometimes a portal hop into the unknown is better than having to stick around.

E+HEREAL D+OPPELGANGER

Medium Monstrous Humanoid (Extraplanar, Shapechanger)

Environment: Ethereal Plane

Challenge Rating: 15

Alignment: Usually lawful evil

Source: *Monster Manual 2* (v3.0)

This variety of the more common doppelganger is able to not only assume the physical shape of its victim, but also to almost perfectly duplicate its memories and personality. It calls the Ethereal Plane kip, but often spends time on the Prime Material or other planes in the guise of another creature. After it ambushes a suitable solitary creature, brain locks it, and imprisons it on the Ethereal Plane, it makes an offer the prisoner can’t refuse: allow the doppelganger to assume identity and go about doing its business in the guise of the prisoner in exchange for freedom and a safe return. If the prisoner refuses, the doppelganger has no qualms about forcing its will upon it. If they comply, the doppelganger is usually as good as its word.

The strongholds of ethereal doppelgangers are well-defended and well-hidden complexes, stocked with magical items that the shape-shifters often enjoy collecting. Ethereal doppelgangers rarely live with others of their kind, but occasionally employ a number of jann guards and servants.

Not surprisingly, ethereal doppelgangers were highly sought after as faction infiltrators. A whispered chant claims that Omar, the Anarchist that faked his way up to the position of the Harmonium factol, was actually an ethereal doppelganger with an odd sense of humor... and the poor berk that got executed once the jig was up was most likely the real Omar.



ETHEREAL FILCHER

Medium Aberration

Environment: Prime Material Plane (Underground)
Challenge Rating: 3
Alignment: Usually neutral
Source: *Monster Manual 1* (v3.5)

These prime natives make use of their ability to *ethereal jaunt* to become spectacular pickpockets. These creatures are mostly little more than nuisances. However, they often shift back to the Material Plane after stealing from an ethereal traveler. This may require considerable effort in pursuing them off-plane to recover any important stolen items, thereby losing valuable time and risking exposure to other enemies. To corner such a creature, a cutter should have allies on both planes simultaneously.

ETHEREAL SLAYER

Medium Outsider (Extraplanar)

Environment: Ethereal Plane
Challenge Rating: 12
Alignment: Always chaotic evil
Source: *Monster Manual 2* (v3.0)

Ethereal slayers are carnivorous predators that lie in ambush in the depths of the Ethereal Plane, waiting for unwitting planewalkers. They typically wait in spots with high inter-planar traffic, which is usually rich in magical auras. As such, a planewalker should be wary of an attack, when using common portals or ethereal shifting too often from the same location.

Some believe the slayers are evolved from the ethereal marauders. But not even experienced bloods in the Etherfarer Society have solid data on the origins and ecology of the Ethereal Slayer. A few have mentioned the possibility of the slayer being a mutated form of a phase spider, but this is probably nothing but screed. The slayers themselves are not telling.

ETHERGAUNT

Medium Aberration (Extraplanar)

Environment: Ethereal Plane
Challenge Rating: 9 (red), 13 (white), 17 (black)
Alignment: Usually neutral evil
Source: *Fiend Folio* (v3.0)

Planewalkers in the Misty Shore occasionally come across fantastic pyramids of stone and metal, or cyclopean menhirs topped with flashing multicolored flames. These structures are creations of the *khen-zai*, better known as “ethergaunts”, an ancient, technologically advanced, highly intelligent race that not only despises all other life forms but actively seeks their destruction, eradicating life across the Prime Material as a man weeds his garden.

The ethergaunts have left the Prime Material ages ago, and have only recently found out that other beings have spread over their “property”. They consider humanoids little more than insects, and deal with them effectively – a campaign of genocide has already left a few Prime Material spheres empty of all sentient life, and the ethergaunts are not slowing down. So far they have kept their activities focused only on the Prime Material Plane, but voices are being raised around the Great Ring already – should we be getting ready for the moment when they turn their cold eyes to the Outer Planes? Are not the very Outer Planes supported by channeling the belief from the Prime Material? Where is the response of the powers?

Very little is known about the ethergaunt society, mostly from escaped thralls, and such sources are neither overly knowledgeable nor entirely reliable. In any case, these sources claim that the ethergaunts live in a highly-developed technological society, split into three major castes – the builders/warriors, the scholars/scientists, and the philosophers/rulers. They are all extremely intelligent, magically gifted, and interestingly enough, quite devoid of religious beliefs. Indeed, they seem to be particularly vexed by the popular “superstitions” that are being spread across the Prime. It may be that their ultimate goal is not the “cleansing” of the Prime Material, but rather the destruction of all divine powers by killing their worshipers. Some Athar members have begun inquiring about this mysterious race



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and setting off expeditions into the Ethereal.

