

THIEVES' WORLD GAZETTEER

WEB ENHANCEMENT: ADDITIONAL AVATARS

Design: Patrick O'Duffy

Editing & Development: Robert J. Schwalb

Art Direction and Graphic Design: Hal Mangold • Layout: Marc Schmalz

Executive Producer: Chris Pramas

Green Ronin Staff: Steve Kenson, Nicole Lindroos, Hal Mangold, Chris Pramas,

Evan Sass, Marc Schmalz, and Robert J. Schwalb

CONTENTS

AVATAR OF ANEN.....	2	AVATAR OF SHIPRI	4
AVATAR OF ESHI	3	AVATAR OF SOSTREIA.....	5
AVATAR OF LARLEROOSH	3	AVATAR OF THILI	5
AVATAR OF MESHPRI.....	3	AVATAR OF THUFIR.....	5
AVATAR OF MOTHER BEY	4	LICENSE	10
AVATAR OF SABELLIA.....	4		

COPYRIGHTS

Thieves' World and all related characters are © 2002–2005 Lynn Abbey.

Thieves' World Gazetteer Web Enhancement: Additional Avatars is © 2006 Green Ronin Publishing, LLC. All rights reserved. Reference to other copyrighted material in no way constitutes a challenge to the respective copyright holders of that material. *Thieves' World Player's Manual* is published under license by Green Ronin Publishing, LLC.



DUNGEONS & DRAGONS®, *d20 Modern Roleplaying Game*, and Wizards of the Coast® are registered trademarks of Wizards of the Coast, Inc., and are used with permission.

'd20 System' and the 'd20 System' logo are trademarks of Wizards of the Coast, Inc. and are used according to the terms of the

d20 System License version 6.0. A copy of this License can be found at www.wizards.com/d20.

OPEN CONTENT

The following text is Open Gaming Content: All mechanics found on pages 2–6, excluding in ALL cases all proper names of characters and gods, places, things, and creatures. To be perfectly clear, the entirety of the *Thieves' World* property is CLOSED content.

GREEN RONIN PUBLISHING

P.O. Box 1723
Renton, WA 98057-1723

Email: custserv@greenronin.com
Web Site: www.greenronin.com





ADDITIONAL AVATARS

AVATAR OF ALEESTINA

An avatar of Aleestina usually appears as a young Rankan woman with beautiful and delicate features. She wears white robes and a veil, but the hems of her clothes are smeared with blood and grime. A dagger is sheathed at her side, but she only draws it if she must.

An avatar of Aleestina is summoned only rarely, since her role is to accept blame rather than actively assist her followers. However, she might be called to provide information for spying or political intrigues within the tumultuous Rankan religion, using her magical powers to scry and discern the truth. She enters combat only if absolutely necessary, bolstering herself with *divine favor*, *magic vestment* and *good hope* before slashing desperately with her dagger.

AVATAR OF ALEESTINA

CR 11; Medium outsider (extraplanar); HD 9d8+18; hp 58; Mdt 16; Init +1; Spd 30 ft.; AC 16, touch 14, flat-footed 14; Base Atk +9; Grap +9; Atk +11 melee (1d4+2/19–20, +2 dagger); Full Atk +11/+6 melee (1d4+2/19–20, +2 dagger); SA spell-like abilities; SQ avatar traits, damage reduction 5/epic, darkvision 60ft.; SV Fort +9, Ref +8, Will +9; Str 10, Dex 13, Con 14, Int 12, Wis 15, Cha 16.

Skills and Feats: Diplomacy +17, Heal +14, Hide +13, Knowledge (religion) +13, Knowledge (the planes) +13, Listen +14, Move Silently +13, Sense Motive +14, Spot +13, Survival +2 (+4 on other planes); Ability Focus (*discern lies*), Ability Focus (*zone of truth*), Dodge, Mobility.

