

Orb Wraith: Undead (incorporeal); 15 ft./10 ft.; Concentration +40, Diplomacy +9, Hide +27, Intimidate +40, Know (any 3) +15, Listen +39, Search +37, Sense Motive +37, Spot +39; Alertness, Blind-fight, Combat Reflexes, Dodge, Improved Critical (incorporeal touch), Improved Critical (enervation ray), Improved Initiative, Mobility, Spring Attack, Weapon Focus (incorporeal touch), Weapon Focus (enervation ray); LA —. Add darkvision 60 ft. to special qualities.

Quth-Maren: Revised in *Fiend Folio*.

Wraith Spider, Small: Undead; 5 ft./5 ft.; Listen +2, Spot +2; Toughness; LA —. Add darkvision 60 ft. to special qualities.

Wraith Spider, Medium: Undead; 5 ft./5 ft.; Listen +3, Spot +2; Toughness; LA —. Add darkvision 60 ft. to special qualities.

Wraith Spider, Large: Undead; 10 ft./5 ft.; Listen +6, Spot +5; Alertness, Toughness; LA —. Add darkvision 60 ft. to special qualities.

Wraith Spider, Huge: Undead; 15 ft./10 ft.; Listen +9, Spot +8; Alertness, Cleave, Power Attack, Toughness; LA —. Add darkvision 60 ft. to special qualities.

Arachnoid Creature: Revised in *Underdark*.

Keening Spirit: Undead (augmented humanoid, incorporeal); LA +7. Do not recalculate attack bonus, saves, or skill points; add darkvision 60 ft. to special qualities.

Skills: A keening spirit receives a +8 racial bonus on Hide, Listen, Search, and Spot checks.

Revenant: Undead (augmented humanoid); 5/magic; LA +6. Do not recalculate attack bonus, saves, or skill points; add darkvision 60 ft. to special qualities.

Silveraith: Undead (augmented humanoid, incorporeal); LA +8. Do not recalculate attack bonus, saves, or skill points; add darkvision 60 ft. to special qualities.

Skills: A silveraith receives a +8 racial bonus on Hide, Listen, Search, and Spot checks.

faiths & pantheons

The following monsters are from the *Faiths and Pantheons*.

Zin-Carla: Undead (augmented [previous type]); 5/magic; LA +4. Do not recalculate attack bonus, saves, or skill points; add darkvision 60 ft. to special qualities.

phaerimm

Aberration

Speed: 10 ft. (2 squares), fly 30 ft. (good)

Environment: Underground

Organization: Hatchling, juvenile, and young adult: solitary, pair, or clutch (3–5); adult, mature adult, elder, and revered elder: solitary, pair, or hive (3–6 plus 2–8 offspring)

Challenge Rating: Hatchling 1; juvenile 5; young adult 9; adult 12; mature adult 15; elder 18; revered elder 21

Treasure: Double standard

Alignment: Usually neutral evil

Advancement: Hatchling 2–3 HD; juvenile 5–6 HD; young adult 8–9 HD; adult 11–12 HD; mature adult 14–15 HD; elder 17–18 HD; revered elder 20+ HD

Level Adjustment: Hatchling +2, juvenile +3, young adult +4, adult +5, mature adult +6, others —

Young Adult Phaerimm: Medium aberration; HD 7d8+7; hp 38; Init +1; Spd 10 ft., fly 30 ft. (good); AC 21, touch 11, flat-footed 20; Base Atk +5; Grp +6; Atk +6 melee (1d4+1, claw); Full Atk +6 melee (1d4+1, 4 claws) and +4 melee (1d8, bite) and +4 melee (1d6 plus poison, stinger); Space/Reach 5 ft./5 ft. (0 ft. with bite); SA poison, spells; SQ *detect magic*, full vision (*see invisibility*), immunities, phaerimm magic, spell resistance 17, telepathy; AL NE; SV Fort +3, Ref +3, Will +8; Str 12, Dex 13, Con 12, Int 15, Wis 16, Cha 17.

Skills and Feats: Concentration +11, Diplomacy +5, Knowledge (arcana) +7, Listen +5, Search +5, Sense Motive +8, Spellcraft +14, Spot +8; Multiattack, Spell Focus (evocation), Spell Penetration.

Spells Known (6/7/7/5; save DC 13 + spell level, or 14 + spell level for evocation spells): 0—*daze, detect magic, light, mage hand, open/close, ray of frost, read magic*; 1st—*burning hands, magic missile, ray of enfeeblement, shield, sleep*; 2nd—*blur, detect thoughts, scorching ray, touch of idiocy*; 3rd—*dispel magic, lightning bolt*.

