

BOOK OF TEMPLATES

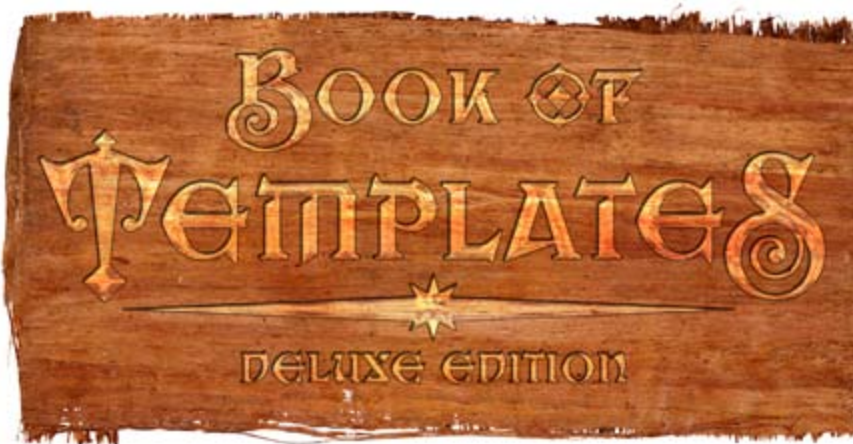
Deluxe Edition 3.5

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Silverthorne
GAMES

20
system





A d20 accessory for fantasy roleplaying

Requires the Dungeons & Dragons® Third Edition
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Introduction

The old adage goes, “Variety is the spice of life.” So too is it the spice of gaming encounters. Once players have familiarized themselves with the creatures in various monster compendiums, the mystery, excitement, and challenge of an adventure are all dulled. Since most DMs don’t have unlimited budgets to purchase the newest creature collections, it stands to reason that a better, more economical alternative is to alter creatures already on hand. Enter the template.

Each template in this volume was created to add unexpected twists to monsters that would ordinarily elicit a chorus of yawns from experienced players. These new additions can certainly keep players guessing and really put some much-needed challenge into ordinarily easy encounters.

This book, then, is designed for a DM who wants to shake up the preconceived notions of his or her players. (When this book says “you,” it means “DM” and nobody else—the effect of applying a template is always the domain of the wise adjudicator.) It is also for someone who wants to get more mileage from the creatures presented in the *MM* and elsewhere. Most of all, it is designed to allow more creative freedom and flexibility in creating game sessions that are interesting, exigent, and memorable.

Templates can also create opportunities for players to play unique species or character types. As always, you must decide which templates your players can have access to and which they can’t. Also, be careful of allowing players to simply read this whole book—doing so may ruin some of the mystery this accessory provides.

Silverthorne
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Appendix II: OGC and Legal

Chapter 1: Modifying Monsters

Book of Templates presents nearly a hundred ways for altering monsters—like those found in the *MM*—with each template providing a means to modify certain creatures according to a themed set of adjustments. The general rules presented in this chapter are essential guides to the rest of this book, and the templates constantly refer back to them to avoid repetition. Whenever a template suggests you do something, but doesn't explain exactly how, the rules are likely to be found here.

Monster Template Format

Each template is presented in a standard format. For the changes to a creature, charts have been included in this chapter (page 8) to make it more useful. Following is a brief layout of how each template appears, along with some things to keep in mind while using a template. General rules for altering a creature's attributes are also detailed in the layout's explanation.

Template Name

The name of the creature template appears at the top of the entry. A brief background on the origin of or the rationale for the template follows the name.

Appearance Changes

If any noticeable changes occur in the monster's physical appearance, resulting from taking the template in question, they are noted here.

Creating a (Template Name)

Each template indicates whether it is acquired, inherited, or neither. It also tells which type of creatures may be altered by the template (allowable "base creatures"). Special suggestions or other information may also be placed here. The specifics of changing a templated creature's attributes follow this header. See the sidebar opposite for information about template designations (acquired or inherited) and when a template is missing alterations to some of a creature's attributes.

Size: Any change to the creature's size is noted.

Related Attributes: Size changes always result in a change in ability scores, attack and grapple modifiers due to size, AC modifier due to size, Hide modifier due to size, natural armor, and space/reach. The templates do not include these changes unless one explicitly states it does. This is very important, because each template's bonuses are balanced to account for any change in size that also occurs. If a template changes the creature's size to Large and offers a +2 Strength increase, for example, the creature gets +8

for its increase in size *and* the +2 from the template, for a total of +10. Use Table 1-4: Creature Changes by Size (page 13) to determine appropriate changes to a creature according to size. Table 1-2: Creature Size Statistics (page 12) shows space and reach according to size, along with attack, AC, and skill modifiers usual for a given size.

Damage: The creature's type and size, whether from the base creature or the templated form, most often determine damage from new attacks. Table 1-3: Creature Attributes by Size and the damage categories for the creature types were built in to avoid having to repeat damage by size and type in each template. If the creature's size changes, damage from its natural and special attacks changes according to Table 1-5: Increased Damage by Size (page 14). If the damage is already higher than normal for a creature of the original size, simply scale the base creature's damage to the next level.

Weapon damage may also be increased or decreased along with size. Table 1-5: Increased Damage by Size applies to weapons as well.

Range: (*Optional*) Range of special abilities needn't increase with size, but it may, especially when the base creature's range seems too short for the new creature's size. Should you choose to modify range, the range of special attacks and qualities increases by 33% of the current range per step of increase in size, rounding up to the nearest multiple of 5 feet. Thus, an ability that starts with a range of 30 feet rises to 40 feet with one size increase ($30 \times 0.33 = 9.9 + 30$ feet [round up] = 40 feet). On the other hand, range decreases to 67% of the current range per step of decrease in size, round down to the nearest multiple of 5 feet. A 30-foot range thereby becomes 20 feet at one size smaller ($30 \times .67 = 20.1$, which is rounded down to 20 feet).

Abilities with ranges of fewer than 5 feet are unable to leave the creature's space or are only effective against a single, adjacent opponent. Use the power itself as a guide to whether or not range should change dramatically, modestly, or at all, always considering what you want from your new creature.

Speed: (*Optional*) Speed may also increase or decrease with a similar change in size. See Table 1-6: Creature Speeds by Size (page 14) to help you determine your creature's speed. While many creatures in the *MM* gain little or no speed from size increases, it's okay to tinker with a templated monster's speed just a bit.

A flying creature may lose one level of maneuverability per two sizes it grows. Creatures with perfect maneuverability might always keep such a designation, or fall no further than to good maneuverability.

Acquired, Inherited, or Neither

Some templates can be added to creatures anytime. Such templates are referred to as acquired templates, indicating the creature did not necessarily always have the attributes of the template. Other templates, known as inherited templates, are part of a creature from the beginning of its existence. Creatures are born or created with these templates. Templates without either designation can be either acquired or inherited as you see fit for your campaign.

Inherited templates require some special treatment, because they are supposed to represent a change that has been present since the creature's birth. If an inherited template grants a racial modifier to Intelligence, the resultant creature's total skill points need to be recalculated and redistributed. This is because the template has been there from the creature's origin, so the Intelligence bonus has too.

Corporeal or Incorporeal

A number of templates note living creatures as likely recipients for a template's powers, while other may be allowed to any creature. In most cases, templates can only be added to corporeal creatures. Some

creatures, such as spirits, have the ability to switch between corporeal and incorporeal forms. Other times, it might seem plausible to give the template to certain incorporeal beings. (Ghosts, for example, are corporeal to one another on the Ethereal Plane and might work to create some device or another for themselves.) Rather than limiting the templates with the word "corporeal," it is left to your judgment whether particular templates can apply to individual incorporeal beings.

Missing Attribute Categories

Certain attribute categories will be missing from a template. Don't be dismayed or confused by this. Rather than provide every category and write "same as base creature" in those that don't change, templates simply leave out attributes that the template doesn't explicitly change. A templated creature keeps all the abilities and statistics of the base creature that the template doesn't eliminate or change, whether specifically or by the alteration of attributes to which a secondary statistic is related.

For instance, if a template increases Hit Dice, all statistics related to Hit Dice are altered to match the new total. If a template changes an ability

score, all statistics related to that ability score are changed to match the new score's modifier. Remember to make such changes. Using this general rule, a half-fiend medusa has saving throws that advance like those of a normal medusa (good Reflex and Will) and not according to the outsider type. Likewise, a half-dragon ogre still has an attack progression from the giant type.

Keep It Simple

Making templated creatures is meant to be fun, not a chore. Fret over exactness only as much as you need to, and break any rule about applying a template that you need to get what you're after for your game. (Just be fair on statistics that affect PC survival.) Small statistical errors won't matter much for a creature the heroes have to fight. The players will never know. And don't bother with statistics you won't need—if a creature is meant to be a brawler with a brief appearance in the game, don't spend a lot of time creating its skill bonuses. In fact, if you're comfortable doing so, you're free to take a creature, simply apply the special attacks and qualities of a template, up the Challenge rating using the hints found in this book, and go with it. Use the rules, but don't let them become a burden.

Type: Alterations to the creature's type and subtypes are presented. The words "change" or "become" mean to exchange the creature's old type for the listed one, unless it's already of the listed type. See Creature Types (page 8) for more on creature types and traits.

Augmented Subtype: If a creature's type changes, it usually gains the appropriate augmented subtype, unless the template specifically states otherwise. The augmented subtype is always paired with the creature's original type. As a case in point, the cockatrice in the Aberrant template (page 23) was originally a magical beast. The Aberrant template changed the cockatrice's type to aberration, so the cockatrice has the "augmented magical beast" subtype. The augmented subtype is really just tag or metatrait that tells others the creature is one type but advances according to another type as indicated by the augmented subtype.

Changing Type With the Augmented Subtype: A creature with the augmented subtype gains only the traits associated with its new type, except those that affect abilities it already has. For example, a humanoid changed to a monstrous humanoid gains the advantages of not being a humanoid, but it doesn't gain the monstrous humanoid's Hit Die type, base attack progression, or saving throw formulas—the humanoid keeps its own. It may gain the monstrous

humanoid's darkvision, unless you decide not to add that trait according to some personal preference. When the monstrous humanoid (augmented humanoid) advances, it advances according to the humanoid type. Similarly, an ooze (augmented humanoid) wouldn't gain the ooze mindlessness trait or blindness, unless the template granted those traits or the creature's Intelligence is actually a nonability (—). Templates that alter type in this way explain how a new type's traits are added, if any confusion could occur. For example, the Amorphous template grants oozelike traits, even though it doesn't change a creature to an ooze.

Changing Type Without the Augmented Subtype: A creature that gains a new type but not the associated augmented subtype has changed completely into a new creature. This is common with construct templates and mindless undead templates. A template that instructs you not to add the augmented subtype is also telling you to alter all of the base creature's statistics to match its new type, from traits to base attack bonus to saves to skill points. The creature also gains all traits associated with its new type. Most templates that do this also remind you to change the creature's attributes as they relate to type.

Hit Dice (HD): Modifications to Hit Die type and Hit Dice amount are noted. Removing all class Hit Dice

always leaves one Hit Die for humanoid creatures of Small or Medium sizes. Otherwise, this total is the minimum Hit Dice for the creature's size and type according to Table 1-3: Creature Attributes by Size (page 13).

Hit Dice Descriptors: Racial Hit Dice are those a creature gains by virtue of its race, while character Hit Dice are the total Hit Dice a creature has due to its total combined class levels and racial Hit Dice. Class Hit Dice refer to dice gained from a specific class or group of classes—arcane spellcaster class Hit Dice thusly translates in to all dice from arcane spellcaster classes, while class Hit Dice refers to Hit Dice gained from all classes. Unless otherwise noted, Hit Dice in a template refer only to racial Hit Dice a creature possesses, not those it gains from taking levels in a character class.

In this section of a template, the word “increase” means the base creature's die type or amount of Hit Dice can only increase from the indicated alteration. For instance, the phrase, “Increase all current a future racial Hit Dice to d8s,” means the creature's racial Hit Die increases to d8 from d4 or d6. Otherwise, no change occurs, because the creature already has d8 (or higher) for its Hit Die. The word “change” means the creature's Hit Die alters to fit the indicated change, regardless of whether or not the change is beneficial for the creature. “Change all current and future racial Hit Dice to d8s,” thusly indicates the creature's racial Hit Die changes to d8 from any other die type.

Related Attributes: A change in Hit Dice affects many of a creature's other attributes. Changing the Hit Die type or amount of Hit Dice always results in a recalculation of hit points. All creatures gain base attack bonus increases, saving throw increases, skill points, feats, and ability score increases as their Hit Dice rise. When you remove Hit Dice, the creature loses associated statistical changes gained from that Hit Die, such as the feat gained at every third Hit Die. Table 1-1: Creature Statistics by Type (page 8) summarizes these changes.

Caster Level: (Optional) Caster levels for a creature's spell-like or spellcasting abilities may be increased by the same factor that a creature's number of Hit Dice increased. For instance, a creature with a caster level equal to its Hit Dice maintains that relationship. A creature with a caster level equal to half its Hit Dice maintains that relationship. This rule can be fudged to get the effect you want for your creature, but increasing caster level makes the monster more powerful. Only on very rare occasions should caster level exceed Hit Dice, such as when the base creature's caster level already does. A creature should hardly ever have access to spells that a spellcaster of the same level as its Hit Dice could not cast. Consider also adding higher-level spells to a creature, using its current list of spell-like abilities as a guide to possible additions. The Spellpowered template (page 75) is a good guide for such a process.

Special Attack Damage: (Optional) You may want to increase damage for special attacks when Hit Dice increase, but do so only when the damage due to size seems too low. In general, each time Hit Dice double, double the current

damage of the special attack. You may also use fractional figures to increase damage when Hit Dice increase by a fraction.

Example: Kurnus, the apocalyptic hellhound (page 124), had his Hit Dice increased to 48 from the 12 normally allotted for a Nessian warhound (see the Hell Hound entry in the *MM*). Instead of merely increasing Kurnus' breath damage by size, which was done for the warhound in its evolution from the base hell hound, Kurnus' breath weapon was increased to 12d6. The logic was that Kurnus is a tough monster and his Hit Dice increased by a factor of 4. The damage increased by the same factor. All Kurnus' other traits were increased according to the hound's size.

Initiative: Any alteration to initiative is noted. Initiative changes automatically based on Dexterity modifier and other special abilities, such as the Improved Initiative feat.

Speed: Changes to a creature's speed or modes of movement are spelled out here. Speed might also change in accordance with a creature's size.

Armor Class: Modifiers to armor class, along with proper bonus type, appear here.

Base Attack/Grapple: Any recalculation of the creature's base attack bonus is noted here, along with specific alterations to grapple modifier (which are rare). Always adjust base attack bonus when a creature gains Hit Dice. Grapple modifier changes in accordance with a creature's base attack bonus, size, and Strength modifier.

Attack: Changes, bonuses, and/or penalties to the creature's attacks are listed. Always adjust the creature's attack bonuses when size changes. Alter melee attack bonuses based on any change in Strength, and modify ranged attack bonuses based on changes to Dexterity. If a creature has the Weapon Finesse feat, some of its melee attacks are modified by Dexterity.

Damage: Damage usually includes a creature's full Strength modifier. Secondary attacks in a string of attacks add only one-half of the creature's Strength bonus to the damage. In a (rare) situation in which the creature uses a secondary attack as a single attack (instead of making a full-attack to use all of its attacks), the Strength bonus is not halved. Creatures with only a single form of natural attack may add $1.5 \times$ their Strength bonus (but just the normal Strength penalty) to damage dealt by that attack. Some special attacks and circumstances allow a creature to apply more Strength—these are dealt with on a case-by-case basis.

Full Attack: Adjustments to the creature's attacks when it takes a full-attack action are noted here. Always adjust the creature's bonuses for iterative attacks based on a change in Hit Dice.

Space/Reach: Only an abnormal change in a creature's space and reach is presented here. All other changes to space and reach are according to size.

Special Attacks and Special Qualities: Additions to the base creature's special attacks and qualities are noted in these sections.

Damage Reduction

Damage reduction is a tricky thing, and it can spell the difference between life and death to a group of heroes.

When a creature already has damage reduction, a template can only increase it. Damage reduction that can't be overcome (damage reduction X/—) supersedes any other form of damage reduction of an equal or lesser amount, but damage reduction stacks when it is of differing types. See the examples for some sample stacking of damage reduction.

In any case, the maximum damage reduction for most creatures is 20 with multiple requirements to overcome it. If a creature you're creating exceeds damage reduction 20, consider adding another requirement to overcome the damage reduction. Coupled

requirements are more difficult to overcome, but they never place the creature's damage reduction too high. Only truly abominable horrors should have damage reduction in excess of 20.

Examples: The Moon Wilding template (page 60) grants damage reduction 5/silver. When the template is applied to a satyr, who already has damage reduction 5/cold iron, the satyr's new damage reduction is 5/cold iron and silver. This is okay because the damage reduction is low, and the creature is made only a little tougher. How to get a weapon that works both as cold iron and silver is an opponent's problem—try *silversheen*.

For a base creature that already has damage reduction 15/magic, the Moon Wilding template wouldn't grant damage reduction 15/magic and silver.

It gains damage reduction 15/magic and damage reduction 5/magic and silver. The creature now has a damage reduction of 5 that can only be overcome by combination weapons, but its damage reduction 15 is still overcome by magic weapons.

A 12th-level barbarian moon wilding has damage reduction 2/— and damage reduction 5/silver.

The Dreadnaught template (page 40) grants a creature damage reduction equal to its Hit Dice, which can only be overcome by magic weapons. A creature with more than 20 Hit Dice should see the requirement increase to epic weapons only. If you choose to do this, the dreadnaught's ability to overcome damage reduction increases to epic as well.

Save DCs: The save DCs (if any) for special attacks or qualities are always adjusted for any alterations to Hit Dice and ability scores. The formulas for those DCs are usually: (10 + one-half of the creature's Hit Dice + its Constitution modifier) for most attacks that require a Fortitude save (poison, stench, and so on). Constitution, Dexterity, or Strength might be used for abilities requiring a Reflex save, depending on the type of attack (for example, Trample uses Strength). For supernatural attacks (gaze, fear, and so on), the usual formula is (10 + one-half of the creature's Hit Dice + its Charisma modifier), and the formula is usually (10 + spell level + a creature's Charisma modifier) for spell-like abilities. If some ability an undead creature gains or retains normally requires the Constitution modifier for the save DC, the undead gets to use its Charisma modifier instead.

Abilities: Any modifications to a creature's ability scores are given here. Such modifiers add or subtract from a base creature's ability scores in the same way racial ability modifiers do. Each template also lists a minimum to which an ability penalty may push a score. Creatures gain 1 ability score point every 4 Hit Dice.

Related Attributes: Changes in ability scores may affect attack bonuses, saving throws, skill points, skill bonuses, access to feats, and save DCs for special attacks. Be sure to modify the creature's other attributes according to its new ability scores.

Saves: Bonuses or penalties on saving throws are denoted. Always adjust a creature's saving throws if its Hit Dice total or a related ability score changes. Table 1–1: Creature Statistics by Type lists how saving throw bonuses are determined according to the differing creature types.

Skills: Any significant alteration to the way a creature uses or gains skills is noted here. Bonuses or penalties to skills are also given.

Skill points are based on a monster's Hit Dice, and thus a monster always gains skill points as Hit Dice increase. It always loses skill points if Hit Dice decrease. Table 1–1: Creature Statistics by Type lists skill points according to the differing creature types. Remember, any permanent change in Intelligence modifier affects skill points gained when the monster advances and affects all the skill points of a creature with an inherited template, as detailed earlier in the sidebar describing acquired and inherited templates. Changes to any ability score affect skill bonuses. Hide is modified by a creature's size.

Modifier Considerations: (Optional) Skill bonuses or penalties for a creature are sometimes physiological (a grimlock's skin gives it a Hide bonus), while others are cultural (the Move Silently bonus of a goblin). When creating a templated creature, the new creature's background culture becomes important. You are free to omit, add, increase, or reduce certain skill bonuses based on a change you make in a creature's physiology or culture, though the template itself provides most physiological changes. A half-dragon raised by a dragon is certainly a different creature psychologically than a half-dragon raised among gnomes.

Feats: Bonuses or losses to feats are noted here. Creatures gain one feat point every 3 Hit Dice.

Choosing New Feats: Try to accentuate the monster's positive attributes when choosing new feats. Feel free to choose new feat arrays for your templated creations, such as how the trogre (page 47) focuses on melee rather than the ranged attacks focused on by its base creature, the troglodyte.

Environment: If a templated creature is most often found in a certain environment, that environment is given here. Don't feel constrained by this information; use it as a guide.

Organization: Should a templated creature form different groups than base creatures, that fact is noted here. Most often, the template gives suggestions on how the template might alter a monster's communal habits.

Challenge Rating (CR): Virtually all the templates in this book contain a challenge rating adjustment to reflect the power granted by the template. However, some creatures benefit far more or less than others with any given template based on their particular attributes, which is why some Challenge Ratings have a percentage factor instead of or in addition to a solid number.

Multiply the percentage by the base creature's Challenge Rating to determine how much of a change the creature gets, adding any static modifier to the total. The number resulting from the percentage increase should be rounded to the nearest whole number in cases where the Challenge Rating is already a whole number. If the resultant Challenge Rating is fractional, round it to the closest quarter. A Challenge Rating modifier of +1 plus 10% thusly means a base creature with an 8 Challenge Rating gains a Challenge Rating increase of +2 (1 base CR modifier + .8 [8 × .1], rounded up).

See Table 1-7: Creature Challenge Rating (page 15) and its associated rules and samples for more information on working out a creature's Challenge Rating.

Treasure: Given here is any change in a creature's treasure-collecting tendencies. As with environment and organization, this section often contains guidelines rather than hard rules.

Alignment: Any change to alignment is given, usually with some rationale for the change. Any abilities based on alignment are altered or lost appropriately.

Level Adjustment: The templates in this volume can create creatures more or less powerful than a normal player character race. As such, they are given a Level Adjustment (LA) to denote this fact.

When making a templated creature with a static Level Adjustment, you may simply add that number to the base creature's Level Adjustment to get its total Level Adjustment. Total Level Adjustment is added to a creature's total character Hit Dice to get the creature's total effective character level (ECL). If you want a careful accounting of Level Adjustment, charily evaluate whether or not the new abilities actually increase a creature's abilities enough to warrant a further increase in Level Adjustment. See Chapter 6 of the *DMG* for more on Level Adjustments and Effective Character Levels.

Variable: Some creatures have variable Level Adjustments depending on the abilities they gain with the template. See Table 1-8: Creature Level Adjustment Examples (page 17) and its associated information for some help with such creatures.

No Level Adjustment: An absent Level Adjustment category means the template doesn't increase Level Adjustment. A "—" indicates a templated creature is inappropriate as a PC or cohort.

Variants and Other Material

The template may be followed by variants and other rules. Certain templates have alternative mini-templates associated with them. These smaller templates are too similar to other templates or do not alter the base creature enough to warrant a full-fledged, stand-alone template of their own.

Sample (Template Name)

Each template includes at least one example of how the template can be applied to a creature, along with specific notes on organization, terrain, disposition, and other data relevant to the creature in question. Creatures appear in the monster stat-block format as found in the *MM*.

Monsters With Class

If a creature acquires a character class in addition to its racial Hit Dice, it follows the rules for multiclassing. The creature's monster class is always its favored class, and the creature never takes experience point penalties for having it. Additional Hit Dice from a character class never affect a creature's size.

It's often easier to create a templated creature by starting with a creature without character classes. When applying a template to a creature that has a character class, the creature doesn't lose any abilities from the character class unless the template specifically says it does. Nor do any of the changes affect character class abilities unless expressly stated to do so or the effect comes from a secondary influence, such as an increase in Strength affecting the melee attack bonus. Changes that affect how a base creature's base attack bonus is calculated, or something similar, only affect the creature's base form, not its classes.

The Plantform template (page 153) is an example of this point—its base form has an attack progression as if it were always a Plant type creature. Another example is the Gigantic template, which doubles the base creature's racial Hit Dice—a gigantic creature's character Hit Dice are not doubled and remain at their normal die type. Undead are an exception to this rule, because all their Hit Dice are increased to d12s, no matter what their character classes.

Conversely, some template attributes do improve based on a creature's character Hit Dice. A half-efreeti (page 136) with 13 character levels gets all of the spell abilities of a 13-HD half-efreeti, just like a half-fiend from the *MM*. It makes sense for many saving throw DCs to improve as well, due to increased character Hit Dice. The Argent Servitor (page 125) and Dreadnaught (page 40) are good examples of templates where attributes improve as a character gains class levels.

You'll have to decide whether some qualities increase based on your own preferences. The possibilities are too great to cover every exception or consideration. Does giving an ettercap levels of fighter increase the save DC of the ettercap's poison? Perhaps, but it is more likely that's a racial constant that can only be increased via advancement in racial Hit Dice.

For more on adding classes to a monster, see Chapter 4 of the *MM*.

Naming

While “hypermitotic metallivore half-janni lizardfolk” might be an accurate name for your latest creation, “rustscale hordeling” is more evocative. Try to select a unique moniker that describes your new monster and even places it within your campaign’s cosmology. Doing so is part of the fun of templates, and the players will have the opportunity to applaud your creativity on yet another level. Some sample creatures in this book have unique names and can be used for inspiration.

Creature Construction Charts

This section includes all the charts and information needed to advance a monster, figure abilities for templates, and even design a monster from scratch. Creature types are described, followed by changes due to a creature’s size and notes on speed. Challenge Rating is also dealt with, as is Level Adjustment.

Using the Templates to Create a New Monster

You can use any template to create a new monster. Such a process is slightly different than just applying a template to a creature.

When you use the template to create a new monster, the most important change is to the creature’s type. You might even give the monster a type not suggested by the template. Regardless of your reasons for changing the type, remember to give your creation all the necessary subtypes. A totally new monster doesn’t need the augmented subtype if all its statistics conform to the rules for its new type.

For a new monster, if type changes, everything related to type changes—Hit Die, base attack bonus, saves, and total skill points. You can even go so far as to change the base creature’s class skills and feat array to suit your purposes. Other monster features are yours to toy with as well, from alignment and organization to treasure and environment.

This process is harder than just applying a template, but it is fun.

Creature Types

Type determines many of a creature’s characteristics and abilities, including Hit Die, base attack bonus, saving throw bonuses, skill points, and special abilities. A single creature cannot have more than one type. Table 1–1: Creature Statistics by Type shows a summary of a creature’s statistics as they relate to type. When removing Hit Dice, be sure to remove associated benefits the Hit Die granted, especially the bonus feat granted by each multiple of 3 Hit Dice.

Table 1–1: Creature Statistics by Type

| Type ¹ | Hit Die | Base Attack Bonus | Good Saving Throws ² | Skill Points ³ |
|--------------------|---------|-----------------------------|--|---------------------------|
| Aberration | d8 | Racial HD × .75 (as cleric) | Will | 2 +Int mod per HD |
| Animal | d8 | Racial HD × .75 (as cleric) | Fort, Ref (and sometimes Will) | 2 +Int mod per HD |
| Construct | d10 | Racial HD × .75 (as cleric) | None | 2 +Int mod per HD |
| Dragon | d12 | Racial HD × 1 (as fighter) | Fort, Ref, Will | 6 +Int mod per HD |
| Elemental | d8 | Racial HD × .75 (as cleric) | Ref (Air, Fire) or Fort (Earth, Water) | 2 +Int mod per HD |
| Fey | d6 | Racial HD × .5 (as wizard) | Ref, Will | 6 +Int mod per HD |
| Giant | d8 | Racial HD × .75 (as cleric) | Fort | 2 +Int mod per HD |
| Humanoid | d8 | Racial HD × .75 (as cleric) | Any one | 2 +Int mod per HD |
| Magical beast | d10 | Racial HD × 1 (as fighter) | Fort, Ref | 2 +Int mod per HD |
| Monstrous humanoid | d8 | Racial HD × 1 (as fighter) | Ref, Will | 2 +Int mod per HD |
| Ooze | d10 | Racial HD × .75 (as cleric) | None | 2 +Int mod per HD |
| Outsider | d8 | Racial HD × 1 (as fighter) | Fort, Ref, Will | 8 +Int mod per HD |
| Plant | d8 | Racial HD × .75 (as cleric) | Fort | 2 +Int mod per HD |
| Undead | d12 | Racial HD × .5 (as wizard) | Will | 4 +Int mod per HD |
| Vermin | d8 | Racial HD × .75 (as cleric) | Fort | 2 +Int mod per HD |

¹ All creatures gain 1 ability score point every 4th HD (4 HD, 8 HD, 12 HD, and so on), which may be placed in any one ability score to increase its total.

² Good saving throws always have a total bonus figured as follows: (HD/2) +2 +ability score modifier (Con for Fort, Dex for Ref, and Wis for Will). Poor saving throws (those not listed as good) have a total bonus figured as follows: (HD/3) +ability score modifier.

³ As long as a creature has an Intelligence of at least 1, it gains a minimum of 1 skill point per Hit Die. Quadruple skill points for the first HD (4 minimum). Creatures without an Intelligence score gain no skill points or feats. All other creatures gain 1 feat +1 feat per 3 HD.

Hereafter, the specific traits of each type are delineated. A new trait called **Damage** is introduced in each type, referring to the damage a creature of that type deals with various types of attacks. Table 1–3: Creature Attributes by Size (page 13) shows the damage progression for each category (good, medium, poor) according to a creature's size.

Aberration

An aberration has a bizarre anatomy, strange abilities, an alien mindset, or any combination of the three. Aberrations possess the following traits.

- ☞ *Damage:* Good bite or claw (the other is medium), medium gore, poor slam. Aberrations are often treated as one size larger for determining their good damage.
- ☞ Darkvision out to 60 feet.
- ☞ Proficient with its natural weapons. If generally humanoid in form, proficient with all simple weapons and any weapon it is described as using.
- ☞ Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Aberrations not indicated as wearing armor are not proficient with armor. Aberrations are proficient with shields if they are proficient with any form of armor.
- ☞ Aberrations eat, sleep, and breathe.

Animal

An animal is a living, nonhuman creature, usually a vertebrate with no magical abilities and no innate capacity for language or culture. Animals possess the following traits.

- ☞ Intelligence score of 1 or 2 (no creature with an Intelligence score of 3 or higher can be an animal).
- ☞ *Damage:* Good bite and gore, medium claw, poor slam.
- ☞ Low-light vision.
- ☞ *Alignment:* Always neutral.
- ☞ *Treasure:* None.
- ☞ Proficient with its natural weapons only. A noncombatant herbivore uses its natural weapons as a secondary attack.
- ☞ Proficient with no armor unless trained for war.
- ☞ Animals eat, sleep, and breathe.

Construct

A construct is an animated object or artificially constructed creature. Constructs possess the following traits.

- ☞ No Constitution score.
- ☞ *Damage:* Good slam, medium claw and gore, poor bite. This may vary, depending on the construct's structure. A construct with an animal form may deal damage as if it were of the animal type.
- ☞ Darkvision out to 60 feet and low-light vision.
- ☞ Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

- ☞ Immunity to poison, sleep effects, paralysis, stunning, disease, death effects, and necromancy effects.
- ☞ Cannot heal damage on their own but often can often be repaired by exposure to a certain kind of effect or through the use of the Craft Construct feat. A construct with the fast healing special quality still benefits from that quality.
- ☞ Not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain.
- ☞ Immunity to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless).
- ☞ Not at risk of death from massive damage. Immediately destroyed when reduced to 0 hit points or less.
- ☞ Since it was never alive, a construct cannot be raised or resurrected.
- ☞ Because its body is a mass of unliving matter, a construct is hard to destroy. It gains bonus hit points based on size, as shown on the following table.

| Construct Size | Bonus Hit Points |
|----------------|------------------|
| Miniscule | — |
| Fine | — |
| Diminutive | — |
| Tiny | — |
| Small | 10 |
| Medium | 20 |
| Large | 30 |
| Huge | 40 |
| Gargantuan | 60 |
| Colossal | 80 |
| Titanic | 100 |

- ☞ Proficient with its natural weapons only, unless generally humanoid in form, in which case proficient with any weapon mentioned in its entry.
- ☞ Proficient with no armor.
- ☞ Constructs do not eat, sleep, or breathe.

Dragon

A dragon is a reptilian creature, usually winged, with magical or unusual abilities. Dragons possess the following traits.

- ☞ *Damage:* Good bite, claw, and gore, medium slam. Dragons are often treated as one size larger for determining bite damage and seldom deal slam damage until they are Medium or larger.
- ☞ Darkvision out to 60 feet and low-light vision.
- ☞ Immunity to magic sleep effects and paralysis effects.

- ☞ Proficient with its natural weapons only unless humanoid in form (or capable of assuming humanoid form), in which case it is proficient with all simple weapons and any weapons mentioned in its entry.
- ☞ Proficient with no armor.
- ☞ Dragons eat, sleep, and breathe.

Elemental

An elemental is a being composed of one of the four classical elements—air, earth, fire, or water. Elementals possess the following traits.

- ☞ *Damage:* Good slam and bite, medium claw, poor gore.
- ☞ Darkvision out to 60 feet.
- ☞ Immunity to poison, sleep effects, paralysis, and stunning.
- ☞ Not subject to critical hits or flanking.
- ☞ Unlike most other living creatures, an elemental does not have a dual nature—its soul and body form one unit. When an elemental is slain, no soul is set loose. Spells that restore souls to their bodies, such as *raise dead*, *reincarnate*, and *resurrection*, don't work on an elemental. It takes a different magical effect, such as *limited wish*, *wish*, *miracle*, or *true resurrection*, to restore it to life.
- ☞ Proficient with natural weapons only, unless generally humanoid in form, in which case proficient with all simple weapons and any weapons mentioned in its entry.
- ☞ Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Elementals not indicated as wearing armor are not proficient with armor. Elementals are proficient with shields if they are proficient with any form of armor.
- ☞ Elementals do not eat, sleep, or breathe.

Fey

A fey is a creature with supernatural abilities and connections to nature or some other force or place. Fey are usually humanoid-shaped. Fey possess the following traits.

- ☞ *Damage:* Good gore, medium bite and claw, poor slam. Fey without natural attacks are usually treated as unarmed and their slam attacks deal nonlethal damage.
- ☞ Low-light vision.
- ☞ Proficient with all simple weapons and any weapons mentioned in its entry.
- ☞ Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Fey not indicated as wearing armor are not proficient with armor. Fey are proficient with shields if they are proficient with any form of armor.
- ☞ Fey eat, sleep, and breathe.

Giant

A giant is a humanoid creature on the tall or bulky end of Medium or larger. Giants are known for their great strength. Giants possess the following traits.

- ☞ *Damage:* Good gore, medium claw and bite, poor slam.
- ☞ Low-light vision.
- ☞ Proficient with all simple and martial weapons, as well as any natural weapons.
- ☞ Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Giants not described as wearing armor are not proficient with armor. Giants are proficient with shields if they are proficient with any form of armor.
- ☞ Giants eat, sleep, and breathe.

Humanoid

A humanoid usually has two arms, two legs, and one head, or else a humanlike torso, arms, and head. A humanoid has few or no supernatural or extraordinary abilities and is Medium or smaller (a Large humanoid is a Giant). Every humanoid creature also has a subtype modifier based on its race. Humanoids possess the following traits.

- ☞ *Damage:* Good gore, medium claw and bite, poor slam. Humanoids without natural attacks are usually treated as unarmed and their slam attacks deal nonlethal damage.
- ☞ Proficient with all simple weapons (or by character class).
- ☞ Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing (or by character class). If a humanoid does not have a class and wears armor, it is proficient with that type of armor and all lighter types. Humanoids not indicated as wearing armor are not proficient with armor. Humanoids are proficient with shields if they are proficient with any form of armor, unless their character class dictates otherwise.
- ☞ Humanoids breathe, eat, and sleep.

Magical Beast

A magical beast is similar to an animal but can have an Intelligence score higher than 2. Supernatural or extraordinary abilities are common among magical beasts. Such creatures might be bizarre in appearance or habits. Magical beasts possess the following traits.

- ☞ *Damage:* Good bite and gore, medium claw, and poor slam.
- ☞ Darkvision out to 60 feet and low-light vision.
- ☞ Proficient with its natural weapons only.
- ☞ Proficient with no armor.
- ☞ Magical beasts eat, sleep, and breathe.

Monstrous Humanoid

A monstrous humanoid is a humanoid creature with

monstrous or animalistic features. Such creatures often have magical abilities. Monstrous humanoids possess the following traits.

- ☞ *Damage:* Good gore, medium claw and bite, poor slam.
- ☞ Darkvision out to 60 feet.
- ☞ Proficient with all simple weapons and any weapons mentioned in its entry.
- ☞ Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Monstrous humanoids not indicated as wearing armor are not proficient with armor. Monstrous humanoids are proficient with shields if they are proficient with any form of armor.
- ☞ Monstrous humanoids eat, sleep, and breathe.

Ooze

An ooze is an amorphous or mutable creature, usually mindless. Oozes possess the following traits.

- ☞ *Mindless:* No Intelligence score and immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- ☞ *Damage:* Good slam and bite, medium claw, poor gore.
- ☞ Blind (but have the blindsight special quality) and thus possessing immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.
- ☞ Immunity to poison, sleep effects, paralysis, polymorph, and stunning.
- ☞ Some oozes have the ability to deal acid damage to objects. In such a case, the amount of damage is equal to 10 + one-half the ooze's Hit Dice + ooze's Constitution modifier per full round of contact.
- ☞ Not subject to critical hits or flanking.
- ☞ Proficient with its natural weapons only.
- ☞ Proficient with no armor.
- ☞ Oozes eat and breathe, but do not sleep.

Outsider

An outsider is a nonelemental creature originating from some other dimension, reality, or plane. Outsiders possess the following traits.

- ☞ *Damage:* Good slam and bite, medium claw, poor gore.
- ☞ Darkvision out to 60 feet.
- ☞ Unlike most other living creatures, an outsider does not have a dual nature—its soul and body form one unit. When an outsider is slain, no soul is set loose. Spells that restore souls to their bodies, such as *raise dead*, *reincarnate*, and *resurrection*, don't work on an outsider. It takes a different magical effect, such as *limited wish*, *wish*, *miracle*, or *true resurrection* to restore it to life. An outsider with the native subtype can be raised,

reincarnated, or resurrected just as other living creatures can be.

- ☞ Proficient with all simple and martial weapons and any weapons mentioned in its entry.
- ☞ Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Outsiders not indicated as wearing armor are not proficient with armor. Outsiders are proficient with shields if they are proficient with any form of armor.
- ☞ Outsiders breathe, but do not need to eat or sleep (although they can do so if they wish). Native outsiders breathe, eat, and sleep.

Plant

A plant is a creature composed of vegetable matter. Plants possess the following traits.

- ☞ *Damage:* Good slam and gore, medium claw, poor bite.
- ☞ Low-light vision.
- ☞ Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- ☞ Immunity to poison, sleep effects, paralysis, polymorph, and stunning.
- ☞ Not subject to critical hits.
- ☞ Proficient with its natural weapons only.
- ☞ Proficient with no armor.
- ☞ Plants breathe and eat, but do not sleep.

Undead

An undead is a once-living creature animated by spiritual or supernatural forces. Undead possess the following traits.

- ☞ No Constitution score.
- ☞ *Damage:* Good slam and bite, medium claw, poor gore.
- ☞ Darkvision out to 60 feet.
- ☞ Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- ☞ Immunity to poison, sleep effects, paralysis, stunning, disease, and death effects.
- ☞ Not subject to critical hits, nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects.
- ☞ Cannot heal damage on its own if it has no Intelligence score, although it can be healed. Negative energy (such as an *inflict* spell) can heal undead creatures. The fast healing special quality works regardless of the creature's Intelligence score.
- ☞ Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).
- ☞ Uses its Charisma modifier for Concentration checks.

- ☞ Not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed.
- ☞ Not affected by *raise dead* and *reincarnate* spells or abilities. *Resurrection* and *true resurrection* can affect undead creatures. These spells turn undead creatures back into the living creatures they were before becoming undead.
- ☞ Proficient with its natural weapons, all simple weapons, and any weapons mentioned in its entry.
- ☞ Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Undead not indicated as wearing armor are not proficient with armor. Undead are proficient with shields if they are proficient with any form of armor.
- ☞ Undead do not breathe, eat, or sleep.

Vermin

This type includes insects, arachnids, other arthropods, worms, and similar invertebrates. Vermin possess the following traits.

- ☞ *Mindless*: No Intelligence score, and immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- ☞ *Damage*: Good slam and gore (sting), medium claw, poor slam. Many vermin possess the bite damage of a creature one size larger than they are.
- ☞ Darkvision out to 60 feet.
- ☞ Proficient with their natural weapons only.
- ☞ Proficient with no armor.
- ☞ Vermin breathe, eat, and sleep.

Determining a Creature's New Weight

Presupposing you have a creature's original height (or length, if the creature is "long" as opposed to "tall") and weight, it's easy to determine the new weight from a size change. When height changes, determine the multiplier by which it changed by dividing the new height by the old height. Weight changes by the same multiplier cubed, if the size increase is proportional. To determine the creature's new weight, cube the height multiplier and then multiply the creature's original weight by the resultant factor. You can fudge this to get what you want, but doing so results in an unrealistic or disproportionate weight-to-height ratio.

Example: A 5-foot, 150-pound troglodyte grows to 10 feet. The troglodyte has changed in height by a multiplier of 2 ($10/5 = 2$). Thus, the 10-foot troglodyte weighs in at 1,200 pounds ($150 \times [2 \times 2 \times 2]$). If a 5-foot, 150-pound troglodyte shrunk to 2 feet, its height has changed by a multiplier of .4 ($2/5 = .4$). The short troglodyte weighs in at 9.6 pounds ($150 \times [.4 \times .4 \times .4] = 9.6$).

Table 1-2: Creature Size Statistics

| Size | AC/Attack Modifier | Grapple Modifier | Hide Modifier | Dimension ¹ | Weight ² | Typical Space/Reach ³ | Carrying Capacity ⁴ |
|------------|--------------------|------------------|---------------|------------------------|---------------------|---------------------------------------|--------------------------------|
| Miniscule | +12 | -20 | +20 | ≤ .5 in. | ≤ .5 oz. | .25 ft./0 ft. | × .0625 |
| Fine | +8 | -16 | +16 | to 6 in. | to 2 oz. | .5 ft./0 ft. | × .125 |
| Diminutive | +4 | -12 | +12 | to 1 ft. | to 1 lb. | 1 ft./0 ft. | × .25 |
| Tiny | +2 | -8 | +8 | to 2 ft. | to 8 lb. | 2.5 ft./0 ft. | × .5 |
| Small | +1 | -4 | +4 | to 4 ft. | to 60 lb. | 5 ft./5 ft. | × .75 |
| Medium | +0 | +0 | +0 | to 8 ft. | to 500 lb. | 5 ft./5 ft. | × 1 |
| Large | -1 | +4 | -4 | to 16 ft. | to 4,000 lb. | 10 ft./10 ft. (tall) or 5 ft. (long) | × 2 |
| Huge | -2 | +8 | -8 | to 32 ft. | to 32,000 lb. | 15 ft./15 ft. (tall) or 10 ft. (long) | × 4 |
| Gargantuan | -4 | +12 | -12 | to 64 ft. | to 250,000 lb. | 20 ft./20 ft. (tall) or 15 ft. (long) | × 8 |
| Colossal | -8 | +16 | -16 | to 128 ft. | to 1,000,000 lb. | 30 ft./30 ft. (tall) or 20 ft. (long) | × 16 |
| Titanic | -12 | +20 | -20 | ≥ 129 ft. | ≥ 1,000,001 lb. | 50 ft./50 ft. (tall) or 25 ft. (long) | × 32 |

¹ Upright (tall) creature's height, horizontal (long) creature's body length (nose to base of tail).

² Assumes that the creature is roughly as dense as a regular animal. A creature made of stone weighs considerably more, while a gaseous creature weighs much less.

³ Tall creatures have their longest dimension in upright height, while long creatures have their longest dimension in horizontal length.

⁴ Multiply the figures on Table 9-1: Carrying Capacity in Chapter 9 of the Player's Handbook by this factor.

Table 1-3: Creature Attributes by Size¹

| Size | Str | Dex | Con | Minimum Racial HD | Maximum Racial HD | Natural Weapon Damage ² | | |
|------------|-------|-------|-------|-------------------|-------------------|------------------------------------|--------|------|
| | | | | | | Poor | Medium | Good |
| Miniscule | 1 | 24–25 | 10–11 | ½ ₂ | 1 | — | — | — |
| Fine | 1 | 22–23 | 10–11 | ¼ ₆ | 2 | — | — | 1 |
| Diminutive | 1 | 20–21 | 10–11 | ⅛ | 4 | — | 1 | 1d2 |
| Tiny | 2–3 | 18–19 | 10–11 | ¼ | 6 | 1 | 1d2 | 1d3 |
| Small | 6–7 | 16–17 | 10–11 | ½ | — | 1d2 | 1d3 | 1d4 |
| Medium | 10–11 | 14–15 | 12–13 | 1 | — | 1d3 | 1d4 | 1d6 |
| Large | 18–19 | 12–13 | 16–17 | 2 | — | 1d4 | 1d6 | 1d8 |
| Huge | 26–27 | 10–11 | 20–21 | 4 | — | 1d6 | 2d4 | 2d6 |
| Gargantuan | 34–35 | 10–11 | 24–25 | 12 | — | 1d8 | 2d6 | 2d8 |
| Colossal | 42–43 | 10–11 | 28–29 | 24 | — | 2d6 | 2d8 | 4d6 |
| Titanic | 50–55 | 10–11 | 32–35 | 36 | — | 3d6 | 3d8 | 6d6 |

¹ Mental ability scores (Intelligence, Wisdom, and Charisma) can vary widely, even among creatures of a certain type. Unless a type description (page 8) specifies a particular score for one of these abilities, you can assign values deemed appropriate.

² See the Damage entry in the creature type traits (page 8) for more information on how natural weapon damage applies to a specific type.

Table 1-4: Creature Changes by Size

| Old Size ¹ | New Size | Str | Dex | Con | Natural Armor | AC/Attack | Grapple | Hide |
|-----------------------|------------|------|------|------|---------------|-----------|---------|------|
| Miniscule | Fine | Same | –2 | Same | Same | –4 | +4 | –4 |
| Fine | Diminutive | Same | –2 | Same | Same | –4 | +4 | –4 |
| Diminutive | Tiny | +2 | –2 | Same | Same | –2 | +4 | –4 |
| Tiny | Small | +4 | –2 | Same | Same | –1 | +4 | –4 |
| Small | Medium | +4 | –2 | +2 | Same | –1 | +4 | –4 |
| Medium | Large | +8 | –2 | +4 | +2 | –1 | +4 | –4 |
| Large | Huge | +8 | –2 | +4 | +3 | –1 | +4 | –4 |
| Huge | Gargantuan | +8 | Same | +4 | +4 | –2 | +4 | –4 |
| Gargantuan | Colossal | +8 | Same | +4 | +5 | –4 | +4 | –4 |
| Colossal | Titanic | +12 | Same | +6 | +6 | –4 | +4 | –4 |

¹ The adjustments stack if the creature changes by more than one size.

Creature Size

Monsters change as they gain or lose size. The following tables are for reference when making such changes.

Creature Size Statistics

Table 1-2: Creature Size Statistics is for reference of basic creature sizes and the effect of that size. It includes a couple new options for creature size—Miniscule and Titanic sizes. See the sidebar for help in determining a creature's new weight when its height or length increases.

Creature Attributes by Size

Table 1-3: Creature Attributes by Size shows the usual ranges of various attributes as they relate to a creature's size, including dice amounts for damage according to a creature's good, medium, and poor attacks. These base damage

ratings are not entirely in accord with size increases but are instead placed here to facilitate damage descriptions in the templates and the creation of new monsters. The minimum damage any successful attack can deal is 1 point, unless a template states otherwise. Use Table 1-5: Increased Damage by Size when changing a creature's size.

Creature Changes by Size

Table 1-4: Creature Changes by Size shows how a creature's attributes change as it grows—change penalties to bonuses and bonuses to penalties to shrink a creature.

Increased Damage by Size

Use Table 1-5: Increased Damage by Size to determine a creature's or weapon's new damage from a size change—go in reverse on the table to decrease damage.

Table 1-5: Increased Damage by Size¹

| Old Damage ² | New Damage |
|-------------------------|------------|
| <1 | 1 |
| 1 | 1d2 |
| 1d2 | 1d3 |
| 1d3 | 1d4 |
| 1d4 | 1d6 |
| 1d6 | 1d8 |
| 1d8 | 2d6 |
| 1d10 | 2d8 |
| 2d6 | 3d6 |
| 2d8 | 3d8 |
| 3d6 | 4d6 |
| 3d8 | 4d8 |
| 4d6 | 6d6 |
| 4d8 | 6d8 |
| 6d6 | 8d6 |
| 6d8 | 8d8 |
| 8d6 | 12d6 |
| 8d8 | 12d8 |
| 12d6 | 16d6 |
| 12d8 | 16d8 |

—progression continues—

¹ The table may be used in reverse to decrease damage (4d8 becomes 3d8, 3d8, becomes 2d8, 2d8 becomes 1d10, and so on).

² Repeat the adjustment if the creature or weapon changes by more than one size.

Creature Speed

Table 1-6: Creature Speeds by Size helps determine base speeds for created monsters. It may also be used as a reference for increasing a templated creature's speed. Numbers on the table represent base speed in feet. The lower and upper limits on this table are averages and suggestions, not absolute caps—a creature may be slower or faster than these figures indicate. A creature's actual movement rates may fall between two numbers. A baleen whale's swim speed is 40 feet, for example, which is between slow and average for a Gargantuan swimmer.

Creature Challenge Rating

Table 1-7: Creature Challenge Rating is a tool to help evaluate the challenge rating of templated creatures and to create Challenge Ratings for new creatures. Using the creature's type, determine its Challenge Rating based on its total Hit Dice using

Table 1-6: Creature Speeds by Size

| Movement Mode | Size | Land Speed Multiplier | | | |
|---------------|--------------|-----------------------|---------|------|----|
| | | Slow | Average | Fast | |
| Biped | ≤ Fine | 2.5 | 5 | 15 | |
| | Diminutive | 5 | 10 | 20 | |
| | Tiny | 10 | 15 | 25 | |
| | Small | 15 | 20 | 30 | |
| | Medium | 20 | 30 | 40 | |
| | Large | 30 | 40 | 50 | |
| | Huge | 40 | 50 | 60 | |
| | Gargantuan | 50 | 60 | 70 | |
| | ≥ Colossal | 60 | 70 | 80 | |
| Quadruped | ≤ Fine | 5 | 10 | 20 | |
| | Diminutive | 10 | 15 | 25 | |
| | Tiny | 15 | 20 | 30 | |
| | Small | 30 | 40 | 50 | |
| | Medium | 30 | 40 | 50 | |
| | Large | 30 | 50 | 60 | |
| | Huge | 40 | 60 | 70 | |
| | Gargantuan | 50 | 70 | 80 | |
| | ≥ Colossal | 60 | 80 | 90 | |
| Flying | ≤ Diminutive | 30 | 40 | 50 | |
| | Tiny | 40 | 50 | 60 | |
| | Small | 40 | 60 | 70 | |
| | Medium | 40 | 70 | 90 | |
| | Large | 60 | 80 | 120 | |
| | Huge | 80 | 100 | 140 | |
| | ≥ Gargantuan | 100 | 140 | 200 | |
| | Swimming | ≤ Diminutive | 5 | 10 | 30 |
| | | Tiny | 10 | 20 | 30 |
| Small | | 10 | 30 | 50 | |
| Medium | | 20 | 40 | 70 | |
| Large | | 20 | 50 | 80 | |
| Huge | | 30 | 60 | 90 | |
| ≥ Gargantuan | | 30 | 60 | 100 | |

| Other Modes | Size | Land Speed Multiplier | | |
|------------------------------------|----------|-----------------------|---------|------|
| | | Slow | Average | Fast |
| Burrowing or Climbing ¹ | Any Size | .25 | .5 | 1 |

¹ Most creatures are slow burrowers but average to fast climbers.

Table 1-7: Creature Challenge Rating

| Creature Type | Base CR* |
|---|------------|
| Aberration, construct, elemental, fey, giant, humanoid, ooze, plant, undead, vermin | 1 per 4 HD |
| Animal, magical beast, monstrous humanoid | 1 per 3 HD |
| Dragon, outsider | 1 per 2 HD |

* Round fractions up for HD totals in excess of 20.

| Positive CR Modifiers | CR Change |
|---|-----------------------------|
| Aberration, construct, elemental, fey, giant, humanoid, ooze, plant, undead, or vermin gains HD | +1 per 4 HD |
| Animal, magical beast, or monstrous humanoid gains HD | +1 per 3 HD |
| Dragon or outsider gains HD | +1 per 2 HD |
| Size increases to or is Large or larger ¹ | +1 |
| Base ability scores significantly better than a PC ² | +1 |
| Special attacks improve combat effectiveness in a minor way ³ | +1 |
| Special attacks significantly improve combat effectiveness ⁴ | +2 |
| Special qualities improve combat effectiveness in a minor way ³ | +1 |
| Special qualities significantly improve combat effectiveness ⁴ | +2 |
| Particularly potent abilities ⁵ | +1 |
| Spellcasting ability ⁶ | +1 per 5 spellcaster levels |
| Attack or quality not useful in combat | +0 |

| Negative CR Modifiers ⁷ | CR Change |
|---|---------------------------|
| Aberration, construct, elemental, fey, giant, humanoid, ooze, plant, undead, or vermin loses HD | -1 per 4 HD |
| Animal, magical beast, or monstrous humanoid loses HD | -1 per 3 HD |
| Dragon or outsider loses HD | -1 per 2 HD |
| Size decreases to Medium or smaller from Large or larger | -1 |
| Loss of ability that grants a positive CR modifier | -1 × positive CR modifier |
| Crippling disadvantage ¹ | -1 or more |

¹ Only useful for low to moderate CRs. Consider dropping this for high-CR creatures.

² Accounting for size, the creature's average ability score modifier is +2 or greater. See also note 1.

³ Attacks can include high attack bonus and damage. Cannot more than double a creature's CR, if that CR is 1 or lower.

⁴ Attacks can include extraordinarily high attack bonus and damage. Cannot more than triple a creature's CR, if that CR is 1 or lower.

⁵ An array of abilities that can end a fight (save or die, mass hold spells), surefire summoning abilities, and deadly ability combinations (improved grab and constrict or swallow whole) are often worth this bonus.

⁶ Mimics an actual spellcasting class. Spell-like abilities fall under special attacks.

⁷ Cannot more than halve a creature's CR, if that CR is 1 or lower.

the Creature Type part of the table. For fractional Hit Dice, use the fractions for a weak creature. Round up for powerful creatures, if the total is more than half that required for a Challenge Rating increase. Modify the result using the Other Modifiers part of the table.

General Notes on Challenge Rating: While this table demystifies Challenge Ratings for monsters to a certain extent, determining Challenge Rating remains an inexact endeavor. The lack of exactness in Challenge Ratings should be kept in mind when creating new and variant creatures with the templates. You may need to make further adjustments to Challenge Rating as necessary to facilitate the balance and fun of the game. New creatures should be play tested to make sure they aren't absolute killers. A Challenge Rating that's too high, meaning the creature is too weak for its Challenge Rating, is better than one that's too low, meaning the creature is too strong for its Challenge Rating. See Chapter 4 of the *MM* for more on Challenge Rating.

At epic levels, however, player characters can often withstand much greater arrays of challenging abilities in their foes. High-CR creatures often have lower CRs than might be predicted using this system. It's still better to err on the side of caution.

Examples: A rat is a $\frac{1}{4}$ -HD animal (CR .0625 or $\frac{1}{16}$). Its scent ability is good enough to double this rating to .125 ($\frac{1}{8}$). It's the same with the weasel, a $\frac{1}{2}$ -HD animal (CR .125 or $\frac{1}{8}$)—scent and attach raise the weasel to CR .25 ($\frac{1}{4}$).

Kobolds are essentially 1-HD humanoids (CR .25), but an NPC class raises them to CR .5. Light sensitivity knocks them back down to CR .25.

A ghoul is a 2-HD undead (CR .5). Its ghoul fever is not useful to it in combat (incubation 1 day), but its paralyzing touch improves its combat effectiveness in a minor way. As a 2-HD undead, the ghoul would have a CR of .5, but its paralysis adds +1. Since a minor combat ability can't more than double a CR 1 or lower creature's CR, the ghoul is stuck at CR 1.

A magmin is a 2-HD outsider (CR 1). Its special attacks make it better in combat (1d8 touch damage, combustion, and fiery aura; minor, +1) and its defenses improve its staying power (damage reduction, immunity to fire, and melt weapons; minor, +1). A magmin has a CR of 3.

Shambling mounds are 8-HD plants (CR 2). The shambler is Large (+1) and has a significant natural armor bonus, immunity to electricity, and resistance to fire (minor, +1). Its real danger, however, is its prodigious Strength and grappling ability combined with the deadly improved grab and constrict (significant combat effectiveness; +2). A shambling mound has a CR of 6.

Androsphinxes are 12-HD magical beasts (CR 4). An androsphinx is Large (+1) and has exceptional ability scores (+1). Its attacks and defenses increase its combat ability in minor ways, especially the roar and natural armor bonus (+2 total for attacks and qualities). It can

also cast spells as a 6th-level cleric (+1), combining good fighting prowess with magical ability. The androsphinx has a CR of 9.

Ice devils are 14-HD outsiders (CR 7). They are Large (+1) and have exceptional ability scores (+1). An ice devil's package of combat abilities and special attacks (good attacks, fear aura, slow, spell-like abilities) make it significantly more effective in combat (+2). Summoning is not included in the special attack, because it has a chance of failure and the ice devil will only use this ability in dire circumstances. As well, the ice devil has an impressive array of defenses (damage reduction, good natural armor, immunities, resistances, regeneration, and spell resistance), significantly increasing its effectiveness in combat (+2). Ice devils are CR 13.

Greater stone golems are 42-HD constructs (CR 10.5, rounded up to 11). A greater stone golem is Huge (+1). These golems pack one heck of a punch (+42 melee attack, 4d8+13 damage) and have a slow special attack they can use as a free action every round (significant, +2). Their defenses are extraordinary, with noteworthy natural armor, good damage reduction, and that frightening magic immunity (+2). Greater stone golems are CR 16.

A nightcrawler is a 25-HD undead (CR 6.25 rounded up to 7), but its own desecrating aura gives it bonus hit points equal to almost 8 HD (+2). It is Gargantuan (+1) and has exceptional ability scores (+1). Its special attacks and defenses are incredible (+2 from each, +4 total). However, the nightcrawler has a number of spell-like abilities that can easily take one or more opponents out of combat in a single round (*finger of death*, *hold monster*, *mass hold monster*) as can its poison (+1 total). Its improved grab, swallow whole, energy drain combination is particularly deadly, considering the creature's grapple modifier of +45 (+1). Summoning undead has no chance of failure and summons undead with an average EL of about 12 or 13 (+1). Nightcrawlers have a CR of 18.

The tarrasque is a 48-HD magical beast (CR 16). It's Colossal (+1) and has good ability scores (+1). Its special attacks are downright scary (significant; +2), as are its numerous defenses (+2). So, by this system, a tarrasque has a CR of 22. If we follow the advice on the chart, dropping size and ability scores as considerations brings CR down to 20. The tarrasque has a CR of 20.

Great wyrm red dragons are 40-HD dragons (CR 20). Colossal size (+1) and great ability scores (+1) add to the mix. As can be expected for dragons, they have incredible attacks (+2) and defenses (+2). They cast spells as a 19th-level sorcerer (+3). By this system, great wyrm red dragons have a CR of 29—27 if size and ability score considerations are dropped. Great wyrm red dragons have a CR of 26.

Creature Level Adjustment

Table 1–8: Creature Level Adjustment Examples is a tool to help evaluate the Level Adjustment of templated creatures and to create Level Adjustments for new

Table 1-8: Creature Level Adjustment Examples

| Advantage | LA |
|--|--------------------------------|
| Ability score damage (including poison) | +1 |
| Attacks better than fighter of same HD or typical weapons | +1 |
| Burrow or climb speed | +1 |
| Damage reduction | +1 |
| Energy drain | +2 |
| Flight | +1 |
| Incorporeal | +1 |
| Natural Armor | +1 per +5 |
| Racial ability score bonuses (Good) | +1 |
| Racial ability score bonuses (Incredible) | +2 or more |
| Racial feat bonuses (2 or more) | +1 |
| Racial skill bonuses (+8 total or higher) | +1 |
| Regeneration | +2 |
| Resistance to energy | +5 per type |
| Special attack or quality gives significant advantage | +1 |
| Spellcasting ability better than wizard or cleric of same HD | +1 |
| Spell resistance | +1 |
| Disadvantage | LA ¹ |
| Inconvenient Shape | -1 |
| Lack of handlike appendages | -1 |
| Loss of an ability | -1 × the ability's LA modifier |
| Small or smaller size | -1 |

¹ Minimum LA for an actual creature is +0. A template can have a negative total LA.

creatures. It shows some typical abilities and their worth in Level Adjustment. A basic rule is: Any ability that allows a creature to outshine a player character or circumvent typical challenges is worth a +1 Level Adjustment. Each significant ability adds to the others.

Determine the Level Adjustment only for creatures you wish to use allow as player characters or cohorts—base creatures with a Level Adjustment of “—” are already inappropriate as PCs or cohorts. Other creatures simply need a Challenge Rating. If determining the Level Adjustment of a creature is too difficult or convoluted, it's

wise to disallow such a creature as a player character or cohort. The same goes for creatures with very high Level Adjustments.

When you come up with a number, add it to the base creature's Hit Dice and then compare the creature's ability to a character of the same level and of a class that seems to closely match the creature's capabilities. If the character seems better than the monster, lower the Level Adjustment until the two creatures are comparable in ability. Some abilities, such as flight or regeneration, are always worth +1 (or more).

Chapter 2: Aberrations

Aberrations are usually foul monstrosities often created by fouler magic. In that vein, this chapter presents one template aimed at making normal monsters more aberrant and another for when magic goes awry.

Aberrant

Born of twisted experimentation by intelligent aberrations and mad magicians, aberrant creatures are a testament to the cruelty of eldritch manipulation. Some are also genetic mutants. Regardless, aberrants possess not only the features of their original kinds, but also strange and unnatural parts given to them by cruel experimentation or indifferent natural processes.

Those created aberrants that are not mercifully destroyed, or do not die of natural causes, are either cast out and forced to fend for themselves or imprisoned in sadistic zoological gardens to be studied and experimented upon further. Thus, most aberrants are creatures of the worst disposition imaginable, or at least wild and unpredictable.

Appearance Changes

Aberrants vaguely resemble the creatures they once were, but are twisted and transformed into grotesque mockeries. They often grow new body parts, lose others, and their remaining features are altered in bizarre and unpredictable ways. Use the special attacks and qualities rolled to guide you in the appearance of your perverse creation. You may also roll on the chart below for inspiration—once per new ability the aberrant gains. Try to match each result to the aberrant's special abilities.



Roll Appearance Change

- 01–10 *Horrific Appearance:* Changes to the creature's appearance are monstrous, rendering it virtually unrecognizable as a member of its original kind. The creature takes a –6 penalty on Bluff and Diplomacy checks against any subject who can see the creature and would be taken aback by its disfigurement.
- 11–20 *Loss of Major Sense:* The creature is blind or deaf (a crippling disadvantage). (It may instead lose some other sensory ability playing a significant part in the creature's characteristics.)
- 21–30 *Loss of Minor Sense:* The creature loses some sense that does not play a major part in its abilities. A major sense may instead be diminished (–2 penalty on related checks).
- 31–40 *Missing Limb:* An appendage is crippled, withered, or lost. The creature loses the abilities associated with the missing appendage, possibly including the ability to wield two-handed weapons (arm) or fly (wing). Reduce Speed and the AC bonus provided by Dexterity by the percentage of legs lost.
- 41–80 *Unnatural Trait:* The creature loses hair, changes to an unpleasant color, its skin becomes rubbery or covered with flaky scales, or it grows some useless but noticeable characteristic, such as small horns or antennae. It is still recognizable as a member of its original kind. Aberrants with unnatural features

take a –1 penalty on Bluff and Diplomacy checks as per horrific appearance. The maximum penalty is –6.

- 81–95 *No Change*: The aberrant gains no change in appearance.
- 96–98 *Extra Eyes*: The creature gains 1d6 eyes and a +2 bonus on Search and Spot checks. Extra eyes are unnatural traits, causing the aberrant to take a –1 penalty on Bluff and Diplomacy checks against any member of their own or similar species who can see the trait.
- 99–100 *Extra Limb*: The creature gains one extra limb. This limb functions as a manipulating extremity (arm or tentacle) or a movement extremity (leg or wing). An extra arm provides no real benefit in combat, but two extra arms allow the aberrant the option of choosing the Multiweapon Fighting feat, if the creature fights with weapons. One extra leg provides a +2 bonus on checks against being bull rushed or tripped when the creature is standing on the ground. Gaining two legs provides a 10-foot bonus to land speed. Extra limbs are unnatural traits, causing the aberrant to take a –1 penalty on Bluff and Diplomacy checks against any member of their own or similar species who can see the trait.

