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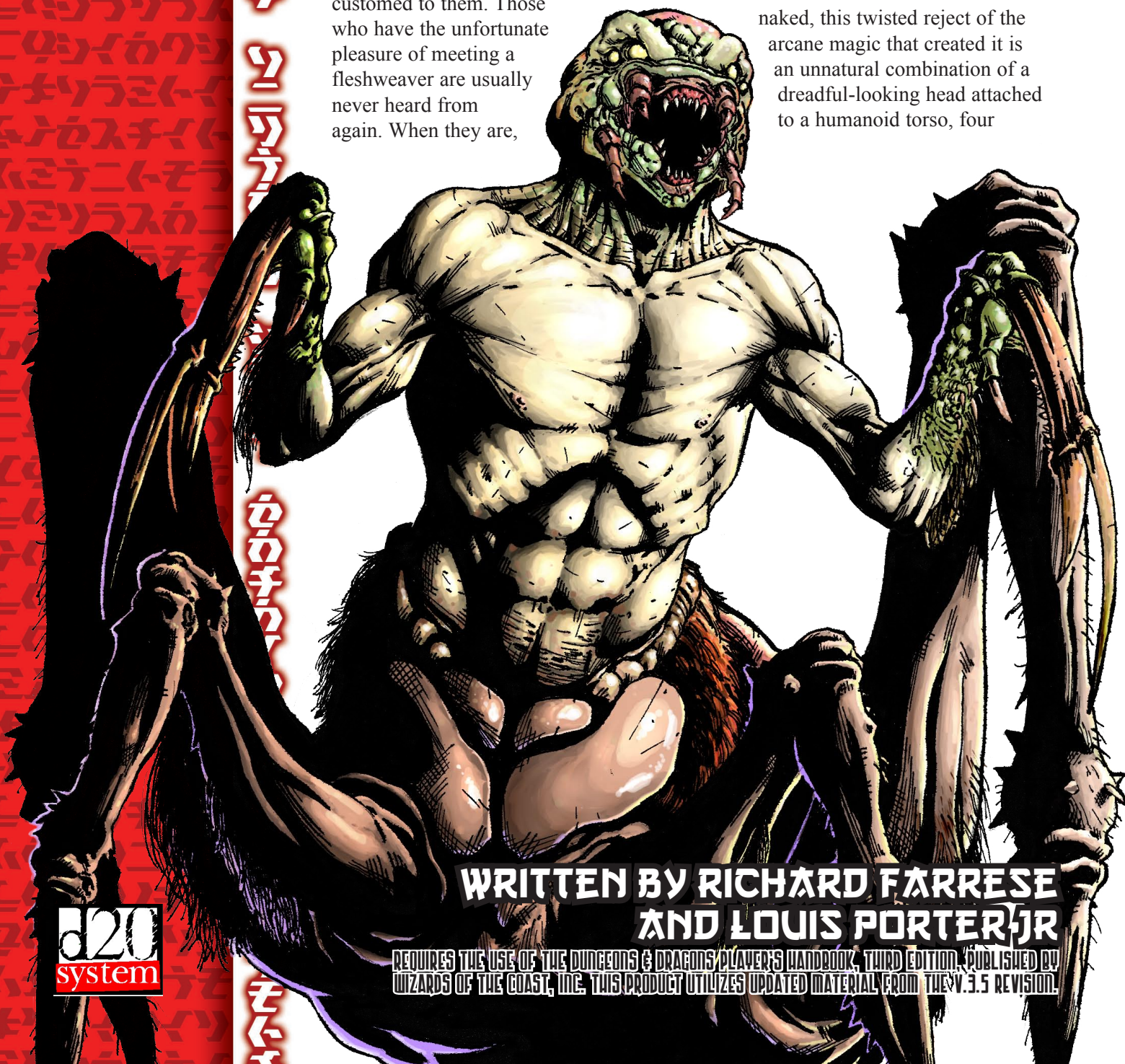
MONSTERS OF NEOEXODUS: FLESHWEAVER

DESCRIPTION

Few monsters are more terrifying than the fleshweaver. The staccato clicking, insect-like sounds that accompany every movement of this creature can be extremely disquieting to anyone unaccustomed to them. Those who have the unfortunate pleasure of meeting a fleshweaver are usually never heard from again. When they are,

only their skinless bodies are found. What happens to the skin of the victims of this evil fiend, only a few souls dare to guess.

