

Nihowesu

Small Aberration

HD:	1d8+3 (7 hp)
Initiative:	+4 (Dex)
Speed:	20 ft./Climb 20 ft./Fly 30 ft. (poor)
AC:	15 (+1 Natural, +4 Dex), touch 14, flat-footed 11
Base Attack/Grapple:	+0/-6
Attack:	Bite + 4 melee (1d6-2 + poison)
Full Attack:	Bite + 4 melee (1d6-2 + poison)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Web, Poison
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +2, Ref +4, Will +3
Abilities:	Str 6, Dex 18, Con 16, Int 4, Wis 12, Cha 10
Skills:	Climb +8, Hide +5, Listen +2, Spot +8
Feats:	Weapon Finesse (Bite)



Range:	Across Ados
Habitat:	Mountains and hills, rarely grasslands
Organization:	Solitary (EL 1), Mated Pair (EL 2), Flock (3-6) EL (3-5), Cluster (7-12) (EL 6-8), Rookery (15+) (EL 8+)
Challenge Rating:	1
Treasure:	Standard (coins and gems only)
Alignment:	Always neutral
Advancement:	2-3 HD (Small)
Level Adjustment:	--

Special Attacks:

Web (Sp): Three times per day, a nihowesu can generate webs in a 30-foot radius circle out to a range of 120 feet as the spell *web*. Creatures in the area of effect must make a Reflex save (DC 14) or become entangled and unable to move. Nihowesu ignore the effects of their own web or other magically and naturally created webs. The save DC is Dexterity-based.

Poison (Ex): The bite attack of the nihowesu delivers a powerful neurotoxin into its victim. The victim is first paralyzed and then the venom begins to break down the

tissue. The victim must make a Fortitude save (DC 13) or be paralyzed for 1d4 minutes, successful save negates. In one minute the victim must make a second save or take 2d6 points of damage, successful save for half damage. The save DC is Constitution-based.

Skills: Nihowesu have a +8 racial bonus to Climb skill checks. They also receive a +5 racial bonus to Spot skill checks.

Sample Treasure: 10 pp.

Bizarre predators, the nihowesu (ny-how-soo), weave massive webs between tall trees, cliffs, or other high places in the hopes of catching a meal.

No one is sure of the true origins of the nihowesu though all agree that the combination of predatory spider and bird of prey is a dangerous combination. Nihowesu nest in forests or mountainous regions across Ados, though a few rare specimens have been found as ground dwellers in the vast steppes or deserts.

The nihowesu combines the features of a large eagle and a giant spider. Their body is that of a spider with thorax and abdomen coated in thick, bristly hairs colored to match their surroundings. They have 8 thick spider legs. Their head is

that of an eagle with a sharp beak and is typically covered with mottled feathers. Wings grow out of the top of the thorax and they have a 5 to 7 foot wingspan.

Wherever the nihowesu nest they build elaborate nests for the protection of their young. The nest is a thick weave of spider webs with a single entrance and a couple of primary chambers within. The nihowesu will create a large egg sac that is hung in one of the chambers. The egg sac holds 6 to 12 young, though only 3 or 4 survive as the strong eat the weak prior to birth. Nihowesu mate for life and mated pairs will aggressively defend their nest. Large rookeries of nihowesu have been found in some regions of Ados. The process of finding a mate is difficult and a male nihowesu will collect all sorts of objects to decorate their nests and webs to attract a mate. Males will use any object at hand, though they prefer shiny objects such as coins and gems.

Nihowesu speak a rudimentary form of Auran.

Combat:

Nihowesu are aggressive predators. They catch all manner of small flying prey, such as small birds and large insects, in their webs. Other nihowesu will build elaborate pit traps to capture prey and attack from ambush, while others will openly dive on prey from the air. A nihowesu will use its web attack to restrain its opponent and then attack with its poisonous bite.

Example Encounter: (EL 1)

Roadside Snack

The Setting:

The party is traveling along a quiet road through a cultivated forest between cities. The land is flat and the trees are far enough apart to provide a good view in all directions. Small clearings and cultivated lands dot the woods and the occasional stone fence along side the road marks privately owned lands. The air is crisp and clear with high wispy clouds.

As the party travels along have them make Spot skill checks. Those that succeed at a **DC 14** check will notice a scattering of gold coins laying in the road ahead of them. There are about 12 gold coins scattered about in a seemingly random pattern as if somebody has dropped them. If a PC succeeds at a DC 18 check they will notice that hiding in one of the trees that overhangs the road is a strange looking bird with what appears to be a spiders body, ready to pounce upon anybody who happens to pick up the coins.

The coins are scattered over a concealed pit trap. The trap is covered with tree branches and dirt from the road and other forest litter to have it blend into its surroundings. Anybody walking to pick up the coins will fall into the pit.

Camouflaged Pit Trap (CR 1): mechanical, location trigger, DC 20 Reflex save avoids, 10 ft. deep (1d6 fall), Search DC 24, Disable Device DC 20.

As soon as somebody either falls into the trap or moves to try and disarm it the nihowesu will use its web ability to cover the area around and over the pit with thick, sticky webs. It will then leap down to attack any other creatures not trapped in the webs.

Nihowesu (CR 1); small aberration, HD 1d8+3, hp 11, Init: +4, Speed: 20 ft./Climb 20 ft./Fly 30 ft. (poor), AC 15, touch 14, flat-footed 11, Base Attack/Grapple: +0/-6, Attack: Bite +4 melee (1d6-2 + poison), Full Attack: Bite +4 melee (1d6-2 + poison), SA: Web, Poison, SQ: Darkvision, SV: Fort +2, Ref +4, Will +3, Str 6, Dex 18, Con 14, Int 4, Wis 12, Cha 10. Skills: Climb +8, Hide +5, Listen +2, Spot +8. Feats: Weapon Finesse (Bite).

Treasure: 12 gp.

Concluding the Encounter:

The nihowesu will press its attack as long as it has the advantage. If the surprise trap doesn't work and its victims are able to escape its web the creature will make an attempt to flee and try for less dangerous prey.

Adventure Hooks

1. An important trade route over a nearby mountain pass has been selected as the new home for a flock of nihowesu. The creatures have attacked several trade caravans and killed and injured many travelers. With the trade route effectively blocked the ability of the region to survive is in danger. The local lord will pay any adventurers or mercenaries to rid the pass of nihowesu and reopen the trade route. **(EL 5)**
2. Somehow a mated pair of nihowesu has entered the local city. The two creatures have made a nest between two ancient towers in the city and have been attacking animals and children for their meals. A large egg sac has recently been hung in the nest. The local officials cannot find anybody else to help them and turn to the party to drive off the pair and destroy the egg sac before it can hatch more of the creatures. **(EL 2)**
3. A local tribe has information the party needs for their current quest. The tribe is willing to hand over this critical information and in exchange; the party must collect 16 flasks of poison from a nihowesu rookery, one flask for each nihowesu. The rookery is located in the rocky hills near a waterfall several miles from the village. (The villagers really don't care about the poison, they merely want the creatures that have been attacking their livestock to be killed. They figured that by making the task more of a 'tribal challenge' the party will be more willing to undertake it for the information they want.) **(EL 8)**