Creating an Aberrant

“Aberrant” is a template that can be added to any living creature except an elemental or plant (referred to hereafter as the “base creature”). An aberrant differs from the base creature as follows.

Type: Change to aberration.

Hit Dice: Increase all current and future racial Hit Dice to d8s.

Special Attacks: Aberrants gain 1d4 additional special attacks. These can be selected or rolled for randomly (roll d%). Some results may be duplicated.

Roll Special Attack

- 01–04 *Adhesive (Ex)*: The aberrant exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items touching it. An adhesive-covered aberrant automatically grapples any creature it hits with its natural attack(s). The creature then adds its Hit Dice + its Constitution modifier to subsequent grapple checks. With a standard action, the aberrant automatically deals damage with a single natural attack each round to a single creature stuck to it. The aberrant may make a full attack to deal damage to multiple stuck targets (or to stuck targets and nonstuck targets).

A weapon that strikes an adhesive-coated aberrant is also stuck fast unless the wielder succeeds at a Reflex save (DC 10 + one-half of the aberrant’s Hit Dice + its Constitution modifier). A successful Strength check (same DC) is needed

to pry it off. Strong alcohol dissolves the adhesive. A pint of wine or a similar liquid weakens it, but the aberrant still has half its normal bonus on grapple checks. The aberrant can dissolve its adhesive at will, but the substance does not break down after the creature dies (see the sidebar).

Aberrant Adhesive

This adhesive bonds to anything touching it with a break DC equal to 10 + the originating creature’s Hit Dice + its Constitution modifier (average 10–12). That score must be overcome to pull free of the adhesive or split something glued with it where the adhesive joins two parts. Pulling bare skin from any adhesive of this type causes 1 point of damage (less or more, at the DM’s discretion). The adhesive dissolves in an amount of alcohol at least 10 times the amount of adhesive (quadruple that if the adhesive is dry).

When packaged, a small amount of the adhesive, equal to one eighth of the container’s capacity, is wasted by its sticking to the inside of the container. One ounce of *oil of slipperiness* coating a container prevents such adhesion. The container may only be cleaned with alcohol.

This substance may be a material component for creating the wondrous item *sovereign glue*.

Market Price: 10 gp (+20 gp per point of break DC above 10) per ounce.

- 05–08 *Blood Drain (Ex)*: The aberrant gains the Vampiric Creature template (page 76).
- 09–12 *Charming Gaze (Su)*: As *lesser charm* (new spell, page 184); caster level equals the aberrant’s Hit Dice, and Will negates (DC 10 + one-half of the aberrant’s Hit Dice + its Charisma modifier). If this ability is rolled twice, it functions as a *greater charm* spell (new spell, page 184).
- 13–16 *Confusing Gaze (Su)*: As *lesser confusion*; caster level equals the aberrant’s Hit Dice, and Will negates (DC 10 + one-half of the aberrant’s Hit Dice + its Charisma modifier). If this ability is selected twice, it functions as *confusion*, but only one opponent may be targeted at a time.
- 17–20 *Constrict (Ex)*: The aberrant deals slam damage (+ Strength modifier) for its size and type (see Table 1–3: Creature Attributes by Size) with a successful grapple check against creatures of its size or smaller. Multiply the Strength bonus (positive only) by 1.5 if the aberrant is Medium or larger. If the base creature does not possess a natural attack that would make constriction possible, you may re-roll this result or add the necessary appendages to the base creature so it can use this ability (a tentacle, pincer, over-sized hand or claw, a prehensile tail, or the like). If this ability is rolled more than once, the aberrant can constrict a creature one size larger or it gains one more con-

- stricting appendage. Consider adding improved grab as one of the creature's other special attacks.
- 21–24 *Corrosive Slime (Ex)*: The aberrant's body produces a mucuslike slime that contains a highly corrosive substance. The slime is particularly effective against metal and stone. All DCs for the slime are 10 + one-half of the aberrant's Hit Dice + its Constitution modifier.
- The aberrant's mere touch deals damage to organic creatures or objects, and the damage doubles against metal and quadruples against stone. An aberrant's size and the good damage category on Table 1–3: Creature Attributes by Size determine the acid damage the aberrant deals. A natural attack by the aberrant leaves a patch of slime that deals normal damage on contact and the same in each of the next 2 rounds. A large quantity (at least a quart) of water or weak acid, such as vinegar, washes the slime off.
- A struck opponent's armor and clothing dissolve and become useless immediately unless the wearer succeeds on a Reflex save. Weapons that strike the aberrant take acid damage, unless the wielder succeeds on a Reflex save. Creatures attacking the aberrant with natural weapons take damage from the slime each time their attacks hit, unless they succeed on a Reflex save.
- Most aberrants with corrosive slime are immune to acid.
- 25–28 *Destructive Harmonics (Su)*: The aberrant can product high frequency sounds that blast sonic energy in a cone up to 5 feet long, +5 feet per size the aberrant is larger than Miniscule (a Medium aberrant has a 30-foot cone, while a Fine one has a 10-foot cone). It can tune the harmonics of this destructive power to affect different types of targets. (Feel free to limit the aberrant's powers to fewer than all three abilities, or to roll 1d3 to see how many the creature gets.) Each type of harmonic allows the indicated save (DC 10 + one-half of the aberrant's Hit Dice + its Charisma modifier).
- Flesh*: Disrupting tissue and rending bone, this horrible attack deals 1d6 points of damage per 2 Hit Dice the aberrant possesses (minimum 1d6) to all within the cone. Reflex half.
- Nerves*: The aberrant can focus its harmonics to subdue rather than slay. This attack plays havoc with nerves and sensory systems, dealing 1d6 (+1d6 per 2 Hit Dice) points of nonlethal damage to all within the cone. Reflex half.
- Material*: The aberrant chooses wood, stone, metal, or glass. All objects made of that material within the cone must succeed on a Fortitude save or shatter. Objects (or portions of objects) that have up to half of the aberrant's full hit points are potentially affected by this attack.
- 29–32 *Disease (Ex)*: The natural attack of the aberrant carries a disease of your choice (see Disease in Chapter 8 of the *DMG*). A Fortitude save (DC 10 + one-half of the aberrant's Hit Dice + its Constitution modifier) resists the initial infection. Thereafter, the disease acts normally according to its statistics as indicated on Table 8–2: Diseases in the *DMG*.
- 33–36 *Engulf (Ex)*: The aberrant's body (or some part thereof) is flat and pliable, enabling it to wrap a creature one size smaller than itself (or less) in its body as a standard action. To engulf, the aberrant attempts a grapple that does not provoke an attack of opportunity. If it gets a hold, it can attack the engulfed victim with a +4 bonus on the attack roll. It can still use its other armed or natural attacks to strike at other targets. Attacks that hit an engulfing aberrant deal half of their damage to the monster and half to the trapped victim.
- 37–40 *Enslave (Su)*: Once per day, plus once per 4 Hit Dice, the aberrant can attempt to enslave another creature as if using *lesser dominate* (new spell, page 186). Caster level equals the aberrant's Hit Dice, and Will save DC equals 10 + one-half of the aberrant's Hit Dice + its Charisma bonus. Unlike *lesser dominate*, an enslaved creature obeys the aberrant's telepathic commands, unless freed by *remove curse*, and can attempt a new Will save every 24 hours to break free. The control is broken if the aberrant dies or travels more than one mile from its slave. If this ability is rolled twice, the aberrant's caster level is doubled. If it is rolled a third time, caster level is normal but the ability works as if it were *greater dominate* (new spell, page 186) modified as *lesser dominate* is by this ability.
- 41–44 *Ground Manipulation (Su)*: Once per day, plus once per 2 Hit Dice, as a standard action, the aberrant can cause stone and earth within 5 feet of it to become a morass akin to quicksand. Softening earth, sand, or the like takes 1 round, while stone takes 2 rounds. Anyone other than the aberrant in that area must take a move action to avoid becoming mired (treat as being pinned).
- 45–48 *Improved Grab (Ex)*: To use this ability, the aberrant must hit an opponent at least two sizes smaller than itself with a natural attack. If this ability is rolled again, increase the size of opponent the aberrant can grab by one, with a maximum of one size larger than itself.
- 49–52 *Mind Blast (Sp)*: This attack is a cone 10 feet long, +10 feet per size the aberrant is larger than Miniscule. Anyone caught in this cone must succeed on a Will save (DC 10 + one-half of the aberrant's Hit Dice + its Charisma modifier) or be stunned for 1d4 rounds +1d4 rounds per 4 Hit Dice the aberrant possesses.

- 53–56 *Moan (Ex)*: The aberrant can emit a dangerous subsonic moan. By changing the frequency, the aberrant may cause differing effects (the aberrant is immune to these sonic, mind-affecting attacks). Feel free to limit the aberrant's powers to fewer than all four abilities, roll 1d4 to see how many the creature gets, or roll 1d4 each time this ability is rolled to randomly identify a single moan the creature acquires. Unless noted otherwise, creatures that successfully save against these effects cannot be affected by the same moan effect from the same aberrant for one day. Each effect may be resisted by the indicated save (DC 10 + one-half of the aberrant's Hit Dice + its Charisma modifier).
- Fear*: All within a spread 5 feet wide, +5 feet per size the aberrant is larger than Miniscule, must succeed on a Will save or become panicked for 1 round + 1 round per 6 Hit Dice the aberrant possesses.
- Nausea*: Everyone in a cone 5 feet long, +5 feet per size the aberrant is larger than Miniscule, must succeed on a Fortitude save or be overcome by nausea and weakness. Affected characters are nauseated for 1d4+1 rounds.
- Stupor*: A single creature within 5 feet, +5 feet per size the aberrant is larger than Miniscule, of the aberrant must succeed on a Fortitude save or be affected as though by *greater hold* (new spell, page 188) for 2 rounds + 1 round per 2 Hit Dice the aberrant possesses. Even after a successful save, an opponent must repeat the save if the aberrant uses this effect again.
- Unnerve*: All within a spread 30 feet wide, +10 feet per size the aberrant is larger than Miniscule, automatically take a –2 morale penalty on attack and damage rolls. Those forced to hear the moan for more than 6 consecutive rounds must succeed on a Will save or enter a trance, unable to attack or defend themselves until the moaning stops. Even on a success, creatures within the spread must repeat the save in each round the moaning continues.
- 57–60 *Paralysis (Ex)*: Those hit by the aberrant's natural attack must succeed on a Fortitude save (DC 10 + one-half of the aberrant's Hit Dice + its Constitution modifier) or be paralyzed for a number of minutes equal to poor damage for the aberrant's size (minimum 1 minute).
- 61–64 *Poison (Ex)*: A natural attack of the aberrant carries with it a virulent poison. A Fortitude save (DC 10 + one-half of the aberrant's Hit Dice + its Constitution modifier) negates. The poison deals initial and secondary damage to any one ability score besides Constitution. The damage equals medium damage according to the aberrant's size and Table 1–3: Creature Attributes by Size.
- 65–68 *Psi-Like Abilities*: The aberrant possesses psi-like abilities. Use the Psionic template (page 64), giving the aberrant only half of the points the template normally allots to buy abilities. Advancement rules for the Psionic template also apply to a psionic aberrant. See *Expanded Psionics Handbook* for details on psionic powers.
- 69–72 *Shadow Shift (Su)*: Aberrants with this ability can manipulate shadows, gaining one of its sub-abilities each time this special attack is rolled. This ability is effective only in shadowy areas.
- Obscure Vision*: The aberrant gains concealment for 1d4 rounds.
- Dancing Images*: This duplicates a *mirror image* spell. Caster level equals the aberrant's Hit Dice.
- Silent Image*: This duplicates a *silent image* spell. Caster level equals the aberrant's Hit Dice.
- 73–76 *Spell-Like Abilities*: The aberrant possesses spell-like abilities. Use the Spellpowered template (page 75), giving the aberrant only half of the points the template normally allots to buy abilities. Advancement rules for the Spellpowered template also apply to an aberrant with spell-like abilities. See Chapter 11 of the *Player's Handbook* (or any other book with new spells, for that matter) for possible spell choices.
- 77–80 *Spittle (Ex)*: Every other round, the aberrant can attack by loosing a stream of spittle. This spittle ignites on contact with the air, creating a blinding flash of light. All sighted creatures within 60 feet must succeed on a Fortitude save (DC 10 + one-half of the aberrant's Hit Dice + its Constitution modifier) or be blinded for 1d3 rounds.
- 81–84 *Squeeze (Ex)*: The aberrant is capable of crushing an opponent with great force. In a grapple, if the aberrant gets a hold, it automatically deals grapple (or natural weapon) damage, with additional bludgeoning damage each round the hold is maintained equal to poor damage for the creature's size according to Table 1–3: Creature Attributes by Size.
- 85–88 *Transformation (Ex)*: The natural attack of an aberrant causes a terrible transformation. Affected opponents must succeed on a Fortitude save (DC 10 + one-half of the aberrant's Hit Dice + its Constitution modifier) or begin to transform over the next 1d4+1 minutes into a creature similar to the aberrant. A transformed creature comes under the control of the aberrant that created it, but the aberrant can only control twice its Hit Dice of such creatures, although it can create as many uncontrolled creatures as it desires in this manner. A *remove disease* spell, cast before the transformation is complete, restores an afflicted creature to normal. Afterward, however, only

heal, limited wish, mass heal, miracle, or wish can reverse the change.

- 89–92 *Web (Ex)*: The aberrant can cast a web eight times per day. This is similar to an attack with a net but has a maximum range of 5 feet (at Miniscule size) or 10 feet +10 feet per size larger than Fine, a range increment of 5 feet +5 feet per two sizes above Fine, and effectiveness against targets of up to the aberrant's size (see the *Player's Handbook*, Chapter 7, Equipment for details on net attacks). The web anchors the target in place, allowing no movement. An entangled creature can escape with a successful Escape Artist check (DC 10 + one-half of the aberrant's Hit Dice + its Constitution modifier) or burst the web with a successful Strength check (DC 10 + one-half of the aberrant's Hit Dice + its Constitution modifier). The web has 1 hit point +1 hit point per size of the aberrant larger than Fine. It takes double damage from fire.

The aberrant can also create sheets of sticky webbing up to 5 square feet per size up to Small +10 square feet for Medium and each size larger. An aberrant usually positions these sheets to snare flying creatures but can also use them to trap prey on the ground. Approaching creatures must succeed on a Spot check (DC 20) to notice a web or stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing receive a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each section (equal to the creature's size) has hit points as indicated above. The aberrant can move across its sheet web at normal speed and can determine the exact location of any creature touching a web it also touches.

Rolling this ability multiple times grants the aberrant a +4 racial bonus on the save DCs of its webbing for each additional web result after the first.

- 93–96 *DM's Choice*: Choose an appropriate ability or feat to add to the creature from this table or another suitable source.
- 97–100 Roll one extra Special Attack (Re-roll if this results a second time.)

Special Qualities: Aberrants gain 1d4 additional special qualities. These can be selected or rolled randomly (roll d%). Some results may be duplicated.

Roll Special Quality

- 01–05 *Amorphous/Indiscernible Anatomy (Ex)*: The aberrant's physiology is so bizarre that it is not subject to critical hits. It has no clear front or back, so it cannot be flanked. The creature automatically has a horrific appearance (see Appearance Changes at the beginning of this template).

- 06–10 *Blindsight (Ex)*: The aberrant can ascertain all foes within 100 feet, as a sighted creature would, using another sense or an extrasensory awareness.
- 11–15 *Damage Reduction (Ex or Su)*: The aberrant gains damage reduction equal to one-third of its Hit Dice, which can be pierced by a special material. Damage reduction against anything besides adamantine is an extraordinary ability, while other forms of damage reduction are supernatural. If this result is rolled again, only magic can pierce the damage reduction and the quality is supernatural. A third roll of this result grants the aberrant damage reduction against all attacks normally affected by damage reduction. If the damage reduction is effective against everything or everything but magic weapons, the aberrant's natural weapons are considered magic weapons for the purpose of overcoming damage reduction.
- 16–20 *Darkvision (Ex)*: The aberrant has darkvision with a range of 60 feet. If the base creature already has darkvision, or this result is rolled more than once, the range doubles each time. Alternatively, range doubles only once, and the third time this result is rolled the creature can see in natural and supernatural darkness (like *deeper darkness*).
- 21–25 *Detect Thoughts (Su)*: The aberrant can continuously *detect thoughts* as the spell (DC 12 + the aberrant's Charisma bonus). Caster level equals the aberrant's Hit Dice. The aberrant is able to suppress this ability, if so desired.
- 26–30 *Resistance (Ex)*: The aberrant gains resistance 5 to one form of energy damage (acid, cold, electricity, fire, sonic). If this result is rolled twice, the aberrant can gain resistance to another type of energy or add another 5 points to its current resistance.
- 31–35 *Fast Healing (Ex)*: The aberrant has fast healing equal to (1 + one-half of the aberrant's Hit Dice) points per round.
- 36–40 *Flight (Ex or Su)*: The aberrant gains the Flying template (page 44).
- 41–45 *Guarded Thoughts (Ex)*: The aberrant is immune to any form of mind reading. If the base creature only has animal Intelligence (2 or less), re-roll.
- 46–50 *Haste (Su)*: The aberrant is supernaturally quick. It can make an extra attack whenever it takes a full-attack action, and it gains a +1 bonus on all attack rolls and to Armor Class. (The bonus to AC is lost whenever the aberrant would be denied its Dexterity bonus to AC.) All its modes of movement double up to a maximum bonus of +30 feet per round.
- 51–55 *Mimic Shape (Ex)*: The aberrant can assume the general shape of any object of its own volume (it can't drastically alter its size). The aberrant's body still has its original texture, no matter what appearance it might present. Anyone who examines

the aberrant can detect the ruse with a successful Spot check opposed by the aberrant's Disguise check. (Disguise becomes a class skill for the creature, and it gains a +8 bonus on Disguise checks.)

- 56–60 *Protection from Sonics (Ex)*: While it can be affected by loud noises and sonic spells (such as *ghost sound*), the aberrant is less vulnerable to sound-based attacks (+4 circumstance bonus on all saves) because it can protect its ears in some fashion.
- 61–65 *Regeneration (Ex)*: The aberrant regenerates at a rate equal to 1 + one-third of its Hit Dice. The aberrant takes actual (rather than nonlethal) damage from two types of attacks (fire and acid, cold and sonic, or some other combination). If the creature loses a limb or body part, the lost portion regrows in (15/regeneration rate in hit points, round down) d6 minutes (minimum 1d6). The creature can reattach the severed member instantly by holding it to the stump.
- 66–70 *Sense of Detection (Su)*: The aberrant can detect one of the following continuously (roll 1d8): 1) evil, 2) good, 3) chaos, 4) law, 5) undead, 6) psionics, 7) magic, 8) other. This ability functions like *detect magic*, excepting it detects the force indicated by the d8 roll, it functions as if in the third round of that spell, and it never requires concentration. The aberrant can suppress or activate the ability once per round as a free action.
- 71–75 *Spell Immunity (Ex)*: Only certain spells affect the aberrant. A good basis is immunity to any spell of a level equal to or less than one-third of the aberrant's Hit Dice (round as desired).
- 76–80 *Spell Resistance (Ex)*: The aberrant gains spell resistance equal to 5 + its Hit Dice. If this result is rolled again, add 5 to spell resistance each time.
- 81–85 *Telepathy (Su)*: An aberrant with an Intelligence score of 3 or higher can communicate telepathically with any creature within 100 feet. This telepathy transcends language, but doesn't allow complex communication with unintelligent or nonsentient creatures.
- 86–90 *Tremorsense (Ex)*: The aberrant can automatically sense the location of anything within 60 feet that is in contact with the ground.
- 91–95 *DM's Choice*: Choose an appropriate ability or feat to add to the creature from this table or another suitable source.
- 96–100 Roll one extra Special Quality. (Re-roll if this results a second time.)

Feats: Those aberrants that lose their eyes or are blinded by the transformation process gain Blind-Fight as a bonus feat.

Challenge Rating: Determine how the gained attributes add to the base creature's existing repertoire. Use

Table 1–7: Creature Challenge Rating and its examples as a guide.

Alignment: If the base creature has an Intelligence score of 3 or above and the aberrant was created by experimentation, move its alignment one step toward evil and one step toward chaotic. For instance, a lawful good creature becomes neutral. Otherwise, alignment remains the same.

Level Adjustment: Variable.

Sample Aberrant

This example uses a cockatrice as the base creature. For Challenge Rating, moan and the petrifier fowl's other attacks work well together, granting an overall +1 to CR. Spell immunity makes the petrifier fowl immune to all but the typical 5th-level party's most powerful spells. It's worth +1 by itself, considering the petrifier fowl can fly as fast as and with slightly poorer maneuverability than someone using the 3rd-level spell *fly*. For the purposes of the petrifier fowl's concept, its environment has been changed from temperate plains (as per the cockatrice) to underground.

Petrifier Fowl

Small Aberration (Augmented Magical Beast)

Hit Dice: 5d10 (27 hp)

Initiative: +3

Speed: 20 ft. (4 squares), fly 60 ft. (poor)

Armor Class: 14 (+1 size, +3 Dex), touch 14, flat-footed 11

Base Attack/Grapple: +5/–1

Attack: Bite +9 melee (1d4–2 plus petrification)

Full Attack: Bite +9 melee (1d4–2 plus petrification)

Space/Reach: 5 ft./5 ft.

Special Attacks: Moan, petrification

Special Qualities: Darkvision 60 ft., low-light vision, spell immunity

Saves: Fort +4, Ref +7, Will +2

Abilities: Str 6, Dex 17, Con 11, Int 2, Wis 13, Cha 9

Skills: Listen +7, Spot +7

Feats: Alertness, Dodge, Weapon Finesse⁸

Environment: Underground

Organization: Solitary, pair, flight (3–5), or flock (6–13)

Challenge Rating: 5

Treasure: None

Alignment: Always neutral

Advancement: 6–8 HD (Small); 9–15 HD (Medium)

Level Adjustment: —

This birdlike creature is featherless, except for its wings. Its skin seems to droop unnaturally in places, and its beak and eyes are overlaid. Flesh dangles over its head like a pathetic rooster's comb. This flesh inflates whenever the strange creature makes any noise.

Combat

The petrifier fowl fiercely attacks anything that it deems a threat to itself or its subterranean lair. It attacks first with

its moan ability to nauseate its foes before closing to use its petrification attack.

Moan (Ex): The petrifier fowl can emit a dangerous subsonic moan. By changing the frequency, the creature may cause one of four effects (the petrifier fowl is immune to these sonic, mind-affecting attacks). Unless noted otherwise, creatures that successfully save against these effects cannot be affected by the same moan effect from the petrifier fowl for one day. The save DCs are Charisma-based.

Fear: All those within a 25-foot spread must succeed on a Will save (DC 11) or become panicked for 1 round.

Nausea: Everyone in a 25-foot cone must succeed on a Fortitude save (DC 11) or be nauseated for 1d4+1 rounds.

Unnerve: All within a 70-foot spread automatically take a –2 morale penalty on attack and damage rolls. Those forced to hear the moan for more than 6 consecutive rounds must succeed on a Will save (DC 11) or enter a trance, unable to attack or defend themselves until the moaning stops. Even on a success, they must repeat the save in each round the moaning continues.

Petrification (Su): A petrifier fowl can turn beings to stone with a touch. Creatures hit by a petrifier fowl must succeed on a Fortitude save (DC 12) or instantly turn to stone. The save DC is Constitution-based.

Petrification Immunity (Ex): Petrifier fowls are immune to the petrifying ability of other petrifier fowls and cockatrices, but other petrifying attacks affect them normally.

Spell Immunity (Ex): A petrifier fowl is immune to all spells of 2nd level or lower.

Wretched

Mad wizards, conducting foul and forbidden experiments in their isolated laboratories, are the stuff of many a gruesome tale. Their legendary efforts to combine the best features of one race, species, or creature type with those of another have gone on for centuries, with more failures than successes. The question is, what becomes of the victims of the unsuccessful experiments? What fate befalls a creature when a wizard's master plan for it goes horribly awry? The lucky ones die in the process. As for the survivors, they become hideous creatures known as the wretched.

Appearance Changes

Each wretched has a uniquely different albeit utterly repulsive look. Horribly disfigured, most cannot even be identified as what they once were before experiments were conducted to “improve” them. However, the wretched do have one thing in common besides their ignominious creation stories—they have become partially liquefied, semi-solid masses of quivering flesh. Oftentimes, the wretched gain extra body parts (eyes, limbs, a useless wing) and/or lose some of their original body parts during their creation process. They retain all of their normal appendages, though these may be more tentacle-like than like a normal arm or

leg. Feel free to roll on the Appearance Change table in the Aberrant template (page 18) for random changes. All wretched have horrific appearances, taking a –6 penalty on Bluff and Diplomacy checks against any subject who can see the creature and would be taken aback by its deformity.

Creating a Wretched

“Wretched” is an acquired template that can be added to any living creature besides an elemental, ooze, outsider, or plant (referred to hereafter as the “base creature”). A wretched differs from the base creature as follows.

Type: Change to aberration.

Speed: The creature's base speed in all modes decreases by 10 feet to a minimum of 10 feet or that of the base creature, whichever is lower. 75% of all wretched creatures permanently lose flight abilities when they become wretched. If the wretched creature can fly, halve its speed and subtract two levels of maneuverability (minimum of poor).

Special Attacks: Wretched lose any special attack that relies completely upon a skeletal structure. They also lose abilities requiring very coordinated movement, such as pounce.

Special Qualities: Wretched lose any special quality that relies completely upon a skeletal structure. They gain the following.

Limited Ooze Qualities (Ex): Wretched are immune to paralysis, stunning, and polymorphing. They no longer have a clear front or back and therefore cannot be flanked. Wretched have a 25% chance to avoid a critical hit.

No Armor: Due to their unique body structure, wretched creatures typically lose their ability to wear any type of armor. Wretched who could use shields before gaining this template are still able to do so.

Abilities: Modify as follows: Dexterity –6 (minimum 1), Constitution +4, Charisma –4 (minimum 1).

Skills: A wretched's amorphous shape grants it a +4 racial bonus on Hide and Move Silently checks.

Feats: Those wretched that lose their eyes or are blinded by the transformation process gain Blind-Fight as a bonus feat.

Challenge Rating: Challenge Rating may be lowered by loss of significant abilities, but is otherwise the same as the base creature.

Alignment: Wretched are often driven mad, becoming chaotic neutral or chaotic evil. A few retain their former alignments.

Level Adjustment: Variable. Wretched often lose Level Adjustment.

Sample Wretched

This example uses a choker as the base creature.

Strangle Jelly

Small Aberration

Hit Dice: 3d8+9 (22 hp)

Initiative: +3

Speed: 10 ft. (2 squares), climb 10 ft.

Armor Class: 14 (+1 size, -1 Dex, +4 natural), touch 10, flat-footed 14

Base Attack/Grapple: +2/+5

Attack: Tentacle +6 melee (1d3+3)

Full Attack: 2 tentacles +6 melee (1d3+3)

Space/Reach: 5 ft./10 ft.

Special Attacks: Improved grab, constrict 1d3+3

Special Qualities: Darkvision 60 ft., limited ooze qualities, no armor, quickness

Saves: Fort +4, Ref +2, Will +4

Abilities: Str 16, Dex 8, Con 17, Int 4, Wis 13, Cha 3

Skills: Climb +13, Hide +11,

Move Silently +7

Feats: Improved Initiative^B, Lightning Reflexes, Stealthy

Environment: Underground

Organization: Solitary

Challenge Rating: 2

Treasure: 1/10 coins; 50% goods; 50% items

Alignment: Usually chaotic evil

Advancement: 4–6 HD (Small); 7–12 HD (Medium)

Level Adjustment: —

This fleshy lump is a tentacled, slithering horror. Its tentacles have spiny pads that help it grip almost any surface.

Strangle jellies speak Undercommon.

Combat

A strangle jelly likes to perch near the ceiling and reach down to attack its prey.

Constrict (Ex): A strangle jelly deals 1d3+3 points of damage with a successful grapple check against a Large or smaller creature. Because it seizes its victim by the neck, a creature in the strangle jelly's grasp cannot speak or cast spells with verbal components.

Improved Grab (Ex): To use this ability, a strangle jelly must hit a Large or smaller opponent with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict. Strangle jellies receive a +4 racial bonus on grapple checks, which is already included in the statistics block.

Limited Ooze Qualities (Ex): The strangle jelly is immune to paralysis, stunning, and polymorphing. It cannot be flanked and avoids critical hits 25% of the time.

No Armor: Due to its unique body structure, the strangle jelly cannot wear any type of armor.

Quickness (Su): Although not particularly dexterous, a strangle jelly is supernaturally quick. It can take an extra standard action or move action during its turn each round.

Skills: A strangle jelly has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. It has a +4 racial bonus on Hide and Move Silently checks.



Chapter 3: Animals, Magical Beasts, and Vermin

Animals, magical beasts, and creeping things live in the world's natural places. Some of these creatures are just as potent as anything called a monster. Plenty of templates elsewhere in this book can be used to modify animals, magical beasts, and vermin, such as how the Gigantic template might be used to create dire animals. The templates presented in this chapter merely focus on these creatures.

Elder Beast

When the world was young, and spirits shared the land with mortals, the animals were sentient and greater than they now are. A few of these creatures still exist in the giant eagles and the unicorns. Fewer still live as examples of a bygone age. In other worlds, these creatures are possessed of special spirits that grant sentience. Such beings may be blessed of the gods as divine or infernal heralds. Beware these clever beasts!

Appearance Changes

Elder beasts rarely look different from their normal counterparts, posing a particular danger to the unwary. A glint of understanding in the eye or unusual tactics may be a signal to the wise that the creature is more than it seems.

Creating an Elder Beast

"Elder Beast" is an inherited template that can be applied to any animal, magical beast, or vermin with an Intelligence score of 6 or less (referred to hereafter as the "base creature"). An elder beast differs from the base creature as follows.

Type: Change to magical beast.

Hit Dice: Increase all current and future racial Hit Dice to d10s.

Armor Class: Natural armor improves by +4.

Base Attack: Recalculate base attack progression as if the base creature were always a magical beast (+1 per Hit Die).

Special Attacks: Elder beasts may gain the following.

Kin Loyalty (Su): (Optional) At will, the elder beast may fix its gaze on another creature and affect that creature as if with a *greater charm* spell (new spell, page 184). The affected creature must be of the base creature's or a very similar species. A brown bear elder beast could affect any bear, including dire bears, but it could not affect tigers.

Potentially charmed kin are allowed a Will saving throw (DC10 + one-half of the elder beast's racial and character Hit Dice + its Charisma modifier) to resist this ability. Caster level equals the elder beast's Hit Dice. An elder beast built from a vermin base creature can use this ability to affect its lesser kin, even though those kin are normally immune to mind-affecting effects.

Special Qualities: Elder beasts lose vermin mindlessness (if any) and gain the following.

Speech (Ex): An elder beast can speak like a human (though its voice may be unique). It can learn to speak any language, but usually speaks Sylvan. The creature retains the ability to speak with animals of the base creature's species.

Saves: Recalculate all saves as if the base creature were always a magical beast (good Fortitude and Reflex saves).

Abilities: Modify as follows: Wisdom +2. Elder beasts have Intelligence and Charisma scores of 10.

Skills: Recalculate the base creature's skill points as if it were always a magical beast. Class skills for the base creature are class skills for the elder beast. Retain all of the skill bonuses from the base creature.

Organization: If elder beasts are common and separate from normal animals, they may be organized like the base creature. In situations where elder beasts are rare, they are often solitary creatures leading a number of base creatures.

Challenge Rating: +1. +2 if the creature's new level of cunning makes it particularly dangerous compared to the base creature.

Treasure: Usually none, but sometimes 50% coins, standard goods, standard items.

Alignment: Usually neutral. As intelligent creatures, elder beasts sometimes follow other alignments.

Advancement: Advance the elder beast as a magical beast with the same HD-range as the base creature. Elder beasts can also advance by character class.

Level Adjustment: Variable. Elder beasts usually get -1 for no manipulators and -1 for an inconvenient shape.

Elder Beast Characters

Elder beasts can take levels in character classes. Druid, shaman (see sidebar on page 27) or adept, and ranger are most common, while a few become bards, sorcerers, rogues, or fighters. Monk, paladin, and wizard elder beasts are so rare as to be unheard of. Eschew Materials is a common feat among elder beast spellcasters.

Shamans

While not a core class in the core rulebooks, shamans are mentioned several times in this work, including this template. There are a number of resources for shamans in the d20 arena, official and otherwise (such as Green Ronin's *The Shaman's Handbook*). If you have access to none of these, perhaps druids and/or some adepts or clerics fill this role in your campaign—with the ability to turn spirits much like a cleric turns undead replacing another class ability or costing a feat. Maybe shamans are a unique form of cleric with only the ability to turn spirits, their domains provided by affiliation with powerful spirit guides (or even a beast lord, like Kaavaak—see page 128). The shaman could instead be a distinctive form of sorcerer, with divine instead of arcane spells, and the ability to turn spirits instead of a familiar. For even more information on spirits, see the Spirit template (page 145).

Most elder beasts have great difficulty using normal weapons and armor and have no appendages capable of fine manipulation—significant disadvantages. A lot of equipment is thus useless to an elder beast or costs more. You are also free to rule that specific types of elder beasts are incompatible with certain items, such as potions, that are designed for humanoid consumption. Further, skills requiring fine manipulation may be impossible for an elder beast or see a significant circumstance penalty (+4 or more).

Deer

Medium
Animal

Hit Dice: 2d8 (9 hp)

Initiative: +1

Speed: 50 ft. (10 squares)

Armor Class: 13
(+1 Dex, +2 natural),
touch 11, flat-footed 12

Base Attack/Grapple: +1/+1

Attack: Gore +1 melee (male only, 1d6) or hoof +1 melee (1d3)

Full Attack: Gore +1 melee (male only, 1d6) or hoof +1 melee (1d3)

Space/Reach: 5 ft./5 ft.

Special Qualities: Low-light vision, scent

Saves: Fort +3, Ref +4, Will +1

Abilities: Str 10, Dex 13, Con 10, Int 2, Wis 13, Cha 7

Skills: Hide +4, Listen +6, Spot +5, Survival +3

Feats: Alertness

Environment: Any land

Organization: Solitary, pair, group (3–5), or herd (6–25)

Challenge Rating: ½

Treasure: None

Alignment: Always neutral

Advancement: 3 HD (Medium)

Level Adjustment: —

Deer are lithe antelope about as tall as humans. Their fur is brown and coarse, fading to white on the underside. Males have antlers that grow in size and number of prongs with age.



Combat

Deer rarely stand and fight. They flee instead.

Skills: Deer get a +2 racial bonus on Hide, Listen, and Spot Checks.

Sample Elder Beast

This example uses a deer as the base creature, the generic statistics of which are listed above.

Elder Deer

Medium Magical Beast (Augmented Animal)

Hit Dice: 2d10 (11 hp)

Initiative: +1

Speed: 50 ft. (10 squares)

Armor Class: 17 (+1 Dex, +6 natural); touch 11, flat-footed 16

Base Attack/Grapple: +2/+2

Attack: Gore +2 melee (male only, 1d6) or hoof +2 melee (1d3)

Full Attack: Gore +2 melee (male only, 1d6) or hoof +2 melee (1d3)

Space/Reach: 5 ft./5 ft.

Special Qualities: Low-light vision, scent

Saves: Fort +3, Ref +4, Will +1

Abilities: Str 11, Dex 13, Con 10, Int 10, Wis 13, Cha 11

Skills: Hide +6, Listen +7, Spot +7, Survival +4

Feats: Alertness

Environment: Any land

Organization: Solitary, pair, group (3–5), herd (6–25)

Challenge Rating: 1

Treasure: None

Alignment: Usually neutral

Advancement: 3 HD (Medium) and/or by character class

Level Adjustment: +1

Elder deer look like sleek and noble deer. Some of them are white. They usually speak Sylvan.

Combat

Elder deer rarely stand to fight. They flee instead.

Speech (Ex): Elder deer can speak like a human, with voices to match.

Skills: Elder deer get a +2 racial bonus on Hide, Listen, and Spot Checks.

Elder Deer Characters

Elder deer leaders are rangers or druids. They have no priestly tradition that includes clerics.

Elder Deer Racial Traits

Elder deer have the following characteristics.

- ☞ +2 Dexterity, +2 Wisdom.
- ☞ Medium.
- ☞ Magical Beast.
- ☞ *Racial Hit Dice:* An elder deer begins with two levels of magical beast. These levels provide

2d10 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +3, Ref +3, and Will +0.

- ☞ *Racial Skills:* An elder deer's magical beast levels grant skill points equal to $5 \times (2 + \text{Int modifier})$. Class skills include Hide, Listen, Spot, and Survival.
- ☞ *Racial Feats:* An elder deer's magical beast levels grant one feat.
- ☞ Elder deer base land speed is 50 feet.
- ☞ *Natural Armor:* Elder deer have a +6 natural armor bonus.
- ☞ *Natural Weapons:* Elder deer can attack with a hoof for 1d3 points of damage. Male deer also have sharp antlers with which they can gore for 1d6 points of damage.
- ☞ *Low-Light Vision (Ex):* Elder deer can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- ☞ *Scent (Ex):* An elder deer can detect approaching enemies, sniff out hidden foes, and track by sense of smell. Elder deer can identify familiar odors just as humans do familiar sights. See Chapter 7 of the *MM* for details on this ability.
- ☞ *No Fine Manipulators:* Elder deer do not have hands and have a difficult time with skills that require fine motor skills. The DM is free to rule that any particular task is impossible for a deer character, and the deer takes a circumstance penalty of at least –6 on any check requiring fine motor skills.
- ☞ *No Weapons:* Elder deer cannot use any conventional weapon.
- ☞ *Inconvenient Shape:* Elder deer must wear barding instead of armor. Anything else the creature wears has to be specially crafted and costs at least 25% more.
- ☞ +2 racial bonus on Hide, Listen, and Spot checks.
- ☞ *Automatic Languages:* Sylvan. *Bonus Languages:* Common, Elven, and Gnome.
- ☞ *Favored Class:* Ranger.
- ☞ *Level Adjustment:* +1. Due to its racial Hit Dice, an elder deer has an effective character level (ECL) of 3 plus class levels. So, a 1st-level elder deer druid has an ECL of 4th.

Nettlecloud Vermin

A nettlecloud vermin is a type of land-dwelling arthropod with an unusual form of defense. It can create a cloud of stinging hairs. This template is based on the goliath bird-eater tarantula (*Theraphosa blondi*)—an actual variety of tarantula that can grow to have a legspan of twelve inches.

Appearance Changes

Thick-limbed and very heavy, nettlecloud vermin are stronger than other examples of their species but somewhat clumsier. Their bodies are covered with a fine layer of small, barbed hairs.

Creating a Nettlecloud Vermin

“Nettlecloud Vermin” is an inherited template that can be added to any vermin or vermin-like creature, such as a drider, ettercap, or formian (referred to hereafter as the “base creature”). A nettlecloud vermin differs from the base creature as follows.

Special Attacks: Nettlecloud vermin gain the following.

Nettlecloud (Ex): Up to three times per day a nettlecloud vermin may rub its legs against its body, pulling its barbed hairs loose to form a stinging cloud. This cloud is a spread centered on the spider with an area equal to double the creature’s Space (creatures with a fighting space less than 5 feet by 5 feet create a cloud that only fills their square).

The creature is unharmed by its own cloud or by the clouds of other nettlecloud vermin. The cloud persists for 1 round +1 round per 4 Hit Dice the base creature possesses. The hairs settle out of the air after this time. A stiff breeze (10 mph+) disperses the cloud in half of the normal time, while a stronger wind (20 mph+) causes it to disperse in 1 round.

Creatures caught in the nettlecloud must succeed on a Fortitude save (DC 10 + one-half of the creature’s HD + its Constitution modifier) or be blinded and shaken for 1 round +1 round per 4 Hit Dice the creature possesses. A successful save negates the blindness and reduces the shaken duration by half.

Typical vermin only use their nettleclouds when threatened (confronted by creatures larger than they are or reduced to half normal hit points or below), but smart nettlecloud creatures may use the cloud for other tactical purposes. After using their nettlecloud, most vermin perform a normal move to escape attackers (even if this draws an attack of opportunity).

Abilities: Modify as follows: Strength +2, Dexterity –2.

Environment: Warm and tropical land and underground

Sample Nettlecloud Vermin

This example uses a Large monstrous hunting spider as the base creature.

Man-Eater Tarantula

Large Vermin

Hit Dice: 4d8+4 (22 hp)

Initiative: +2

Speed: 40 ft. (8 squares), climb 20 ft.

Armor Class: 13 (–1 size, +2 Dex, +2 natural), touch 11, flat-footed 11

Base Attack/Grapple: +3/+10

Attack: Bite +5 melee (1d8+4 plus poison)

Full Attack: Bite +5 melee (1d8+4 plus poison)

Space/Reach: 10 ft./5 ft.

Special Attacks: Nettlecloud, poison

Special Qualities: Darkvision 60 ft., tremorsense 60 ft., vermin traits

Saves: Fort +5, Ref +3, Will +1

Abilities: Str 17, Dex 15, Con 12, Int —, Wis 10, Cha 2

Skills: Climb +11, Hide +2, Jump +13, Spot +8

Feats: —

Environment: Warm and tropical land and underground

Organization: Solitary or colony (2–5)

Challenge Rating: 2

Treasure: 1/10 coins; 50% goods; 50% items

Alignment: Always neutral

Advancement: 5–7 HD (Large)

Level Adjustment: —

This monstrous spider has a bulbous body that is extremely hairy.

Combat

Man-eater tarantulas attack with their bite to kill or subdue prey. They use their nettles to escape.

Nettlecloud (Ex): Up to three times per day a man-eater tarantula may rub its legs against its body, pulling its barbed hairs loose to form a stinging cloud. This cloud is a 20-foot spread centered on the tarantula.

The man-eater tarantula is unharmed by its own cloud or by the clouds of other nettlecloud vermin. The cloud persists for 2 rounds. The hairs settle out of the air after this time. A stiff breeze (10 mph+) disperses the cloud in 1 round.

Creatures caught in the nettlecloud must succeed on a Fortitude save (DC 13) or be blinded and shaken for 2 rounds. A successful save negates the blindness and reduces the shaken duration by half. The save DC is Constitution based.

Man-eater tarantulas only use their nettleclouds when threatened (confronted by creatures larger than they are or reduced to half normal hit points or below). After using their nettlecloud, most man-eater tarantulas perform a normal move to escape attackers (even if this draws an attack of opportunity).

Poison (Ex): Fortitude save DC 13, initial and secondary damage 1d6 temporary Strength.

Tremorsense (Ex): A man-eater tarantula can detect and pinpoint any creature or object within 60 feet in contact with the ground.

Skills: Man-eater tarantulas have a +4 racial bonus on Hide checks, a +10 racial bonus on Jump checks, and a +8 racial bonus on Climb and Spot checks. A man-eater tarantula can always choose to take 10 on Climb checks, even if rushed or threatened.

Chapter 4: Augmenting

The templates in this chapter do one simple thing. They augment the monsters to which they are applied, giving a specific suite of abilities that may surprise the heroes. Regardless, any template in this section will make a creature a more potent threat.

Arcane Servitor

Arcane servitors are powerful magical creatures that have tapped into their inherent supernatural abilities to such an extent that they have become utterly suffused with paranormal power. These creatures become a conduit for raw, eldritch energies, often exchanging the pursuit of other goals for this status. Outsiders of this type usually serve deific forces of magic.

Appearance Changes

A distinguishing aura visible to *detect magic* surrounds arcane servitors. While the aura conveys no real effect, it serves to differentiate those creatures that have given their beings over to the potent arcane energies. Typically, other features are changed slightly—perhaps hair or eye coloration or some other subtle indicator of the magic within.

Creating an Arcane Servitor

“Arcane Servitor” is a template that can be added to any creature capable of casting arcane spells or using an arcane spell as a spell-like ability (referred to hereafter as the “base creature”). An arcane servitor differs from the base creature as follows.

Hit Dice: In this template, Hit Dice stands for the arcane servitor’s total racial and arcane spellcaster class Hit Dice, except for in abilities that specify racial Hit Dice.

Special Attacks: Arcane servitors gain the following.

Extra Spell-Like Ability Uses (Sp): The arcane servitor gains one extra use of a spell-like ability it possesses, plus one use for every 4 Hit Dice it has.

Extra Supernatural Ability Uses (Su): The arcane servitor gains one extra use of each supernatural ability it possesses, plus one use for every 4 Hit Dice it has.

Spells: Arcane servitors gain the ability to cast arcane spells as a sorcerer of a level equal to half of their racial Hit Dice (minimum 1st).

Spell-Like Abilities: At will—*detect magic*, *mage armor*, *read magic*. Caster level equals the arcane servitor’s Hit Dice or highest spell-like ability caster level, whichever is higher.

Special Qualities: Arcane servitors gain the following.

Arcane Spell Immunity (Ex): Arcane servitors are immune to all arcane spells that a spellcaster of the arcane

servitor’s Hit Dice could cast. Thus, a 9-HD arcane servitor is immune to 1st- through 5th-level arcane spells.

Arcane Spell Resistance (Ex): Arcane servitors have spell resistance equal to 10 + their Hit Dice, but only against arcane spells.

Abilities: Modify as follows: Int +2, Cha +2.

Skills: All Knowledge skills are considered class skills for an arcane servitor.

Feats: The arcane servitor gains one bonus metamagic or item creation feat per 4 racial Hit Dice.

Challenge Rating: +1 plus 10% (maximum +3).

Alignment: Arcane servitors are often aligned toward neutral, though they can be of any alignment.

Level Adjustment: +3.

Sample Arcane Servitor

This example uses a lillend as the base creature.

Lillend Witch

Large Outsider (Chaotic, Extraplanar, Good)

Hit Dice: 7d8+14 (45 hp)

Initiative: +3

Speed: 20 ft. (4 squares), fly 70 ft. (average)

Armor Class: 17 (–1 size, +3 Dex, +5 natural), touch 12, flat-footed 14

Base Attack/Grapple: +7/+16

Attack: Short sword +11 melee (1d8+5/19–20)

Full Attack: Short sword +11/+6 melee (1d8+5/19–20) and tail slap +6 melee (2d6+2)

Space/Reach: 10 ft./10 ft.

Special Attacks: Constrict 2d6+5, improved grab, spells, spell-like abilities

Special Qualities: Arcane spell immunity, darkvision 60 ft., immunity to poison, resistance to fire 10, spell resistance 17 (arcane spells only)

Saves: Fort +7, Ref +10, Will +8

Abilities: Str 20, Dex 17, Con 15, Int 16, Wis 16, Cha 20

Skills: Appraise +13, Concentration +12, Diplomacy +17, Knowledge (arcana) +13, Listen +13, Perform (any one) +15, Sense Motive +13, Spellcraft +15, Spot +13, Survival +17

Feats: Combat Casting, Craft Wondrous Item⁸, Extend Spell, Lightning Reflexes

Environment: A chaos-aligned plane

Organization: Solitary or covey (2–4)

Challenge Rating: 9

Treasure: Standard

Alignment: Always chaotic good

Advancement: 8–10 HD (Large); 11–21 HD (Huge)

Level Adjustment: +9

Indistinguishable from a normal lillend, lillend witches speak Celestial, Infernal, Abyssal, and Common. Tied to primordial and wild magic, lillend witches are revered among their kin.

Combat

Lillend witches rely on their spells and ability to fly to avoid melee. Unfortunately for their opponents, they are still potent fighters. A lillend witch's natural weapons, as well as any weapons it wields, are considered chaotic-aligned and good-aligned for the purpose of overcoming damage reduction.

Bardic Music (Su): A lillend witch has the same bardic music ability as a 6th-level bard.

Constrict (Ex): A lillend witch deals 2d6+5 points of damage with a successful grapple check. Constricting uses the entire lower portion of its body, so it cannot take any move actions when constricting, though it can still attack with its sword.

Improved Grab (Ex): To use this ability, a lillend witch must hit with its tail slap attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Spells: A lillend witch casts arcane spells as a 6th-level bard and a 3rd-level sorcerer.

Typical Bard Spells Known (3/5/3 per day; save DC 15 + spell level): 0—*dancing lights, daze* (DC 15), *know direction, lullaby* (DC 15), *mage hand, prestidigitation*; 1st—*charm person* (DC 16), *cure light wounds, identify, sleep* (DC 16); 2nd—*hold person* (DC 17), *invisibility, sound burst* (DC 17).

Typical Sorcerer Spells Known (6/7 per day): 0—*detect poison, disrupt undead* (+9 ranged touch), *mage hand, open/close, prestidigitation*; 1st—*disguise self, magic missile, shield*.

Spell-Like Abilities: At will—*detect magic, mage armor, read magic*; 4/day—*hallucinatory terrain* (DC 19); 3/day—*darkness, knock, and light*; 2/day—*speak with animals*; 1/day—*charm person* (DC 16) and *speak with plants*. Caster level 10th. The save DCs are Charisma-based.

Arcane Spell Immunity (Ex): Lillend witches are immune to all arcane spells of 4th level and below.

Skills: Lillend witches receive a +4 racial bonus on Survival checks.

Blind Oracle

Oracles, great seers of the future and the supernatural, exist among virtually every race in the world. Their communities consider them paragons of wisdom and conduits for divine guidance. In order to tune out the distractions of the world around them, and show their dedication to their deity or powerful extraplanar entity, oracles are either struck blind by the divine beings they serve, or they blind themselves through elaborate and painful rituals.

Appearance Changes

Blind oracles look exactly like a typical member of their race, except their eyes are often milky white in color with no discernible retina or iris. In rare cases, an aspiring oracle plucks out his or her eyes in order to receive the knowledge from beyond the physical world.

Creating a Blind Oracle

“Blind Oracle” is an acquired template that can be added to any dragon, fey, giant, humanoid, or monstrous humanoid with an Intelligence greater than 5 and a Wisdom greater than 12 (referred to hereafter as the “base creature”). A blind oracle differs from the base creature as follows.

Hit Dice: In this template, Hit Dice stands for the blind oracle's total character Hit Dice.

Armor Class: A blind oracle gains a +4 insight bonus to AC, sensing danger before it comes.

Special Qualities: Blind oracles gain the following.

Blindsight (Ex): A blind oracle has blindsight with a range of 10 feet per Hit Die the creature possesses. Beyond this range, the creature is totally blind.

Immunities (Ex): A blind oracle is immune to all gaze attacks, as well as spells that rely on visual effects.

Powers of Precognition (Sp): A mystical sense allows the blind oracle to sense the hidden and to see things with the mind's eye. A blind oracle has the following spell-like abilities: At will—*augury, sanctuary*; 5/day—*speak with animals, speak with plants, divination*; 1/day—*speak with dead, scrying, true seeing*; 1/month—*commune, commune with nature, find the path*. Caster level equals the blind oracle's Hit Dice.

Abilities: Modify as follows: Intelligence +2, Wisdom +6.

Skills: Blind seers treat all Knowledge skills as class skills. They get a +8 racial bonus on Listen checks.

Organization: Blind oracles are often solitary, or they are unique individuals among normal members of the base creature type.

Challenge Rating: +1.

Level Adjustment: +2.

Sample Blind Oracle

This example uses a centaur as the base creature. Libran's base ability scores were Strength 10, Dexterity 8, Constitution 12, Intelligence 13, Wisdom 15, Charisma 14. Centaurs have Strength +8, Dexterity +4, Constitution +4, Intelligence -2, and Wisdom +2 as racial ability modifiers. Libran used both ability increases due to level to add to Charisma.

Libran, the Centaur Seer

Female Centaur, 10th-Level Druid

Large Monstrous Humanoid

Hit Dice: 14d8+42 (108 hp)

Initiative: +1

Speed: 50 ft. (10 squares)

Armor Class: 21 (-1 size, +1 Dex, +3 natural, +4 hartskin shirt, +4 insight); 20 flat-footed, 14 touch

Base Attack/Grapple: +11/+19

Attack: +2 spear +16 melee (2d6+6/×3) or +2 goblinoid bane sling +13 ranged (1d6+6)

Full Attack: +2 spear +16/+11/+6 melee (2d6+6/×3) and 2 hooves +10 melee (1d6+2) or +2 goblinoid bane sling +13 ranged (1d6+6)

Space/Reach: 10 ft./5 ft.

Special Attacks: Spells, spontaneous casting (*summon nature's ally*)

Special Qualities: Animal companion (Oorsa), blindsight 140 ft., immunities, link, nature sense, powers of precognition, resist nature's lure, share spells, spell resistance 13 (from armor), trackless step, wild empathy +13 (+9 magical beasts), wild shape (4/day), woodland stride

Saves: Fort +11, Reflex +8, Will +17

Abilities: Str 18, Dex 12, Con 16, Int 13, Wis 23, Cha 16

Skills: Concentration +9 (+13 on the defensive), Diplomacy +6, Handle Animal +6 (+10 with Oorsa), Heal +12, Knowledge (nature) +16, Listen +21, Move Silently +8, Sense Motive +11, Swim +5, Survival +15

Feats: Brew Potion, Combat Casting, Craft Wondrous Item, Power Attack, Weapon Focus (hoof)

Challenge Rating: 14

Alignment: Neutral

Effective Character Level: 16th

Libran is a centaur with long hair beginning to gray with age—her eyes are usually closed, but they are stark white when open. She dresses simply in cured skins and worked leather, and she maintains a humble home in a cave deep in a forest inhabited mostly by fey and rare animals. All these creatures love the centaur seer. Beautiful of form and noble in bearing, Libran's looks are legendary among nearby centaur tribes, but few are brave enough to seek her for just a peek.

Despite her apparent allure, Libran is celibate, conserving such energies for spiritual growth. She is arcane in her speech and favors no particular creature or person with her insights. Service is usually required of those who seek her counsel, and Libran has been known to aid all sorts of beings who complete assigned tasks. Truth be told, the wise oracle is not above stacking the odds against wicked petitioners.

Libran speaks Celestial, Druidic, Elven, and Sylvan (and would not speak the Common tongue if she knew it).

Possessions: *Hartskin armor* (+2 leather armor of spell resistance 13), +2 spear, +2 goblinoid bane sling with 30 bullets, herb bag (medicinal herbs, *potion of cure moderate wounds* (5), *potion of lesser restoration*, *potion of delay poison* (2), *potion of neutralize poison*, *potion of swimming*), *dust of illusion*, *horn of fog*, jewelry (1,000 gp), bags.

Combat

Libran retreats when threatened, using spells to cover her passing. She

dispatches determined foes with the aid of her own formidable battle prowess and magic, along with the summoning of woodland allies.

Druid Spells Prepared (Caster level 10th): 0—*create water*, *cure minor wounds*, *detect magic*, *detect poison*, *purify food and drink*, *resistance*; 1st—*entangle* (2; DC 17), *goodberry*, *obscuring mist* (3); 2nd—*animal messenger*, *barkskin*, *beat metal* (DC 18), *lesser restoration*, *speak with animals*, *tree shape*; 3rd—*call lightning* (DC 19), *cure moderate wounds*, *neutralize poison*, *speak with plants*; 4th—*dispel magic*, *freedom of movement*, *sleet storm*, *spike stones* (DC 20); 5th—*ice storm*, *insect plague*, *tree stride*.

Immunities (Ex): Libran is immune to all gaze attacks, as well as spells that rely on visual effects. She is also immune to all poisons.

Link (Ex): Libran can handle Oorsa as a free action. She also gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding Oorsa.

Share Spells (Ex): Libran may have any spell she casts on herself also affect her Oorsa if he is within 5 feet at the time. Libran may also cast a spell with a target of “You” on Oorsa.

Powers of Precognition (Sp): Relying on her mystical sense about things ordinarily hidden, Libran has the following spell-like abilities: At will—*augury*, *sanctuary* (DC 17); 5/day—*speak with animals*, *speak with plants*,



divination; 1/day—*speak with dead* (DC 19), *scrying* (base DC 21), *true seeing*; 1/month—*commune*, *commune with nature*, *find the path*. Caster level 14th.

Resist Nature's Lure (Ex): Libran has a +4 bonus on saving throws against the spell-like abilities of fey.

Trackless Step (Su): Libran leaves no trail in natural surroundings and cannot be tracked.

Wild Shape (Su): Libran can change into a Small to Large animal and back again, as per the *polymorph* spell. This ability lasts for 10 hours or until she changes back.

Woodland Stride (Su): Libran may move through natural thorns, briars, overgrown areas, and similar terrain at normal speed and without taking damage or other impairment. Magically manipulated plants still affect her.

Oorsa, male brown bear animal companion: CR —; Large animal; HD 8d8+32; hp 68; Init +2; Spd 40 ft.; AC 18 (–1 size, +2 Dex, +7 natural), touch 11, flat-footed 16; Base Atk +6; Grp +19; Atk Claw +14 melee (1d8+9); Full Atk 2 claws +14 melee (1d8+9) and bite +9 melee (2d6+4); Space/Reach 10 ft./5 ft.; SA Improved grab; SQ Evasion, low–light vision, scent; AL N; SV Fort +10, Ref +8, Will +3; Str 28, Dex 14, Con 19, Int 2, Wis 12, Cha 6.

Skills and Feats: Listen +5, Spot +8, Swim +13; Endurance, Run, Track.

Tricks: Attack, come, defend, down, guard, perform, stay, and track.

Improved Grab (Ex): To use this ability, Oorsa must hit with a claw attack. He can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Evasion (Ex): If Oorsa is exposed to any effect that normally allows him to attempt a Reflex saving throw for half damage, he takes no damage with a successful saving throw.

Skills: A brown bear has a +4 racial bonus on Swim checks.

Blood Pawn

“Blood pawn” is a derogatory term used by vampires to refer to mortals that drink vampire blood and thereby gain some minor power. This power comes at a terrible price. Most blood pawns are pets to vampiric overlords, often called thralls, enslaved by the blood they drink. Others become the greatest of vampire slayers, seeking their next fix more than glory or goodness.

Appearance Changes

A blood pawn looks no different than its normal counterpart, though it may have bloodshot eyes and unnatural pallor.

Creating a Blood Pawn

“Blood Pawn” is an acquired template that can be added to any living creature except elementals, oozes, and plants (referred to hereafter as the “base creature”) that drinks

the blood of a fleshbound vampire (see the Fleshbound Vampire template, page 162). A blood pawn differs from the base creature as follows.

Hit Dice: In this template, Hit Dice stand for total character Hit Dice.

Armor Class: Natural armor improves by +1.

Special Qualities: Blood pawns gain the following.

Ageless (Ex): While the blood of a vampire is in its veins, the blood pawn does not lose physical ability points due to age but does gain mental ability points as normal. The creature does not die of old age, though it may come to appear wizened after it exceeds twice its normal lifespan.

If the blood pawn loses this template and has no other means of maintaining its extended life, its age immediately catches up with it. Blood pawns die instantly if they have aged beyond their maximum lifespan, and they rot as if they were dead for any aging beyond that lifespan.

Blood Power (Ex): To become a blood pawn, the base creature must drink fleshbound vampire blood amounting to 1 hit point per size up to Small + 4 hit points per size larger than Small. The blood pawn must consume this amount of blood each week. Blood pawns lose this template six weeks after their last drink of vampire blood.

Damage Reduction (Su): Blood pawns have damage reduction 1/silver.

Darkvision (Ex): Blood pawns can see in nonmagical darkness up to a range of 30 feet, or the base creature's range, whichever is better.

Dependency (Ex): When the base creature drinks the required amount of blood from a “donor” fleshbound vampire, it must make a Will saving throw (DC 10 + one-half the donor vampire's HD + its Charisma modifier + 1 per each previous drink of vampire blood). This saving throw may be willingly failed, and usually is by nonsentient beings (Intelligence 2 or less) because they seek the pleasure of the blood consumption as often as possible. If it fails, the drinker becomes addicted to vampire blood.

If the donor vampire is still extant, the blood pawn reacts to it as if under the effects of a *lesser charm* spell (page 184)—but the effect is nonmagical and can affect any creature that can have this template. While any vampire blood (see the sidebar) maintains the addiction and the blood pawn abilities, a blood pawn may only be addicted to one specific fleshbound vampire at a time. If more than one donor vampire is possible as a source of addiction, the dependence defaults to the vampire with the highest total character Hit Dice. Blood pawns can be addicted to vampire blood without being addicted to a specific vampire.

Each week an addicted blood pawn goes without the required blood, it suffers withdrawal, taking 2d4 points of damage to every ability score besides Intelligence if it fails Fortitude saving throws (DC 20, one save per ability score). Only Constitution and Wisdom can be reduced below 1 by withdrawal. If the creature survives three weeks of withdrawal, it shakes the addiction.

Fast Healing (Su): Blood pawns have fast healing 1.

Vampire Hunting

The blood of fleshbound vampires creates blood pawns, but a creature with this template can maintain it by drinking the blood of any type of vampire you allow. The default allows the blood of any vampire that drains blood to work, making a renegade blood pawn a threat to most vampires. Feel free to restrict the type of vampire that works for blood pawns in your campaign. Fleshbound vampire blood should always work, however.

Many blood pawns that wander the world do so to drink the blood of vampires and maintain their own immortality. Twice as much blood as normally needed, taken from a dhampire, will do as well, leading to the hunting of dhampires by blood pawns. Blood from a slain vampire must be drunk within 1 hour of the vampire's destruction. The *gentle repose* spell preserves vampire blood for one day per caster level. Containers permanently ensorcelled with the *gentle repose* spell can store the blood indefinitely.

No Addiction or Charm

Optionally, you can make it so a blood

pawn is not addicted to the blood that it consumes. You can also decide to ignore the charm effect of the blood. Doing so removes some of the mystique of the Blood Pawn template, as well as some of its story potential.

Staving Off Withdrawal

If a blood pawn is addicted to vampire blood, continuing to drink any type of vampire blood (or that of a dhampire) maintains the addiction and staves off withdrawal.

Another option is to allow the blood pawn to stave off withdrawal and loss of the Blood Pawn template by drinking the blood of normal creatures. The blood drunk takes the form of a number of Constitution points per week equal to the number of hit points of vampire blood normally required. A Will saving throw (DC 10 + the amount of blood needed that week) must be made each time the blood pawn drinks, or it must drink all it needs. Blood pawns need not kill their victims, but creatures with large blood requirements often do.

A blood pawn with a natural bite attack may drain blood by pinning an opponent in a grapple and biting.

Blood pawns without such an attack may drain blood only by pinning an opponent and cutting with a light slashing or piercing weapon. Most blood pawns subdue their victims before drinking.

Curing a Blood Pawn

Remove curse or *remove disease* can cure a blood pawn's charmed condition if the spell's caster succeeds at a caster level check against 11 + the donor vampire's Hit Dice. Another casting (same level check) saves the blood pawn from withdrawal and removes the Blood Pawn template immediately. *Heal* removes both conditions immediately. A blood pawn that is unwilling to have its addiction ended (all nonsentient creatures are considered unwilling) gets a Fortitude or Will save against such spells, whichever is better for the creature. These methods can be effective for freeing blood pawn slaves, but only work to end the addiction and not existing loyalties. A blood pawn that loses the Blood Pawn template still dies if it is too old.

Reduced Consumption (Su): A blood pawn does not need to eat and need only consume half the water a creature of its type normally needs.

Resistances (Su): Blood pawns have resistance to electricity 2 and resistance to cold 2.

Turning Vulnerability (Su): Blood pawns can be turned as if they were undead, but they have turn resistance equal to twice their Hit Dice.

Saves: A blood pawn gets a +4 racial bonus on Fortitude saves against disease, poison, sleep, stunning, and paralysis. It gets a +2 racial bonus on Will saves against mind-affecting abilities.

Abilities: Modify as follows: Strength +2, Constitution +2.

Feats: Blood pawns gain Improved Initiative as a bonus feat.

Alignment: Any, though usually neutral or evil.

Challenge Rating: +10% (maximum +1).

Level Adjustment: +2.

Sample Blood Pawn

This example uses a grick as the base creature.

Grick Blood Pawn

Medium Aberration

Hit Dice: 2d8+2 (11 hp)

Initiative: +6

Speed: 30 ft. (6 squares), climb 20 ft.