Elder Phaerimm: Large aberration; HD 16d8+32; hp 104; Init +0; Spd 10 ft., fly 30 ft. (good); AC 31, touch 9, flat-footed 31; Base Atk +12; Grp +21; Atk +16 melee (1d6+5, claw); Full Atk +16 melee (1d6+5, 4 claws) and +11 melee (2d6+2, bite) and +11 melee (1d8 plus poison and implant, stinger); Space/Reach 10 ft./10 ft. (5 ft. with bite); SA implant, poison, spells; SQ *damage reduction 10/magic, detect magic*, full vision (*true seeing*), immunities, phaerimm magic, spell resistance 26, telepathy; AL NE; SV Fort +7, Ref +5, Will +15; Str 20, Dex 11, Con 14, Int 19, Wis 20, Cha 23.

Skills and Feats: Concentration +21, Diplomacy +8, Knowledge (arcana) +23, Listen +14, Search +14, Sense Motive +24, Spellcraft +25, Spot +24; Greater Spell Penetration, Heighten Spell, Multiattack, Spell Focus (enchantment, evocation), Spell Penetration.

Spells Known (6/7/7/7/7/7/5/3; save DC 16 + spell level, or 18 + spell level for enchantment or evocation spells): 0—*arcane mark, daze, detect magic, light, mage hand, open/close, ray of frost, read magic, touch of fatigue*; 1st—*burning hands, magic missile, ray of enfeeblement, shield, sleep*; 2nd—*blur, detect thoughts, scorching ray, touch of idiocy, web*; 3rd—*deep slumber, fireball, protection from energy, slow*; 4th—*crushing despair, greater invisibility, polymorph, scrying*; 5th—*cone of cold, dominate person, telekinesis, teleport*; 6th—*chain lightning, disintegrate, greater dispel magic*; 7th—*forcecage, spell turning*; 8th—*mass charm monster*.

Phaerimms are evil magicians who would gladly erase all other beings from existence. Thus far they have not done so, probably because they would consequently lack for serviceable slaves to torture for sport. Millennia ago, the phaerimms plotted to destroy all life in Faerûn. They succeeded in toppling the mighty Netherese empire and devastating the area now known as the Anauroch desert, but they were foiled by the intervention of the elder sharn. The sharn imprisoned most of the phaerimms in a magic field beneath Anauroch. Only a few escaped imprisonment. Some of these escapees now live in Myth Drannor, squandering their power on internal political squabbles. Others have conquered the beholder city of Ooltul and are attempting to break through the sharn's barrier to free their fellows.

A phaerimm has a conical body and an ovoid head. The head disk contains an immense, toothed maw and is surrounded by four clawed arms. Beneath the top disk, the phaerimm's long, sinuous body tapers down to a lethal stinger. At birth, a phaerimm is only a foot or two long, but it can grow as large as 30 feet in advanced old age. Along with its increasing size, a phaerimm develops its innate magical ability. A hatchling casts spells as a 1st-level sorcerer, while a centuries-old revered elder is a 19th-level caster.

If phaerimms were less evil, they would be more alien and difficult to understand, but their overwhelming drive toward inflicting pain makes them somewhat predictable. They communicate with one another by varying the wind speed around their bodies and with others using telepathy. They understand Common and several other languages.

combat

Phaerimms can be dangerous combatants, but they view purely physical combat as a sign of weakness. A phaerimm that uses its stinger or weapons to defend itself is assumed to have insufficient magical abilities. Consequently, phaerimms make physical attacks only as a last resort, even at younger ages when they lack powerful magic. Young phaerimms do sometimes stoop to using masterwork swords, and they suffer no disgrace for it so long as they use *Tenser's floating disk* to carry the weapons whenever they are out of combat.

As spellcasters, phaerimms favor charm, command, and illusion effects over direct damage spells, but they are not shy about letting loose a fireball if necessary. Powerful elder phaerimms often have charmed or dominated beings fighting for them. In fact, phaerimms sometimes pick fights simply so that they can watch their enemies being forced to hack apart their own friends. Phaerimms also enjoy summoning outsiders, but they are generally too proud to use low-level summoning spells to call up common animals and other minor creatures.

Implant (Ex): As a standard action, a phaerimm can use its stinger to lay eggs inside a paralyzed creature. The young emerge about 90 days later, literally devouring the host from inside. A remove disease spell rids a victim of the eggs, as does a successful DC 20 Heal check by someone with ranks that skill. If the check fails, the healer can try again, but each attempt (successful or not) deals 1d4 points of damage to the patient.