Ethergaunts “speak” Khen-Zai, a language consisting off wriggling head tendrils to induce a psychic sound-print. Needless to say, only ethergaunts can speak this. They usually understand a number of standard languages, picked from the minds of enslaved creatures. They use enslaved creatures to translate their thoughts.

GIAN+, SHAD+W

Huge Giant

Environment: Prime Material Plane (Any land)

Challenge Rating: 18

Alignment: Usually lawful evil

Source: *Fiend Folio* (v3.0)

Feared and hated by other giants, these reclusive beings have the well deserved reputation for being murderers and thieves. They often *shadow walk* into the Shadow Plane to escape the ire of other giants, particularly storm giants. They are believed to descend from a clan of storm giants that was drawn into the Plane of Shadow through a planar breach and warped by the dark powers.

A group of shadow giant assassins and arcane tricksters called “Gloom Daggers” have entered the service of a gloom (see *Epic Level Handbook*). Humanoid planewalkers who investigated the reports ended up

joining them, after being twisted by rituals to become shadow-walkers (see *Unapproachable East*). They offer their services selectively to clients, and the assassinated victims have never been known to be resurrected. It is believed that they may hold an artifact, perhaps a sphere of annihilation. The illumians are hostile to this organization, since some of their cabal elders have fallen to the assassin’s blades. If one wishes to acquire the rumored artifact, it may be helpful to contact the illumians.

GINGWA+ZIM

Small/Medium/Large Elemental (Air, Extraplanar)

Environment: Ethereal Plane

Challenge Rating: See below

Alignment: Usually neutral (pakim), Usually neutral evil (others)

Source: *Dragon Magazine* #295 (v3.0)

Entities of synthetic origin, gingwatzim are blobs of raw life force, appearing as faintly glowing spheres of semi-solid swirling gases. Those few that escaped their creator (a prime by the name of Castanamir) now reside on the Ethereal. There are five gingwatzim variations, with each sort in possession of differing powers and colors, such as green, gray, violet, yellow and reddish orange. As a gingwatzim grows larger, it evolves into a more powerful subspecies. They reproduce by



V3.5 UPDA+E: GINGWA+ZIM

PAKIM	CR1; Init +1; BAB +1; Grap -2; Space/Reach 5 ft./5 ft.; SQ Remove damage reduction.
GRAEGZIM	CR2; Init +4; BAB +2; Grap +3; Space/Reach 5 ft./5 ft.; SQ Remove damage reduction. Feats: Add Improved Initiative.
EOLUZIM	CR2; Init +4; BAB +3; Grap +12; Space/Reach 10 ft./5 ft.; SQ Remove damage reduction. Feats: Add Improved Initiative.
MARONZIM	CR4; Init +4; BAB +4; Grap +13; Space/Reach 10 ft./5 ft.; SQ Damage reduction 5/-. Feats: Add Improved Initiative and Combat Casting.
NARANZIM	CR7; Init +4; BAB +6; Grap +15; Space/Reach 10 ft./5 ft.; SQ Damage reduction 5/-.



splitting into smaller creatures of equal size. These creatures feed by consuming the strength of other living creatures.

In their natural forms, they serve as site guardians, attacking anyone who enters their territories. However, since the discovery of the Last Amir of Biet Castan, these creatures are often summoned and morphed into a fixed form, usually another creature type or a magic weapon.

Gingwatzim understand Planar Trade and Auran, but they do not speak, communicating only by telepathy.

humanoid race enslaved by the illithid. After millennia of servitude, the slaves rebelled, led in arms by a warrior-queen called Gith and in spirit by a philosopher called Zerthimon. They crushed the decadent illithid empire from within, and escaped into the Astral Plane. From there, the followers of Gith wanted to continue the campaign until all the illithid were exterminated, and all the false worlds freed, but the followers of Zerthimon refused to continue. An internal battle ensued, and the race was split into two – the cowardly followers of Zerthimon forced to flee into Limbo, eventually becoming the hated githzerai, while the followers of Gith continued their warfare from the Silver Void, becoming the githyanki.

GI+HYANKI

Medium Humanoid (Extraplanar, Psionic)

Environment: Astral Plane

Challenge Rating: 1

Alignment: Usually any evil

Source: *Monster Manual 1* (v3.5);

Expanded Psionic Handbook (v3.5)

Githyanki are an ancient line of humanlike beings who reside in the Astral Plane, filling their armories for their next skirmish, raid, or war, as their massive fortresses drift through the silver void. They bear a deep hatred for the githzerai and illithid races.