Armor Class: 17 (+2 Dex, +5 natural), touch 12, flat-footed 15

Base Attack/Grapple: +1/+4

Attack: Tentacle +4 melee (1d4+3)

Full Attack: 4 tentacles +4 melee (1d4+3); bite -1 melee (1d3+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Ageless, blood power, damage reduction 10/magic, damage reduction 1/silver and magic, darkvision 60 ft., dependency, fast healing 1, reduced consumption, resistance to cold 2, resistance to electricity 2, scent, turning vulnerability

Saves: Fort +1 (+5 against disease, poison, sleep stunning and paralysis), Ref +2, Will +5 (+7 against mind-affecting effects)

Abilities: Str 16, Dex 14, Con 13, Int 3, Wis 14, Cha 5

Skills: Climb +11, Hide +3*, Listen +6, Spot +6

Feats: Alertness, Improved Initiative^B, Track^B

Environment: Underground

Organization: Solitary or cluster (2-4)

Challenge Rating: 3

Treasure: 1/10 coins; 50% goods; 50% items

Alignment: Usually neutral

Advancement: 3–4 HD (Medium); 5–6 HD (Large)

Level Adjustment: —

Grick blood pawns look like normal gricks.

Combat

Grick blood pawns hunt and fight like normal gricks. A grick blood pawn's natural weapons are considered magic weapons for overcoming damage reduction.

Ageless (Ex): While the blood of a vampire is in its veins, the grick blood pawn does not lose physical ability points due to age but does gain mental ability points as normal. The creature does not die of old age, though it may come to appear wizened after it exceeds twice its normal lifespan.

If the grick blood pawn loses this template and has no other means of maintaining its extended life, its age immediately catches up with it. Grick blood pawns die instantly if they have aged beyond their maximum lifespans, and they rot as if they were dead for any aging beyond that lifespan.

Blood Power (Ex): The grick blood pawn must consume 9 hit points of vampire blood each week. It loses this template six weeks after its last drink of vampire blood.

Dependency (Ex): When a grick blood pawn drinks 9 hit points of blood from a “donor” fleshbound vampire, it must make a Will saving throw (DC 10 + one-half the donor vampire's HD + its Charisma modifier + 1 per each previous drink of vampire blood). If it fails, it becomes addicted to vampire blood.

If the donor vampire is still extant, the grick blood pawn reacts to it as if under the effects of a *lesser charm* spell. While any vampire blood maintains the addiction and the blood pawn abilities, a grick blood pawn may only be addicted to one specific fleshbound vampire at a time. If more than one donor vampire is possible as a source of addiction, the dependence defaults to the vampire with the highest total character Hit Dice. Grick blood pawns can be addicted to vampire blood without being addicted to a specific vampire.

Each week an addicted grick blood pawn goes without the required blood, it suffers withdrawal, taking 2d4 points of damage to every ability score besides Intelligence if it fails Fortitude saving throws (DC 20, one save per ability score). Only Constitution and Wisdom can be reduced below 1 by withdrawal. If the creature survives three weeks of withdrawal, it shakes the addiction.

Reduced Consumption (Su): A grick blood pawn does not need to eat and need only consume half the water a grick normally needs.

Turning Vulnerability (Su): Grick blood pawns can be turned as if they were undead, but they have +4 turn resistance.

Skills: A grick blood pawn has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened. *Their coloration affords grick blood pawns a +8 racial bonus on Hide checks when in natural rocky areas.

Chirurgical Horror

Chirurgical horrors are hideous creatures magically altered to have two or more of their natural appendages removed and replaced by weapons. Often created by unscrupulous wizards or clerics as a mad experiment, chirurgical horrors are embittered abominations that prowl the land, looking to deal as much suffering on others as they have themselves endured.

Appearance Changes

Chirurgical horrors are distorted forms of the creatures they used to be, with two or more of their appendages removed and replaced by weapons. The armaments are grafted on at a joint, such as an elbow or, more rarely, a knee. The types of weapons vary depending on the design of the chirurgical horror or whatever was available at the time of the grafting. Chirurgical horrors also have slightly twisted countenances—a poignant reminder of the anguish involved in their creation.

Creating a Chirurgical Horror

“Chirurgical Horror” is an acquired template that can be added to any creature that possesses at least two limbs (referred to hereafter as the “base creature”). The actual name of the template depends on the weapons grafted to the creature. A creature with bladed limbs is a slashing horror, one with bludgeoning limbs is a hammering horror, and one with piercing weapons is a stabbing horror. Creatures that have a combination of weapons are simply chirurgical horrors. A chirurgical horror differs from the base creature as follows.

Type: Animals and vermin become magical beasts. Humanoids become monstrous humanoids.

Hit Dice: Increase all current and future racial Hit Dice by one die type, up to a maximum of d12. In this template, Hit Dice are labeled at each place to distinguish which Hit Dice count for the ability in question.

Speed: Reduce climb, swim, and burrowing speeds by half, if those speeds relied upon any replaced limbs.

Armor Class: A chirurgical horror gains a +2 deflection bonus to Armor Class.

Attack: A chirurgical horror has two or more weapons, of its own size or smaller, grafted in place of a similar number of limbs. If those limbs had natural attacks, they are lost, and the creature can no longer wield weapons with the replaced limbs. A chirurgical horror is proficient with its grafted weapons, using them as if they were natural weapons.

The chirurgical horror's weapons deal damage according to their weapon type, size, and the chirurgical horror's Strength. A chirurgical horror's natural and grafted weapons are considered magic weapons for overcoming damage reduction.

Full Attack: The creature retains its number of attacks. For example, if a base creature had two claw attacks with its replaced limbs, it loses those attacks and may make a

full attack to get two attacks per round at no penalty with its grafted weapons. It may gain additional attacks from its bonus feats (see the Feats section).

A chirurgic horror's weapons are considered natural weapons and are always its primary attack. Original primary attacks become secondary.

Special Attacks: Chirurgic horrors gain the following.

Magic Weapons (Sp): Once per day, a chirurgic horror can magically enhance all its grafted appendages as if by *greater magic weapon*. Caster level equals the chirurgic horror's total character Hit Dice. Unlike the spell, this ability lasts for a number of minutes equal to the chirurgic horror's total racial and character Hit Dice + its Constitution modifier.

Sneak Attack (Ex): Any time the chirurgic horror's target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the chirurgic horror flanks the target, the chirurgic horror's attack deals extra damage. The extra damage is 1d6 + 1d6 per 2 racial Hit Dice the chirurgic horror possesses. Should the chirurgic horror score a critical hit with a sneak attack, this extra damage is not multiplied.

A chirurgic horror can sneak attack only living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The chirurgic horror must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A chirurgic horror cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

This sneak attack damage stacks with similar damage gained from class features or other abilities.

Special Qualities: A chirurgic horror gains the following.

Damage Reduction (Su): A chirurgic horror has damage reduction 5/magic.

Darkvision (Ex): All chirurgic horrors can see in nonmagical darkness up to a range of 60 feet, or the base creature's range, whichever is better.

Immunities (Ex): Chirurgic horrors are immune to fear and insanity spells and effects.

Spell Resistance (Ex): Chirurgic horrors have spell resistance equal to 5 + their Hit Dice.

Weapon Appendages (Ex): The chirurgic horror's altered limbs grant it a -6 circumstance penalty on all Climb checks (-10 if climbing ropes) and it loses the ability to cast any spells requiring somatic components if the base creature had spellcasting ability. A chirurgic horror takes a -6 circumstance penalty on all skills and endeavors requiring manual dexterity.

Abilities: Modify as follows: Constitution +4.

Feats: Chirurgic horrors gain Improved Critical (grafted weapons) and either Two-Weapon Fighting or Multiweapon Fighting (whichever is more appropriate) as bonus feats, whether or not the creature meets the prereq-

uisites for the feats. If the grafted blades would be light weapons for the chirurgic horror, it may use the Weapon Finesse feat with them, but Weapon Finesse is not a bonus feat.

Treasure: The weapon grafted onto a chirurgic horror is usually masterwork or better. The value of the grafted weapons is typically in line with what a creature would have as treasure for its Challenge Rating. A chirurgic horror's weapons may be removed and forged into a hafted weapon with a DC 15 Craft (weaponsmithing) check.

Alignment: The trauma of the chirurgic horror's captivity and torture moves the creature's alignment one step toward chaotic and one step toward evil. For example, a neutral good creature becomes chaotic neutral.

Challenge Rating: +1 plus 20% (maximum +4).

Level Adjustment: +3.

Variant Chirurgic Horror

This variant adds a morbid twist to the basic chirurgic horror. Optionally, the razorbone horror can be used on a creature that has no grafted weapons. Just ignore the parts of the Chirurgic Horror template about grafted weapons (including sneak attack), and add the other parts along with the variant's features.

Razorbone Horror

A truly depraved creation is the razorbone horror. The victim's skin is flayed and peeled away from the bone on the limbs and other strategic places. The exposed bones are then sharpened in a grueling and excruciatingly painful ordeal known as "the honing." Living creatures subjected to this torture go utterly mad with the agony and can no longer be dealt with in any rational way. Skeletons and other skeletal undead make excellent razorbone horrors and do not suffer the effects of insanity. This variant may be added to any creature with a definite skeletal structure and differs from the chirurgic horror in the following ways:

Special Attacks: Razorbone horrors gain the following.

Sharp Bones (Ex): When struck by unarmed or natural attacks, the sharp bones of the razorbone horror deal slashing damage to the attacker equal to poor damage for a creature of the razorbone horror's size (see Table 1-3: Creature Attributes by Size, page 13). If the razorbone horror successfully grapples an opponent, it deals this damage each round in addition to normal grappling damage.

Special Qualities: A razorbone horror gains the following.

Immunities (Ex): The razorbone horror is immune to all mind-affecting spells and abilities.

Damage Reduction (Ex): A razorbone horror can ignore small wounds. It gains damage reduction 2/—, which stacks with any other damage reduction that cannot be overcome (such as that from the barbarian class).

Abilities: Modify as follows: Wisdom -2, Charisma -4 (minimum 3 or the base creature's score, whichever is lower).

Alignment: A razorbone horror is always chaotic neutral or chaotic evil, unless the base creature has no Intelligence score. In that case, the alignment is the same as the base creature.

Sample Chirurgical Horror

This example uses an ettercap as the base creature.

Slashing Ettercap

Medium Aberration

Hit Dice: 5d10+15 (42 hp)

Initiative: +3

Speed: 30 ft. (6 squares), climb 15 ft.

Armor Class: 16 (+3 Dex, +2 deflection, +1 natural), touch 15, flat-footed 13

Base Attack/Grapple: +3/+5

Attack: Grafted masterwork scimitar +6 melee (1d6+2/16–20) or bite +5 melee (1d8+2 plus poison)

Full Attack: Grafted masterwork scimitar +2/+2 melee (1d6+2/16–20) and grafted masterwork scimitar +2 melee (1d6+1/16–20) and bite +3 melee (1d8+1 plus poison)

Space/Reach: 5 ft./5 ft.

Special Attacks: Magic weapons, poison, sneak attack, web

Special Qualities: Damage reduction 5/magic, darkvision 60 ft., immunity to fear and insanity, low-light vision, spell resistance 10, weapon appendages

Saves: Fort +6, Ref +4, Will +6

Abilities: Str 14, Dex 17, Con 17, Int 6, Wis 15, Cha 8

Skills: Climb +4, Craft (trapmaking) –2, Hide +9, Listen +4, Spot +8

Feats: Great Fortitude, Improved Critical (grafted blades)^B, Multiattack, Two-Weapon Fighting^B

Environment: Warm forests

Organization: Solitary, pair, or troupe (1–2 plus 2–4 Medium monstrous spiders)

Challenge Rating: 5

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: 6–7 HD (Medium); 8–15 HD (Large)

Level Adjustment: +7

A slashing ettercap is about 6 feet tall and weighs about 200 pounds.

These creatures speak Common.

Combat

Slashing ettercaps are bloodthirsty creatures with much less manual dexterity than their normal cousins, but they still set web traps to ensure enemies never draw a weapon. When a slashing ettercap does engage its adversaries, it slashes madly with its blades and venomous bite. It prefers to entangle its opponents with its web ability and then move in closer to attack with its blades, getting sneak attack damage whenever possible.

A slashing ettercap's natural weapons and blades are considered magic weapons for overcoming damage reduction.

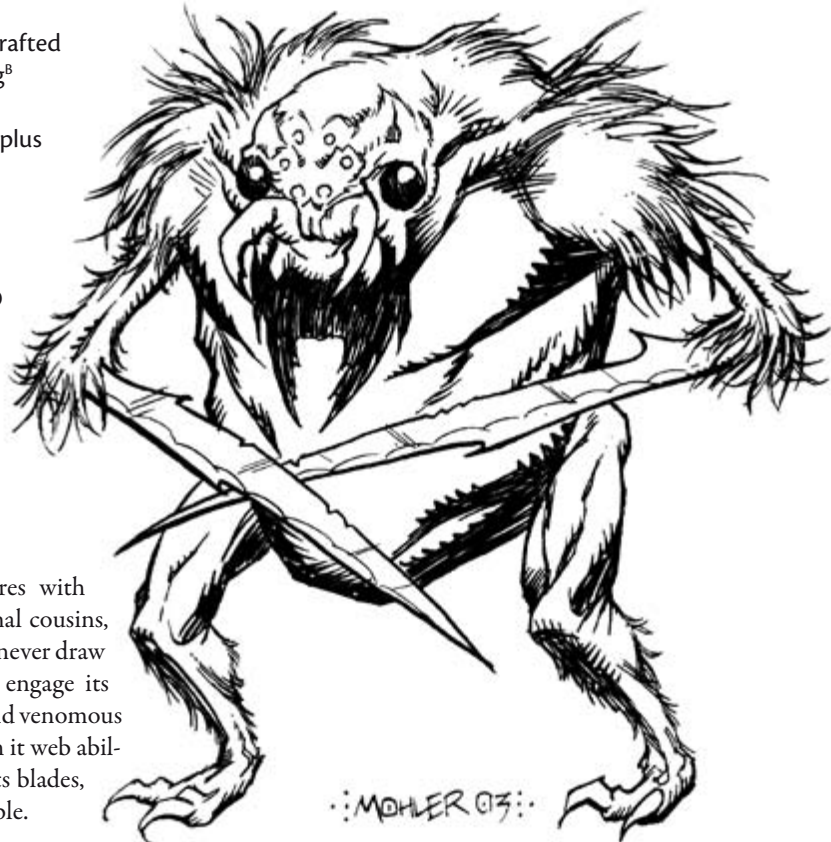
Magic Weapons (Su): Once per day, a slashing ettercap can magically enhance its bladed appendages as it had cast *greater magic weapon*. This ability grants the slashing ettercap's weapons a +1 enhancement bonus on attack and damage rolls for 8 minutes. Caster level 5th.

Poison (Ex): Injury, Fortitude DC 17, initial damage 1d6 Dex, secondary damage 2d6 Dex. The save DC is Constitution-based and includes a +2 racial bonus.

Sneak Attack (Ex): Any time the slashing ettercap's target would be denied a Dexterity bonus to AC, or when the slashing ettercap flanks the target, the slashing ettercap can sneak attack to deal an extra 3d6 points of damage. Should the slashing ettercap score a critical hit with a sneak attack, this extra damage is not multiplied.

A slashing ettercap can sneak attack only living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The slashing ettercap must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A slashing ettercap cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Web (Ex): A slashing ettercap can throw a web eight times per day. This is similar to an attack with a net but



has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets of up to Medium in size. The web anchors the target in place, allowing no movement.

An entangled creature can escape with a DC 15 Escape Artist check or burst the web with a DC 19 Strength check. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus. The web has 6 hit points, hardness 0, and takes double damage from fire.

Slashing ettercaps can also create sheets of sticky webbing from 5 to 60 feet square. They usually position these to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check to notice a web, or they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing receive a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot-square section has 6 hit points, hardness 0, and takes double damage from fire.

A slashing ettercap can move across its own sheet web at its climb speed and can determine the exact location of any creature touching the web.

Weapon Appendages (Ex): The slashing ettercap's altered limbs grant it a –6 circumstance penalty on all Climb checks (–10 if climbing ropes). A slashing ettercap takes a –6 circumstance penalty on all skills and endeavors requiring manual dexterity.

Skills: Slashing ettercaps have a +4 racial bonus on Craft (trapmaking), Hide, and Spot checks. They have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Deep One

Foul beasts of the underwater world, the deep ones are horrific, aquatic versions of the creatures they once were. Cursed for their evil deeds upon the land, these exiles are condemned to a life in the briny depths of the world's oceans, consumed by a ravenous hunger for blood and a hopeless desire to return to their former state. Indeed, the depths are the only place such a creature can survive, for the light of day is deadly to it. Its newfound blood thirst dooms it to eventual death.

Appearance Changes

A deep one looks like an aquatic version of the creature it once was, sporting luminous, oversized eyes, gills, gnarled and webbed hands and feet, and dull-gray, scalelike skin, among other, more horrible features. Some even have legs fused into a fishlike tail. The cursed nature of these beings is evident at a glance and the horror of their existence is made manifest through the deep one's tormented, twisted visage.

Creating a Deep One

"Deep One" is an acquired template that can be added to any nonaquatic, living creature not adverse to water

(referred to hereafter as the "base creature"). A deep one differs from the base creature as follows.

Type: Animals and vermin become magical beasts. Humanoids become monstrous humanoids. Add the aquatic subtype.

Speed: A deep one gains a swim speed equal to its fastest other form of speed. It loses all other modes of movement, and its base land speed drops to 10 feet or that of the base creature, whichever is lower.

Attacks: A deep one with appropriate appendages gains a claw attack. It also gains a bite attack, if the base creature doesn't already have one. Both attacks deal damage according to the base creature's original type as shown in Chapter 1 and Table 1–3: Creature Attributes by Size (page 13). A deep one with both bite and claw attacks may use a full-attack action to make a number of claw attacks usually allowed by the based creature due to its base attack bonus or usual attack array. It may then make a bite attack as a secondary attack. If the base creature already had a bite or claws, those attacks deal damage as if the creature gained one size according to Table 1–5: Increased Damage by Size (page 14). Few deep ones use any sort of weapon.

Special Attacks: Deep ones gains the following.

Improved Grab (Ex): To use this ability, a deep one must hit a creature with a claw attack (or a bite, if the creature has no claws). It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Life Drain (Ex): A deep one can drain blood from a creature it pins in a grapple. If it gets a pin, it can immediately drain the victim's life force and blood in the form of Constitution damage. The creature can drain a number of points per round equal to the amount of poor damage it can deal for its size according to Table 1–3: Creature Attributes by Size. An amount of zero ("—") means the creature drains one point of temporary Constitution every two rounds, plus two rounds per zero result below the indicated size.

Example: A Large giant deep one deals 1d4 points of Constitution damage per round.

Special Qualities: Deep ones gain the following.

Darkvision (Ex): Deep ones can see in nonmagical darkness up to a range of 60 feet, or the base creature's range, whichever is better. This vision is black and white.

Perpetual Hunger (Ex): No matter how much life energy a deep one drains from its victims, it is always hungry for more. Deep ones never achieve satiation from their all-consuming hunger for blood. It must consume a number of Constitution points of blood per day equal to its Hit Dice or lose 1 point of Constitution permanently. Only a *wish* or *miracle* can restore Constitution points lost this way.

Sunlight Vulnerability (Ex): Exposing a deep one to direct sunlight disorients it. It can take only a single move action or standard action and is shaken each round it spends in sunlight. Each round of sunlight exposure deals the deep one 1 point of Constitution damage. Water-filtered sunlight counts as direct only within 30 feet of the sunlit surface.

Skills: A deep one has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Environment: Aquatic.

Organization: Usually solitary but sometimes in pairs or gangs (2–5)

Challenge Rating: +1 plus 10% (maximum +2).

Alignment: Always evil.

Level Adjustment: +2 (+3 in an underwater campaign).

Sample Deep One

This example uses an ettin as the base creature. The ettin shows how the claw/bite attack array works as a full attack for a creature with an unusual attack array.

Foulfin Ettin

Large Giant (Aquatic)

Hit Dice: 10d8+20 (65 hp)

Initiative: +3

Speed: 10 ft. (2 squares), swim 40 ft.

Armor Class: 15 (–1 size, –1 Dex, +7 natural), touch 8, flat-footed 15

Base Attack/Grapple: +7/+17

Attack: Claw +12 melee (1d6+6) or bite +12 melee (1d6+6)

Full Attack: 2 claws +12/+7 melee (1d6+6) and bite +7 melee (1d6+3)

Space/Reach: 10 ft./10 ft.

Special Attacks: Improved grab, life drain

Special Qualities: Darkvision 60 ft., low-light vision, perpetual hunger, sunlight vulnerability, superior two-weapon fighting

Saves: Fort +9, Ref +2, Will +5

Abilities: Str 23, Dex 8, Con 15, Int 6, Wis 10, Cha 11

Skills: Listen +10, Search +1, Spot +10, Swim +14

Feats: Alertness, Improved Initiative, Iron Will, Power Attack

Environment: Cold aquatic

Organization: Solitary or gang (2–4)

Challenge Rating: 8

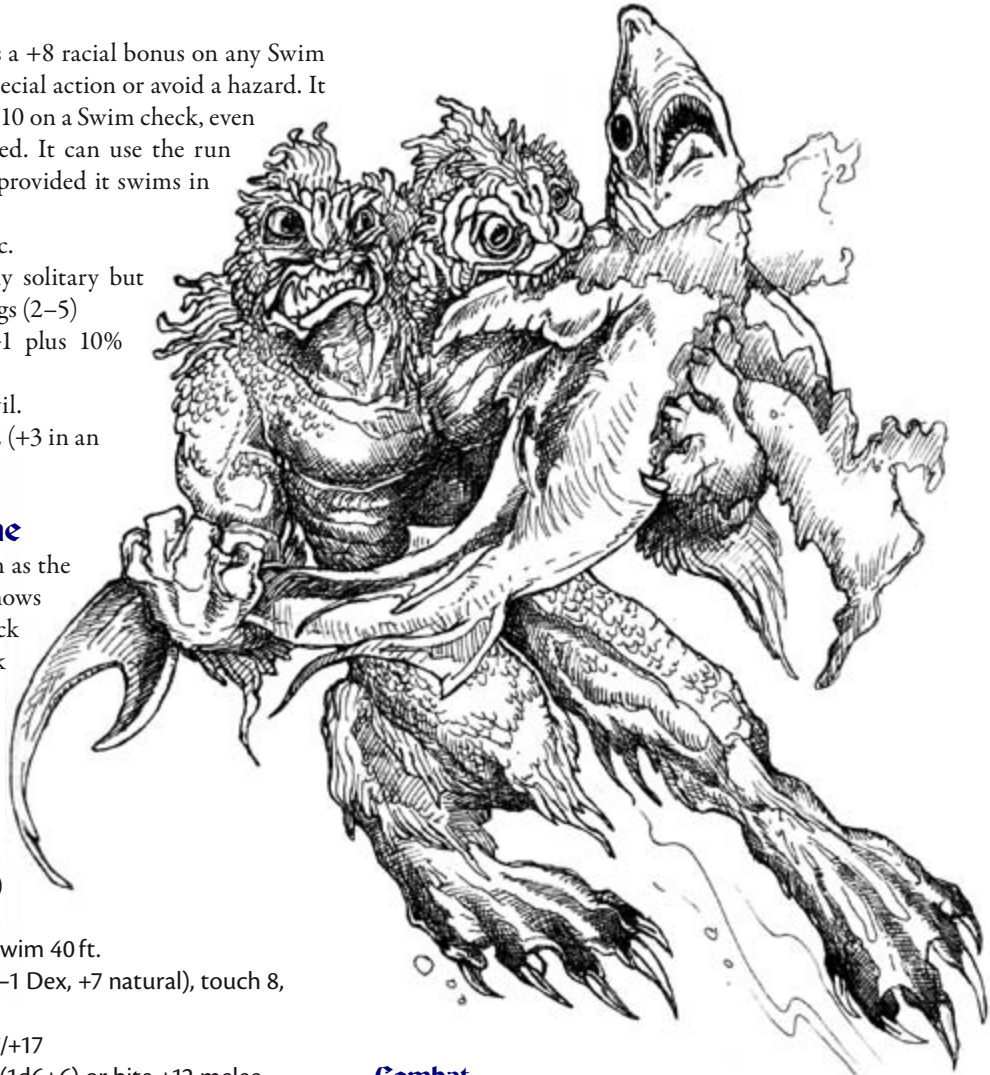
Treasure: Standard

Alignment: Always chaotic evil

Advancement: By character class

Level Adjustment: +7 (+8 in an underwater campaign)

Foulfin ettins are vicious and unpredictable hunters that stalk the nighttime waters. A foulfin ettin is about 13 feet long and weighs 5,200 pounds.



Combat

Though foulfin ettins aren't very intelligent, they are cunning fighters. They prefer to ambush their victims rather than charge into a straight fight, but once the battle has started, a foulfin ettin usually fights furiously until all enemies are dead.

Improved Grab (Ex): To use this ability, a foulfin ettin must hit a creature with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Life Drain (Ex): A foulfin ettin can drain blood from a creature it pins in a grapple. If it gets a pin, it can bite as a free action, dealing bite damage and draining the victim's life force and blood in the form of Constitution damage. The foulfin ettin deals 1d4 points of Constitution damage per round in this manner.

Superior Two-Weapon Fighting (Ex): Because each of its two heads controls an arm, the foulfin ettin does not take a penalty on attack or damage rolls for attacking with two weapons.

Perpetual Hunger (Ex): No matter how much life energy a foulfin ettin drains from its victims, it is always hungry for more. Foulfin ettins never achieve satiation from their all-consuming hunger for blood. They must consume 10 Constitution points of blood per day or lose 1

point of Constitution permanently. Only a *wish* or *miracle* can restore Constitution points lost this way.

Sunlight Vulnerability (Ex): Exposing a foulfin ettin to direct sunlight disorients it. It can take only a single move action or standard action and is shaken each round it spends in sunlight. Each round of sunlight exposure deals the foulfin ettin 1 point of Constitution damage. Water-filtered sunlight counts as direct only within 30 feet of the sunlit surface.

Skills: A foulfin ettin's two heads give it a +2 racial bonus on Listen, Spot, and Search checks. A foulfin ettin has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Dreadnaught

Dreadnaughts are truly fearsome foes dedicated to war and slaughter, able to deal and withstand enormous amounts of damage in combat. Elite warriors of the world fear fighting dreadnaughts, and some secretly desire to undergo the painful and arduous ritual necessary to become one. In fact, only those deemed worthy can even survive this rite.

Appearance Changes

Dreadnaughts are much larger, hardier, and more muscular than their normal counterparts. They are generally covered with bulging, sinewy muscles and have a hardened look to their skin or natural armor. In short, their features are transformed into the shape of raw power.

Creating a Dreadnaught

“Dreadnaught” is an acquired template that can be added to any living creature (referred to hereafter as the “base creature”). The creature should be among the toughest of its kind in order to survive the transformation into a dreadnaught. A dreadnaught differs from the base creature as follows.

Type: Animals and vermin become magical beasts. Humanoids become monstrous humanoids.

Hit Dice: In this template, Hit Dice stands for the dreadnaught's total character Hit Dice. Dreadnaughts have maximum hit points per Hit Die.

Armor Class: Natural armor improves by +4.

Attack: A dreadnaught's natural weapons are considered magic weapons for overcoming damage reduction.

Special Attacks: Dreadnaughts gains the following.

Felling Strike (Ex): Once per day, plus an additional time per 10 Hit Dice, when a dreadnaught scores a successful critical hit, it can elect to make a felling strike by rolling again. If the result of this third roll would hit the target, the target takes the full damage from the critical hit as normal but must also make a Fortitude saving throw (DC 10 + damage dealt) or die.

Punishing Strike (Ex): Once per day, plus an additional time per 10 Hit Dice, a dreadnaught may make a mighty at-

tack against any one opponent, adding its Charisma bonus (positive only) as a bonus on the attack roll and its Hit Dice total as a bonus on the damage roll. Use of this ability must be declared before making the attack. If the attack misses, that punishing strike attempt is wasted. This ability may only be used every fourth round.

Rapid Strike (Sp): Once per day, plus an additional time per 5 Hit Dice, a dreadnaught may grant itself the effects of a *haste* spell (self only). Caster level equals the dreadnaught's Hit Dice.

Special Qualities: Dreadnaughts gain the following.

Damage Reduction (Su): A dreadnaught has damage reduction equal to its Hit Dice, which can only be overcome by magic weapons.

Immunities (Ex): Dreadnaughts are immune to disease, poison, paralysis, stunning, and all mind-influencing spells and effects.

Resistance (Ex): Dreadnaughts have energy resistance 10 against one type of energy (acid, cold, electricity, fire, or sonic) for every 4 Hit Dice it has (minimum 1 type). This resistance can be applied to the same energy type more than once, adding +10 to the overall amount of resistance each time. For example, an 8-HD dreadnaught could have both resistance to fire 10 and resistance to cold 10, or just resistance to fire 20.

Spell Resistance (Ex): A dreadnaught has spell resistance equal to 10 + its Hit Dice.

Abilities: Modify as follows: Strength +4, Dexterity +4, Constitution +6, Charisma +2.

Feats: A dreadnaught gains Endurance as a bonus feat.

Organization: Dreadnaughts are often solitary, or they are unique individuals among normal members of the base creature type. Sometimes dreadnaughts can be found in gangs (2–5).

Challenge Rating: +1 plus 20% (maximum +4).

Level Adjustment: +5.

Sample Dreadnaught

This example uses a 10th-level hobgoblin fighter as the base creature. Jokhup's base ability scores were Strength 15, Dexterity 13, Constitution 12, Intelligence 10, Wisdom 14, Charisma 12. Hobgoblins have Dexterity +2 and Constitution +2. Jokhup used both ability increases due to level to add to Strength.

Jokhup

Male Hobgoblin, 10th-level Fighter

Medium Monstrous Humanoid (Augmented Humanoid [Goblinoid])

Hit Dice: 10d10+50 (150 hp)

Initiative: +4

Speed: 30 ft. (6 squares)

Armor Class: 27 (+4 Dex, +5 +2 *studded leather*, +4 +2 *animated heavy steel shield*, +4 natural), touch 14, flat-footed 23

Base Attack/Grapple: +10/+19

Attack: +1 *elf bane heavy flail* +17 melee (1d10+8/17–20) or masterwork composite longbow (+4 Str) +15 ranged (1d8+4/×3)

Full Attack: +1 *elf bane heavy flail* +17/+12 melee (1d10+8/17–20) or masterwork composite longbow (+4 Str bonus) +15/+10 ranged (1d8+4/×3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Felling strike, punishing strike, rapid strike

Special Qualities: Damage reduction 10/magic, darkvision 60 ft., immunities, resistance to cold 10, resistance to fire 10, spell resistance 20

Saves: Fort +12, Ref +7, Will +7

Abilities: Str 21, Dex 19, Con 20, Int 10, Wis 14, Cha 14

Skills: Climb +10, Diplomacy +6, Jump +10, Knowledge (nobility and royalty) +5, Move Silently +8, Ride +9, Sense Motive +7, Swim +6

Feats: Cleave^B, Cleave Asunder^{*B}, Cross Training* (Knowledge [nobility and royalty] and Sense Motive), Endurance^B, Improved Critical (heavy flail)^B, Improved Grapple, Improved Sunder^B, Improved Unarmed Strike, Iron Will, Power Attack^B, Weapon Focus (heavy flail)^B

Challenge Rating: 13

Alignment: Lawful evil

Effective Character Level: 15th

* New feat described in Chapter 14.

Jokhup is a hobgoblin battle leader of great renown among his people. He has brilliantly led warbands against elven settlements up and down the frontier of his mountain home, carefully collecting the requirements for his dedications to the hobgoblin god of war. He underwent the rite of the dreadnaught and survived—now he's a walking nightmare, feared by all. The priests see his destiny as that of a new hobgoblin emperor.

Dusky-skinned and black-eyed, Jokhup is imposing in every way, standing 7 feet tall and muscled like a giant. He shaves his head, excepting a long, raven-colored lock braided at the back, and wears a small, forked beard. The hobgoblin warlord is always bathed and well kempt.

Jokhup speaks Goblin, Common, and Elven.



Razorback Amulet

Crafted from the tusks of a great boar and a piece of its skull carved to resemble a boar face, the razorback amulet allows its wearer to continue to fight without penalty even while disabled or dying. The wearer still dies at –10 hit points. The amulet must be bathed in the heart's blood of a freshly killed, 5-HD boar once per month, or it ceases to function. If left nonfunctional for more than a month, the amulet requires the heart's blood of a 14-HD dire boar to regain its magic. (These disadvantages reduce the market value of the item.)

Faint transmutation; CL 5th; Craft Wondrous Item, *bestial aspect other*, Price 17,500 gp.

Possessions: +2 studded leather, +2 animated heavy steel shield, +1 *elf bane heavy flail*, masterwork composite longbow (+4 Str) with 20 masterwork arrows, +1 *cloak of resistance*, *razorback amulet*, *potion of cure moderate wounds* (2), *dust of tracelessness*, jewelry (350 gp), traveler's outfit, backpack.

Combat

Jokhup is a cunning fighter, despite his physical prowess. He always assesses his assets and disadvantages in a given combat beforehand, even fighting defensively for a few rounds to judge other warriors and to make his foes underestimate him. The warlord doesn't favor elven targets, seeing such blind hatred as folly, but he shows elves no mercy.

Jokhup's unarmed strikes are considered magic weapons for overcoming damage reduction.

Felling Strike (Ex): Twice per day, when Jokhup scores a successful critical hit, he can elect to make a felling strike by rolling again. If the result of this third roll would hit the target, the target takes the full damage from the critical hit as normal but must make a Fortitude saving throw (DC 10 + damage dealt) or die.

Punishing Strike (Ex): Twice per day, Jokhup may make a mighty

attack against any one opponent, gaining a +2 bonus on the attack roll and a +10 bonus on the damage roll. Use of this ability must be declared before making the attack. If the attack misses, that punishing strike attempt is wasted. This ability may only be used once every fourth round.

Rapid Strike (Sp): Three times per day, Jokhup can grant himself the effects of a *haste* spell for 10 rounds. Caster level 10th.

Immunities (Ex): Jokhup is immune to disease, poison, paralysis, stunning, and all mind-influencing spells and effects.

Skills: Jokhup receives a +4 racial bonus on Move Silently checks.

Enchanted

From time to time, creatures come into contact with a manifestation of magical energy so intense and pervasive that it alters their basic abilities, changing them into a different kind of creature altogether. Enchanted have been spawned by such diverse means as drinking from magical pools, being too near a battle between powerful mages, being blessed by fey, or coming into direct contact with mythical beings imbued with potent transformational energies. Whatever the cause, one thing is certain—those that turn into enchanted become magical in their very nature.

Appearance Changes

Enchanted creatures have a noticeable feature about them that sets them apart from others of their kind, a slight sheen to the skin, feathers, fur, or leaves, a bit more sparkle in the eyes, a silver streak in the hair, and so forth. Whatever the physical evidence of their nature might be, it is obvious that the being in question has encountered life-changing magical power in some way.

Creating an Enchanted

“Enchanted” is an acquired template that can be added to any creature that is not immune to magic (referred to hereafter as the “base creature”). Nonsentient animals, plants, and vermin can all become enchanted, although they might not be able to make full use of some of their new qualities. An enchanted differs from the base creature as follows.

Type: Animals and vermin become magical beasts.

Hit Dice: In this template, Hit Dice stands for the enchanted’s total character Hit Dice.

Special Attacks: Enchanted gain the following.

Spell-Like Abilities: At will—*detect magic*, *read magic*, and *light*; 1/day, plus once per 3 Hit Dice—*invisibility* and *mage armor*. The *detect magic* spell goes straight to the third round effect upon casting, and illiterate creatures cannot use *read magic*. Caster level equals the enchanted’s Hit Dice.

Special Qualities: Enchanted gain the following.

Immunities (Ex): Enchanted are immune to *sleep*, *paralysis*, and *charm* spells and effects.

Low-Light Vision (Ex): Enchanted can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Spell Resistance (Ex): Enchanted have spell resistance equal to 10 + their Hit Dice.

Second Favored Class (Sorcerer): Enchanted that can advance by character class gain sorcerer as secondary a favored class.

Abilities: Modify as follows: Charisma +2.

Feats: Enchanted creatures gain Eschew Materials as a bonus feat, but only if they can gain levels in the sorcerer class.

Organization: Enchanted are often unique individuals among normal members of the base creature type.

Challenge Rating: +1 plus 10% (maximum +2).

Level Adjustment: +2.

Sample Enchanted

This example uses a remorhaz as the base creature.

Eldritch Snow Worm

Huge Magical Beast

Hit Dice: 7d10+35 (73 hp)

Initiative: +1

Speed: 30 ft. (6 squares), burrow 20 ft.

Armor Class: 20 (–2 size, +1 Dex, +11 natural), touch 9, flat-footed 19, or

24 (–2 size, +1 Dex, +11 natural, +4 armor [*mage armor*]), touch 9, flat-footed 23

Base Attack/Grapple: +7/+23

Attack: Bite +13 melee (2d8+12)

Full Attack: Bite +13 melee (2d8+12)

Space/Reach: 15 ft./10 ft.

Special Attacks: Improved grab, spell-like abilities swallow whole

Special Qualities: Darkvision 60 ft., heat, immunities, low-light vision, spell resistance 17, tremorsense 60 ft.

Saves: Fort +10, Ref +6, Will +3

Abilities: Str 26, Dex 13, Con 21, Int 5, Wis 12, Cha 12

Skills: Listen +8, Spot +8

Feats: Awesome Blow, Improved Bull Rush, Power Attack

Environment: Cold desert

Organization: Solitary

Challenge Rating: 8

Treasure: None

Alignment: Usually neutral

Advancement: 8–14 HD (Huge); 15–21 HD (Gargantuan)

Level Adjustment: —

An eldritch snow worm is whitish-blue in color but pulses with a reddish glow from the heat its body produces and small motes of blue light dance above its back. These creatures are attracted to sources of powerful magic, without much reason other than they like the atmosphere created by ample arcane energies. The creature is a little more than

20 feet long, with a body about 5 feet wide. It weighs about 10,000 pounds.

Eldritch snow worms cannot speak.

Combat

Eldritch snow worms hide under the snow and ice until they hear movement above them, then attack from below and surprise prey. Most use *invisibility* and *mage armor* before attacking.

Improved Grab (Ex): To use this ability, an eldritch snow worm must hit an opponent least one size smaller than itself with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the opponent the following round.

Spell-Like Abilities: At will—*detect magic* and *light*; 3/day—*invisibility* and *mage armor*. The *detect magic* spell goes straight to the third round effect upon casting. Caster level 7th.

Swallow Whole (Ex): When an eldritch snow worm begins its turn with a grappled opponent in its mouth, it can swallow that opponent with a successful grapple check. Once inside, the opponent takes 2d8+12 points of bludgeoning damage plus 8d6 points of fire damage per round from the eldritch snow worm's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 15). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Huge eldritch snow worm's interior can hold 2 Large, 4 Medium, 8 Small, 32 Tiny, 128 Diminutive, 512 Fine, or 1,024 Minuscule opponents.

Heat (Ex): An enraged eldritch snow worm generates heat so intense that anything touching its body takes 8d6 points of fire damage. Creatures striking an eldritch snow worm with natural attacks or unarmed attacks are subject to this damage, but creatures striking with melee weapons do not take damage from the eldritch snow worm's heat. This heat can melt or char weapons; any weapon that strikes an eldritch snow worm is allowed a DC 18 Fortitude save to avoid destruction. The save DC is Constitution-based.

Immunities: Enchanted are immune to *sleep*, paralysis, and *charm* spells and effects.

Skills: Eldritch snow worms have a +4 racial bonus on Listen checks.

Fey-Kissed

Fey-kissed creatures are usually taken away as lovers by fey such as dryads or nymphs. Others are stolen as children or even at birth, spirited away to fairy woods or into hollow hills. Blessed by the lavish attentions of the fey, the fey-kissed have emerged from the realm of the fey with some nature-related powers and a longing in their hearts. A few fey-kissed creatures dwell near magical areas and are true races, not just creatures altered by the touch of the fey.

Appearance Changes

Fey-kissed rarely differ in appearance from their mundane counterparts. They may appear more beautiful or have stronger personalities, but these signs of fey meddling aren't always reliable.

Creating a Fey-kissed

"Fey-kissed" is a template that can be added to any living creature (referred to hereafter as the "base creature"). A fey-kissed differs from the base creature as follows.

Hit Dice: Unless otherwise noted, in this template Hit Dice stands for total character Hit Dice.

Special Attacks: Fey-kissed gain the following.

Spell-Like Abilities: A fey-kissed creature with a Charisma of 10 or more can use any of the following spell-like abilities 3/day—*dancing lights*, *ghost sound*, *prestidigitation*. Caster level 1st.

In addition, a fey-kissed with a Charisma of 10 + the spell level can cast spell-like abilities as specified in the table below. Each of the abilities is usable once per day. Caster level equals the fey-kissed creature's Hit Dice.

| Level | Spell-Like Abilities |
|-------|---------------------------|
| 1–2 | <i>disguise self</i> |
| 3–4 | <i>change self</i> |
| 5–6 | <i>speak with animals</i> |
| 7–8 | <i>pass without trace</i> |
| 9–10 | <i>speak with plants</i> |

Special Qualities: Fey-kissed gain the following.

Low-Light Vision (Ex): Fey-kissed can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Melancholy (Ex): A fey-kissed that has left the fey realm is occasionally prone to fits of melancholy. Every week, it must make a Will save (DC 25 minus its own Hit Dice, minimum DC 5) or be struck by ennui for 1d4 days. During this time, the fey-kissed creature takes a –2 penalty on Wisdom-based rolls.

Slow Aging (Ex): A fey-kissed is forever touched by the agelessness of the fey realms. In mortal realms, the creature ages half as quickly as a normal counterpart.

Abilities: Modify as follows: Charisma +2.

Skills: Fey-kissed have a +1 racial bonus on Bluff, Hide, Move Silently, and Perform checks. Fey-kissed speak Sylvan.

Alignment: Usually chaotic, rarely evil.

Level Adjustment: +1.

Sample Fey-Kissed

This example uses merfolk for the base creature. For the purposes of this race of aquatic folk, the spell-like abilities of the fey-kissed template were limited to the merfolk's first racial Hit Die. Faewasse don't gain spell-like abilities as they gain Hit Dice.

Faewasse

Faewasse, 1st-Level Warrior

Medium Humanoid (Aquatic)

Hit Dice: 1d8+2 (6 hp)

Initiative: +1

Speed: 5 ft. (1 square), swim 50 ft.

Armor Class: 13 (+1 Dex, +2 leather), touch 11, flat-footed 12

Base Attack/Grapple: +1/+2

Attack: Spear +2 melee (1d6+1/×3) or javelin +2 ranged (1d6+1)

Full Attack: Spear +2 melee (1d6+1/×3) or javelin +2 ranged (1d6+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Spell-like abilities

Special Qualities: Amphibious, low-light vision, melancholy, slow aging

Saves: Fort +4, Ref +1, Will –1

Abilities: Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 12

Skills: Bluff +2, Hide +2, Listen +3, Move Silently +2, Perform (any one) +2, Spot +3, Swim +9

Feats: Alertness

Environment: Temperate aquatic

Organization: Company (2–4), patrol (11–20 plus 2 3rd-level lieutenants and 1 leader of 3rd–6th level), or band (30–60 plus 1 3rd-level sergeant per 20 adults, 5 5th-level lieutenants, 3 7th-level captains, and 10 fey-kissed porpoises)

Challenge Rating: ½

Treasure: Standard

Alignment: Usually chaotic neutral

Advancement: By character class

Level Adjustment: +2

Faewasse are a race of merfolk who dwell in the watery areas of the fey world. They are beautiful, but aloof, and seldom take an interest in the world of mortals. When they do, it's to have fun at the expense of mortals—though this play is seldom malicious.

Faewasse speak Aquan and Sylvan.

Combat

Faewasse favor streamlined javelins and spears, made of bone and driftwood, for battle. They use their spell-like abilities to confuse foes, often resorting to the use of *disguise self* to take the shape of other aquatic creatures.

Spell-Like Abilities: 3/day—*dancing lights*, *ghost sound*, *prestidigitation*. 1/day—*disguise self*. Caster level 1st.

Amphibious (Ex): Faewasse can breathe both air and water, although they rarely travel more than a few feet from the water's edge.

Melancholy (Ex): A faewasse that has left its realm is occasionally prone to fits of melancholy. Every week, it must make a Will save (DC 25 minus its own Hit Dice, minimum DC 5) or be struck by ennui for 1d4 days. During this time, the faewasse takes a –2 penalty on Wisdom-based rolls.

Skills: A faewasse has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Faewasse Characters

A faewasse's favored class is bard. Faewasse clerics can choose two of the following domains: Animal, Trickery, and Water. Most faewasse encountered outside their home are warriors; the information in the statistics block is for one of 1st level. The faewasse warrior presented here had the following ability scores before racial adjustments: Strength 13, Dexterity 11, Constitution 12, Intelligence 10, Wisdom 9, Charisma 8.

Faewasse Racial Traits

Faewasse have the following characteristics.

- ☞ +2 Dexterity, +2 Constitution, +4 Charisma.
- ☞ Medium. (Use human height with +1d4 to the weight modifier.)
- ☞ **Aquatic:** The faewasse are amphibious creatures able to breathe in air and water. They possess the Aquatic subtype.
- ☞ Faewasse base land speed is 5 feet. They have a swim speed of 50 feet.
- ☞ **Low-Light Vision (Ex):** Faewasse can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- ☞ **Age:** Faewasse age like humans, but double the year ranges for each category.
- ☞ **Melancholy (Ex):** See monster description.
- ☞ **Spell-Like Abilities:** A faewasse with a Charisma of 10 or higher can use a few spell-like abilities. 3/day—*dancing lights*, *ghost sound*, *prestidigitation*. In addition, a faewasse with a Charisma of 11 or higher can use the following spell-like ability 1/day—*disguise self*. Caster level 1st.
- ☞ +1 racial bonus on Bluff, Hide, Move Silently, and Perform checks.
- ☞ **Automatic Languages:** Aquan and Sylvan. **Bonus Languages:** Celestial, Common, Elven.
- ☞ **Favored Class:** Bard.
- ☞ **Level Adjustment:** +2.

Flying

Flying creatures are often just winged versions of land-bound beings. Others fly using physical means, such as gas sacs, or by way of the supernatural. Wings come about via anything from deific meddling to natural evolution, from draconic or celestial heritage to magical experimentation. Those creatures that fly without wings have just as many possible origins, mundane to miraculous. No matter what the source of the trait, all flying creatures can take to the air, whether for fight, flight, or fun.

Appearance Changes

Flying creatures vary greatly in appearance, depending on the way they fly. Some flying creatures are merely winged versions of more familiar beings, while others have some sort of natural buoyancy in air. Still others fly via supernatural means, remaining indistinguishable from their land-bound cousins until they take to the sky.

Creating a Flying Creature

“Flying” is a template that can be added to any creature that does not already have a fly speed (referred to hereafter as the “base creature”). Unless a creature breathes air (or doesn’t breathe), it gains little benefit from a fly speed. A flying creature differs from the base creature as follows.

Size: Natural flying creatures usually have lightweight frames, and they therefore weigh 30% to 50% less than their terrestrial counterparts do. Supernatural flyers may or may not have such a feature.

Speed: A winged creature gains a fly speed equal to the base creature’s highest speed doubled. You may make the creature slower on the ground, trading increments of 10 feet of base land speed for 5 feet of air speed. In general, no more than 20 feet should be traded in this way.

A creature with wings like a bird’s or a bat’s usually has average maneuverability. Wingless flyers usually have good maneuverability. Maneuverability can be increased by one step by giving up 10 feet of speed. Perfect maneuverability should be reserved for creatures with insectlike wings or wingless flyers.

Abilities: Modify as follows: Dexterity +2, Constitution –2.

Special Qualities: A wingless flyer must select one version of the following (either extraordinary or supernatural):

Flight (Ex or Su): The flying creature’s body is (naturally or supernaturally) lighter than air, allowing the creature to fly. Its body always operates as though affected by a *feather fall* effect, even when the creature is unconscious or dead.

Feats: Flying creatures gain access to feats requiring a fly speed, such as Flyby Attack, Hover, and Wingover—consider trading some of the base creature’s normal feats for these feats. See Chapter 6 of the *MM* for more details.

Challenge Rating: +1.

Level Adjustment: +1 to +2 (fast and good or better maneuverability).

Variant Flying

Creatures whose wings no longer function for flight may be allowed to use their vestigial wings to glide. Other creatures may just be natural gliders. This variant provides the following benefit.

Gliding (Ex): The creature uses its small wings, skin flaps, or similar physiological devices to move at a speed equal to four times its Space per round, with a minimum speed of 20 feet. For each 10 feet so moved the creature also descends 5 feet, so starting from a high point is necessary. Updrafts and air currents may slow or suspend the fall (DM discretion).

Losing Limbs for Flight

You may wish to create a creature that has wings instead of some or all of its limbs. As long as the final creature has the same ability to move on the ground (or other mediums) and manipulate objects as the base creature, this is just a cosmetic alteration. If the flying creature loses either of these abilities, consider granting it additional flying benefits.

For example, suppose you decide to create a form of supernaturally buoyant scorpion with vestigial legs. You might trade the creature’s land speed for an increase in flight speed and maneuverability. The flying scorpion would have some land movement, but it would be much slower than a typical land-dwelling cousin.

If you trade arms for wings, perhaps the creature gains the same level of manipulation ability with its feet. A winged dire badger, for instance, might have dexterous feet, allowing it to retain its claw attacks, and tough, ridged wings, retaining the ability to burrow.

Maneuverability is poor for Small or smaller creatures, and it is clumsy for larger creatures. Gliding can be used to prevent falling damage completely, so long as the creature has enough room and time to use the ability.

Sample Flying Creature

This example uses a shambling mound as the base creature.

Floating Heath

Large Plant

Hit Dice: 8d8+16 (52 hp)

Initiative: +1

Speed: 10 ft. (2 squares), fly 40 ft. (perfect), swim 20 ft.

Armor Class: 21 (–1 size, +1 Dex, +11 natural), touch 10, flat-footed 20

Base Attack/Grapple: +6/+15

Attack: Slam +10 melee (2d6+5)

Full Attack: 2 slams +10 melee (2d6+5)

Space/Reach: 10 ft./10 ft.

Special Attacks: Improved grab, constrict 2d6+7

Special Qualities: Darkvision 60 ft., flight, immunity to electricity, low-light vision, plant traits, resistance to fire 10

Saves: Fort +8, Ref +3, Will +4

Abilities: Str 21, Dex 12, Con 15, Int 7, Wis 10, Cha 9

Skills: Hide +4*, Listen +8, Move Silently +9

Feats: Iron Will, Power Attack, Wingover

Environment: Temperate marshes

Organization: Solitary

Challenge Rating: 7

Treasure: 1/10th coins; 50% goods; 50% items

Alignment: Usually neutral

Advancement: 9–12 HD (Large); 13–24 HD (Huge)

Level Adjustment: +7

Floating heaths appear to be heaps of rotting vegetation floating above marshy ground. Two thick, rootlike appendages dangle down from the vegetation mass. They are actually intelligent, carnivorous plants, rendered buoyant by marsh gas they store in specialized, magical bladders. A floating heath's brain and sensory organs are located in its upper body. Its body has an 8-foot girth and is about 6 feet tall when the creature stands erect. It weighs about 1,900 pounds.

Combat

A floating heath usually waits in the water or on the ground, taking to the air when prey is near enough to engage. It then batters or constricts its opponents with two huge, rootlike appendages.

Improved Grab (Ex): To use this ability, a floating heath must hit with both slam attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Constrict (Ex): A floating heath deals 2d6+7 points of damage with a successful grapple check.

Flight (Su): The floating heath's body is rendered lighter than air by means of its magical gas bladders, allowing it to fly. Its body always operates as though affected by a *feather fall* effect, even when the floating heath is unconscious or dead.

Immunity to Electricity (Ex): Floating heaths take no damage from electricity. Instead, any electricity attack used against a floating heath temporarily grants it 1d4 points of Constitution. The floating heath loses these points at the rate of 1 per hour.

Skills: Floating heaths have a +4 racial bonus on Hide, Listen, and Move Silently checks. *They have a +12 racial bonus on Hide checks when in a swampy or forested area.

Gigantic

Gigantic creatures are just that—massive examples of an originally smaller creature. A gigantic creature can arise from the mating of some other creature and a giant or some other natural or supernatural anomaly. It could even be a natural creature in a given world, much like dire or giant animals. New types of giants, based upon humanoids, are also possible.

Appearance Changes

A gigantic creature looks like a larger (sometimes *much* larger) version of the base creature.

Creating a Gigantic Creature

“Gigantic” is a template that can be added to any creature (referred to hereafter as the “base creature”). The template works best if the base creature is advanced to the maximum allowed according to its entry in the *MM*, although this needn't always be the case. A gigantic creature differs from the base creature as follows.

Size: Increase the base creature's size to whatever size you want the final creature to be. The creature's final height or length is doubled for each size it grows. Its weight increases accordingly. See Table 1–2: Creature Size Statistics (page 12) and its associated weight sidebar. Be sure to change attributes related to size, using Table 1–2 and Table 1–4: Creature Changes by Size (page 13) as guides.

Type: Humanoids become giants, if they are increased to Large size or larger. Such giants do not have the augmented subtype.

Hit Dice: Double the creature's racial Hit Dice for each size it grows. Be sure to change attributes related to Hit Dice, using Table 1–1: Creature Statistics by Type (page 8) as a guide. So long as the final number is equal to or greater than the minimum for the creature's new size (see Table 1–3: Creature Attributes by Size, page 13), you can fudge it however you like. Avoid escalating Hit Dice too high.

Thus, a gnoll increased to Huge size has 8 Hit Dice (2×2 [Large] $\times 2$ [Huge]). A Huge gnoll with 8 Hit Dice may be too much, because it has a great advantage over 1-HD humanoids increased to Huge size (average 4 Hit Dice), but neither begins to compare to a Huge giant (18 Hit Dice).

Speed: You may increase a gigantic creature's speed according to the suggestions in Chapter 1 and Table 1–6: Creature Speeds by Size (page 14).

If the base creature can fly, and its maneuverability is not perfect, its maneuverability rating drops by one for every two sizes it gains. Perfect maneuverability stays the same. Minimum maneuverability is clumsy.

Armor Class: Natural armor improves according to size increase. Gigantic creatures also gain an additional +2 to the base creature's natural armor bonus per size larger they are than the base creature.

Attacks: Damage increases according to size, according to Table 1–5: Increased Damage by Size (page 14)

Special Attacks and Qualities: Gigantic creatures lose any attribute gained from being smaller than they are, and size-related abilities, such as swallow whole or constrict, scale to match the new size. Damage and range may increase according to a creature's new size; see the size notes in Chapter 1. Save DCs always increase with Hit Dice and related ability scores; see the Hit Dice notes in Chapter 1. Caster level may also increase based on a creature's Hit Dice.

Organization: Usually solitary, sometimes in gangs (2–5). Large creatures don't usually congregate in great numbers—too few resources.

Challenge Rating: Increase Challenge Rating according to Hit Dice changes and size, using Table 1–7: Creature Challenge Rating (page 15). This template adds +5 to that total. Be sure to tinker with the rating according to the advice with Table 1–7.

Advancement: Multiply the highest value in the base creature's advancement range(s) by the same amount as

you multiplied its Hit Dice. The lowest of new ranges starts at 1 Hit Die above the gigantic creature's starting Hit Dice, while subsequent ranges start at 1 Hit Die higher than the next lower range's maximum. Each range should be assigned a size, matching growth indicated by the base creature. Fill in the ranges and tinker until you have what you want—this part of the creature needn't be exact.

Example: If a Large creature starts out with 6 Hit Dice and increases to 36 Hit Dice (Gargantuan size), its Hit Dice have increased to six times the original. The highest number in each of this creature's advancement ranges is also multiplied by 6. If the base creature in question had advancement ranges of 7–9 HD (Large) and 10–18 HD (Huge), they would become 37–54 ($6 \times 9 = 54$) HD (Gargantuan) and 55–108 ($6 \times 18 = 108$) HD (Colossal).

Creatures with “by character class” advancement retain that designation.

Level Adjustment: Variable and often not applicable.

Sample Gigantic Creatures

These examples use a troglodyte and a howler as the base creatures. The howler started as a fully advanced, 18-HD howler (Huge) and was increased to Gargantuan size from there. The baleful bayer matches the advancement example in the template, but we chose to leave the secondary advancement off the bayer's statistics. The length and weight of the original howler was increased slightly from the minimum for a Huge creature (to 24 feet long) to come up with the baleful bayer's length and weight.

Trogre

Large Giant (Reptilian)

Hit Dice: 4d8+16 (34 hp)

Initiative: –2

Speed: 40 ft. (8 squares)

Armor Class: 17 (–1 size, –2 Dex, +10 natural), touch 7, flat-footed 17

Base Attack/Grapple: +3/+11

Attack: Claw +6 melee (1d6+4)

Full Attack: 2 claws +6 melee (1d6+4) and bite +4 melee (1d6+2)

Space/Reach: 10 ft./10 ft.

Special Attacks: Stench

Special Qualities: Darkvision 90 ft.

Saves: Fort +8, Ref –1, Will +1

Abilities: Str 19, Dex 7, Con 18, Int 8, Wis 10, Cha 10

Skills: Hide +3*, Listen +2

Feats: Cleave, Multiattack⁸, Power Attack

Environment: Underground

Organization: Solitary, pair, or gang (2–5)

Challenge Rating: 3

Treasure: 50% coins; 50% goods; 50% items

Alignment: Usually chaotic evil

Advancement: By character class

Level Adjustment: +3

Trogres are reptilian giants with humanoid shapes and short tails. They stand nearly 10 feet tall and weigh close to 1,200 pounds.

Trogres speak Draconic.

Combat

Trogres are rarely armed and they attack with ferocity, enjoying the thrill of clawing and biting prey to death.

Stench (Ex): When a trogre is angry or frightened, it secretes an oily, musklike chemical that nearly every living creature finds offensive. All living creatures (except troglodytes and trogres) within 40 feet of a trogre must succeed on a DC 16 Fortitude save or be sickened for 10 rounds. The save DC is Constitution-based. Creatures that successfully save cannot be affected by the same trogre's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Skills: The skin of a trogre changes color somewhat, allowing it to blend in with its surroundings like a chameleon and providing a +4 racial bonus on Hide checks. *In rocky or underground settings, this bonus improves to +8.

Trogre Characters

Trogre leaders are the fiercest barbarians among them. A trogre cleric may select two of the following domains: Chaos, Destruction, Evil, and Strength.

Trogre Racial Traits

Trogres have the following characteristics.

- ☞ +8 Strength, –4 Dexterity, +8 Constitution, –2 Intelligence.
- ☞ Large. As Large creatures, trogres gain a –1 penalty to Armor Class, –1 penalty on attack rolls, –4 penalty on Hide checks, +4 bonus on grapple checks, and have lifting and carrying limits double those of Medium characters.
- ☞ Giant.
- ☞ *Racial Hit Dice:* A trogre begins with four levels of giant, which provide 4d8 Hit Dice, a base attack bonus of +3, and base saving throw bonuses of Fort +4, Ref +1, and Will +1.
- ☞ *Racial Skills:* A trogre's giant levels grant skill points equal to $7 \times (2 + \text{Int modifier, minimum } 1)$. Its class skills are Hide and Listen. Trogres have a +4 racial bonus on Hide checks (+8 in rocky or underground surroundings).
- ☞ *Racial Feats:* A trogre's humanoid levels grant two feats. All trogres receive Multiattack as a bonus feat.
- ☞ Trogre base land speed is 40 feet.
- ☞ *Natural Armor:* +10 natural armor bonus.
- ☞ *Natural Weapons:* 2 claws (1d6) and bite (1d6).
- ☞ *Space/Reach:* 10 feet/10 feet.
- ☞ *Darkvision:* A trogre can see in the dark out to 90 feet.
- ☞ *Special Attacks* (see monster statistics): Stench.

- 👉 *Automatic Languages:* Draconic. *Bonus Languages:* Common, Giant, Goblin, Orc.
- 👉 *Favored Class:* Barbarian.
- 👉 *Level Adjustment:* +3. Due to its racial Hit Dice, a trogre has an effective character level (ECL) of 7 plus class levels. So, a 1st-level trogre barbarian has an ECL of 8th.

Baleful Bayer

Gargantuan Outsider (Chaotic, Evil, Extraplanar)

Hit Dice: 36d8+216 (378 hp)

Initiative: +6

Speed: 70 ft. (14 squares)

Armor Class: 29 (–4 size, +2 Dex, +21 natural), touch 8, flat-footed 27

Base Attack/Grapple: +36/+61

Attack: Bite +45 melee (4d8+13)

Full Attack: Bite +45 melee (4d8+13) and 1d4 quills +43 melee (2d6+6)

Space/Reach: 20 ft./15 ft.

Special Attacks: Quills, howl

Special Qualities: Darkvision 60 ft.

Saves: Fort +26, Ref +22, Will +24

Abilities: Str 37, Dex 15, Con 23, Int 7, Wis 18, Cha 10

Skills: Climb +43, Hide +20, Listen +42, Move Silently +32, Search +35, Spot +42, Survival +35 (+37 following tracks)

Feats: Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Improved Natural Armor (x4), Mobility, Multi-attack, Snatch, Spring Attack, Track

Environment: A chaos-aligned plane

Organization: Solitary, wild hunt (1 baleful bayer and 4 18-HD howlers)

Challenge Rating: 18

Treasure: None

Alignment: Always chaotic evil

Advancement: 37–54 HD (Gargantuan)

Level Adjustment: —

Unrelenting and irredeemable hounds serving the greatest demon lords, baleful bayers are about 48 feet long and weigh about 200 tons. Thankfully, only a few of these foul creatures exist.

Baleful bayers understand Abyssal, but they do not speak.

Combat

The baleful bayer is a relentless hunter of the abyssal planes, loosed to serve the end of some foul demon lord. It is fearless and inexorable, pursuing prey to exhaustion for the sheer joy of a cruel chase. A baleful bayer's natural weapons, as well as any weapons it wields, are considered chaotic-aligned and evil-aligned for overcoming damage reduction.

Quills (Ex): A baleful bayer's neck bristles with long quills. While biting, the creature thrashes about, striking with 1d4 of them. An opponent hit by a baleful bayer's

quill attack must succeed on a DC 30 Reflex save or have the quill break off in his flesh. Lodged quills impose a –1 penalty on attacks, saves, and checks per quill. The save DC is Dexterity-based.

A quill can be removed safely with a DC 20 Heal check; otherwise, removing a quill deals an extra 2d6 points of damage.

Howl (Ex): All beings other than outsiders that hear the creature's howling for an hour or longer are subject to its effect, though it does not help the baleful bayer in combat. Anyone within hearing range of a baleful bayer for a full hour must succeed on a DC 28 Will save or take 1 point of Wisdom damage. The save DC is Charisma-based. The save must be repeated for each hour of exposure. This is a sonic mind-affecting effect.

Hiveling

Every so often, an isolated tribe or pack of creatures becomes so unified in their thoughts and minds that they begin to more closely resemble a single organism than a number of individual members in a larger group. Some groups are so advanced in this trait they can share each other's senses, communicate mentally over vast distances, and attack their enemies in well-coordinated swarms.

Appearance Changes

Hivelings can be distinguished from their normal counterparts only by their behavior patterns and abilities.

Creating a Hiveling

“Hiveling” is a template that can be added to any creature with a Charisma score (referred to hereafter as the “base creature”). A hiveling differs from the base creature as follows.

Type: Animals become magical beasts.

Armor Class: Hivelings gain a +2 insight bonus to their AC, but only when operating within the hive mind (see Special Qualities).

Special Attacks: Hivelings gain the following.

Swarm Attack (Ex): When operating within their hive mind, hivelings get a +1 insight bonus on attack rolls for every two hivelings attacking the same target.

Special Qualities: Hivelings gain the following.

Hive Mind (Ex): Hiveling groups gain special benefits. Each individual in the group must be within 100 feet (+10 feet per point of Wisdom bonus) of another individual. If one hiveling in the group is aware of something, they all are. No hiveling in the group is flat-footed or can be flanked unless they all are. Hivelings within the group all gain the benefits of the Alertness feat. They also gain a +2 circumstance bonus on Search checks while operating as a hive.

As a free action, a hiveling can mentally communicate with any other hiveling creature of its hive. If the hiveling's Intelligence score is below 3, this communication only sends basic emotional content.

Shared Senses (Su): At will, a hiveling can use another hiveling's senses (sight, smell, or hearing) rather than its own. This ability works at a range of 25 feet +5 feet per point of Wisdom bonus the hiveling possesses and can be maintained as a free action for a number of minutes equal to 1 + the hiveling's Wisdom bonus (minimum 1 minute). The shared sense link must then be re-established. The target's tapped senses override the hiveling's own for as long as this ability is in use.

Organization: Hivelings always come in pairs or greater numbers.

Challenge Rating: +10% (maximum +2). The Encounter Level (EL) for a group of hivelings increases by +20%, thus increasing experience point rewards.

