

Manavore

New Monster: Manavore

Medium Outsider (Incorporeal)

Hit Dice: 4d8+8 (28 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 30 ft., fly 30 ft. (perfect)

AC: 15 (+2 Dex, +3 deflection)

Attack: +6 melee

Damage: 1d8, Unbinding (arcane spellcasters suffer enervation, see below)

Face/Reach: 5 ft. x 5 ft./5 ft.

Special Attacks: Unbinding, Spell-like Abilities

Special Qualities: Incorporeal, SR 14

Saves: Fort +6, Ref +6, Will +4

Abilities: Str —, Dex 14, Con 15, Int 12, Wis 10, Cha 16

Skills: Bluff +7, Hide +10, Intuit Direction +8, Knowledge (arcane) +9, Sense Motive +8

Feats: Improved Initiative

Climate/Terrain: Any land or underground

Organization: Always solitary

Challenge Rating: 6

Treasure: None

Alignment: Always Chaotic Neutral

Advancement: 5-7 HD (Medium), 8-12 HD (Large), 13-16 HD (Huge)

A manavore is an eddy in the flow of magic that has attained life and sentience. It sustains itself and grows by absorbing more magic. Manavores are not evil, but they regard powerful mages as a tasty food source. They also feed on powerful spells, and their slow absorption of energy from a spell can change its effect or cause it to collapse. Most wizards and sorcerers have good reason to consider them a deadly menace.

Manavores have no fixed form, and usually copy the appearance of any creature they interact with. (It's easy to tell the difference between the two creatures, since the manavore's appearance constantly makes small, unnatural shifts and changes.) They also have no language of their own, though their tongues ability allows them to speak with almost any intelligent creature.

While they avoid combat, manavores can be a deadly foe. They are very difficult to hit once they turn invisible (any character trying to hit an invisible manavore with a corporeal weapon must roll twice against a 50% miss chance), and they can use their Unbinding attack to quickly neutralize arcane spellcasters.

Unbinding (Su): The manavore's Unbinding attack causes damage by absorbing magic. All creatures have some magical potential within them, and the disruption this attack causes does 1d8 damage. Arcane spellcasters are much more closely bound to the mana within them, and suffer a much more powerful effect in addition to the normal damage. When a manavore strikes an arcane spellcaster, the spellcaster suffers enervation as if it were cast by an 8th-level sorcerer.

Because the manavore is incorporeal, its Unbinding attack ignores natural armor, armor, and shields, though deflection bonuses and force effects work normally against it.

Spell-like Abilities (Sp): The manavore can use the following at will: dispel magic, improved invisibility, tongues. These spells are as the spells cast by an 8th-level sorcerer.

Incorporeal: The manavore can be harmed only by incorporeal creatures, +1 or better magic weapons, spells, spell-like abilities, or supernatural abilities. When hit by spell or magic weapons, it has a 50% chance to ignore damage from a corporeal source. The manavore can pass through solid objects and ignores natural armor, armor, and shields. It also cannot be detected with Listen checks if it doesn't want to be.

Spell Resistance: To determine if a spell or spell-like ability works on the manavore, the spellcaster must make a level check (1d20+caster level). If the result equals or exceeds a DC of 14 the spell works normally, but the manavore is still allowed a saving throw.

The preceding text is identified as Open Game Content published under the Open Game License.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

D20 System Rules & Content Copyright 2000 Wizards of the Coast, Inc. Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by Dave Arneson and E. Gary Gygax.

Open Game Content of *Manavore* Copyright 2001, Trident, Inc. d/b/a Atlas Games; author Chris Aylott.