

Xaver

Small Aberration

HD: 3d8+6 (19 hp)

Init: +3 (Dex)

Speed: 20 ft

AC: 22 (+1 size, +3 Dex, +8 natural)

Attacks: Blade +6 melee

Damage: Blade 1d4+1

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Metal corrosion

Special Qualities: SR 20, darkvision 90 ft, immunities, cold vulnerability

Saves: Fort +3 Ref +4 Will +3

Abilities: Str 12 Dex 17 Con 15 Int 11 Wis 11 Chr 10

Skills: Hide +13, Jump +7, Move Silently +12, Search +5, Spot +5

Feats: Weapon Finesse (blade)

Climate: Any land and underground

Organization: Solitary or family (2-4)

Challenge Rating: 3

Treasure: None

Alignment: Always lawful neutral

Advancement: 4-6 HD (Small); 7--9 HD (Medium-size)

Xaver are curious little creatures shaped like bladed weapons, that corrode metal in a similar manner to rust monsters. A xaver's diet consists entirely of rust from ferrous metals and alloys, including iron, steel, mithral, and adamantine. They are more intelligent than rust monsters, and will not ignore a tasty meal like a suit of armor or pile of weapons for a mere snack like a handful of spikes or nails.

A xaver looks exactly like a sword, usually a short sword or longsword. Their hard, silvery bodies have a smooth metallic appearance to them, and are flat and tapered to a point on the upper end. The other end of the monster is bulbous and resembles the handle of a blade, which is set with six faceted green eyes that

resemble tiny gems. The hilt-like end has 8-inch long retractable worm-like legs, set between each eye, on which the creature scuttles about, and can retract them with lightning speed to hide from danger. It has no senses of hearing or smell, but its eyes provide it with darkvision and normal vision. Xavers give off no body heat or sounds, and do not breathe in the same manner as most living creatures do, absorbing solar heat and gases through the bladelike part of its body.

Xavers prefer rocky, even mountainous lairs. Sometimes they lair in a large treasure hoard, such as that of a dragon, abandoning it when they have eaten all the digestible metal. They have no treasure of their own, but they are often found among treasure. They live for centuries, and can go for years on end without eating, so they are not aggressive hunters. Xavers are solitary by nature, but not territorial and never fight each other for any reason.

COMBAT

Xavers can lie motionless as other creatures approach, looking like an inert weapon, then attack when characters carrying lots of metal come near. They cut with their razor sharp edges, swinging their bodies in a series of wild, circular slashes that form a battle dance.

Metal Corrosion (Ex): A xaver causes ferrous metal to corrode instantly on a touch. If a xaver scores a successful melee hit on a metal weapon or item, or if the item otherwise comes into contact with the xaver, the item will crack and fall into many tiny useless metallic shards, which the creature will attempt to eat. A xaver cannot control this power, but can choose not to touch metallic items.

Immunities (Ex): Metal of any sort passes harmlessly through a xaver as if the creature did not exist, and therefore metal weapons cannot harm a xaver. Arrows and metal-tipped spears will still harm a xaver as it will take bludgeoning damage from being struck by the wood, but the metal itself will cause no damage.

Heat and electricity do not harm a xaver, but its metallic body can conduct this energy to any beings touching it. They are totally unaffected by any sort of poison or venom.

Cold Vulnerability (Ex): Xavers are particularly vulnerable to cold-based attacks, and receive a -4 penalty on saves against cold-based effects.

Skills: Xaver receive a +8 racial bonus to Move Silently checks.

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