Spell-Like Abilities: At will—*detect secret doors*, *discern lies* (DC 17), *divine favor*, *enthral* (DC 14), *good hope*, *magic vestment*, *message*, *muse*, *scrying* (DC 16), *zone of truth* (DC 16). Caster level 9th. The save DCs are Wisdom-based.

Possessions: +2 dagger.

AVATAR OF ANEN

An avatar of Anen appears as a short but solidly-built man in traditional Ilsigi robes, bearing a light mace, with eyes that speak of immense joy and sorrow.

An avatar of Anen is usually summoned to thwart a danger to crops and farms, whether raiding bandits or an attack of fungal rot; he might also come to celebrate a holy day with a drunken revel. He prefers to negotiate rather than fight, but if pressed uses *entangle*, *enthral*, *greater command* or *wave of revelry* to hamper opponents before entering combat.

AVATAR OF ANEN

CR 12; Medium outsider (extraplanar); HD 10d8+20; hp 65; Mdt 19; Init +1; Spd 30 ft.; AC 16, touch 14, flat-footed 15; Base Atk +10; Grap +10; Atk +12 melee (1d6+2, +2 light mace); Full Atk +12 melee (1d6+2, +2 light mace); spell-like abilities, *wave of revelry*; SQ avatar traits, damage reduction 5/epic, darkvision 60ft.; SV Fort +11, Ref +10, Will +13; Str 10, Dex 13, Con 15, Int 14, Wis 18, Cha 16.

Skills and Feats: Diplomacy +16, Gather Information +16, Knowledge (nature) +17, Knowledge (religion) +15, Knowledge (the planes) +15, Listen +17, Profession (vintner) +17, Sleight of Hand +14, Spot +17, Survival +17 (+19 on other planes or in aboveground natural environments); Ability Focus (*wave of revelry*), Combat Expertise, Empower Spell-like Ability (*aid*), Track.

Spell-Like Abilities: At will—*aid*, *barkskin*, *break enchantment*, *command plants* (DC 18), *entangle* (DC 15), *enthral* (DC 16), *entropic shield*, *freedom of movement*, *good hope*, *greater command* (DC 19), *message*, *muse*, *plant growth*, *protection from energy*, *wall of thorns*. Caster level 10th. The save DCs are Wisdom-based.

Wave of Revelry (Sp): Twice a day, an avatar of Anen can release a 30-foot cone-shaped burst of power that both heals and intoxicates mortals. All those within the affected area must make a DC 21 Will save; those who fail gain fast healing 1 but are also *confused*. The effects of the ability last for 10 rounds.

Possessions: +2 light mace.

AVATAR OF ESHI

The avatar of Eshi appears as an incredibly beautiful young woman, with flowing robes, waist-length black hair, and an ornate dagger sheathed at her side.

ADDITIONAL AVATARS

An avatar of Eshi may be summoned to bring enemies together in love, or to seduce and subvert the rivals of her priests. Eshi may also manifest an avatar simply to interfere in the lives of mortals for her own reasons. She avoids combat, preferring to use *charm* and *suggestion* to manipulate others into fighting for her and bolstering them with *good hope* and *fair light*. If she has no other option, she uses *hideous laughter* or *ecstasy* to weaken opponents before attacking.

AVATAR OF ESHI

CR 12; Medium outsider (extraplanar); HD 10d8+20; hp 65; Mdt 18; Init +2; Spd 30 ft.; AC 19, touch 17, flat-footed 17; Base Atk +10; Grap +10; Atk +11 melee (1d4+1/19–20, +1 spell storing dagger); Full Atk +11/+6 melee (1d4+1/19–20, +1 spell storing dagger); SA kindle desire, spell-like abilities; SQ avatar traits, damage reduction 5/epic, darkvision 60 ft.; SV Fort +11, Ref +11, Will +12; Str 10, Dex 14, Con 14, Int 12, Wis 16, Cha 20.