Level Adjustment: +1 if in a group of hivelings. Otherwise +0.

Sample Hiveling

This example uses a darkmantle as the base creature.

Swarming Shadowmantle

Small Magical Beast

Hit Dice: 1d10+1 (6 hp)

Initiative: +4

Speed: 20 ft. (4 squares), fly 30 ft. (poor)

Armor Class: 17 (19) (+1 size, +6 natural, [+2 insight within the hive]), touch 11 (13), flat-footed 17 (19)

Base Attack/Grapple: +1/+0

Attack: Slam +5 melee (1d4+4)

Full Attack: Slam +5 melee (1d4+4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Constrict 1d4+4, *darkness*, improved grab, swarm attack

Special Qualities: Blindsight 90 ft., hive mind, shared senses

Saves: Fort +3, Ref +2, Will +0

Abilities: Str 16, Dex 10, Con 13, Int 2, Wis 10, Cha 10

Skills: Hide +10, Listen +7*, Search -2, Spot +7*

Feats: Alertness*, Improved Initiative

Environment: Underground

Organization: Pair, clutch (3–9), or swarm (6–15)

Challenge Rating: 1 (+20% to EL for a hive)

Treasure: None

Alignment: Always neutral

Advancement: 2–3 HD (Small)

Level Adjustment: —

A swarming shadowmantle hangs from a ceiling by a muscular “foot” at the top of its body. It can look like a stalactite, by holding its tentacles stiffly under itself, or like a lump of rock, spreading its tentacles so the membrane between them covers its body. Its shell and skin usually resemble limestone, but a swarming shadowmantle can change its color to match almost any type of stony background. A swarming shadowmantle is about 4 feet long from the tips of its tentacles to the top of its head. It weighs about 30 pounds.

Combat

Swarming shadowmantles attack by dropping on foes, just as their normal cousins do. They coordinate their attacks with wolf pack efficiency.

Constrict (Ex): A swarming shadowmantle deals 1d4+4 points of damage with a successful grapple check.

Darkness (Su): Once per day a swarming shadowmantle can cause darkness as the *darkness* spell (caster level 5th). It most often uses this ability just before attacking.

Improved Grab (Ex): To use this ability, a swarming shadowmantle must hit a Large or smaller creature with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it attaches to the opponent's head and can constrict.

Swarm Attack (Ex): When operating within their hive mind, swarming shadowmantles get a +1 insight bonus on attack rolls for every two hive members attacking the same target.

Blindsight (Ex): A swarming shadowmantle can “see” by emitting high-frequency sounds, inaudible to most other creatures, which allow it to ascertain objects and creatures within 90 feet. A *silence* spell negates this ability and effectively blinds the swarming shadowmantle.

Hive Mind (Ex): Swarming shadowmantle groups gain special benefits. Each individual in the group must be within 100 feet of another individual. If one swarming shadowmantle in the group is aware of something, they all are. No swarming shadowmantle in the group is flat-footed or can be flanked unless they all are. Swarming shadowmantles within the group all gain the benefits of the Alertness feat. They also gain a +2 circumstance bonus on Search checks while operating as a hive.

As a free action, a swarming shadowmantle can mentally communicate with any other member of its hive. This communication only sends basic emotional content.

Shared Senses (Su): At will, a swarming shadowmantle can use another hive member's senses (sight, smell, or hearing) rather than its own. This ability works at a range of 25 feet and can be maintained as a free action for 1 minute. The shared sense link must then be re-established. The target's tapped senses override the swarming shadowmantle's own for as long as this ability is in use.

Skills: A swarming shadowmantle has a +4 racial bonus on Listen and Spot checks. These bonuses are lost if its blindsight is negated. The creature's variable coloration gives it a +4 racial bonus on Hide checks. *Alertness only works within the hive—its effects are lost if the shadowmantle is out of the hive's range.

Hypermitotic

Hypermitotic creatures are singular, magical monstrosities of dubious origins and a bane to all existence. These dreaded beings have incredibly fast metabolisms, which enable them to reproduce at an alarming rate—by dividing in two. Their accelerated biological functions also allow

them to heal wounds at an incredible pace. In the right situation, even the lowliest of hypermitotic creatures can quickly outnumber and overwhelm much more powerful beings if they are not dispatched in short order.

Fortunately, such abominations have trouble surviving outside of artificially maintained environments. It's physically impossible for many hypermitotic creatures to sustain themselves, even if they eat constantly. Most often, these terrible monsters are encountered in suspended animation, awaiting some meddling interloper.

Appearance Changes

A hypermitotic creature looks exactly like the base creature. The only way to differentiate a hypermitotic creature from its ordinary version is to wait for it to divide into two such creatures or to attack it with a slashing weapon of some sort, which stimulates the mitotic activity of the being.

Creating a Hypermitotic

"Hypermitotic" is an acquired template that can be added to any living creature (referred to hereafter as the "base creature"). A hypermitotic creature differs from the base creature as follows.

Type: Animals and vermin become magical beasts, while humanoids and giants become monstrous humanoids.

Special Qualities: A hypermitotic creature gains hypermitotic abilities. These special abilities are marked supernatural so an *antimagic field* may suppress them. If the hypermitosis is suppressed, the creature functions as a normal member of its kind. Hypermitotic abilities include the following.

Cold Resistance (Su): Hypermitotic creatures produce lots of heat and, therefore, have resistance to cold 5.

Fast Healing (Su): Hypermitotic creatures have fast healing at a rate equal to 1 + one-half of their Hit Dice.

Hypermitosis (Su): Hypermitotic creatures reproduce once per period of days equal to 6 plus the creature's longest dimension in feet (minimum 7), literally dividing into two identical beings. This slow division takes 2d6 rounds, but both creatures are helpless during it. Then, in a similar period, those two creatures divide in two, and so on.

When a hypermitotic creature is struck with any sort of slashing weapon, however, the cell-division process is accelerated to an incredible rate. Whenever a hypermitotic creature sustains one-half of its original hit points in damage from slashing weapons, whether from multiple blows or a single hit, even if the damage is enough to kill the creature, it subdivides immediately, creating a mass of undulating matter. The matter grows into an exact duplicate of the parent hypermitotic creature and is combat-ready after a number of rounds equal to one-half the parent creature's Hit Dice.

The duplicate is not helpless during these formative rounds, but it can neither move (–5 Dexterity penalty to AC) nor further subdivide. It has the normal fast healing of its parent, which only applies to damage the duplicate takes while forming. The duplicate starts with only half

the parent's hit points, growing to full hit points during the rounds it's forming. Thus, the duplicate gains a fractional amount of hit points per round spent growing equal to half its full hit points divided by the number of rounds it must spend growing. A duplicate doesn't possess any of the weapons or equipment of the original.

For example, the duplicate of a 6-HD and 63-hit-point creature must spend 3 rounds growing into a combat-ready version of the parent creature. When it splits from the parent, it has 31.5 hit points and fast healing 4. It gains 10.5 hit points each round and is up to full hit points by the beginning of the fourth round. Until the beginning of the duplicate's fourth round of existence, it is unable to move and further subdivide.

The parent hypermitotic creature is stunned for one round by this subdivision, and it takes 1 point of Constitution damage. Once a hypermitotic creature is dead, it cannot further divide.

Sustenance Requirements (Su): Hypermitotic creatures require ten times the amount of food and water a normal member of their species requires every day (producing commensurate amounts of waste). This means most creatures must eat constantly or begin to starve and dehydrate. The amount of time that such a creature can hold its breath is quartered.

Abilities: Modify as follows: Constitution +2.

Organization: Hypermitotic creatures are usually solitary and even unique, but they can be found in hordes if left unchecked.

Challenge Rating: +1 plus 10% (maximum +3). This Challenge Rating does not include the CR of duplicates produced via slashing weapons. The Encounter Level of a situation with a hypermitotic creature can escalate rapidly if the use of slashing weapons is indiscriminate.

Level Adjustment: +1.

Variant Hypermitotics

Here are some options for use with the Hypermitotic template.

Other Damage Types

Feel free to change the type of damage that triggers the rapid duplication of the hypermitosis quality. You can also create a creature with more than one trigger (slashing and fire, for example). Preplan the encounter and base the EL on how many duplicates you expect the initial hypermitotic creatures to produce. The more common or numerous the triggers, the more likely successful duplication is to occur.

Extraordinary Hypermitosis

For a hideous twist, make the special abilities of a hypermitotic extraordinary instead of supernatural. In this case, you may want to remove the sustenance requirement, or you'll end up with many corpses.

Timing and Hypermitosis

Tinkering with the timing of hypermitotic division is also

possible, making the creatures split in a matter of hours or even minutes. Of course, this sort of madness compounds the trouble with hypermitosis (see the sidebar), but this *is* a fantasy game. You might devise some way to contain the resultant horde, while still giving a group of heroes a memorable experience.

Hypermitotic Swarms

The Hypermitotic template doesn't impose a minimum on the amount of time required for a duplicate to become combat ready. This is on purpose. Generally, you can assume at least one round for the duplicate to form, but this need not be the case for very small creatures, especially the kinds that make up swarms. The Hypermitotic template becomes cumbersome when it's used with more than a few creatures at a time, and applying it to a swarm is difficult. The easiest way to duplicate hypermitosis in a swarm is to assume that each round the swarm simply regenerates any slashing damage it took on the previous round, unless some other form of attack dealt enough damage to destroy the whole swarm. The creatures struck die, but their duplicates are combat-ready the next round. This ploy works best if the characters using slashing attacks aren't immediately aware the swarm is not diminishing in size.

Sample Hypermitotic

The example below uses a manticore as the base creature.

Hypermitotic Manticore

Large Magical Beast
Hit Dice: 6d10+30 (63 hp)
Initiative: +2
Speed: 30 ft. (6 squares),
 fly 50 ft. (clumsy)

The Trouble with Hypermitosis

If a hypermitotic creature, subdividing once per week, went unchecked for half of a year, you'd have 67,108,864 creatures. After a year, you'd have 4,503,599,627,370,496 individuals. If that number were made up of 2-ounce field mice, you'd have 281,474,976,711 tons of mice. If every person currently inhabiting the earth (approximately 6 billion) weighed 175 pounds, that would be 1,050,000,000,000 tons of people. That's only 4 times as much as the mice (approximately). A year later, you'd have 20,282,409,603,651,670,423,947,251,286,016 mice (1,267,650,600,228,229,401,496,703,205 tons of mice), which would outweigh the planet (Earth, approximately 651,200,000,000,000,000,000 tons) by 194,664 times. This doesn't even consider mice being attacked by clawed (slashing) predators. Hopefully, you get the point—a character with any sort of intelligence has to be crazy to make a hypermitotic creature of any sort. Still, they're fun.

Armor Class: 17 (–1 size, +2 Dex, +6 natural), touch 11, flat-footed 15

Base Attack/Grapple: +6/+15

Attack: Claw +10 melee (2d4+5) or 6 spikes +8 ranged (1d8+2/19–20)

Full Attack: 2 claws +10 melee (2d4+5) and bite +8 melee (1d8+2); or 6 spikes +8 ranged (1d8+2/19–20)

Space/Reach: 10 ft./5 ft.

Special Attacks: Spikes

Special Qualities: Darkvision 60 ft., fast healing 4, hypermitosis, low-light vision, resistance to cold 5, scent, sustenance requirements



Saves: Fort +10, Ref +7, Will +3

Abilities: Str 20, Dex 15, Con 21, Int 7, Wis 12, Cha 9

Skills: Listen +5, Spot +9, Survival +1

Feats: Flyby Attack, Multiattack, Track^B, Weapon Focus (spikes)

Environment: Warm marshes

Organization: Solitary or any number

Challenge Rating: 6

Treasure: Standard

Alignment: Usually lawful evil

Advancement: 7–16 HD (Large); 17–18 HD (Huge)

Level Adjustment: +4 (cohort)

A typical mantichore is about 10 feet long and weighs about 1,000 pounds. Hypermitotic mantichores are no different. Mantichores speak Common.

Combat

A hypermitotic mantichore begins most attacks with a volley of spikes and then closes. In the outdoors, it often uses its powerful wings to stay aloft during battle.

Spikes (Ex): With a snap of its tail, a hypermitotic mantichore can loose a volley of six spikes as a standard action. This attack has a range of 180 feet with no range increment. All targets must be within 30 feet of each other. A spike threatens a critical hit on a natural attack roll of 19 or 20. The creature can launch only twenty-four spikes in any 24-hour period.

Hypermitosis (Su): Hypermitotic mantichores reproduce once every 16 days, literally dividing into two identical beings. This slow division takes only 2d6 rounds, but both creatures are helpless during it.

However, when a hypermitotic mantichore sustains one-half of its original hit points in damage from slashing weapons, it subdivides immediately, creating a mass of undulating matter. The matter grows into an exact duplicate of the parent hypermitotic mantichore. This duplicate is combat-ready after 3 rounds, rolling for initiative and taking a turn on its fourth round of existence.

The duplicate is not helpless during these formative rounds, but it can neither move (–5 Dexterity penalty to AC) nor further subdivide. It has fast healing 4, which only applies to damage the duplicate takes while forming. The duplicate starts with only 31.5 hit points, gaining 10.5 hit points per round it spends becoming combat ready.

The parent hypermitotic mantichore is stunned for one round by this subdivision, and it takes 1 point of Constitution damage. Once a hypermitotic mantichore is dead, it cannot further divide.

Sustenance Requirements (Su): Hypermitotic mantichores require ten times the amount of food and water a normal mantichore requires every day (producing commensurate amounts of waste). The amount of time it can hold its breath is quartered.

Skills: * Hypermitotic mantichores receive a +4 racial bonus on Spot checks.

Legion

A legion is an awesome being, created by chaotic magic run awry or purposefully applied, able to spawn smaller and lesser copies of itself from its own body. These spawn are autonomous, but they maintain constant mental contact with their parent and obey its commands without question. More terrifying, the legion creature's body is in constant flux, so it heals at an accelerated rate. Most such creatures rely on ambient magical energies to generate their small armies, but some use their strange biology and vast amounts of sustenance.

Appearance Changes

Legions appear as larger versions of a normal monster. The body of a legion creature is always lumped and squirming with spawn at various stages of maturity.

Creating a Legion

“Legion” is an inherited template that can be added to any living creature (referred to hereafter as the “base creature”). A legion differs from the base creature as follows.

Size: A typical legion creature is at least three sizes larger than the base creature, but may be larger or smaller if you wish. The creature's final height or length is doubled for each size it grows. Its weight increases proportionately. Increase factors related to the creature's size if size increases (see the Gigantic template and Chapter 1).

Type: Animals and vermin become magical beasts. Humanoids become monstrous humanoids.

Hit Dice: Increase all current and future racial Hit Dice to d8s. Multiply the base creature's racial Hit Dice by two for each size it grows. For example, a goblin with 1 Hit Die increased to Huge size has 8 Hit Dice (1 × 2 for Medium (2) × 2 for Large (4) × 2 for Huge). Increase all attributes related to Hit Dice, if Hit Dice increase (see the Gigantic template and Chapter 1).

Armor Class: Legions gain an additional +2 natural armor bonus per size larger they are than the base creature (+6 total for a normal legion three sizes larger than the base creature).

Special Attacks: Legions lose any attack gained from being smaller than they are.

Special Qualities: Legions lose any quality gained from being smaller than they are. They gain the following.

Generate Spawn (Su): As a standard action, a legion can generate a number of spawn statistically equivalent to the base creature. Legions may create a random number of spawn a number of times per day equal to one-quarter of their Hit Dice (round up). The die type used to generate this random number is the closest die type equal to one-third of the legion's Hit Dice (round up). For example, a legion goblin with 8 Hit Dice can use this ability twice per day to generate 1d3 spawn.

Each spawn generated subtracts its hit points from the legion's pool. The legion may always choose to generate fewer spawn than a die roll indicates. Damage dealt by

The Trouble With Legions

Legions can produce astonishing numbers of spawn over a short period, but most don't produce more than they can mentally control. Thereby, most legion creatures only have 24 spawn at any one time. See the Hypermitotic template (page 49) for other possible problems with swiftly reproducing creatures.

Extraordinary Spawning

A legion creature can have its generate spawn ability as an extraordinary (Ex) power if you wish, allowing it to generate spawn in the absence of magic. You might give the creature the following limitation in this case:

Sustenance Requirements (Ex): Legion creatures require four times the amount of food and water a

normal creature of their size and species requires every day (producing commensurate amounts of waste). The amount of time that such a creature can hold its breath is halved.

Predatory Legion Creatures

Most legion creatures are predatory. Consider giving the creature claws and a bite attack as appropriate, especially if it has no natural weapons as a base creature. As a full attack, the creature may use its claws a number of times per round according to its base attack bonus. The bite is a secondary attack that may always be used as part of a full-attack action. This addition increases the creature's Challenge Rating by +10% after the increase in Challenge Rating due to size.

Legion Creatures**Without Size Change**

You may wish to create a legion creature without changing the size of the base creature, especially when using creatures that have statistics for larger and smaller sizes (such as elementals in the *MM*). Add the special qualities of the Legion template to the unaltered base creature and increase its Challenge Rating by +1, adding another +20% if the base creature did not possess regeneration already. If you don't have access to the statistics of a smaller version of the base creature, use the Miniature template (page 95) to create this type of legion's spawn. Reduce the base creature a number of sizes that suits you, and your spawn are ready.

generating spawn is considered nonlethal for the legion creature and may be regenerated normally.

Spawn remain in constant mental contact with their parent legion. Distance is not a factor, but communication cannot cross planar boundaries. Each spawn is capable of independent action, and can even gain experience, but it obeys the commands of its parent legion without question.

A legion may only command a number of spawn up to three times its Hit Dice divided by the Hit Dice of the spawn. It can create more than this number, but when the maximum command number is exceeded, the oldest among the spawn are released from contact and control. Free spawn may still serve the parent legion willingly, but are truly autonomous entities. When the legion creature is slain, all its spawn are freed. A free spawn has a 5% chance to grow into a new legion creature.

Regeneration (Ex): A legion regenerates at a rate equal to 1 + one-third of its Hit Dice. Fire, acid, and electricity deal actual damage on a legion creature, unless the base creature already has regeneration with fewer vulnerabilities. In such a case, the legion retains the better of the two, such as a legion troll being damaged only by fire and acid. If it loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Abilities: Modify as follows: Constitution +4.

Organization: Usually solitary. Legion creatures don't usually work together.

Challenge Rating: The Legion template grants a flat +2 to Challenge Rating. Increase the creature's Challenge Rating by +1 for every 2 Hit Dice gained. Increase the creature's Challenge Rating by another +1 if its size increases to Large or larger from Medium or smaller.

Advancement: Legions with increased size figure advancement the same way as is done for the Gigantic tem-

plate. See the Gigantic template (page 46) for a detailed example. Creatures with "by character class" advancement retain that designation.

Level Adjustment: —

Sample Legion

This example uses an aranea as the base creature. The final creature's Charisma was increased every fourth Hit Die to allow the magical skill indicated in the description.

According to the template, a fluxspider brood mother has a Challenge Rating of 17 (4 base + 10 from HD + 2 template + 1 size change). The creature's considerable spell-casting ability is probably worth another +1. The fluxspider brood mother is quite vulnerable to attacks compared to creatures of higher CRs.

Fluxspider Brood Mother

Gargantuan Magical Beast (Shapechanger)

Hit Dice: 24d10+240 (372 hp)

Initiative: +4

Speed: 80 ft. (16 squares), climb 55 ft.

Armor Class: 22 (-4 size, +16 natural), touch 6, flat-footed 22

Base Attack/Grapple: +24/+48

Attack: Bite +32 melee (2d8+18 plus poison) or web +20 ranged

Full Attack: Bite +32 melee (2d8+18 plus poison) or web +20 ranged

Space/Reach: 20 ft./15 ft.

Special Attacks: Poison, spells, web

Special Qualities: Change shape, darkvision 60 ft., generate spawn, low-light vision, regeneration 9

Saves: Fort +24, Ref +14, Will +11

Abilities: Str 35, Dex 11, Con 30, Int 14, Wis 13, Cha 20

Skills: Climb +33, Concentration +20, Escape Artist +10, Jump +23, Knowledge (arcana) +14, Listen +15, Spot +15, Spellcraft +11

Feats: Awesome Blow, Cleave, Eschew Materials, Great Cleave, Greater Spell Focus (Illusion), Improved Initiative, Iron Will[®], Power Attack, Spell Focus (Enchantment), Spell Focus (Illusion)

Environment: Temperate forests

Organization: Brood (fluxspider brood mother plus 16 aranea spawn)

Challenge Rating: 17 (A brood is EL 18)

Treasure: Standard coins; double goods; standard items

Alignment: Usually neutral

Advancement: By character class

Level Adjustment: —

A fluxspider brood mother is an intelligent, shapechanging spider with sorcerous powers and incredible size. In its natural form, the creature resembles a tremendous spider some 24 feet long, with 8 feet more in diameter from legs. It has fanged mandibles like a normal spider, and sports eight legs and eight eyes. Two small arms, each about 15 feet long, lie below the mandibles. Each arm has a hand with four many-jointed fingers and a double-jointed thumb.

A fluxspider brood mother weighs about four tons. The hump on its back houses its brain.

Fluxspider brood mothers rule a wide territory in which their children hunt. While game animals may be in grave danger near the brood, the brood mother is not cruel and usually leaves humanoids in the area alone. Occasionally, a brood mother makes a pact with local giants, humanoids, or fey, but the powerful fluxspider matron usually gets the best end of such deals.

All fluxspiders speak Common and Sylvan.

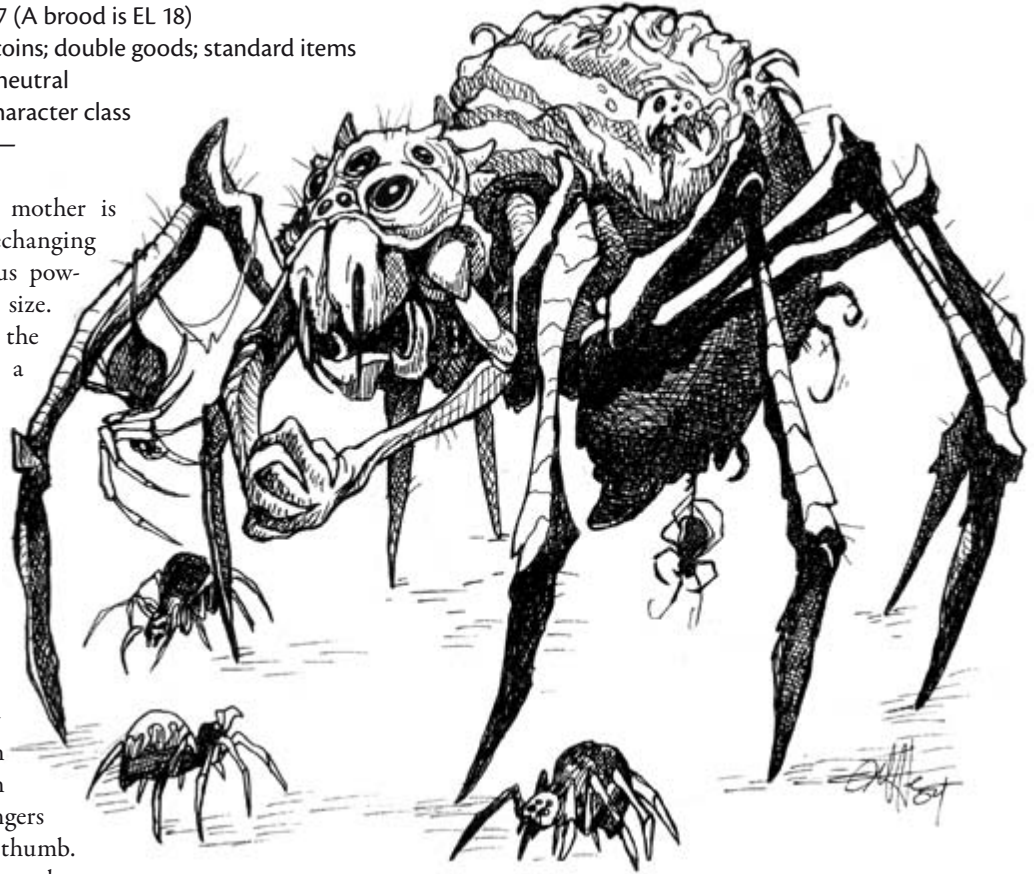
Combat

A fluxspider brood mother avoids physical combat and uses its webs and spells when it can. In a battle, it tries to immobilize or distract the most aggressive opponents first. These creatures often subdue opponents for ransom and food.

Poison (Ex): Injury, Fortitude DC 32, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Spells: A fluxspider brood mother casts spells as a 20th-level sorcerer. It prefers illusions and enchantments, avoiding fire spells.

Typical Sorcerer Spells Known (6/8/7/7/7/6/6/6/6; save DC 15 (16 Enchantment/17 Illusion) + spell level): 0—*daze, detect magic, ghost sound, light, mage hand, mending, message, open/close, resistance*; 1st—*charm person, hypnotism, mage armor, silent image, sleep*; 2nd—*hideous laughter, invisibility, minor image, mirror image, touch of*



idiocy; 3rd—*dispel magic, invisibility sphere, major image, suggestion*; 4th—*charm monster, confusion, greater invisibility, hallucinatory terrain*; 5th—*dominate person, dream, mirage arcane, persistent image*; 6th—*mass suggestion, permanent image, persistent image*; 7th—*insanity, mass invisibility, project image*; 8th—*irresistible dance, mass charm monster, screen*; 9th—*disjunction, dominate monster, shapechange*.

Web (Ex): In spider or hybrid form, a fluxspider brood mother can throw a web up to six times per day. This is similar to an attack with a net but has a maximum range of 200 feet, with a range increment of 40 feet, and is effective against targets of up to Colossal size. The web anchors the target in place, allowing no movement.

An entangled creature can escape with a DC 32 Escape Artist check or burst the web with a DC 36 Strength check. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus. The web has 16 hit points, hardness 0, and takes double damage from fire.

Change Shape (Su): A fluxspider brood mother's natural form is that of a Gargantuan monstrous spider. It can assume two other forms. The first is a unique Huge or Gargantuan giant, always with the same appearance and traits. In giant form, the fluxspider brood mother cannot use its bite attack, webs, or poison. It does gain slam attacks and/or weapon attacks appropriate to its base attack bonus.

The second form is a Gargantuan spider-giant hybrid. In hybrid form, the spider looks like a giant at first glance, but a DC 18 Spot check reveals the creature's fangs and spinnerets. The brood mother retains its bite attack, webs, and poison in this form, and can also wield weapons or wear armor. When in hybrid or giant form, the brood mother's speed is 40 feet (8 squares).

A fluxspider brood mother remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does the spider revert to its natural form when killed. A *true seeing* spell, however, reveals its natural form if it is in giant or hybrid form.

Generate Spawn (Su): Six times per day, as a standard action, a fluxspider brood mother can generate 1d8 spawn statistically equivalent to araneas (but called fluxspiders). Spawn remain in constant mental contact with the brood mother. Distance is not a factor, but communication cannot cross planar boundaries. Each spawn is capable of independent action, and can even gain experience, but it obeys the commands of the brood mother without question.

Each fluxspider generated subtracts 22 hit points from the brood mother's pool. The brood mother may always choose to generate fewer spawn than a die roll indicates. Damage dealt by generating spawn is considered nonlethal for the brood mother and may be regenerated normally.

A single fluxspider brood mother may only command 24 of its 3-HD spawn at one time. It can create more than this number, but when the maximum command number is exceeded, the oldest among the spawn are released from contact and control. Free spawn may still serve the brood mother willingly, but are truly autonomous entities. If the fluxspider brood mother is slain, all its spawn are freed, becoming autonomous beings usually loyal to one another. A free spawn has a 5% chance to grow into a new brood mother.

Regeneration (Ex): Fire, acid, and electricity deal lethal damage to a fluxspider brood mother. If it loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Skills: Fluxspider brood mothers have a +2 racial bonus on Jump, Listen, and Spot checks. They have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks even if rushed or threatened.

Many-Headed

Whether arising from intentional experimentation, natural mutation, or accidental creation by strange magical fields,

many-headed creatures may crop up almost anywhere. Assuming its parents or "creators" don't kill it outright, a many-headed creature is tougher, more adept in combat, and more resistant to some types of magic than a normal creature of its kind. Monsters such as the ettin, chimera, and even the hydra may be products of this sort of experimentation or mutation.

Appearance Changes

A many-headed creature looks like a regular version of its kind, except that it has more heads than normal, usually growing from the same general area as the head of a single-headed creature. In some cases, the head may appear elsewhere on the body, such as on the end of what would normally be the creature's tail. The extra heads are sometimes noticeably different from one another in size, color, distinguishing features, and so on.

Creating a Many-Headed Creature

"Many-Headed" is an inherited template that can be added to any creature with a discernable anatomy and an obvious head or headlike part of its body (referred to hereafter as the "base creature"). A many-headed differs from the base creature as follows.

Multiple Heads: Limit the number of heads a creature has to your creature's design and body type. For example, a snake could have many heads on either end of its body, while a Small humanoid probably only has room for one extra head. With some imagination, even this limit can be breached, such as a Small humanoid with four heads arranged in a circle on its shoulders.

Type: Animals and vermin become magical beasts. Humanoids become monstrous humanoids.

Hit Dice: Many-headed creatures gain one racial Hit Die per head gained.

Armor Class: A many-headed creature gains a +1 natural armor bonus to Armor Class for every two heads it has.

Full Attack: If the creature has an attack that originates from the creature's head (such as a stirge's touch attack), it gains an extra attack of this type at the same attack bonus. Attacks gained retain the same primary or secondary designation the original attack had, and they deal the same damage.

Special Attacks: If the base creature has a special attack based on some part of its head or neck (such as a poisonous bite, or a gaze attack), each head can use that ability each round. Spells and spell-like abilities are not increased in this manner, nor are any abilities originating from elsewhere within the body but deployed through the head. Breath weapons fall into this latter category, since they usually originate from other parts of the body. Thus, they may only be used as is normal for the creature—for example, once every 1d4 rounds for dragons—but may be used by one of the heads while other heads make different attacks.

Special Qualities: Many-headed creatures gain the following.

All-Around Vision (Ex): (Optional) If the many-headed creature has heads placed so it can see behind itself, it can look in any direction, providing a +4 racial bonus on Spot and Search checks. Such a creature can't be flanked.

Improved Reflexes (Ex): The many-headed creature's heads grant it sharper awareness and greater control of its limbs. From this ability, the creature gains the benefits described in the Full Attack section of this template. Improved reflexes also grant access to the bonus feats listed in the Feats section of the template. Additionally, a number of weapon wielding appendages equal to the creature's number of heads are considered primary hands for the purposes of calculating attack and damage modifiers when using more than one weapon. If the creature loses control of a head, any improved reflexes gained from that head are lost.

Multiple Minds (Ex): A many-headed creature has a brain in each head (presupposing the base creature has its brain in its head). So, for all mind-affecting attacks each head the creature possesses counts as a separate creature. If a spell or effect can only affect one of the creature's heads (such as a *charm monster* spell, which affects a single target), the unaffected heads take control of the body. The spell affects the targeted head normally. In effect, mind-affecting attacks must affect all heads in order to achieve the normal result (casting two successful *charm monster* spells on a two-headed creature subjects the creature to the spell's normal effects).

If the creature has the ability to cast spells or use spell-like abilities, it may use one head to cast a spell-like ability or a spell with no somatic components and still make a single attack with another head or an appendage controlled by another head. (Somatic components often require the whole body.) A Concentration check (DC 10 + spell level) is required to successfully use a spell or spell-like ability in this fashion. No more than one spell may be cast per round in this manner (unless the creature has access to spells that can be cast as free actions), and no more than one other single attack may take place along with the spell.

Feats: All many-headed creatures gain Alertness and Combat Reflexes as bonus feats. A many-headed creature may also gain one or more of following as bonus feats: Multiattack, Multiweapon Fighting, or Two-Weapon Fighting. The creature need not qualify for the feats in any manner other than retaining its multiple heads and having the proper anatomy to use the bonus feat. Most many-headed creatures use fighting styles that allow them to benefit from their bonus feats—a two-headed ogre eschewing a two-handed weapon in favor of two lighter weapons, for example.

Challenge Rating: +1 and an additional +1 for every two attacks gained, whether as part of a full attack or a special head-based attack.

Advancement: Increase all racial Hit Die values by 1 die.

Level Adjustment: +1 and an additional +1 for every two attacks gained, whether as part of a full attack or a special head-based attack.

Variant Many-Headed

The following variant can be applied to any many-headed creature, making it a fearsome combat monster.

Hydralike Creatures

Hydralike creatures regrow heads like a hydra does.

Special Qualities: Hydralike creatures gain the following.

Head Regrowth (Ex): A hydralike creature can be killed either by severing all its heads or by slaying its body. To sever a head, an opponent must make a successful sunder attempt with a slashing weapon. (The player should declare where the attack is aimed before making the attack roll.) Making this sunder attempt provokes an attack of opportunity unless the foe has the Improved Sunder feat. An opponent can strike at a hydralike creature's heads from any position in which he could strike at the hydralike creature itself. An opponent can ready an action to attempt to sunder a hydralike creature's head when the creature bites at him. Each of a hydralike creature's heads has hit points equal to the creature's full normal hit point total, divided by its original number of heads. Losing a head deals damage to the body equal to half the head's full normal hit points. A natural reflex seals the neck shut to prevent further blood loss. A hydralike creature takes penalties for losing that head as per the Improved Reflexes special quality.

Each time a head is severed, two new heads spring from the stump in 1d4 rounds, at which time the penalties for losing the severed head disappear. A hydralike creature can never have more than twice its original number of heads at any one time, and any extra heads it gains beyond its original number wither and die within a day.

To prevent a severed head from growing back into two heads, at least 5 points of fire or acid damage must be dealt to the severed head's neck (a touch attack to hit) before the new heads appear. A flaming weapon (or similar effect) deals its energy damage to the stump in the same blow in which a head is severed. Fire or acid damage from an area effect may burn multiple necks in addition to dealing damage to the hydralike creature's body. A hydralike creature does not die from losing its heads until all its heads have been cut off and the stumps seared by fire or acid.

A hydralike creature's body can be slain just like any other creature's, but hydralike creatures possess fast healing and are difficult to defeat in this fashion. Any attack that is not (or cannot be) an attempt to sunder a head affects the body.

Targeted magical effects cannot sever a hydralike creature's heads (and thus must be directed at the body) unless they deal slashing damage and can be used to make sunder attempts.

Fast Healing (Ex): Each round, a hydralike creature heals damage equal to 10 + the number of its original heads.

Challenge Rating: +2.

Level Adjustment: —

Sample Many-Headed Creature

This particular example uses a Huge viper snake as the base creature.

Amphisbaena

Huge Magical Beast (Augmented Animal)

Hit Dice: 7d8+7 (38 hp)

Initiative: +6

Speed: 20 ft. (4 squares), climb 20 ft., swim 20 ft.

Armor Class: 16 (–2 size, +2 Dex, +6 natural), touch 10, flat-footed 14

Base Attack/Grapple: +5/+16

Attack: Bite +7 melee (1d6+4 plus poison)

Full Attack: 2 bites +7 melee (1d6+4 plus poison)

Space/Reach: 15 ft./10 ft.

Special Attacks: Poison

Special Qualities: All-around vision, improved reflexes, scent, two minds

Saves: Fort +6, Ref +7, Will +3

Abilities: Str 16, Dex 15, Con 13, Int 1, Wis 12, Cha 2

Skills: Balance +10, Climb +11, Hide +3, Listen +9,

Search +0, Spot +13, Swim +11

Feats: Alertness^B, Combat Reflexes^B, Improved Initiative, Run, Weapon Focus (bite)

Environment: Temperate marshes

Organization: Solitary

Challenge Rating: 4

Treasure: None

Alignment: Always neutral

Advancement: 8–19 HD (Huge)

Level Adjustment: —

This enormous serpent has a head on either end of its sand-colored body. It is 20 feet long and weighs 500 pounds.

Combat

Not particularly aggressive, amphisbaenas rely on their venomous bite to kill prey and defend themselves.

Poison (Ex): Injury, Fortitude DC 14, 1d6 Con initial and secondary damage. The save DC is Constitution-based.

All-Around Vision (Ex): An amphisbaena can see behind itself and look in any direction, providing a +4 racial bonus on Spot and Search checks. It can't be flanked.

Improved Reflexes (Ex): The amphisbaena's heads grant it sharper awareness and greater reflexes. If it loses control of a head, it loses its all-around vision, bonus feats, and one of its bite attacks until it regains use of both heads.

Two Minds (Ex): An amphisbaena has two brains—one in each head—so each head counts as a separate creature for the purposes of mind-affecting attacks. If such an attack affects one of the amphisbaena's heads, the unaffected head takes control of the body. The spell affects the targeted head normally. Mind-affecting attacks must affect both of the amphisbaena's heads in order to achieve the normal result.

Skills: Amphisbaenas have a +4 racial bonus on Hide, Listen, and Spot checks and a +8 racial bonus on Balance and Climb checks. An amphisbaena can always choose to take 10 on a Climb check, even if rushed or threatened. Amphisbaenas have a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Metallivore

Warriors of the world fear metallivores. Such beasts possess powers of corrosion and a hunger for all things metallic, making even the weakest metallivore a challenge—especially where melee combat is concerned. Metallivores enjoy consuming corroded metal and can eat a surprising quantity of the stuff, as many fighters have discovered to their chagrin.

Metallivores result from contamination of a creature's blood by the spores of a rare type of fungus that corrodes metal on contact. In some cultures, these fungi are mistakenly harvested and eaten. Those who survive the intense pain and excruciating transformation process go on to live as metallivores—usually in exile from their kind.

Appearance Changes

A metallivore looks like the base creature except for a faint rust-colored tinge to its outward appearance. Its eyes also reflect this same ruddy taint, giving a small visual clue of its true nature.

Creating a Metallivore

“Metallivore” is a template that can be added to any living creature besides an elemental (referred to hereafter as the “base creature”). A metallivore differs from the base creature as follows.

Type: Animals and vermin become magical beasts. Humanoids and giants become monstrous humanoids.

Special Attacks: A metallivore gains the following.

Breath Weapon (Ex): Corrodes most metallic objects, cone, 5 feet +5 feet per size above Fine, every 1d4+1 rounds. The metallivore may use its breath only once per day plus once per point of Constitution bonus (minimum once). Any metallic object (besides gold, mithral, platinum, and adamantine) exposed to the breath weapon corrodes and becomes useless immediately. The size of the object in question does not alter the speed of this effect. Unattended, nonmagical metal items receive no save. Held or carried objects, as well as magic items, get a Reflex save to negate the effect (DC 10 + one-half of the metallivore's HD + its Constitution bonus). Metals that do not readily corrode (gold, mithral, platinum) are immune and adamantine saves as if it had a magic enhancement bonus one point higher than it actually does.

Special Qualities: A metallivore gains the following.

Corrosive Body (Ex): Any metallic object that deals damage to a metallivore is instantly corroded and destroyed. Magical items may make a Reflex save (DC 10 + one-half of the metallivore's HD + its Constitution bonus + 4 racial bonus due to extreme fungus contact) to avoid being completely ruined. Gold, mithral, and platinum are immune, and adamantine saves as if it had a magic enhancement bonus one point higher than it actually does.

Eat Metal (Ex): Metallivores eat corroded metals, requiring the same amount of such metal as they would normally require in food.

Smell Metal (Ex): A metallivore can smell the presence of any metal object within 90 feet. This distance doubles if the creature is downwind from a metallic object.

Organization: Often solitary, but sometimes the same as base creature. Metallivores can occasionally be found among normal members of their kind, but only when the others see the metallivore's special traits as some sort of asset.

Challenge Rating: +1 plus 20% (maximum +4).

Treasure: Intelligent metallivores store metal for food.

Level Adjustment: +3.

Becoming a Metallivore

Metallivores are created via a fungal infection by an organism named vein rot fungus.

Vein Rot Fungus

A growth of this exceptionally rare, symbiotic fungal and bacterial organism resembles mushroomlike "shelves" on rocks and mineral formations. It is deep violet-red in color when mature, but young specimens look like a dull-gray fungus that is commonly eaten in underground communities (DC 20 Knowledge (nature) or Survival check to tell the difference by checking the spore folds for red color). It is commonly found near old veins of ores that are vulnerable to oxidation, and any such metal corrodes a hundred times faster when this voracious organism is present.

When eaten, however, the organism reacts to its introduction to a metabolism by invading the cellular structure and corroding vulnerable minerals in the body. The result is a painful disease, called verdigris spasms or rust shakes,

Alternative Corrosion

Say you don't like the fact that a metallivore's abilities don't affect certain metals—change them. You can make metallivores like rust monsters in that their abilities affect all metals. This means that the metallivore doesn't carry any sort of all-metal weapon, because the weapon would corrode (unless properly protected). Metallivores of this type might still have metallic treasure, but treat it all like food. Maybe specific metals have differing nutritional value for the metallivore. A metallivore that affects all metals really isn't much more of a threat—the usual unaffected metals are too rare (adamantine and mithral) or useless as weapons (gold and platinum).

Then again, you could also vary metallivores by making different types harm different metals. This type of metallivore harms one kind of metal, all but one kind, or just a different set than those described in the template. You might rename the metallivore according to the metal it destroys. An iron-eater might be called a ferrovore, while a gold-consuming metallivore might be called an aurovore. A metallivore with more specific corrosion abilities is less of a threat, so keep that in mind when generating the Challenge Rating.

Another consideration when you make the change is the vein rot fungus. Perhaps it simply comes in differing strains in your world. Some of these varieties, because of their ruination of very valuable minerals, would be well recognized by experienced miners and prospectors.

that incubates for 1d2 days and then begins dealing 1d6 points of Strength and Constitution damage per day unless a successful DC 20 Fortitude saving throw is made. The victim suffers red and green tinges to the skin, has pustules and sores, severe and painful spasms (ultimately resulting in constant shaking), softening of bone, and delirium. Two successful saving throws in a row cause the disease to stabilize, so it deals only 1 point of Strength and Constitution damage per day. The victim always craves oxidized metals or mineral-rich food to eat.

3d4 days later two more saving throws are required. Success on both allows the creature to recover fully, but success on only one allows recovery with 1d4 points of Strength and Constitution drain. Failure at both indicates the disease starts anew and must be fought off again, but this time success on two saving throws causes the disease to stabilize permanently.

3d4 days after the disease stabilizes permanently, the fungus organism bonds with the metabolism of the victim, who is no longer "diseased" and may heal any ability damage. The victim gains the Metallivore template. The breath weapon of the new creature doesn't develop until 2d6 days after the new metallivore is back to full Constitution and Strength.

A *remove disease* spell cures this disease at any stage before permanent stability—only a *heal* spell can cure it then. Once the bonding is done, the host and disease have become one and only a *limited wish* or similar magic can undo the symbiosis.

Infection: Ingestion (see text)

DC: 20

Incubation: 1d2 days

Damage: 1d6 Str and 1d6 Con, mutation (see text)

Metallivores Breed True

It's possible, even likely, that the symbiotic relationship of the fungus and its host is always passed to offspring. This variant allows stable races of metallivores in your world, which your players may recognize but will surely fear. Alternatively, the disease may be passed to any sexual partners a metallivore has. If a male and female metallivore of the

same base creature type mate, then their offspring are also metallivores. This latter variant slows the spread of metallivores (many die before becoming potential progenitors of a race), but tends toward the same result of a stable race.

Sample Metallivore

This example uses a bulette as the base creature.

Vein-Seeker Behemoth

Huge Magical Beast

Hit Dice: 9d10+45 (94 hp)

Initiative: +2

Speed: 40 ft. (8 squares), burrow 10 ft.

Armor Class: 22 (-2 size, +2 Dex, +12 natural), touch 10, flat-footed 20

Base Attack/Grapple: +9/+25

Attack: Bite +16 melee (2d8+8)

Full Attack: Bite +16 melee (2d8+8)

and 2 claws +10 melee (2d6+4)

Space/Reach: 15 ft./10 ft.

Special Attacks: Leap

Special Qualities:

Darkvision 60 ft., lowlight vision, scent, tremorsense 60 ft.

Saves: Fort +11, Ref +8, Will +6

Abilities: Str 27, Dex 15, Con 20, Int 2, Wis 13, Cha 6

Skills: Jump +18, Listen +9, Spot +3

Feats: Alertness, Iron Will, Track, Weapon Focus (bite)

Environment: Temperate hills

Organization: Solitary or pair

Challenge Rating: 9

Treasure: None

Alignment: Always neutral

Advancement: 10–16 HD (Huge); 17–27 HD (Gargantuan)

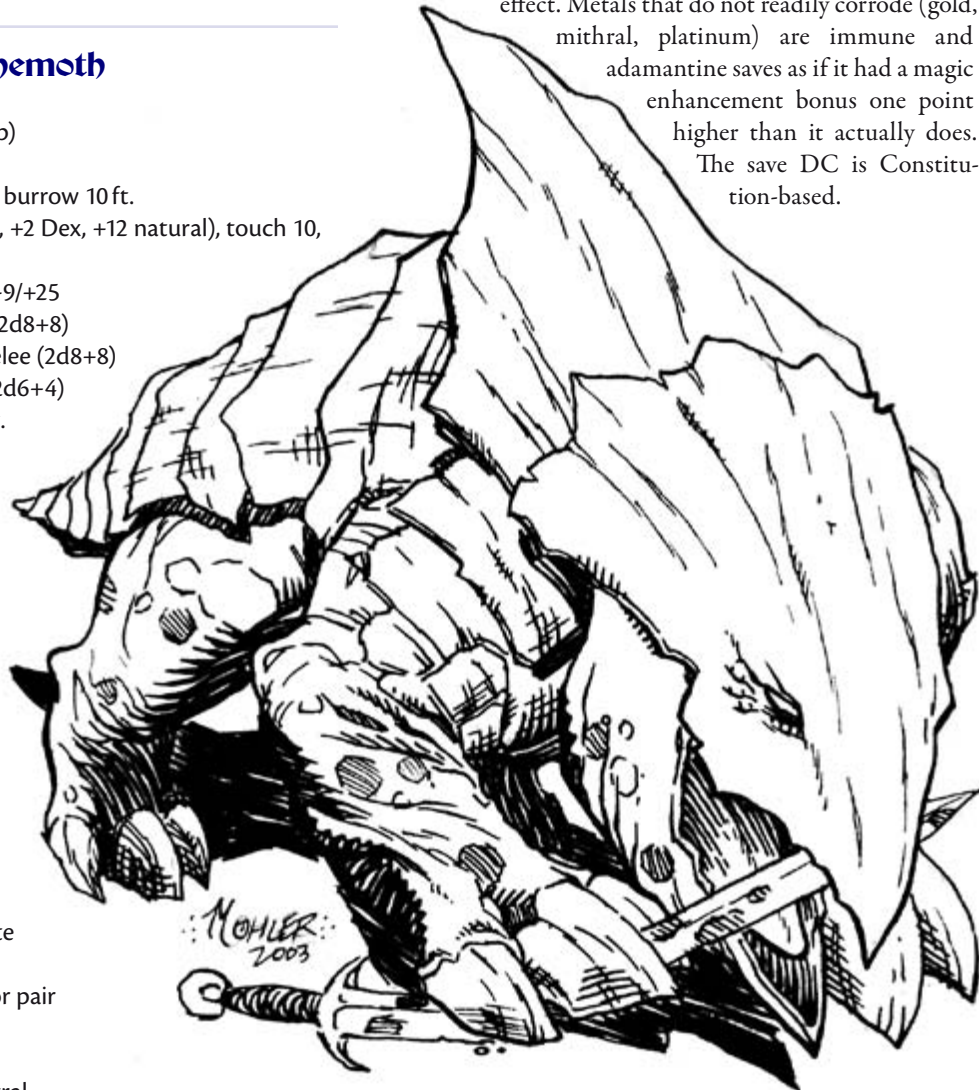
Level Adjustment: —

Also known as the mine-shark, the vein-seeker behemoth is a terrifying predator that lives only to eat corroded metal.

Combat

A vein-seeker behemoth uses its smell metal and tremorsense abilities to locate its meals, burrowing underground until it finds food. When it senses something edible, it breaks to the surface, crest first, and uses its breath weapon before closing and attacking with its claws. Vein-seeker behemoths are the bane of miners because they kill workers and destroy veins of ore.

Breath Weapon (Ex): Corrodes most metallic objects, cone, 35 feet, every 1d4+1 rounds, 6/day. Any metallic object exposed to the breath weapon corrodes and becomes useless immediately. The size of the object in question does not alter the speed of this effect. Unattended, nonmagical items receive no save. Held or carried items, as well as magic items made of metal, get a DC 19 Reflex save to negate the effect. Metals that do not readily corrode (gold, mithral, platinum) are immune and adamantine saves as if it had a magic enhancement bonus one point higher than it actually does. The save DC is Constitution-based.



Corrosive Skin (Ex): Any metallic object that deals damage to a vein-seeker behemoth is instantly corroded and destroyed. Magic items may make a DC 23 Reflex save to avoid being completely ruined. Gold, mithral, platinum are immune and adamantine saves as if it had a magic enhancement bonus one point higher than it actually does. The save DC is Constitution-based and includes a +4 racial bonus.

Eat Metal (Ex): Vein-seeker behemoths eat corroded metals, requiring the same amount of such metal as they would normally require in food.

Leap (Ex): A vein-seeker behemoth can jump into the air during combat. This allows it to make four claw attacks instead of two, each with a +15 attack bonus, but it cannot bite or use its breath weapon.

Smell Metal (Ex): A vein-seeker behemoth can smell the presence of any metal object within 90 feet. This distance doubles if the creature is downwind from a metallic object.

Moon Wildling

Moon wildlings are nature's answer to evil and wanton lycanthropes. Created by whatever goodness would seek to oppose such wickedness, moon wildlings are the hunted turned hunter. On some worlds, these creatures are servants of the light or the sun, using the light reflected from the moon to gain some abilities to counter their enemies. Other moon wildlings serve a good divinity of the moon, if such exists. Perhaps the proper religions even have a ritual that can shape a willing subject into a killer of malevolent shapechangers.

Appearance Changes

Moon wildlings look like normal examples of their kind, except that they take on some animalistic features when changed into their alternate form. Hair becomes thicker and gains a silvery sheen, the eyes grow wider, and the creature gains some bulk. The most noticeable features are the creature's claws and teeth, supposing it had none before the transformation.

Creating a Moon Wildling

"Moon Wildling" is a template that can be added to any animal, dragon, fey, giant, humanoid, magical beast, or monstrous humanoid (referred to hereafter as the "base creature"). A moon wildling differs from the base creature as follows.

Type: Animals become magical beasts. All creatures gain the shapechanger subtype.

Hit Dice: Increase all current and future racial Hit Dice to d8s.

Speed: Moon wildlings in alternate form move 10 feet faster in all modes, besides burrowing.

Armor Class: In its alternate form, a moon wildling's natural armor improves by +2.

Attack: In its alternate form, a moon wildling gains claws (if it can otherwise use its limbs to attack) and sharp teeth. It may make a single claw or bite attack as a standard action. Claw damage is good and bite damage is medium for a creature normally without such attacks, according to the base creature's size using Table 1–3 Creature Attributes by Size (page 13). If a creature already has claw and bite attacks, when the moon wildling is in alternate form damage for those attacks improves as if the creature were one size larger using Table 1–5: Increased Damage by Size (page 14).

Full Attack: As a full attack action, a moon wildling in alternate form may make two primary claw attacks and one secondary bite. If the base creature had another primary natural attack, it retains that designation—the claws and bite become secondary.

Special Attacks: A moon wildling gains the following.

Alternate Form (Su): Moon wildlings can change into a more bestial form. When the moon is full, moon wildlings must change form or use Control Shape to resist doing so (page 179). Injury may also force a change. A moon wildling has trouble changing form when the moon is dark, or absent from the sky, but it can use Control Shape to attempt to change form if it must.

Moon Claws (Su): When in alternate form, a moon wildling's natural weapons are considered silver for overcoming damage reduction.

Special Qualities: A moon wildling gains the following.

Scent (Ex): In all forms, a moon wildling can detect approaching enemies, sniff out hidden foes, and track by sense of smell. Moon wildlings can identify familiar odors just as humans do familiar sights. See Chapter 7 of the *MM* for details on this ability.

Damage Reduction (Ex): When in alternate form, moon wildlings have damage reduction of 5/silver.

Detect Lycanthropes (Su): At will, a moon wildling can detect lycanthropes. This power works like *detect undead*, but it detects lycanthropes instead and immediately acts as if in the third round of effect. Caster level equals the moon wildling's Hit Dice.

Fast Healing (Ex): When in alternate form, moon wildlings possess fast healing 3.

Low-Light Vision (Ex): In all forms, moon wildlings can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Abilities: In alternate form, modify as follows: Strength +4, Constitution +4.

Skills: All moon wildlings have Control Shape as a class skill.

Challenge Rating: +1 plus 10% (maximum +3).

Alignment: Creatures of animal intelligence (2 or lower) that are neutral stay neutral. Other creatures shift alignment at least one step toward good.

Level Adjustment: +3.

Sample Moon Wildling

This example uses a 6-HD (advanced) satyr as the base creature. These statistics are the moon wildling alternate form for a 6-HD satyr. Moon fauns show how multiple natural attacks and existing damage reduction work with the Moon Wildling template.

Moon Faun

Medium Fey (Shapechanger)

Hit Dice: 6d8+18 (45 hp)

Initiative: +1

Speed: 50 ft. (10 squares)

Armor Class: 17 (+1 Dex, +6 natural), touch 11, flat-footed 16

Base Attack/Grapple: +3/+5

Attack: Head butt +5 melee (1d6+2) or claw +5 melee (1d6+2) or bite +5 melee (1d4+2); or shortbow +4 ranged (1d6/×3)

Full Attack: Head butt +5 melee (1d6+2) and 2 claws +3 melee (1d6+1) and bite +3 melee (1d4+1); or shortbow +4 ranged (1d6/×3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Pipes

Special Qualities: Alternate form, damage reduction 5/cold iron and silver, detect lycanthropes, fast healing 3, low-light vision, scent

Saves: Fort +5, Ref +6, Will +6

Abilities: Str 14, Dex 13, Con 16, Int 12, Wis 13, Cha 13

Skills: Bluff +9, Control Shape +10, Diplomacy +3, Disguise +1 (+3 acting), Hide +13, Intimidate +3, Knowledge (nature) +9, Listen +14, Move Silently +13, Perform (wind instruments) +9, Spot +14, Survival +1 (+3 aboveground)

Feats: Alertness^b, Dodge, Mobility, Multiattack

Environment: Temperate forests

Organization: Solitary, pair, band (3–5), or troop (6–11)

Challenge Rating: 3 (without pipes) or 5 (with pipes)

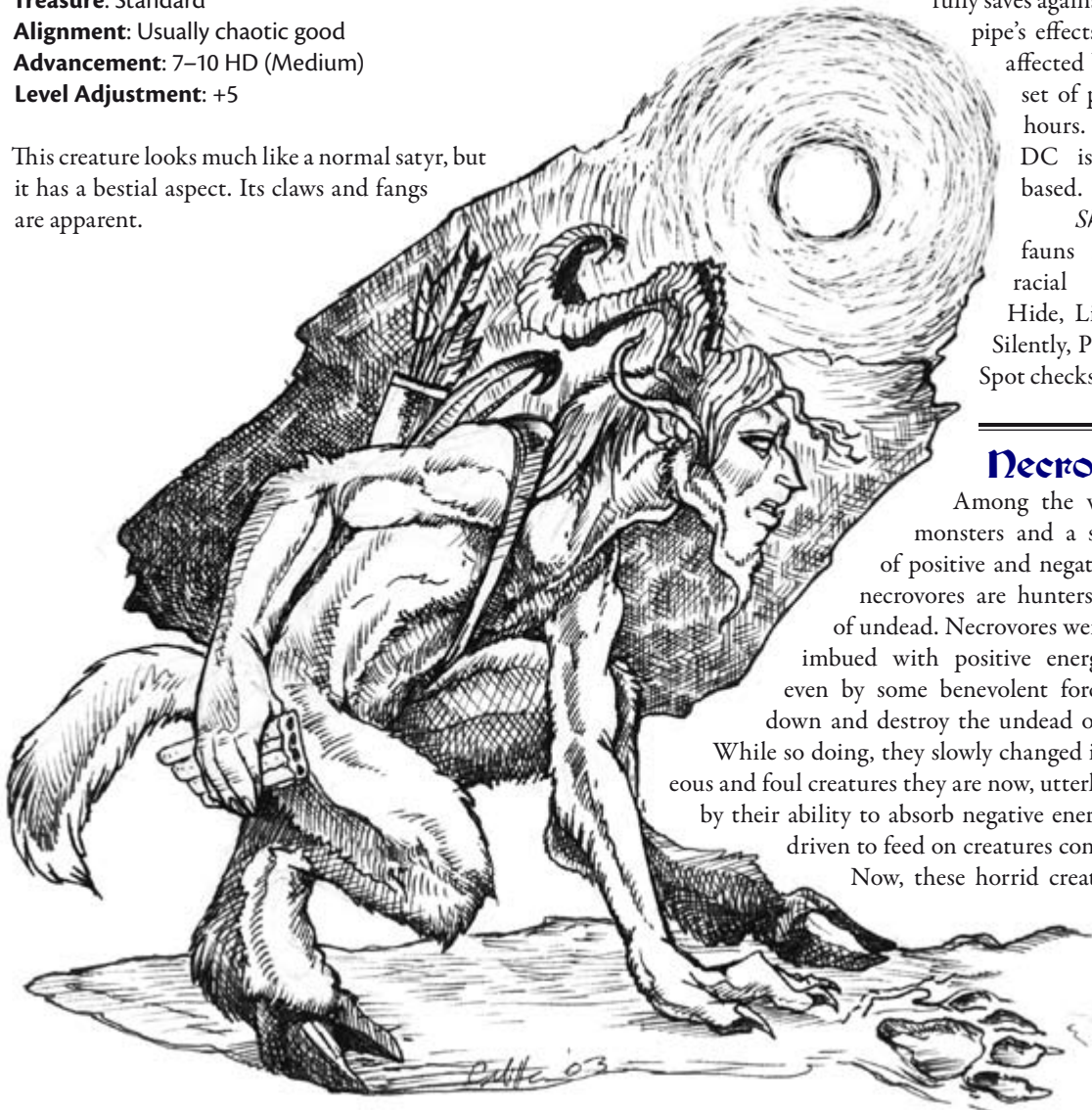
Treasure: Standard

Alignment: Usually chaotic good

Advancement: 7–10 HD (Medium)

Level Adjustment: +5

This creature looks much like a normal satyr, but it has a bestial aspect. Its claws and fangs are apparent.



Combat

Moon fauns usually change form before fighting. Once engaged in battle, they bring all of their natural fury to bear. These wildlings like to ambush and snipe with their bows. A moon faun's horns, claws, and teeth are considered silver for overcoming damage reduction.

Alternate Form (Su): Moon fauns can change into a more bestial form to better combat lycanthropes. Many of the moon faun's abilities are dependant on this form. When the moon is dark, or absent from the sky, moon fauns can use Change Control to attempt to change form.

Detect Lycanthropes (Su): At will, a moon faun can detect lycanthropes. This power works like the *detect undead* spell, but it detects lycanthropes instead and immediately acts as if in the third round of effect. Caster level 6th.

Pipes (Su): Moon fauns can play a variety of magical tunes on their pan pipes. When he plays, all creatures within a 60-foot spread (except satyrs and moon fauns) must succeed on a DC 14 Will save or be affected by *charm person, sleep, or fear* (caster level 10th; the moon faun chooses the tune and its effect). In the hands of other beings, these pipes have no special powers. A creature that successfully saves against any of the

pipe's effects cannot be affected by the same set of pipes for 24 hours. The save DC is Charisma-based.

Skills: Moon fauns have a +4 racial bonus on Hide, Listen, Move Silently, Perform, and Spot checks.

Necrovore

Among the vilest of all monsters and a strange mix of positive and negative energies, necrovores are hunters and eaters of undead. Necrovores were originally imbued with positive energy, possibly even by some benevolent force, to track down and destroy the undead of the world.

While so doing, they slowly changed into the hideous and foul creatures they are now, utterly corrupted by their ability to absorb negative energy and ever driven to feed on creatures connected to it. Now, these horrid creatures search

necropolises and burial sites for any sign of the harrowed souls who exist without dying. Not even incorporeal undead are safe from the voracious appetite of these horrors, and any mortals that dare oppose a necrovore in its hunt are quickly dispatched.

Appearance Changes

Necrovores possess a terrible aspect, usually darker than their normal kin, with oversized natural weapons. Some are beautiful in a macabre way, like a sleek predator, while others are unkempt, with mottled patches of hair, numerous scars, scraggly teeth, and long, dirt-encrusted claws. A necrovore's eyes burn with the paradoxical fires of life, death, higher purpose, and madness.

Creating a Necrovore

"Necrovore" is a template that can be added to any living creature other than an elemental or outsider (referred to hereafter as the "base creature"). A necrovore differs from the base creature as follows.

Type: Animals and vermin become magical beasts. Humanoids and giants become monstrous humanoids.

Hit Dice: In this template, Hit Dice stands for the necrovore's total character Hit Dice.

Armor Class: Due to its inborn positive energy, a necrovore has a +1 sacred bonus to AC against undead.

Attack: A necrovore gains claws and a bite, presupposing appropriate body parts. It may make a single claw or bite attack as a standard action, and it may use a full-attack action to make a number of claw attacks according to its base attack bonus and a secondary bite attack. A creature that already has a primary bite treats its claws as secondary attacks. Claw and bite damage is medium according to the base creature's size and Table 1-3: Creature Attributes by Size (page 13). A necrovore's natural weapons, and any weapon it wields, are considered magic for overcoming damage reduction, and it gains a +1 racial bonus on attack rolls against undead opponents.

Full Attack: As a full attack action, a necrovore may make two primary claw attacks and one secondary bite. If the base creature had its bite as the primary attack, the bite retains that designation, and the claws are secondary.

Special Attacks: A necrovore gains the following.

Festering Wounds (Su): A necrovore's mouth is infested with a horrible disease created from the consumption of undead and the positive energy infusing the creature. Living opponents struck by a necrovore's bite must succeed on a Fortitude saving throw (DC 10 + one-half of the necrovore's HD + its Constitution modifier) or contract the disease known as necrotic rot (see the Necrotic Rot sidebar).

Ghost Strike (Su): As a move action, a necrovore can charge a single melee attack with energy that allows the strike to harm incorporeal or ethereal beings.

Negative Energy Burst (Su): When a necrovore has extra temporary hit points due to the foul consumption ability (see Special Qualities), it may give up some or all

Necrotic Rot

An injury from a necrovore can result in a horrible affliction caused by the mixing of positive and negative energies in a necrovore's body. The negative energies destroy tissue and life, while the positive energies sustain the disease. The incubation period is one day and the disease deals 1d4 points of Wisdom and Constitution damage per day, causing feverish delirium and roiling sores that rise and recede, some oozing infected liquids and others disappearing after little discomfort. When the disease is cured without magic, the victim must make a final Will saving throw (DC 20) or 1 point of Wisdom damage (if any) is considered drain.

Infection: Injury

DC: 20

Incubation: 1 day

Damage: 1d4 Wis and Con

of those hit points in a burst of negative energy. Living creatures within a 15-foot radius burst centered on the necrovore must make a Fortitude save (DC 10 + one-half of the necrovore's HD + its Constitution modifier). Those who fail the save take damage equal to half the amount of temporary hit points the necrovore gave up. Undead in the area are healed for the same amount.

Undead Disruption (Su): The positive energies infusing the necrovore's natural weapons disrupt undead. Such creatures take extra damage equal to half of the weapon's normal damage with no added Strength bonus. Halving the damage for this purpose may result in a lower die type. Minimum damage is 1 point. For example, a necrovore ankheg deals 2d6+7 points of damage with its mandibles, so it also disrupts undead for an additional 1d6 points of damage.

Special Qualities: A necrovore gains the following.

Detect Undead (Su): A necrovore can *detect undead*, as the spell, continuously. Caster level equals the necrovore's Hit Dice.

Damage Reduction (Ex): All necrovores have damage reduction 1 + one-quarter of their Hit Dice against anything besides magic weapons.

Ethersight (Su): As a full-round action, a necrovore can activate its ability to see creatures, locations, and features of the Ethereal Plane to a range of 60 feet for a number of rounds equal to the necrovore's Wisdom score. If the ability is suppressed, the necrovore can resume use as a full-round action.

Fast Healing (Su): Necrovores heal quickly due to their connection to positive energy. They heal at a rate of 1 point per round +1 point per 3 Hit Dice.

Foul Consumption (Su): By destroying an undead creature and consuming its corporeal remains, a necrovore absorbs part of the negative energy released in the slaying. This grants the necrovore a seeming of unlife, making its wounds less threatening. A necrovore gains 5 temporary

hit points per 2 Hit Dice of undead slain and consumed. Temporary hit points gained in this manner fade after 24 hours.

