



The Neogi

Small sized Aberration

HP:

Hit Dice: 5d8+0 (22hp)

Initiative: +2 (Dex)

Speed: 20 ft, Climb 20 ft;

AC: 16; (+1 size, +2 Dex, +3 Natural)

Attacks: Bite +6, 2 Claws +4 **melee**, or +6 **ranged**;

Damage: Bite 1d6+1 and poison, Claws 1d2+1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Poisonous Bite

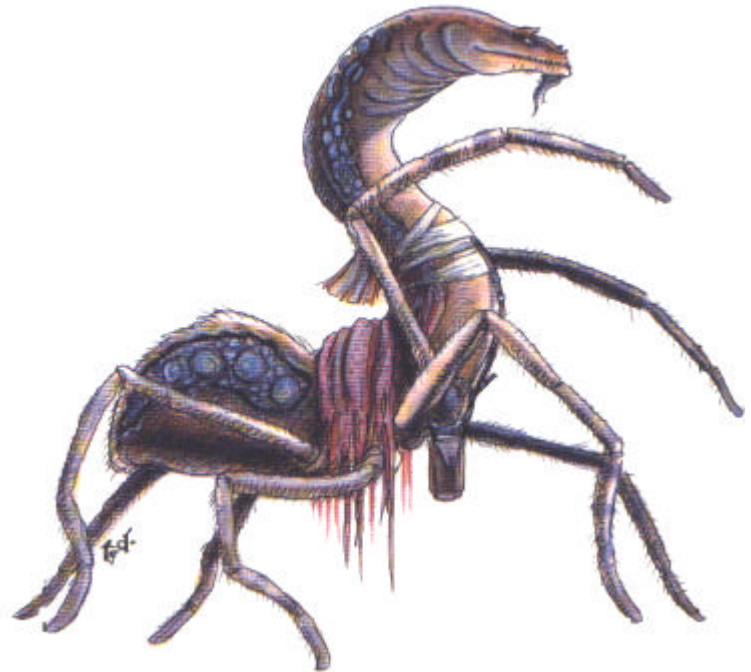
Special Qualities: Darkvision 60 feet

Saves: **Fort** +1, **Ref** +3, **Will** +6;

Abilities: **Str** 12 (+1), **Dex** 15 (+2), **Con** 10 (+0), **Int** 14 (+2), **Wis** 14 (+2), **Cha** 14 (+2);

Skills: Appraise +4, Bluff +6*, Climb +7*, Gather Information +6, Hide +8, Intimidate +6, Move Silently +8, Search +4, Spot +4, Urban Lore +6;

Feats: Multiattack, Weapon finesse (bite, claw);



Climate/Terrain: Any land

Organization: Solitary, Brood (2-5 plus 1 umber hulk per Neogi), Swarm (6-12, 1 of whom will be a 4th level Sorcerer plus 1 umber hulk per Neogi), or Nest (20-40 1 in every 10 of which will be a 4th level sorcerer, one 8th level Neogi sorcerer, plus 1 umber hulk per neogi)

Challenge Rating: 3

Treasure: Standard

Alignment: Usually Lawful Evil

Advancement: By Character Class

The Neogi appear as a cross between a wolf spider and a moray eel. A lithe, bare, fleshy neck with a serpentine head, its mouth filled with needle-sharp teeth, tops the short, furry, eight-limbed body. The ends of its limbs are tipped with small claws. The fur of the Neogi is a light tan, but dyed a variety of colours to signify power, rank, accomplishments, and warnings to other Neogi. The older a Neogi grows, the more colourful its hide becomes.

The Neogi are ruthless slayers and plunderers, and think nothing of eating their enemies, servants, or fallen comrades. They are a hateful, xenophobic race.

Neogi can speak their own language Neogi and Common, plus any other languages their Intelligence may provide. All Neogi also have Darkvision to a range of 60 feet.

Combat:

A Neogi will attack when threatened primarily with its bite, in an attempt to disable the enemy with their poison first. If that fails they will attempt to pierce a foe with their two front legs.

Poisonous Bite (Ex): Any creature bitten by a Neogi, must succeed at a Fortitude save (DC12); initial damage 1d8 temporary Strength, secondary damage 1d8 temporary Strength.

Command UMBER HULK (Su): Any Neogi may attempt to command any "Captive" UMBER HULK, which is within 100 feet. This affect works on the target, as if the *Charm Monster* has affected them. This effect lasts as long as the UMBER hulk is within range. The reason for this is because "captive" UMBER Hulks are trained from birth to follow their "small lords", caring for there every need.

Skills: Neogi receive a +4 racial bonus to Bluff and Climb checks.