Most githyanki encountered outside their homes are fighters or psychic warriors; however, psions, wizards (called “warlocks”) and multiclass githyanki (called “gish”) are also found. Githyanki have a racial pact with red dragons, who sometimes serve as steeds.

The ancestors of the githyanki were once a nameless



Gith descended into the Nine Hells of Baator to establish a pact with Tiamat and never returned. Red dragons continue to honor the pact to this day by working together with the githyanki.

The modern githyanki are ruled by Queen Vlaakith CLVII, a paranoid theocratic lich who devours the essence of any githyanki that become powerful enough to be considered a potential threat. Besides eliminating potential rivals, the lich-queen enhanced her power with the stolen life essence. Indoctrinated since hatching, most githyanki considered this “union with the Queen” as the highest honor.

She ruled from the great githyanki city, Tu’narath (see *Planar Handbook*). However, recent events have suggested that the lich-queen has been attacked and possibly destroyed. What is certain is that many githyanki communities are in disarray and power struggles between leading githyanki are common.



HUMANOIDS AND NATIVE OUTSIDERS

In a planescape campaign, the outsider creature type is reserved primarily for creatures with a strong connection to a plane, such as archons or modrons. Most of the native outsiders, as presented in *Forgotten Realms Campaign Setting* and *Planar Handbook*, are changed to become humanoids or monstrous humanoids. Thus, the githyanki, along with others like githzerai, aasimar, tiefling, shadowshyft and genasi, are humanoids, instead of native outsiders. See *Planescape Campaign Setting* (Chapter 2: Races) for more details.



Formerly humanoid mammals, the githyanki have evolved to become cold-blooded creatures with slow metabolisms. The distinction between genders is almost impossible to notice. An egg-laying species, they nurture their young away from the timelessness of the Astral Plane, usually in Prime-based strongholds.

Their primary settlements on the Astral are utilitarian and bare, organized for maximum efficiency and leaving little room for individual expression. These fortresses, built on the drifting husks of dead gods, are self-sufficient masterpieces of architecture and generally recognized as some of the best secured military compounds throughout the planes.



ILLUMIAN

Medium Humanoid (Extraplanar, Human)

Environment: Prime Material Plane or Plane of Shadow

Challenge Rating: ½

Alignment: Usually any lawful

Source: *Races of Destiny* (v3.5)

The illumians were once humans who mastered the Ritual of Words Made Flesh, becoming living incarnations of the esoteric words. They appear as humans with luminous sigils circling above their heads.

The illumians once had a great storehouse of lore, called the Library of the Sublime. As a fortress in the Astral Plane, it was blessed and protected by the illumian demigoddess Aulasha. Centuries ago, the lich-queen personally led her githyanki hosts and sacked the library, eager to acquire the hidden lore. This became the basis of the racial hate between the illumians and the githyanki.

After the sacking of the Library of the Sublime, the demigod Tarmuid commanded the illumian cabals to send representatives to a concentric ring of shadow volcanoes (Spinward Mountains) within the Plane of Shadow. Although the illumians expected a counterstrike against the githyanki, Tarmuid instead commanded them to build a city in that region. So was born the illumian shadow-city of Elirhondas. While many illumians are primes, those born in Elirhondas are natives of the shadow plane. Since Elirhondas is the possibly largest illumian settlement ever, the proportion of planar illumians is steadily increasing, making them an rising force in the dark plane.

The Ritual of Words Made Flesh is extremely promising, especially to the arcanaloths of the Arcane Tower. The entire illumian pantheon is said to have ascended through the final utterances of these arcane words. If my lord could acquire and master these words, surely you could seize god-like powers, perhaps even becoming the first deity among our otherwise godless race.

They speak their own language, Illumian, but most are proficient in many others since this race has an uncanny affinity for words and languages.



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NIGH+SHADE

Medium/Huge/Gargantuan Undead (Extraplanar)

Environment: Plane of Shadow

Challenge Rating: 12 (nighthaunt), 14 (nightwing),
16 (nightwalker), 18 (nightcrawler)

Alignment: Always chaotic evil

Source: *Monster Manual* (v3.5), *Lost Empires of Faerûn* (v3.5)

Nightshades are shadowy undead with aversions to daylight. As many planewalkers know, there are 4 types of nightshades - nighthaunt, nightwing, nightwalker, and nightcrawler. What is less known is their origins. What are the original forms of these enormous creatures prior to their entries into the ranks of the undead?