A fleshweaver is a nightmarish aberration that seems to have come from the darkest corners of one's mind. Often naked, this twisted reject of the arcane magic that created it is an unnatural combination of a dreadful-looking head attached to a humanoid torso, four



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large arthropod legs, and arms that end in a wide three fingered insect-like appendage. The scorched, misshapen, and malformed skin of the fleshweaver wraps tightly upon its body, as if barely fitting the creature's form. Its skin, marked by the painful way the fleshweaver was brought to life, also tells the tale of countless battles fought against those who have fallen victim to it.

Even though a fleshweaver is massive and physically imposing, it moves with ease. It is remarkably agile for its size, and also has the amazing ability to climb vertically on walls as easily as one would walk across the floor. There are few sights more dreadful than that of a fleshweaver hanging above one's heads, ready to drop on the unsuspecting victim below. The yellow colored, grime filled teeth and the unnatural golden eyes only reaffirm this creature's unnatural existence.

FLESHWEAVER - CR7

Chaotic Evil Large Aberration

Init: +2

Languages: Fleshweaver

AC: 17 (-1 size, +2 Dex, +6 natural), touch 11, flat-footed 15

hp: 45 (6d8 HD +18)

Resistance: Spell resistance 17

Save: Fort +5, Ref +4, Will +8

Speed: 30 ft. (6 squares), climb 20 ft.

Melee: +6 claw (1d6+2 plus paralyzing toxin)

Melee: +4 2 claws (1d6+2 plus paralyzing toxin, 1d6+1)

Ranged: +5 short bow (1d8/x3)

Space: 10 ft.; Reach 5 ft.

Base Atk: +4; Grp +10

Abilities: Str 15, Dex 15, Con 16, Int 15, Wis 16, Cha 16

Special Qualities: Darkvision 60 ft., Spider Climb, Spells, Spell-like Abilities, Paralyzing Toxin

Feats: Combat Casting, Two-Weapon Fighting, Weapon Focus (claw)

Skills: Concentration +9, Hide +10, Jump +6, Listen +9, Move Silently +12, Spot +9

Possessions: heavy mace, heavy crossbow, master-work buckler, noble's outfit, signet ring, 400 gp.

Paralyzing Toxin (Ex): A fleshweaver produces a strong toxin that can paralyze its victims. In order to use this poison, it must, during a move action, lick one of its claw, or the edge or point of a slashing or

piercing weapon. The toxin remains in effect (upon the claw or weapon) for a number of rounds equal to the fleshweaver's Constitution modifier (*typically 3 rounds*) or until the fleshweaver successfully wounds a foe. Once a victim is wounded, the poison is released into its system. The target of this toxin must succeed at a DC 16 Fortitude save or become paralyzed for 1 minute. The save DC is Constitution based.

Spell-Like Abilities: Due to their creation by the Khaynites, Fleshweavers have been invested with the ability to cast the following spells, each 3 time a day: cause fear, darkness, detect magic. Caster level 6th.

Spells: Due to their long dealing with magic and sorcery, Fleshweavers cast spells as 6th-level clerics, wizards, or sorcerers. Fleshweaver clerics can choose from the following domains: Chaos, Destruction, Evil, and Trickery. The typical spells prepared shown here are for a Fleshweaver sorcerer.

