

Denizens of Avadnu Web Races



Requires the use of the Dungeons & Dragons, Third Edition Core Books, published by Wizards of the Coast, Inc. This product utilizes updated material from the v.3.5 revision.

Races

The following table lists the monsters from *Denizens of Avadnu* that are appropriate for use as PC races (including several of the *Violet Dawn* core races described in *The Avadnu Primer*). Also included is a summary of the information required to play monsters as PCs; see DMG v.3.5, Chapter 6, Races, New Races, Monsters as Races for more details.

Starting Level of a Monster PC: Monsters suitable for play have a level adjustment given in their statistics. Add a monster's level adjustment to its Hit Dice and class levels to get the creature's effective character level, or ECL. Effectively, monsters with a level adjustment become multiclass character when they take class levels. A creature's "monster class" is always a favored class, and the creature never takes XP penalties for having it.

Humanoids and Class Levels: Creatures with 1 or less HD replace their monster levels with their character levels. The monster loses the attack bonus, saving throw bonuses, skills, and feats granted by its 1 monster HD and gains the attack bonus, save bonuses, skills, feats, and other class abilities of a 1st-level

character of the appropriate class.

Characters with more than 1 Hit Die because of their race do not get a feat for their first class level as members of the common races do, and they do not multiply the skill points for their first class level by four. Instead, they have already received a feat for their first Hit Die because of race, and they have already multiplied their racial skill points for their first Hit Die by four.

Level Adjustment and Effective Character Level: To determine the effective character level (ECL) of a monster character, add its level adjustment to its racial Hit Dice and character class levels.

Use ECL instead of character level to determine how many experience points a monster character needs to reach its next level. Also use ECL to determine starting wealth for a monster character.

Monster characters treat skills mentioned in their monster entry as class skills.

If a monster has 1 Hit Die or less, or if it is a template creature, it must start the game with one or more class levels, like a regular character. If a monster has 2 or more Hit Dice, it can start with no class levels (though it can gain them later).

Even if the creature is of a kind that normally advances by Hit Dice rather than class levels a PC can gain class levels rather than Hit Dice.

Name	Starting ECL	Level Adjustment	Page #
Arageld	0	0	15
Deep Zeidian	0	0	213
Mistji	0	0	93
Mi'thu	0	0	95
Ngakoi	0	0	112
Skareth	0	0	214
Skarren	0	0	136
Sulwynarii	0	0	150
Zeidian	0	0	213
Igran-Krider	2	0	70
Taa'ran	3	1	153
Zha'lari	3	1	216
Agraukith	4	2	11
Argill	7	3	17
Narlaskin	7	4	104
Dark Wanderer	8	2	40
Xiir (no bloodline)	8	2	201
Vanthiir	9	4	178
Adithari	10	4	10
Xiir	10	4	201

Cohorts

Some creatures in *Denizens of Avadnu* aren't appropriate for use as PCs, but can still work as cohorts for PCs with the Leadership feat. The following table lists these creatures. Of course, any of the monster races listed above could also be made into cohorts.

Gaining a monstrous cohort is just like gaining an ordinary cohort with the Leadership feat; just use the monster's ECL, rather than its character level, to determine whether a character can attract it as a cohort.

Name	Starting ECL	Lvl Adj	Page #
Darnu	4	0	43
Spirit Pup	4	2	144
Trakza	4	0	162
Darnu, Albino	5	1	43
Epicurean	7	1	51

Animal Companions, Familiars, and Mounts

Druids and rangers can attract animal companions; sorcerers and wizards can obtain familiars; and paladins can gain the service of special mounts. The creatures listed in the following table are appropriate choices for one or more of these positions. See their individual entries for details.

Animal companions and mounts without a level adjustment can be taken when a character would normally gain that sort of follower. Such creatures advance in power as described in the character's class description. If a creature has a level adjustment, it gains abilities as if the character's level were lower than it actually is. Subtract the level adjustment from the character's class level and compare the result with the level entry on the Mount or Animal Companion table in the *Player's Handbook* to determine the creature's powers. (If this adjustment would reduce the character's effective level below the level at which he or she

could gain a follower, the character can't have that creature as a follower.)

For example, a paladin must be 6th level or higher to take a mokara as a mount, because the mokara's +1 level adjustment means the paladin (who could normally take a mount at 5th level) must wait longer. The mokara won't gain the improved speed special ability until the paladin reaches 9th level. A druid can take a ubu as an animal companion at 1st level, but must wait until 9th level before she can take a duogoth animal companion. The duogoth won't get the evasion ability until the druid is 11th level.

Familiars are slightly different. A familiar's level adjustment equals the minimum arcane spellcaster level the character must have to gain that familiar with the Improved Familiar feat. For example, a wizard must wait until at least 5th level before taking Improved Familiar and gaining a leech bat familiar. See the Improved Familiar feat for more details.

Name	Lvl Adj	Page
Droth'yar	0	47
Ubu	0	169
Droth'yar, Shard	1	47
Mokara	1	98
Yethil	1	212
Gorg	2	59
Bhorloth	4	24
Leech Bat	5	83
Xashuul	7	200
Duogoth	8	49
Duogoth, Nest Guardian	10	49
Valkiri	11	176

Template Level Adjustments

To determine the ECL of a race with an added template, add the template's level adjustment to the race's normal ECL.

Name	Lvl Adj	Page
Guardian Creature	2	63
Shadow Puppet	2	133
Lunar Creature	3	84
Magickin, Enchantrix	3	88
Magickin, Necromantos	3	88
Solar Creature	3	139
Aszevara	4	18
Keeper of the Taint	4	75
Magickin, Abjuraton	4	88
Magickin, Transmutron	4	89
Half-Xxyth	5	65
Tasked	7	155

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