Poison (Su): Stinger, Fortitude save (DC 15); initial damage paralysis for 2d4 rounds, secondary damage paralysis for 1d3 hours. Paralyzed creatures levitate, helpless, a few feet off the ground.

Spells: A phaerimm casts arcane spells as a sorcerer (caster level equals phaerimm's Hit Dice).

Detect Magic (Sp): A hatchling phaerimm can use *detect magic* at will (caster level equals phaerimm's Hit Dice).

Flight (Ex): A phaerimm's body is naturally buoyant, allowing it to fly at a speed of 30 feet. This buoyancy also grants it a permanent feather fall effect (as the spell) with personal range.

Full Vision (Ex): As it ages, a phaerimm's natural ability to detect magic expands. A juvenile phaerimm can see invisible or ethereal creatures to a range of 120 feet, as though constantly under the effect of a *see invisibility* spell. An adult phaerimm can see magical auras to a range of 120 feet, as though constantly under the effect of an *arcane sight* spell. An elder phaerimm sees as though constantly under the effect of a *true seeing* spell.

Phaerimm Magic: Phaerimms cast their sorcerer spells as if they were spell-like abilities. Thus, they require no verbal, somatic, or material components.

phaerimm characters

A phaerimm's favored class is sorcerer. Its sorcerer levels stack with its base spellcasting ability for the purpose of determining spells known, spells per day, and other effects dependent on caster level. A phaerimm character likewise uses the sum of its racial spellcasting levels and appropriate class levels to determine the abilities of its familiar, though it cannot acquire a familiar until it takes at least one level in the sorcerer class.

PHAERIMMS BY AGE

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Base Attack/ Cha	Grapple	Fort Attack	Ref Save	Will Save	Poison Save	DC
Hatchling	T	1d8 (4)	4	17	10	11	12	13	+0/-11	-1	+0	+3	+3	—
Juvenile	S	4d8 (18)	8	15	10	13	14	15	+3/-2	+3	+1	+3	+6	—
Young Adult	M	7d8+7 (38)	12	13	12	15	16	17	+5/+6	+6	+3	+3	+8	14
Adult	L	10d8+10 (55)	16	11	12	17	18	19	+7/+14	+9	+4	+3	+11	16
Mature Adult	L	13d8+26 (84)	18	11	14	17	20	21	+9/+17	+12	+6	+4	+13	18
Elder	L	16d8+32 (104)	20	11	14	19	20	23	+12/+21	+16	+7	+5	+15	20
Revered Elder	H	19d8+57 (142)	22	9	16	21	22	25	+14/+28	+18	+9	+5	+17	22

PHAERIMM ABILITIES BY AGE

Age	Init.	Armor Class	Special Abilities	Caster Level	SR
Hatchling	+3 touch 15, flat-footed 14	17 (+2 size, +3 Dex, +2 natural), immunity to polymorph and petrification	Phaerimm magic, detect magic,	1st	11
Juvenile	+2 touch 13, flat-footed 17	19 (+1 size, +2 Dex, +6 natural)	Full vision (see invisibility), telepathy	4th	14
Young Adult	+1 touch 11, flat-footed 20	21 (+1 Dex, +10 natural)	Poison	7th	17
Adult	+0 touch 9, flat-footed 23	23 (-1 size, +14 natural)	Implant, full vision (arcane sight)	10th	20
Mature Adult	+0 touch 9, flat-footed 27	27 (-1 size, +18 natural)	Damage reduction 10/magic	13th	23
Elder	+0 touch 9, flat-footed 31	31 (-1 size, +22 natural)	Full vision (true seeing)	16th	26
Revered Elder	-1 touch 7, flat-footed 33	33 (-2 size, -1 Dex, +26 natural)	Damage reduction 15/magic and silver	19th	29

PHAERIMM SPACE/REACH, ATTACKS, AND DAMAGE

Size	Space/Reach	Claws	1 Bite	1 Stinger
Tiny	2-1/2 ft./0 ft.	2 • 1d2	—	—
Small	5 ft./5 ft. (0 ft. with bite)	2 • 1d3	1d6	—
Medium	5 ft./5 ft. (0 ft. with bite)	4 • 1d4	1d8	1d6 plus poison
Large	10 ft./10 ft. (5 ft. with bite)	4 • 1d6	2d6	1d8 plus poison and implant
Huge	15 ft./15 ft. (5 ft. with bite)	6 • 1d8	2d8	2d6 plus poison and implant