The sages from Mystara first proclaimed that nightshades originate from the Negative Energy Plane and regions of the Plane of Shadow with high concentration of negative energy (also known as the darklands). They believe that when numerous undead beings are destroyed, the energies released in such regions coalesce to form a nightshade. A less popular theory holds that nightshades are related to umbral blot (see *Epic Level Handbook*), and that the black balls are some sort of larval forms, or perhaps nightshade “eggs”.

More recently, Ari Marmell the necrologist proposed in his *Birth of the Dead* treatise (published in *Dragon Magazine* #336) that the nightshades are actually evil outsiders who were continually exposed to negative energies long after death (such as dying in a region concentrated with negative energy). According to him, the type of nightshade depends on the outsider’s HD and its Charisma modifier.

HD * CHA MOD.	NIGH+SHADE
3-10	Nighthaunt
11-18	Nightwing
19-26	Nightwalker
27+	Nightcrawler

In any case, although the nightshades are intelligent creatures, they seem to remember only flashes of their former existences, if any at all.

Their innate abilities to plane shift have led them to

be encountered in other daylight-deprived planes (such as the Ethereal Plane, according to Mystaran sages) as well.

PSURLON

Medium/Large Aberration (Extraplanar)

Environment: Astral Plane

Challenge Rating: 5 (average), 8 (elder), 11 (giant)

Alignment: Usually neutral evil

Source: *Lords of Madness* (v3.5)

Many thousands of years ago, these intelligent worm-like humanoids lived on a prime world. They were a highly evolved race with vast knowledge and psionic power. In their quest for power, the psurlons developed a method to psychically link up all members of their race. However, a psychic backlash created a massive rift into the Astral Plane and destroyed their home world. The survivors were sucked through the rift and became permanent residents of the Silver Void.

Having built cities in the Astral, most psurlons have no desire to return to the Prime Material Plane since they can pursue endless research in the timeless environment. They appear on prime worlds only when somehow summoned or called. Many psurlons have noticed a remote world called Athas, since that world could survive the massive psionic force which destroyed the psurlon’s home world. It seems they desire to attempt the mind meld again, despite their diminished population.

Small exploration parties sometimes leave their remote cities, seeking new knowledge and enslaving other races. They are exceptional psions, especially the giant psurlons who are the legacy of their own apocalypse. These giant psurlons were originally elder psurlons who absorbed so much psychic energies that they began to mutate during the disastrous event which destroyed their world. They tend to make solitary dens, avoiding even other psurlons who consider them as cursed monsters.

Psurlons usually communicate via telepathy. They feed on the flesh of other sentient living creatures. However, on prime worlds, psurlons are often preyed upon by rocs.



SHADAR-KAI

Medium Fey (Extraplanar)

Environment: Plane of Shadow

Challenge Rating: 1

Alignment: Usually neutral evil

Source: *Fiend Folio* (v3.0)

The shadar-kai, or “shadow fey”, are a race of bitter, determined folk whose souls have been literally poisoned by darkness. Both cursed and blessed with an affinity for shadow, they are subtle and deceptive. They steal away without being detected when they can, and strike from ambush when necessary.

Long ago, the shadar-kai sought to preserve their world from the rising human race. Skilled in shadow magic, they made a pact with a dark power of the Plane of Shadow to cast the world into an eternal twilight in which the shadow fey would rule supreme. But the experiment went awry somehow, leaving the fey bound to the Plane of Shadow, cursed to eventually lose their souls to its dark depths. This curse affects the shadar-kai to this day, and everyone of them is engaged in a life-long struggle to stave off the inevitable doom.

The shadar-kai society can be described by a single word – predatory. It’s a free-for-all, and losers are not mourned. The shadar-kai have few permanent cities of their own on the Plane of Shadow, but can be found either as wandering processions (mimicking the Faerie Courts) or as smaller, often secretive groups in the settlements of other races. On the Outer Planes, they are unwelcome (to say the least) at the Seelie Court, but their presence is still tolerated at the Unseelie Court even though many of these fey regard the shadar-kai as unlucky and avoid them when possible.

Unlike most fey creatures, the shadar-kai do not possess a deep connection with the natural world. While they are theoretically still immortal beings embodying freedom and passion, they have turned into bitter, self-centered survivalists. The continuous pull of the Shadow Plane has left the shadar-kai grim and embattled. Even the temporary solutions that the shadar-kai have found leave them struggling with constant pain, making them vicious and hateful.

The shadar-kai do not relate well to other races, and do not really fit into the larger planewalking society,

since few understand their plight. The shadar-kai willingness to commit acts of cruelty and violence has increased with each generation.

