

# The Unnamable

## A New Monster by Monte Cook

*What do you do when an 8-foot, massive monstrosity that resembles a blood-red crustacean appears before you, offering to slay your enemies? Do you trust it? Do you worry about what it will ask in return?*

The monsters in *Legacy of the Dragons* cover everything from tiny little spined grapplers to the formidable and cryptic shuyarn. But then there's the Unnamable, a unique creature with impressive combat skills who chooses to make unexpected pacts with the folk of the Diamond Throne. Its motives are its own, but with this web enhancement you can bend them to your own wishes as suits your campaign.

The Unnamable is a new monster designed to be used with *Monte Cook's Arcana Unearthed*. However, this free web enhancement gives you all the information you need to insert it in any d20 System campaign.

### THE UNNAMABLE

#### Large Aberration

**Hit Dice:** 8d8+40 (76 hp), dying/dead -3/-15

**Initiative:** +0

**Speed:** 30 feet

**AC:** 22 (-1 size, +13 natural), touch 9, flat-footed 22

**Base Attack/Grapple:** +6/+14

**Attack:** Bite +9 melee (2d6+4)

**Full Attack:** Bite +9 melee (2d6+4), 2 claws +7 (1d8+2)

**Space/Reach:** 10 feet/10 feet

(Face/Reach: 5 feet by 5 feet/10 feet)

**Special Attacks:** Improved grab, rend 2d6+8, charm, mesmerize

**Special Qualities:** Darkvision 60 feet, incorporeality, selective invisibility, selective silence, immune to divinations, outside the akashic memory

**Saves:** Fort +7, Ref +4, Will +10

**Abilities:** Str 19, Dex 10, Con 20, Int 13, Wis 18, Cha 21

**Skills:** Bluff +11, Climb +14, Diplomacy +15, Sense Motive +8, Spot +10

**Feats:** Light Sleeper, Lightning Reflexes, Multiattack, Skill Focus (Diplomacy)

**Environment:** Any

**Organization:** Solitary (Unique)

**Challenge Rating:** 8

**Treasure:** None

**Advancement:** N/A

**Level Adjustment:** —

In a way, it's comforting to know that despite powerful divinations and access of the akashic memory, the world still holds mysteries. One of those mysteries is known only as the

Unnamable, a unique being that wanders invisibly, contacting various individuals and offering them strange deals and bargains.

What do you do when an 8-foot, massive monstrosity that resembles a blood-red crustacean appears before you, offering to slay your enemies? Do you trust it? Do you worry about what it will ask in return? These are the questions that face the select few individuals approached by the Unnamable. (It never calls itself that—it just ignores requests for its name. It is possible that it does not have one.)

The Unnamable's unfathomable motives are its own. What is known is that it appears to a single individual—usually when that individual is alone, but sometimes making it so only that individual can see and hear it—and offers to destroy that individual's enemy. It always chooses an individual with an enemy and does enough advance investigation to know who that enemy is, where he can be found, and that the enemy is not beyond its power. It uses its surprising skill with words to convince the individual that it is a good idea to trust it. If asked, it will simply say that in return for slaying the enemy it simply wants a favor, which it will choose later. Despite its horrific appearance, the creature always comes across as friendly, well-meaning, and sympathetic.

If the individual agrees, the Unnamable makes good on its promise, using its abilities to attack the enemy when he is least prepared. Then it returns some time later—often as long as weeks later—with its own request. Usually, this request is that the individual slay someone of the Unnamable's choosing. Rarely, the Unnamable will request something else, such as recovering an object, delivering a message, protecting an individual, or learning a certain secret. If the individual refuses or fails, the Unnamable promises retribution and attacks the deal-breaker when she least expects it, and when she is most vulnerable.

If the individual does not agree to the deal in the first place, the creature attempts to use its magical powers to charm or even mesmerize her. If that doesn't work, it leaves, but it might return and make its offer again, particularly after something happens to make the individual hate the enemy even more. The Unnamable might even engineer such an event.

No one knows the origins of this strange being, and no supernatural means ever reveal more information about it. Some speculate that it was once a horribly cursed human,

while others think it is somehow a demonic creature. The former story is more likely.

In fact, tales tell of a powerful prince whose entire kingdom was destroyed by the *dramojh*, after which he himself was cursed with a terrible transformation. It is said that this prince still lives and works against the remaining dragons in the land—he holds them responsible for his fate, as they created the *dramojh*. In addition, he seeks to ensure that if the dragons ever return from the West, they will find the folk of the Diamond Throne ready to fight them. Toward this end, he causes the death of anyone he thinks has allied with dragons—or would if given the chance. He also gathers dragon-bane magic items and secrets that will prove useful against dragons. If this legend is related to the Unnamable, however, no one can prove it.

The Unnamable is a hunched, multi-limbed aberration that walks on two of its limbs like legs. Its body is round and wide. Four of its limbs are large, while four are small. It uses two large limbs for legs; two others end in wicked pincers. The other four have small, three-fingered hands. The Unnamable's head features huge mandibles and wide yellow eyes. A long tendril juts from its forehead to hang in front of its face. At the end of the tendril is a glowing orb, not unlike an anglerfish.

The Unnamable speaks Common with a clear, deep voice, but an odd accent.

Unsurprisingly, the Unnamable is unbound.

## COMBAT

With its ability to disappear easily, the Unnamable fights only when it wants to. It usually approaches a lone foe incorporeally—silent and invisible—when it is most vulnerable, so it can use its full attack on the enemy when it appears. If its opponent does not appear easily overwhelmed, the Unnamable disappears (becoming incorporeal and invisible again) and leaves, only to return once more. It continues to make these hit-and-run attacks at varying and unpredictable intervals until the foe is dead.

