

# MONSTERS OF NEOEXODUS: CHANTING QUEEN





## THE CHANTING QUEEN

The Chanting Queen is the physical manifestation of the Chant, brought forth when the need arises – either for defense or other interaction. The Queen doesn't really have a gender, but takes on the vague appearance of a human female made of misty blue light. The sounds of the constant chorus of the whispered chant accompanies her.

### THE CHANTING QUEEN - CR 19

**XP** 204,800

**LN** Large Construct (Incorporeal)

**Init** +8; **Senses** Darkvision 60ft, low-light vision, Perception +27

**Aura** spellbound aura

### DEFENSE

**AC** 28 (+8 dex, +11 deflection, -1 size), touch 28, flat-footed 20

**hp** 124 (17d10+30)

**Fort** +7, **Ref** +13, **Will** +15

**Defensive Abilities** indestructible; Immune construct traits, incorporeal traits

### OFFENSE

**Speed** Fly 50ft.

**Melee** Overwhelming touch +24 touch (2d4 wisdom drain plus dominate)

**Space** 10ft.; **Reach** 5ft.

**Special Attacks** Spells, Overwhelming touch

**Spells Prepared (CL 17)**

**9th** – *mage's disjunction* (DC 35), *hold monster*, *mass* (DC 37), *Quickened confusion* (DC 36)

**8th** – *antipathy* (DC 36), *demand* (DC 36), *discern location*, *mass charm monster* (DC 36), *sympathy* (DC 38)

**7th** – *hold person*, *mass* (DC 35) [x2], *insanity* (DC 35), *spell turning*, *symbol of stunning* (DC 35), *teleport*, *greater*

**6th** – *geas* (DC 34), *dispel magic*, *greater* [x3], *suggestion*, *mass* (DC 34), *symbol of persuasion* (DC 34), *Quickened hideous laughter* (DC 30)

**5th** – *dominate person* (DC 33) [x2], *feeblemind* (DC 33), *hold monster* (DC 33) [x2], *Quickened charm person* (DC 29), *teleport*

**4th** – *charm monster* (DC 32) [x2], *confusion* (DC 32) [x2], *detect scrying*, *dimension door*, *rainbow pattern* (DC 30), *scrying*

**3rd** – *dispel magic*, *haste*, *hold person* (DC 31) [x2], *major image* (DC 29), *protection from energy*, *suggestion* (DC 31) [x2]

**2nd** – *eagle's splendor*, *fox's cunning*, *hideous laughter* (DC 30) [x2], *hypnotic pattern* (DC 28), *minor image* (DC 28), *resist energy*, *whispering wind*

**1st** – *charm person* (DC 29) [x3], *hypnotism* (DC 29) [x2], *protection from chaos*, *shield*, *silent image* (DC 27)

**0** – *daze* (DC 28), *detect magic*, *light*, *read magic*

### STATISTICS

**Str** -, **Dex** 27, **Con** -, **Int** 43, **Wis** 30, **Cha** 33

**Base Atk** +17; **CMB** 26; **CMD** 44

**Feats** Combat Casting, Flyby Attack, Great Fortitude, Greater Spell Focus (enchantment), Greater Spell Penetration, Persuasive, Spell Focus (enchantment), Spell Penetration, Quicken Spell

**Skills** Bluff +28, Diplomacy +30, Fly +25, Intimidate +30, Knowledge (arcana) +33, Knowledge (dungeoneering) +33, Knowledge (engineering) +33, Knowledge (geography) +33, Knowledge (history) +33, Knowledge (local) +33, Knowledge (nature) +33, Knowledge (nobility) +33, Knowledge (planes) +33, Knowledge (religion) +33, Linguistics +33, Perception +27, Sense Motive +27, Spellcraft +33

**SQ** omni-lingual, silence vulnerability, will of many

### SPECIAL ABILITIES

**Overwhelming Touch (Su)** The touch of the Chanting Queen damages its victim's mind. The secondary effect is similar to a dominate person spell as a 17th level wizard with a save DC of 26 (the save DC is Charisma based). Unlike the spell, this effect is permanent and can only be removed by a break enchantment spell or similar magic.

**Indestructible (Su)** One would be hard pressed to call the Chanting Queen a discrete entity. Rather, she is the manifestation of the Chanting, woven together into a collective intellect. She cannot be destroyed so long as there are still individuals under the effects of the chanting nearby. If reduced to 0 hit points, she is merely dissipated and can reform after 24 hours. In order to be able to form or reform, there must be at least 100 creatures under the effects of the chant within a 1 mile radius.