SHADE

Outsider (Extraplanar)

Environment: Plane of Shadow

Challenge Rating: As base creature +2

Alignment: Always non-good

Source: *Forgotten Realms Campaign Setting* (v3.0)

It is agreed by most graybeards that a shade is a once-powerful humanoid who sought out immortality by infusing his mortal body with shadowstuff – the “non-element” that comprises the Plane of Shadow. The magical union with this dark essence has brought about the transformation into something... different.

The incorporation of shadowstuff into their beings invariably brings about a gloomy, sullen change in personality toward solitary behavior. Most shades care little for the day-to-day affairs of mortals whose days are few and whose lives are consumed in petty quests and mundane struggles (an existence they are glad to be freed from).

The appearance of a shade does not change when he undergoes the transformation; he still looks basically humanoid, although very pale and dark-eyed. A shade speaks all the languages it used to in its previous existence, usually including Planar Trade.

A civilized burg in the Shadow Plane is a sight for sore eyes, a brief respite for a planewalker unfortunate enough to be stranded there. Until recently, the City of Shade was one of these places, dangerous and inhospitable, but much less so than the rest of the plane. Ruled by an ancient archmage from the Netherese Empire, it was the largest known settlement of shades. Recently however, the City of Shade has mysteriously disappeared. Chant is the shades shifted it back to the Prime Material Plane, with conquest and vengeance in mind.

The virtual immortality that all shades possess allows them to pursue those interests that they followed when mortal (magical research, increasing personal power or wealth, overseeing an ages-long project, etc.). Whatever endeavors they undertake, shades rarely in-

teract with each other.

Shades have traded their souls for the essence of shadow-stuff, and all their abilities are linked to the light conditions around them. They can draw sustenance from the shadows themselves for a long time, and while veiled by darkness, they do not age or grow ill. All shades prefer to remain in the shadows that grant their power, and avoid bright light since they are aware that it reduces them to the status of mere mortals.

SPIDER, SHAD \oplus W

Huge Magical Beast (Extraplanar)

Environment: Plane of Shadow

Challenge Rating: 12

Alignment: Always neutral

Source: *Monster Manual 2* (v3.0)

Carnivorous predators from the Shadow Plane, these spiders possess frightening intelligence and cunning. They hunt on the Prime Material Plane, preparing elaborate traps in dark dungeons or caverns, and carrying off any body unfortunate enough to fall for them onto the Shadow.

Prime stories speak of legendary warriors trapped, fighting their way out of the lair of a shadow spider only to return home into an essentially altered world – the poor sods emerged from the Shadow Plane into an alternate multiverse without ever realizing what was going on. Shadow spiders speak Prime Common.

SHAD \oplus W SPIDER SILK

A shadow spider yields a varying amount of silk which can be used to make a suit of slick armor. See Appendix 1 for power components rules.

Harvest DC 15; Value 10 XP per HD; Market Price 30 gp per HD.



VESERAB

Large Magical Beast (Extraplanar)

Base Attack/Grapple: +5/+13

Space/Reach: 10 ft./5 ft.

Feats: Flyby Attack, Multiattack.

Environment: Plane of Shadow

Challenge Rating: 4

Alignment: Always neutral

Source: *Dragon Magazine* #299 (v3.0)

These flying worm-like creatures are often employed as mounts by denizens of the Shadow Plane, especially by the shades hailing from ancient Faerûn. The Shadovar, as they call themselves, have recently returned their floating city Shade back to the Prime Material Plane, bringing along war-trained veserabs with them.

XILL

Medium Outsider (Extraplanar)

Environment: Ethereal Plane

Challenge Rating: 6

Alignment: Always lawful evil

Source: *Monster Manual 1* (v3.5)

The xill are an aggressive humanoid race from the Ethereal Plane, feared and despised by most natives of planes bordering the Ethereal. A theory states that the Xill were once natives of the Prime Material Plane, but moved to the Ethereal faced with the threat of extinction due to excessive hunting. The modern xill race is divided into two distinct castes: the High Clans – the so-called Settlers, and the Low Clans – the Hunters.

The Low Clans rarely use manufactured items, preferring the strength of their claws and seemingly living only to reproduce. They view the Settlers with disdain and rarely trade with them. In the infrequent instances when trade does occur, the Hunters provide as many fresh hosts as they can in exchange for xill young. The Lower Clans have a rich oral tradition that is passed down from generation to generation. Writing words on human parchment is forbidden, as this is believed to kill the words.





The High Clans craft tools, weapons, and clothing, live in free-falling cities of stable ether, and occasionally trade goods and information with other races. They look down at the Low Clans with scorn, but acknowledge their partial dependence on the Low Clans for new hosts as they have forgotten the skills involved with hunting for prey across the curtain that separates the Ethereal from the Prime Material plane. The High Clans have the best records of their histories as well as those of other races that inhabit the Ethereal plane. The High Clans also produce great musicians.

