

GENIUS LOCI

Source: 3e *Epic Level Handbook*.

A genius loci is the primal spirit of a large area of landscape, such as a mountain, small lake, isolated valley, small forest or deep cavern. Sometimes entire small demiplanes are actually genius loci. It is difficult to spot a genius loci before it is roused to action, as it appears similar to any other landscape, and natural animals and plants live on and around it just as they would were it an entirely natural area.

Ensnared Guardians: Most genius loci have an enslaved guardian creature, mystically bound to defend the genius loci. Such a guardian inhabits the genius loci in whatever manner best suits it, constructing shelter if intelligent, feeding on the native plants and animals and so on. Often, other creatures living in the area that makes up the genius loci will also work with it, bargaining for food and treasure from creatures that disturb it.

A genius loci's ensnared guardian does not age while within the genius loci's demesnes. The genius loci also imitates the guardian creature's intelligence score.

Imitative Intelligence: A genius loci has no innate intelligence, but instead imitates the intelligence of the creatures inhabiting its area, including any guardian that it has ensnared. When awakened, a genius loci's intelligence score is equal to that of its guardian creature, if any. If it has no guardian creature, the genius loci's intelligence score is equal to the highest intelligence of any creature that lives in its area, minimum of 1. However, regardless of the intelligence of the creatures it imitates, a genius loci never acts or plots outside of its own area.

Relatively Common, but Quiescent: Unlike most epic monsters, genius loci are very common in the world. Most large geographical features have a genius loci, but these creatures are usually quiescent and very hard to rouse. A significant threat to the genius loci's area might not even be enough to rouse it; some sleep through even their own destruction. When this happens, a genius loci manifests in a distinct area; it is this animation that adventurers can fight. However, the true body of the genius loci is much larger, typically comprising an area several miles or more in diameter.

Genius Loci

Level 30 Solo Controller

Gargantuan fey animate

XP 95,000

HP 1172; **Bloodied** 586

Initiative +13

AC 44; **Fortitude** 44; **Reflex** 42; **Will** 42

Perception +27

Speed 4, burrow 4

Tremorsense within entire environment

Saving Throws +5; **Action Points** 2

TRAITS

I Am the Land

A genius loci ignores all terrain, including blocking terrain, within its own environment.

Primal Power

If the genius loci is dazed, it instead loses its minor action. If the genius loci is stunned, it instead grants combat advantage and may only attack three times when using *I am everywhere*. If the genius loci is dominated, it cannot attack the dominator. In addition, the only standard action it can use is *the land comes alive*.

STANDARD ACTIONS

(mbasic) The Land Comes Alive * At Will

Attack: Melee 10 (one creature); +35 vs. AC.

Hit: 4d10+16 damage.

I Am Everywhere * At Will

Effect: The genius loci uses *the land comes alive* up to five times against different targets.

(area) Bury (zone) * Recharge when first bloodied

Attack: Area burst 2 (each creature on the ground in the burst); +31 vs. Reflex.

Hit: The target is knocked prone and buried. While buried, the target takes ongoing 30 damage and is restrained. To escape, a target must make a total of three Acrobatics or Athletics checks (DC 32) as move actions. A creature that is adjacent to a buried creature can contribute move actions and Athletics (but not Acrobatics) checks to help the buried creature accrue successes.

Effect: The burst permanently becomes a zone of difficult terrain.

(area) Sudden Eruption (fire) * Encounter

Attack: Area burst 2 within 30 (each creature in burst); +31 vs. Reflex.

Hit: 3d10+7 damage, plus 30 fire damage.

Miss: Half damage, plus 15 fire damage.

(area) Rumbling Sky (lightning, thunder) * Encounter

Attack: Area burst 1 within 30 (each creature in burst); +31 vs. Reflex.

Hit: 4d12+8 lightning and thunder damage, and the target is stunned (save ends).

(ranged) Enslave (charm) * Encounter

Attack: Ranged 20 (one creature); +33 vs. Will.

Hit: The target is dominated (save ends).

Second Failed Save: The target instead becomes the willing guardian of the genius loci. Only a *break enchantment*, *remove affliction* or similar effect will end this effect.

MOVE ACTIONS

Movements of the Earth * At Will

Effect: The genius loci changes up to 4 unoccupied squares on the battlefield to clear, difficult or blocking terrain.

Here, There and Everywhere (teleportation) * Encounter

Effect: The genius loci teleports up to 40 squares.

MINOR ACTIONS

(melee) Boggy Grasp * At Will

Attack: Melee 10 (one creature on the ground); +33 vs. Reflex.

Hit: The target is immobilized (save ends).

(area) Sinkhole (zone) * At Will

Effect: Area burst 1 within 30; the area of ground permanently sinks to a depth of 20', becoming essentially a 15' diameter pit. It requires an Athletics check, DC 24, to scale the crumbling, slimy walls of the pit.

(melee) Moving Earth * At Will

Attack: Melee 10 (one creature on the ground); +33 vs. Reflex.

Hit: The genius loci slides the target up to 4 squares.

(area) Sudden Growth * Recharge when first bloodied

Attack: Area wall 8 (each creature in the wall); +31 vs. Reflex.

Hit: The target is restrained and takes ongoing 10 damage (save ends both).

Miss: The target shifts to the nearest space outside the wall as a free action.

Effect: The area permanently becomes a wall of thorny shrubs. It requires 2 extra squares of movement to enter a square of the wall; a creature doing so other than the genius loci also takes 15 damage.

Str 35	Dex 6	Wis 24
Con 45	Int see <i>Imitative Intelligence</i> , above	Cha 26
Alignment unaligned	Languages -	