Skills and Feats: Bluff +22, Diplomacy +22, Disguise +5 (+7 to act in character), Gather Information +16, Intimidate +7, Knowledge (religion) +14, Knowledge (the planes) +14, Listen +16, Search +14, Sense Motive +16, Sleight of Hand +4, Spot +16, Survival +3 (+5 on other planes or to follow tracks); Ability Focus (*kindle desire*), Appealing, Persuasive, Quicken Spell-Like Ability (*charm person*).

Spell-Like Abilities: At will—*calm emotions* (DC 15), *charm monster* (DC 18), *charm person* (DC 14), *dream*, *ecstasy* (DC 16), *fair light*, *good hope*, *heroism*, *hideous laughter* (DC 15), *hypnotic pattern* (DC 15), *mind fog* (DC 18), *rainbow pattern* (DC 17), *suggestion* (DC 16). Caster level 10th. The save DCs are Wisdom-based.

Kindle Desire (Sp): Twice per day, an avatar of Eshi can cause two mortals to be seized with desire for each other. The two mortals must be within 30 ft. of the avatar, and each must make a DC 20 Will save or be smitten by the other for one hour. It's possibly for one target to be affected but not the other. Just how the mortals react to this desire depends on their personalities and the circumstances.

Possessions: +1 spell storing dagger.

AVATAR OF LARLEROOSH

An avatar of Larlerosh appears as a grizzled middle-aged man, possibly of Ilsig descent, with a rough beard rimed with salt. The smell of the sea whirls around him, and he carries a billhook and net.

An avatar of Larlerosh may be summoned to defend fishermen from the depredations of the sea – pirates, tax collectors, monstrous beasts or other dangers. Even in the face of danger, though, Larlerosh expects his followers to mend their own nets and to fight alongside him. In combat the avatar confuses and immobilizes enemies with his net, *entangle*, *obscuring mist* and *hold person*, then battles the most powerful foe while his followers attack any other impeded targets.

AVATAR OF LARLEROOSH

CR 11; Medium outsider (extraplanar, water); HD 9d8+27; hp 67; Mdt 18; Init +4; Spd 30 ft., swim 20 ft.; AC 12, touch 11, flat-footed 12; Base Atk +9; Grap +10; Atk +11 melee (1d4+2, +1 billhook) or +11 ranged touch (special, +1 net); Full Atk +11/+6 melee (1d4+2, +1 billhook) or +11 ranged touch (special, +1 net); SA spell-like abilities; SQ avatar traits, damage reduction 5/epic, darkvision 60ft., master of nets; SV Fort +12, Ref +7, Will +10; Str 12, Dex 10, Con 16, Int 13, Wis 16, Cha 13.

Skills and Feats: Climb +1 (+3 to climb ropes), Escape Artist +12 (+14 to escape from rope bonds), Handle Animal +13, Knowledge (religion) +13, Knowledge (the planes) +13, Listen +15, Profession (fisherman) +15, Ride +2, Survival +15 (+17 on other planes), Swim +13, Use Rope +12 (+14 to bind someone with ropes); Combat Expertise, Great Fortitude, Improved Initiative, Weapon Focus (net).

Spell-Like Abilities: At will—*calm animals* (DC 14), *control water*, *dominate animal* (DC 16), *entangle* (DC 14), *fog cloud*, *hold animal* (DC 15), *hold person* (DC 17), *obscuring mist*, *snare*, *summon nature's ally IV*, *water breathing*. Caster level 9th. The save DCs are Wisdom-based.

Master of Nets (Ex): An avatar of Larlerosh has a supernatural facility with the net he bears. In the avatar's hands the net has a range of 30 feet with no range penalties. He adds his Wisdom bonus to the opposed Strength check made to control the entangled target's movements, as well as to the DC of Concentration checks to cast spells while entangle and to Strength or Escape Artist checks made to escape the net. The avatar can fold an unfolded net as a move action and takes only a -2 to attack rolls if throwing an unfolded net. Finally, the avatar gains a +1 dodge bonus to AC if he fights with a billhook in one hand and an unused net in the other.