Disclaimer

D&D is a trademark of Wizards of the Coast and Dragonstar is a trademark of Fantasy Flight Games and are used here without permission. The material in this document is copyrighted by Mark Howe. Permission is granted to copy it, print it, pass it on, alter it; just please do not try to pass it off as your own.



Habitat:

Neogi Space lies beyond the periphery of the Dragon Empire; as such no viable colonies of them exist within the Borders of the Empire on any planet. Although they do maintain bases and asteroid installation hidden here and there the Neogi spend most of their lives aboard their spacecraft.

The Neogi are a slaving race with an inborn sense of property: everything is either owned or owner, slave or Neogi. Even Neogi's are slave to other Neogi's, but this slave-neogi's may have their own slaves and eventually establish themselves as full masters in their own right.

The Neogi tattoo their slaves with symbols of ownership, usually on the left shoulder in the front and back. These tattoos identify the individual as property, and should a slave survive to have more than one master, an additional tattoo will be placed below the first. Any tattooed creature is considered property of the Neogi. If found wandering alone it will be claimed, and its immediate return to the owner demanded.

The most important slaves (from the aspect of the Neogi) are the Umber Hulks. These creatures are trained from birth to follow their "small lords" caring for there every need. They provide the strength, the combat ability, and even the raw muscle power and dexterity that the neogi lack. Each neogi has at least one umber hulk lord servant, though any neogi can command another's umber hulks.

A Neogi who loses his only umber hulk slave(s) is considered an outcast, and must regain such slaves or be in danger of losing all status and becoming a full slave himself. A captain or overmaster losing his personal slave can still call upon the slaves of his neogi followers, choosing a replacement from these numbers. For this reason, the neogi on a ship are inclined to see that the captain's umber hulk is kept in relatively safety, since its loss would likely lead to the loss of one of their own slaves.

All other slaves are just so much dross, fodder for battle, extra sets of muscles for heavy tasks and, ultimately food. Their lives are brutally short in the hands of the neogi, but as a result, the "small lords" are constantly seeking to replenish their stocks, raiding planets, colonies and vessels alike without quarter asked or given.

The Neogi view of "Own or be Owned" has resulted in a paranoid outlook that borders on xenophobia, and their attacks on people have not endeared them to many, fortunately they have the good sense to leave no witnesses or else the Dragon Empire would likely have taken some more proactive action against them before now. It is rumoured they have secret deals with Mezzenbone and the Illithid Unity alike.

Neogi are not very cooperative as a species even amongst themselves, circumstances being hindered by the fact that in any neogi gathering there can be only one Overmaster, to whom all others are slaves. Determining the overmaster for a limited objective can be done through negotiation, but is most often the result of a trial by combat held in vast Arenas on Neogus, or in the holds of a ship if in space. The contending Neogi, each with his personal umber hulk slave battle for domination. The losers are eaten. In similar fashion, if the overmaster of a colony, installation or vessel dies, those neogi interested will fight to determine who becomes the new overmaster.

The Neogi fleet consists primarily of two vessel types the hulking Deathspider Battleships and the most recent design the smaller Mindspider corvettes. The Mindspiders have only been in service for the last 50 or so years, but becoming ever more numerous in Neogi space.

Neogi Characters:

A Neogi character follow the following format;

Neogi Racial Traits:

+2 INT, -2 STR, As they are very cunning and clever, yet physically quite frail.

Small size: As small sized creatures, Neogi receive a +1 bonus to AC and Attacks, and a +4 bonus to Hide checks. And must use smaller sized weapons than humans use, and their lifting and carrying limits are three-quarters of those of medium sized creatures.

Neogi base speed is: 20 feet, climb 20 feet

+2 Racial bonus on: Saving Throws versus Poison, they are of course immune to their own poison.

Darkvision: Neogi can see in the dark upto 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and Neogi can function just fine with no light at all.

+4 Racial bonus to: Bluff, and Climb checks.

Additional FEAT - Multiattack: The Neogi may choose to obtain the Multiattack feat as described in the MM at any point when they are normally entitle to choose a feat..

Poison Bite(Ex): All Neogi are capable of making a poisonous bite due to their saliva, any bitten must make a Fortitude save DC12+Cha modifier initial damage 1d8 temporary strength points, secondary: 1d8 temporary strength points.

Command Umber Hulk (Su): Any Neogi may attempt to command any "Captive" Umber Hulk, which is within 100 feet. This affect works on the target, as if the *Charm Monster* has affected them. This effect lasts as long as the Umber hulk is within range. The reason for this is because "captive" Umber Hulks are trained from birth to follow their "small lords", caring for there every need.

