

HAYAWIYYA

NUMBER:	1-4
TYPE:	Extraplanar
INT:	Animal
ALIGNMENT:	Neutral
SIZE:	Small
AC:	14
HD:	4 (d8)
PRIME:	P
MOVE:	20 ft.
ATTACKS:	2 Pseudopods (1d6) or slam (1d8)
TREASURE:	3
SAVES:	P
XP:	90+4
SPECIAL:	Animation, Drowning, Water Affinity



Hayawiyya (also known as *Silent Killers* and *Liquid Life*) are creatures native to the elemental plane of water that have been specifically summoned to our plane. They are amorphous blobs that appear to be water, always of blue to grey to white in coloration. In water, their colorations make it difficult to see them unless one is looking (wisdom to check to notice, CL 3). They can be summoned into water, into a body, or into a container. When summoned into water, they will lie in wait for a humanoid to come to the water. When summoned into a body, they will animate it and make it their home. When summoned into a container, they can be poured out over water or a body, and they will take over that home and make it their own.

Hayawiyya never come to our plane voluntarily, they are always summoned, and always with a purpose. Those who summon a Hayawiyya without a purpose either fail in their summoning, or find that the creature so summoned has one purpose – kill the summoner. Once their purpose has been completed, the Hayawiyya immediately returns to the elemental plane of water. Some purposes become vague enough that the Hayawiyya end up stuck in our plane. Those Hayawiyya become hateful, and kill everything in their path, hoping to somehow complete their task.

COMBAT: The Hayawiyya in its natural form attacks with two pseudopods, attempting to drown an opponent. If an opponent is disabled in any way (paralyzed, dead, unconscious), the Hayawiyya will take one round to pour into that opponent's mouth and then rise as an Animation, attacking with slam attacks, much as a zombie would.

ANIMATION: When a Hayawiyya is exposed to a body or a person unable to move – whether the Hayawiyya arrives by summoning or being poured into the body – they will animate it, much like a zombie, except it cannot be turned. Hayawiyya zombies have the same statistics as the Hayawiyya, and can be identified by changes to their coloring – skin goes grey, and the whites of the animated person's eyes go blue. Hayawiyya are summoned for a purpose, and will animate a body to achieve this purpose. Through their animation, the Hayawiyya is able to communicate in any language the body knew. A party that promises to help complete the Hayawiyya's mission may leave it in peace.

DROWNING: When a Hayawiyya is fighting a living being, their pseudopods hit the face on a natural 20. This is in addition to any other results a DM uses for "critical hits". A hit to the face allows the pseudopod to rush into the mouth and strive for the lungs. A PC must make a constitution save at CL 0 this round, and adding one to the CL each round until the creature is killed (at which point the PC spews water out of their lungs), or a Constitution Check is failed. If a constitution check is failed, the PC falls at -7 and loses one HP per round until dying at -10. For more complete drowning rules, see the CKG.

WATER AFFINITY: The Hayawiyya is attracted to water, and outside of combat situations will stop at each water source it finds to swim, whether animating a body or not.

HAYAWIYYA IN NORDALIA

Hayawiyya is the name given these spirits by inhabitants of the Sevich Desert. They are considered a mythical, almost god-like creature that is much feared. Parents teach their children that only those who are faithful and honest can avoid the Hayawiyya.

In the far north, they are known as Liquid Life, and are associated with the serpent goddess. Her servants, they are known to hunt down those who stray from her teachings.

In the lands to the northwest – the Raiderspoint Alliance, Kingdom of Dilorn, and even into the Kingdom of Trioton – they are known as The Silent Killers. Believed to be used by a cult of assassins to eliminate their targets in their sleep, then return to their home plane. This leaves a body with no signs of foul play.



ESSENCE OF HAYAWIYYA: When a Hayawiyya is summoned into a container, it is trapped within until released. Very rarely, a Hayawiyya is found in this form. When it is, the Hayawiyya appears as a vial of water that “doesn’t move right”, and occasionally manifests an eye to stare at the owner. If the container (normally a glass flask in protective surroundings) is opened and tipped over the mouth of someone incapacitated (sleeping, paralyzed, unconscious, dead, etc.), the Hayawiyya will crawl in and kill/animate the person. It will then set out to fulfill the mission it was summoned for, no matter what that mission was, or how long it has been. On occasion such a Hayawiyya will be trapped on our plane because so much time has passed while it was contained that it cannot complete its mission. In this case, the Hayawiyya can be bargained with by a wizard or priest of sufficient power. The wizard or priest must be able to, and agree to, use magical means to return the Hayawiyya to its home plane, then the creature will change its focus to the wizard’s goal.

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