



PRESENTS

Monsters Evolved: Veiled Denizens

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*This work is dedicated to Sylvia Russell; some of life's monsters can only be
overcome by a mother's love. Thank you.*

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TRIKAR-MRAK (DARK TRICKSTER)

Small Fey

Hit Dice: 15d6-15 (37), dying/dead: -1/-8**Initiative:** +6**Speed:** 20 ft.**Armor Class:** 16 (+1 size, +2 Dex, +3 natural armor), touch 13, flat-footed 14**Base Attack/Grapple:** +7/+3**Attack:** Bite +8 melee (1d2)**Full Attack:** Bite +8 melee (1d2)**Space/Reach:** 5ft./5ft.**Special Attacks:** Facial fascination, faraway sway, warp weapon**Special Qualities:** DR 10/cold iron, a thousand faces, hide from the world, sense of elan**Saves:** Fort +4, Ref +11, Will +10 (+2 vs. spells)**Abilities:** Str 10, Dex 15, Con 8, Int 17, Wis 12, Cha 23**Skills:** Bluff +28, Concentration +17, Disguise +28, Escape Artist +20, Open Locks +26, Sense Motive +19, Sleight of Hand +22, Sneak +30, and Use Magic Device +28**Feats:** Ability Focus (facial fascination, faraway sway, warp weapon), Improved Initiative, Shield of the Spirit, Skill Application (Open Locks and Sneak)**Environment:** Any**Organization:** Solitary, pair or pack (5-10)**Challenge Rating:** 8**Treasure:** Standard**Advancement:** 16-21 HD (small), 22-29 HD (medium)**Level Adjustment:** -

DESCRIPTION

“What I tell you is not a lie *per se*, but it is definitely not the whole truth, and some of it may be blurred by your particular point of view. Once there was a court of very happy fey, who, through small kindnesses, assisted the big folk of a large city. The big folk were struggling and fretting with their day-to-day lives. All the while, the fey kept themselves hidden from the world, taking only lost and forgotten objects as payment for their deeds. Then came The Dramojh War, and the fey were discovered by the big folk and they were branded as thieves and spies. So the entire



The humanoid standing before you transforms into a small creature with the hindquarters of a coyote and the upper torso of a young child. Its head is a strange mix of coyote and child; tufts of fur and large triangular ears sit atop its head and it has bright blue, innocent eyes that are almost too big for its face.

court was imprisoned in iron cells that were walled away and forgotten in the walls of the city. In the darkness, the court forsook the old alliances and swore themselves to The Adversary of their jailors. The Adversary came to them, freeing them from their cells, and taught them deep and dark secrets so that they could fool their tormentors. The city no longer stands, not even the memory of it remains except to the fey, but the trikar-mraks of that long-dead court serve The Adversary still.” An excerpt from *Court of the Adversary* by Mien Hoodwink of the trikar-mraks as translated by Goddard of Gatesage.

Monsters Evolved : Trikar-Mrak

The younger races look upon us with wonder and awe, for we are truly a fascinating people to gaze upon, with our fine coats of fur, proud beautiful ears and captivating eyes the color of the sky. Our wondrously petite frames are quick and lovely to behold. Our coloration varies with our surroundings so that we never grow bored with our appearance. When we spend more than one season in an area, our coloration changes to blend with our surroundings. I myself have displayed the dusty tan of the desert, the greenish browns of the forest, the white of the north, and even the gray of a city, though my eyes have always remained this lovely, constant blue.

Long ago, the desire for vengeance ruled the trikar-mraks but having sated that hunger, we now are ruled only by our cunning. We love nothing so much as our own cleverness. We are a sly, mischievous folk, with what you would call a bizarre, dark sense of humor, which we indulge at every opportunity. There may be great geniuses in the world but there is no creature in existence as devious as we. The greatest desire of a trikar-mrak is to be so clever as to fool himself. Short of this, we seek a worthy opponent against whom to match our wits. I have even been known to send letters of insult, antagonizing opponents I wish to challenge. Many other trikar-mraks use similar methods.

Before the Fall of the Dramojh, The Knights of the Diamond found a dead mage who had gone to slay the terrible dragon known as Tannin the Accursed; only his apprentice who had fled the battle survived. The apprentice told the Knights of the Diamond that her master had found not a dragon but a creature known as an Ur-rathi and that they should prepare themselves with sacred waters and spells of life. The knights took this as a sign of good fortune, having seen other signs that reinforced the presence of the Ur-rathi. Setting forth so prepared they were slaughtered when Tannin emerged from the cavern; I transformed into my true self and laughed gleefully at the look on the High Knight's face when Tannin ate his horse and his lower half.

My kind speak all languages perfectly.

COMBAT

Trikar-mraks avoid combat at nearly all costs. They use their abilities of deception and stealth to escape encounters when they have been discovered. If forced to engage in combat, they attempt to use the magic items and spells of their opponents, robbing their opponents of healing, enhancements, and strategically placed offensive spells.

1st round-Sneak (DC 40), followed by a use of faraway sway on one opponent's magic item, targeting a separate opponent, enticing the two to attack each other.

2nd round-Target spellcaster with faraway sway using the same tactic as the first round.