Possessions: +1 net, +1 billhook (sickle).

AVATAR OF MESHPRI

An avatar of Meshpri appears as a woman—or perhaps an androgynous young man—dressed in simple robes with a veil obscuring her (his?) face. A bag at his/her waist contains herbs, poultices and a heavy pestle that can be wielded as a club.

The avatar of Meshpri is summoned to work wonders of healing, perhaps to save the life of a king or to aid a platoon of soldiers wounded in battle. She uses *convert wounds* and *healing touch* to minister to the injured, while creating medicines to treat diseases and poisons. She avoids conflict at all costs, using *calm emotions* to defuse hostilities or the numbing impact of her merciful club to incapacitate an attacker.

AVATAR OF MESHPRI

CR 12; Medium outsider (extraplanar); HD 10d8+20; hp 65hp; Mdt 18; Init +1; Spd 30 ft.; AC 15, touch 13, flat-footed 14; Base Atk +10; Grap +10; Atk +11 melee (2d6+1 nonlethal, +1 merciful club); Full Atk +11/+6 melee (2d6+1 nonlethal, +1 merciful club); SA healing touch, spell-like abilities; SQ avatar traits, damage reduction 5/epic, darkvision 60ft.; SV Fort +11, Ref +10, Will +13; Str 10, Dex 13, Con 14, Int 16, Wis 18, Cha 15.

Skills and Feats: Appraise +3 (+5 to appraise herbs and medicines), Craft (herbalism) +18, Diplomacy +4, Handle Animal +15, Heal +17, Knowledge (nature) +18, Knowledge (religion) +16, Knowledge (the planes) +16, Listen +17, Ride +3, Search +16, Sense Motive +17, Spot +17, Survival +17 (+19 on other planes, in aboveground natural environments or to follow tracks); Combat Expertise, Dodge, Empower Spell-Like Ability (*convert serious wounds*), Quicken Spell-Like Ability (*convert light wounds*).

Healing Touch (Sp): Twice per day, an avatar of Meshpri can use a *healing touch*. This ability heals 2d8+10 points of damage. The avatar cannot use this ability twice on a single person in a single day.

Spell-Like Abilities: At will—*convert light wounds*, *convert moderate wounds*, *convert serious wounds*, *convert critical wounds*, *calm animals* (DC 15), *calm emotions* (DC 18), *charm person* (DC 17), *detect secret doors*, *discern lies*.

ADDITIONAL AVATARS

(DC 18), *good hope*, *mass convert light wounds*, *restoration*, *scrying* (DC 19), *true seeing*, *zone of truth* (DC 17). Caster level 10th. The save DCs are Wisdom-based.

Possessions: +1 merciful club.

AVATAR OF MOTHER BEY

An avatar of Mother Bey might appear as a middle-aged Beysib woman of great beauty, her teeth subtly pointed; alternatively, she may appear with the head of a beynit serpent. In either case she wears regal robes lined with benarl feathers and the heady odor of beyosa flowers surrounds here; a short sword hangs at her side.

Powerful and majestic, an avatar of Mother Bey is not summoned lightly; she appears to advise her followers in great diplomatic meetings (including encounters with other avatars), to defend them against major enemies or to make decrees that affect the entire empire. In combat she bolsters herself with *stoneskin* and *magic vestment*, wins over enemies with *enthral* and *greater command*, or immobilizes them using *stone shape*, *wall of stone* or *soften earth & stone* before moving in for the kill.

AVATAR OF MOTHER BEY

CR 14; Medium outsider (earth, extraplanar); HD 12d8+24; hp 78; Mdt 22; Init +4; Spd 30 ft.; AC 22, touch 18, flat-footed 18; Base Atk +12; Grap +13; Atk +15 melee (1d6+3, +2 *defending short sword*) or +14 melee (1d6+1 and poison, bite); Full Atk +15/+10/+5 melee (1d6+3, +2 *defending short sword*) and +9 melee (1d6+1 and poison, bite); SA poison, spell-like abilities; SQ_avatar traits, damage reduction 5/epic, darkvision 60ft.; SV Fort +14, Ref +16, Will +17; Str 12, Dex 17, Con 14, Int 16, Wis 20, Cha 18.

