

Kinarsette

By Rafael Chandler (from the "Teratic Tome")

FREQUENCY: Very rare

NO. APPEARING: 1

ARMOR CLASS: -1

MOVE: 10"

HIT DICE: 7+7

% IN LAIR: Nil

TREASURE TYPE: In lair, d1000 cp, d1000 sp,
d1,000 ep, d1,000 + d100 gp and d100 pp,
0-18 gems, 0-3 magic weapons, 0-7 magic items

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1d6 or 2d4+4

SPECIAL ATTACKS: Spells

SPECIAL DEFENSES: Immune to illusion magic

MAGIC RESISTANCE: Standard

INTELLIGENCE: High

ALIGNMENT: Chaotic Evil

SIZE: L (12' tall)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/nil

LEVEL/X.P. VALUE: VIII/3250+10/hp

2e stats:

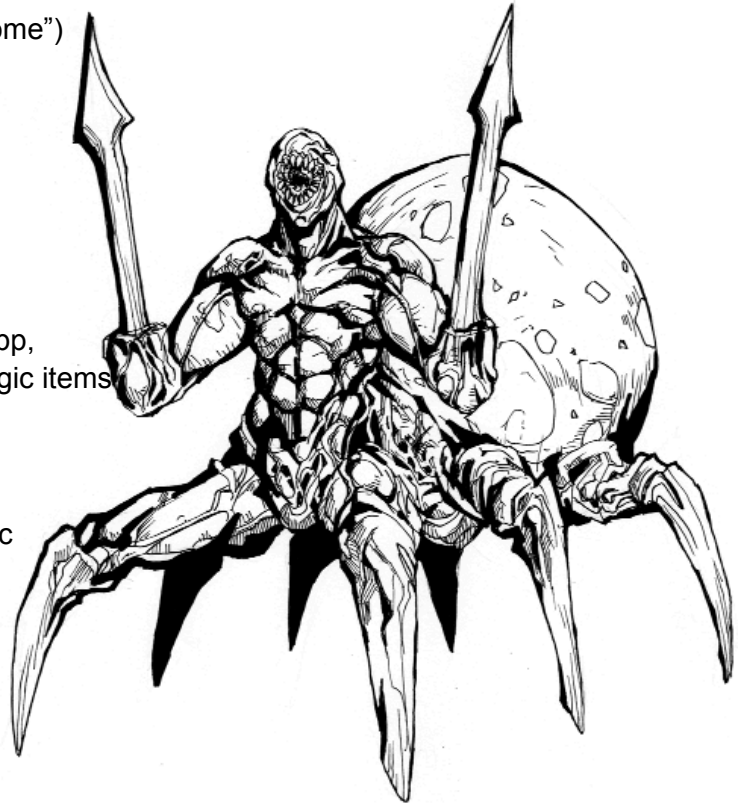
THAC0: 12

The kinarsette's body consists of a bulbous abdomen with eight long, bristly legs, like those of a tarantula. Where the head should be is a humanoid torso, hairless except for short patches of black bristles along the back and shoulders. Its face is featureless, save for a gaping mouth crammed full of short teeth.

The monster seeks out failures: unhinged recluses, lonely souls with delusions of grandeur, failed applicants to sorcerous academies, scorned prophets, and deposed monarchs. Telling its victim whatever he needs to hear, the monster preys upon the feelings of inadequacy and anger, and offers the promise of power in a new world order. It offers the spurned and vengeful a way to wipe away the pain and frustration, promising that a new age draws near: the ancients who once ruled the world are going to return, and they will enslave all of humankind, sparing only those who have served them loyally.

The kinarsette furnishes the victim with ancient texts that must be deciphered. The books are full of nonsensical scribblings, but the victim is so wrapped up in the fantasy that he's able to convince himself that he's discovered ancient rituals and mystical secrets. The texts tell the story of ancient gods that once ruled the earth, and whose return will cover the earth in fire and misery. Of course, they require the assistance of a mortal being on this plane.

The victim is instructed to recruit others for the cause, and in due time, a cult is formed. Their mission is to spill blood in accordance with the rituals described in the ancient tomes. The cultists capture and kill innocent victims, which are then devoured by the kinarsette. If any of the



cult members show signs of hesitation, or any indication that they're having thoughts of leaving, the kinarsette will kill and devour them, an object lesson for the others.

The cult's founder is rewarded with any magic items that have been accumulated by the monster, which may well transform an ordinary failure into a dangerous combat ant. In addition, cult members will be well-armed, as they provide the lazy charlatan with a steady supply of food, and it doesn't wish to see its meal tickets endangered. Wiping out a kinarsette's cult is no easy task.

The monster itself can use the following spell-like abilities once per day (and typically employs these during "rituals" in order to convince its cult members that they are, in fact, communing with dark deities): *Audible Glamor*, *Change Self*, *Color Spray*, *Dancing Lights*, *Fog Cloud*, *Hallucinatory Terrain*, *Hypnotic Pattern*, *Hypnotism*, *Magic Mouth*, *Phantasmal Force*, *Spectral Force*, and *Suggestion*. In addition, the kinarsette employs a strange variant of *Flesh to Steel* that allows it to transmute its taloned hands into five-foot blades which inflict 6-12 points of damage. This can be done at will.