

PROTEAN, VOIDWORM

This tiny, iridescent serpent slithers through empty space, the air around it distorting as if from heat.

VOIDWORM

CR 2



XP 600

CN Tiny outsider (chaotic, extraplanar, protean, shapechanger)

Int +3; **Senses** blindsense 30 ft., darkvision 30 ft., *detect law*;

Perception +8

DEFENSE

AC 15, touch 15, flat-footed 12

(+3 Dex, +2 size)

hp 16 (3d10); fast healing 2

Fort +1, **Ref** +6, **Will** +2

Defensive Abilities

amorphous, freedom of movement;

Immune acid; **Resist**

electricity 10, sonic 10

OFFENSE

Speed 20 ft., fly 50 ft. (perfect)

Melee bite +8 (1d3–2), tail slap

+3 (1d3–2 plus confusion)

Space 2–1/2 ft.; **Reach** 0 ft.

Spell-Like Abilities (CL 6th;

concentration +7)

Constant—*detect law*

At will—*dancing lights*, *ghost sound*

(DC 12), *prestidigitation*

3/day—*blur* (self only), *obscuring mist*

1/week—*commune* (CL 12th, 6 questions)

STATISTICS

Str 7, **Dex** 17, **Con** 10, **Int** 8, **Wis** 8, **Cha** 13

Base Atk +3; **CMB** +4; **CMD** 12 (can't be tripped)

Feats Skill Focus (Perception), Weapon Finesse

Skills Acrobatics +9 (+5 jump), Bluff +7, Escape

Artist +7, Fly +19, Knowledge (arcana) +5, Perception +8,

Stealth +15

Languages Common, Protean

SQ change shape (2 forms, both of which must be Tiny

animals; *beast shape II*)

ECOLOGY

Environment any (Limbo)

Organization solitary, pair, or school (3–18)

Treasure none

SPECIAL ABILITIES

Confusion (Su) A creature struck by a voidworm's tail slap must make a DC 12 Will save or become confused for 1 round. This is a mind-affecting effect. The save DC is Charisma-based.

Debate rages as to whether or not the strange and capricious creatures called voidworms are actually

proteans at all. To the wizards and sorcerers who summon them as familiars, the answer seems obvious—these tiny dwellers of Limbo have all the requisite racial traits of proteans, down to their serpentine shapes. Yet the established protean castes find such claims outright insulting, claiming instead that it is such acts of conjuration that call voidworms forth from the raw stuff of Limbo, giving them shape and life according to the spellcasters' expectations, and that these lesser beings are but pale reflections of their formidable kin. Voidworms themselves have little to say on the matter—creatures of the moment, and sparing little thought

for the constantly mutable concept of “reality,” voidworms only barely grasp cause and effect,

and the past has no more

substance or significance

for them than a dream.

In order to gain a

voidworm as a familiar,

a spellcaster must be

chaotic neutral, be caster

level 7th, and have the

Improved Familiar feat.

Regardless of their

actual origins, voidworms

maintain a thriving ecology

in the chaos of Limbo, forming

together into darting, flashing

schools that are often hunted for

sport by naunets and other predators

of chaos. Mortal wizards, however, most

commonly encounter voidworms as summoned

familiars. These tiny, serpentine creatures are

particularly valued by illusionists, evokers,

and other magical practitioners who deal with

distorting or molding reality, though the familiars' bizarre logic and miniscule attention spans sometimes

make them more trouble than they're worth. Still,

their confusing attack and remarkable hardiness have

saved more than one wizard on the battlefield, and

their strange thought processes can sometimes offer

unique insights in the laboratory. When traveling in

more mundane lands, wizards often order voidworm

familiars to use their change shape ability to disguise

themselves as ordinary pets or animal familiars, though

these disguises tend to slip when the voidworm grows

curious or playful.

A voidworm is only 2 feet long and weighs a mere 2

pounds. No two voidworms are exactly alike in their

coloration or markings. Their two feathery wings generally

take on brighter colors than the rest of their bodies, and in

the case of voidworms conjured as familiars, these “wings”

are the same color as their masters' eyes.