Skills and Feats: Bluff +19, Diplomacy +27, Disguise +4 (+6 to act in character), Handle Animal +21, Heal +20, Intimidate +6, Knowledge (nobility & royalty) +18, Knowledge (the planes) +18, Listen +20, Ride +8, Sense Motive +22, Sleight of Hand +6, Spot +20, Survival +5 (+7 on other planes); Ability Focus (poison), Animal Affinity, Combat Expertise, Negotiator, Weapon Focus (bite).

Spell-Like Abilities: At will - *antilife shell*, *calm animals* (DC16), *commune with nature*, *discern lies* (DC 19), *divine favor*, *dominate animal* (DC 18), *enthral* (DC 17), *geas/quest*, *greater command* (DC 20), *hold animal* (DC 17), *magic stone*, *magic vestment*, *soften earth and stone*, *spike stones* (DC 19), *stone shape*, *stoneskin*, *summon nature's ally IV*, *wall of stone* (DC 20). Caster level 12th. The save DCs are Wisdom-based.

Poison (Ex): The avatar of Mother Bey may deliver potent beynit venom with a successful bite attack. The poison inflicts 1d6 Dex primary damage and 2d6 Con secondary damage, and can be resisted with a DC 20 Fort save. The save DC is Constitution-based and includes a +2 bonus from the avatar's Ability Focus feat.

Possessions: +2 *defending short sword*

AVATAR OF SABELLIA

An avatar of Sabellia appears as a regal Rankan matriarch, beautiful but stern and commanding. She dresses in expensive gowns and robes, adorned with silver jewelry, and carries a silver-tipped staff.

While an avatar of Sabellia may be summoned to heal her followers or provide mystical advice, she is more commonly called to protect her priests from aggressors or enemies, whether politically or physically. In combat she

defends herself with *protection from energy* and *spell resistance*, immobilizes her enemies with *deeper darkness* or *deep slumber*, then knocks out opponents with her staff so that they may be captured (and punished) by her priestesses.

AVATAR OF SABELLIA

CR 14; Medium outsider (extraplanar); HD 12d8+24; hp 78; Mdt 22; Init +3; Spd 30 ft.; AC 21, touch 17, flat-footed 17; Base Atk +12; Grap +13; Atk +14 melee (2d6+2 nonlethal, +1 *merciful quarterstaff*); Full Atk +14/+9/+4 melee (2d6+2 nonlethal, +1 *merciful quarterstaff*) or quarterstaff +12/+7/+2 melee (2d6+2 nonlethal, +1 *merciful quarterstaff*) and +12 melee (2d6+1 nonlethal, +1 *merciful quarterstaff*); SA spell-like abilities; SQ_avatar traits, damage reduction 5/epic, darkvision 60ft.; SV Fort +14, Ref +15, Will +17; Str 12, Dex 17, Con 14, Int 18, Wis 20, Cha 18.

Skills and Feats: Appraise +19, Bluff +21, Diplomacy +25, Disguise +4 (+6 to act in character), Gather Information +19, Heal +20, Intimidate +8, Knowledge (history) +19, Knowledge (nobility & royalty) +19, Knowledge (religion) +19, Knowledge (the planes) +19, Listen +20, Sense Motive +20, Sleight of Hand +5, Spot +20, Survival +5 (+7 on other planes); Combat Expertise, Improved Disarm, Improved Trip, Persuasive, Two-Weapon Fighting.

Spell-Like Abilities: At will—*antimagic field*, *convert critical wounds*, *convert light wounds*, *convert moderate wounds*, *convert serious wounds*, *darkness*, *deep slumber* (DC 19), *deeper darkness*, *doom* (DC 16), *dream*, *heal*, *mass convert light wounds*, *protection from energy*, *sanctuary* (DC 16), *shield other*, *spell immunity*, *spell resistance*, *veil* (DC 21). Caster level 12th. The save DCs are Wisdom-based.