Immunities: Necrovores are immune to poison, paralysis, and disease. They are not subject to energy drain, ability damage or drain, or necromantic death effects.

Environment: Underground.

Challenge Rating: +1 plus 20% (maximum +4).

Level Adjustment: —

Sample Necrovore

This example uses an ankheg as the base creature. The ankheg did not gain claws, because it cannot use its legs to attack.

Osiris Beetle

Large Magical Beast

Hit Dice: 3d10+12 (28 hp)

Initiative: +0

Speed: 30 ft. (6 squares), burrow 20 ft.

Armor Class: 18 [19] (–1 size, +9 natural, [+1 against undead]), touch 9 [10], flat-footed 18 [19]

Base Attack/Grapple: +3/+12 [+13 against undead]

Attack: Bite +7 [+8 against undead] melee (2d6+7 plus 1d4 acid [plus 1d6 to undead])

Full Attack: Bite +7 [+8 against undead] melee (2d6+7 plus 1d4 acid [plus 1d6 to undead])

Space/Reach: 10 ft./5 ft.

Special Attacks: Festering wounds, ghost strike, improved grab, negative energy burst, spit acid, undead disruption

Special Qualities: Damage reduction 1/magic, darkvision 60 ft., detect undead, ethersight, fast healing 2, foul consumption, immunities, low-light vision, tremorsense 60 ft.

Saves: Fort +6, Ref +3, Will +2

Abilities: Str 21, Dex 10, Con 17, Int 1, Wis 13, Cha 6

Skills: Climb +8, Listen +6, Spot +3

Feats: Alertness, Toughness

Environment: Underground

Organization: Solitary or cluster (2–4)

Challenge Rating: 4

Treasure: None

Alignment: Always neutral

Advancement: 4 HD (Large); 5–9 HD (Huge)

Level Adjustment: —

An Osiris beetle is a relentless, burrowing hunter of undead. It has six legs, huge mandibles, and a glossy black carapace. The typical Osiris beetle is 10 feet long and weighs about 800 pounds.

An Osiris beetle burrows with legs and mandibles. The burrowing does not usually leave a usable tunnel, but an Osiris beetle can construct a tunnel; it burrows at half speed when it does so. It often digs a winding tunnel up to 40 feet below the surface in the fetid soil of burial lands.

Clusters of Osiris beetles share the same territory but do not cooperate.

Combat

An Osiris beetle usually lies 5 to 10 feet below the surface until its antennae detect the approach of prey. It then burrows up to use its detect undead ability. If it detects undead, it burrows to attack. (Treat this as a charge, even though the beetle does not need to move 10 feet before attacking.) Osiris beetles sometimes attack and consume living creatures. An Osiris beetle's mandibles are considered magic for overcoming damage reduction.

Festering Wounds (Su): A Osiris beetle's mouth is infested with a horrible disease created from the consumption of undead and the positive energy infusing the creature. Living opponents struck by an Osiris beetle's bite must succeed on a DC 14 Fortitude saving throw contract the disease known as necrotic rot. The save DC is Constitution-based.

Ghost Strike (Su): As a move action, an Osiris beetle can charge a single melee attack with energy that allows the strike to harm incorporeal or ethereal beings.

Improved Grab (Ex): To use this ability, an Osiris beetle must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If the Osiris beetle is damaged after grabbing its prey, it retreats backward down its tunnel at its land speed (not its burrow speed), dragging the victim with it.

Negative Energy Burst (Su): When an Osiris beetle has extra temporary hit points due to its foul consumption ability, it may give up some or all of those hit points in a burst of negative energy. Living creatures within a 15-foot radius burst centered on the Osiris beetle must make a DC 14 Fortitude save. Those who fail the save take damage equal to half the amount of temporary hit points the Osiris beetle gave up. Undead in the area are healed for the same amount. The save DC is Constitution-based.

Spit Acid (Ex): 30-foot line, once every 6 hours; damage 4d4 acid, Reflex DC 14 half. One such attack depletes the Osiris beetle's acid supply for 6 hours. It cannot spit acid or deal acid damage during this time. The save DC is Constitution-based.

An Osiris beetle does not use this ability unless it is desperate or frustrated. It most often spits acid when reduced to fewer than half its full normal hit points or when it has not successfully grabbed an opponent.

Detect Undead (Su): An Osiris beetle can *detect undead*, as the spell, continuously. Caster level 3rd.

Ethersight (Su): As a full-round action, an Osiris beetle can activate its ability to see creatures, locations, and features of the Ethereal Plane to a range of 60 feet for up to 13 rounds. If the ability is suppressed, the Osiris beetle can resume use as a full-round action.

Foul Consumption (Su): By destroying an undead creature and consuming its corporeal remains, an Osiris beetle absorbs part of the negative energy released in the slaying. This grants the Osiris beetle 5 temporary hit points per 2 Hit Dice of undead slain and consumed. Temporary hit points gained in this manner fade after 24 hours.

Immunities (Su): Osiris beetles are immune to poison, paralysis, and disease. They are not subject to energy drain, ability damage or drain, or necromantic death effects.

Psionic

Either through studious dedication, regular meditation, or random mutation, psionic creatures are able to tap the vast, secret resources of their minds to call forth mysterious and innate mental powers. By use of these abilities, the psionic creature is able to defend itself or attack its opponents, unleashing the fury of the mind in devastating new ways. See *Expanded Psionics Handbook* for more on psionics, psionic creatures, and the psionic subtype.

Appearance Changes

No general physical changes can be enumerated for psionic creatures, since they vary greatly. Some have unusual skin, hair, or eye color for their species, while others have slightly larger craniums or evidence some obvious alteration to the brain and sensory organs. A few psionic creatures have no distinctive physical signs of their inborn psionic powers.

Creating a Psionic Creature

“Psionic” is a template that can be added to any creature with an Intelligence score (referred to hereafter as the “base creature”). A psionic creature differs from the base creature as follows.

Type: Animals become magical beasts. All creatures acquire the psionic subtype.

Special Attacks: Psionic creatures gain the following.

Psi-Like Abilities: A psionic creature gains a number of points equal to twice its Hit Dice. These points may be spent on psionic powers, which cost a number of points equal to their levels. For example, *ego whip* costs 2 points, since it’s a 2nd-level power. A power’s level can be no more than one-half the creature’s Hit Dice (round up).

Expending a number of points equal to the power’s level allows the creature to use the ability once per day. Paying twice this amount allows the creature to use the ability three times per day. Using three times the power’s level in points allows the creature to use the psi-like ability at will. A point expenditure equal to four times the power’s level allows the creature to effectively have the ability constantly in effect.

At will or constant abilities may be labeled supernatural (Su), instead of psi-like, at your discretion. Constant effects still have a manifester level and may be temporarily dispelled. If its constant power is dispelled, the psionic creature can reestablish the power as a free action on its turn.

Psionic creatures do not need a minimum score in any ability to use their psi-like abilities. They manifest their abilities as if they were psions of a level equal to their Hit Dice. Saving throw DCs are based on the creature’s highest mental ability score.

Power Resistance (Ex): A psionic creature that has spell resistance has power resistance at the same level.

Special Qualities: Psionic creatures gain the following.

Telepathy (Su): For 2 points, a base creature can purchase this quality. A psionic creature with this special quality and an Intelligence score above 2 can communicate telepathically with any language-speaking creature within 25 feet (+5 feet per 2 Hit Dice). Creatures with Intelligence scores of 2 or less can communicate only emotional content.

Challenge Rating: +1. Add an additional +1 for 7 to 15 Hit Dice and another +1 for 16 or more Hit Dice.

Advancement: A psionic creature may add its inherent manifester level to its level in the psion class (if any) for determining the manifester level of psi-like abilities.

Level Adjustment: Variable.

Sample Psionic Creature

This example uses a roper as the base creature. The roper was given *cloud mind* once per day (2nd-level power, 2 points), *empathic feedback* (constant, 4th-level power, 16 points), and *telepathy* (2 points). The mind tangler’s Challenge Rating was reduced by 1 point because its additional abilities didn’t warrant a larger increase.

Mind Tangler

Large Magical Beast (Psionic)

Hit Dice: 10d10+30 (85 hp)

Initiative: +5

Speed: 10 ft. (2 squares)

Armor Class: 24 (–1 size, +1 Dex, +14 natural), touch 10, flat-footed 23

Base Attack/Grapple: +10/+18

Attack: Strand +11 ranged touch (drag) or bite +13 melee (2d6+6)

Full Attack: 6 strands +11 ranged touch (drag) and bite +13 melee (2d6+6)

Space/Reach: 10 ft./10 ft. (50 ft. with strand)

Special Attacks: Cloud mind, drag, strands, weakness

Special Qualities: Darkvision 60 ft., empathic feedback, immunity to electricity, low-light vision, resistance to cold 10, power resistance 30, spell resistance 30, telepathy, vulnerability to fire

Saves: Fort +10, Ref +8, Will +8

Abilities: Str 19, Dex 13, Con 17, Int 12, Wis 16, Cha 12

Skills: Climb +12, Hide +10*, Listen +13, Spot +13

Feats: Alertness, Improved Initiative, Iron Will, Weapon Focus (strand)

Environment: Underground

Organization: Solitary, pair, or cluster (3–6)

Challenge Rating: 13

Treasure: No coins; 50% goods (stone only); no items

Alignment: Usually chaotic evil

Advancement: 11–15 HD (Large); 16–30 HD (Huge)

Level Adjustment: —

A mind tangler stands 8 feet tall and tapers from 3 feet in diameter at the base to 1 foot across at the top. It weighs

2,000 pounds. A mind tangler's coloration and temperature change to match the features of the surrounding cave.

Mind tangles speak Terran and Undercommon, but they prefer to use their telepathy ability.

Combat

A mind tangler hunts by standing very still and imitating a bit of rock. It may use its telepathy ability to attract creatures to its area, and it uses its *cloud mind* psi-like ability to remain undetected by the strongest looking foe. This tactic often allows it to attack with surprise. When prey comes within reach, it lashes out with its strands. In melee, it bites adjacent opponents with its powerful maw.

Cloud Mind (Sp): Once per day, the mind tangler can use *cloud mind* as the psionic power. A DC 15 Will save negates the effect. Manifest level 10th. The save DC is Wisdom-based.

Drag (Ex): If a mind tangler hits with a strand attack, the strand latches onto the opponent's body. This deals no damage but drags the stuck opponent 10 ft closer each subsequent round (provoking no attack of opportunity) unless that creature breaks free, which requires a DC 23 Escape Artist check or a DC 19 Strength check. The check DCs are Strength-based, and the Escape Artist DC includes a +4 racial bonus. A mind tangler can draw in a creature within 10 ft of itself and bite with a +4 attack bonus in the same round.

A strand has 10 hit points and can be attacked by making a successful sunder attempt. However, attacking a mind tangler's strand does not provoke an attack of opportunity. If the strand is currently attached to a target, the mind tangler takes a -4 penalty on its opposed attack roll to resist the sunder attempt. Severing a strand deals no damage to a mind tangler's base hit point, but it does count as damage dealt for *empathic feedback*.

Strands (Ex): Most encounters with a mind tangler begin when it fires strong, sticky strands. The creature can have up to six strands at once, and they can strike up to 50 feet away (no range increment). If a strand is severed, the mind tangler can extrude a new one on its next turn as a free action.

Weakness (Ex): A mind tangler's strands can sap an opponent's strength. Anyone grabbed by a strand must succeed on a DC 18 Fortitude save or take 2d8 points of Strength damage. The save DC is Constitution-based.

Empathic Feedback (Su): A mind tangler can share its pain and suffering with its attackers. Each time an opponent strikes the mind tangler in melee, that opponent takes damage equal to the amount it dealt or 5 points, whichever is less. This damage is empathic in nature, so powers and abilities the opponent may have, such as damage reduction and regeneration, do not lessen or change this damage. The damage from empathic feedback has no type, so even if the mind tangler took fire damage from an opponent that has immunity to fire, empathic feedback still damages that opponent. If empathic feedback is dispelled or suppressed, the mind tangler can reestablish the power as a free action on its turn. Manifest level 10th.

Telepathy (Su): A mind tangler can communicate telepathically with any language-speaking creature within 50 feet.

Skills: *Mind tangles have a +8 racial bonus on Hide checks in stony or icy areas.

Quickened

In nature, some members of a species are much faster than the norm for their kind. Other individuals are enhanced via magical means. Both are quickened.

Appearance Changes

Some quickened are thinner than a normal creature of their species. Others show no outer signs of their nature.

Creating a Quickened

"Quickened" is a template that can be added to any creature (referred to hereafter as the "base creature"). A quickened differs from the base creature as follows.

Type: Animals and vermin become magical beasts. Humanoids become monstrous humanoids.

Speed: Increases by +50% in all modes.

Special Qualities: Quickened gain the following.

Quickening (Ex): Once per day, plus once per 6 Hit Dice, a quickened creature moves and acts more quickly than normal for a number of rounds equal to the creature's Hit Dice. On its turn, the creature may take an extra standard action, either before or after its standard and move actions for a turn. It also gains a +4 dodge bonus to AC. After using the ability, the creature is fatigued until it can rest for an hour (-10 minutes per point of Constitution bonus; +10 minutes per point of Constitution penalty, minimum 10 minutes). The creature may otherwise use this ability every 1d4+1 rounds after the last use expired, but suffers exhaustion if the ability is used while the creature is fatigued.

Abilities: Modify as follows: Strength -2, Dexterity +6.

Feats: A quickened creature gains Weapon Finesse as a bonus feat if its Dexterity is now higher than its Strength. All quickened with Dexterity scores of 13 or higher gain Combat Reflexes and Improved Initiative as bonus feats. Quickened creatures often replace power-oriented feats with the likes of Dodge and Mobility.

Challenge Rating: +1.

Level Adjustment: +2.

Sample Quickened

This example uses a treant as the base creature.

Quickwood

Huge Plant

Hit Dice: 7d8+35 (66 hp)

Initiative: +6

Speed: 45 ft. (9 squares)

Armor Class: 23 (–2 size, +2 Dex, +13 natural), touch 10, flat-footed 21

Base Attack/Grapple: +5/+21

Attack: Slam +11 melee (2d6+8)

Full Attack: 2 slams +11 melee (2d6+8)

Space/Reach: 15 ft./15 ft.

Special Attacks: Animate trees, double damage against objects, trample 2d6+12

Special Qualities: Damage reduction 10/slashing, low-light vision, plant traits, quickening, vulnerability to fire

Saves: Fort +10, Ref +4, Will +7

Abilities: Str 27, Dex 14, Con 21, Int 12, Wis 16, Cha 12

Skills: Diplomacy +3, Hide –6*, Intimidate +6, Knowledge (nature) +6, Listen +8, Sense Motive +8, Spot +8, Survival +8 (+10 aboveground)

Feats: Combat Reflexes^B, Dodge, Improved Initiative^B, Iron Will, Mobility

Environment: Temperate forests

Organization: Solitary or grove (4–7)

Challenge Rating: 9

Treasure: Standard

Alignment: Usually neutral good

Advancement: 8–16 HD (Huge); 17–21 HD (Gargantuan)

Level Adjustment: +7

Once every few generations of treants, an oddity occurs among their people—a quickened treant. This strange treant variant is known as a quickwood. A quickwood is similar in appearance to a treant, except for several telltale signs of its quickened heritage. Its arms and legs are thinner than a treant's, and so are its leaves. Those leaves change color earlier in the season and fall out more often.

Quickwoods speak the language of treants, plus Common and Sylvan. When a quickwood speaks, the sound is crisp and smattered with hums and haws. Compared to the treant, a quickwood is nervous or fidgety—a habit that can annoy its treant kin.

Combat

A quickwood is more likely to attack than a treant, charging in quickly using its *quickening* ability. Quickwoods often lead the first assault against despoilers, allowing slower treants a chance to close in and overwhelm foes.

Animate Trees (Sp): A quickwood can animate trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a normal tree to uproot itself. Thereafter it moves at a speed of 10 feet and fights as a treant in all respects. Animated trees lose their ability to move if the quickwood that animated them is incapacitated or moves out of range. The ability is otherwise similar to *liveoak* (caster level 12th). Animated trees have the same vulnerability to fire that a quickwood has.

Double Damage Against Objects (Ex): A quickwood or animated tree that makes a full attack against an object or structure deals double damage.

Quickening (Ex): Twice per day, a quickwood moves and acts more quickly than normal for 7 rounds. On its

turn, the quickwood may take an extra standard action, either before or after its standard and move actions for a turn. It also gains a +4 dodge bonus to AC. After using the ability, the quickwood is fatigued until it can rest for 10 minutes. A quickwood may use this ability 1d4+1 rounds after the last use expired, but suffers exhaustion if the ability is used while it is fatigued.

Trample (Ex): Reflex DC 21 half. The save DC is Strength-based.

Skills: *Quickwoods have a +16 racial bonus on Hide checks made in forested areas.

Relentless

Hellish abominations, agents of divine wrath, or merely lucky entities, relentless creatures cannot be slain by conventional means. Many of these creatures are older than history, while others have acquired seeming invulnerability and immortality through some dark pact or holy boon. Such monsters come in and out of record and legend, the foul among them bringing a tragic end to many a would-be champion. To actually kill a notable and iniquitous relentless creature is to have one's name live forever among the greatest of slayers.

Appearance Changes

Relentless creatures look no different from their normal counterparts, though many are gnarled and show the long years of their existences.

Creating a Relentless

“Relentless” is a template that can be added to any creature (referred to hereafter as the “base creature”). Relentless creatures are usually advanced, sometimes even beyond what is normal for their kind. A relentless differs from the base creature as follows.

Type: Animals and vermin become magical beasts. Humanoids become monstrous humanoids.

Armor Class: Natural armor bonus improves by +8.

Attacks: A relentless creature's natural weapons are considered epic weapons for overcoming damage reduction.

Special Qualities: Relentless gain the following.

Critical Weakness (Ex): One artifact, material, or energy can harm a relentless creature—choose this item based upon the relentless creature's purpose and its relative power. The item may be anything from the blood of an ancient dragon to alchemist's fire mixed with rose petals to the sap of a blue spruce harvested on the winter solstice. The substance still deals nonlethal damage (per regeneration) on a successful attack, however the relentless is killed instantly and irrevocably if it is struck or treated appropriately with its critical weakness while it is unconscious due to nonlethal damage.

Finding out this sort of knowledge is the stuff of desperate quests and legendary tales (a Knowledge [history] or bardic lore check of DC 30 or more). The *legend lore* spell works fine within its normal limitations—that is, most

castings take 2d6 weeks and give only vague clues. Such truths are well guarded by powerful relentless creatures.

Damage Reduction (Su): A relentless creature has damage reduction equal to 1 + one-third of its Hit Dice, which may only be breached by epic weapons.

Eternal (Ex): The body of a relentless creature does not age nor does it suffer the effects of aging. A relentless creature does not need to breathe, eat, or drink, though it may do any of these things if it wishes.

Immunities (Ex): All relentless creatures are immune to ability damage, ability drain, death effects, disease, energy drain, fatigue, fear, poison, and one form of energy.

Regeneration (Ex): A relentless creature regenerates at a rate equal to 1 + one-half of its Hit Dice. No form of damage overcomes this regeneration. If it loses a limb or body part, the lost portion regrows in (15/regeneration rate in hit points, round down) d6 minutes (minimum 1d6). The creature can reattach the severed member instantly by holding it to the stump.

Instead of rolling so many dice for creatures with low regenerative scores, consider using the average die roll on a d6 (3.5) multiplied by the number of dice generated by the above formula as a static number of minutes. A creature with a 15d6-minute regrow rate (regeneration 1) takes an average of 52 minutes to regrow a limb. You can round this average to whatever you like for the relentless.

For ultimate simplicity, just assume all relentless creatures regrow their lost limbs in 3d6 minutes (or 10 minutes).

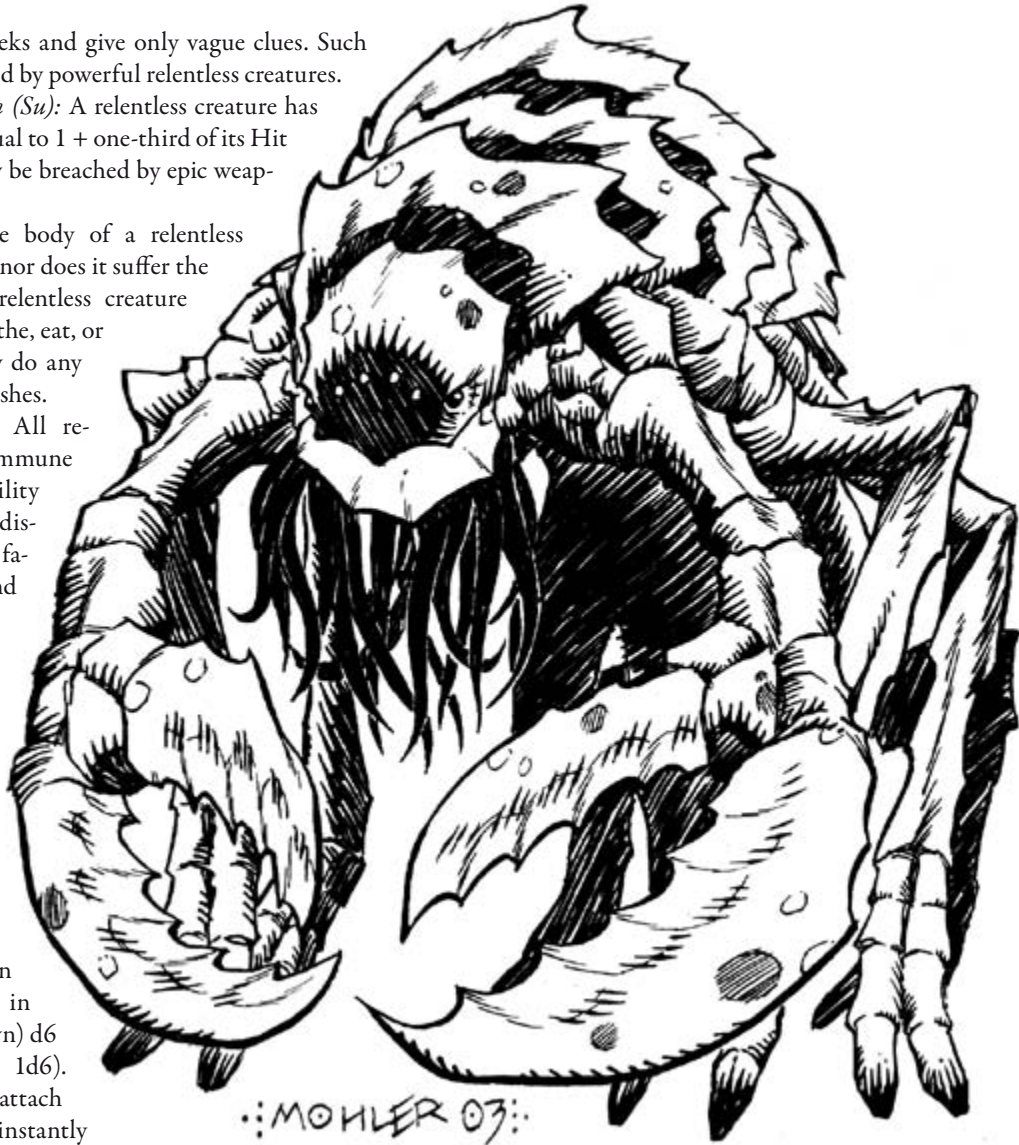
Sleep of Ages (Ex): (Optional) Many relentless live for thousands of years and grow weary of waking life. They begin to sleep for long periods. The exact cycle of any relentless, and whether a relentless even has such a hibernation habit, is up to you, to fit the telling of a great tale.

Spell Resistance (Ex): Relentless have spell resistance equal to 10 + their Hit Dice.

Organization: Usually unique.

Challenge Rating: +2 plus 35% (maximum +5).

Treasure: Often much more than the base creature, up to quintuple.



Level Adjustment: +5.

Variant Relentless

There are times when you may want an extremely tough opponent without unleashing a full-fledged relentless creature. This variant provides a scaled-down version of the Relentless template and serves as an unusual challenge for any group of heroes.

Resilient

Some creatures are remarkably hard to injure or kill for any number of reasons. This variant may be added to any creature. A resilient creature differs from the base creature as follows.

Type: Animals and vermin become magical beasts. Humanoids become monstrous humanoids.

Armor Class: Natural armor improves by +4.

Special Qualities: Resilient creatures gain the following.

Damage Reduction (Ex): A resilient creature has damage reduction 5/—.

Regeneration (Ex): A resilient creature regenerates at a rate equal to 1 + one-half of its Hit Dice. One form of damage (your choice of energy, material, or attack form) overcomes this regeneration and deals normal damage to the resilient creature. If it loses a limb or body part, the lost portion regrows in (15/regeneration rate in hit points, round down) d6 minutes (minimum 1d6). The creature can reattach the severed member instantly by holding it to the stump.

Challenge Rating: +1 plus 20% (maximum +3).

Sample Relentless

This example uses a 33-HD (advanced) chuul as the base creature. Gernanslacr started with the following ability scores: Strength 8, Dexterity 10, Constitution 12, Intelligence 15, Wisdom 13, Charisma 14. Its Challenge Rating reflects a +1 for these elite scores. Chuuls get racial modifiers to ability scores as follows: Strength +8, Dexterity +6, Constitution +8, Wisdom +4, and Charisma -6. Gernanslacr gained 8 ability score points for its Hit Dice, adding +2 to Strength, +2 to Dexterity, +1 to Wisdom, and +3 to Charisma.

Gernanslacr

Huge Aberration (Aquatic)

Hit Dice: 33d8+231 (383 hp)

Initiative: +7

Speed: 30 ft. (6 squares), swim 20 ft.

Armor Class: 32 (-2 size, +3 Dex, +21 natural), touch 11, flat-footed 29

Base Attack/Grapple: +24/+44

Attack: Claw +30 melee (3d6+8)

Full Attack: 2 claws +30 melee (3d6+8)

Space/Reach: 15 ft./10 ft.

Special Attacks: Constrict 4d6+8, improved grab, paralytic tentacles

Special Qualities: Amphibious, critical weakness, damage reduction 12/epic, darkvision 60 ft., eternal, immunities, regeneration 17, sleep of ages, spell resistance 43

Saves: Fort +18, Ref +14, Will +22

Abilities: Str 26, Dex 16, Con 24, Int 15, Wis 18, Cha 11
Skills*: Hide +10, Knowledge (arcana) +17, Knowledge (history) +17, Knowledge (local) +17, Listen +22, Spot +22, Swim +21

Feats: Alertness, Awesome Blow, Blind-Fight, Cleave, Combat Reflexes, Great Cleave, Improved Bull Rush, Improved Grapple, Improved Initiative, Improved Overrun, Improved Sunder, Power Attack

Environment: Death Fens of Gernanslacr

Challenge Rating: 17

Alignment: Lawful evil

* Knowledge skills are cross-class.

Gernanslacr has a memory that endures as it does—only its hate is stronger. You can cheat the Sleeper in the Swamp

when it grows heavy with its age, but best ye be gone 'fore it wakes.

—Local proverb in the Death Fens area

Gernanslacr is an awful monster, arthropodal in form, with four legs, huge claws, and mandibles surrounded by meaty, red tentacles. Just above those tentacles is a pair of eyes like polished onyx. The entire creature is encased a brownish-black carapace.

The monstrous chuul does not call itself Gernanslacr (“Iron-backed Devourer”), but it knows the natives in the area do. It is older than the oldest settlement in the region and probably responsible for the area’s lack of continual habitation. Gernanslacr demands tribute from any who dare live within a day’s travel of its swamp. Failure to do so brings swift death.

Knowledgeable in the lore of many ages, the Iron-backed Devourer is sought by some bold (or foolish) creatures for its teachings. Such wisdom always comes with a terrible price that had best be paid. Gernanslacr keeps to its word, but wreaks awful vengeance on those who cross it.

Gernanslacr speaks Common, Draconic, and Infernal. When it speaks, its voice is deep and shrill at the same time, like several voices mixed with scraping metal. That this unnerves many of its “guests” is pleasing to the wicked chuul.

Combat

Gernanslacr is cunning and patient. It has no honor when it fights, unless it has made some promise to its quarry. Thus, its tactics may resemble those of a lesser chuul. However, the old beast is full of hubris and ennui, and it is thus foolhardy. It rushes in where it might have been better served by a more circumspect strategy.

Gernanslacr’s natural weapons are considered epic weapons for overcoming damage reduction.

Constrict (Ex): On a successful grapple check, Gernanslacr deals 4d6+8 points of damage.

Improved Grab (Ex): To use this ability, Gernanslacr must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict or on its next turn transfer a grabbed opponent to its tentacles.

Paralytic Tentacles (Ex): Gernanslacr can transfer grabbed victims from a claw to its tentacles as a move action. The tentacles grapple with the same strength as the claw but deal no damage. However, they exude a paralytic secretion. Anyone held in the tentacles must succeed on a DC 33 Fortitude save each round on Gernanslacr’s turn or be paralyzed for 6 rounds. While held in the tentacles, paralyzed or not, a victim automatically takes 2d6+4 points of damage each round from Gernanslacr’s mandibles. The save DC is Constitution-based.

Amphibious (Ex): Gernanslacr can survive indefinitely on land.

Critical Weakness (Ex): Gernanslacr can be killed by a mithral weapon that is either magically holy or under the

effect of a *bless weapon* spell cast by a 10th-level or higher paladin. Such a weapon still deals nonlethal damage on a successful attack. The Iron-backed Devourer only dies if it fails its Fortitude save against a coup de grace delivered by a weapon fitting the aforementioned parameters.

Eternal (Ex): The body of Gernanslacr does not age nor does it suffer the effects of aging. While the Iron-backed Devourer takes great pleasure in eating, it cannot be damaged by starvation, suffocation, or thirst.

Immunities (Ex): Gernanslacr is immune to ability damage, ability drain, acid, death effects, disease, energy drain, fatigue, fear, and poison.

Regeneration (Ex): No form of damage from weapons or energy deals normal damage to a Gernanslacr. The creature regrows severed limbs in 1d6 minutes or can reattach the member instantly by holding it to the stump.

Sleep of Ages (Ex): Gernanslacr hibernates in the muck of its fens for decades at a time, and sometimes the chuul is not heard from for a human's lifetime. Every 10d10 years, it awakes and terrorizes the nearby lands for tribute and pleasure. It is said that while Gernanslacr sleeps it can be awakened with the proper rite or by unwisely disturbing its den. Regardless, once it stirs, Gernanslacr's wakefulness lasts at least 3d10 years.

Skills: Gernanslacr has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Treasure

Gernanslacr's lair contains a +3 *chain shirt*, a +3 *frost rapier* (sheds blue light), a *wand of daylight* (CL 3rd; 34 charges), an idol carved from jet to resemble Gernanslacr (350 gp), gems (1,100 gp), and 437 gp.

Savage

Among virtually every race, a feral variety exists. Dogs, cats, and other common, domesticated animals have their wild counterparts. So do humans and many other humanoid races. Indeed, to the keen observer, this phenomenon is seen among almost all the creatures of the world. Is it evidence the primeval side of nature is alive and well.



Appearance Changes

A savage being looks like an untamed version of the base creature. Hair and clothing (where applicable) are often disheveled and crude. Among species that possess such traits, natural weapons are larger and the hide or fur is thicker. An aura of ferocity exudes from the savage creature, along with an almost spiritual connection to the natural forces of the world.

Creating a Savage

“Savage” is an inherited template that can be added to any living creature (referred to hereafter as the “base creature”). A savage differs from the base creature as follows.

Speed: Add 10 feet to all modes of movement.

Armor Class: Natural armor improves by +1.

Attack: Fierce and remorseless, and with larger natural weapons, a savage creature's damage with its natural attacks improves as if it were one size larger than it is (see Table 1–5: Increased Damage by Size, page 14). Creatures without natural weapons gain Improved Unarmed Strike as a bonus feat instead.

Special Qualities: Savages gain the following.

Low-Light Vision (Ex): A savage creature can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. It retains the ability to distinguish color and detail under these conditions. If the base creature already possesses low-light vision, the savage creature adds one to the multiplier of the distance it can see.

Scent (Ex): A savage creature can detect approaching enemies, sniff out hidden foes, and track by sense of smell. Savage creatures can identify familiar odors just as humans do familiar sights. See Chapter 7 of the *MM* for details on this ability.

Abilities: Modify as follows: Strength +2, Dexterity +2, Constitution +2, Intelligence -4, Wisdom +2, and Charisma -2. A savage creature's minimum ability score for Charisma and Intelligence is 2 or the base creature's, whichever is lower.

Skills: Climb and Survival become class skills for savage creatures capable of these skills. Savage creatures capable of using Climb, Jump, Survival, and Swim get a +2 racial bonus on checks with these skills. They lose any racial bonuses to skills that come from a technologically advanced culture, perhaps retaining those that could be considered "genetic." For example, a savage dwarf loses the +2 racial bonus on Craft and Appraise checks. Savage creatures seldom know any language other than their own, which is often Sylvan.

Feats: A savage creature gains Alertness a bonus feat. Creatures with no natural attack gain Improved Unarmed Strike as a bonus feat.

Environment: Wilderness appropriate to the base creature's preferred climate.

Organization: Often solitary or paired, but sometimes the same as base creature.

Challenge Rating: +1.

Alignment: A savage creature's alignment moves one step toward true neutral from that of the base creature.

Advancement: Those savage creatures that favor a character class often favor barbarian or druid (pick one), instead of any other class.

Level Adjustment: +2.

Sample Savage

This example uses a forest gnome as the base creature. The gnome's weapon familiarity, ability with illusions, racial bonus on Craft (alchemy), and ability to use some spell-like abilities were dropped from the devaji.

Devaji

Devaji, 1st-Level Warrior

Small Humanoid (Gnome)

Hit Dice: 1d8+3 (7 hp)

Initiative: +1

Speed: 30 ft. (6 squares)

Armor Class: 15 (+1 Dex, +1 size, +1 natural, +2 leather armor), touch 12, flat-footed 14

Base Attack/Grapple: +1/-2

Attack: Spear +3 melee (1d6+1/×3) or shortbow +3 ranged (1d4/×3)

Full Attack: Spear +3 melee (1d6+1/×3) or shortbow +3 ranged (1d4/×3)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Devaji traits

Saves: Fort +5, Ref +1, Will +0

Abilities: Str 13, Dex 13, Con 16, Int 6, Wis 11, Cha 8

Skills: Climb +4, Hide +11 (+15 in wooded areas), Jump +3, Listen +4, Move Silently +3, Spot +2, Survival +4, Swim +4

Feats: Alertness^B, Improved Unarmed Strike^B, Stealthy

Environment: Temperate forests

Organization: Hunters (2-4), warband (11-20 plus 1 leader of 3rd-6th level and 2 3rd-level subleaders), or tribe (30-50 plus 1 3rd-level war leader per 20 adults, 5 5th-level subleaders, 3 7th-level chiefs, and 2-5 dire badgers)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually neutral

Advancement: By character class

Level Adjustment: +2.

Devajis display the heavy build and animalistic tendencies of wild things. These savage gnomes stand 2 to 2½ feet tall and weigh 40 to 45 pounds. Their skin color is woody brown, and their hair is gray-green, black, or brown.

They speak Gnome.

Combat

Devajis are practiced in the art of pack tactics. They attack from ambush when they can. These creatures have no affinity with illusion, unlike their evolved counterparts.

Devaji Traits: See Devaji Racial Traits.

Devaji Characters

Devajis are primitive and animistic. Their leaders are barbarians, rangers, or druids. Devaji clerics can choose two of the following domains: Animal, Earth, Plant, and Trickery.

Most devajis who travel outside devaji lands are warriors; the information in the statistics block is for one of 1st level. The warrior presented here had the following ability scores before racial adjustments: Strength 13, Dexterity 11, Constitution 12, Intelligence 10, Wisdom 9, Charisma 8.

Devaji Racial Traits

Devajis have the following characteristics.

- ☞ +2 Dexterity, +4 Constitution, -4 Intelligence, +2 Wisdom, -2 Charisma.
- ☞ Small. A devaji gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but he uses smaller weapons than humans use, and his lifting and carrying limits are three-quarters of those of a Medium character.
- ☞ Devaji base land speed is 30 feet.

- ☞ *Natural Armor*: Devajis have a +1 natural armor bonus.
- ☞ *Low-Light Vision*: Devajis can see three times as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- ☞ *Pass without Trace (Su)*: A devaji has the innate ability to use *pass without trace* (self only, as a free action) as the spell cast by a druid of the devaji's class levels.
- ☞ *Scent*: A devaji can detect approaching enemies, sniff out hidden foes, and track by sense of smell. Devajis can identify familiar odors just as humans do familiar sights. See Chapter 7 of the *MM* for details on this ability.
- ☞ *Speak with Animals (Sp)*: Once per day a devaji can use *speak with animals* as the spell, but only on burrowing animals. Caster level 1st.
- ☞ +1 racial bonus on attack rolls against kobolds, goblinoids, orcs, and reptilian humanoids.
- ☞ +4 dodge bonus on Armor Class against creatures of the giant type (such as ogres, trolls, and hill giants).
- ☞ +2 racial bonus on Climb, Jump, Listen, Survival, and Swim. +4 racial bonus on Hide checks, which improves to +8 in a wooded area.
- ☞ A devaji has Alertness and Improved Unarmed Strike as bonus feats.
- ☞ *Automatic Languages*: Gnome. *Bonus Languages*: Sylvan and any other language the DM allows.
- ☞ *Favored Class*: Druid.
- ☞ *Level Adjustment*: +2.

Scryling

Scrylings create a sense of unease in the world—a creeping suspicion that someone, somewhere, is watching. Animals, plants, and common objects of all descriptions become more than mundane; they become the eyes and ears of persons or beings unknown. Spellcasters can imbue certain creatures with the ability to transmit all that happens around them to their creator, thusly creating a scryling. These creatures are the ultimate spies, because their appearance is so ordinary and unassuming that few give them more than a passing thought. Scrylings are created by the *ensorcel scryling* spell (new spell, page 187).

Appearance Changes

Scrylings look completely normal.

Creating a Scryling

“Scryling” is an acquired template that can be added to any creature that is an allowed target of the *ensorcel scryling* spell (referred to hereafter as the “base creature”). A scryling differs from the base creature as follows.

Type: Animals and vermin become magical beasts.

Special Qualities: Scrylings gain the following.

Darkvision (Ex): Scrylings can see in nonmagical darkness up to a range of 60 feet, or the base creature's range, whichever is better.

Disjunctive Vulnerability (Su): Scrylings subjected to the spell *Mord's disjunction* lose all scryling abilities permanently.

Distant Focus (Su): Scrylings are foci for their master's divinations and spells that allow communication (such as *message* or *sending*) or travel (*teleport*). (If it's important, the scryling is considered a willing participant in the spellcasting, and therefore gets no saving throw or spell resistance.) As such, wherever a scryling is, its master may make a Spellcraft check (DC 10 + 1 per 10 miles) to cast a divination or communication spell through the scryling. The area or range of any spell that gathers or conveys information is limited by the location of the scryling as if it were the caster. A spell so cast does not give sensory perception to the master of the scryling, unless it normally gives such things at a distance. Information (such as the auras seen with *detect magic*) is transferred to the master of the scryling as a mental description instead of actual sensory input.

For example, a scryling rat sneaks into a distant vault for its 17th-level wizard master. The master is looking for a specific item, so he casts *locate object* through the scryling. The object is detected successfully if it is within 1,080 feet of the scryling (and not blocked by a thin sheet of lead). The master receives the information from the spell as if he were at the scryling's location, his forked twig indicating the proper direction.

With *detect magic*, the master would be aware of magic auras within the 60-foot cone of the scryling's vision, and he could even ascertain their number, power, and general location (should the proper time be spent). However, the spell only gives the caster an impression akin to a verbal description, not a visual of the area in which the scryling sits.

Endure Death (Su): If a scryling is successfully raised from the dead by any means, it retains its scryling abilities.

Mental Link (Su): Scrylings have a mental link with their creator, not unlike that of a familiar and its master. This link allows the master to know certain information about the scryling, if he focuses on it and makes a Spellcraft check (DC 10 + 1 per 10 miles). Through the link, the master can determine the scryling's health, emotional state, activity (in general, such as “waiting”), and its general location and distance—the scryling can get the same information about its master. The scryling's location is considered a known locale for spells that require this familiarity (such as *clairvoyance/clairaudience* or *teleport*). A scryling's master can send very basic commands through the link, such as “come home” or “go right.” Instructions that are more detailed can be given if the master can see the area the scryling occupies through some means.

A scryling's master knows instantly when the creature is killed or destroyed, whether or not the mental link is active at the time. The master may attempt a Spellcraft check

(DC 20 + 1 per 10 miles) to get an image of the last thing the scryling saw.

Misdirection (Su): Scrylings always register as normal creatures of their own species. Undead scrylings register as objects instead of undead (though this reading may be obviously false, depending on circumstances).

Nondetection (Su): Except in the case of aura-revealing spells (which fall under *misdirection* above), all other divinations aimed at the scryling require the caster of the spell to make a level check. The caster of the divination rolls 1d20 + his or her caster level against 11 + the caster level of the scryling's master.

Level Adjustment: +2 (cohort).

Sample Scryling

This example uses a cat as the base creature.

Scryling Cat

Tiny Magical Beast (Augmented Animal)

Hit Dice: ½ d8 (2 hp)

Initiative: +2

Speed: 30 ft. (6 squares)

Armor Class: 14 (+2 size, +2 Dex), touch 14, flat-footed 12

Base Attack/Grapple: +0/–12

Attack: Claw +4 melee (1d2–4)

Full Attack: 2 claws +4 melee (1d2–4) and bite –1 melee (1d3–4)

Space/Reach: 2½ ft./0 ft.

Special Attacks: —

Special Qualities: Darkvision 60 ft., disjunctive vulnerability, distant focus, endure death, low-light vision, mental link, misdirection, nondetection, scent

Saves: Fort +2, Ref +4, Will +1

Abilities: Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 7

Skills: Balance +10, Climb +6, Hide +14*, Jump +10,

Listen +3, Move Silently +6, Spot +3

Feats: Weapon Finesse

Environment: Temperate plains

Organization: Domesticated or solitary

Challenge Rating: ¼

Treasure: None

Alignment: Always neutral

Advancement: —

Level Adjustment: —

This nondescript calico appears to be a common housecat.

Combat

Scryling cats do not enter battle, but rather prowl about the land relaying information to their master. If confronted, they flee.

Disjunctive Vulnerability (Su): Scryling cats subjected to the spell *Mord's disjunction* lose all scryling abilities permanently.

Distant Focus (Su): Scryling cats are foci for their master's divinations and spells that allow communication (such

as *message* or *sending*) or travel (*teleport*). (If it's important, the scryling cat is considered a willing participant in the spellcasting, and therefore gets no saving throw or spell resistance.) As such, wherever a scryling cat is, its master may make a Spellcraft check (DC 10 + 1 per 10 miles) to cast a divination or communication spell through the scryling cat. The area or range of any spell that gathers or conveys information is limited by the location of the scryling cat as if it were the caster. A spell so cast does not give sensory perception to the master of the scryling cat, unless it normally gives such things at a distance. Information (such as the auras seen with *detect magic*) is transferred to the master of the scryling cat as a mental description instead of actual sensory input.

Endure Death (Su): If a scryling cat is successfully raised from the dead by any means, it retains its scryling abilities.

Mental Link (Su): Scryling cats have a mental link with their creator, not unlike that of a familiar and its master. This link allows the master to know certain information about the scryling cat, if he focuses on it and makes a Spellcraft check (DC 10 + 1 per 10 miles). Through the link, the master can determine the scryling cat's health, emotional state, activity (in general, such as "waiting"), and its general location and distance—the scryling cat can get the same information about its master. The scryling cat's location is considered a known locale for spells that require this familiarity (such as *clairvoyance/clairaudience* or *teleport*). A scryling cat's master can send very basic commands through the link, such as "come" or "go right." Instructions that are more detailed can be given if the master can see the area the scryling cat occupies through some means.

A scryling cat's master knows instantly when the creature is killed or destroyed, whether or not the mental link is active at the time. The master may attempt a Spellcraft check (DC 20 + 1 per 10 miles) to get an image of the last thing the scryling cat saw.

Misdirection (Su): Scryling cats always register as normal creatures of their own species.

Nondetection (Su): Except in the case of aura-revealing spells (which fall under *misdirection* above), all other divinations directed at the scryling cat require the caster to make a caster level check. The caster of the divination rolls 1d20 + his or her caster level against 11 + the caster level of the scryling cat's master.

Skills: Scryling cats have a +4 racial bonus on Climb, Hide, and Move Silently checks and a +8 racial bonus on Jump checks. Scryling cats have a +8 racial bonus on Balance checks. They use their Dexterity modifier instead of their Strength modifier for Climb and Jump checks. *In areas of tall grass or heavy undergrowth, the Hide bonus rises to +8.

Siphon

A siphon is capable of absorbing energy of various types and then discharging that energy in a powerful attack of its own—co-opting the attack of an enemy. They are par-

ticularly dangerous in hand-to-hand combat, where they feed off the kinetic energy of melee attacks and add it to their own strength. Siphons adapt well to a wide variety of tactics and weaponry, and they are able to adjust to a staggering number of external environments and atmospheric conditions.

Appearance Changes

Siphons look exactly like the base creature when not charged with a particular type of energy. When they have absorbed energy, they take on various appearances that indicate their true nature. For example, a siphon that has absorbed a *magic missile* spell (a force effect) might have a faint, shimmering field enveloping it.

Creating a Siphon

“Siphon” is a template that can be added to any creature (referred to hereafter as the “base creature”). A siphon differs from the base creature as follows.

Type: Animals and vermin become magical beasts. Humanoids become monstrous humanoids.

Special Attacks: Siphons gain the following.

Energy Release (Su): As a standard action, a siphon may release one type of stored energy as a ranged touch attack against one foe. The range increment is equal to the creature’s Space, and the energy does any number of dice up to the amount of damage that was stored (the creature’s choice). Once the siphon uses up all the damage stored from a particular form of energy, it can no longer use that energy to attack.

Spell Release (Su): The siphon can release a spell it has stored as if it had cast the spell itself. The released spell is subject to saving throws (DC 10 + spell level + the siphon’s Charisma modifier) and spell resistance as per the spell cast. Spell release never requires a Concentration check, nor does it provoke an attack of opportunity. A released spell has a caster level equal to the siphon’s Hit Dice or the caster level of the original caster, whichever is lower. Once the siphon releases a stored spell, it can no longer cast that spell, unless it has the same spell stored more than once or can cast that spell through another ability.

Special Qualities: Siphons gain the following.

Absorption (Su): A siphon can absorb energy attacks that would otherwise damage it. Absorbable energy types include acid, cold, fire, electricity, and sonic. The creature may store any type of energy, but only one different type at a time per 4 Hit Dice (minimum one). The energy may come from a passive (bonfire) or aggressive (*fireball*) source, although the siphon can only hold a number of dice of damage equal to its Hit Dice from combined energy sources. Energies so stored dissipate harmlessly in a number of minutes equal to the siphon’s Constitution bonus +3 (minimum 3 minutes). As a free action, the creature may release stored energy harmlessly.

Normally, the siphon takes no damage from absorbed energies. However, if the creature’s maximum absorption level is exceeded by it being struck by a different type of en-

ergy, it must decide whether to attempt to absorb the new energy or not. If the siphon attempts to absorb the new energy, it must completely disperse an equivalent amount of energy already being stored (if any). The exchange is difficult, and the siphon must make a saving throw against the incoming energy as normal. If the save fails (or no save is normally allowed), half of energy is absorbed and the other half damages the siphon. A successful save indicates the siphon managed to absorb the incoming energy without harm. Whenever the creature elects not to absorb an incoming energy (that it isn’t already storing), it takes damage normally and doesn’t acquire a new form of attack. Siphons with an Intelligence of 2 or less always elect to exchange stored energy for incoming energy.

Immunities (Su): While holding a form of energy from absorption or spell from spell absorption, the siphon is immune to that form of energy or that specific spell. If the spell or energy is released completely, the immunity disappears. Immunity never applies to kinetic absorption.

Kinetic Absorption (Su): A siphon absorbs kinetic energy differently than other forms, though still as a free action. For every 5 points of damage from physical attacks, the siphon gains 1 point of Strength, up to a maximum of twice its original Strength. The enhanced Strength is available only on the siphon’s next turn to augment Strength checks, attack rolls, and damage rolls. Physical attacks still damage the siphon normally.

Spell Absorption (Su): A siphon can absorb spells specifically targeting it, so long as the spell does not involve energy. (If it does, the energy is absorbed, not the actual spell.) The creature can absorb a number of spell levels equal to its Hit Dice (less than 1 means only 0-level spells), so long as the spell’s individual spell level does not exceed one-third of the siphon’s Hit Dice (0-level spells count as half levels for this purpose; one 0-level spell minimum). Absorbed spells do not affect the siphon. Stored spells dissipate harmlessly in a number of minutes equal to the siphon’s Charisma bonus +3 (minimum 3 minutes). Rules for exchanging stored spells for incoming spells works as per absorption above, excepting that the siphon is fully affected by any spell against which it fails a save, and it loses the spell it was attempting to release to absorb the incoming magic.

Challenge Rating: +1 plus 20% (maximum +4).

Level Adjustment: +4.

Sample Siphon

This example uses a lamia as the base creature.

Animavori

Large Magical Beast

Hit Dice: 9d10+9 (58 hp)

Initiative: +2

Speed: 60 ft. (12 squares)

Armor Class: 18 (–1 size, +2 Dex, +7 natural), touch 11, flat-footed 16

Base Attack/Grapple: +9/+17

Attack: Touch +12 melee (1d4 Wisdom drain) or dagger +12 melee (1d6+4/19–20) or claw +12 melee (1d4+4)

Full Attack: Touch +12 melee (1d4 Wisdom drain); or dagger +12/+7 melee (1d6+4/19–20) and 2 claws +7 melee (1d4+2)

Space/Reach: 10 ft./5 ft.

Special Attacks: Energy release, spell-like abilities, spell release, Wisdom drain

Special Qualities: Absorption, darkvision 60 ft., immunities, kinetic absorption, low-light vision, spell absorption

Saves: Fort +7, Ref +8, Will +7

Abilities: Str 18, Dex 15, Con 12, Int 13, Wis 15, Cha 12

Skills: Bluff +14, Concentration +10, Diplomacy +3, Disguise +1 (+3 acting), Hide +11, Intimidate +3, Spot +11

Feats: Dodge, Iron Will, Mobility, Spring Attack

Environment: Temperate deserts

Organization: Solitary, pair, or gang (3–4)

Challenge Rating: 8

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: 10–13 HD (Large); 14–27 HD (Huge)

Level Adjustment: +8

A twisted combination of a lion's body with the upper half of a human body in place of a head, a typical animavori is about 8 feet long and weighs about 700 pounds.

Combat

Animavoris are brazen and fearless predators who prefer stealth and guile to an honest fight. The creature uses its abilities to lure prey to it, preferring intelligent humanoids as toys and food. It uses its Spring Attack feat to bound out of the shadows and attack or drain Wisdom.

Energy Release (Su): As a standard action, an animavori may release one type of stored energy as a ranged touch attack against one foe. The range increment is 10 feet, and the energy does any number of dice up to the amount of damage that was stored (the creature's choice). Once the animavori uses up all the damage stored from a particular form of energy, it can no longer use that energy to attack.

Spell-Like Abilities: At will—*disguise self*, *ventriloquism*; 3/day—*greater charm* (DC 15), *major image* (DC 14), *mirror image*, *suggestion* (DC 14); 1/day—*deep slumber* (DC 14). Caster level 9th.

The save DCs are Charisma-based.

Spell Release (Su): The animavori can release a spell it has stored as if it had cast the spell itself. The released spell is subject to saving throws (DC 11 + spell level) and spell resistance as per the spell cast. Spell release never requires a Concentration check, nor does it provoke an attack of opportunity. A released spell has a caster level of 9th or the caster level of the original caster, whichever is lower. Once the animavori releases a stored spell, it can no longer cast that spell, unless it has



the same spell stored more than once or can cast that spell through another ability. The save DC is Charisma-based.

Wisdom Drain (Su): An animavori drains 1d4 points of Wisdom each time it hits with its melee touch attack. (Unlike with other kinds of ability drain attacks, an animavori does not heal any damage when it uses its Wisdom drain.) Animavoris try to use this power early in an encounter to make foes more susceptible to *greater charm* and *suggestion*.

Absorption (Su): An animavori can absorb energy attacks that would otherwise damage it. Absorbable energy types include acid, cold, fire, electricity, and sonic. The animavori may store any type of energy, but only two different forms at a time. The energy may come from a passive (bonfire) or aggressive (*fireball*) source, although the animavori can only hold 9 dice of such energy damage. Energies so stored dissipate harmlessly in 4 minutes. As a free action, the creature may release the energy harmlessly.

Normally, the animavori takes no damage from absorbed energies. However, if the creature's maximum absorption level is exceeded by it being struck by a different type of energy, it must decide whether to attempt to absorb the new energy or not. If the animavori attempts to absorb the new energy, it must completely disperse an equivalent amount of energy already being stored (if any). The exchange is difficult, and the animavori must make a saving throw against the incoming energy as normal. If the save fails (or no save is normally allowed), half of energy is absorbed and the other half damages the animavori. A successful save indicates the animavori managed to absorb the incoming energy without harm. Whenever the creature elects not to absorb an incoming energy (that it isn't already storing), it takes damage normally and doesn't acquire a new form of attack.

Immunities (Su): While holding a form of energy from absorption or spell from spell absorption, the animavori is immune to that form of energy or that specific spell. If the spell or energy is released completely, the immunity disappears. Immunity never applies to kinetic absorption.

Kinetic Absorption (Su): An animavori absorbs kinetic energy differently than other forms. For every 5 points of damage from physical attacks, the animavori gains 1 point of Strength, up to a maximum of twice its original Strength. The enhanced Strength is available only on the creature's next turn to augment Strength checks, attack rolls, and damage rolls. Physical attacks still damage the animavori normally.

Spell Absorption (Su): An animavori can absorb spells specifically targeting it, so long as the spell does not involve energy. (If it does, the energy is absorbed, not the actual spell.) The animavori can absorb up to nine spell levels, so long as a spell's individual level does not exceed 3rd. Absorbed spells do not affect the animavori. Stored spells dissipate harmlessly in 4 minutes. Rules for exchanging stored spells for incoming spells works as per absorption above, excepting that the animavori is fully affected by any

spell against which it fails a save and it loses the spell it was attempting to release to absorb the incoming magic.

Skills: Animavoris have a +4 racial bonus on Bluff and Hide checks.

Spellpowered

Spellpowered are creatures that have inherent spell-like abilities not generally found in others of their type. The origins of these additional powers are myriad, but the product is always a creature (or group of creatures) that possesses an additional, atypical capacity for magic, with powers that vary from broad and eclectic to very focused and themed.

Appearance Changes

Spellpowered creatures usually look no different than their normal counterparts. Sometimes, however, the creature manifests cues to its hidden talents, from a vague weirdness to altered coloration or other unnatural features.

Creating a Spellpowered Creature

"Spellpowered" is template that can be added to any creature (referred to hereafter as the "base creature"). A spellpowered creature differs from the base creature as follows.

Type: Animals and vermin become magical beasts.

Special Attacks: Spellpowered gain the following.

Spell-Like Abilities: A spellpowered creature gains a number of points equal to twice its racial Hit Dice. These points are spent on spells, which cost a number of points equal to their respective levels, with first level spells costing 1 point, second level spells costing 2, and so on (0-level spells cost ½ point). For example, *fireball* costs 3 points, since it is a 3rd-level spell. Regardless, a spellpowered creature cannot possess a spell that has a level exceeding one-half the creature's Hit Dice (round up).

Expending a number of points equal to the spell's level allows the creature to use the ability once per day. Paying twice this amount allows the creature to use the ability three times per day. Using three times the spell's level in points allows the creature to use the spell-like ability at will. A point expenditure equal to four times the spell level allows the creature to effectively have the ability constantly in effect.

At will or constant abilities may be labeled supernatural (Su), instead of spell-like, at your discretion. Constant effects still have a caster level and may be temporarily dispelled. If its constant power is dispelled, the spellpowered creature can reestablish the power as a free action on its turn.

Spellpowered creatures do not need a minimum score in any ability to use their spell-like abilities. Caster level equals the spellpowered creature's Hit Dice. Saving throw DCs are based on the creature's highest mental ability score.

Challenge Rating: +1. Add an additional +1 for 7 to 15 Hit Dice and another +1 for 16 or more Hit Dice.

Advancement: A spellpowered creature may add its inherent caster level to its highest-level spellcasting class (if any) for determining the caster level of spell-like abilities.

Level Adjustment: Variable.

Sample Spellpowered Creature

This example uses a 12-HD (advanced) polar bear as the base creature. The bear gained one point of Strength and a feat from its advancement, as well as increases to skills and other abilities. Its whiteout power is a supernatural form of the *blur* spell.

Whiteout Bear

Large Magical Beast (Augmented Animal)

Hit Dice: 12d8+48 (102 hp)

Initiative: +1

Speed: 40 ft. (8 squares), swim 30 ft.

Armor Class: 15 (–1 size, +1 Dex, +5 natural), touch 10, flat-footed 14

Base Attack/Grapple: +9/+22

Attack: Claw +17 melee (1d8+9)

Full Attack: 2 claws +17 melee (1d8+9) and bite +15 melee (2d6+4)

Space/Reach: 10 ft./5 ft.

Special Attacks: Improved grab, spell-like abilities

Special Qualities: Low-light vision, scent, whiteout

Saves: Fort +12, Ref +9, Will +5

Abilities: Str 28, Dex 13, Con 19, Int 2, Wis 12, Cha 6

Skills: Hide +0*, Listen +7, Spot +7, Swim +17

Feats: Endurance, Multiattack, Run, Track

Environment: Cold plains

Organization: Solitary or pair

Challenge Rating: 7

Treasure: None

Alignment: Always neutral

Advancement: —

Level Adjustment: —

This loping and lean bear has white fur. It sparkles and shimmers.

Combat

Whiteout bears are ill tempered and territorial. They rear up on their hind legs to fight, but are clever enough to use their *fire shields* before entering combat. A whiteout bear usually reserves its *cone of cold* and *invisibility* for tough opponents or as a cover for fleeing. It uses its *ray of frost* to bring down small prey.

Improved Grab (Ex): To use this ability, a whiteout bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Spell-Like Abilities: 3/day—*fire shield* [cold], *ray of frost* (+9 ranged touch); 1/day—*cone of cold* (DC 16), *invisibility*. Caster level 12th. The save DC is Wisdom-based.

Whiteout (Su): Whiteout bears continually shift and waver visually. This distortion grants the bear concealment (20% miss chance). A *see invisibility* spell does not counteract the effect, but a *true seeing* spell does. Opponents that cannot see the bear ignore the *blur* effect. If whiteout is dispelled, the whiteout bear can reestablish the effect as a free action on its turn. Caster level 12th.

Skills: A whiteout bear has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *A whiteout bear's white coat bestows a +12 racial bonus on Hide checks in snowy areas.

Vampiric Creature

Vampiric creatures are not true vampires, nor are they necessarily undead, but they do possess certain qualities that are similar to their infamous namesakes—most notably, the ability to drain blood from a living being. They are haemovores. While weaker than undead vampires, vampiric creatures do not suffer from many of the weaknesses of true vampires.

Appearance Changes

Vampiric creatures look the same as normal counterparts, though they may have more specialized teeth, tongues, claws, or other features for feeding.

Creating a Vampiric Creature

“Vampiric Creature” is a template that can be added to any creature (referred to hereafter as the “base creature”). A vampiric creature differs from the base creature as follows.

Special Attacks: Vampiric creatures gain the following.

Anesthetic (Ex): (Optional) Some vampiric creatures also have the extraordinary ability to numb wounds they deliver. Anesthetic is usually local to the area bitten, instantaneous in action, and may be resisted with a Fortitude saving throw (DC 15 + one-half of the vampiric creature's HD + its Constitution modifier). Creatures affected by a local anesthetizing agent cannot feel any injury to the area, nor are they aware of blood loss. The saving throw to resist the agent and damage dealt to an anesthetized creature should be kept secret unless the creature has some other evidence of its injury.

It is possible that the anesthetic affects the victim's entire system, rendering the sufferer immune to pain and shock (does not enter the dying state, but still dies at –10 hit points). Such an agent allows a Fortitude save at DC 10 + one-half of the vampiric creature's HD + its Constitution modifier.

Further, a special type of anesthetic might simply be a paralytic poison, which also renders the victim immune to pain. Such a poison does the same amount of temporary Strength damage as the vampiric creature can drain blood

Blood Drain and Healing

Some vampiric creatures can use blood they drain to heal quickly or even gain temporary hit points. This ability is usually supernatural and generally limited to undead or supernatural vampires. The vampiric creature heals a set amount (usually 1 to 5 hit points) per point of Constitution drained, up to its starting total hit points. Some vampiric creatures can retain hit points that exceed their normal maximum as temporary hit points. These temporary hit points usually fade in 1d4+1 minutes. Regardless, healing from blood drain is worth +10% to the creature's Challenge Rating.

Constitution Drain

Undead creatures (and perhaps constructs and outsiders) with the Vampiric Creature template may optionally deal Constitution drain. Constitution drain is very dangerous and worth another +1 to Challenge Rating.

More Blood Drain

A creature may be allowed to drain more blood, dealing Constitution damage in the medium or good category for its size. This option should be used carefully—Constitution damage is deadly. If this alternative is employed, consider giving the creature the following limitation:

Glutted Lethargy (Ex): When the vampiric creature has consumed a

number of Constitution points in a day equal to thrice its own Hit Dice, it is not only satiated, but it is so gorged it enters a state of lassitude for a number of hours equal to half of the number of Constitution points consumed (minimum one). During this time, the creature wishes only to sleep and takes a -4 penalty on all attack rolls, ability checks, and skill checks. Even if the period of lethargy is shorter, such creatures normally slumber for a normal sleep cycle before resuming activity. This drawback doesn't really change the threat (and therefore the Challenge Rating) of a vampiric creature, for few would drink so heavily when faced with multiple foes.

(see the blood drain special attack). The saving throw DC is the same as the full-body anesthetic above.

Attach (Ex): If a vampiric creature with a natural bite attack hits with that attack, it may use its powerful jaws to latch onto the opponent's body, and it automatically deals bite damage and can use its blood drain ability each round it remains attached. An attached vampiric creature loses its Dexterity bonus to Armor Class until it lets go.

Vampiric creatures without a natural bite attack must grapple and pin a foe to begin to drain blood, and cannot attach in this manner.

Blood Drain (Ex): If a vampiric creature succeeds in attaching to or pinning an opponent, it can immediately make a bite attack as a free action, dealing bite damage (if any) and draining the victim's blood in the form of Constitution damage. The creature can drain a number of points per round equal to the amount of poor damage it can deal for its size according to Table 1-3: Creature Attributes by Size (page 13). An amount of zero ("—") means the creature drains one point of temporary Constitution every two rounds, plus two rounds per zero result above the indicated size. Vampiric creatures usually drain blood only until they're full (about 1.5 Constitution points per Hit Die), but this suggestion may be ignored in favor of battles that are more heroic or gluttonous monsters.

Example: A vampire bat (Fine animal) deals 1 point of Constitution damage every four rounds (but probably stops eating before then). A Medium humanoid vampiric creature deals 1d3 points of Constitution damage per round.

Wounding (Ex): (Optional) The saliva of some vampiric creatures causes a wound to bleed freely. If such is the case, the wound continues to bleed after the vampiric creature stops feeding, dealing half of the amount of Constitution damage the vampiric creature would normally drain each

round. The bleeding lasts until the wounded creature makes a Fortitude saving throw (DC 10 + one-half of the vampiric creature's HD + its Constitution modifier). Any healing magic applied to the wound immediately staunches the blood loss.

Challenge Rating: +1. Anesthetic adds +10% to a creature's Challenge Rating, while a paralytic poison adds +20%. Wounding ability adds another +20% to the Challenge Rating. Maximum Challenge Rating increase +3.

Level Adjustment: +2.

Sample Vampiric Creature

This example uses a shocker lizard as the base creature. The lizard has an optional attack (wounding) and drawback (glutted lethargy).

Blood Bolter

Small Magical Beast

Hit Dice: 2d10+2 (13 hp)

Initiative: +6

Speed: 40 ft. (8 squares), climb 20 ft., swim 20 ft.

