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[I love the neogi, more than beholders or githyanki or other iconic D&D villain races. Something about these spidery hyper-capitalists strikes me as perfect bad guy fare. But using them in 3.x was a little tough, because of the gap in CRs between them and their indispensable umber hulk slaves. So you either had a single umber hulk as a boss encounter when the flavor-text says that more neogi own a hulk than not, or an encounter with umber hulks where the neogi are of little consequence. So I've boosted the neogi's HD and given them a few special abilities to bring them up. Encounter design should be much easier now.

And yes, this means I'm planning on statting an umber hulk for this project.]

Neogi

This creature resembles nothing so much as a furry eel growing from the body of an oversized spider. It walks on six legs, and two small forelegs end in pincers that seem to serve it as hands. It stares with beady, but keenly intelligent, eyes

The neogi are a wandering race of merchants, raiders and slavers that make their living off of the goods and bodies of other, more productive, peoples. A neogi stands only three feet tall, but their long necks can stretch easily to look a human in the eye. They are covered in a brownish fur, but frequently rely on dyes, tattoos and shaving to decorate themselves. Neogi clothing is likewise decorative to appeal to their vanity, but they may wear heavy furs in colder climes. Most neogi are not religious, but those that do serve the gods prefer to worship devils such as Asmodeus or Mammon.

The neogi are thieves and slavers by nature, taking what they desire from others if they cannot rightfully buy it, and then disposing of it when it no longer serves their purpose. This extends to the minds and souls of other creatures—a neogi can magically enslave others to do their bidding, and many neogi have forced other creatures to serve them as steeds, bodyguards and spies. Of course, neogi can and do take slaves the old fashioned way, and their colonies are typically organized around the care and keeping of large quantities of intelligent chattel. Of particular note to neogi slavery are the umber hulks. These monstrous creatures are somewhere between prized property and beloved pets, and a neogi without an umber hulk to call its own is a second-class citizen. The hulks do not seem to mind this arrangement, and in fact do not need to be magically enslaved by the neogi to serve them unquestioningly.

In combat, neogi are ruthless, preferring to strike with surprise and overwhelming numbers in order to minimize their own casualties. They prefer not to enter melee combat if they can help it, fighting instead at range from higher ground or the backs of their umber hulks. Neogi have mechanically-inclined minds and the elite of their kind wield firearms stolen or purchased. Most neogi are cowards, and will not hesitate to sacrifice the life of a dozen slaves in order to save its own skin.

Neogi CR 6

XP 2,400

LE Small aberration

Init +5; **Senses** darkvision 60 ft., Perception +12

Defense

AC 18, touch 17, flat-footed 12 (+1 size, +5 Dex, +1 dodge, +1 natural)

hp 55 (10d8+10)

Fort +4, **Ref** +8, **Will** +8

Immune mind-influencing effects

Offense

Speed 30 ft., climb 20 ft.

Melee bite +13 (1d6-1 plus poison)

Ranged masterwork light crossbow +14/+7 (1d6+5/19-20)

Special Attacks deadeye, enslave, poison use

Statistics

Str 8, **Dex** 20, **Con** 13, **Int** 15, **Wis** 15, **Cha** 16

Base Atk +7; **CMB** +5; **CMD** 21 (27 vs. trip)

Feats Dodge, Point Blank Shot, Precise Shot, Rapid Reload (light crossbow), Weapon Finesse

Skills Appraise +11, Bluff +11, Climb +23, Disable Device +13, Escape Artist +13, Intimidate +13, Perception +12, Stealth +19; **Racial Modifiers** uses Dex for Climb

Languages Common, Undercommon

Ecology

Environment any land and underground

Organization solitary, pair, band (1-6 plus 1-6 umber hulks) or colony (10-60 plus 5-20 umber hulks and 1-2 great old masters)

Treasure double standard (masterwork light crossbow, 20 bolts, and other treasure)

Special Abilities

Deadeye (Ex) A neogi adds its Dexterity modifier to all damage rolls made with ranged weapons.

Enslave (Su) Three times per day as a standard action, a neogi can attempt to enslave a living creature within 30 ft. This functions similarly to a *dominate monster* spell (CL 10th, DC 18). An enslaved creature can attempt to make a Will save every 24 hours to break free of the effect. Otherwise, the effect can be broken only with the death of either the neogi or the enslaved creature, a *dispel magic*, *remove curse* or similar effect, or if the neogi and the enslaved creature are more than 1 mile apart. A neogi can have a number of enslaved creatures equal to 1 plus its Charisma modifier (4 for a typical neogi). The save DC is Charisma based.

Poison (Ex) Bite—injury; *save* Fort DC 16; *frequency* 1/round for 4 rounds; *effect* 1d3 Dex damage and 1d3 Wis damage; *cure* 1 save. The save DC is Constitution based.

Poison Use (Ex) In addition to the normal abilities of poison use, a neogi can apply its own poison to a piece of ammunition or weapon as a swift action.