Xill have two primary gods. Sixin is the Hunter Reborn to the Low Clans, also known as Sixin the Warrior. The other god is Mellix, the Devouring Egg, the creator of the Ethereal Plane itself.

All xill can communicate telepathically, but the High Clans prefer to speak Infernal when dealing with outsiders.

All xill need to use sentient creatures as hosts in which to hatch their young. Rumors speak of a vast hatchery somewhere in the Deep Ethereal where human slaves are bred and grown to serve as hosts for xill eggs. In order to ensure that the hosts retain a spark of intelligence and do not become so inbred that they are nothing better than animals, the High Clans trade with the Lower Clans for fresh hosts.



PLANEWALKER



PART 3:
 PLANAR
 ENCOUNTERS

Part 3: Planar Encounters

To further assist my lord's voyage into the transitive planes, I have compiled a list of all known denizens, along with other creatures which are encountered in these planes. An asterisk (*) by the creature name denotes a non-native creature which is a frequent visitor of the plane. The following abbreviations are used for sources. When a creature appears in multiple sources, the most updated and recent source is used.

Abbrev.	Source	Abbrev.	Source	Abbrev.	Source
BOED	Book of Exalted Deeds	BOVD	Book of Vile Darkness (v3.0)	COR	Champions of Ruin
DIP	Denizens of the Inner Planes^	DPB	Denizens of the Planes Beyond^	Dr [no.]	Dragon Magazine # [no.]
Drac	Draconomicon	DTP	Denizens of the Transitive Planes	Du [no.]	Dungeon Magazine # [no.]
DUP	Denizens of the Upper Planes^	ELH	Epic Level Handbook (v3.0)	FB	Frostburn
FF	Fiend Folio (v3.0)	FRCS	Forgotten Realms Campaign Setting (v3.0)	LEOF	Lost Empires of Faerûn
LM	Libris Mortis	LOM	Lords of Madness	Mini	Miniatures Handbook
MM1	Monster Manual 1 (v3.5)	MM2	Monster Manual 2 (v3.0)	MM3	Monster Manual 3
MNF	Monsters of Faerûn (v3.0)	MOTP	Manual of the Planes (v3.0)	PLH	Planar Handbook
ROD	Races of Destiny	UE	Unapproachable East (v3.0)	XPH	Expanded Psionics Handbook

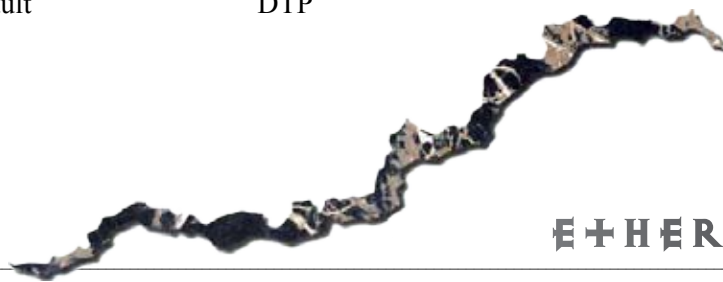


ASTRAL PLANE

CR	Creature	Source	CR	Creature	Source
1/8	Harriat	DTP	4	Translator	DTP
1/4	Astral streaker	DTP	5	Psurlon, average	LOM
1/2	Buomman, War 1	PLH	5	Nightmare*	MM1
1	Githyanki, War 1	MM1	6	Astral creature (whale)	DTP
3	Aoa, droplet	FF	7	Dragon, astral very young	DTP
3	Duthka'gith, Ftr 1	Du100	8	Neth-thalgg, juvenile*	DPB
3	Spectral hound	DTP	8	Psurlon, elder	LOM
3	Foo creature (dog)*	DUP	9	Illumian*, Div 7 / Lore 2	ROD
3	Astral searcher	DTP	10	Shedu*	FF
3	Kodragon	DTP	10	Demon, bebilith*	MM1
4	Shadow creature (wight)	MOTP	10	Dragon, astral young	DTP
4	Berbalang	DTP	10	Dhour	DTP
4	Devete	DTP	11	Psurlon, giant	LOM
4	Dragon, astral wyrmling	DTP	11	Nightmare, cauchemar*	MM1