Typical Sorcerer Spells Known (*Spells per Day:* 6/7/6/4; *base save DC 13 + spell level*)

0—acid splash, daze, mage hand, read magic, ray of frost, resistance, touch of fatigue; 1st—mage armor, magic missile, obscuring mist, ray of enfeeblement; 2nd—hypnotic pattern, web; 3rd—haste.

Spider Climb (Ex): A fleshweaver's legs produce a tick, gooey, natural substance that allows it to walk upon any vertical surface or ceiling. This ability works like the spell of the same name, but it is considered an extraordinary ability for the fleshweaver.

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

COMBAT

Fleshweavers seldom pass up an opportunity to attack other creatures, especially from ambush. They fight intelligently and use their ability to stick to walls and ceilings to hide their massive bodies in the shadows, several feet above the floor where possible victims might pass. Deviously intelligent and mercilessly cruel, fleshweavers use stealth and deception to surprise and defeat their preys. More often than not, fleshweavers use spells that will hamper, harm, or confuse their enemies in battle. They are especially fond of casting these spells from the safety of shadows, but they never hesitate to charge into a fray. In fact, the most commonly used tactics of fleshweavers is to hide within a dark grotto — typically along the edge of a cave's wall and ceiling — and

wait for an unsuspected victim to walk by. Once they have spotted a potential prey, fleshweavers are extremely patient and cunning. They usually remain hidden for as long as they can, casting spells and shooting arrows from the shadows, before descending upon their mark. Once engaged in melee combat, they do everything they can to paralyze their target, using their poisonous bite. If there are spellcasters among its enemies, fleshweavers try to take them down first. They then concentrate their efforts on the largest or most heavily armed foes, focusing its attacks on one enemy at a time.

Fleshweavers haunt the dark places of the world, preferring to hunt their preys in the many grottos and passageways of the underground complex in which they live. They make their lairs in abandoned ruins or caves, and always protect their homes and treasures ferociously. Since they never work in groups, fleshweavers live in isolation, far from other creatures — even other fleshweavers. Their lairs are usually large enough for them to be comfortable in, but small enough to be easily hidden from those who would seek to rob them of their valuables. Their treasures typically consist of the skins of their many victims as well as any valuables they may have found on them. Fleshweavers sometimes use magic or even trained monstrous spiders to protect their homes. When they are out hunting, they can be found in their lairs.

FLESHWEAVER CHARACTERS

Fleshweavers are cunning, sadistic predators that enjoy toying with their preys before paralyzing them. These creatures often skin their victims alive, while they are under the effect of their paralyzing toxin. Once they have removed the precious skin of a prey (which they collect) fleshweavers will leave the body of a dead or dying victim behind. Thus, the hunting grounds of fleshweavers are often filled with the skinless remains of the dead.

Fortunately for those who meet these terrible fiends, fleshweavers never work in great number, preferring instead to hunt alone, and on rare occasions in pairs. Some fleshweavers, however, are encountered alongside packs of monstrous spiders. Those who have subdued monstrous spiders often use these creatures to guard their lairs while they are away.

Selfish and independent, fleshweavers do not work well in groups, and thus they work and live alone.

There is no law among fleshweavers, and none of these monsters know what honor or loyalty is. Although two of these fiends will sometimes work together in order to ensure their survival, such an association is usually short lived, lasting only as long as both parties deem it necessary.

A fleshweaver's favored class is rogue. Many experienced fleshweavers are multiclass characters that combine the skills of the rogue with the magic of the wizard, sorcerer, or cleric.

FLESHWEAVER PARAGON CR7

Chaotic Evil Large Aberration

Init: +4

Languages: Fleshweaver

AC: 22 (-1 size, +4 Dex, +9 natural), touch 13, flat-footed 18

hp: 83 (9 HD)

Resistance: Spell resistance 17

Save: Fort +9, Ref +6, Will +9

Speed: 30 ft. (6 squares), climb 20 ft.

Melee: +8 claw (1d6+2 plus paralyzing toxin)

Melee: +6/+6/+1 claw (1d6+2 plus paralyzing toxin, 1d6+1, 1d6+2)

Ranged: +10/+5 composite short bow (1d8+3/×3 plus paralyzing toxin)

Space: 10 ft.; Reach 5 ft.