CR
8

3rd round-Target the most powerful weapon an opponent possesses with warp weapon.

4th round-Move to opponent and steal something vital using Sleight of Hand (DC 32).

5th round-If exposed, use facial fascination or thousand faces and Bluff (DC 38).

Facial Fascination (Su): If viewed in its true form, a trikar-mrak has a gaze attack (target is fascinated as long as the trikar-mrak is in its true form, and for 2d4 rounds afterwards, 30 foot range, Will DC 25 negates). This is a mind-affecting enchantment; the save DC is Charisma-based.

Faraway Sway (Sp): Three times per day a trikar-mrak can use any magic item or unused spell (or spell slot) without actually touching the item or being that spell's caster. The item or unused spell (or spell slot) to be used must be within Medium range (250 ft.). An item functions as though the trikar-mrak were using it from the item's current position. Spells function as if the victim had cast the spell under the domination of the trikar-mrak; except it requires no action on the part of the victim. A successful Will save DC 25 ignores this affect. The effective caster level of this ability is 15th.

Warp Weapon (Sp): At will a trikar-mrak can polymorph any non-cold iron weapon (as *polymorph any object*, Caster Level 15th) into a harmless, humorous object (Fort save DC 26 negates). Favorites include a scary-looking rubber snake, a teddy bear, a spoon, a petunia, a carrot, a wet noodle, cow manure, or a rune stone with the rune for peace.



DESIGNER'S NOTES

Loki, Coyote, Puck, and Robin Goodfellow: these are the clever and trick-some spirits who create such havoc but do not interfere directly in anyone's affairs. In our heart of hearts, perhaps we all wish to be clever, not necessarily smart but wiler than our fellows. It is a trait that does not show on the outside and will be the undoing of all those who have ignored and underestimated you. The idea of using your opponent's strength against him has been around a long time. Spell turning is the primary example of this in the d20 system, but what I wanted was something more proactive, an ability that reached into the person and used his own spell or magic item against his own party. In this manner, this creature is truly only as challenging as one party member is to another. If you can make your magister's save DCs, you should be fine. If not, well, then you have no one to blame but your fellow gamer.

CR
8

Hide from the World (Su): Creatures cannot directly see, hear, or smell a trikar-mrak. Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scent, and tremorsense, cannot detect or locate a trikar-mrak. Creatures with an Intelligence score of 3 or less are automatically affected and act as though the trikar-mrak was not there. All other creatures receive a single Will save DC 23. If it fails, the subject cannot sense the trikar-mrak's presence. However, if someone has reason to believe unseen opponents are present, she can attempt to find or strike using the Spot and Listen skills as she would against an invisible and inaudible opponent. If a trikar-mrak attacks a creature (even with a spell-like ability), this non-detection effect against that creature ends as if it had made its save. A trikar-mrak can choose to allow a creature to see it, as if the creature had made its save.

Sense of Elan (Su): A trikar-mrak has a sixth sense that grants it insight into conduits for the power of Elan (magic); within Medium range (250 ft.) a trikar-mrak can automatically sense all spells readied by a caster. It also can automatically sense the function of any magical item within range. This ability grants a +2 bonus to saves vs. all spells (caster level 15th).

Spell-like ability: 1/day-*unknown*, caster level 15.

Skills: Trikar-mraks gain a +4 racial bonus to Bluff, Disguise, Open Locks, Sneak, and Use Magic Device.

LORE

(Akashic Memory or Knowledge (dangerous beasts))

Common (DC 8): This fey is a trikar-mrak; it lives to deceive others and to cause death through that deception.

Uncommon (DC 18): This creature's name translates to "Dark Trickster" in the Fallen Tongue; read excerpt from *Court of the Adversary*.

Rare DC (26): This creature is extremely difficult to perceive and even then, it is likely that it is in some sort of disguise; even if you do see its true self, look away or you are likely to be struck by its fascinating appearance. Weapons often transform into useless junk near this creature; its most frightening ability is that it steals control of casters and magic items using them to its purposes.

Obscure (DC 36): Attacking this creature in melee armed only with a cold iron weapon is the best strategy.

Epic (DC 46): Pride is the greatest weakness of the trikar-mrak, for if asked, she will quickly tell you all she has done so that you may fully understand the full domain of her cleverness.

NEW FEAT

SHIELD OF THE SPIRIT [CEREMONIAL]

PREREQUISITE: ABILITY TO CREATE AN UNKNOWN EFFECT, TRUENAME.

BENEFIT: THE DC OF YOUR UNKNOWN EFFECT IS INCREASED BY YOUR CHARISMA MODIFIER.

VARIANT

ALIGNMENT: USUALLY CHAOTIC EVIL

MASSIVE DAMAGE THRESHOLD: CON 8, HD 55, SIZE 40

WOUNDS/VITALITY: 8/37

SANITY LOSS: 1/1D4

DEFENSE BONUS: +0

ARMOR AS DR: -

3.0/UA/MODERN DR: 20/ +3

SUMMON MONSTER: SUMMON NATURE'S ALLY VI, CASTER LEVEL 11TH

HONOR: 3

TAINT: 12

TYPICAL ALLEGIANCES: THE ADVERSARY, THE DARKLING COURT

ACTION POINTS: 7



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