12	Moon dog*	BOED	19	B'kallash dreadnought	Du100
12	N'gatispawn	Dr305	20	Kr'y'izoth (githyanki Wiz 16)	Du100
12	Astral stalker	MM3	20	Tl'a'aikith (githyanki Ftr 16)	Du100
12	Dragon, astral juvenile	DTP	21	Dragon, astral mature adult	DTP
13	Githyanki Wiz 5/Ftr 6	PLH	23	Dragon, astral old	DTP
14	Angel, astral deva*	FF	26	Dragon, astral very old	DTP
15	Aoa, sphere	FF	26	Neth-thalgggu (brain collector)*	ELH
15	Dragon, astral young adult	DTP	29	Dragon, astral ancient	DTP
16	Astral kraken	PLH	32	Dragon, astral wyrm	DTP
17	Astral dreadnought	MOTP	34	Dragon, astral great wyrm	DTP
18	Dragon, astral adult	DTP			



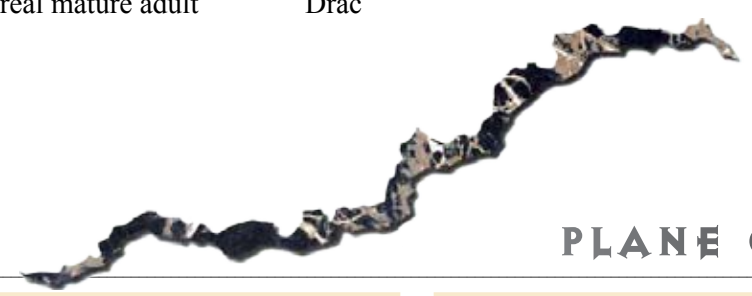
ETHEREAL PLANE

CR	Creature	Source	CR	Creature	Source
-	Disease, cerebral parasites*	DTP	4	Gingwatzim, maronzim	Dr295
½	Chronolily	DTP	4	Dragon, ethereal very young	Drac
½	Memedi, common	DTP	4	Plasm	DTP
½	Nathri	DTP	5	Ebon tiger	DTP
1	Gingwatzim, pakim	Dr295	5	Spider, planar	DTP
1	Elf, ghost	Dr313	5	Ghost, frostfell (human Sor 3)	FB
1	Diaboli	Dr327	5	Nightmare*	MM1
1	Rabbiun	DTP	5	Phase spider	MM1
1	Tween	DTP	6	Dragon, ethereal young	Drac
1	Planetouched, shyft	FF	6	Terithran	DTP
1	Ether scarab	MM2	6	Xill	MM1
1	Rabbiun	DTP	7	Chososion*	DPB
2	Gingwatzim, graegzim	Dr295	7	Gingwatzim, naranzim	Dr295
2	Gingwatzim, eoluzim	Dr295	7	Dragon, ethereal juvenile	Drac
2	Gk'lok	DTP	7	Apparition	DTP
2	Memedi, gendruwo	DTP	7	Magran	DTP
2	Thought eater	XPH	7	Meme	DTP
3	Dragon, ethereal wyrmling	Drac	7	Plasm, giant	DTP
3	Ether creature (sea horse)	DTP	7	Demon, succubus*	MM1
3	Gloomwing moth	DTP	7	Ghost (human Ftr 5)	MM1
3	Gloomwing, tenebrous worm	DTP	7	Nilshai*	UE
3	Foo creature (dog)*	DUP	8	Eye of fear and flame	BOVD
3	Aoa, droplet	FF	8	Nethersight mastiff*	MM2
3	Ghost brute (hound)	LM	9	Dragon, ethereal young adult	Drac
3	Ethereal filcher	MM1	9	Chulcrix	DTP
3	Ethereal marauder	MM1	9	Ethergaunt, red	FF



PAR+ 3:
PLANAR
ENCOUNTERERS

CR	Creature	Source	CR	Creature	Source
9	Night hag*	MM1	13	Garnorm (no spells)	DTP
9	Dharculus*	PLH	13	Ethergaunt, white	FF
10	Dragon, ethereal adult	Drac	13	Thought slayer	XPH
10	Dhour	DTP	14	Ghostly dragon (adult green)	Drac
10	Ethereal ooze	FF	14	Garnorm (with spells)	DTP
10	Shedu*	FF	15	Dragon, ethereal old	Drac
10	Couatl*	MM1	15	Aoa, sphere	FF
11	Nethling	DTP	15	Ethereal doppelganger	MM2
11	Nightmare, cauchemar*	MM1	16	Dragon, ethereal very old	Drac
12	Moon dog*	BOED	17	Dragon, ethereal ancient	Drac
12	Aerial servant*	DIP	17	Ethergaunt, black	FF
12	Golem, ether	DTP	18	Dragon, ethereal wurm	Drac
12	Deva, monadic*	FF	18	Giant, shadow*	FF
12	Ethereal slayer	MM2	19	Dragon, ethereal great wurm	Drac
13	Dragon, ethereal mature adult	Drac			



