



## DALNOY

Type: Magical Beast

Pronounced: (DAHL-noy)

Singular/Adjectival: Dalnoy

Plural: Dalnoy

Frequency: 3 – Rare

### Frilf's Notes:

"I don't care if the dalnoy are a kind and wonderful race - they are just too big and frightening for someone my size. I just can't help thinking that I'll eventually be on the menu!"

### Background:

Deep within the great forests of the world, the peaceful and reclusive spider-like race known as the dalnoy makes its home among the fey and woodland creatures. There, they while away their days in idyllic isolation from many of the troubles of the world.

### Personality:

The dalnoy are a peace-loving and gentle race. They prefer to live their lives in seclusion from other races, especially the more violent ones. They are kind-hearted and generous and will often go out of their way to help those in need, although they prefer to assist in a very discrete manner.

Dalnoy love art and music and will often spend long hours or days working on a painting, an epic poem, a song, or other form of artistic expression. Most often, their works are dominated by a natural theme of some sort, reflecting the strong affinity they have for the beauty of the world around them.

The governing mindset of the dalnoy is "live and let live". They wish nothing more than to live out

their days in harmony with nature in a peaceful and tranquil setting.

For the most part, dalnoy are very honest, but at times they stray from the absolute truth for the sake of artistic license. As they frankly put it: sometimes the truth is just not interesting enough!

### Physical Description:

Dalnoy stand 3 to 4 feet in height, and weight an average of 45 to 60 pounds. Dalnoy can live to be 500 years old.

Dalnoy resemble large, monstrous spiders in virtually every way. Their eight legs are equipped with very dexterous "feet" that are capable of manipulating most items and weapons used by humans and other similar races. The four, flexible "fingers" on each appendage make it easy for the dalnoy to perform any function that a human hand can.



Their bodies and legs are long and slender and covered with short, bristly hairs that range from light brown to black in color. Dalnoy have two large, primary eyes set in the front of their head with six, smaller ancillary eyes placed around the circumference at regular intervals.

Females reach fertility at one hundred fifty years of age and lay small clusters of 2-6 eggs once every twenty years. Female dalnoy remain fertile for a period of one hundred years.

The young are physically mature within two years of their birth and are "educated" by the dalnoy community at large until they reach thirty years of age. This education generally consists of an introduction to the dalnoy lifestyle, philosophies, and the arts, along with other "minor" skills.

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### **Diet:**

Special. Dalnoy eat small insects, vermin, and decaying wood or plant matter.

### **Relations:**

Dalnoy tend to keep to themselves, but they do maintain excellent relations with most fey and sylvan creatures, with whom they share a habitat. They defend the woodlands from unwanted trespassers, invading bands of ruffians, and other undesirables, while assisting those who have become lost or are in need.

Dalnoy generally get along best with creatures of good and neutral alignments. They do not generally tolerate acts of an evil nature and will work against any races or creatures that are evil by nature.

### **Alignment:**

Dalnoy may be of any alignment, but are generally neutral good. Those who are of an evil alignment or commit overtly evil acts are banished from the dalnoy lands forever.

### **Lands:**

The dalnoy control a small area of the Great Keth on Eralon within the Fey Kingdoms of Tir-Fog-Mell, where they work in concert with the flutterlings, dryads, sprites, and other intelligent woodland creatures to protect the forest from outside invaders and trespassers. There is also a sizable population of dalnoy within the Forest Kingdoms of Elderind on the continent of Erkarn.

### **Religion:**

Dalnoy worship primarily Valdara, although their worship ceremonies tend to be erratic and disorganized. Their worship days are generally not scheduled and the order of their ceremonies is generally haphazard and spontaneous in nature. They believe that the most important thing is the attitude with which one approaches the ceremonies – not how the ceremonies are organized or run. A few dalnoy worship Ahlorn, but virtually all members of the race shun the practice of the evil and destructive faith required by the dark god, Thoss.

### **Language:**

Dalnoy have a distinct language of their own, consisting of supersonic twitters and whistles that are not audible to other races. Over the centuries, they have also mastered Sylvan and Common in order to communicate with other beings.

### **Names:**

Dalnoy names are unpronounceable by other creatures. As a result, they are often given a name by their companions or fey creatures, which they are content to use in their relations with others unless the name is insulting or degrading in some way.

Names: Attar, Banch, Bluar, Chegh, Droska, Grend, Hollor, Iolo, Oles, Tallosh, Termok, Yelis

### **Adventurers:**

Usually, those rare dalnoy individuals that become adventurers leave their settlements because they believe them to be too crowded or busy and are in search of another tranquil place to call their home. A very small number leave because of an unresolved disagreement with other members of the settlement or a desire to explore the world beyond the forest. Indeed, few dalnoy care about the world beyond the forest, content to live their lives there in safety.

Dalnoy who train in a character class are most often bards, due to their special affinity for music and the performing arts, or druids, due to their connection with nature and their desire to protect it. They are also quite adept at the classes of sorcerer, rogue, cleric (usually of Valdara), or ranger.

Their lack of durability does not make them good front-line fighters, and their gentle natures all but prevent them from becoming barbarians. Very few dalnoy possess the discipline and dedication required to become wizards, paladins, or monks.

### **In the Realms of Evernor:**

For centuries, the peaceful dalnoy have lived within the sheltered forests of the world. They coexist with the fey and aid them in preserving the idyllic isolation of the woodlands. Most fey enjoy the company of the spider-kin and they are welcome in areas of the world where other races would be considered trespassers. The dalnoy are shy and retiring, and very few humans have ever had contact with them, although human explorers living on the continents of Eralon and Erkarn have verified their

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existence. The most credible source on the dalnoy race is the book *Creatures of Elderind*, by the human adventurer, Terrik Jarlton. Other sources have confirmed colonies of dalnoy in the Great Keth (located on Eralon) and other, smaller forests of Sarandor and Aldoria.