Armor Class: 16 (+1 size, +2 Dex, +3 natural), touch 13, flat-footed 14

Base Attack/Grapple: +2/-2

Attack: Bite +3 melee (1d4)

Full Attack: Bite +3 melee (1d4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Attach, blood drain, lethal shock, stunning shock, wounding

Special Qualities: Darkvision 60 ft., electricity sense, glutted lethargy, immunity to electricity, low-light vision

Saves: Fort +4, Ref +5, Will +1

Abilities: Str 10, Dex 15, Con 13, Int 2, Wis 12, Cha 6

Skills: Climb +11, Hide +11, Jump +7, Listen +4, Spot +4, Swim +10

Feats: Improved Initiative

Environment: Warm marshes

Organization: Solitary, pair, clutch (3–5), or colony (6–11)

Challenge Rating: 3

Treasure: 1/10 coins; 50% goods; 50% items

Alignment: Always neutral

Advancement: 3–4 HD (Small); 5–6 HD (Medium)

Level Adjustment: —

A blood bolter has a pale lavender or violet underside, shading to a darker hue on its back. It has violet-black markings along its back and tail. A blood bolter is about 1 foot tall at the shoulder and weighs about 25 pounds.

Combat

A blood bolter relies on its electrical abilities in combat. These lizards tend to bite, attach, and drain blood only after their shock has rendered an opponent unconscious or when the shock seems to have no effect at all. Clutches and colonies deliver deadly shocks to troublesome foes.

Attach (Ex): If a blood bolter that hits with its bite uses its powerful jaws to latch onto the opponent's body and can use its blood drain ability each round it remains attached. The creature loses its Dexterity bonus to Armor Class until it lets go.

Blood Drain (Ex): If a blood bolter succeeds in attaching, it can immediately drain the victim's blood in the form of 1d2 points of Constitution damage per round. The blood bolters usually drain blood only until they're full (3 Constitution), or gluttoned (6 Constitution) if relative safety exists.

Lethal Shock (Su): Whenever two or more blood bolters are within 20 feet of each other, they can work together to create a lethal shock. This effect has a radius of 20 feet, centered on any one contributing bolter. The shock deals 2d8 points of electricity damage for each lizard contributing to it, to a maximum of 12d8. A Reflex save (DC 10 + number of bolters contributing) reduces the damage by half.

Stunning Shock (Su): Once per round, a blood bolter can deliver an electrical shock to a single opponent within 5 feet. This attack deals 2d8 points of nonlethal damage to living opponents (Reflex DC 12 half). The save DC is Constitution-based.

Wounding (Ex): The saliva of a blood bolter causes a wound to bleed freely. Wounds left by such creatures bleed for 1 point of Constitution damage per round, until the wounded creature can make a Fortitude saving throw (DC 12). Any healing magic applied to the wound immediately staunches the blood loss.

Electricity Sense (Ex): Blood bolters automatically detect any electrical discharges within 100 feet.

Gluttoned Lethargy (Ex): When the blood bolter has consumed 6 or more Constitution points in blood, it is so

gorged it enters a state of lassitude for a number of hours equal to half of the number of Constitution points consumed. During this time, the creature wishes only to sleep and takes a –4 penalty on all attack rolls, ability checks, and skill checks if forced to do anything.

Skills: Blood bolters have a +4 racial bonus on Hide checks due to their coloration. Blood bolters have a +2 racial bonus on Listen and Spot checks. Blood bolters use their Dexterity modifier instead of their Strength modifier for Climb and Jump checks. A blood bolter has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened. A blood bolter has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Variant Augmentation

You can add any sort of spell-like, supernatural, or extraordinary ability to a creature. This process is made easier by several templates located in this section, such as the Spellpowered template, as well as the Aberrant template in Chapter 2. You can use the random chart in the Aberrant template to roll for random abilities and add them to any creature without making changes to the creature's body as a result.

If you're adventurous, you can take pieces of existing templates and add them to monsters individually. If you want a creature that is able to absorb Strength from physical attacks (as the Siphon) and that has a corrosive skin (as the Metallivore), you can just take those abilities and add them to a creature. Use the guidelines found with Table 1–7: Creature Challenge Rating (page 15) to help you determine the creature's new Challenge Rating.

The following is a simple variant you can use to add some shock value to any creature.

Energy-Infused

Any creature might be charged with energy. An energy-infused creature differs from the base creature as follows.

Special: Choose one energy form from acid, cold, electricity, fire, or sonic.

Type: Animals and vermin become magical beasts. Humanoids become monstrous humanoids. All creatures gain their energy form as a subtype.

Attacks: An energy-infused creature is always considered armed. The energy-infused creature's natural attacks deal extra damage in an amount equal to poor damage for the creature's size according to Table 1–3: Creature Attributes by Size.

Special Qualities: Energy-infused creatures gain the following.

Immunity (Ex): An energy-infused creature is immune to the energy with which it is infused.

Challenge Rating: +0 to +1.

Chapter 5: Constructs

Constructs are magical creations great and small. They are able guardians, foot soldiers, and even macabre monstrosities. This chapter presents rules streamlining construct building and templates that allow for unique creatures of the construct type.

Ablative

The craft of constructing golems and other artificial forms of life has the same degree of variability in quality that woodworking, weaponsmithing, or any other craft does. Sometimes shoddy work is acceptable. It is far easier and less expensive to produce poor-quality products than properly made ones. An ablative construct is the result of such corner cutting.

Appearance Changes

An ablative construct does not differ significantly in appearance from a normal construct. It may show more signs of wear.

Creating an Ablative

“Ablative” is an acquired or created template that can be added to any construct (referred to hereafter as the “base creature”). Ablative constructs are made by taking a number of short cuts to reduce the time, cost, and requisite skill level during the creation process. An ablative construct differs from the base creature as follows.

Hit Dice: Reduce racial Hit Dice by 20%, to a minimum of 1 Hit Die or that of the base creature, whichever is lower.

Armor Class: An ablative’s natural armor bonus is reduced by 20%.

Special Attacks: An ablative may be missing one or more of the base creature’s special attacks, allowing its creator to eschew related spells, such as *cloudkill* for an iron golem or *slow* for a stone golem. It gains the following.

Berserk (Ex): When an ablative enters combat, there is a cumulative 1% (2% for constructs already possessing the berserk special attack) chance each round that its elemental spirit breaks free and goes berserk. The uncontrolled construct goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. Once the construct goes berserk, only the spell *reign construct* (new spell, page 189) can reestablish control.

Special Qualities: An ablative may be missing one or more of the base creature’s special qualities, allowing its creator to eschew related spells, such as *discern location* for a shield guardian. It gains the following.

Ablative Armor (Ex): If hit point damage from a single attack equals or exceeds the ablative’s natural armor bonus, the ablative permanently loses 1 point of natural armor bonus. The ablative’s natural armor bonus may not be reduced by more than half in this manner.

Decreased Damage Reduction (Ex): Ablatives have only half their normal damage reduction.

Decreased Magic Immunity (Ex): Ablatives of a stock normally immune to spells are only immune to spells of a level equal or lower than one-third of the construct’s total Hit Dice (round to the closest whole number). All other spells affect them normally, limited only by the creature’s type and material.

Decreased Spell Resistance (Ex): Ablative constructs from a base creature with spell resistance lose 20% (round up) of that spell resistance.

Fast Healing/Regeneration Loss (Ex): Ablative constructs have only half their normal fast healing value. Rounding down to 0 means loss of fast healing. If the base creature had regeneration, it loses that ability and gains fast healing at the same rate.

Abilities: Reduce the ablative’s physical abilities by 10%. Wisdom and Charisma remain the same for mindless constructs.

Challenge Rating: Lower Challenge Rating according to Hit Dice changes and size, using Table 1–7: Creature Challenge Rating (page 15). Subtract 1 from the resultant total.

Advancement: Start at the construct’s new Hit Dice +1, and reduce the range of the highest step by 20% of the total possible advancement. For example, the shield guardian has a total of 30 dice in its advancement, so the highest possible HD of the ablative version is that of a normal shield guardian –6.

Level Adjustment: —

Sample Ablative

This example uses a shield guardian as the base creature. It has no find master ability, because its creator chose not to use the *discern location* spell in its creation.

Lesser Shield Guardian

Large Construct

Hit Dice: 12d10+30 (96 hp)

Initiative: –1

Speed: 30 ft. (6 squares)

Armor Class: 20 (–1 size, –1 Dex, +12 natural), touch 8, flat-footed 20

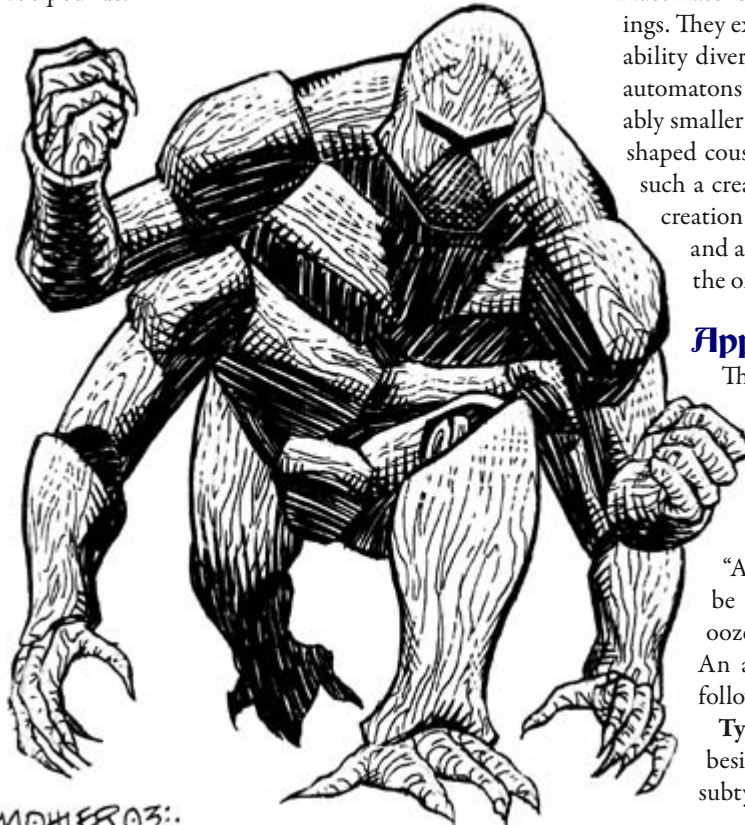
Base Attack/Grapple: +9/+17

Attack: Slam +12 melee (1d8+4)
Full Attack: 2 slams +12 melee (1d8+4)
Space/Reach: 10 ft./10 ft.
Special Attacks: Berserk
Special Qualities: Ablative armor, construct traits, dark-vision 60 ft., fast healing 2, guard, low-light vision, *shield other*, *spell storing*
Saves: Fort +4, Ref +3, Will +4
Abilities: Str 19, Dex 9, Con —, Int —, Wis 10, Cha 1
Skills: —
Feats: —
Environment: Any
Organization: Solitary
Challenge Rating: 7
Treasure: None
Alignment: Always neutral
Advancement: 13–24 HD (Large); 25–39 HD (Huge)
Level Adjustment: —

Lesser shield guardians are constructs that protect their masters with spells and stamina. When it is fashioned, a lesser shield guardian is keyed to a particular magical amulet. It regards the wearer of that amulet as its master, protecting and following that individual everywhere, unless specifically commanded not to do so.

A lesser shield guardian obeys its master's verbal commands to the best of its ability, although it is not good for much beyond combat and possibly simple manual labor. It can also be keyed to perform specific tasks at specific times or when certain conditions are met.

A lesser shield guardian is 9 feet tall and weighs about 1,200 pounds.



Lesser shield guardians cannot speak, but they understand commands given in any language.

Combat

Lesser shield guardians are straightforward in battle, bashing with their heavy stone fists.

Ablative Armor (Ex): If hit point damage from a single attack equals or exceeds the lesser shield guardian's natural armor bonus, it permanently loses 1 point of natural armor bonus. Its natural armor bonus may not be reduced by more than half in this manner.

Guard (Ex): If ordered to do so, a lesser shield guardian moves swiftly to defend the wearer of its amulet, blocking blows and disrupting foes. All attacks against the amulet wearer take a –2 penalty when the lesser shield guardian is adjacent to its master.

Shield Other (Sp): The wearer of a lesser shield guardian's amulet can activate this defensive ability if within 100 feet of the lesser shield guardian. Just as the spell of the same name, this ability transfers to the lesser shield guardian half the damage that would be dealt to the amulet wearer (this ability does not provide the spell's AC or save bonuses).

Spell Storing (Sp): A lesser shield guardian can store one spell of 4th level or lower that is cast into it by another creature. It "casts" this spell when commanded to do so or when a predefined situation arises. Once this spell is used, the lesser shield guardian can store another spell (or the same spell again).

Automaton

Automatons are constructs created to resemble living beings. They exceed their golem counterparts in the realm of ability diversity, but fall short in some other areas. Some automatons are easier to make, because they are considerably smaller and less powerful than their large, humanoid-shaped cousins. The research and skill required to make such a creature is only slightly harder than that for the creation of other golems, with the size, type of creature, and abilities the creator desires to add to the design the only real variables.

Appearance Changes

The appearance of an automaton varies from breathtakingly life-like to crude and ponderous, all depending on the skill of the creature's creator.

Creating an Automaton

"Automaton" is an inherited template that can be added to any creature besides a construct or ooze (referred to hereafter as the "base creature"). An automaton differs from the base creature as follows.

Type: Change to construct. Remove all subtypes besides elemental ones. Do not add the augmented subtype.

Hit Dice: Remove all class Hit Dice, to a minimum of 1, and change all current and future racial Hit Dice to d10s. As constructs, automatons gain bonus hit points based on their size (see Construct type, page 9).

Speed: For all automatons, besides those of the composite and mithral varieties, subtract 10 feet from all modes of movement (minimum 10 feet), besides flying. If the base creature can fly, subtract 20 feet from its flying speed (minimum 0 feet) and reduce the maneuverability by two categories. Composite and mithral automatons lose only 10 feet of flying movement and one maneuverability category. Flesh automatons lose no flying ability. Flight becomes a supernatural ability in all other cases. If the base creature can swim, it loses the ability entirely, unless it is a composite, flesh, or wood automaton—these automatons may swim normally. Other automatons can still walk or “fly” through the water.

Armor Class: Natural armor improves according to the automaton’s material, as follows:

| Material | Natural Armor Bonus Increase | Example Materials |
|---|------------------------------|--|
| Bone, Metal (Very Soft), Stone (Soft), Wood | +3 | Bones, chitin, crystals and gems, glass, gold, gypsum, lead, sandstone |
| Clay, Tar | +2 | Clay, tar |
| Composite | +3 | Amalgam of leather, wood, metal, and stone |
| Flesh | +1 | Flesh |
| Metal (Hard) | +8 | Adamantine, mithral, steel |
| Metal (Medium), Stone (Very Hard) | +6 | Basalt, cold iron, iron, platinum |
| Metal (Soft), Stone (Medium) | +4 | Bronze, limestone, silver |
| Stone (Hard) | +5 | Granite, marble |

Base Attack: The automaton’s base attack bonus is recalculated as if the creature were always of the construct type (Hit Dice \times .75).

Attack: An automaton gains a slam attack, if the base creature has no other natural attack. This slam deals good damage according to Table 1–3: Creature Attributes by Size (page 13). Tar automatons replace all natural attacks with slams that deal as much bludgeoning damage as the original attack.

If an automaton has damage reduction against magic or epic weapons, its natural attacks are considered magic or epic (respectively) for overcoming damage reduction. If an automaton is made of a special material, such as adamantite, its natural attacks are also that material for overcoming damage reduction.

Special Attacks: An automaton retains the special attacks of the base creature, but extraordinary attacks become supernatural unless they make sense for the construct’s form. Constitution-based attacks retain the save DC from the base creature.

Tar

Tar automatons gain the following special attacks.

Sticky (Ex): Each successful slam from a tar automaton forces the opponent to make a Reflex save (DC 10 + one-

half of the automaton’s HD + its Dexterity modifier) or lose 1 point of effective Dexterity. If an opponent’s Dexterity reaches 0, it is immobilized. A full-round action that provokes an attack of opportunity allows the tarred victim to remove enough tar to restore 1 point of lost effective Dexterity.

Flaming (Ex): Fire damage of 10 points or more ignites a tar automaton’s body. When an opponent fails a save against the sticky special attack of a flaming tar automaton, that opponent is stuck with flaming tar, taking 1d3 points of fire damage each round. See *DMG*, Chapter 8, Catching on Fire for how to put the flames out.

Special Qualities: An automaton retains the special qualities of the base creature, but extraordinary attacks become supernatural unless they make sense for the construct’s form. Automatons gain the following.

Damage Reduction (Ex or Su): All automatons have a scaling damage reduction rating. This damage reduction always applies against piercing damage.

Automatons also have special qualities based on their material, delineated as follows. Where the material is named in a general category, only that specific material gets the bonus.

Adamantine

Adamantine automatons gain the following special qualities.

Damage Reduction (Su): Adamantine automatons have damage reduction 3/—, as well as damage reduction 10 + one-half of the automaton’s Hit Dice, which can be overcome by a weapon that is both adamantite and magic. Maximum damage reduction 20. At 25 Hit Dice, only adamantite and epic weapons can overcome the adamantite automaton’s damage reduction.

Immunities (Ex): Adamantine automatons are immune to acid, cold, electricity, fire, and sonic damage.

Bone and Chitin

These automatons gain the following special qualities.

Damage Reduction (Ex or Su): Bone automatons have damage reduction 1 + one-quarter of the automaton’s Hit Dice, which can be overcome by bludgeoning damage. A chitin automaton’s damage reduction only applies to piercing damage. Maximum damage reduction 10. At

50 Hit Dice, magic is added to the requirements to overcome these automatons' damage reduction and the ability becomes supernatural. At 100 Hit Dice, epic replaces the magic requirement.

Healing (Ex): Healing spells work on the automaton, but only at one-quarter effectiveness.

Immunities (Ex): These automatons are immune to cold and electricity damage. Bone automatons take half damage from fire.

Vulnerabilities (Ex): Any spell that affects bone works on these automatons, though the automaton may save if a saving throw is allowed. If such a spell would deal Constitution damage, it instead deals 1d10 points of damage to the automaton.

Clay

Clay automatons gain the following special qualities.

Damage Reduction (Ex or Su): Clay automatons have damage reduction 1 + one-half of the automaton's Hit Dice, which can be overcome by a weapon that is made of adamantine and deals bludgeoning damage. Maximum damage reduction 15. At 45 Hit Dice, magic is added to the requirements to overcome the automaton's damage reduction and the ability becomes supernatural. At 90 Hit Dice, epic replaces the magic requirement.

Healing (Ex): Acid damage heals 1 point of damage for every 3 points of damage it would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A clay automaton gets no saving throw against acid damage.

Immunities (Ex): Clay automatons are immune to cold and electricity damage. They take half damage from fire.

Vulnerabilities (Ex): A *move earth* spell drives the automaton back 120 feet and deals 3d12 points of damage to it. A *disintegrate* spell slows the automaton (as the *slow* spell) for 1d6 rounds and deals 1d12 points of damage. An *earthquake* spell cast directly at a clay automaton stops it from moving on its next turn and deals it 5d10 points of damage. The automaton gets no saving throw against any of these effects.

Composite

Composite automatons gain the following special qualities.

Damage Reduction (Ex or Su): Composite automatons have damage reduction 2 + one-quarter of the automaton's Hit Dice, which can be overcome by adamantine weapons. Maximum damage reduction 15. At 40 Hit Dice, magic is added to the requirements to overcome the automaton's damage reduction and the ability becomes supernatural. At 80 Hit Dice, epic replaces the magic requirement.

Healing (Ex): *Transmute mud to rock* and *wood shape* may be used to heal the automaton of 1d8 points of damage.

Immunities (Ex): Composite automatons are immune to electricity damage.

Resistances (Ex): A composite automaton has resistance to cold 20 and resistance to fire 10.

Vulnerabilities (Ex): *Repel wood*, *transmute rock to mud*, or electricity damage slows a composite automaton (as the *slow* spell) for 1d6 rounds. It gets no save against this effect.

Flesh

Flesh automatons gain the following special qualities.

Damage Reduction (Ex or Su): Flesh automatons have damage reduction 1 + one-quarter of the automaton's Hit Dice, which can be overcome by slashing damage or any adamantine weapon. Maximum damage reduction 10. At 50 Hit Dice, magic is added to the requirements to overcome the flesh automaton's damage reduction and the ability becomes supernatural. At 100 Hit Dice, epic replaces the magic requirement.

Healing (Ex): Electricity damage breaks any *slow* effect on the flesh automaton and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the automaton to exceed its full normal hit points, it gains any excess as temporary hit points. A flesh automaton gets no saving throw against electricity attacks.

Resistance (Ex): A flesh automaton has resistance to cold 10.

Vulnerabilities (Ex): Cold or sonic damage slows a flesh automaton (as the *slow* spell) for 2d6 rounds. It may save against the damage dealt by such attacks, but gets no save against the *slow* effect.

Metal, Medium and Hard

These automatons have the following special qualities.

Damage Reduction (Ex or Su): These automatons have damage reduction 5 + one-half of the automaton's Hit Dice, which can be overcome by adamantine weapons. Maximum damage reduction 20. At 30 Hit Dice, magic is added to the requirements to overcome these automatons' damage reduction and the ability becomes supernatural. At 60 Hit Dice, epic replaces the magic requirement.

Healing (Ex): Fire damage breaks any *slow* effect on the automaton and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the automaton to exceed its full normal hit points, it gains any excess as temporary hit points. These automatons get no saving throw against fire attacks.

Immunities (Ex): These automatons are immune to cold and electricity damage.

Vulnerability (Ex): Electricity damage slows the automaton (as the *slow* spell) for 3 rounds, with no saving throw. Ferrous automatons (iron, cold iron, steel) are affected normally by rust attacks, such as a *rusting grasp* spell.

Metal, Very Soft and Soft

These automatons gain the following special qualities.

Damage Reduction (Ex or Su): The automaton has damage reduction 3 + one-third of the automaton's Hit Dice,

which can be overcome by adamantine weapons. Maximum damage reduction 15. At 32 Hit Dice, magic is added to the requirements to overcome the automaton's damage reduction and the ability becomes supernatural. At 64 Hit Dice, epic replaces the magic requirement.

Healing (Ex): Fire damage breaks any *slow* effect on the automaton and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the automaton to exceed its full normal hit points, it gains any excess as temporary hit points. The automaton gets no saving throw against fire attacks.

Immunities (Ex): These automatons are immune to cold and electricity damage. Lead automatons cannot be detected or analyzed via any sort of divination magic.

Vulnerability (Ex): Cold damage slows the automaton (as the *slow* spell) for 3 rounds, with no saving throw.

Mithral

Mithral automatons gain the following special qualities.

Damage Reduction (Su): Mithral automatons have damage reduction 5 + one-half of the automaton's Hit Dice, which can be overcome by a weapon that is both adamantine and magic. Maximum damage reduction 20. At 35 Hit Dice, only adamantine and epic weapons can overcome the mithral automaton's damage reduction.

Healing (Ex): A mithral automaton is healed by fire damage as an iron automaton is.

Immunities (Ex): A mithral automaton is immune to acid, cold, electricity, and sonic damage.

Vulnerability (Ex): Mithral automatons lose 10 feet of speed in all movement modes if subjected to a *slow* spell.

Stone, Medium to Very Hard

Stone automatons gain the following special qualities.

Damage Reduction (Ex or Su): Stone automatons have damage reduction 4 + one-third of the automaton's Hit Dice, which can be overcome by adamantine weapons. Maximum damage reduction 15 (20 for very hard stone). At 32 Hit Dice, magic is added to the requirements to overcome the automaton's damage reduction and the ability becomes supernatural. At 64 Hit Dice, epic replaces the magic requirement.

Healing (Ex): *Transmute mud to rock* heals all of the automaton's lost hit points.

Immunities (Ex): Immune to cold, fire, and electricity damage.

Natural Appearance (Ex): When a stone automaton is standing in a setting made of rock the automaton resembles, it gains a +6 circumstance bonus on Hide checks.

Vulnerabilities (Ex): A *transmute rock to mud* spell slows such the automaton (as the *slow* spell) for 2d6 rounds, with no saving throw. A *stone to flesh* spell does not actually change the automaton's structure but negates its damage reduction and magic immunity for 1 round.

Stone, Soft

These automatons gain the following special qualities.

Damage Reduction (Ex or Su): These automatons have damage reduction 3 + one-quarter of the automaton's Hit Dice, which can be overcome by bludgeoning weapons. Maximum damage reduction 10. At 40 Hit Dice, magic is added to the requirements to overcome the automaton's damage reduction and the ability becomes supernatural. At 80 Hit Dice, epic replaces the magic requirement.

Healing (Ex): *Transmute mud to rock* heals all of the automaton's lost hit points.

Immunities (Ex): These automatons immune to cold and take half damage from fire, so long as those attacks are not consecutive (see vulnerabilities).

Natural Appearance (Ex): When a soft stone automaton is standing in a setting made of rock it resembles, it gains a +6 circumstance bonus on Hide checks.

Transparency (Ex): A colorless crystal, gem, or glass automaton is naturally transparent, granting it a +10 circumstance bonus on Hide checks when standing motionless in shadowy or poorer illumination. In addition, this natural transparency makes them difficult to see during combat where vision is already obscured. When such an automaton has concealment, the miss chance is 30%. This ability does not affect total concealment.

Translucency (Ex): A colored crystal, gem, or glass automaton is naturally translucent, granting it a +4 circumstance bonus on Hide checks when standing motionless in shadowy or poorer illumination.

Vulnerabilities (Ex): These automatons are constructed of brittle material and take normal damage from sonic attacks. If cold and fire are applied immediately following one another (within 1 round), the automaton takes normal damage from both attacks. The automaton still gets any allowed saves for attacks to which it is vulnerable. A *transmute rock to mud* spell slows the automaton (as the *slow* spell) for 2d6 rounds, with no saving throw. A *stone to flesh* spell does not actually change the automaton's structure but negates its damage reduction and magic immunity for 1 round.

Tar

Tar automatons gain the following special qualities.

Damage Reduction (Ex or Su): Tar automatons have damage reduction 1 + one-quarter of the automaton's Hit Dice, which can be overcome by slashing damage. Maximum damage reduction 10. At 50 Hit Dice, magic is added to the requirements to overcome these automatons' damage reduction and the ability becomes supernatural. At 100 Hit Dice, epic replaces the magic requirement.

Healing (Ex): *Transmute rock to mud* heals all of the automaton's lost hit points.

Immunities (Ex): Tar automatons are immune to electricity damage.

Resistance (Ex): Tar automatons have resistance to cold 15.

Vulnerabilities (Ex): Cold damage slows the automaton (as the *slow* spell) for 3 rounds, with no saving throw. The automaton takes normal damage from fire attacks, but fire breaks any *slow* effect on the automaton.

Wood

Wood automatons gain the following special qualities.

Damage Reduction (Ex or Su): Wood automatons have damage reduction 2 + one-quarter of the automaton's Hit Dice, which can be overcome by slashing damage. Maximum damage reduction 10. At 50 Hit Dice, magic is added to the requirements to overcome these automatons' damage reduction and the ability becomes supernatural. At 100 Hit Dice, epic replaces the magic requirement.

Healing (Ex): *Wood shape* can act as a *cure moderate wounds* spell for a wood automaton.

Resistance (Ex): Wood automatons have resistance to cold 10.

Vulnerabilities (Ex): A wood automaton takes double damage from fire. Wood automatons are affected normally by *ironwood* and *repel wood*. A *warp wood* spell slows such the automaton (as the *slow* spell) for 2d6 rounds, while *wood shape* can be used to slow the automaton for 1 round. Neither effect allows a saving throw.

Saves: Recalculate saves as if the creature were always a construct (no good saves).

Abilities: As constructs, automatons have no Constitution or Intelligence scores, their Wisdom is 11, and their Charisma is 1. Modify from the base creature as follows based on the automaton's material.

| Material | Racial Ability Modifiers |
|----------------------------|----------------------------|
| Adamantine | Strength +16, Dexterity -2 |
| Bone and Chitin | Dexterity +2 |
| Clay | Strength +6, Dexterity -2 |
| Composite | Strength +4, Dexterity -2 |
| Flesh | Strength +2, Dexterity -2 |
| Metal, Medium and Hard | Strength +12, Dexterity -2 |
| Metal, Very Soft and Soft | Strength +10, Dexterity -2 |
| Mithral | Strength +12 |
| Stone, Medium to Very Hard | Strength +10, Dexterity -2 |
| Stone, Soft | Strength +6, Dexterity -2 |
| Tar | Strength +4, Dexterity -4 |
| Wood | Strength +4 |

Skills: The automaton loses all skills and any racial bonus on skill checks, besides those granted by modes of movement. Automatons do not speak.

Feats: An automaton has no feats.

Environment: Any.

Organization: Solitary or gang (2-4).

Challenge Rating: Challenge rating adjustment is based on the automaton's material.

| Material | CR Modifier |
|-----------------|-------------|
| Adamantine | +4 |
| Bone and Chitin | +1 |
| Clay | +2 |

| | |
|----------------------------|----|
| Composite | +2 |
| Flesh | +1 |
| Metal, Medium and Hard | +2 |
| Metal, Very Soft and Soft | +2 |
| Mithral | +3 |
| Stone, Medium to Very Hard | +2 |
| Stone, Soft | +2 |
| Tar | +2 |
| Wood | +1 |

Treasure: Usually none.

Alignment: Automatons are always neutral.

Advancement: Automatons do not advance, but they can be constructed with Hit Dice totals in any range the base creature possesses (or larger or smaller, utilizing the Gigantic and Miniature templates). The automaton's monster entry can list the possible Hit Dice ranges as advancement.

Level Adjustment: —

Sample Automaton

The following example uses a behir as the base creature. The iron behir lost the swallow whole ability because it didn't make sense for the creature's concept.

Iron Behir

Huge Construct

Hit Dice: 9d10+40 (89 hp)

Initiative: +0

Speed: 30 ft. (6 squares), climb 10 ft.

Armor Class: 25 (-2 size, +17 natural), touch 8, flat-footed 25

Base Attack/Grapple: +6/+28

Attack: Bite +18 melee (2d4+21)

Full Attack: Bite +18 melee (2d4+21)

Space/Reach: 15 ft./10 ft.

Special Attacks: Breath weapon, constrict 2d8+14, improved grab, rake 1d4+7

Special Qualities: Can't be tripped, damage reduction 9/adamantine and slashing or bludgeoning, darkvision 60 ft., healing, immunity to cold and electricity, low-light vision, vulnerabilities

Saves: Fort +3, Ref +3, Will +3

Abilities: Str 38, Dex 11, Con —, Int —, Wis 11, Cha 1

Skills: Climb +22

Feats: —

Environment: Any

Organization: Solitary

Challenge Rating: 10

Treasure: None

Alignment: Always neutral

Advancement: 10-13 HD (Huge); 14-27 HD (Gargantuan)

Level Adjustment: —

An iron behir is a construct built to resemble its namesake living counterpart. Its blue-black body is not solid iron, but an intricate mechanism of precise joints and plates about 40 feet long and weighing 11 tons. It can fold its limbs close to its long, narrow body and slither in snake fashion if it desires.

Combat

Iron behirs usually bite, though they can and do constrict.

Breath Weapon (Su): 20-foot line, once every 10 rounds, damage 7d6 electricity, Reflex DC 19 half.

Constrict (Ex): An iron behir deals 2d8+14 points of damage with a successful grapple check. It can make six rake attacks against a grappled foe as well.

Improved Grab (Ex): To use this ability, an iron behir must hit a creature of any size with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Rake (Ex): Six claws, attack bonus +18 melee, damage 1d4+7.

Healing (Ex): Fire damage breaks any *slow* effect on the iron behir and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the iron behir to exceed its full normal hit points, it gains any excess as temporary hit points. An iron behir gets no saving throw against fire attacks.

Vulnerabilities (Ex): Electricity damage slows the iron behir (as the *slow* spell) for 3 rounds, with no saving throw. It is affected normally by rust attacks, such as a *rusting grasp* spell.

Skills: Iron behirs have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Phantasmal

Illusionists have reasoned through the centuries that even the mightiest foes could be defeated if their own minds were somehow turned against them. What better way to do so than to create illusory opponents that cannot be defeated by physical or magical means? Further, if these adversaries are believed to be real, then the damage they deal is also real—at least in the minds of the hapless victims. Thus, some set about creating illusory creatures, of striking semblance to actual monsters, to protect their treasure, laboratories, and other locations of importance. Phantasms are amazing amalgamations of magical energy, physicality, and illusion—the perfect ruse.

Appearance Changes

A phantasmal appears and behaves in every way like its real counterpart. As illusory beings, they must be as similar as possible to be convincing.

Creating a Phantasmal

“Phantasmal” is an inherited template that can be added to any creature (referred to hereafter as the “base creature”). A phantasmal differs from the base creature as follows.

Type: Change to construct. Remove all subtypes. Add the phantasmal subtype, but don’t add the augmented subtype.

Hit Dice: Remove all class Hit Dice, to a minimum of 1, and change all current and future racial Hit Dice to d10s. Phantasms have no hit points (see Special Qualities).

Speed: A phantasmal keeps the base creature’s speed, but is always flying with perfect maneuverability regardless of what it appears to be doing. While one may appear to be climbing, it’s actually flying and cannot fail a Climb check. Phantasms cannot actually burrow, though they can phase into the ground. If the base creature can fly, the phantasmal retains that speed and maneuverability when it actually does appear to be flying.

Armor Class: Remove all bonuses to armor class, besides Dexterity and size.

Base Attack/Grapple: If the result is a lower base attack bonus than the base creature has, recalculate a phantasmal’s base attack bonus as if it were always a construct (Hit Dice \times .75). Phantasms have no grapple bonus (see the illusory attacks special attack).

Attack: Phantasms make melee touch and ranged touch attacks to hit their opponents. Phantasms deal nonlethal damage equal to that delivered by the base creature’s attacks, not including the normal Strength modifier (see the illusory attacks special attack).

Special Attacks: The phantasmal loses any ability requiring it to interact with an opponent’s or object’s full mass, such as grappling or swallowing. Extraordinary attacks become supernatural, but see illusory attacks. A phantasmal gains the following.

Illusory Attacks (Su): Any of the base creature’s attacks that would deal lethal damage now deal nonlethal damage (in an area if appropriate). Attacks that normally deal ability damage still do, but the damage heals at the rate of 1 point per hour instead of the normal rate of 1 point per day. Phantasms can grant negative levels, but those levels are automatically removed after 1 hour. Similarly, a phantasmal can cause special conditions, such as

Phantasm Subtype

A phantasm creature is merely a mental image, totally in the minds of the creatures perceiving the creature. As such, it has no hit points and can be disbelieved. Opponents immune to illusions are unaffected by a phantasm creature’s attacks, while those immune to mind-affecting abilities cannot even perceive the phantasm creature, much less be attacked by it. A phantasm creature cannot use any ability requiring it to interact with an opponent’s or object’s full mass, such as grappling or swallowing. All creatures with the phantasm subtype are results of the phantasmal template, and thereby have the limitations and abilities imposed by the template.

paralysis or fear, in creatures normally vulnerable to those conditions. Such conditions wear off in a maximum of 1 hour or the time normally allotted for the condition in the base creature's description, whichever is less. An opponent cannot be slain by ability score damage or drain, negative levels, or a death attack or ability. Instead, an opponent is rendered unconscious if it suffers an attack that would normally kill it or reduce an ability score to 0.

An opponent struck by a phantasmal's attack must make a Will save (DC 10 + one-half the phantasmal's HD + its Charisma modifier) to begin to comprehend the creature as illusory. An opponent that fails the save is affected by the attack, believing it to be real. The damage should be described as if it were genuine to all who perceive the phantasmal as an actual creature. Making the initial saves causes the opponent to believe the attack missed in some miraculous manner, and so he took no damage. For each successful save, the opponent gains a +1 bonus on his Will save to see through the next attack. If the opponent makes saves against three of the phantasmal's successful attacks, he fully comprehends the creature as illusory.

If an opponent disbelieves the phantasmal, any special conditions the phantasmal imposed on that opponent instantly end. Nonlethal damage remains, however. The phantasmal may still try to attack a foe that knows its true nature, but all such attacks fail. The creature cannot further damage those knocked unconscious by its attacks, but see *psychic coup de grace*.

Psychic Coup de Grace (Su): A phantasmal can take a full-round action to deliver a deathblow to an unconscious foe. The coup de grace appears physical, and damage dealt by the coup de grace attack is treated as lethal. The victim of the psychic coup de grace must save as per a normal coup de grace (see the *Player's Handbook*, Chapter 8, Helpless Defenders). If the save is successful, the victim still takes the lethal damage dealt by the phantasmal's psychic coup de grace attack.

Special Qualities: Phantasmas lose any quality requiring them to interact with an opponent's or object's full mass. Extraordinary attacks become supernatural. Phantasmas gain the following.

Disbelief: Those who encounter a phantasmal and have good reason to believe it is not real get an initial Will save (DC 10 + one-half of the phantasm's HD + its Charisma modifier) to disbelieve its existence. A phantasmal cannot affect anyone who successfully disbelieves it.

An opponent that initially believes in the phantasmal and then hits the creature with a successful attack (hits its AC) or interacts with it any meaningful way can make a save as well. Three successful saves of this type are required to disbelieve the phantasmal. Those who initially believe in the creature, but are told the creature is not real by a comrade also get this save, but at a +4 circumstance bonus on the roll. Each opponent must disbelieve the phantasmal creature individually.

If an opponent who strikes the phantasmal with what should be a successful attack fails the Will save to disbelieve

the creature by 5 or more, that opponent is shaken for the duration of the encounter. If a shaken opponent flees from a phantasmal, the shaken condition lasts for 1d4 rounds after he leaves the creature's presence.

Immunities (Su): Phantasmas are immune to all conventional means of dealing damage. The sources of such damage seem to bounce off harmlessly or to amazingly miss the creature.

Spell Immunity (Su): Since they are not real in any way, phantasmas are immune to most spells and spell-like effects. *True seeing* reveals the creature's illusory nature immediately and renders those with such ability immune to its attacks. Phantasmas are suppressed for 1d4+1 rounds by a targeted *dispel magic* with a level check that exceeds 11 + their Hit Dice. A phantasmal cannot enter an *antimagic field*, being suppressed and reappearing outside the field if somehow forced to enter. The spell *Mord's disjunction* utterly annihilates a phantasmal—the creature is allowed no saving throw. A *rod of negation* has a 75% chance to dispel a phantasmal for 2d4 rounds.

Saves: Phantasmas have no saves, being immune to the sources of most saving throws. (Saves should be rolled anyway, for show.)

Abilities: Phantasmas have no Strength or Constitution scores. The magic used to create a phantasmal allows it to keep its other ability scores, almost like an illusory homunculus. Except for its unswerving loyalty to its creator, a phantasmal behaves like the base creature would.

Skills: A phantasmal has no skills.

Feats: Phantasmas retain the base creature's feats, losing those they cannot use due to their illusory nature. All phantasmas gain Weapon Finesse as a bonus feat.

Environment: Any.

Organization: Any organization desired, using the base creature as a guide.

Challenge Rating: +2.

Treasure: None.

Alignment: Always neutral.

Advancement: Phantasmas do not advance, but they can be constructed with Hit Dice totals in any range the base creature possesses (or larger or smaller, utilizing the Gigantic and Miniature templates). The phantasmal's monster entry can list the possible Hit Dice ranges as advancement.

Level Adjustment: —

Variant Phantasmas

A few variant options exist for the phantasmal.

Shadow Phantasmal

Shadow phantasmas are actually one-fifth (20%) as strong as the base creature, though they affect creatures that believe them to be real at full strength. That is, they deal lethal damage and have a Strength score. Creatures normally immune to phantasmas can see and be harmed by a shadow phantasmal.

Any creature that interacts with the shadow phantasmal can make one Will save (DC 10 + one-half of the phantasm's HD + its Charisma modifier) to recognize its shadowy nature. Objects automatically succeed on their Will saves against this spell. Only one such save is allowed, until the shadow phantasmal loses all its hit points.

A shadow phantasmal has one-fifth the hit points that it would as a construct, including bonus hit points for the construct type according to its size. It deals normal damage and has all normal abilities and weaknesses, including the abilities requiring it to interact with a creature's mass. Against an opponent that recognizes it as a shadow creature, however, the shadow phantasmal's damage (and Strength) is one-fifth (20%) normal, and all special abilities that do not deal lethal damage are only 20% likely to work. (Roll for each use and each affected character separately.) This is always the case against objects.

Once it loses its hit points, a shadow phantasmal reverts to having the abilities and drawbacks of a normal phantasmal. A shadow phantasmal heals its hit points at the rate of 1 per day per Hit Die, and it may be healed by *cure* spells. A shadow phantasmal with even 1 hit point has all its shadow phantasmal abilities.

Challenge Rating: +1 additional.

Greater Shadow Phantasmal

A greater shadow phantasmal functions as does a shadow phantasmal, but it is three-fifths (60%) as strong as the base creature.

Challenge Rating: +1 additional.

Shade Phantasmal

A shade phantasmal functions as does a shadow phantasmal, but it is four-fifths (80%) as strong as the base creature.

Challenge Rating: +2 additional.

Sample Phantasmal

This example uses a yrthak as the base creature. The phantasmal yrthak has no explosion attack, since the explosion would require the creature to interact with an object's mass. It lost the Snatch feat for the same reason and Endurance because of a lack of Constitution. A phantasmal yrthak doesn't have darkvision, because it is blind.

Fun With Phantasms

Devious illusionists protect their homes with a perimeter of regular phantasms and then progressively stronger shadow and shade phantasms toward their inner sanctum, with the occasional real creature mixed in. Such an arrangement can kill the unwary that believe that they are facing only illusions until struck by a shadow creature. Imagine, further into the illusionist's home, a real wight mixed in with a pack of phantasms.

Phantasmal Yrthak

Huge Construct (Phantasm)

Hit Dice: 12d10+40 (0 hp)

Initiative: +6

Speed: Fly 20 ft. (perfect) to imitate ground movement (4 squares), fly 60 ft. (average)

Armor Class: 10 (-2 size, +2 Dex), touch 10, flat-footed 8

Base Attack/Grapple: +9/-

Attack: Bite +9 melee touch (2d8 nonlethal) or sonic lance +9 ranged touch (6d6 nonlethal)

Full Attack: Bite +9 melee touch (2d8 nonlethal) and 2 claws +7 melee (1d6 nonlethal); or sonic lance +9 ranged touch (6d6 nonlethal)

Space/Reach: 15 ft./10 ft.

Special Attacks: Illusory attacks, psychic coup de grace, sonic lance

Special Qualities: Blindsight 120 ft., disbelief, immunities, spell immunities

Saves: —

Abilities: Str —, Dex 14, Con —, Int 7, Wis 13, Cha 11

Skills: —

Feats: Flyby Attack, Improved Initiative, Multiattack, Weapon Finesse^B

Environment: Any

Organization: Solitary

Challenge Rating: 11

Treasure: None

Alignment: Always neutral

Advancement: 13–16 HD (Huge); 17–36 HD (Gargantuan)

Level Adjustment: —

A phantasmal yrthak looks just like a real yrthak.

Combat

A phantasmal yrthak prefers to attack from the air, strafing the ground with sonic attacks.

Illusory Attacks (Su): An opponent struck by a phantasmal yrthak's attack must make a DC 16 Will save to begin to comprehend the creature as illusory. An opponent that fails the save is affected by the attack, believing it to be real. The damage should be described as if it were genuine to all who perceive the phantasmal yrthak as an actual creature. Making the initial saves causes the opponent to believe the attack missed in some miraculous manner, and so he took no damage. For each successful save, the opponent gains a +1 bonus on his Will save to see through the next attack. If the opponent makes saves against three of the phantasmal yrthak's successful attacks, he fully comprehends the creature as illusory.

If an opponent disbelieves the phantasmal yrthak, the creature cannot harm him further. Nonlethal damage remains, however. The phantasmal yrthak may still try to attack a foe that knows its true nature, but all such attacks fail. The creature cannot further damage those knocked unconscious by its attacks, but see psychic coup de grace.

Psychic Coup de Grace (Su): A phantasmal yrthak can take a full-round action to deliver a deathblow to an unconscious foe. The coup de grace appears physical, and damage dealt by the coup de grace attack is treated as lethal. The victim of the psychic coup de grace must save as per a normal coup de grace (see the *Player's Handbook*, Chapter 8, Helpless Defenders). If the save is successful, the victim still takes the lethal damage dealt by the phantasmal yrthak's psychic coup de grace attack.

Sonic Lance (Su): Once every 2 rounds, a phantasmal yrthak can focus sonic energy in a ray up to 60 feet long. This ranged touch attack deals 6d6 points of nonlethal damage to a single target.

Blindsight (Su): A phantasmal yrthak can ascertain all foes within 120 feet. Beyond that range, it is considered blind. A yrthak whose sense of hearing is impaired is effectively blinded, treating all targets as having total concealment.

Disbelief: Those who encounter a phantasmal yrthak and have good reason to believe it is not real get an initial DC 16 Will save to disbelieve its existence. A phantasmal yrthak cannot affect anyone who successfully disbelieves it. The save DC is Charisma-based.

An opponent that initially believes in the phantasmal yrthak and then hits the creature with a successful attack (hits its AC) or interacts with it any meaningful way can make a save as well. Three successful saves of this type are required to disbelieve the phantasmal yrthak. Those who initially believe in the creature, but are told it is not real by a comrade also get this save, but at a +4 circumstance bonus on the roll. Each opponent must disbelieve a phantasmal yrthak individually.

If an opponent who strikes the phantasmal yrthak with what should be a successful attack fails the Will save to disbelieve the creature by 5 or more, that opponent is shaken for the duration of the encounter. If a shaken opponent flees from a phantasmal yrthak, the shaken condition lasts for 1d4 rounds after he leaves the creature's presence.

Immunities (Su): Phantasmal yrthaks are immune to all conventional means of dealing damage. The sources of such damage seem to bounce off harmlessly or to amazingly miss the creature.

Spell Immunity (Su): Since they are not real in any way, phantasmal yrthaks are immune to most spells and spell-like effects. *True seeing* reveals the creature's illusory nature immediately and renders those with such ability immune to its attacks. Phantasmal yrthaks are suppressed for 1d4+1 rounds by a targeted *dispel magic* with a level check that exceeds 11 + their Hit Dice. A phantasmal yrthak cannot enter an *antimagic field*, being suppressed and reappearing outside the field if somehow forced to enter. The spell *Mord's disjunction* utterly annihilates a phantasmal yrthak—the creature is allowed no saving throw. A *rod of negation* has a 75% chance to dispel a phantasmal yrthak for 2d4 rounds.

Skinrug

A skinrug is a construct made from the preserved skin of an animal. Retaining a flattened semblance of their original form, skinrugs are kept in places where an animal skin rug doesn't draw attention. They leap up to attack intruders or those who threaten their master.

Appearance Changes

A skinrug looks like nothing more than a floor rug or wall hanging made from the skin of a slain animal, including the paws and head. When active, they hunch themselves into an approximation of their original shape, attacking in the manner of their living counterparts.

Creating a Skinrug

"Skinrug" is an acquired template that can be applied to any animal or magical beast (referred to hereafter as the "base creature"). A skinrug differs from the base creature as follows.

Type: Change to construct. Remove all subtypes, besides augmented and elemental subtypes.

Hit Dice: Remove all class Hit Dice, to a minimum of 1, and change all current and future racial Hit Dice to d10s. As constructs, skinrugs gain bonus hit points based on their size (see Construct type, page 9).

Speed: A skinrug from a base creature that can fly retains that ability, but the ability becomes supernatural.

Base Attack: Recalculate the base attack bonus as if the creature were always a construct.

Attack: The skinrug gains a slam attack, which may be used in place of and the same number of times as the creature's primary natural attack. Slam attacks gained deal medium damage for the creature's size according to Table 1–3: Creature Attributes by Size.

Special Attacks: A skinrug retains the special attacks of the base creature, but extraordinary attacks become supernatural unless they make sense for the construct's form. Constitution-based attacks retain the save DC from the base creature. Skinrugs gain the following.

Constrict (Ex): A skinrug deals damage equal to that it would deal with a slam on a successful grapple check against creatures up to one size larger than itself. A skinrug of at least Large size can make constrict attacks against multiple creatures at once, if they all are at least two sizes smaller than the rug and fit under it.

Head Wrap (Ex): A skinrug can grapple an opponent three sizes larger than itself or smaller, making a normal grapple check. If it gets a hold, it wraps itself around the opponent's head, blinding that creature until the skinrug is removed. The blinded creature cannot make Spot, Search, or Track checks and takes a –6 circumstance penalty on checks related to perception, such as Listen. Successful attacks against a skinrug wrapped around an opponent's head deal half of their damage to the grappled creature.

The skinrug can smother a creature whose breathing orifices are covered by being enwrapped. The attempt forces the

wrapped creature to make a Reflex save (DC 10 + one-half of the skinrug's HD + its Dexterity modifier) or be forced to hold its breath. Success on the save means the opponent is not wrapped properly to force suffocation. See Suffocation in Chapter 8 of the *DMG* for more information.

Improved Grab (Ex): To use this ability, the skinrug must hit with any natural attack.

Nonlethal Option (Ex): A skinrug can be ordered to only deal nonlethal damage when it grapples or slams. It takes no penalty on attack rolls for doing so.

Special Qualities: A skinrug retains the special qualities of the base creature, but extraordinary attacks become supernatural unless they make sense for the construct's form. Skinrugs gain the following.

Camouflage (Ex): A skinrug that doesn't move looks exactly like an inert, animal-skin rug.

Damage Reduction (Ex): A skinrug has damage reduction 10/slashing.

Evasion (Ex): Because it is agile and can flatten itself completely to avoid attacks, a skinrug takes no damage on a successful save against an attack that allows a Reflex save for half damage.

Flatness (Ex): Because its body is flexible and compact, despite its Space, a skinrug can fit through openings as small as its head.

Immunities (Ex): A skinrug is immune to cold attacks and attacks from bludgeoning weapons.

Saves: Recalculate saves, treating only Reflex as a good save.

Abilities: Modify as follows: Strength -4, Dexterity +4. As a construct, the creature has no Constitution or Intelligence score, its Wisdom is 11, and its Charisma is 1.

Skills: None. The construct loses any racial bonus on skill checks from the base creature, besides those that come from a movement type.

Feats: None.

Environment: Any.

Organization: Solitary or gang (2-4).

Challenge Rating +1.

Treasure: None.

Alignment: Always neutral.

Advancement: Skinrugs do not advance, but they can be constructed with Hit Dice totals in any range the base creature possesses (or larger or smaller, utilizing the Gigantic and Miniature templates). The skinrug's monster entry can list the possible Hit Dice ranges as advancement.

Level Adjustment: —

Sample Skinrug

This example uses a brown bear as the base creature.

Skinrug Grizzly

Large Construct (Augmented Animal)

Hit Dice: 6d10+30 (63 hp)

Initiative: +3

Speed: 40 ft. (8 squares)

Armor Class: 17 (-1 size, +3 Dex, +5 natural), touch 12, flat-footed 14

Base Attack/Grapple: +4/+14

Attack: Claw +9 melee (1d8+6) or slam +9 melee (1d6+6)

Full Attack: 2 claws +9 melee (1d8+6) and bite +4 melee (2d6+3)

Space/Reach: 10 ft./5 ft.

Special Attacks: Constrict 1d6+6, head wrap, immune to cold and bludgeoning, improved grab, nonlethal option

Special Qualities: Camouflage, damage reduction 10/slashing, darkvision 60 ft., evasion, flatness, immunities, low-light vision, scent

Saves: Fort +2, Ref +8, Will +2

Abilities: Str 23, Dex 17, Con —, Int —, Wis 11, Cha 1

Skills: —

Feats: —



Environment: Any
Organization: Solitary or gang (2–4)
Challenge Rating: 5
Treasure: None
Alignment: Always neutral
Advancement: 7–10 HD (Large)
Level Adjustment: —

This furry rug is made of the skin of a 10-foot long brown bear. It still has its head and claws.

Combat

A skinrug grizzly favors its claws, but it also grapples when faced with multiple opponents.

Constrict (Ex): A skinrug grizzly deals 1d6+6 damage on a successful grapple check against creatures up to Huge in size. The skinrug grizzly can grapple multiple Small or smaller creatures, if those creatures can fit under it.

Head Wrap (Ex): A skinrug grizzly can grapple a Colossal or smaller opponent, making a normal grapple check. If it gets a hold, it wraps itself around the opponent's head, blinding that creature until the skinrug grizzly is removed. The blinded creature cannot make Spot, Search, or Track checks and takes a –6 circumstance penalty on checks related to perception, such as Listen. Successful attacks against a skinrug grizzly wrapped around an opponent's head deal half of their damage to the grappled creature.

The skinrug grizzly can smother a creature whose breathing orifices are covered by being enwrapped. The attempt forces the wrapped creature to make a DC 16 Reflex save or be forced to hold its breath. Success on the save means the opponent is not wrapped properly to force suffocation. See Suffocation in Chapter 8 of the *DMG* for more information. The save DC is Dexterity-based.

Improved Grab (Ex): To use this ability, a skinrug grizzly must hit with a claw or slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Camouflage (Ex): A skinrug grizzly that doesn't move looks exactly like an inert, animal-skin rug.

Evasion (Ex): Because it is agile and can flatten itself completely to avoid attacks, a skinrug grizzly takes no damage on a successful save against an attack that allows a Reflex save for half damage.

Flatness (Ex): Because its body is flexible and compact, a skinrug grizzly can fit through openings as small as its head.

Variant Constructs

A great deal of leeway can be had with constructs, depending on the metaphysical point of view one takes on magically created beings. Some options also exist simply as extensions of a specific construct's purpose. Along with templates such as Spellpowered, the variants below can be added to any construct, besides those with the phantasm

subtype, allowing a great deal of variety among these artificial beings.

Awakened

The elemental spirit animating a construct is normally quiescent within its shell, providing animation but little else. Within an awakened construct, the elemental spirit has been loosed to the point that the construct has sapience and free will.

Abilities: An awakened construct has Intelligence 6, Wisdom 11, and Charisma 10. If the creature's ability scores are elite or determined in some other way, an awakened construct has the following racial ability modifier: Intelligence –4. Since the animus is merely an incorporeal spirit bound to an artificial body, the construct still has no Constitution score.

Magic-Immune

Constructs are impervious to a wide variety of magical effects simply by virtue of their type. But a construct can be immune to magic altogether, like golems are.

Special Qualities: A magic-immune construct gains the following.

Magic Immunity (Ex): The construct is immune to any magical or supernatural effect that allows spell resistance, except effects to which it has a specific vulnerability.

Challenge Rating: +1.

Spiked

A spiked construct has blades or spikes fashioned into it, making the creature a deadlier combatant.

Armor Class: Natural armor improves by +1.

Special Attacks: A spiked construct gains the following.

Spikes (Ex): When struck by unarmed or natural attacks, the sharp spikes or blades deal slashing damage to the attacker as if the attacker had been hit by a claw attack of a creature one size-category smaller than the spiked construct. If the spiked construct successfully grapples an opponent, it deals this damage each round in addition to normal grappling damage.

Woundmender

A woundmender construct is a tribute to fine craftsmanship. It heals its own damage. This variant cannot be applied to a construct with the Ablative template.

Special Qualities: A woundmender gains the following.

Fast Healing (Su): Woundmenders have fast healing equal to one-half of their Hit Dice. If the base creature already has fast healing, that ability increases by this amount.

Reattach (Ex): Woundmenders can reattach severed limbs. If a limb is destroyed, it must be rebuilt. The woundmender can then attach the new limb as if it were the old one.

Challenge Rating: +1.

Chapter 6:

Diminishing

Not every creature is a prime, adult specimen. The templates in this chapter sprout from that premise to allow creatures that are lesser than their common counterparts in the MM and other monster compendiums. From degenerates to infants to those cursed by the gods, they're all here.

Blighted Thrall

Blighted thralls, or “failed ones,” are the remnants of individuals who have undergone the grueling trials of an unforgiving deity and failed. Their minds now fractured beyond repair, blighted thralls live on as minions of the faith, serving any cleric who accepts them. The spirits of these failed ones have been utterly broken by the tremendous physical, mental, and emotional strain that accompanies such deific trials, but the body and tie to the religion has been strengthened.

Blighted thralls are driven only to serve their deity in whatever manner they can, which generally involves physical labor, temple defense, army service, and similar chores that do not require a great deal of intelligence or original thought. They are only capable of rudimentary tasks on their own, such as eating, sleeping, and so forth, until they can locate a master to serve. Blighted thralls obey all commands given by their master without question or hesitation.

Appearance Changes

Blighted thralls have a defeated countenance and dull, soulless eyes. Their posture is hunched, and their bodies are often covered with horrific scars or other apparent signs of the trials that they have endured.

Creating a Blighted Thrall

“Blighted Thrall” is an acquired template that can be added to any creature that might serve a deity, usually excluding nonsentient creatures, constructs, and oozes (referred to hereafter as the “base creature”). A blighted thrall differs from the base creature as follows.

AC: Natural armor improves by +2.

Special Attacks: Blighted thralls gain the following.

Smite Unbeliever (Su): Once per day, a blighted thrall can deal extra damage with a melee attack on a member of another faith. A successful attack deals double damage, as if it were a critical hit (but is not a critical hit for all other purposes). If the attack is actually a critical hit, the damage multiplier of the attack is increased by one. The smite must be declared before making the attack roll. If the attack misses, or accidentally strikes a creature of the

same faith as the thrall, the attempt is wasted for the day. In the case of striking a believer, the blighted thrall takes the damage as if it had hit itself with a normal attack. The believer is unharmed.

Special Qualities: Blighted thralls gain the following.

Class Restriction: A blighted thrall cannot advance in any spellcasting class.

Damage Reduction (Su): A blighted thrall has damage reduction 5/—.

Detect Faithful (Su): A blighted thrall can automatically detect the presence of a cleric or other religious authority of the same faith as itself within 1 mile per point of Wisdom the thrall still possesses. Upon detecting such an individual, if the blighted thrall has no master, the creature seeks out the detected cleric and offers service, continuing to attend that individual until one or the other is slain or the blighted thrall’s assistance is rejected. If no clerics can be found within the range, or its services are refused, the blighted thrall moves on to seek a new master.

Immunities (Ex): Blighted thralls are immune to all mind-affecting spells and effects, as well as stunning and the nauseated condition.

Implacable Warrior (Ex): A blighted thrall can continue to fight and function normally until it reaches –10 hit points, at which point the creature dies.

Inner Strength (Ex): A blighted thrall with at least 6 hit points can temporarily increase its Strength score by 2 points for a number of rounds equal to 3 + its Constitution bonus (minimum 3) by dealing itself 5 points of nonlethal damage. The blighted thrall may sacrifice more than 5 hit points to gain additional points of Strength, as long as the creature has at least one hit point remaining after expending the others.

Magic Loss (Ex): If the base creature had spell-like abilities and/or levels in a spellcasting class, it loses those abilities. However, it retains all other features of the spellcasting class that it can use, besides a familiar.

Slowed Level Advancement (Ex): Blighted thralls lose much of their personal will and ability for independent thought. They require double the normal experience points to advance in any class.

Abilities: Modify as follows: Strength +2, Constitution +6, Intelligence –4, Wisdom –4, Charisma –6. The minimum score for a penalized ability is 3 or the score of the base creature, whichever is lower.

Organization: Often solitary, but sometimes in gangs (2–5) or small groups usual to the base creature.

Challenge Rating: +1, but the losses imposed by the template may result in a negative Challenge Rating modi-

fier. Use Table 1–7: Creature Challenge Rating to gauge the blighted thrall's actual losses.

Treasure: Blighted thralls may carry equipment, and that is their only treasure.

Alignment: Always that of the deity served (rarely good).

Level Adjustment: +2 (cohort).

Sample Blighted Thrall

This example uses an azer as the base creature.

Unkindled

Medium Outsider (Extraplanar, Fire)

Hit Dice: 2d8+8 (17 hp)

Initiative: +1

Speed: 20 ft. in scale mail (4 squares); base speed 30 ft.

Armor Class: 25 (+1 Dex, +8 natural, +4 scale mail, +2 heavy shield), touch 11, flat-footed 24

Base Attack/Grapple: +2/+4

Attack: Warhammer +4 melee (1d8+2/×3 plus 1 fire) or shortspear +3 ranged (1d6+2 plus 1 fire)

Full Attack: Warhammer +4 melee (1d8+2/×3 plus 1 fire) or shortspear +3 ranged (1d6+2 plus 1 fire)

Space/Reach: 5 ft./5 ft.

Special Attacks: Heat, smite unbeliever

Special Qualities: Class restriction, damage reduction 5/—, darkvision 60 ft., detect faithful, immunities, implacable warrior, inner strength, slowed level advancement, spell resistance 13, vulnerability to cold

Saves: Fort +7, Ref +4, Will +2

Abilities: Str 15, Dex 13, Con 19, Int 8, Wis 8, Cha 3

Skills: Appraise +4, Climb +1, Craft (any two) +4, Hide +0, Jump –5, Listen +4, Search +4, Spot +4

Feats: Power Attack

Environment: Elemental Plane of Fire

Organization: Solitary, pair, team (3–4), squad (11–20 plus 2 3rd-level azer sergeants and 1 azer cleric of 3rd–6th level)

Challenge Rating: 3

Treasure: Equipment only

Alignment: Always lawful neutral

Advancement: By nonspellcasting character class

Level Adjustment: +6 (cohort)

Some azers serve a particularly pitiless, lawful neutral demigod of craft, fire, and perfection named Yauzhed. This divinity demands excellence from his servants, and the young members of azer clans who serve Yauzhed are tested severely before reaching adult status. Those who fail are called “The Unkindled,” for their bodies sport no flame yet are still hot by all standards. The unkindled make up the bulk of the defenders of Yuazhed's temples—flawless at least in their devotion and obedience to the deity's priesthood.

Combat

The unkindled use broad-headed spears or well-crafted hammers in combat. When unarmed, they attempt to grapple foes.

Heat (Ex): An unkindled's body is intensely hot, so its unarmed attacks deal extra fire damage. Its metallic weapons also conduct this heat.

Smite Unbeliever (Su): Once per day, an unkindled can deal extra damage with a melee attack on a creature that is not Yauzhed's servant. A successful attack deals double damage, as if it were a critical hit (but is not a critical hit for all other purposes). If the attack is actually a critical hit, the damage multiplier of the attack is increased by one. The smite must be declared before making the attack roll. If the attack misses, or accidentally strikes a creature of the same faith as the unkindled, the attempt is wasted for the day. In the case of striking a believer, the unkindled takes the damage as if he had hit himself with a normal attack. The believer is unharmed.

Class Restriction: An unkindled cannot advance in any spellcasting class.

Detect Faithful (Su): An unkindled can automatically detect the presence of a cleric of Yauzhed within 8 miles. Upon detecting such an individual, if the unkindled has no master, the creature seeks out the detected cleric and offers service, continuing to attend that individual until one or the other is slain or the unkindled's assistance is rejected. If no clerics can be found within the range, or its services are refused, the unkindled moves on to seek a new master.

Immunities (Ex): Unkindled are immune to fire and all mind-affecting spells and effects, as well as stunning and the nauseated condition.

Implacable Warrior (Ex): A unkindled can continue to fight and function normally until it reaches –10 hit points, at which point the creature dies.

Inner Strength (Ex): A unkindled with at least 6 hit points can temporarily increase its Strength score by 2 points for 7 rounds by dealing itself 5 points of nonlethal damage. The unkindled may sacrifice more than 5 hit points to gain additional points of Strength, as long as the creature has at least one hit point remaining after expending the others.

Slowed Level Advancement (Ex): Unkindled lose much of their personal will and ability for independent thought. They require double the normal experience points to advance in any class.

Degenerate

Degenerate creatures are those that through some circumstance of isolation and poor diet have become inbred and corrupted. Such creatures are always lesser than their pureblooded kin, suffering maladies of the body and mind. They are unpredictable, even to those familiar with normal members of the species.

Appearance Changes

Degenerate creatures look like their normal kind, but are always deformed in various ways. No two degenerate creatures, even of the same species, look alike. One may lack a properly formed arm, while another may be blind or sickly.

Creating a Degenerate Creature

“Degenerate” is an inherited template that can be added to any living creature (referred to hereafter as the “base creature”) besides an elemental and an ooze. A degenerate differs from the base creature as follows.

Hit Dice: Degenerates lose 10% of their racial Hit Dice, to a minimum of 1 Hit Die or that of the base creature, whichever is lower.

Speed: A degenerate creature has a 25% chance of losing functionality in limb or limbs that provide motility. This causes a loss of $1d4 \times 5$ feet of speed, along with obvious visual cues as to how the creature is crippled. Roll for each mode of movement, but the creature must maintain at least 10 feet of movement in one mode. If flight speed is crippled, lower maneuverability by 1d3 levels—the creature cannot fly at all if its maneuverability falls below clumsy.

