Lythlyx

Large Aberration

**HD:** 5d8+20 (42 hp)

**Init:** +8 (+4 Dex, +4 Improved Initiative)

**Speed:** 15 ft, fly 30 ft (perfect), swim 20 ft

**AC:** 19 (-1 size, +4 Dex, +6 natural)

**Attacks:** Body whip +8 melee; or 20 bites +8 melee

**Damage:** Body whip 2d6+.; or bite 0 and blood drain

**Face/Reach:** 5 ft by 10 ft/5 ft

**Special Attacks:** Improved grab, constrict, blood drain, psionics

**Special Qualities:** Immunities, darkvision 90 ft

**Saves:** Fort +5 Ref +5 Will +5

**Abilities:** Str 23 Dex 19 Con 19 Int 10 Wis 13 Chr 13

**Skills:** Listen +11, Swim +22, Spot +11

**Feats:** Improved Initiative

**Climate:** Any aquatic and underground

**Organization:** Solitary, patrol (2-5), or clan (6-11)

**Treasure:** None

**Alignment:** Always lawful neutral

**Advancement:** 6-10 HD (Large); 11-15 HD (Huge)

Lythlyx are bizarre creatures of unknown origin, which seem to have no purpose in life but to continue their strange dance. These eel-like creatures, also known as "spirals", are always seen dancing in mid-air or underwater. This dance makes them look like spinning, rotating corkscrews or springs. This dance continues for years on end in one spot, almost always in a remote area.

Lythlyx have long, worm-like bodies, between 14 - 21 feet in length, and about as thick as a human thigh. Their rubbery skin is flexible, as it needs to flatten and twist to permit the creature's movement through air and water. This flesh is mottled green and black, and excretes an oil that is useful to make certain magical inks. They do not seem to have a distinct head or eyes, but are able to see with normal darkvision from numerous sensitive areas located all over their bodies.

Lythlyx do not speak, or attempt to communicate with other intelligent creatures. They seem to live for centuries, spending most of that time spinning in the same spot in an unending dance.

**COMBAT**

These creatures are decidedly aggressive, but appear to attack at whim. When they choose an appropriate target, they attack by whipping with the length of their bodies. They can move with lightning speed, dropping their coils around one or more victims, either to constrict or drain blood. It can only use one or the other of these attacks per round on a grappled victim, but the same attack can be used on multiple victims. They will usually only use psionics if badly wounded, if facing considerably more powerful opponents, or if anything else is using psionics within 90 feet of them. They fight to the death if cornered.

Lythlyx are never grounded by choice, and will thrash about violently if forced to the ground. As they spin in the air, they can revolve a full 360 turn about 50 times in a normal round and can hover with no effort. They can dive at twice their normal flight speed, gaining momentum and steering with almost perfect accuracy. Lythlyx can only be stopped from spinning if paralyzed, which will cause them to fall to the ground, helpless. Air resistance will turn and thereby slow the creature, so that it takes only 1 hit point of damage for every 10 feet fallen when it hits the ground.

**Improved Grab (Ex):** To use this ability, the lythlyx must hit with its body whip attack. If it gets a hold, it can either constrict or drain blood, but not both. The lythlyx may grab up to two Large, four Medium-Size, or eight Small or smaller creatures, once per round. The lythlyx has a grapple bonus of +13.

**Constrict (Ex):** A lythlyx deals 2d6+9 points of damage with a successful grapple check against all creatures held in its body each round the hold is maintained.

**Blood Drain (Ex):** A lythlyx may use any or all of its 20 mouths to try to drain blood from living
creatures trapped in its coils. Up to six mouths may attack a single victim (four mouths for Small or smaller creatures), dealing 1d2 points of temporary Constitution damage each round a mouth remains attached. An attached lythyx has an AC of 15.

When a lythyx has drained 10 points of Constitution, it becomes satiated and moves away from its victim. Within two rounds, this drained blood is converted into energy with which the lythyx may heal itself. This energy allows the lythyx to regain 1 hit point per 2 points of Constitution, though it does not permit bonus hit points. Once the blood has been converted into energy, the lythyx may resume draining blood.

**Psionics (Sp):** At will—body equilibrium, control flames, control object, control sound, create sound, major creation, matter agitation, suspend life, telepathic projection, teleport, and teleport trigger. These abilities are as the powers manifested by a 9th level psion.

**Attack/Defense Modes (Sp):** At will—id insinuation, mind blast, mind thrust, psychic crush/empty mind, intellect fortress, tower of iron will.

**Immunities (Ex):** A lythyx is immune to mind-influencing effects, sleep, and hold spells. They are also not subject to critical hits or subdual damage. Lythlyx are not affected by changes in pressure, such as those found in ocean depths, or at high altitudes.

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