Possessions: +1 *merciful* / +1 *merciful quarterstaff*.

AVATAR OF SHIPRI

An avatar of Shipri appears as a full-figured, middle-aged Ilsigi woman, with a warm smile and demeanor—so warm, in fact, that there is a slight aura of heat around her. She dresses in simple, perfectly kept robes (sometimes with an apron), and keeps a sturdy wooden scepter at her side.

The avatar of Shipri might be summoned to act as midwife at the birth of an Ilsigi king (or a baby fated to become a hero), to represent her priests in political matters, or to shelter the innocent in times of war or disaster. She avoids combat at all times, but if pressed will defend herself with *sanctuary* while using *spike stones* and *wall of stone* to isolate enemies, then attack with her *defending club*.

AVATAR OF SHIPRI

CR 14; Medium outsider (extraplanar); HD 12d8+36; hp 90; Mdt 24; Init +1; Spd 30 ft.; AC 19, touch 15, flat-footed 18; Base Atk +12; Grap +14; Atk +16 melee (1d6+4, +2 *defending club*); Atk +16 melee (1d6+4, +2 *defending club*); Full Atk +16/+11/+6 melee (1d6+4, +2 *defending club*); SA spell-like abilities; SQ_avatar traits, damage reduction 5/epic, darkvision 60ft.; SV Fort +15, Ref +13, Will +19; Str 14, Dex 13, Con 16, Int 18, Wis 20, Cha 18.

Skills and Feats: Diplomacy +21, Gather Information +21, Handle Animal +19, Heal +20, Knowledge (local) +19, Knowledge (religion) +19, Knowledge (the planes) +19, Listen +20, Profession (homemaker) +20, Ride +3, Sense Motive +20, Spot +20, Survival +20 (+22 on other planes); Ability Focus (*sanctuary*), Combat Expertise, Dodge, Iron Will, Quicken Spell-like Ability (*shield other*).

Possessions: +2 *defending club*.

ADDITIONAL AVATARS

Spell-Like Abilities: At will—*antimagic field, hallow, heroes' feast, magic stone, protection from energy, rope trick, sanctuary* (DC 18), *secret chest, secure shelter, shield other, soften earth and stone, spell immunity, spell resistance, spike stones* (DC 19), *stone shape, stoneskin, tiny hut, wall of stone* (DC 20). Caster level 12th. The save DCs are Wisdom-based.

AVATAR OF SOSTREIA

An avatar of Sostreia is a woman whose face shines with a terrible beauty, passionless and searing, giving off a terrifying aura of power. She wears a maiden's white robe and veil, and carries a black scythe.

An avatar of Sostreia is usually summoned to battle the undead and those creatures that have escaped from the Underworld. She may also be summoned to protect the innocent against such beings. She attacks only the creatures she was summoned to destroy (if any), and fights in self-defense if she or anyone in her care is attacked. She uses *shield other, consecrate* and *sanctuary* for defense, and her scythe, *touch of returning* and *slay living* to attack.

AVATAR OF SOSTREIA

CR 13; Medium outsider (extraplanar); HD 11d8+22; hp 71; Mdt 20; Init +6; Spd 30 ft.; AC 19, touch 16, flat-footed 15; Base Atk +11; Grap +12; Atk +13 melee (2d4+2×4, +1 ghost touch scythe); Full Atk +13/+8/+3 melee (2d4+2×4, +1 ghost touch scythe); SA spell-like abilities, touch of repose; SQ avatar traits, damage reduction 5/epic, darkvision 60ft., deathloved; SV Fort +12, Ref +12, Will +14; Str 12, Dex 15, Con 14, Int 15, Wis 18, Cha 18.