**Charm (Su):** As a standard action, the Unnamable can use its glowing tendril to influence a creature as if it had cast a heightened *charm* on the creature as an 8th level caster (Will save DC 19). The effect lasts for 80 minutes. The saving throw is Charisma based.

**Mesmerize (Sp):** As a standard action, the Unnamable can use its glowing tendril to mesmerize one or two creatures within 30 feet, as if it were a snake totem warrior using *hypnotism*. The Will save DC is 19, and the Unnamable can use this ability at will. The saving throw is Charisma based.

**Improved Grab (Ex):** To use this ability, the Unnamable must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of



opportunity. If it wins the grapple check, it establishes a hold and can immediately rend.

**Rend (Ex):** If the Unnamable successfully grapples with one claw or hits with both claw attacks, it latches onto the opponent's body and tears the flesh with its smaller arms. This attack automatically deals an extra 2d6+8 points of damage.

**Incorporeality (Su):** At will, as a standard action, the Unnamable can become incorporeal. In this state, it can be harmed only by other incorporeal creatures, magic weapons (or creatures that strike as magic weapons), and spells, spell-like abilities, or supernatural abilities. It is immune to all nonmagical attack forms. Even when hit by spells or magic weapons, it has a 50 percent chance to ignore any damage from a corporeal source (except for positive energy, negative energy, force effects such as *forcebeam*, or attacks made with *ghost touch* weapons).

An incorporeal creature can enter or pass through solid objects, but must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is larger than its own. It can sense the presence of creatures or objects within a square adjacent to its current location, but enemies have total concealment (50 percent miss chance) from an incorporeal creature that is inside an object. In order to see farther from the object it is in and attack normally, the incorporeal creature must emerge. An incorporeal creature inside an object has total cover, but when it attacks a creature outside the object it has only half cover, so a creature outside with a readied action could strike at it as it attacks. An incorporeal creature cannot pass through a force effect.

An incorporeal creature's attacks pass through (ignore) natural armor, armor, and shields, although deflection

bonuses and force effects (such as *eldritch armor*) work normally against it. Incorporeal creatures cannot grapple or be grappled.

While incorporeal, the Unnamable loses its natural armor bonus but gains a +5 Deflection bonus to Armor Class.

**Selective Invisibility (Su):** At will, as a free action (usable no more than once per round), the Unnamable can become invisible. Further, it can choose any targets within 100 feet to remain immune to this invisibility for as long as it wishes. Thus, it can create situations where some creatures can see it and others cannot.

**Selective Silence (Su):** The Unnamable can, as a free action (usable no more than once per round), put itself in a *silent sheath*, as the spell (cast at 8th level). Further, it can choose any targets within 100 feet to remain immune to this silence for as long as it wishes. Thus, it can create situations where some creatures can hear it and others cannot.

**Immune to Divinations (Su):** No divination spell functions when used to find the Unnamable, learn information about it, or otherwise makes the creature its target. Its mind cannot be read.

**Outside the Akashic Memory (Su):** No use of *delve into collective memory*, *delve into personal memory*, or other attempt to use the akashic memory can produce information about the Unnamable.

## THE UNNAMABLE ENCOUNTER (EL 7)

“Look, it’s a simple trade. I do you a favor, you do me a favor,” the hideous creature says. “I know he’s a terrible lowlife that doesn’t deserve to live, and so do you. Let me take care of him for you.”

The Unnamable approaches a player character alone and offers to kill a particularly nefarious NPC foe that has been really bothersome and elusive. It assures the PC that it’s doing it not only for the PC’s own good, but for the good of all. It never uses the PC’s name, just as it ignores questions about its own name, but it freely uses the enemy’s name. If the player character agrees, the Unnamable disappears and the PC doesn’t hear from it again for weeks. In the meantime, the character hears of the horrible fate of the hated enemy, murdered in a gruesome fashion while asleep in bed.

The Unnamable appears to the PC while he or she is with the other characters, but only the chosen character can see or hear it.

“How are you, my friend? Life treating you well?” it asks cordially. After more polite conversation, the Unnamable leaves without asking the PC to do anything. This will be unnerving.

Finally, days later, the Unnamable returns yet again, appearing only to the player character. “It’s time you did me a favor, my friend,” it says. It wants the PC to break into a magister’s tower far away and steal a magical pendant that it describes. It does not name the pendant or reveal its powers. The character must bring it to a specified location. The journey will be long and the task difficult, even if the PC can convince the others to join the quest. However, the alternative—being hunted by the Unnamable—is worse.

Worse still, even if the character finishes the task, it’s not over. Next, the Unnamable finds and slays another enemy of the PC’s, without even asking first, then returns to the character and demands a new favor. This could continue for a long time—and the Unnamable might start to make mistakes about who the PC’s real enemies are, and who are simply minor annoyances.

## USING THE UNNAMABLE WITHOUT MONTE COOK’S ARCANA UNEARTHED

To use this creature in a standard d20 game, simply ignore the Fast Healer feat and use the spells *charm person* and *hypnosis* rather than *charm* and the hypnotism ability. Use *silence* rather than *silent sheath*. Ignore the dying/dead stats and all references to the akashic memory. Give the Unnamable the LN alignment.

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*Cover illustration by Sam Wood*

*Unnamable illustration by Tyler Walpole*

*Editing and Production by Sue Weinlein Cook*

*Graphic Design by Peter Whitley*

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