### Role Play Tips:

- Dalnoy love the performing arts and have a great affinity for music and drama.
- Dalnoy prefer not to fight, but can be formidable opponents if provoked.
- Since they have forged few permanent allegiances with other races, the dalnoy place a high value on the friendships they make. A dalnoy will support his or her true friends with unwavering loyalty, regardless of race.
- Dalnoy are sensitive about their spider-like appearance and the fear and hatred that it sometimes inspires in other races.

### Adventure Seeds

- The party is mysteriously guided by unknown creatures in a foreboding wood to a place of safety. They may or may not discover that their guides are dalnoy.
- The PCs come upon a dalnoy that has been captured by gnolls in a remote glen. How do they react to it? Do they save it or figure it is merely a monstrous spider meant for the gnolls' evening meal?
- A group of dalnoy attacks the party for wantonly forging a path through the underbrush in a sacred area of the forest.

### RACIAL TRAITS

- +2 Dexterity, +2 Charisma, -2 Constitution. Dalnoy are nimble, keen-minded, and pleasant. However, their bodies are frailer than those of other races.
- Magical Beast: For purposes of determining the effects of spells, magical items, bane weapons, and other creature-type dependent conditions, dalnoy are considered magical beasts.

- Medium-size: As medium-sized creatures, dalnoy have no special bonuses or penalties due to their size.
- A dalnoy's base speed is 30 feet. They also have a climb speed of 30 feet.
- Low-light vision: Dalnoy can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- +8 racial bonus to Climb checks.
- +4 racial bonus to Spot checks.
- +2 racial bonus to Search and Move Silently checks.
- Natural Armor: The hard exoskeleton of the dalnoy provides them with a +3 natural armor bonus to their Armor Class.
- Unique Body Shape: Dalnoy cannot wear any type of armor due to their oddly-shaped bodies. They can, however, use most protective magical items, such as *bracers of defense*, an *amulet of natural armor*, a *ring of protection* etc.
- Uncanny Dodge (Dex bonus to AC): Dalnoy can see in all directions due to the four sets of eyes located around their head. As such, they are nearly impossible to surprise and never lose their Dexterity bonus to their Armor Class.
- Natural Weapon (Ex): Dalnoy can bite for 1d3+Strength Modifier points of damage plus Poison (see below).
- Poison (Ex): The bite of a dalnoy conveys a very mild poison (Primary damage: sleep for 1 round, Secondary damage: sleep for 1d4 minutes). A successful Fortitude save (DC 5 + the dalnoy's level) negates the effects of the poison, although a new save is required for each successful bite attack.
- Web (Sp): Once per day, a dalnoy can create a *web*, as the spell cast by a fourth level sorcerer.
- Multidexterity: Dalnoy with a Base Attack Bonus of +4 or greater may take the Multidexterity feat in order to use up to four of

their appendages simultaneously (usually the front four are used).

- Automatic languages: Dalnoy, Sylvan, and Common. Bonus languages: Any.
- Favored class: Druid or Bard, chosen at character creation. A dalnoy's druid or bard class levels do not count when determining whether he or she suffers an XP penalty for multiclassing.
- Level adjustment: +2. Dalnoy are a powerful race and gain levels more slowly than the races in the PHB.

## NEW FEATS

### Improved Exoskeleton [General]

The character's exoskeleton is extremely durable and much harder to penetrate.

*Prerequisites:* Must have an exoskeleton.

*Benefit:* The character gains an additional +2 natural armor bonus to their AC.

*Normal:* No additional benefit applies to the character's natural armor score.

*Special:* This feat may only be taken once and must be taken at character creation.

### Improved Poison Bite [General]

The poisonous bite of the dalnoy is increased in potency.

*Prerequisites:* Base Attack Bonus +2, Race: dalnoy.

*Benefit:* The effects of the dalnoy's poison bite attack change to: Primary damage sleep for 1d4 rounds, secondary damage sleep for 1d6 hours. In addition, the DC to resist these effects increases by 2.

*Normal:* The effects of the dalnoy's poison bite are Primary damage: sleep for 1 round, Secondary damage: sleep for 1d4 minutes.

## A PRIME EXAMPLE

### Yelis

Male Dalnoy

Dalnoy 2/Druid 1 [CR 3]

**HD:** 1d8+2 (10 hp)

**Init:** +4

**Spd:** 30 ft.

**AC:** 17 (+4 Dex, +3 natural)

**Attack:** -1 Melee (short sword) or -1 Melee (bite) or +4 Ranged (light crossbow)

**Saves:** Fort +4, Ref +4, Will +3

**AL:** Chaotic Good

**Stats:** Str 9 (-1), Dex 19 (+4), Con 15 (+2), Int 10 (+0),

Wis 13 (+1), Cha 19 (+4)

**Languages:** Common, Sylvan, Dalnoy

**Skills:** 16 points

**Feats:** Combat Casting

### Background

Yelis (pronounced "yel-EASE") is a gentle soul who, like many of his dalnoy kin, lives deep within the heart of nature. His small, tree-top home is humble and simply furnished with just the essentials for living the life of a druid. Overall, his life is a happy and uncomplicated existence, filled with a deep sense of purpose and communion with the natural world.

In recent years, Yelis has become an apprentice to Tallosh, a dalnoy druid of considerable power and renown, and has gained his own small forest glen to protect from the defiling impact of intruders to the area.

Despite this sacred charge, however, Yelis yearns for something more – to explore lands heretofore only seen in dreams, to meet the strange folk that walk on only two legs and to learn of their ways. With his natural charm, he might even be able to convince some of the other people in the world to become protective druids like himself. 🐾



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