THIEVES’ WORLD
GAZETTEER

WEB ENHANCEMENT: ADDITIONAL AVATARS

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**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.


Possessions: +2 dagger.

**Avatar of Anen**

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, enthrall, 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), *enthrall* (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.
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 possible 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 Larlerosh**

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 Larlerosh**

CR 12; 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+1, +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 60 ft., 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 (+3 to climb ropes), Escape Artist (+12 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 person (DC 15), hold person (DC 17), obscuring mist, snare, summon menace’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 Mespri**

An avatar of Mespri 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 Mespri 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 Mespri**

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 60 ft.; 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 Mespri 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.
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.

Possessions: +1 merciful club.
Spell-Like Abilities: At will—antimagic field, ballow, heroes’ feast, magic stone, protection from energy, rope trick, sanctuary (DC 18), secret chest, secure shelter, shed armor, soften earth and stone, spell immunity, spell resistance, spike stones (DC 19), stone shape, stone skin, tiny hut, wall of stone (DC 20). Caster level 12th. The save DCs are Wisdom-based.

**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 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 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 60 ft.; SV Fort +12, Ref +10, Will +14; Str 10, Dex 15, Con 14, Int 15, 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 avoid tracks); Ability Focus (calm emotions), Combat Reflexes, Improved Initiative, Negotiator.

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

**Possessions:** +1 defending light mace.
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