PLANE ⊕ F SHAD ⊕ W

CR	Creature	Source	CR	Creature	Source
½	Krinth, War 1	COR	7	Pseudo-elemental, darkness large	Dr322
½	Symbiont, shadow (any)	DTP	8	Shadow, slow*	Du112
1	Shadar-kai	FF	8	Shadow beast, ghirrash	Mini
1	Shadow asp	FF	8	Cloaker lord*	MNF
1	Shadowshyft, War 1	PLH	8	Demon, shadow*	BOVD
3	Pseudo-elemental, darkness small	Dr322	8	Dragon, shadow juvenile*	Drac
3	Dragon, shadow wyrmling*	Drac	8	Shadow beast, khumat	Mini
3	Shadeling	DTP	8	Shadow, greater*	MM1
3	Shadow creature (choker)	LOM	9	Pseudo-elemental, darkness huge	Dr322
3	Shadow*	MM1	9	Shadow beast, thaskor	Mini
3	Ephemera, dusk beast	MOTP	9	Ephemera, ecalypse	MOTP
4	Veserab	Dr299	10	Darkweaver	FF
4	Dragon, shadow very young*	Drac	10	Ephemera, umbral banyan	MOTP
4	Shadow creature (wight)	MOTP	10	Illumian, Sor 10	ROD
4	Illumian, Rgr 2 / Ftr 2	ROD	11	Shadow, true*	DIP
5	Beacon moth	Dr322	11	Pseudo-elemental, darkness greater	Dr322
5	Pseudo-elemental, darkness med.	Dr322	11	Dragon, shadow young adult*	Drac
5	Shadow mastiff	MM1	12	Nightshade, Nighthaunt	LEOF
6	Dragon, shadow young	Drac	12	Shadow spider	MM2
6	Umbral creature (displacer beast)*	LM	13	Pseudo-elemental, darkness elder	Dr322
6	Shadow jelly	PLH	13	Dragon, shadow adult*	Drac
6	Shadow-walker (human Rog 5)*	UE	13	Shade (human Wiz 3 / Ftr 8)	FRCS



CR	Creature	Source
14	Nightshade, nightwing	MM1
16	Dragon, shadow mature adult*	Drac
16	Nightshade, nightwalker	MM1
18	Dragon, shadow old*	Drac
18	Nightshade, nightcrawler	MM1
19	Dragon, shadow very old*	Drac
21	Dragon, shadow ancient*	Drac
22	Dragon, shadow wyrm*	Drac
24	Dragon, shadow great wyrm*	Drac
25	Gloom*	ELH



Appendix: Power Components

Even the leatherheads know, “Waste not, want not.” Many planar creatures are magically infused, allowing certain of their parts to be used by those who know. This is similar in principle to dragon armors, which are often the legacies of dragonslayers on the Prime Material Plane. A power component is a specific part of a creature which is useful as a component for spellcasting or crafting certain magical (and non-magical) items. For details, see *Dragon Magazine* #317, pp.44-49.

VALUE OF COMPONENTS

A power component can be used to offset costs (in terms of XP or gold) incurred by crafting magical items, casting certain spells or crafting masterwork or special non-magical items. A power component can be used only in very specific conditions related to the creature. For example, the central eye of a beholder can be used to reduce the XP cost of crafting a rod of cancellation, but not a wand of fireball. The exact value is listed in each power component entry.

LEARNING ABOUT COMPONENTS

A character may make a Knowledge skill check relevant to the creature type against DC 10 + creature’s HD to learn about the nature of power components it provides (if any).

HARVESTING COMPONENTS

Harvesting a power component requires a survival check depending on the nature of harvesting – simple (DC 10, e.g. remove feathers), difficult (DC 15, strip ridges of displacer beast’s tentacles) or complex (DC 20, e.g. extract a wraith’s ectoplasm). Having 5+ ranks in the Knowledge skill related to the creature type grants +2 synergy bonus on the Survival check. The exact DC is listed in each power component entry.

PRESERVING COMPONENTS

A power component becomes unusable in 1d6 days, which can be discerned by making a DC 12 Spellcraft check. Making a DC 15 Craft (alchemy) check can increase this period of potency by 1 week + 1 week per 5 points above DC 15. Failure by 5 or more ruins the power component. The period of potency can only be extended once.

PROCESSING COMPONENTS

Some power components require special processing, such as dried, powdered or rendered components. This requires a DC 10 Craft (alchemy) check. Failure by 5 or more ruins the component. If processing is required, it will be noted in each power component entry.

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