Base Atk: +6; Grp +12

Abilities: Str 15, Dex 18, Con 19, Int 15, Wis 16, Cha 21

Special Qualities: Darkvision 60 ft., Enhanced spellcasting, Paralyzing Toxin, Spells, Spell-like abilities, Spider Climb

Feats: Combat Casting, Toughness, Two-Weapon Fighting, Weapon Focus (*claw*)

Skills: Concentration +12, Hide +15, Jump +9, Listen +9, Move Silently +17, Spot +9

Possessions: +1 Composite shortbow (+2 Str), 40 arrows, potion of cat's grace, 260 gp.

Enhanced Spellcasting (Ex): Because of their weird magical origin, fleshweavers are naturally adept at casting spells. Fleshweaver paragons continue to develop this precious gift, and they become even better at it as they gain experience and grow more powerful. The fleshweaver paragon adds +1 to the

Difficulty Class of the saving throws of all spells it casts.

Paralyzing Toxin (Ex): A fleshweaver produces a strong toxin that can paralyze its victims. In order to use this poison, it must, during a move action, lick one of its claws, or the edge or point of a slashing or piercing weapon. The toxin remains in effect (*upon the claw or weapon*) for a number of rounds equal to the fleshweaver's Constitution modifier (*typically 3 rounds*) or until the fleshweaver successfully wounds a foe. Once a victim is wounded, the poison is released into its system. The target of this toxin must succeed at a DC 17 Fortitude save or become paralyzed for 1 minute. The save DC is Constitution based.

Spell-Like Abilities: Due to their creation by the Khaynites, Fleshweavers have been invested with the ability to cast the following spells, each 3 time a day: cause fear, darkness, detect magic. Caster level 6th.

Spells: Due to their long dealing with magic and sorcery, Fleshweavers cast spells as 6th-level clerics, wizards, or sorcerers. Fleshweaver clerics can choose from the following domains: Chaos, Destruction, Evil, and Trickery. A typical fleshweaver paragon knows the following sorcerer spells:

Typical Sorcerer Spells Known (*Spells per Day:* 6/7/7/7/5; *base save DC 16 + spell level*)

0—acid splash, daze, detect magic, mage hand, read magic, ray of frost, resistance, touch of fatigue; 1st—cause fear, mage armor, magic missile, obscuring mist, ray of enfeeblement; 2nd—bull's strength, hypnotic pattern, mirror image, web; 3rd—haste, heroism, vampiric touch; 4th—stoneskin, wall of ice.

Spider Climb (Ex): A fleshweaver's legs produce a tick, gooey, natural substance that allows it to walk upon any vertical surface or ceiling. This ability works like the spell of the same name, but it is considered an extraordinary ability for the fleshweaver.

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

Fleshweaver paragons continue to develop their natural magical aptitudes. As they gain experience, they become more proficient spellcasters, and they quickly surpass the typical members of their species in the magical arts. As they learn to control more powerful magic, their flesh also hardens and thus their natural armor improves.

Fleshweaver paragons know many spells, but they also know many tricks with which they can surprise their targets and take them down. When they encounter a group, they prefer to paralyze one or two of its members as quickly as possible (*and while they are still in the shadows*) in order to ensure victory. When they encounter a single victim, however, they prefer to toy with their prey. Thus, like typical members of this strange species, fleshweaver paragons often make an encounter last simply because they enjoy tormenting their mark.

Although fleshweavers sometimes battle each other for control of specific hunting grounds, those known to be paragons are usually left alone. Even the selfish and sadistic fleshweavers know that it is better to leave these rare specimens be, for they are the greatest and vilest among them. Though they do not hold special status among fleshweavers, paragons are easily recognized by the strange markings that they bear — ritual scars that they cut into the flesh of their own torsos.

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