Skills and Feats: Diplomacy +22, Heal +18, Knowledge (nobility & royalty) +16, Knowledge (religion) +16, Knowledge (the planes) +16, Listen +18, Perform (dance) +18, Ride +16, Sense Motive +18, Spot +18, Survival +4 (+6 on other planes); Ability Focus (*sanctuary*), Combat Expertise, Dodge, Improved Initiative.

Spell-Like Abilities: At will - *consecrate, death ward, deathwatch, detect return, gentle repose, hallow, protection from energy, sanctuary* (DC 17), *shield other, slay living* (melee touch +12, DC 19), *speak with dead* (DC 17), *spell immunity, spell resistance, touch of return* (DC 18). Caster level 11th. The save DCs are Wisdom-based.

Touch of Repose (Su): An avatar of Sostreia may use a *touch of repose* 3 times per day. She makes a melee touch attack against an undead creature. If the attack succeeds, roll 11d6; if the total at least equals the creature's current hit points, it is destroyed (no save).

Deathloved (Ex): An avatar of Sostreia is immune to all death spells, magical death effects, energy drain, and any negative energy effects.

Possessions: +1 ghost touch scythe.

AVATAR OF THILI

An avatar of Thili appears as a young Ilsigi woman with calm, beautiful features and long hair the color of clouds after rain. She dresses in elegant yet unpretentious traditional robes, with silver rings on her fingers and in her ears, and carries a bronze scepter that may be wielded as a mace.

An avatar of Thili might be summoned to bless a politically important ceremony, such as a wedding, funeral or the sanctification of a temple; only in the most dire of emergencies would she be called to defend her followers, perhaps to hold back invaders attacking a devout community.

She avoids combat by using *calm emotions, charm person* and *suggestion* on any attackers, aids followers with *bless, heroism* and *shield other*, and only fights with her mace as a last resort.

AVATAR OF THILI

CR 12; Medium outsider (extraplanar); HD 10d8+30; hp 75; Mdt 20; Init +5; Spd 30 ft.; AC 15, touch 13, flat-footed 13; Base Atk +10; Grap +10; Atk +11 melee (1d6+1, +1 defending light mace); Full Atk +11/+6 melee (1d6+1, +1 defending light mace); SA spell-like abilities; SQ avatar traits, damage reduction 5/epic, darkvision 60ft.; SV Fort +12, Ref +10, Will +14; Str 10, Dex 13, Con 16, Int 14, Wis 18, Cha 15.

Skills and Feats: Diplomacy +19, Gather Information +17, Heal +17, Knowledge (local) +15, Knowledge (religion) +15, Knowledge (the planes) +15, Listen +17, Search +15, Sense Motive +19, Spot +17, Survival +4 (+6 on other planes or to follow tracks); Ability Focus (*calm emotions*), Combat Reflexes, Improved Initiative, Negotiator.

Spell-Like Abilities: At will - *bless, calm emotions* (DC 18), *charm monster* (DC 19), *charmed person* (DC 15), *hallow, heroism, prayer, rope trick, secure shelter, secret chest, shield other, status, suggestion* (DC 17), *telepathic bond, tiny hut*. Caster level 10th. The save DCs are Wisdom-based.

Possessions: +1 defending light mace.

AVATAR OF THUFIR

An avatar of Thufir appears as an Ilsigi man with an open, caring expression, his left foot misshapen and clumsy, who supports himself with a staff. Despite his apparent infirmity he moves easily and swiftly.

As a god of travel and trade, an avatar of Thufir might be called to bless a great market or diplomatic event, to protect a caravan setting out into the wilderness, or to shelter followers from storms or disasters. Although not inclined to violence, the avatar does not fear combat; in battle he enhances himself with *blur, cat's grace, fly* and *haste*, then flies about the battlefield avoiding enemies and making precise strikes with his staff.