Automatic languages: Neogi and Common

Favoured Class: Rogue

Effective Character level: +2

Disclaimer

D&D is a trademark of Wizards of the Coast and Dragonstar is a trademark of Fantasy Flight Games and are used here without permission. The material in this document is copyrighted by Mark Howe. Permission is granted to copy it, print it, pass it on, alter it; just please do not try to pass it off as your own.



GREAT OLD MASTERS

The neogi live according to an ugly life cycle that is characteristic of their race. As a neogi grows older and his mind fades, his orders become confused and his slaves become disobedient. His fellow neogi may then choose for him to become a Great Old Master. The "small lords" then poison the older one at once. The different poison's moving through its body overload the old neogi's system, and begins its change into a Great Old Master.

The neogi making the transformation swells to a huge 20 feet in height and a similar girth. It's legs and arms become all but useless and the last of its intelligence fades: It lives now only to eat. During this time the other neogi begin to hunt exclusively for the new Great Old Master. Slaves, captives, anything that comes across their path and can be captured, is fed to the master. Live flesh is preferred, but dead will sustain it.

After 2 months of such activity, the skin of the Great Old Master bursts and a new crop of mature neogi spill forth. These are unmarked and barely sentient upon their birth, and for the next week the brood area resounds with combat as the young neogi kill each other for food. Of the 20-40 neogi that eat their way out of the master, only about 2-5 survive. These are considered slaves of all neogi in the area, to be killed or risked in combat, until such a time as they claim and command an umber hulk as their personal slave. At this point they are officially part of the Neogi community.

If a Great Old Master is attacked and its flesh pierced, it will release 2d4 neogi to defend itself. These are taken from the future brood, and if slain, will not be replaced. Blunt weapons do not pierce the flesh and therefore will not bring the young forth.

The surviving young consume the remains of the Great Old Master. Most neogi consider this fate to be the equivalent of a human dying of old age.

Reaver

These are rogue neogi that have rebelled and are seeking to escape the other neogi and their poisons that will transform them into Great Old Masters. These rogue neogi are little better than their fellows, and are if anything more desperate, due to being pursued by their former fellows, all eager to start the process of producing more neogi.

Great Old Master Template.

Hit Dice Number of hit Dice increases to 20d8+100 (190)

Size: Size increases to Huge

Speed: Reduces to 10ft, the Great Old Master can only move with great effort

AC: As base creature except size modifier is now -2 as opposed to +1.

Attacks: Can no longer make any attacks

Damage: Can no longer make attacks (see below)

Special Attacks: As base creature plus.

Swallow Whole (Ex): All Great old Masters can swallow whole any Medium sized or smaller creature that is fed to it. The victim is swallowed whole and takes 2d8+11 points of crushing damage and 1d8 points of Acid damage per round from the digestive fluids. A swallowed victim may endeavour to cut him or herself out using claws, or a small or tiny slashing weapon; they must inflict 25 point of Damage to the Gut AC2. Once the creature exits, the Old Masters muscular action closes the hole, and any other swallowed creature must again cut its own way out.

Spawn Neogi (Ex): If a Great Old Master is attacked and its flesh pierced, it will release 2d4 neogi to defend itself. These are taken from the future brood, and if slain, will not be replaced. Blunt weapons do not pierce the flesh and therefore will not bring the young forth.

Special Qualities: As base creature plus

Spell Resistance (Ex): The Great old Master gains some innate resistance to magic while in this transitive stage of it's life, as such they have SR 10.

Saves: As base creature

Abilities: As base creature, except Str +20, Dex -6, Con +10. Intelligence is reduced -8, Wis -4, Cha -4. it is no longer capable of much beyond the simply desire to feed.

Skills: As base creature.

Feats: As base creature.

Challenge Rating: As base creature +9

Alignment: As base creature

Advancement: Same as base creature

Disclaimer

D&D is a trademark of Wizards of the Coast and Dragonstar is a trademark of Fantasy Flight Games and are used here without permission. The material in this document is copyrighted by Mark Howe. Permission is granted to copy it, print it, pass it on, alter it; just please do not try to pass it off as your own.