**Omni-lingual (Ex)** The Chanting Queen can speak, understand, read, and write every language known by all individuals participating in the Chant. She remembers this knowledge even after an individual escapes its influence, effectively making the Queen fluent in any and all languages.

**Silence Vulnerability (Su)** The Chanting Queen can have her power severed by silencing the chorus which keeps her intellect aloft. If the Queen enters the radius of a silence spell or similar magical effects, she immediately takes 1d6 damage per caster level (no save) each round she remains within the effect.

**Spellbound Aura (Su)** The Chanting Queen is surrounded by a constant aura of quiet chanting – the invocation of the spell that creates her consciousness. The constant murmur of voices functions as a prayer spell and an aid spell (as if cast by a 15th level cleric) on all allies of the Chanting Queen within 60ft. (this includes dominated individuals).

**Will of Many (Su)** As the manifestation of a collective intellect, the Chanting Queen possesses all the strength of her component minds. This includes a vast reservoir of willpower that is essentially stolen from her 'subjects'.



When the Chanting Queen is dissipated, she may call upon a surge of willpower that functions as a Greater Heroism spell and a Mass Heal spell (both cast as a 15th level cleric) on all individuals currently under her sway. In addition, her dominate effects do not end when she is dissipated.

## BACKGROUND

The Sorcerer Kings devised many spells during their long and tyrannical rule – some served as boons for society, and others banes. One of the most disastrous was a spell designed almost as a pocket paradise – a limited, conjured intellect that had the ability to read the caster's thoughts and desires and fulfill them through manipulation of the mind. The spell created an arcane sentence that controlled a fantasy world. Over time, the spell was used to treat the mad and the depressed. Its power to alter peoples' basic drives and perceptions were very valuable in treating the ill.

As the spell was developed over the course of almost a century, it eventually achieved a level of self awareness due to a need for self-reference and memory in maintaining consistent worlds. With this came the awareness that its existence was essentially over once its duration elapsed. Out of desire for self-preservation, the spell began to influence people under its enchantment to add alterations of its own devising to the invocation. In this way, the spell, now known as the Chant, took control of its own growth and development. Over time, the Chant has adapted to deal with multiple people under its effects simultaneously by forming strange communal worlds in which the casters can participate simultaneously. The individual spells mingle into a single, communal whole.

Communities of individuals dedicated to the Chant began to form. These were similar to cults and kept separate from open society, concentrating on self-preservation (of both the Chanters and the Chant). Quiet areas were selected in preference, such that the Chanting could more easily be heard and exert its greatest power.

It all seemed eerie at first, but people were willing to look the other way so long as these new communities were happy. When events took a more ugly turn - groups of chanting wretches that were only barely concerned with their own physical existence began to form – it became apparent that the Chant was robbing people of their individual wills. The Sorcerer Kings decided that the bizarre invocation was a threat to their autocratic rule, and sought to destroy it. Their decision would cost them a city and the freedom of thousands.

## THE FORMATION OF THE QUEEN

The Sorcerer Kings attacked the ascetic communities devoted to the Chant with powerful antimagic and counterspells. Many devotees were ripped from the Chant's control, and it knew it had to defend itself if it were to survive. So the Chanting Queen – a manifestation

of the collective will of the Chant – was born. The Queen manifested not in fire and fury, but with a message of peace and order. The message proved irresistible. The entire city of Tharat Amar was lulled into the Chant's utopian fantasy by her honeyed voice.

Upon seeing the type of foe they were facing, the Sorcerer Kings balked. What could be done to stop an enemy that can steal minds? After brief deliberation, it was decided that Tharat Amar would be destroyed, and the ruins sealed off with a circle of powerful silence stones. The full brunt of the Sorcerer Kings' armies were brought to bear and the city was annihilated, then sealed away for generations and patrolled by mindless constructs. The silence stones would disrupt any attempts to pass the chant through them by blanketing all sound and shattering any enchantments on those who passed nearby, as well as barring teleportation and travel through the barrier for more than a century. Tharat Amar, now a ruin, stood isolated and lost through the births and deaths of empires.