AVATAR OF THUFIR

CR 12; Medium outsider (extraplanar); HD 10d8+10; hp 55; Mdt 16; Init +3; Spd 40 ft.; AC 18, touch 15, flat-footed 15; Base Atk +10; Grap +11; Atk +13 melee (1d6+3, +2 quarterstaff); Full Atk +13/+8 melee (1d6+3, +2 quarterstaff) or +11/+6 melee (1d6+3, +2 quarterstaff) and +10 melee (1d6+1, +1 quarterstaff); SA spell-like abilities; SQ avatar traits, damage reduction 5/epic, darkvision 60ft.; SV Fort +10, Ref +12, Will +12; Str 12, Dex 16, Con 12, Int 16, Wis 16, Cha 14.

Skills and Feats: Appraise +16, Diplomacy +15, Gather Information +15, Knowledge (geography) +16, Knowledge (religion) +16, Knowledge (the planes) +16, Listen +16, Move Silently +16, Ride +16, Spot +16, Survival +16 (+18 on other planes or to avoid becoming lost); Ability Focus (*charmed person*), Dodge, Two Weapon Defense, Two-Weapon Fighting.

Spell-Like Abilities: At will - *blur, cat's grace, charm monster* (DC 16), *charmed person* (DC 16), *dimension door, enthrall* (DC 15), *expeditious retreat, fly, freedom of movement, good hope, haste, locate object, longstrider, modify memory* (DC 18), *teleport*. Caster level 10th. The save DCs are Wisdom-based.

Possessions: +2/+1 quarterstaff.

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), notation, 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.

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.

System Reference Document, Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, based on original material by E. Gary Gygax and Dave Arneson.

Modern System Reference Document, Copyright 2002, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, based on original material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tyne, Andy Collins, and JD Wiker.

Codex Mysterium, Copyright 2001, Sovereign Press, Inc.; Authors Greg Porter, Jamie Chambers, Timothy Kidwell, based on original material by Larry Elmore, Margaret Weis, and Tracy Hickman.

Evil, Copyright 2001, Alderac Entertainment Group.

Legions of Hell, Copyright 2001, Green Ronin Publishing; Author Chris Pramas.

Sovereign Stone Campaign Sourcebook, Copyright 2001, Sovereign Press, Inc.; Authors Timothy Kidwell, Jamie Chambers, Don Perrin, based on original material by Larry Elmore, Margaret Weis, and Tracy Hickman.

Undead, Copyright 2001, Alderac Entertainment Group.

Armies of the Abyss, Copyright 2002, Green Ronin Publishing; Authors Erik Mona and Chris Pramas.

Book of the Righteous, Copyright 2002, Aaron Loeb.

Gods, Copyright 2002, Alderac Entertainment Group.

Monster, Copyright 2002, Alderac Entertainment Group.

War, Copyright 2002, Alderac Entertainment Group.

The Avatar's Handbook, Copyright 2003, Green Ronin Publishing; Authors Jesse Decker and Chris Thomasson.

The Book of Fiends, Copyright 2003, Green Ronin Publishing; Authors Aaron Loeb, Erik Mona, Chris Pramas, and Robert J. Schwalb.

The Noble's Handbook, Copyright 2003, Green Ronin Publishing; Author Rodney Thompson.

The Unholy Warrior's Handbook, Copyright 2003, Green Ronin Publishing; Author Robert J. Schwalb.

Mutants and Masterminds, Copyright 2002, Green Ronin Publishing; Author Steve Kenson.

Swords of Our Fathers, Copyright 2003, The Game Mechanics.

Unearthed Arcana, Copyright 2004, Wizards of the Coast, Inc.; Andy Collins, Jesse Decker, David Noonan, Rich Redman.

Thieves' World Player's Manual, Copyright 2005, Green Ronin Publishing, LLC; Authors Lynn Abbey, Gary Astleford, Patrick O'Duffy, and Robert J. Schwalb.

Thieves' World Gazetteer Web Enhancement: Additional Avatars, Copyright 2006, Green Ronin Publishing, LLC; Author Patrick O'Duffy.