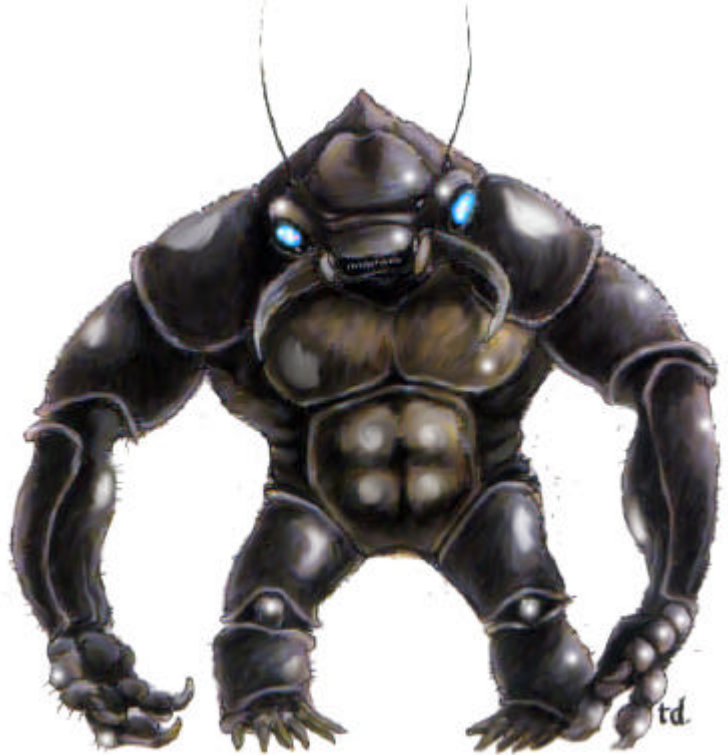


Umber Hulk

Large sized Aberration

HP:

Hit Dice: 8d8+32 (68hp)
Initiative: +1 (Dex)
Speed: 20 ft, burrow 20 ft;
AC: 17; (-1 size, +1 Dex, +7 Natural)
Attacks: 2 claws +11, Bite +9 **melee**, or -
ranged;
Damage: Claw 2d4+6, Bite 2d8+3
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: Confusing Gaze
Special Qualities: Tremorsense
Saves: **Fort** +6, **Ref** +3, **Will** +6;
Abilities: **Str** 23 (+6), **Dex** 13 (+1), **Con** 19
(+4), **Int** 9 (-1), **Wis** 11 (+0), **Cha** 13 (+1);
Skills: Climb +17, Jump +14, Listen +11;
Feats: Multiattack;



Climate/Terrain: Any (prefer underground)
Organization: Solitary or Cluster (2-4)
Challenge Rating: 7
Treasure: Standard
Alignment: Always Chaotic Evil
Advancement: 9-12 HD (Large); 13-24 HD (Huge)

Umber Hulks are massive creatures that dwell deep beneath the earth. Ripping through rock as though it were light underbrush, they rampage continuously leaving a wake of destruction.

An Umber Hulk is powerfully built, looking something like a cross between a great ape and a beetle. The wedge-shaped creature stands roughly 8 feet tall and measures nearly 5 feet across, weighing about 800 pounds. Armour plates cover virtually all of its chitinous body, whose scattered feelers resemble sparse hair. A massive pair of mandibles and rows of triangular teeth dominates the low, rounded head. Umber hulks speak their own language.

Combat:

An umber hulk can deliver blows powerful enough to crush almost any enemy. In addition, its mandibles are strong enough to bite through armor or exoskeletons with ease.

Despite its great bulk, the umber hulk is intelligent. When brute force won't overcome an enemy, it is more than capable of outthinking those who assume it to be a stupid beast. Umber hulks often use their tunnelling ability to create deadfalls and pits for the unwary.

Confusing Gaze (Su): *Confusion* as cast by an 8th-level sorcerer, 30 feet, Will negates DC 15.

Tremorsense (Ex): Umber hulks can automatically sense the location of anything within 60 feet that is in contact with the ground.

Neogi Umber Hulks:

Umber hulks were one of the first races encountered by the Neogi long long ago, although intelligent they were no match for neogi technology and were conquered pretty quickly. The neogi then set about "Domesticating" the Umber hulks, the neogi took them from birth and raised them into service

Disclaimer

D&D is a trademark of Wizards of the Coast and Dragonstar is a trademark of Fantasy Flight Games and are used here without permission. The material in this document is copyrighted by Mark Howe. Permission is granted to copy it, print it, pass it on, alter it; just please do not try to pass it off as your own.



teaching them to obey their "small lords" every command and answer for their every whim. At first the umber hulks initially raised into service were defiant and had to be exterminated, but slowly the umber hulks raised succumbed to the neogi control, until finally like now they nothing else but how to serve the.

All UMBER hulk captives of this sort now react to Neogi commands is if they are under the effects of a *Charm Monster* spell

Neogi have also taken to implanting their servant UMBER hulks with Spellware to make them far more effective, common upgrades are as follows; *Boosted Reflexes, Dermal armour, elemental resistance, Enhanced ability, Fast healing, and spell resistance.*

It is also not unheard of for a Neogi to remove their confusing eyes, and replace them with implanted laser weapons.

Disclaimer

D&D is a trademark of Wizards of the Coast and Dragonstar is a trademark of Fantasy Flight Games and are used here without permission. The material in this document is copyrighted by Mark Howe. Permission is granted to copy it, print it, pass it on, alter it; just please do not try to pass it off as your own.