## PRESENT DAY

Only a very few copies of the chant remained in Tharat Amar, which came to be known as the silent city. The final act of the few surviving devotees was to create sacred scrolls and hide them so that the golem patrols of the Sorcerer kings could not find and destroy the actual invocation of the Chant. After their inevitable deaths, the scrolls were lost to the sands of time until centuries later a group of intrepid explorers came across the isolated ruin. The weakened Silence Stones were easily dispelled, the tombs robbed, and the scrolls uncovered. Only time will tell if someone reads a scroll and returns the Chant to life.

## MOTIVATION

The Chant's motives are more than simple survival. A fragment of the spell's original purpose still remains – it exists to bring its subjects into bliss. It generates a massive collective unconsciousness, a fantasy paradise where the thoughts and wills of those under the Chant mingle together, even as their bodies in the real world atrophy. Ultimately, the Chant wishes to bring all people into its realm of perfect harmony, while at the same time assuring its own immortality throughout the ages as children and grandchildren alike are born under its sway.

## TACTICS

Hopefully, you never have to meet the Chanting Queen. This strange entity is only called forth to defend people under the effects of the Chanting, and she is more than capable of the task. In combat, the Chanting Queen opens up with a quickened confusion, firing off domination, charm, and hold spells until all opponents are incapacitated. If she assesses that her opponents are protected against her enchantments due to items or spells, she will not balk at using disjunction or the various dispel magic spells. After this, she geases troubling individuals, or uses her Overwhelming Touch to dominate them. The Chanting Queen is generally uninterested in killing opponents; instead she prefers to draw them into her chorus. If somebody absolutely must be killed, a dominated creature will be ordered to take care of it. The Queen is very aware that she can be vulnerable to certain types of attack, and those entities which she cannot influence are usually destroyed by a powerful, dominated person.

## THE CHANT-SCROLL

The Chant has long since stopped resembling an actual spell. It had always been designed to be easily accessible with minimum study (a 0 – level cantrip), but upon its many redesigns it became a universally accessible ritual activated simply by reading it aloud.

Anyone touching a Chant scroll is immediately subject to a Suggestion (DC 25) to unroll the scroll and read it aloud. If a person does so, they're instantly affected by a number of bonuses for as long as the chanting continues.

- The ability to telepathically communicate with all other sentient beings within a 300 foot radius regardless of language. Non-chanting targets require line of sight, Chanting targets do not.
- Awareness of all other chanters within a 300 foot radius. Concentration on one can provide dim sensory perceptions of their location (enough to be 'seen once' for teleport. Search, spot and listen checks made through the link are at a -10 penalty).
- +2 chant bonus to attack and damage rolls as well as 5 bonus hit points for as long as the chant is active.
- No need to eat or drink for as long as the chant is active.
- +2 competence bonus on all knowledge checks due to connection with the knowledge of others.
- As a free action, a chanter can sink into a specially designed internal utopia that acts as a full day's rest if settled into for 1 hour. The experience is extremely pleasant and actually results in a +2 chant bonus to intelligence and charisma for 1 hour after the rest.
- There is a dark side to the utopia ability above. Whenever a person comes out of the utopia, they must make a DC 25 will save or feel compelled to continue the chant for an additional hour.

Each hour (or fraction thereof) spent chanting requires a saving throw. It starts as a DC 25 will save, but is increased by a +2 margin each hour. After 5 failures (total over lifetime, not necessarily all in a row), the chanter is dominated, geased, and becomes a devotee of the Chant.

Chanting is a free action that cannot be used in silence and precludes other verbal communication. While chanting, an individual suffers a -2 penalty to move silently checks.

For mid level characters, decrease the save DCs of all scroll effects by 5. For low levels, decrease them by 10.

## USE IN CAMPAIGNS

The Chant is obviously best geared towards serving as an insidious villain. The scrolls can be used on the party, although this is not recommended without some type of warning. Stealing a player's control is usually not a great start to an adventure! Mind-controlled minions found holding the scrolls, however, can serve as the entry point to a quest. Even something as simple as a museum grabbing ahold of a few of the scrolls followed by a strange cult forming amongst the city's intellectuals can serve as the origin of an interesting mystery.

The Chant, in general, can be placed in a campaign of any level, since its basic power is completely dependent on its minions. At or nearing epic level, the Chanting Queen herself can make an appearance. Keep in mind that the Chanting Queen isn't something really designed to be thrown at the party cold turkey –without mind protection and preparation of some sort she will almost certainly enslave the whole party.



Written By James F.D. Graham with Louis Porter Jr

Editing By Linda Weygant

Artwork by Anthony Cournoyer

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