AC: Roll 1d4–4. Add the number to the base creature’s natural armor bonus to AC (minimum natural armor +0).

Attacks: The base creature has a 25% chance to lose one attack. If the creature has only one attack, it cannot lose the attack, but has a chance to lose damage capability. A creature with one natural attack has a 25% chance for the damage from the attack to be treated as if the creature were one size smaller than it is, diminishing the damage by using Table 1–5: Increased Damage by Size (page 14) in reverse.

Special Attacks: Feel free to remove any special attack from your degenerate. Keep these losses in mind when adjusting Challenge Rating and Level Adjustment.

Special Qualities: Feel free to remove any special qualities from your degenerate. Keep these losses in mind when adjusting Challenge Rating and Level Adjustment. Roll d% below to determine extra special qualities the creature may have.

| d% | Quality |
|-------|-------------------------|
| 01–50 | No additional qualities |
| 51–53 | Atavistic |
| 54–58 | Blind |
| 59–63 | Deaf |
| 64–68 | Hemophilia |
| 69–71 | Insane |
| 72–76 | Mute |
| 77–81 | Slow Healing |
| 82–95 | Weakness |

96–99 +1 special quality, roll again.

100 +1d3 special qualities, roll again.

Atavistic (Ex): The degenerate must make a Will saving throw when stressed (DC 15 or 10 + any damage taken, whichever is higher) or go berserk. This rage grants a +2 bonus to Strength, but also a –2 penalty to AC. The raging creature cannot use any skill requiring precision or concentration, nor can it cast spells, use spell-like abilities, or use magic items that require a command word, spell trigger, or spell completion. It cannot use the Combat Expertise feat, item creation feats, or metamagic feats. The rage lasts until the source of the stress is removed, or for $2d6 + \text{Constitution modifier}$ rounds, after which the creature is fatigued (but still subject to more atavism attacks).

Blind (Ex): The creature loses any ability related to visual acuity. Blindness causes additional penalties as indicated in the glossary of the *Player’s Handbook*. Many such creatures become accustomed to their blindness, gaining the Blind Fight feat.

Deaf (Ex): The creature loses any ability related to aural acuity. Deafness causes additional penalties as indicated in the glossary of the *Player’s Handbook*.

Hemophilia (Ex): Whenever struck with a critical hit or for more damage than its Constitution modifier + 5, the creature bleeds for 1 hit point per round. Multiple injuries deal cumulative bleeding. Bleeding may be stopped with a DC 20 Heal check or any *cure* spell or other healing magic. When dying, the creature loses 2 hit points per round.

Insane (Ex): The degenerate is out of touch with reality and acts as if under the effects of a *confusion* spell at all times.

Mute (Ex): The creature cannot vocalize, losing any ability related to this ability. It cannot cast spells with verbal components without the Silent Spell feat.

Slow Healing (Ex): The creature heals wounds at the rate of 1 hit point per 2 Hit Dice per day. Healing magic less powerful than a *heal* spell is only half as effective on the creature.

Weakness (Ex): The creature takes a –4 racial penalty on saves against a specific substance or energy such as poison, disease, or fire. The substance in question deals +25% more damage to the creature.

Abilities: A degenerate creature loses 1d6 from all ability scores. Creatures with an average Intelligence score of 3 or higher can be reduced to a minimum of 2 Intelligence by this roll. A score of 1 is the bottom limit for all other scores. Nonabilities are not changed.

Skills: A degenerate creature speaks whatever languages are normal for its species, presupposing sentient Intelligence.

Challenge Rating Use the guidelines associated with Table 1–7: Creature Challenge Rating (page 15) to lower the creature’s Challenge Rating. Some creatures take no reduction from this template.

Sahuagin Mutants

About 0.5% of all sahuagin are superior mutants with four arms, and sahuagin near aquatic elf communities produce the strange and insidious malenti. With all of this adaptability, there could be a flipside—degenerate sahuagin. Few of these degenerates would survive the harsh, communal spawning pools of the sahuagin broods. However, the pragmatic sahuagin would not merely slay those

degenerates who did manage to claw their way out of the hatchery. Sahuagin use every advantage, and degenerates could form suicide squads or decoy teams. A single degenerate might play the part of the “wounded fish,” leading overconfident and bloodthirsty enemies into a trap.

Other Mutants

Among creatures that are a transformed version of another monster, degenerates might be

common. Aberrations, with their malleable forms and unusual biology, are common sources of degenerates. Any monsters that are already transformed by time, magic, or some other source are sure to have degenerates among them. Grimlocks and skum are good examples. Finally, any creature with unusual body structure or rapid healing capabilities (gone wrong) is a good choice for a degenerate—such as the hydra or troll.

Alignment: Degenerate creatures move their alignment one step toward chaotic. Creatures with Intelligence scores below 3 may ignore this but need not.

Advancement: Reduce the upper end of any racial Hit Dice advancement category by 10%. Adjust the low

end of the first advancement category so it is 1 above the degenerate’s new Hit Dice. Each additional advancement category should start at 1 Hit Die above the next lowest category.



Sample Degenerate

This example uses a sea cat as the base creature.

Degenerate Sea Cat

Large Magical Beast

Hit Dice: 5d10+10 (37 hp)

Initiative: -1

Speed: 10 ft. (2 squares), swim 30 ft.

Armor Class: 14 (-1 size, -1 Dex, +6 natural), touch 8, flat-footed 14

Base Attack/Grapple: +5/+12

Attack: Claw +7 melee (1d6+3)

Full Attack: 2 claws +7 melee (1d6+3) and bite +2 melee (1d8+1)

Space/Reach: 10 ft./5 ft.

Special Attacks: Rend 2d6+4

Special Qualities: Atavistic, darkvision 60 ft., hold breath, low-light vision, scent

Saves: Fort +6, Ref +3, Will +1

Abilities: Str 16, Dex 9, Con 14, Int 1, Wis 10, Cha 7

Skills: Listen +6, Spot +6, Swim +11

Feats: Alertness, Endurance

Environment: Temperate aquatic

Organization: Solitary, pair, or pride (5–12)

Challenge Rating: 3

Treasure: None

Alignment: Always chaotic neutral

Advancement: 6–8 HD (Large); 9–16 HD (Huge)

Level Adjustment: —

These degenerate sea cats are the inbred spawn of a pride of normal sea cats that were trapped in an undersea cavern after its seaward entrance collapsed. They now ply the dark waterways under the earth, looking for prey. A typical degenerate sea cat is 10 feet long and weighs 700 pounds. Specific individuals of this group of sea cats may have additional degenerate qualities.

Combat

Degenerate sea cats attack any other sort of creature they see, either for food or to defend their territory, and use both claws and teeth to grab and rend their prey. They display tremendous courage, always fighting to the death, even against creatures many times their size. Pairs and prides of sea cats attack together, but with nothing resembling any sort of tactics.

Rend (Ex): A degenerate sea cat that hits with both claw attacks latches onto the opponent's body and tears the flesh. This automatically deals an extra 2d6+4 points of damage.

Atavistic (Ex): A degenerate sea cat must make a Will saving throw when stressed (DC 15 or 10 + any damage taken, whichever is higher) or go berserk. This rage grants a +2 bonus to Strength, but also a -2 penalty to AC. The rage lasts until the source of the stress is removed, or for 2d6+2 rounds, after which the degenerate sea cat is fatigued (but still subject to more atavism attacks).

Hold Breath (Ex): A degenerate sea cat can hold its breath for a number of rounds equal to 6 × its Constitution score before it risks drowning.

Skills: A degenerate sea cat has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Miniature

Miniature creatures are shrunk from their normal size to any size smaller. Once again, this is fun with the size rules like that offered by the Gigantic template. Whether the creature was shrunk via insidious magic or it's an exotic race, the Miniature template can help. This is a great way to make young monsters or weaker creatures. You can even use it to throw monsters at the heroes that would normally be too tough to handle.

Appearance Changes

A miniature looks like a smaller version of the base creature.

Creating a Miniature

“Miniature” is a template that can be added to any creature (referred to hereafter as the “base creature”). This template works best if the base creature already has the minimum Hit Dice listed in its entry. A miniature differs from the base creature as follows.

Size: Decrease the base creature's size to whatever size you want the final creature to be. The creature's final height or length is halved for each size category it shrinks. Its weight decreases accordingly. See Table 1–2: Creature Size Statistics (page 12) and its associated weight sidebar. Be sure to change attributes related to size, using Table 1–2 and Table 1–4: Creature Changes by Size (page 13) as guides.

Hit Dice: Halve the creature's racial Hit Dice for each size it shrinks. Be sure to change attributes related to Hit Dice, using Table 1–1: Creature Statistics by Type (page 8) as a guide. Keep the creature's Hit Dice at or above the minimum for the creature's new size as listed on Table 1–3: Creature Attributes by Size (page 13).

Speed: You may decrease a miniature creature's speed according to the suggestions in Chapter 1 and Table 1–6: Creature Speeds by Size (page 14).

If the base creature can fly, its maneuverability rating increases by one if it shrinks two sizes or more.

Armor Class: Natural armor decreases according to size decrease. Miniature creatures also lose an additional -1 to the base creature's natural armor bonus per size they shrink. Minimum natural armor bonus is +0.

Attacks: Damage decreases according to size, according to Table 1–5: Increased Damage by Size (page 14).

Special Attacks and Qualities: Miniature creatures lose any attribute gained from being larger than they

are, and size-related abilities, such as swallow whole or constrict, scale to match the new size. Damage and range decrease according to a creature's new size; see the size notes in Chapter 1. Save DCs always decrease with Hit Dice and related ability scores; see the Hit Dice notes in Chapter 1. Caster level also decreases based on a creature's Hit Dice.

Abilities: Subtract ability score points gained from Hit Dice that are lost via the miniaturization.

Skills: Recalculate skills according to the creature's new Hit Dice total. The base creature's skills are class skills for the miniature creature.

Feats: As detailed in Chapter 1, a creature's number of feats are related to its number of Hit Dice. Remove feats for which the creature no longer qualifies first.

Organization: Usually solitary, sometimes in gangs (2–5).

Challenge Rating: Lower Challenge Rating according to Hit Dice changes and size, using Table 1–7: Creature Challenge Rating (page 15). Be sure to tinker with the rating according to the advice with Table 1–7.

Advancement: Divide the highest value in the base creature's advancement range(s) by the same amount as you divided its Hit Dice. The lowest of new ranges starts at 1 Hit Die above the miniature creature's starting Hit Dice, while subsequent ranges start at 1 Hit Die higher than the next lower range's maximum. Each range should be assigned a size, matching growth indicated by the base creature. If the miniature is supposed to be a young base creature, the advancement of a miniature should lead into the base creature's advancement. Fill in the ranges and tinker until you have what you want.

Example: A shambling mound has 8 Hit Dice and an advancement of 9–12 HD (Large); 13–24 HD (Huge). If the base shambling mound (Large) is decreased to Small size, it has 2 Hit Dice ($8 \div 2$ (Medium) $\div 2$ (Small) = 2). The 12 from the shambling mound's first advancement increment comes out to 3 ($12 \div 2 \div 2$), and the 24 comes out to 6. So the shambling mound's literal range from this rule is 3 HD (Small); 4–6 HD (Medium). Changing that 6 to a 7 leads right into the base shambling mound's advancement, making the little shambler seem like a baby one.

Creatures with "by character class" advancement retain that designation.

Level Adjustment: Variable.

Sample Miniature Creatures

These examples use a cloud giant and a tyrannosaurus as the base creatures. Thunderhead dwarves lost the rock-throwing ability of their giant forebears. The tyrannosaurus's Hit Dice were rounded up after the halving due to size, and it had its advancement range manipulated to match the adult dinosaur. It also shows how swallow whole diminishes with size.

Thunderhead Dwarves

Medium Giant (Air)

Hit Dice: 4d8+8 (26 hp)

Initiative: +2

Speed: 30 ft. (6 squares)

Armor Class: 21 (+2 Dex, +5 natural, +4 chain shirt), touch 12, flat-footed 19

Base Attack/Grapple: +3/+7

Attack: Morningstar +7 melee (1d8+4) or slam +7 melee (1d3+4)

Full Attack: Morningstar +7 melee (1d8+4) or slam +7 melee (1d3+4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Spell-like abilities

Special Qualities: Low-light vision, scent

Saves: Fort +6, Ref +3, Will +3

Abilities: Str 19, Dex 15, Con 15, Int 12, Wis 15, Cha 13

Skills: Climb +5, Craft (any one) +4 or Perform (any one) +4, Diplomacy +3, Intimidate +3, Listen +6, Sense Motive +7, Spot +6

Feats: Cleave, Power Attack

Environment: Temperate mountains

Organization: Solitary, gang (2–4), family (2–4 plus 35% noncombatants plus 1 sorcerer or cleric of 4th–7th level plus 2–5 griffons or 2–8 dire lions), or band (6–9 plus 1 sorcerer or cleric of 4th–7th level plus 2–5 griffons or 2–8 dire lions)

Challenge Rating: 5

Treasure: Standard

Alignment: Usually neutral good or neutral evil

Advancement: By character class

Level Adjustment: +4

Thunderhead dwarves are a rare and mystic species, renowned for their electricity-wielding sorcerers. Thought by many to be celestial in origin, these humanoids are reclusive and capricious. Such stout folk dwell in high mountains and are said to have cities and fortresses built on clouds, where they live in clans.

Silver-skinned, thunderhead dwarves have hair of purest white, silver, and grey hues. Their eyes are blue, silver, or grey. They dress in finery and jewels, recalled in legend as master artisans and musicians. Unlike their earthbound kin, thunderhead dwarf males rarely have beards.

They stand between 4 and 5 feet high and weigh as much as normal dwarves, aging much the same as their lesser kin as well.

Combat

Thunderhead dwarves use their spell-like abilities to confound and confuse foes. They seldom fight, except out of a desire for vengeance or to defend their secret homes.

Spell-Like Abilities: 3/day—*levitate*, *obscuring mist*; 1/day—*fog cloud*. Caster level 4th.

Thunderhead Dwarf Characters

Most thunderhead dwarf groups include a sorcerer or a cleric. Good-aligned clerics have access to two of the following domains: Good, Healing, Strength, or Sun. Evil-aligned clerics have access to two of the following domains: Death, Evil, or Trickery.

Thunderhead Dwarf Racial Traits

Thunderhead dwarves have the following characteristics.

- ☞ +8 Strength, +4 Dexterity, +4 Constitution, +2 Intelligence, +4 Wisdom, +2 Charisma.
- ☞ Medium.
- ☞ Giant.
- ☞ *Racial Hit Dice*: A thunderhead dwarf begins with four levels of giant. These levels provide 4d8 Hit Dice, a base attack bonus of +3, and base saving throw bonuses of Fort +4, Ref +1, and Will +1.
- ☞ *Racial Skills*: A thunderhead dwarf's giant levels grant skill points equal to $7 \times (2 + \text{Int modifier})$. Class skills include Climb, Craft, Diplomacy, Intimidate, Listen, Perform, Sense Motive, and Spot.
- ☞ *Racial Feats*: A thunderhead dwarf's giant levels grant two feats.
- ☞ Thunderhead dwarf base land speed is 30 feet.
- ☞ *Natural Armor*: Thunderhead dwarves have a +5 natural armor bonus.
- ☞ *Natural Weapons*: A thunderhead dwarf has a slam attack that deals 1d3 points of damage.
- ☞ *Low-Light Vision (Ex)*: Thunderhead dwarves can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- ☞ *Scent (Ex)*: A thunderhead dwarf can detect approaching enemies, sniff out hidden foes, and track by sense of smell. Thunderhead dwarves can identify familiar odors just as humans do familiar sights. See Chapter 7 of the *MM* for details on this ability.
- ☞ *Spell-Like Abilities*: 3/day—*levitate*, *obscuring mist*; 1/day—*fog cloud*. Caster level equals the thunderhead dwarf's total character Hit Dice.
- ☞ *Automatic Languages*: Celestial. *Bonus Languages*: Common, Draconic, Dwarf, Giant.
- ☞ *Favored Class*: Sorcerer.
- ☞ *Level Adjustment*: +4. Due to its racial Hit Dice, a thunderhead dwarf has an effective character level (ECL) of 8 plus class levels. So, a 1st-level thunderhead dwarf sorcerer has an ECL of 9th.

Infant Tyrannosaurus

Medium Animal

Hit Dice: 5d8+5 (27 hp)

Initiative: +3

Speed: 50 ft. (10 squares)

Armor Class: 13 (+3 Dex) touch 13, flat-footed 10

Base Attack/Grapple: +3/+4

Attack: Bite +4 melee (1d8+1)

Full Attack: Bite +4 melee (1d8+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Improved grab, swallow whole

Special Qualities: Low-light vision, scent

Saves: Fort +5, Ref +7, Will +2

Abilities: Str 12, Dex 16, Con 13, Int 2, Wis 12, Cha 10

Skills: Hide +5, Listen +8, Spot +8

Feats: Alertness, Track

Environment: Warm plains

Organization: Solitary or pair

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: 6–9 HD (Medium); 10–17 HD (Large)

Level Adjustment: —

Infant tyrannosaurs are about 7 feet long, from nose to tip of tail, and weigh about 250 pounds.

Combat

Infant tyrannosaurs are quick and deadly but not the potent hunters they will become. They kill and eat anything they can catch.

Improved Grab (Ex): To use this ability, an infant tyrannosaurus must hit an opponent of up to one size smaller with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow a sufficiently small foe the following round.

Swallow Whole (Ex): A tyrannosaurus can try to swallow a grabbed opponent of up to two sizes smaller by making a successful grapple check. The swallowed creature takes 1d6+1 points of bludgeoning damage and 2 points of acid damage per round from the tyrannosaurus's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 6 points of damage to the gizzard (AC 10). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A Medium tyrannosaurus' gizzard can hold 2 Tiny, 8 Diminutive, 32 Fine, or 128 Miniscule opponents.

Skills: A tyrannosaurus has a +2 racial bonus on Listen and Spot checks.

Chapter 7:

Dragons

Dragons are the mightiest of monsters, and these templates put the power of dragons in the hands of other creatures.

Breath Weapon

Being able to exhale a cone of fire can add a frightening surprise to any creature. Some creatures gain this ability through magical meddling, while others have some tie to elemental energies or are just strange strains of a base creature. Whatever the case, a breath weapon makes any monster a greater challenge to would-be slayers.

Appearance Changes

A creature with a breath weapon usually looks like its normal counterpart. Other such creatures have a distended neck, large mouth, bigger torso, some other sign of the breath weapon, or a combination of these traits. Monsters with a breath weapon may vary in color from a mundane version of the same creature, or they may have features unrelated to the breath weapon that nonetheless distinguish them.

Creating a Breath Weapon

“Breath Weapon” is a template that can be applied to any creature (referred to hereafter as the “base creature”). A creature with a breath weapon differs from the base creature as follows.

Special Attacks: The creature gains a breath weapon according to the following steps.

1. Choose an energy type (acid, cold, electricity, fire, or sonic).
2. Choose how powerful the breath weapon is (weak, moderate, or strong).
3. Use Table 7-1: Breath Weapon Damage and Range according to your choices.
4. Apply the breath weapon to the base creature, and then apply the rest of this template.

Breath Weapon Notes

A few rules apply to all breath weapons.

Ability Type: Most breath weapons are supernatural. If you can think of an explanation for the weapon to be extraordinary, such as with the digester’s acid spray, then the breath can be extraordinary.

Line: A line is only as wide and high as an undersized creature’s space—a Tiny creature has a 2.5 ft. × 2.5 ft. line, while a Fine creature has a 6 in. × 6 in. line. Lines have a maximum of 5 ft. × 5 ft., no matter what the creature’s size. A line from a Tiny creature can deal damage to multiple

Table 7-1: Breath Weapon Damage and Range

| Size | Line | Cone | Damage |
|------------|--------|--------|--------|
| Miniscule | 5 ft. | 5 ft. | 1 |
| Fine | 5 ft. | 5 ft. | 1 |
| Diminutive | 10 ft. | 5 ft. | 1d2 |
| Tiny | 15 ft. | 10 ft. | 1d3 |
| Small | 20 ft. | 15 ft. | 1d4 |
| Medium | 30 ft. | 20 ft. | 1d6 |
| Large | 40 ft. | 25 ft. | 1d8 |
| Huge | 50 ft. | 30 ft. | 1d8 |
| Gargantuan | 60 ft. | 30 ft. | 1d8 |
| Colossal | 70 ft. | 35 ft. | 1d8 |
| Titanic | 80 ft. | 40 ft. | 1d8 |

targets, but the creature takes a -4 penalty on the Reflex save DC. Diminutive and smaller creatures may only strike a single target, but do so with a ranged touch attack—an opponent successfully struck takes damage and gets no Reflex save. If any of these size issues applies to the creature, note the limitation in the breath weapon’s entry.

Cone: A cone is as high and wide (at its farthest point) as it is long. Fine and smaller creatures can only hit an adjacent opponent with their cone, and such small creatures take a -4 penalty on the Reflex save DC.

Saving Throw: An opponent potentially stuck by a breath weapon is allowed a Reflex save (DC 10 + one-half of the base creature’s HD + its Constitution modifier) for half damage—use Dexterity modifier for undead. Nondamaging breath weapons, such as the alternative breath weapons in the Variant Half-Dragons template (page 102), allow the same sort of save, but a successful save usually negates the effect.

Energy Type

The energy type of a breath weapon has certain special effects.

Acid and Sonic: These breath weapons are potent, because they deal a type of energy damage to which most creatures are vulnerable. Decrease the die type for the damage of such a weapon by one step—d8s becomes d6s, for instance—unless you want the breath weapon to be particularly potent. Acid can be breathed in a line or cone, while sonic weapons are most often cones.

Cold and Fire: Both cold and fire are most commonly breathed in cones, but either can be a line. Fire is the most common energy that monsters have a resistance against, so

you might want to increase the die type for damage by one step—d8s become d10s—if you want the creature to be a little greater in power.

Electricity: Electricity breath weapons are most often lines.

Weak Breath Weapon

Weak breath weapons deal one die of damage according to the base creature's size and Table 7-1: Breath Weapon Damage and Range. Range is determined according to Table 7-1 as if the base creature were one size smaller than it is. The breath weapon may be used a number of times per day equal to one plus one-half of the base creature's Constitution bonus (minimum 1). Damage increases by one die per 6 racial Hit Dice the base creature possesses and gains.

Additionally, the creature may only use its breath weapon once every 3d6 rounds, but each use after the first of day causes the creature to become fatigued for 60 minutes (–10 minutes per point of Constitution bonus; + 10 minutes per point of Constitution penalty, minimum 10 minutes).

Moderate Breath Weapon

A moderate breath weapon has a damage die type and a range according to the base creature's size and Table 7-1: Breath Weapon Damage and Range. The creature may use the breath weapon twice per day plus once per point of Constitution bonus. A moderate breath weapon may be used once every 2d4 rounds. Creatures with moderate breath weapons start at two dice of damage and gain one die per 4 racial Hit Dice the base creature possesses and gains.

Strong Breath Weapon

Strong breath weapons deal one die of damage according to the base creature's size and Table 7-1: Breath Weapon Damage and Range. The damage die is increased by one die type (1 point becomes d2, d8 becomes d10), and range is double that indicated on Table 7-1. Creatures with potent breath weapons start at two dice of damage and gain one die per 2 racial Hit Dice the base creature possesses and gains.

Special Qualities: Creatures with a breath weapon gain the following.

Immunity (Ex): A creature with a breath weapon is usually immune to the energy composing the breath weapon. This is not always true for sonic energy because sonic energy may be projected in such a way so as not to damage the creature.

Challenge Rating: For a weak breath weapon, +10% (maximum +1). For a moderate breath weapon, +20% (maximum +1). Both weak and moderate breath weapons may end up granting no Challenge Rating change, if the weapon is weak enough. For a strong breath weapon, +1 plus 10% (maximum +2).

Scaling Damage

Rolling multiple d2s can be cumbersome. Increase multiple 1s, d2s and d3s to the next die size that provides nearly the same range. By this method, 2 points of damage equals 1d2, 2d2 equals 1d4, 2d3 equals 1d6, and so on. Keep it as simple as possible while still granting the creature the damage range the template requires.

Level Adjustment: +1. Weak breath weapons may not be worth any Level Adjustment. Exceptionally powerful breath weapons may be worth more than +1. Compare the breath weapon to damaging spells that a spellcaster of similar Hit Dice could cast. If the breath weapon is more effective than a similar spell in any significant way, that may be worth another +1.

Breath Weapon Variants

You can mix and match the power of the breath weapon. You may want a creature with a long range and more uses per day, but less damage. Go for it. From digesters to hell hounds, most creatures in the

MM don't conform neatly to the Breath Weapon template's rules. Use them for inspiration.

Further, consider the variant breath weapons presented in the Variant Half-Dragons template (page 102). See also destructive harmonics in the Aberrant template or the breath weapon presented in the Metallivore template. Consider the following as well.

Fog and Smoke

The creature's breath weapon is either a mist that obscures vision or actual smoke. In the first case, the breath works like *obscuring mist* or *fog cloud*, depending on how persistent you want the breath to be. A particularly strong version could imitate *solid fog*. Smoke works as described in Chapter 8 of the *DMG* under Smoke Effects and can usually be dispersed like *obscuring mist*. Making it more concealing, as with fog, or making the smoke like *solid fog* can make such a breath weapon much more dangerous.

Challenge Rating: +1 if the weapon makes the creature more dangerous. Obscuring breath is very dangerous when mixed with blindsight and similar abilities. Smoke is very dangerous by itself, due to the nonlethal damage and choking factors; it adds +1.

Level Adjustment: +0 to +1. Smoke is usually +1.

Poison and Ability Damage

A vapor created by a creature might be poisonous or some sort of necromantic effect that deals ability damage. The inhaled poisons described in chapter 8 of the *DMG* make good models. If the breath weapon lingers in the area, dealing its damage over multiple rounds, it is even more dangerous. Such breath weapons should be made with the weak breath weapon model, no matter what the creature, and remain as if it were *obscuring mist*.

Challenge Rating: +1 or more. Use your judgment and the guidelines found in Chapter 1.

Level Adjustment: +1 or more. If the poison or necromantic effect deals Constitution damage or any form of ability drain, +2.

Spell Mimicking

Many spells, such as *stinking cloud* and *cloudkill*, lend themselves to a breath weapon. Consider also spells like *unholy blight*, *summon swarm*, or any other spell that covers an area and seems a likely candidate. Use the Spell-powered template (page 75) to determine how powerful a spell the base creature might be able to use and how many times per day. All such breath weapons are supernatural abilities and not spell-like, so add 1 to the spell's level before determining its cost. The creature can then use the spell as a breath weapon the number of times per day you purchased with the Spellpowered template and at a caster level equal to its Hit Dice. At will usage is just that for the breath weapon—essentially, the fact that the spell is cast as if it were a breath weapon is a special effect.

As supernatural abilities, spell-like breath weapons have saving throws DCs equal to 10 + the base creature's HD + its Constitution modifier. The spell's area may be modified into a cone or line, if you wish. Add a normal Reflex save to allow potential victims to get out of the way of the cone or line of breath.

Challenge Rating: +1 or more. Use your judgment and the guidelines found in Chapter 1.

Level Adjustment: Variable.

Sample Breath Weapon

The following example uses a 12-HD rast (advanced) as the base creature. The rast increased Dexterity with its ability score increases (2 points). It has a strong breath weapon and the damage die type was increased to d10 per the options in the template.

Bloodboiler Rast

Large Outsider (Extraplanar, Fire)

Hit Dice: 12d8+39 (93 hp)

Initiative: +5

Speed: 5 ft. (1 square), fly 60 ft. (good)

Armor Class: 16 (–1 size, Dex +1, +6 natural), touch 10, flat-footed 15

Base Attack/Grapple: +12/+22

Attack: Claw +17 melee (1d6+6) or bite +17 melee (2d6+9)

Full Attack: 4 claws +17 melee (1d6+6) or bite +17 melee (2d6+9)

Space/Reach: 10 ft./10 ft.

Special Attacks: Breath weapon, paralyzing gaze, improved grab, blood drain

Special Qualities: Darkvision 60 ft., flight, immunity to fire, vulnerability to cold

Saves: Fort +13, Ref +11, Will +11

Abilities: Str 22, Dex 12, Con 17, Int 3, Wis 13, Cha 12

Skills: Hide +12, Listen +16, Move Silently +16, Spot +16

Feats: Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Toughness

Environment: Elemental Plane of Fire

Organization: Solitary, pair, or cluster (3–6)

Challenge Rating: 11

Treasure: None

Alignment: Usually neutral

Advancement: —

Level Adjustment: —

This spiderlike creature has ten to fifteen red claws. Its crimson head is disproportionately large, and its neck is distended like a bullfrog's might be. The creature is the size of a small horse. It weighs about 1,600 pounds.

Combat

Bloodboiler rasts like to feast on hot blood. They paralyze as many of their foes as possible, then use their fire on paralyzed and moving victims alike. A bloodboiler rast can claw or bite, but cannot do both during the same round.

Breath Weapon (Su): 50-foot cone, once every 1d4 rounds, damage 8d10 fire, Reflex DC 19 half. The save DC is Constitution-based.

Paralyzing Gaze (Su): Paralysis for 1d6 rounds, 30 feet, Fortitude DC 17 negates. The save DC is Charisma-based.

Improved Grab (Ex): To use this ability, a bloodboiler rast must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Blood Drain (Ex): A bloodboiler rast drains blood from a grappled opponent, dealing 1 point of Constitution damage each round it maintains the hold.

Flight (Su): A bloodboiler rast can cease or resume flight as a free action. A bloodboiler rast that loses this ability falls and can perform only a single action (either a move action or an attack action) each round.

Dragon-Blooded

If dragons can mate with other creatures and breed true, so too can their progeny. Mercurial in nature, draconic blood is diluted quickly by mingling with “lesser” races. Yet, those close in generation to a half-dragon ancestor gain some the benefits of that glorious heritage. As the bloodline passes through the ages, the last thing to go is a natural talent for thaumaturgy.

Appearance Changes

A creature with the dragon-blooded template often has features that are reptilian, especially the eyes. The hide and hair of the creature is always tougher and bears a slight hue shift toward that of the dragon in the bloodline.

Creating a Dragon-Blooded Creature

“Dragon-Blooded” is an inherited template that can be added to any living creature besides an elemental, ooze, or plant (referred to hereafter as the “base creature”). A dragon-blooded creature differs from the base creature as follows.

AC: Natural armor improves by +1.

Special Qualities: A dragon-blooded creature gains the following.

Darkvision (Ex): Dragon-blooded can see in nonmagical darkness up to a range of 60 feet, or the base creature's range, whichever is better.

Dragon Blood (Ex): For all special abilities and effects, a dragon-blooded creature is considered a dragon. It is also considered to be of the base creature's type.

Low-Light Vision (Ex): Dragon-blooded can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Resistance (Ex): A dragon-blooded creature is resistant to one type of energy damage from among acid, cold, electricity, or fire. The resistance equals 5 + one-half of the creature's total character Hit Dice.

Saves: Dragon-blooded have a +4 racial bonus on saves against sleep and paralysis spells and effects.

Abilities: Modify as follows: Strength +2, Charisma +2.

Alignment: Same as base creature, tending toward that of the creature's draconic heritage.

Advancement: A dragon-blooded character's favored class is always sorcerer, replacing the favored class of the base creature.

Level Adjustment: +1.

Sample Dragon-Blooded

This example uses a dwarf fighter 1/sorcerer 3 (with base Strength 13, Dexterity 12, Constitution 14, Intelligence 10, Wisdom 8, and Charisma 15) as the base creature. Vanhloda added her 4th-level ability score increase to Charisma.

Vanhloda

Female Truagekin Fighter 1/Sorcerer 3

Medium Humanoid (Dwarf)

Hit Dice: 1d10+3 plus 3d4+9 (25 hp)

Initiative: +1

Speed: 20 ft. (4 squares)

Armor Class: 17 (+1 Dex, +2 natural, +4 mithral shirt); touch 11, flat-footed 16

Base Attack/Grapple: +2/+4

Attack: Masterwork dwarven urgrosh +5 melee (1d8+2/×3 or 1d6+2/×3) or masterwork throwing axe +4 ranged (1d6+2)

Full Attack: Masterwork dwarven urgrosh +5 melee (1d8+2/×3 or 1d6+2/×3) or masterwork throwing axe +4 ranged (1d6+2)

Space/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Breath weapon, spells

Special Qualities: Truagekin traits (resistance to fire 9)

Saves: Fort +6 (+8 poison), Ref +2, Will +4; +2 on all saves against spells, spell-like effects, and poisons

Abilities: Str 15, Dex 12, Con 16, Int 10, Wis 8, Cha 16

Skills: Concentration +7, Craft (armorsmithing) +6, Knowledge (arcana) +5, Spellcraft +5

Feats: Dragon Breath*, Improved Natural Armor, Iron Will

Challenge Rating: 4

Alignment: Lawful good

Effective Character Level: 5th

* New feat (page 180). Vanhloda gave up her familiar for the Improved Natural Armor feat.

Vanhloda is a broad-shouldered dwarf woman with striking golden eyes and sparkling hair to match. Her skin is smooth, but harder than normal, and it has a yellowish tint. As a youngster, Vanhloda only dreamed of hearth and home, but her strength and magical talent soon brought her to the attention of her clan's wardens. Mistrustful of her potential if unguided, the girl was raised as a disciplined warrior with an eye toward developing her sorcery. The wardens were right to teach her, for Vanhloda is fiery, impulsive, and capricious, even though her heart is true and she is very kind to the weak and disadvantaged.

Vanhloda speaks Dwarven and Common.

Possessions: mithral shirt (10% arcane spell failure), masterwork dwarven urgrosh, masterwork throwing axes (2), scrolls (arcane, CL 3rd: *acid arrow*, *hideous laughter*; arcane, CL 3rd: *web*), potions (*cure light wounds* (2), *endurance*, *enlarge*), *wand of detect secret doors* (32 charges), traveler's outfit, jewelry (450 gp), 53 gp.

Combat

Vanhloda uses her might as a fighter, keeping her magic in reserve as an unknown edge against enemies of her clan.

Breath Weapon (Su): 2/day, 15-foot cone, once every 3d6 rounds, damage 1d6 fire, Reflex DC 15 half. When used for the second time in a day, Vanhloda is fatigued until she can rest for 30 minutes. The save DC is Constitution-based.

Sorcerer Spells Known (6/6 per day): 0—*detect magic*, *ghost sound*, *light*, *mage hand*, *prestidigitation*; 1st—*cause fear* (DC 14), *mage armor*, *magic missile*.

Truagekin Traits (Ex): See Truagekin Racial Traits.

Truagekin Characters

Truagekin, also called the alsgaard, are a bloodline of dwarves descended from a gold dragon. They adhere to dwarf customs, but truagekin have a talent for sorcery and are often leaders among their kind.

Truagekin Racial Traits

Truagekin have the following characteristics.

- ☞ +2 Strength, +2 Constitution.
- ☞ Medium. (Use dwarf height and weight, +1d4 to each modifier.)
- ☞ Truagekin base speed is 20 feet. However, truagekin can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy

load (unlike other creatures, whose speed is reduced in such situations).

- ☞ *Natural Armor*: Truagekin have a +1 natural armor bonus.
- ☞ *Weapon Familiarity*: Truagekin may treat dwarven waraxes and dwarven urgroshes as martial weapons, rather than exotic weapons.
- ☞ *Darkvision (Ex)*: Truagekin can see in the dark up to 60 feet. This vision is black and white.
- ☞ *Low-Light Vision (Ex)*: Truagekin can see twice as far as humans in poor lighting conditions.
- ☞ *Resistance (Ex)*: Truagekin have resistance to fire equal to 5 + their character level.
- ☞ *Stability (Ex)*: Truagekin gain a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).
- ☞ *Stonecunning (Ex)*: This ability grants a truagekin a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A truagekin who merely comes within 10 feet of unusual stonework can make a Search check as if she were actively searching, and a truagekin can use the Search skill to find stonework traps as a rogue can. A truagekin can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up.
- ☞ +1 racial bonus on attack rolls against orcs and goblinoids.
- ☞ +4 dodge bonus to AC against giants.
- ☞ +2 racial bonus on saves against spells and spell-like abilities.
- ☞ +2 racial bonus on saves against poisons.
- ☞ +2 racial bonus on Appraise checks that are related to stone or metal items.
- ☞ +2 racial bonus on Craft checks that are related to stone or metal.
- ☞ *Dragon Blood (Ex)*: For all special abilities and effects, truagekin are considered dwarves and dragons.
- ☞ *Automatic Languages*: Dwarven and either Undercommon or Common. *Bonus Languages*: Draconic, Giant, Goblin, Gnome, Orc, and Terran.
- ☞ *Favored Class*: Sorcerer.
- ☞ *Level Adjustment*: +1.

Variant Half-Dragons

This new material offers that option to DMs who want greater variety among half-dragons. These optional rules augment the rules in the Half-Dragon entry in the *MM*.

Breath Weapon

Instead of the static breath weapon offered by the Half-Dragon template in the *MM*, you can use the Breath Weapon template (page 98) and the moderate breath weapon special attack to determine the particulars of a half-dragon's breath weapon. Each half-dragon has a type of breath weapon based on its color.

| Dragon | Breath |
|---------------|------------------|
| Black, Copper | Acid (line) |
| Blue, Bronze | Lightning (line) |
| Brass | Fire (line) |
| Green | Gas (cone) |
| Red, Gold | Fire (cone) |
| White, Silver | Cold (cone) |

Alternative Breath Weapons

Metallic half-dragons can have some opportunity to have the secondary breath weapon of their parent species. Assume that a metallic half-dragon has a 33% chance to have both weapons. If not, it has the dragon's primary energy breath weapon (fire, acid, cold, lightning) on a d% roll of 01–75, and the secondary gas weapon only on 76–100 on the same roll. The gas breath has the normal limitations of the half-dragon's breath (moderate according to the Breath Weapon template, normal save DC). The gas breath weapons work as follows.

Brass Dragon: A cone of sleep gas. Creatures within the cone must succeed at a Will save or fall asleep, regardless of Hit Dice, for a number of rounds equal to a result on one of the half-dragon's breath weapon damage dice. For example, a Large half-dragon causes the opponent to fall asleep for 1d8 rounds.

Bronze Dragon: A cone of repulsion gas. Creatures within the cone must succeed at a Will save or be compelled to do nothing but move away from the dragon for a number of rounds equal to a result on one of the half-dragon's breath weapon damage dice. This is a mind-affecting, compulsion effect.

Copper Dragon: A cone of slow gas. Creatures within the cone must succeed at a Fortitude save or be slowed (as the spell *slow*) for a number of rounds equal to a result on one of the half-dragon's breath weapon damage dice.

Gold Dragon: Cone of weakening gas. Creatures within the cone must succeed at a Fortitude save or take a number of points of Strength damage equal to 1 +1 per size larger than Small.

Silver Dragon: A cone of paralyzing gas. Creatures within the cone must succeed at a Fortitude save or be

paralyzed for a number of rounds equal to a result on one of the half-dragon's breath weapon damage dice.

Challenge Rating: +1 if the additional breath weapon significantly increases the half-dragon's power.

Level Adjustment: +1.

Half-Dragons and Age

Half-dragons may gain potency as they age. For most races, being a half-dragon doubles the creature's lifespan. A half-dragon gains +1 to all of its save DCs and +1 die of damage to its breath weapon at middle age, old, and venerable. For PC races, age for these categories is doubled from that found in Chapter 6 of the *Player's Handbook*. You must determine aging rates for other creatures, though native outsider half-dragons age like dragons (see the Dragon, True entry in the *MM*), gaining the increases at mature adult, very old, and great wyrm ages.

Special Attributes by Dragon Type

Half dragons can gain a few extra special abilities according to their type. To utilize the spell-like abilities listed below, the creature must have a Charisma equal to 10 + the spell's level. Half-dragons accumulate powerful spell-like abilities as they go up in total character Hit Dice, each ability indicated useable once per day. The caster level of those abilities is equal to the half-dragon's total character Hit Dice. All spell-like abilities are usable only once per day, unless otherwise noted.

Challenge Rating: +1 when the half-dragon gains abilities significant enough to warrant the gain, which is usually around 9 Hit Dice for creatures without many other noteworthy special attacks.

Level Adjustment: +1 for all half-dragons who take these abilities.

Black

Black half-dragons gain the following.

Natural Swimmer (Ex): The black half-dragon can hold its breath 5 times as long as a normal creature and takes only half the normal penalties for operating underwater. It gets a +4 racial bonus on Swim checks.

Charm Reptiles (Sp): The black half-dragon can cast *lesser charm* (new spell, page 184). The spell can only be cast on a reptile, and the black half-dragon can speak with the charmed creature for as long as it is charmed as if under the effect of a *speak with animals* spell. This ability is the equivalent of a 1st-level spell.

Corrupt Water (Sp): The black half-dragon can activate an ability that works like the *create water* spell, except that the ability stagnates and fouls water instead of creating it, which automatically spoils unattended liquids containing water and makes water unable to support life. Magic items (such as potions) and items in a creature's possession must succeed at a Will save (DC 11 + the half-dragon's Charisma modifier) or be fouled. This ability is the equivalent of a 1st-level spell.

Spell-Like Abilities: A 3-HD black half dragon can cast *darkness*. A 5-HD black half-dragon can cast *plant growth*, a 7-HD one can cast *water breathing* (self only), and a 9-HD black half-dragon gains the ability to cast *insect plague*.

Skills: +2 racial bonus on Move Silently checks.

Blue

Blue half-dragons gain the following.

Create/Destroy Water (Sp): The blue half-dragon can activate an ability that works like the *create water* spell, except that the creature can decide to destroy water instead of creating it, which automatically spoils unattended liquids containing water. Magic items (such as potions) and items in a creature's possession must succeed at a Will save (DC 11 + the half-dragon's Charisma modifier) or be ruined. This ability is the equivalent of a 1st-level spell.

Sound Imitation (Ex): The blue half-dragon can mimic any voice or sound it has heard anytime it likes by making a Charisma or Perform (act) check. Listeners must succeed at a Will save (DC equal to the check result) to detect the ruse.

Spell-Like Abilities: All blue half-dragons can cast *ventriloquism*. A 7-HD blue half-dragon can cast *hallucinatory terrain*, a 9-HD specimen can cast *mirage arcana*, and an 11-HD blue half-dragon can cast *veil*.

Skills: +2 racial bonus on Hide checks.

Brass

Brass half-dragons gain the following.

Spell-Like Abilities: All brass half-dragons can cast *speak with animals* and *endure elements*. A 3-HD brass half-dragon can cast *speak with animals* an extra time per day and gains the ability to cast *suggestion*. At 9 HD, a brass half-dragon gains another use of *speak with animals* and can cast *control winds*. A 13-HD specimen can cast *control weather*, and a 14-HD brass half-dragon can use *summon monster VII* (djinni only).

Skills: +2 racial bonus on Survival checks.

Bronze

Bronze half-dragons gain the following.

Natural Swimmer (Ex): See the ability of the same name in the black half-dragon section.

Spell-Like Abilities: All bronze half-dragons can cast *speak with animals*. A 3-HD bronze half-dragon can cast *speak with animals* an extra time per day and gains the ability to cast *fog cloud*. At 5 HD, the bronze half-dragon gains the ability to cast *create food and water* and *detect thoughts*. A 7-HD bronze half-dragon can cast *water breathing* (self only), and a 9-HD one can cast *polymorph* (self only). At 13 HD, a bronze half-dragon gains another use of *speak with animals* and can cast *control water*.

Skills: +2 racial bonus on Survival checks.

Copper

Copper half-dragons gain the following.

Spell-Like Abilities: All copper half-dragons can cast *spider climb*, but the spell only works on stone surfaces. At 3 HD, they gain another use of this ability. A 5-HD copper brass dragon gains another use of *spider climb* and can cast *stone shape*. A 9-HD copper half-dragon can cast *transmute rock to mud* or *transmute mud to rock* (one or the other each day), and a 13-HD specimen can cast *wall of stone*.

Skills: +4 racial bonus on Jump checks.

Gold

Gold half-dragons gain the following.

Natural Swimmer (Ex): See the ability of the same name in the black half-dragon section.

Detect Gems (Sp): A 5-HD gold half-dragon can enact a divination effect similar to a *detect magic* spell, except that it finds only gems. The creature can scan a 60-degree arc each round: By concentrating for 1 round it knows if there are any gems within the arc; 2 rounds of concentration reveal the exact number of gems; and 3 rounds reveal their exact location, type, and value. This ability is the equivalent of a 2nd-level spell.

Spell-Like Abilities: All gold half-dragons can cast *bless*. At 3 HD, they gain another use of this ability, and at 7 HD they can cast *water breathing* (self only). A 9-HD gold half-dragon can cast *polymorph* (self only), and an 11-HD specimen can cast *geas/quest*. A 15-HD gold half-dragon can cast *sunburst*.

Skills: +2 racial bonus on Heal checks.

Green

Green half-dragons gain the following.

Potent Breath Weapon (Su): Green half-dragons do not lower the damage of their breath weapon as would be normal for an acid weapon (see the Breath Weapon template).

Natural Swimmer (Ex): See the ability of the same name in the black half-dragon section.

Spell-Like Abilities: A 3-HD green half dragon can cast *suggestion*. A 5-HD green half-dragon can cast *plant*

growth, a 9-HD specimen can cast *lesser dominate* (new spell, page 186).

Skills: +2 racial bonus on Move Silently checks.

Red

Red half-dragons gain the following.

Potent Breath Weapon (Su): A red half-dragon's fiery breath weapon increases its damage die type by one step.

Spell-Like Abilities: A 3-HD red half dragon can cast *locate object* and *suggestion*. An 11-HD red half-dragon can cast *find the path*, and a 15-HD specimen can cast *discern location*.

Skills: +4 racial bonus on Jump checks.

Silver

Silver half-dragons gain the following.

Spell-Like Abilities: All silver half-dragons can cast *feather fall*. At 3 HD, they gain another use of this ability and can cast *fog cloud*. A 7-HD silver dragon can cast *air walk*, while a 9-HD one gains another use of *fog cloud* and can cast *polymorph* (self only), and an 11-HD specimen can cast *control winds*. A 15-HD silver half-dragon can cast *control weather*.

Skills: +4 racial bonus on Jump checks.

White

White half-dragons gain the following.

Ice Mastery (Ex): +6 racial bonus on Climb and Balance checks on icy surfaces.

Spell-Like Abilities: All white half-dragons can cast *obscuring mist*. At 3 HD, a white half-dragon can cast *obscuring mist* twice per day and gains the ability to cast *fog cloud*. A 7-HD white half-dragon can cast *gust of wind*, while a 9-HD one can cast *wall of ice*. At 13 HD, a white half-dragon may cast a form of *solid fog* that also causes surfaces it touches to become slippery, as if affected by a *grease* spell.

Skills: +2 racial bonus on Hide checks.

Chapter 8: Elementals

Elementals are creatures composed of or related to the primal forces of nature. With the templates in this chapter, you'll be able to make just about any creature a native of an Elemental Plane.

Elemental

Many creatures of the Material Plane have a corresponding form on one or more of the Elemental Planes, as dwarves have a corresponding manifestation on the Plane of Fire in azers. Others have been transformed into an elemental form by powerful and mysterious magic. Still rarer beings occur naturally on the Material Plane, cropping up in diverse locations as mutations or aberrations of a mundane creature.

These elementals may bear completely different and alien names from their material counterparts. In general, they are simply called by their material name, preceded with the adjective “elemental” or the specific, applicable elemental subtype (“Air,” “Earth,” “Fire,” or “Water”).

Appearance Changes

Elemental creatures are shaped like their material counterparts, but are obviously infused by the power of whatever element they embody. Air elemental creatures have lighter frames, wild hair, and skin the color of sky, clouds, or smoke with occasional intrusions of some other misty color. Earth creatures have earthy or metallic tones to their coloration and tend to be heavy and solid. Fire element creatures have black, red, or metallic skin sometimes sheathed in fire, and wherever there would be significant hair, that fire is larger. Water elemental creatures have slick skin the color of any type of water, less hair, webbed digits, and large eyes.

Creating an Elemental

“Elemental” is a template that can be added to any creature besides an elemental (referred to hereafter as the “base creature”). A creature cannot be given an elemental type opposite of one it already possesses. An elemental differs from the base creature as follows.

Type: Change to outsider and add the appropriate element subtype—air, earth, fire, or water. Add the extraplanar subtype, if the creature is from an Elemental Plane. Add the native subtype, if the creature is from the Material Plane.

Hit Dice: Increase all current and future racial Hit Dice to d8s.

Speed: Air elemental creatures gain a fly speed equal to triple their land speed, and they have perfect maneuverability. Earth elementals are ponderous and reduce their

base land speed by 10 feet (minimum 10 feet or that of the base creature, whichever is lower). Fire elementals are fast, doubling their base land speed, but they cannot swim or even enter water. Water elementals can swim at a speed equal to triple their land speed, but they are ponderous on land like earth elementals.

AC: Natural armor improves by the value shown on the following chart.

| Size | Air, Fire | Earth, Water |
|--------------|-----------|--------------|
| ≤ Tiny | — | +1 |
| Small | +1 | +2 |
| Medium | +2 | +3 |
| Large | +3 | +4 |
| Huge | +4 | +4 |
| ≥ Gargantuan | +4 | +5 |

Attack: Elemental creatures without natural attacks gain a slam attack. The slam deals good damage for the creature's size according to Table 1–3: Creature Attributes by Size (page 13). Fire elemental creatures deliver extra fire damage with their natural attacks equal to medium damage for the creature's size on Table 1–3.

Special Attacks: Elementals gain the following, based on the elemental type.

Air

Air elementals gain the following.

Air Mastery (Ex): Airborne creatures take a –1 penalty on attack and damage rolls against an air elemental creature.

Earth

Earth elementals gain the following.

Earth Mastery (Ex): An earth elemental creature gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a –4 penalty on attack and damage rolls.

Push (Ex): An earth elemental creature can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery also apply to the elemental creature's opposed Strength checks.

Fire

Fire elementals gain the following.

Burn (Ex): Those hit by a fire elemental creature's natural attack also must succeed on a Reflex save (DC 10 + one-

half the elemental creature's Hit Dice + its Constitution modifier) or catch on fire. Creatures hitting a fire elemental creature with natural weapons or unarmed attacks take fire damage as though hit by the elemental creature's attack, and they also catch on fire unless they succeed on a Reflex save. Creature lit aflame by this ability stay on fire for 1d4 rounds, unless they take active measures to put out the fire (see Chapter 8 of the *DMG*).

Water

Water elementals gain the following.

Drench (Ex): The elemental creature's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin up to its own size. The creature can dispel magical fire it touches as *dispel magic* (caster level equals elemental creature's Hit Dice).

Water Mastery (Ex): A water elemental creature gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental creature is touching the ground, the elemental creature takes a -4 penalty on attack and damage rolls.

Special Qualities: Elementals gain the following, and qualities based on the elemental type.

Damage Reduction (Ex): An elemental creature with 8 or more Hit Dice gains Damage reduction 5/—. The creature gains damage reduction 10/— at 20 or more Hit Dice. At 60 or more Hit Dice, the damage reduction is 15/—.

Earth

Earth elementals gain the following.

Earth Glide (Ex): An earth elemental creature can glide through stone, dirt, or almost any other sort of earth except metal at a speed equal to its base land speed. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing earth elemental creature flings the creature back 30 feet, stunning it for 1 round unless it succeeds on a Fortitude save.

Abilities: Modify as follows: Air: Dexterity +4; Earth: Strength +4, Dexterity -2, Constitution +2; Fire: Dexterity +2; Water: Strength +2, Constitution +2.

Skills: Those creatures able to speak a language lose one automatic language and gain the appropriate elemental language in its place. Creatures with more than one automatic language speak the elemental tongue in lieu of the language most closely associated with their race. (A fire elemental elf would speak Ignan and Common.)

Environment: The appropriate Elemental Plane or any area appropriate to the elemental creature's preferred environment.

Challenge Rating Tiny or smaller creatures use the base creature's Challenge Rating. Small to Large creatures get Challenge Rating +1, while larger creatures get Challenge Rating +2.

Alignment: Elemental creatures tend toward neutral alignments.

Level Adjustment: +3.

Sample Elemental

This example uses a pegasus as the base creature.

Flamewing Equine

Large Outsider (Augmented Magical Beast, Fire, Native)

Hit Dice: 4d10+12 (34 hp)

Initiative: +3

Speed: 120 ft. (24 squares), fly 120 ft. (average)

Armor Class: 18 (-1 size, +3 Dex, +6 natural), touch 12, flat-footed 15

Base Attack/Grapple: +4/+12

Attack: Hoof +7 melee (1d6+4 plus 1d6 fire)

Full Attack: 2 hooves +7 melee (1d6+4 plus 1d6 fire) and bite +2 melee (1d3+2 plus 1d6 fire)

Space/Reach: 10 ft./5 ft.

Special Attacks: Burn

Special Qualities: Darkvision 60 ft., low-light vision, scent, spell-like abilities

Saves: Fort +7, Ref +7, Will +7

Abilities: Str 18, Dex 17, Con 16, Int 10, Wis 13, Cha 13

Skills: Diplomacy +3, Listen +8, Sense Motive +9, Spot +8

Feats: Flyby Attack, Iron Will

Environment: Warm mountains

Organization: Solitary, pair, or herd (6-10)

Challenge Rating: 4

Treasure: None

Alignment: Usually chaotic neutral

Advancement: 5-8 HD (Large)

Level Adjustment: +5 (cohort)

A flamewing equine is a magnificent and mercurial winged horse with smooth, golden skin and flame for hair and wings. A typical specimen stands 6 feet high at the shoulder, weighs 1,500 pounds, and has a wingspan of 20 feet.

These outsiders cannot speak, but they understand Ignan.

Combat

Flamewing equines are fierce and wild. They rarely allow strangers to approach them, but usually flee rather than fight.

Burn (Ex): Those hit by a flamewing equine's natural attack also must succeed on a DC 15 Reflex save or catch on fire. Creatures hitting a flamewing equine with natural weapons or unarmed attacks take fire damage as though hit by its attack, and they also catch on fire unless they succeed on a Reflex save. Creature lit aflame by this ability stay on fire for 1d4 rounds, unless they take active measures to put out the fire (see Chapter 8 of the *DMG*).

Spell-Like Abilities: At will—*detect good* and *detect evil* within a 60-foot radius. Caster level 5th.

Training a Flamewing Equine

Flamewing equines are prized as mounts by those resistant to the beast's fiery wings and mane. Although intelligent, a flamewing equine requires training before it can bear a

rider in combat. To be trained, a flamewing equine must have a friendly attitude toward the trainer (this can be achieved through a successful Diplomacy check). Training a friendly flamewing equine requires six weeks of work and a DC 30 Handle Animal check. Riding a flamewing equine requires an exotic saddle. A flamewing equine can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Flamewing equine foals are worth 5,000 gp per head. These creatures mature at the same rate as horses. Professional trainers charge 2,000 gp to rear or train a flamewing equine, which serves a master who treats it well with absolute faithfulness for life.

Carrying Capacity: A light load for a flamewing equine is up to 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds.

Variants Elementals

Elemental Planes have pockets of varying temperature extremes. Thus, portions of the Elemental Planes lend themselves to elemental creatures with traits related to these extremes. The following variants account for some of these strange beings. While these variants are intended for elementals and creatures with the Elemental template, they may be used to give special powers to creatures besides elementals.

Icy Elemental

Icy elementals are infused with cold—fire elementals cannot also be icy. They gain the following.

Speed: Icy elementals lose 10 feet of base land speed, to a minimum of 10 feet or that of the base creature, whichever is lower.

Attack: An icy elemental's natural weapons deal extra cold damage equal to medium damage for the creature's size on Table 1–3: Creature Attributes by Size (page 13).

Special Attacks: An icy elemental gains the following.

Cold Aura (Ex): Anyone within a distance of an icy elemental equal to its Space must succeed at a Fortitude save (DC 10 + one-half of the elemental's HD + elemental's Constitution modifier) each round or take the same

amount of cold damage as the elemental's natural attacks deliver. A successful save halves the damage.

Freeze (Ex): At will, an icy elemental can coat a surface with ice, which works as the *grease* spell with a caster level equal to the icy elemental's Hit Dice. Any application of heat destroys the effect.

Special Qualities: A icy elemental gains the following.

Cold Resistance (Ex): An icy elemental without immunity to cold has resistance to cold 20.

Icewalking (Ex): This ability works like the *spider climb* spell, but it is constantly in effect. The surfaces the elemental climbs must be icy for the ability to work, and the creature never needs to make a Balance check to keep its footing on an icy surface.

Challenge Rating: +1.

Level Adjustment: +2.

Thermic Elemental

Thermic elementals are infused with heat. They gain the following.

Speed: The thermic elemental adds 10 feet to its base land speed.

Attack: A thermic elemental's natural weapons deal extra fire damage equal to medium damage for the creature's size on Table 1–3: Creature Attributes by Size (page 13). Fire elementals deal extra fire damage equal to the good damage as if they were one size larger than they are with reference to Table 1–3.

Special Attacks: A thermic elemental gains the following.

Heat Aura (Ex): Anyone within a distance of a thermic elemental equal to its Space must succeed at a Fortitude save (DC 10 + one-half of the elemental's HD + elemental's Constitution modifier) each round or take the same amount of fire damage as the elemental's natural attacks deliver. A successful save halves the damage.

Special Qualities: A thermic elemental gains the following.

Fire Resistance (Ex): A thermic elemental without immunity to fire has resistance to fire 20.

Challenge Rating: +1.

Level Adjustment: +2.

Chapter 9: Metatemplate

Combining monsters is what many templates attempt to accomplish. The Half-Template template is a tool to help you create templates for combining creatures—it's a metatemplate.

Half-Template

Crossbreeding may be possible in nature, but magic piles a whole slew of possibilities onto the works. An orc may be able to mate with a human, but the spellcaster's art can allow many disparate species to meld into one. This template, then, is a tool to allow you to divide creatures in half and apply those halves to other creatures as a template.

Creating a Half-Template

"Half-Template" is a metatemplate used to turn any creature (referred to hereafter as the "base creature") into a half-power template. The creature to which this new template may later apply is referred to hereafter as the "base monster." A running example clarifies the process, culminating in a complete template as a sample. Half-templates are created as follows.

Special: This template requires a lot of creativity and judgment calls on your part—always have in mind what you want from your new template when you create it. Any

category that stays the same as the base creature may simply be left off your new template. Unless otherwise noted, use normal rounding rules (round down).

Base Monsters: Determining the base monsters to which your new template can apply is an exercise in creative thinking. Usually, any living creature (besides the base creature) is a candidate in any case. Elementals, oozes, and plants are the most likely living creatures to be excluded from the list because of their strange traits and a usual inability to mate with other types of organisms. Constructs and undead are rarely candidates for templates, though a living creature could take a template and then be transformed into an undead or construct.

Acquired or Inherited: Templates that can be added to a creature at any time, but are not present when the creature is created or born are acquired. A template that is part of a creature when it is born or created is inherited. Because of magical intervention, many templates can be either and require no distinction.

Example: We're going to make a Half-Gorgon template (see the Gorgon entry in the *MM*), which we're going to call a demigorgon. Since the gorgon is a living creature, the template can apply to any living creature besides a gorgon. Elementals and oozes are too strange, so they're also excluded.

Table 9-1: Type Changes for Half-Creatures

| Original Type | BASE CREATURE'S TYPE | | | | | | | | | | | | | | |
|-------------------------|----------------------|----|---|----|---|----|----|----|----|----|----|----|----|----------------|----|
| | Ab | An | C | D | E | F | G | H | Mb | Mh | Oo | Ou | P | U | V |
| Aberration (Ab) | Ab | Ab | C | D | E | Ab | Ab | Ab | Ab | Ab | Ab | Ou | P | U | Ab |
| Animal (An) | Ab | An | C | D | E | F | G | Mh | Mb | Mh | Ab | Ou | P | U | V |
| Construct (C) | Ab | Mb | C | D | E | F | G | Mh | Mb | Mh | Ab | Ou | P | U | Mb |
| Dragon (D) | D | D | C | D | E | D | D | D | D | D | Ab | Ou | P | U | D |
| Elemental (E) | Ou | Ou | C | Ou | E | Ou | Ou | Ou | Ou | Ou | Ou | Ou | Ou | U ¹ | Ou |
| Fey (F) | Ab | F | C | D | E | F | F | F | Mb | F | Ab | Ou | P | U | F |
| Giant (G) | Ab | Mb | C | D | E | F | G | G | Mb | Mh | Ab | Ou | P | U | Mb |
| Humanoid (H) | Ab | Mb | C | D | E | F | G | H | Mb | Mh | Ab | Ou | P | U | Mb |
| Magical beast (Mb) | Ab | Mb | C | D | E | F | G | Mh | Mb | Mh | Ab | Ou | P | U | Mb |
| Monstrous humanoid (Mh) | Ab | Mb | C | D | E | F | G | Mh | Mb | Mh | Ab | Ou | P | U | Mb |
| Ooze (Oo) | Ab | Ab | C | Ab | E | Ab | Ab | Ab | Ab | Ab | Oo | Ou | P | U | Ab |
| Outsider (Ou) | Ou | Ou | C | Ou | E | Ou | Ou | Ou | Ou | Ou | Ou | Ou | Ou | U ¹ | Ou |
| Plant (P) | Ab | Mb | C | D | E | F | G | Mh | Mb | Mh | Ab | Ou | P | U | Mb |
| Undead (U) | Ab | Mb | C | D | E | F | G | Mh | Mb | Mh | Oo | Ou | P | U | Mb |
| Vermin (V) | Ab | V | C | D | E | Ab | Ab | Ab | Mb | Ab | Ab | Ou | P | U | V |

¹ Undead often become extraplanar when gaining halves of elementals or outsiders.

Size: No matter what the size of the base creature, move it to Medium. In so doing, note the base creature's new ability scores, damage from attacks, and new natural armor bonus due to the size change. Use Table 1-4: Creature Changes by Size (page 13) to guide this process. Remember that base monsters will gain the augmented subtype automatically upon gaining your new template.

Example: We reduce the gorgon to Medium. Doing so makes its ability scores Strength 13 (-8 from size decrease), Dexterity 12 (+2 from size decrease), Constitution 17 (-4 from size decrease), Intelligence 2, Wisdom 12, and Charisma 9. Its natural armor bonus decreases to +9 (-2 from size decrease).

Type: Find the base creature's type on the first column of Table 9-1: Type Changes for Half-Creatures and cross-reference it to all other types. Your new template changes type according to this chart. A template created from a creature type that has special attacks, resistances, or immunities may grant bonuses on saves or other special abilities. For instance, the Dhampire template (page 113) grants save bonuses based on the immunities enjoyed by undead. See the Special Attack, Special Qualities, and Saves sections.

Subtypes are normally kept, unless they are outsider, such as extraplanar, good, and lawful. Half-outsiders are outsiders, but they have only the native subtype if indigenous to the Material Plane and the normal alignment subtypes and extraplanar subtype if native to the base creature's plane.

Example: According to the table and the gorgon's type (magical beast), we see that animals and vermin with the template become magical beasts. Humanoids become monstrous humanoids. All other creatures retain their normal types.

Hit Dice: The half template always includes a statement increasing racial Hit Dice toward that of the base creature like so: "Increase racial Hit Dice by one die size, to a maximum of (base creature's die size)." Remember that "increase" means the base monster's Hit Die type stays the same if it's larger than the type indicated by the increase.

If the template breaks any Hit Dice rules, such as allowing abilities to scale with character Hit Dice and not just racial Hit Dice, that fact should be noted.

Example: Since d10 is the gorgon's Hit Die type, and we want the demigorgon's breath weapon save DC to scale with character Hit Dice, we add a Hit Dice section to our gorgon template with the following statement: "Increase racial Hit Dice by one die size, to a maximum of d10. Unless otherwise noted, Hit Dice in this template refer to total character Hit Dice."

Speed: Note the base creature's speeds and whether they are slower or faster than what is normal for its size. Grant the base monster half of that bonus or penalty.

A base creature with a burrow or swim speed may grant that ability to the base monster, albeit at half speed.

A creature with a fly speed does the same, or it may grant the base monster gliding (see the Flying template)

on weak wings or the ability to cast the *fly*, *levitate*, and/or *overland flight* spells. The Half-Genie template (page 136) is an example of a template granting the ability to cast the *fly* and *overland flight* spells instead of a flying speed. As with spell-like abilities, such spells should only be granted to a base monster at a number of Hit Dice equal to the level at which a spellcaster would be able to cast such a spell. Otherwise, it's just better to give the creature an actual fly speed.

Example: Gorgons are slow for large quadrupeds—10 feet slower. So a demigorgon loses 5 feet of base land speed.

Armor Class: Divide any modifiers to Armor Class in half, ignoring modifiers from Dexterity, armor, and other equipment. A bonus provided by a creature's ability scores, such as a ghost's deflection bonus to AC from Charisma, may be kept or discarded as works best for your creation.

Example: The Medium gorgon has a natural armor bonus of +9. Dividing this in half, we get 4.5 and round that down to +4.

Attacks: Take the base creature's natural attacks and convert them into attacks granted to the base monster. Base monsters should keep their attacks and damage, if those attacks are better than what the template offers. Further, a base creature's attack may be allowed to augment a base monster's attacks of the same kind, allowing the base monster to increase the damage it deals as if it had grown one size.

Damage: Figure the new damage for the size reduction to Medium. This is the base damage of the attack. Find the closest equivalent on Table 1-3: Creature Attributes by Size (page 13) and use that damage category for the attack. You may reduce the damage category by one step, if that suits your purposes. The attack then scales according to the base monster's size in your template.

Example: The gorgon has a gore attack that deals good damage for the gorgon's size (1d8 at Large or 1d6 at Medium). We add an Attack section to the template that reads: "A demigorgon has a gore attack, dealing good damage for the base creature's size according to Table 1-3: Creature Attributes by Size. If the base creature already has a gore attack that deals better damage, keep it."

We could have instead added: "If the base creature has a gore attack, increase the damage for that attack as if the base creature had grown one size according to Table 1-5: Increased Damage by Size."

Special Attacks: Reduce special attacks according to the following. Rather than calculating all of these factors, it's often easier to have your template reference another relevant template. Keep and list any special quality you want all base monsters to gain from the new template. Remove abilities altogether, if they don't make sense for your creation. Add abilities that make sense in place of lost ones, if a reasonable translation of the lost ability can be made.

Ability Damage: Ability damage, such as that from poison, scales as listed in the Attacks section. Ability damage is often reduced as if the Medium base creature has shrunk

one size according to Table 1–5: Increased Damage by Size. For instance, a half-spider (Medium monstrous) might deal 1d3 Strength with its poison, instead of 1d4.

Constrict, Pounce, Powerful Charge, Rake, Swallow Whole, Trample: These attacks are retained only if it makes sense for all creatures that could receive the template. Damage, HD-related and size-related factors scale normally.

Damage: Damage scales as listed in the Attacks section.

Energy Drain: Energy drain is removed if it is lowered below one level. Feel free to translate this into another, lesser ability, such as *enervation* as a spell-like ability.

Improved Grab: Improved grab is often kept when the attacks related to the grabbing ability are kept. For instance, a half-scorpion with scorpion claws may retain improved grab.

Range: Change the range according to any size change to Medium, if appropriate, and then reduce the range by half. If the ability is a ranged attack or supernatural ability, such as a gaze attack or a ray, this reduction is all that is needed. A physical ability, such as a breath weapon, should scale with the size of the base creature. Using the options for changing range based on size found in Chapter 1, figure out the range for a Minuscule creature. Then make the range scale with each size increase so that the range equals what you've already determined for a Medium creature. A range of fewer than 5 feet means the creature can only affect one adjacent target, even if the attack normally affects an area. See the Breath Weapon template for examples.

Save DCs: Save DC formulas stay the same (DC 10 + one-half of the creature's [often racial] HD + the ability score modifier from the ability on which the DC is based). Decide whether the DC should scale according to the creature's racial or total character Hit Dice, and note that in the template. Racial bonuses to DCs are halved, while racial penalties remain the same or worsen. Many racial abilities don't scale with class levels.

Spell-Like Abilities: Spell-like abilities offer a few options that build on one another. One is to halve the creature's caster level and eliminate any spell-like abilities that a spellcaster of that level couldn't cast. Then take uses per day, and halve them (reduce "at will" to "3/day"). Abilities with one use per day should be maintained only if the creature could cast the spell at its halved caster level or the ability fits your vision for your new template.

Alternatively, you may build a scaling chart for spell-like abilities. In so doing, you still halve uses per day, but you allow the base monster access to the spell-like abilities of the base creature as the base monster's Hit Dice equal the caster level of the spell-like ability. You may distribute multiple uses per day over multiple Hit Dice as you like. In such templates, total character Hit Dice usually determines a base monster's access to scaling spell-like abilities. Access to such abilities usually requires the base monster have a minimum mental ability score as well, such as Charisma 8 or even Charisma 10 + spell level. See the Half-Genie template (page 136) for an example of this type of scaled spell-like ability access.

Uses Per Day: Halve them as shown in spell-like abilities, but round up. If the creature has a use limit, such as 1d4 rounds between uses, raise the die type as if the creature had grown one size according to Table 1–5: Increased Damage by Size (page 14).

Example: A gorgon has a breath weapon and a trample attack. The trample is axed—it's a specialized attack for the gorgon's body structure and mass. The breath weapon is a 60-foot cone with five uses per day maximum. It may be used once every 1d4 rounds.

Using the guidelines, reducing the gorgon to Medium reduces its range by 33% (the gorgon shrunk one size) to 40 feet. Reducing this to Minuscule results in fewer than 5 feet. So, to be totally accurate, we could say that the range of the cone is 5 feet + 5 feet per size larger than Fine + 10 feet per size larger than Tiny. Minuscule creatures can only hit an adjacent opponent with their cone, and such small creatures take a –4 penalty on the Reflex save DC.

It's easier, for brevity, to just base the whole thing on Table 7–1 in the Breath Weapon template, which provides a close enough approximation even though it grants slightly shorter range than the gorgon's breath weapon might suggest.

The gorgon can use its breath weapon once every 1d4 rounds, which scales to 1d6 according to Table 1–5. Further, it can use its breath weapon five times per day, which halves to thrice per day (rounded up). Since the gorgon's uses per day are the same as its Constitution bonus, it seems like a good idea to add a special effect to the demigorgon that scales uses per day based on the base monster's Constitution bonus. The save DC calculation is the same.

The demigorgon has the following special attack.

Breath Weapon (Su): Cone, once every 1d6 rounds, turn to stone permanently. This breath weapon is usable once per day plus once per 2 points of Constitution bonus (minimum once, maximum three times) the demigorgon possesses. The range of the cone is determined using the base creature's size and Table 7–1: Breath Weapon Damage and Range (page 98). A Fortitude save (DC 10 + one-half the demigorgon's HD + its Constitution modifier) negates the effect.

Special Qualities: Use the guidelines delineated earlier in Special Attacks. Special cases follow.

Damage Reduction: A total of less than one point is either treated as 1 point or as loss of the damage reduction.

Fast Healing: Fast healing may be halved, but less than 1 point means the base monster heals lethal and nonlethal damage twice as quickly as a normal specimen would per day (2 × HD per hour nonlethal; 2 × HD in lethal damage per day, or 4 × HD per day with bed rest).

Immunities: If a base creature has immunity to a type of energy, the immunity remains or becomes a suitable resistance to energy of 20 to 30 points. Immunity to another type of damage becomes damage reduction 10 to 15 that cannot be overcome by the indicated sort of damage. Immunity to a type of attack that doesn't deal damage allows the base monster a +4 racial bonus on saves against that particular attack.

If a subtype grants immunity and vulnerability, they remain if the subtype remains. Otherwise, they change as indicated earlier and in Vulnerabilities.

Mixed Blood (Ex): For all special abilities and effects, a half-creature is considered both the base creature and the base monster. Most half-creatures possess this trait.

Regeneration: Regeneration may be halved, or it may be retained at its full strength but reduced to fast healing.

Resistances: A total of less than 1 point grants the base monster a +4 racial bonus on saves against the energy instead.

Senses: Types of vision and scent are normally kept at full strength. Other senses may be halved in range or lost, depending on your desires for the template. For instance, a sighted creature probably has diminished blindsense. On the other hand, a template from a blind base creature may result in blind base monsters.

Spell Immunity: Spell immunity often remains or translates into a +4 racial bonus on saves against the spell in question.

Spell Resistance: If you know the base creature's base spell resistance, halve it and grant the base monster spell resistance equal to the halved total + its total character Hit Dice. If you don't know the base spell resistance, subtract the base creature's Hit Dice from its spell resistance and halve the difference. That total then becomes the base monster's base spell resistance. For instance, a balor has spell resistance 28. $28 - \text{the balor's Hit Dice is } 8$. A half-balor would have half that, or 4, as its base spell resistance.

Summon: Outsider summoning abilities are related to their ties with their planes and relationship to the hierarchy of the plane in question. This ability is normally lost. It can be translated into an affinity for summoning the type of creature in question, such as demon for a half-balor, granting +1 caster level on spells used to conjure such creatures.

Telepathy: Halve telepathy's range. A range below 30 feet usually means the ability is lost.

Turn Resistance: Half-undead are often vulnerable to turning. Those that are always have turn resistance double that of their undead forebears (+2 minimum).

Vulnerability: Vulnerability usually remains, but it can be halved. A total of less than +10% damage translates into a -4 racial penalty on saves against the substance in question.

Example: The gorgon has darkvision, low-light vision, and scent. We decide to add all these to the template at full power.

Saves: Halve any racial saving throws modifiers possessed by the base creature to a minimum of +2, or +0 if the base creature's modifier was +1 or -1. The base monster receives these racial saving throw modifiers.

Example: Gorgons have no racial save modifiers, so the demigorgon won't either.

Abilities: Subtract the ability score increases due to Hit Dice (1 point every 4 Hit Dice) from the creature's highest ability score. Take the abilities for the Medium creature and subtract 10. Round odd numbers down to the nearest multiple of 2. Divide the results in half. The results of this

process are the racial ability score modifiers for your new template.

For +1s or -1s, keep bonuses and penalties that seem to make sense for the base creature.

When a creature grants penalties, note the minimum any ability score should go to. Usually this is 3 or the score of the base creature, whichever is lower. The base creature is a good guide to these sorts of minimums.

Nonabilities: Nonabilities from a base are treated usually treated as 0. If it makes sense, in rare cases, the non-ability may instead be treated as 10 (+0).

Example: Following the rules in this section, we reduce the gorgon's Constitution by 2 points—points it gained from its 8 Hit Dice. That leaves our working model with Strength 13, Dexterity 12, Constitution 15, Intelligence 2, Wisdom 12, and Charisma 9. Subtracting 10 from these totals, we come up with Strength 3, Dexterity 2, Constitution 5, Intelligence -8, Wisdom 2, and Charisma -1. Rounding down to the nearest multiple of 2, we get Strength 2, Dexterity 2, Constitution 4, Intelligence -8, Wisdom 2, and Charisma -2. Halving these results in Strength 1, Dexterity 1, Constitution 2, Intelligence -4, Wisdom 1, and Charisma -1. Looking at the strong and tough but ponderous and fierce gorgon, we arrive at the final result of Strength +2, Constitution +2, Intelligence -4, and Charisma -2. We also decide that the beastly nature of the gorgon can lower a creature's Intelligence as low as 2.

After these calculations, we add an Abilities section to the template, which reads: Strength +2, Constitution +2, Intelligence -4, Charisma -2. A demigorgon can have a Charisma as low as 3 and an Intelligence as low as 2, but a base creature with lower scores keeps those scores.

Skills: Halve any racial skill modifiers. These new base racial skill modifiers will apply to the base monster. You must decide if the base monster will keep skill modifiers that are due to the base creature's culture. A half-dwarf, for instance, might not keep the dwarf's racial skill bonuses for Appraise and Craft, or such a creature might keep both at full value. This is where your vision for your creation plays an important role.

Example: Gorgons have no racial skill modifiers, so the demigorgon won't either.

Feats: Note the creature's bonus feats. Select the least powerful among them and consider them as bonus feats for the new template. A half-creature should always have fewer bonus feats than its full-blooded counterpart—usually no more than half of them.

Example: Gorgons have no bonus feats, so the demigorgon won't either.

Environment: The base creature's environment may be retained for the new template, but this is a creative call that should be based entirely on your preferences.

Example: The Demigorgon template has no effect on environment.

Organization: Usually, a template of this sort has no effect on a base creature's organizing principles. You may decide otherwise, however.

Example: The Demigorgon template has no effect on organization.

Challenge Rating: Remove all of the base creature's Challenge Rating due to its Hit Dice using Table 1–7: Creature Challenge Rating (page 15) as a guide. Divide the remaining Challenge rating in half to get the new template's Challenge Rating modifier. Use the guidelines with Table 1–7 to check this figure.

Example: Gorgons have 8 Hit Dice and a Challenge Rating of 8. A magical beast with 8 Hit Dice would have a Challenge Rating around 3 ($8/3 = 2.66$). This leaves 5 CR unaccounted for. Dividing 5 in half equals 2.5, rounded down to +2. For a creature that can petrify its opponents, this is a fair Challenge Rating modifier for the demigorgon.

Treasure: The base monster's treasure preferences should only change if its Intelligence changes to below 3 or you feel its habits have been significantly altered. Creatures with Intelligence scores below 3 usually keep no treasure.

Example: Since a demigorgon can have an Intelligence below 3, we add a treasure section. That section reads: "Demigorgons with an Intelligence score of 2 collect no treasure."

Alignment: If a creature is always of a specific alignment and has an Intelligence score greater than 2, your template may grant that alignment, move the base monster toward that alignment, or read "Usually (alignment)." Often, the creature that raises the base monster helps determine its alignment, and many templates note this fact. Be creative again, selecting what works best for your goals.

Example: Gorgons are neutral, but this is due to animal Intelligence, so it has no effect on the base monster.

Advancement: Base monsters always advance as they would for their own creature type.

Level Adjustment: Use Table 1–8: Creature Level Adjustment Examples and its guidelines to estimate the template's level adjustment.

Example: Demigorgons get a +4 natural armor bonus (+1), a very effective breath weapon (+2), and scent (+1). Their ability scores are fairly balanced, so that's not worth a level adjustment. Adding the factors above, we get +4, but a 1-HD demigorgon human isn't that much more effective than a 1st-level human fighter, so lowering the Level Adjustment to +3 is probably safe.

Variant Halves

These variants allow you to get a little more out of the Half-Template metatemplate.

Halved

Most of the Half-templates in the d20 world do a good job of portraying half a creature. A problem comes in when adding the template to a whole other creature. What you end up with, when the creature to which a template is applied has any special abilities, is not a half-and-half creature but a one-and-a-half creature. That's half more than a whole.

You can use this variant to halve a base creature before adding a Half- template.

"Halved" is a template that can be applied to any creature (referred to hereafter as the "base creature"). This variant uses many of the parameters of the Half-Template metatemplate, differing from that metatemplate and the base creature as follows.

Size: Size is a special case for the halved creature. Note the base creature's original size. This size is averaged with the size of the base monster for the Half-Template when the two creatures are combined. You may be exact, averaging the actual dimensions possessed by each creature and then basing the new size on this total, or you may simply move the base creature's size one step toward the base monster's size.

Example: You halve a gnome and want to add the Half-Troll template. With exactness, an average gnome is 39 inches tall and weighs 41 pounds, while an average troll is 108 inches tall and 500 pounds. So, an average half-troll/half-gnome is 73.5 inches tall and weighs 270.5 pounds. That makes the resultant creature Medium, which is the same you'd get if you had just moved the gnome's size (Small) one step toward the troll's (Large).

Type: Type stays the same for a halved creature.

Hit Dice: Halve all racial Hit Dice.

Base Attack: Recalculate based on the new racial Hit Die total.

Saves: Recalculate based on the new racial Hit Dice total.

Abilities: Use the Half-Template metatemplate as indicated, but then take the creature back to its normal size and add the new racial ability score modifiers to base scores for the creature's size. Then add ability score increases for each multiple of 4 Hit Dice the halved creature still possesses.

Skills: Recalculate based on the new racial Hit Dice total and any alteration to Intelligence. Class skills for the base creature stay the same.

Feats: After halving bonus feats according to the Half-Template metatemplate, recalculate and allocate feats based on the new racial Hit Dice total. Favor the base creature's feats when reselecting the feats for the halved creature.

Challenge Rating: Recalculate using the base creature's new racial Hit Dice and its halved attributes. Use Table 1–7: Creature Challenge Rating (page 15) as your guide.

Level Adjustment: Level Adjustment is the same as was determined for the Half-Template metatemplate. The halved creature's Effective Character Level is its new Level Adjustment plus its new racial Hit Dice total.

Humansid

You can make a humanoid out of the traits of any two creatures you've applied the Half-Template to. Simply apply both templates to a human, eliminating the extra feat and extra skill points a human gets.

Quarter

You can run a base creature's statistics through the Half-

Template metatemplate or the Halved template as many times as you care to do so, generating statistics for quarter-creatures and those with racial traits diminished even further. Scions of such a creature may have strange traits that seem unrelated to their actual heritage, as do the undead-blooded (page 175) with their detect undead and smite undead abilities.

Sample Half Templates

The following templates have obvious base creatures.

Demigorgon

Demigorgons are the unnatural hybrids of gorgons with other creatures. A demigorgon looks very much like the base creature, but with smoldering, red, sunken eyes. In addition, the skin, scales, fur, or feathers of the base creature take on the look and texture of blue-gray metallic plates. Demigorgons also develop horns.

Creating a Demigorgon

“Demigorgon” is a template that can be added to any living creature besides an elemental, gorgon, or ooze (referred to hereafter as the “base creature”). A demigorgon differs from the base creature as follows.

Type: Animals and vermin become magical beasts. Humanoids become monstrous humanoids.

Hit Dice: Increase racial Hit Dice by one die size, to a maximum of d10. Unless otherwise noted, Hit Dice in this template refer to total character Hit Dice.

Speed: A demigorgon is slow for its size due to its metallic plates, losing 5 feet of base land speed.

AC: Natural armor improves by +4.

Attacks: A demigorgon has a gore attack, dealing medium damage for the base creature’s size according to Table 1–3: Creature Attributes by Size. If the base creature already has a gore attack that deals better damage, keep it.

Special Attacks: Demigorgons gain the following.

Breath Weapon (Su): Cone, once every 1d6 rounds, turn to stone permanently. This breath weapon is usable once per day plus once per 2 points of Constitution bonus (minimum once, maximum three times) the demigorgon possesses. The range of the cone is determined using the base creature’s size and Table 7–1: Breath Weapon Damage and Range (page 98). A Fortitude save (DC 10 + one-half the demigorgon’s HD + its Constitution modifier) negates the effect.

Special Qualities: A demigorgon gains the following.

Darkvision (Ex): Demigorgons can see in nonmagical darkness up to a range of 60 feet, or the base creature’s range, whichever is better.

Gorgon Blood (Ex): For all special abilities and effects, a demigorgon is considered both a gorgon and the base creature.

Low-Light Vision (Ex): Demigorgons can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Scout (Ex): A demigorgon can detect approaching enemies, sniff out hidden foes, and track by sense of smell. Demigorgons can identify familiar odors just as humans do familiar sights. See Chapter 7 of the *MM* for details on this ability.

Abilities: Modify as follows: Strength +2, Constitution +2, Intelligence –4, Charisma –2. A demigorgon can have a Charisma as low as 3 and an Intelligence as low as 2, but a base creature with lower scores keeps those scores.

Challenge Rating: +2.

Treasure: Demigorgons with an Intelligence score of 2 collect no treasure.

Level Adjustment: +3.



Dhampire

It is whispered some undead can mate with the living, and this folktale extends from the powers of fleshbound vampires. With the *veil of life* spell (new spell, page 190), this ability can be granted even to those normally without it. Still, most half-vampires are the product of the union between lusty fleshbound vampires and mortals, and this template reflects that fact. Dhampires are semidamned creatures caught between the world of the living and the netherworld of undeath. Many become great slayers of the undead.

A dhampire usually looks like a particularly vital but pale specimen of its species.

Dhampire Blood Pawn and Vampire?

The dhampire's abilities do indeed stack with those from the Blood Pawn template and any Vampire template, unless it is simply a dhampirelike creature as described in the Fleshbound Vampire template (page 162). Such a creature can only benefit from one of these templates.

Creating a Dhampire

"Dhampire" is an inherited template that can be added to any living creature besides an elemental, ooze, or plant (referred to hereafter as the "base creature"). A dhampire differs from the base creature as follows.

Type: Animals and vermin become magical beasts. Humanoids become monstrous humanoids.

Hit Dice: Unless otherwise noted, in this template Hit Dice stands for total character Hit Dice.

AC: Natural armor improves by +1.

Special Attacks: Dhampires gain the following.

Blood Attraction (Ex): A dhampire loves the smell and taste of blood. It may engage in behavior sickening or frightening to normal mortals due to this attraction, taking a -6 circumstance penalty on Bluff and Diplomacy checks but a +2 circumstance bonus on Intimidate checks against offended creatures. A dhampire must make a DC 15 Will save to avoid killing an opponent from which it has drawn blood in a fight. Evil dhampires often fail this save willingly.

Necromancy Affinity (Ex): Dhampires cast spells from the necromancy school of magic at +1 caster level. They also gain +1 on the save DCs of the necromancy spells they cast.

Special Qualities: Dhampires gain the following.

Darkvision (Ex): Dhampires can see in nonmagical darkness up to a range of 60 feet, or the base creature's range, whichever is better.

Damage Reduction (Su): Dhampires have damage reduction 5/silver.

Detect Undead (Sp): At will, a dhampire can use *detect undead* as the spell. Caster level equals the dhampire's Hit Dice.

Fast Healing (Ex): A dhampire heals 2 points of damage each round so long as it has at least 1 hit point. It loses this ability when in direct sunlight.

Light Sensitivity (Ex): Dhampires take a -1 penalty on attack rolls in sunlight or within the area of a *daylight* spell.

Long-Lived (Ex): Dhampires live twice as long as normal members of their species. Multiply the numbers in the age categories found in the *Player's Handbook* by two to find when the creature enters middle age, old, and venerable if needed.

Necromantic Resistance (Ex): The dhampire's vampiric origin grants it a +4 racial bonus on saves against ability damage, ability drain, death effects, disease, energy drain, mind-affecting effects, poison, paralysis, sleep, and stunning.

Resistances (Ex): A dhampire has resistance to cold 5 and resistance to electricity 5.

Abilities: Modify as follows: Strength +2, Dexterity +2, and Charisma +2.

Skills: Dhampires are sensitive and gain a +2 racial bonus on Listen and Spot checks.

Feats: A dhampire gains Lightning Reflexes and Toughness as bonus feats.

Challenge Rating: +1.

Alignment: Usually nongood.

Level Adjustment: +3.

Half-Troll

Half-trolls are beings of terrible aspect that are rejected and reviled from the moment of creation. Full-blooded trolls despise them as half-breeds, while they are feared and hunted as trolls by other creatures. As such, they tend to lurk underground or in remote wilderness areas, feeding on whatever creatures are unfortunate enough to cross their paths.

Half-trolls are monstrous in appearance, with large, sinewy muscles, pronounced noses, and a heavy underbite. A half-troll's hair is mottled and patchy with a wire-like texture. Humanoid-shaped half-trolls have long arms and short legs, with a disproportionate but mighty torso.

Creating a Half-Troll

"Half-Troll" is a template that can be added to any living creature besides an ooze or troll (referred to hereafter as the "base creature"). A half-troll differs from the base creature as follows.

Type: Animals and vermin become magical beasts. Humanoids become giants.

Hit Dice: Unless otherwise noted, in this template Hit Dice stand for total character Hit Dice.

AC: Natural armor improves by +1.

Attacks: Half-trolls gain a claws and a bite, presupposing appropriate body parts. It may make a single claw or bite attack as a standard action, and it may use a full-attack action to make a number of claw attacks according to its base attack bonus and a secondary bite attack. A creature that already has a primary bite treats its claws as secondary attacks. Claw and bite damage is medium according to the base creature's size and Table 1-3: Creature Attributes by Size (page 13).

Special Qualities: Half-trolls gain the following.

Darkvision (Ex): Half-trolls can see in nonmagical darkness up to a range of 60 feet, or the base creature's range, whichever is better.

Low-Light Vision (Ex): Half-trolls can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Regeneration (Ex): A half-troll has regeneration 2. Fire and acid deal normal damage to a half-troll. If a half-troll loses a limb or body part, the lost portion regrows in 3d6



minutes. The creature can reattach the severed member instantly by holding it to the stump.

Scent (Ex): A half-troll can detect approaching enemies, sniff out hidden foes, and track by sense of smell. Half-trolls can identify familiar odors just as humans do familiar sights. See Chapter 7 of the *MM* for details on this ability.

Troll Blood (Ex): For all special abilities and effects, a half-troll is considered both a troll and the base creature.

Abilities: Modify as follows: Strength +2, Dexterity +2, Constitution +4, Intelligence -2, Wisdom -2, Charisma -2.

Challenge Rating: +2.

Alignment: Half-trolls raised by trolls are usually chaotic evil. When raised by others, they are still often chaotic.

Level Adjustment: +3.

Nymph Child

Nymph children are the wondrous offspring of the rare and capricious love affairs that some nymphs have with folk who strike their fancy. Due to the nymph's profound respect for all things living, any resultant pregnancies are carried to term and a nymph child is born. Magical unions of nymph and other creatures also occur, resulting in extraordinarily beautiful individuals of incredibly diverse racial stocks.

Natural children of the fey are given the choice at an early age of whether to accept the fey way of life. Those who choose to leave their homes often travel the world in search of experiences or a place to fit in. A life of serenity outside

the fey courts is rarely a possibility because the stunning appearance of a nymph child draws much attention.

Creating a Nymph Child

"Nymph Child" is a template that can be added to any living creature besides an elemental, nymph, or ooze (referred to hereafter as the "base creature"). A nymph child differs from the base creature as follows.

Type: Animals, giants, humanoids, monstrous humanoids, and vermin become fey.

Hit Dice: Unless otherwise noted, in this template Hit Dice stands for total character Hit Dice.

Special Attacks: Nymph children gain the following.

Dazzling Beauty (Su): Three times per day, plus once per 3 Hit Dice, the nymph child can affect all humanoids within 30 feet. Those who look directly at a nymph child must succeed on a Fortitude save (DC 10 + one-half of the nymph child's HD + its Charisma modifier) or be dazzled for 24 hours. This ability is the equivalent of a 1st-level spell.

Stunning Glance (Su): As a standard action, a wrathful nymph child can stun a creature within 15 feet with a look. The target creature must succeed on a Fortitude save (DC 10 + one-half of the nymph child's HD + its Charisma modifier) or be stunned for 1d4 rounds. The save DC is Charisma-based.

Special Qualities: Nymph children gain the following.

Damage Reduction (Su): Nymph children have damage reduction 5/cold iron.

Low-Light Vision (Ex): Nymph children can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Nymph Blood (Ex): For all special abilities and effects, a nymph child is considered both a nymph and the base creature.

Unearthly Grace (Su): A nymph child adds half its Charisma bonus (positive only) as a bonus on all saving throws, and as a deflection bonus to Armor Class.

Wild Empathy (Ex): Nymph children have wild empathy as if they were druids of a level equal to their Hit Dice. They get a +2 racial bonus on wild empathy checks.

Abilities: Modify as follows: Dexterity +2, Intelligence +2, Wisdom +2, Charisma +4.

Skills: Nymph children gain a +4 racial bonus on Swim checks. Most nymph children may learn Sylvan as a bonus language. Nymph children raised by fey speak Sylvan as an automatic language.

Challenge Rating: +2.

Alignment: Nymph children raised by nymphs are usually chaotic good. When raised by others, nymph children still tend toward chaotic good.

Advancement: Nymph children that advance by character class replace their favored class with druid.

Level Adjustment: +3.

Padrafyte

Although they normally only breed among their own kind because their gaze petrifies all others, medusas sometimes find mates that are unaffected by their stony stare. The offspring from these unions are known as padrafytes. Magical experimentation by medusas themselves, or others that would meddle with such things, can also produce such creatures.

A padrafyte resembles its nonmedusa parent, except that its rough skin tends to be an earthy color and it has snakes growing from its head mixed in with any hair there. Some individuals have red-rimmed eyes, and others have eyes that only show red when using their petrifying gaze. Many conceal their hair under a hooded cloak or a large hat when traveling in disguise.

Creating a Padrafyte

“Padrafyte” is a template that can be added to any living creature besides an elemental, medusa, ooze, or plant (referred to hereafter as the “base creature”). A padrafyte differs from the base creature as follows.

Type: Animals and vermin become magical beasts. Humanoids become monstrous humanoids.

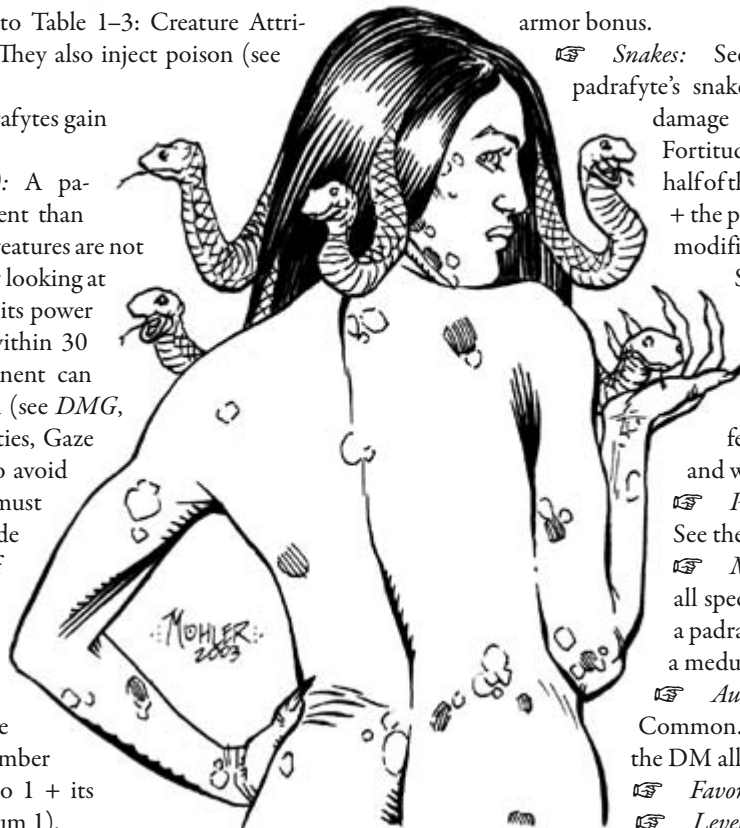
Hit Dice: In this template, Hit Dice are labeled specifically to define their type.

AC: Natural armor improves by +1.

Attacks: A padrafyte gains the ability to attack with all its snakes at once as a unit. This attack may also be used with a full-attack action as a secondary attack. Snakes bite for good damage as a creature two sizes smaller than the base creature according to Table 1–3: Creature Attributes by Size (page 13). They also inject poison (see Special Attacks).

Special Attacks: Padrafytes gain the following.

Petrifying Gaze (Su): A padrafyte’s gaze is less potent than its full-blooded parent; creatures are not turned to stone simply by looking at it. However, it can focus its power upon a single creature within 30 feet. The targeted opponent can avoid the gaze as normal (see *DMG*, Chapter 8, Special Abilities, Gaze Attacks) and, if it fails to avoid the padrafyte’s gaze, it must succeed at a Fortitude save (DC 10 + one-half of the padrafyte’s total character HD + its Charisma modifier) or be permanently turned to stone. The padrafyte can use this ability a number of times per day equal to 1 + its Charisma bonus (minimum 1).



Poison (Ex): Snakes, Fortitude save (DC 10 + one-half of the padrafyte’s racial HD + its Constitution modifier); initial Strength damage equal to the snakes’ bite damage and secondary Strength damage equal to good damage for the padrafyte’s size according to Table 1–3.

Special Qualities: Padrafytes gain the following.

Darkvision (Ex): Padrafytes can see in nonmagical darkness up to a range of 60 feet, or the base creature’s range, whichever is better.

Medusa Blood (Ex): For all special abilities and effects, a padrafyte is considered both a medusa and the base creature. Padrafytes, for instance, are immune to the gaze attacks of medusas, and vice versa.

Abilities: Modify as follows: Dexterity +2, Charisma +2.

Challenge Rating: +2.

Alignment: Padrafytes raised by medusas are usually lawful evil. Those raised by other creatures can be of any alignment.

Level Adjustment: +3.

Padrafyte Racial Traits

The word padrafyte usually refers to a half-human/half-medusa hybrid, but it is also applied to other half-medusas. A medusa mixed with a human has the following characteristics.

☞ +2 Dexterity, +2 Charisma.

☞ Medium. (Use human height and weight.)

☞ Monstrous humanoid.

☞ Padrafyte base land speed is 30 feet.

☞ **Natural Armor:** Padrafytes have a +1 natural armor bonus.

☞ **Snakes:** See the template. A padrafyte’s snakes deal 1d3 points of damage and inject a poison. Fortitude save (DC 10 + one-half of the padrafyte’s racial HD + the padrafyte’s Constitution modifier); initial damage 1d3 Strength, secondary damage 1d6 Strength.

☞ **Darkvision:** Padrafytes can see in the dark up to 60 feet. This vision is black and white.

☞ **Petrifying Gaze (Su):** See the template.

☞ **Medusa Blood (Ex):** For all special abilities and effects, a padrafyte is considered both a medusa and a human.

☞ **Automatic Languages:** Common. **Bonus Languages:** Any the DM allows.

☞ **Favored Class:** Rogue.

☞ **Level Adjustment:** +3.

Chapter 10:

Oozes

Oozes are terrible, mindless creatures with only food as a motivation. The templates in this chapter work to give oozes a little more brain power or to give other creatures ooze qualities.

Amorphous

Very few know the method by which amorphous creatures are created. Most scholars believe these ooze-like creatures to be the products of an elaborate ritual. Other academics deem them random or insidious acts of nature or the result of a blessing (or curse) bestowed by the gods.

Appearance Changes

An amorphous creature looks exactly like its normal counterpart. Highly resistant to physical damage, an amorphous can assume a formless state to “flow” through seemingly impassible places. None of these traits are evident upon first glance, but amorphous creatures always reveal their true nature when in combat or forced to flee.

Creating an Amorphous

“Amorphous” is a template that can be added to any creature (referred to hereafter as the “base creature”). An amorphous differs from the base creature as follows.

Type: Animals and vermin become magical beasts. Humanoids become monstrous humanoids.

Attack: An amorphous gains a slam attack that deals good damage for the creature’s size, according to Table 1–3: Creature Attributes by Size (page 13). If the base creature already has a slam, it simply retains the better damage.

Special Attacks: An amorphous gains the following.

Constrict (Ex): When stretching (see the stretch special quality), an amorphous that gets a hold in a grapple deals additional bludgeoning damage equal to the creature’s good damage for its size according to Table 1–3: Creature Attributes by Size with each successful grapple check. The creature may only constrict opponents one or more sizes smaller than itself.

Improved Grab (Ex): When stretching, an amorphous can use the improved grab ability whenever it hits with a natural attack.

Special Qualities: An amorphous gains the following.

Damage Reduction (Ex): An amorphous has damage reduction 2/—. Due to their unique physiologies, they take less damage from weapons of all types.

Immunities (Ex): Since an amorphous does not have a well-defined internal anatomy, it ignores critical hits and sneak attacks 50% of the time. An amorphous takes no

damage from any fall of 100 feet or less. For falls in excess of 100 feet, treat the fall as if it were 100 feet shorter to determine damage. Further, an amorphous is immune to paralysis, polymorphing, and stunning.

Shapelessness (Ex): By spending one full-round action to become shapeless, an amorphous can squeeze through openings of incredibly small size (as little as 1 inch in diameter). The creature can move along small fissures, ooze under doors, pour into containers of its size or larger, and perform other similar feats. Land speed, climbing speed, and burrowing speed in this formless state is reduced by half, and the creature retains many vague, distorted features of the base creature. A shapeless amorphous cannot fly using wings. Another full-round action is required to regain the base creature’s original shape. While in shapeless form, the creature’s natural armor bonus is halved.

A shapeless amorphous can bear any object it carries along with it, but such equipment may impede the creature’s movement in shapeless form. For instance, the static shape of his plate armor would burden an amorphous knight. Many amorphous creatures elect to eschew cumbersome equipment for this reason.

Stretch (Ex): An amorphous can double its natural reach by stretching its arms, legs, tail, and other appendages in combat. This increase of reach can be initiated as a move action and maintained for a number of rounds equal to 1 + the amorphous creature’s Constitution bonus (minimum of 1 round). The creature may use the ability again 1d3 rounds later.

Abilities: Modify as follows: Constitution +6, Intelligence –2, Charisma –2. An amorphous creature’s minimum Intelligence is 2, or the base creature’s, whichever is lower.

Skills: Amorphous creatures have a +4 racial bonus to all Hide and Move Silently checks when shapeless.

Organization: Usually solitary. Amorphous creatures are rarely found with their original kind.

Challenge Rating 1 plus 20% (maximum +3).

Level Adjustment: +4.

Becoming an Amorphous

Natural shapechangers, such as the doppelganger, might simply have these abilities as a mutation or as a variant race. (Consider nixing the Intelligence and Charisma penalties in such a case.) Here is another option for how a creature might become amorphous in your campaign.

Ooze Spore Plague

A horrible infection caused by contact with a supernatural

and microscopic oozelike organism, ooze spore plague is actually a parasitic infestation that becomes a symbiotic relationship. Such spores are very rare and must be ingested or injected. Upon exposure, the victim must succeed at a DC 20 Fortitude save or become infected.

During the course of the infection, the victim suffers intense fever, chills, delirium, and oozing sores and orifices. After the initial incubation period of 1d6 days, the victim must make daily Fortitude saves or take 1d4 points of Strength and Intelligence damage. If both Strength and Intelligence reach 0, the victim begins the transformation into an amorphous creature. Ability points lost then return at the normal rate, but Intelligence and Charisma ability points only return to the old scores -2. Further, the victim suffers total memory loss of everything that happened before the plague took hold, excepting skills. Once all ability scores have returned to their original values, the transformation is complete and the victim gains the Amorphous template, less the already accounted for Intelligence and Charisma penalties.

If, after contracting the infection, the victim succeeds at two consecutive Fortitude saves, he fights off the disease and begins to recover. However, another Fortitude save is required or one point of Intelligence damage (if any) is treated as drain. Before the transformation begins, the ooze spore plague may be cured by a *remove disease* spell. After the transformation begins, only a *miracle* or *wish* spell can return the victim to normal.

Infection: Injury/Ingestion (see text)

DC: 20

Incubation: 1d6 days

Damage: 1d4 Str and 1d4 Int

Sample Amorphous

This example uses a hill giant as the base creature.

Slipshape Giant

Large Giant

Hit Dice: 12d8+84 (138 hp)

Initiative: -1

Speed: 40 ft. (8 squares); 20 ft. in shapeless form

Armor Class: 17 (12) (-1 size, -1 Dex, +9 natural [+4 while shapeless]), touch 8, flat-footed 17 (12)

Base Attack/Grapple: +9/+20

Attack: Greatclub +16 melee (2d8+10) or slam +15 melee (1d8+7) or rock +8 ranged (2d6+7)

Full Attack: Greatclub +16/+11 melee (2d8+10) or 2 slams +15 melee (1d8+7) or rock +8 ranged (2d6+7)

Space/Reach: 10 ft./10 ft.

Special Attacks: Constrict (1d8+7), improved grab, rock throwing

Special Qualities: Damage reduction 2/—, immunities, low-light vision, rock catching, shapelessness, stretch

Saves: Fort +15, Ref +3, Will +4

Abilities: Str 25, Dex 8, Con 25, Int 4, Wis 10, Cha 5

Skills: Climb +7, Hide -5 (-1 when shapeless), Jump +7, Listen +3, Move Silently -1 (+3 when shapeless), Spot +6

Feats: Cleave, Improved Bull Rush, Power Attack, Improved Sunder, Weapon Focus (greatclub)

Environment: Temperate hills

Organization: Solitary

Challenge Rating: 9

Treasure: Standard

Alignment: Often chaotic evil



Advancement: By character class

Level Adjustment: +8

Slipshape giants are ruddy brown in color. They have little to no hair and wear little more than skins. Adults are about 10½ feet tall and weigh about 1,100 pounds. Slipshape giants can live to be 200 years old.

Combat

Slipshape giants prefer to fight from high, rocky outcroppings, where they can pelt opponents with rocks and boulders while limiting the risk to themselves. They can safely descend rocky slopes using their shapeless ability. Slipshape giants love to make overrun attacks against smaller creatures when they first join battle. Thereafter, they stand fast and swing away with their massive clubs.

Constrict (Ex): A slipshape giant that gets a hold in a grapple deals 1d8+7 points of bludgeoning damage.

Improved Grab (Ex): When stretching, a slipshape giant can use the improved grab ability whenever it hits with a slam.

Immunities (Ex): Since a slipshape giant does not have a well-defined internal anatomy, it ignores critical hits and sneak attacks 50% of the time. A slipshape giant takes no damage from any fall of 100 feet or less. For falls in excess of 100 feet, treat the fall as if it were 100 feet shorter to determine damage. Further, a slipshape giant is immune to paralysis, polymorphing, and stunning.

Shapelessness (Ex): By spending one full-round action to become shapeless, a slipshape giant can squeeze through openings of incredibly small size (as little as 1 inch in diameter). The creature can move along small fissures, ooze under doors, pour into containers of Large size or larger, and perform other similar feats. Another full-round action is required to regain the giant's original shape. While in shapeless form, the creature's natural armor bonus is halved.

A shapeless slipshape giant can bear any object it carries along with it, but such equipment may impede the creature's movement in shapeless form.

Stretch (Ex): A slipshape giant can double its natural reach by stretching its arms in combat. This increase of reach can be initiated as a move action and maintained for 8 rounds. The creature may use the ability again 1d3 rounds later.

Rock Throwing (Ex): The range increment is 120 feet for a slipshape giant's thrown rocks (see the Giant entry in the *MM* for more on rock throwing).

Puppeteer Ooze

Terrible is the puppeteer ooze. Whether by natural evolution, foul magic, or some other method, these beings have the ability to bond to another creature, taking total control of its host's physical mobility and special abilities. With faster movement and improved attacks, these aggressive oozes seek out their prey with staggering efficiency.

Appearance Changes

A puppeteer ooze looks like a normal specimen of its type.

Creating a Puppeteer Ooze

"Puppeteer Ooze" is a template that can be added to any ooze (referred to hereafter as the "base creature"). A puppeteer ooze differs from the base creature as follows.

Speed: Add 10 feet of speed to all the puppeteer ooze's movement modes.

Special Attacks: Puppeteer oozes gain the following.

Acid Mobility (Ex): A puppeteer ooze may choose whether to deal acid damage with its natural attacks. It usually chooses not to deal acid damage when trying to subsume a suitable host.

Subsume Host (Ex): If the puppeteer ooze pins or otherwise engulfs an opponent up to one size smaller than it or larger, it may deal Strength damage to the grappled opponent each round. The opponent may attempt a Fortitude save (DC 10 + one-half of the puppeteer ooze's HD + its Constitution modifier) each round to avoid the damage. The amount of Strength damage is equal to medium damage for the puppeteer ooze's size according to Table 1–3: Creature Attributes by Size (page 13). The puppeteer ooze deals no acid damage while dealing Strength damage in this manner.

For every point of Strength the puppeteer ooze leeches from its victim, it gains 1d4+1 hit points. Any damage sustained by the puppeteer ooze can be healed in this manner and any hit points gained beyond its original total are treated as temporary hit points. Temporary hit points fade in 24 hours.

When an opponent reaches 0 Strength, the puppeteer ooze enters its body and begins to deal Intelligence damage to the potential host at the same rate it dealt Strength damage. No save is allowed. Once the opponent's Intelligence reaches 0, it gains the Puppeteer Ooze Host template (page 120)—essentially, the host of the puppeteer ooze is dead (its soul has departed). The new puppeteer ooze host recovers Strength at the rate of 1 point per minute.

Remove disease may expel the ooze from the victim's body while the damage is ongoing, but only if the caster of that spell makes a caster level check (DC 10 + one-half of the puppeteer ooze's HD + its Constitution modifier); *heal* expels the ooze immediately. After the puppeteer ooze has drained all the victim's Intelligence, the new puppeteer ooze host is considered a complete creature, and healing magic works on the puppeteer ooze host as normal for any creature.

Special Qualities: Puppeteer oozes gain the following.

Acid Immunity (Ex): Puppeteer oozes are immune to acid.

Specialized Reproduction (Ex): Puppeteer oozes can only reproduce while in symbiosis with another creature. See the Puppeteer Ooze Host template for details.

Challenge Rating: +1.

Level Adjustment: —

Sample Puppeteer Ooze

This example uses a gray ooze as the base creature.

Gray Puppeteer Ooze

Medium Ooze

Hit Dice: 3d10+15 (31 hp)

Initiative: -5

Speed: 20 ft. (4 squares)

Armor Class: 5 (-5 Dex), touch 5, flat-footed 5

Base Attack/Grapple: +2/+3

Attack: Slam +3 melee (1d6+1 plus 1d6 acid)

Full Attack: Slam +3 melee (1d6+1 plus 1d6 acid)

Space/Reach: 5 ft./5 ft.

Special Attacks: Acid, acid mobility, constrict 1d6+1 plus 1d6 acid, improved grab, subsume host

Special Qualities: Blindsight 60 ft., immunity to acid, cold, and fire, ooze traits, transparent

Saves: Fort +6, Ref -4, Will -4

Abilities: Str 12, Dex 1, Con 21, Int -, Wis 1, Cha 1

Skills: —

Feats: —

Environment: Cold marshes

Organization: Solitary

Challenge Rating: 5

Treasure: None

Alignment: Always neutral

Advancement: 4–6 HD (Medium); 7–9 HD (Large)

Level Adjustment: —

A gray puppeteer ooze can grow to a diameter of up to 10 feet and a thickness of about 6 inches. A typical specimen weighs about 700 pounds.

Combat

A gray puppeteer ooze strikes like a snake, slamming opponents with its body. It fights without the benefit of its acid when it seeks to subsume a host.

Acid (Ex): A gray puppeteer ooze secretes a digestive acid that quickly dissolves organic material and metal, but not stone. Any melee hit or constrict attack may deal acid damage. Armor or clothing dissolves and becomes useless immediately unless it succeeds on a DC 16 Reflex save. A metal or wooden weapon that strikes a gray puppeteer ooze also dissolves immediately unless it succeeds on a DC 16 Reflex save. The save DCs are Constitution-based.

The ooze's acidic touch deals 16 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

Acid Mobility (Ex): Gray puppeteer ooze may choose whether to deal acid damage with its natural attacks. It usually chooses not to deal acid damage when trying to subsume a suitable host.

Constrict (Ex): A gray puppeteer ooze deals automatic slam and acid damage with a successful grapple check. The

opponent's clothing and armor take a -4 penalty on Reflex saves against the acid.

Improved Grab (Ex): To use this ability, a gray puppeteer ooze must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Subsume Host (Ex): If the gray puppeteer ooze pins or otherwise engulfs an opponent one size smaller than it or larger, it may deal 1d4 points of Strength damage to the grappled opponent each round. The opponent may attempt a DC 16 Fortitude save each round to avoid the damage. The gray puppeteer ooze deals no acid damage while dealing Strength damage in this manner.

For every point of Strength the gray puppeteer ooze leeches from its victim, it gains 1d4+1 hit points. Any damage sustained by the gray puppeteer ooze can be healed in this manner and hit points gained beyond its original total are treated as temporary hit points. Temporary hit points fade in 24 hours.

When an opponent reaches 0 Strength, the gray puppeteer ooze enters its body and deals 1d4 points of Intelligence damage per round. No save is allowed. Once the opponent's Intelligence reaches 0, it gains the Puppeteer Ooze Host template (see below)—essentially, the host of the gray puppeteer ooze is dead (its soul has departed). The new gray puppeteer ooze host recovers Strength at the rate of 1 point per minute.

Remove disease may expel the ooze from the victim's body while the Intelligence damage is ongoing, but only if the caster of that spell makes a DC 16 caster level check; *heal* expels the ooze immediately. After the gray puppeteer ooze has drained all the victim's Intelligence, the new gray puppeteer ooze host is considered a complete creature, and healing magic works on the gray puppeteer ooze host as normal for any creature.

Specialized Reproduction (Ex): Gray puppeteer oozes can only reproduce while in symbiosis with another creature. See the Puppeteer Ooze Host template for details.

Transparent (Ex): A gray puppeteer ooze is hard to identify, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice a gray puppeteer ooze and walk into it are automatically hit with a melee attack for slam damage (and possibly acid damage, at the ooze's discretion).

Puppeteer Ooze Host

Creatures that are subsumed by puppeteer oozes (see the Puppeteer Ooze template) become puppeteer ooze hosts. Through these grotesque pawns, puppeteer oozes can take on a semblance of sentient life.

Appearance Changes

Puppeteer ooze hosts look like the creature they were before they were dominated by puppeteer ooze, except the puppeteer ooze protects the body of the creature from acid

with a clear mucuslike substance. Therefore, puppeteer ooze hosts look wet and coated with some sort of slime appropriate to the puppeteer ooze's appearance. The host feeds by excreting a pseudopod of ooze onto prey (usually through its mouth), dissolving the matter into the ooze.

Creating a Puppeteer Ooze Host

"Puppeteer Ooze Host" is a template that combines a living, corporeal creature besides an elemental or ooze (referred to hereafter as the "base creature") and a puppeteer ooze (referred to hereafter as the "base ooze"). The base creature may not have some physical feature that would be deadly to the controlling ooze, such as a body that deals fire damage. A puppeteer ooze host differs from the base creature as follows.

Size: The base creature must be no more than one size smaller than the base ooze.

Type: Change to ooze. The base creature maintains an "augmented" subtype based on its original type.

Raising a Dead Ooze Host

A host dies with its ooze. The cadaver may be used to allow the host creature to be raised from the dead as normal, but only after the body has been purged of the remnants of the puppeteer ooze with a *remove disease* spell. (The spell causes the dead ooze to be expelled from the corpse.) If the dead puppeteer ooze and host are not separated before the application of magic that raises the dead, the creature returns to life as a puppeteer ooze host, not the original base creature and ooze separately. Dead puppeteer oozes whose bodies are expelled from the corpse of a host may also be raised from the dead as singular entities.

Hit Dice: The racial Hit Dice of the base creature and those of the base ooze are added together as if the creature were multiclassing in both races.

Speed: Use the faster speeds of the base creature and the base ooze. If the base creature can fly, the puppeteer ooze host retains that ability but its speed is halved, and maneuverability decreases by one category.

Base Attack: The base attack bonuses of the base ooze and the base creature stack.

Attacks: The puppeteer ooze host has all the attacks of the base creature and the base ooze. A puppeteer ooze host may only use one attack array in any given round. All attacks deal extra acid damage as per the base ooze.

Special Attacks: The puppeteer ooze host retains most of the special attacks of the base creature and the base ooze. The base ooze loses its subsume host attack while within the base creature. Any ability for which the puppeteer ooze host no longer qualifies is lost. For instance, a puppeteer ooze host cleric or paladin loses all class abilities, while a puppeteer ooze host sorcerer might still be able to cast some spells.

Special Qualities: The puppeteer ooze host retains most of the abilities of the base creature and the base ooze. Any ability for which the puppeteer ooze host no longer qualifies is lost. While the puppeteer ooze host is not mindless, it does gain the benefits of all ooze traits, including immunity to mind-affecting spells and effects. A puppeteer ooze host gains the following.

Arrested Development (Ex): A puppeteer ooze host only gains skills and feats for Hit Dice it gains from the base creature side of its being. It gains skills as a member of the base creature's type. Note the starting Hit Die total of the base creature with this quality.

Hide Within (Su): The base ooze inhabiting its host may choose to remove all exterior signs of its presence by withdrawing inside the base creature's body. Doing so causes hosts smaller than or the same size as the base ooze to bloat and appear unnatural, while base creatures larger than the base ooze show no clear sign of the ooze. Some puppeteer ooze hosts use this tactic to get close to potential prey or reproductive fodder.

Specialized Reproduction (Ex): The puppeteer ooze host may take a move action that provokes attacks of opportunity to allow the base ooze to split, losing half the base ooze's hit points. It must then take another move action to excrete a separate, mindless puppeteer ooze with half the hit points and the same amount of Hit Dice as the base ooze. Both oozes heal lost hit points normally until they are both at full strength once again.

Puppeteer ooze hosts desiring to reproduce always attempt to subdue or pin their opponents to allow the new ooze an advantage in acquiring a host.

Split-Based Resistances (Ex): The base ooze cannot benefit from its split special quality (if it has one) while in symbiosis with the base creature. The puppeteer ooze host takes half damage from attacks that would normally cause the base ooze to split.

Symbiosis (Ex): The relationship between the base ooze and the base creature is tightly symbiotic. The base ooze must stay within the base creature until the puppeteer ooze host is reduced to 0 or fewer hit points. When this happens, the puppeteer ooze host may make a DC 20 Fortitude save. Success indicates that the base ooze may extract itself from the base creature as a full-round action that provokes attacks of opportunity, leaving the base creature dead and the base ooze returned to its puppeteer ooze form with 1 hit point. Clever puppeteer ooze hosts feign death and wait until danger has passed before the puppeteer ooze emerges.

Transparency (Ex): If the base ooze has transparency, the same Spot check is required to tell the puppeteer ooze host is more than a wet base creature.

Saves: Combine the saves of the base creature and the base ooze, modified by the puppeteer ooze host's new ability scores.

Abilities: A puppeteer ooze host has Strength, Intelligence, Wisdom, and Charisma scores that are the average of those scores from the base creature and the base ooze.

Treat a nonability Intelligence score as 0 for this purpose. It has the Constitution score of the base ooze and the Dexterity of the base creature. Modify as follows: Strength +2, Dexterity -2.

Skills: Use those of the base creature, modified by the creature's new ability scores.

Feats: The puppeteer ooze host loses any feat for which it no longer qualifies.

Environment: That of the base ooze.

Organization: Usually solitary. Puppeteer ooze hosts may come in pairs and packs (3-5), if the base creature runs in groups.

Challenge Rating: The puppeteer ooze host has a Challenge Rating equal to the Encounter Level of both the host creature and the ooze together. Use Table 1-7: Creature Challenge Rating to account for any losses the base creature suffers before calculating the Encounter Level. See Chapter 3 and Table 3-1: Encounter Numbers in the *DMG* for more on Encounter Level.

Treasure: Same as the base creature.

Alignment: Always neutral.

Advancement: Both the ooze and the base creature may advance, but the base ooze may not advance to a size that exceeds the maximum allowed for it to stay in symbiosis with the base creature. That is, the base ooze cannot be more than one size larger than the base creature.

Level Adjustment: —

Sample Puppeteer Ooze Host

This example uses a worg as the base creature, coupled with a gray puppeteer ooze.

Welter Worg

Medium Ooze (Augmented Magical Beast)

Hit Dice: 4d10+20 plus 3d10+15 (73 hp)

Initiative: +1

Speed: 50 ft. (10 squares)

Armor Class: 13 (+1 Dex, +2 natural), touch 11, flat-footed 12

Base Attack/Grapple: +6/+9

Attack: Bite +9 melee (1d6+4 plus 1d6 acid) or slam +9 melee (1d6+4 plus 1d6 acid)

Full Attack: Bite +9 melee (1d6+4 plus 1d6 acid) or slam +9 melee (1d6+4 plus 1d6 acid)

Space/Reach: 5 ft./5 ft.

Special Attacks: Acid, acid mobility, constrict 1d6+4 plus 1d6 acid, improved grab, trip

Special Qualities: Arrested development, blindsight 60 ft., darkvision 60 ft., immunity to acid, cold, and fire, low-light vision, ooze traits, scent, transparency

Saves: Fort +10, Ref +6, Will +0

Abilities: Str 16, Dex 13, Con 21, Int 3, Wis 7, Cha 5

Skills: Hide +3, Listen +2, Move Silently +5, Spot +2, Survival -2*

Feats: Alertness, Track

Environment: Cold marshes

Organization: Solitary, pair, or pack (3-5)

Challenge Rating: 6

Treasure: 1/10 coins; 50% goods; 50% items

Alignment: Always neutral

Advancement: 5-6 HD (Medium) and 7-12 HD (Large) for the worg part (4d10 HD base); 4-6 HD (Medium) and 7-9 HD (Large) for the gray puppeteer ooze (3d10 HD base)

Level Adjustment: —

A typical welter worg has wet and matted gray or black fur, measures 5 feet long and stands 3 feet tall at the shoulder. It weighs 1,000 pounds.

Welter worgs speak Worg.

Combat

Welter worgs are slightly more cunning than normal wolves and can work in packs. They use pack tactics, driving and ambushing prey as best as they can manage.

Trip (Ex): A welter worg that hits with a bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the welter worg.

Arrested Development (Ex): A welter worg only gains skills and feats for Hit Dice it gains from the worg side of its being, which is the part starting with 4d10 Hit Dice. It gains skills as a magical beast.

Hide Within (Su): The gray puppeteer ooze inhabiting the worg may choose to remove all exterior signs of its presence by withdrawing inside the worg's body. Doing so causes the worg to appear bloated and unnatural.

Specialized Reproduction (Ex): The welter worg may take a move action that provokes attacks of opportunity to allow the gray puppeteer ooze within it to split, losing half the gray puppeteer ooze's hit points. It must then take another move action to excrete a separate, mindless gray puppeteer ooze with half the hit points and the same amount of Hit Dice as the original gray puppeteer ooze. Both oozes heal lost hit points normally until they are both at full strength once again.

Welter worgs desiring to reproduce always attempt to subdue or pin their opponents to allow the new ooze an advantage in acquiring a host.

Symbiosis (Ex): When reduced to 0 or fewer hit points, the welter worg may make a DC 20 Fortitude save. If this save succeeds, the gray puppeteer ooze within the welter worg may extract itself as a full-round action that provokes attacks of opportunity. The welter worg dies, but the gray puppeteer ooze emerges with 1 hit point.

Transparency (Ex): It takes a DC 15 Spot check to tell the welter worg is anything but a wet worg.

Skills: A welter worg has a +1 racial bonus on Listen, Move Silently, and Spot checks, and a +2 racial bonus on Hide checks. *A welter worg has a +4 racial bonus on Survival checks when tracking by scent.

Chapter 11: Outsiders

Outsiders come in many forms, from the fiends of the infernal planes to the angels of the heavens. Outsiders also inhabit the Material Plane and its transitive neighbors, the Astral Plane, the Ethereal Plane, and the Plane of Shadow. This chapter brings new sorts of outsiders into your game.

Outsider Subtypes

Outsiders have a few commonalities when determining what subtypes they have. These subtypes are important, because they help determine which spells affect the creature.

Every outsider's alignment is important for its alignment-based subtypes (chaotic, evil, good, and lawful). Outsiders not native to the Material Plane have alignment subtypes based on their actual home planes. A demon, for example, has the chaotic and the evil subtypes because its home plane is chaotic evil. A shadow mastiff has no alignment subtype, despite being evil, because its plane (Plane of Shadow) is neutral-aligned.

A creature with an alignment subtype is considered able to overcome damage reduction thwarted by that alignment. Add a statement to such a creature's "Combat" section that reads: "A (creature's name)'s natural weapons, as well as any weapons it wields, are treated as (alignment)-aligned (add "and [alignment]-aligned," for creatures with more than one alignment subtype) for the purpose of overcoming damage reduction."

If an outsider is not aboriginal to the plane on which it appears in an encounter, it has or gains the extraplanar subtype. An outsider loses the extraplanar subtype when on its home plane. Outsiders have the native subtype only if their home is actually the Material Plane. Native outsiders are still extraplanar when visiting planes other than the Material Plane.

Like the *MM*, this book assumes encounters with creatures take place on the Material Plane when determining their subtypes. For more on these subtypes, see Chapter 7 of the *MM*.

Apocalyptic

Legends and prophecies foretell the coming of creatures imbued with sufficient destructive power to change the course of recorded history. Indeed, some are powerful enough to end time itself. These beings come in many forms—the embodiment of a righteous deity's judgment, the unintended creation of cataclysmic misuse of magic, a primal force of nature wreaking havoc on mere mortals, and many others.

Apocalyptic creatures are beings of such terrible power that only the mad dream of unleashing them upon the world. The wise among mortals and immortals alike dare not even speak the names of these monsters for fear of summoning them to exact their harsh judgment.

Appearance Changes

Apocalyptic creatures are enormous, power-filled versions of the base creature. Their very countenances strike fear into the hearts of even the bravest warriors, and their aspect crackles with divine power.

Creating an Apocalyptic

"Apocalyptic" is a template that can be added to any creature increased to its maximum possible advancement (referred to hereafter as the "base creature"). An apocalyptic differs from the base creature as follows.

Special: All the optional suggestions in Chapter 1 for increasing a creature's abilities according to size and Hit Dice should be followed, such as increased caster levels, range, and damage for special abilities.

Size: This template works well in conjunction with the Gigantic template (page 46) and Titanic creatures. Apocalyptic creatures should be Huge or larger.

Type: Change to outsider. Constructs and undead retain their types. An apocalyptic creature is always extraplanar and has alignment-based subtypes.

Hit Dice: Increase all current and future Hit Dice to d12s. The apocalyptic receives maximum hit points per die. Rather than increasing a creature's size, you can simply multiply its Hit Dice by a fixed number or increase the Hit Dice to a number you desire. In all cases, an apocalyptic creature should have 40 or more Hit Dice.

Speed: Quadruple all speeds.

AC: Natural armor improves by +10. Apocalypstics have an insight bonus to AC equal to 20% of their Hit Dice, and a luck bonus equal to 10% of their Hit Dice. Round up in both cases.

Attack: An apocalyptic's natural weapons, as well as any weapon it wields, are considered epic and aligned according to the creature's subtypes for overcoming damage reduction.

Special Attacks: An apocalyptic gains the following.

Sound of the Apocalypse (Su): Once per day, an apocalyptic creature can utter a word, unleashing tremendous destructive power. The word kills or destroys one creature per Hit Die, as selected by the apocalyptic, within a 400-foot (+400 feet per Hit Die the apocalyptic possesses) spread, centered on the apocalyptic creature. A successful Will save (DC 10 + one-half of the apocalyptic's HD + its

Apocalyptic Campaigning

Whatever the origin of these frightful beings, their introduction is a world-transforming event. In all cases, apocalyptic creatures are monumental obstacles for any party of heroes to overcome—the defeat of such a legendary power is a crowning achievement to a long career.

Go all out when designing an apocalyptic creature. Create mythologies or histories including such creatures as a type of foreshadowing, and limit yourself to a select handful of apocalyptic creature possibilities for your world. Where did the beast come from? Why has it come? What will it do? What can it do? Is it a god? (The template can certainly make those, with the addition of appropriate divine abilities.)

Another consideration is how a being of such ferocious destructive power can be stopped (if at all). Apocalyptic creatures are nigh invulnerable to conventional and magical attack forms, so it may be necessary to find a roleplaying angle for the party to defeat one. Perhaps a particular artifact exploits a hidden weakness. Maybe the creature can be skillfully tricked, or an ancient banishment ritual exists to send the creature to a distant prison. The possibilities are as open as your imagination.

Charisma modifier) resists the effect, but targets within range still take a number of d8s equal to the apocalyptic's Hit Dice divided by 5 as points of sonic damage. Creatures immune to death effects are still vulnerable to this attack.

Special Qualities: An apocalyptic gains the following.

Damage Reduction (Su): An apocalyptic creature has damage reduction equal to one-third of its Hit Dice, which can only be overcome by epic weapons.

Immunities (Ex): Apocalyptic creatures are immune to ability damage, ability drain, death effects, death from massive damage, disease, all energy damage, energy drain, mind-affecting spells, paralysis, petrification, poison, polymorphing, stunning, and wounding.

Regeneration (Ex): An apocalyptic creature has regeneration at a rate equal to 10 + one-half of its Hit Dice. This regeneration cannot be overcome, and the apocalyptic creature can only be truly slain by dealing it nonlethal damage equal to its full normal hit points + its Constitution modifier and then using a *wish* or *miracle* to keep it dead. The creature regrows severed limbs in 1d6 rounds. It can reattach a severed member instantly by holding it to the stump.

Rejuvenation (Su): Three times per day, an apocalyptic creature can restore itself to full hit points.

Spell Resistance (Ex): Apocalyptic creatures have spell resistance equal to 10 + one-half of their Hit Dice.

Abilities: Double all physical ability scores after all other modifiers have been added. Increase Wisdom to 10 if necessary, and then double the creature's Wisdom score.

Skills: Determining a creature's skill bonuses at such high power can become cumbersome. Only do so if you need exact figures for your creation.

Organization: Always unique and solitary.

Challenge Rating: Increase Challenge Rating according to Hit Dice changes and size, using Table 1–7: Creature Challenge Rating (page 15). This template adds +5 to that total. Be sure to tinker with the rating according to the advice with Table 1–7.

Treasure: None besides necessary equipment.

Advancement: None.

Level Adjustment: —

Sample Apocalyptic Creature

This example uses a hell hound (Nessian warhound) as the base creature. The warhound was advanced as high as possible and increased to Huge size. Its Hit Dice were doubled for the apocalyptic version, and its special attacks were increased in range and damage in accordance with options in Chapter 1. It's an epic creature, but tame for the potential of the Apocalyptic template. Kurnus' Challenge Rating was lowered from 29 to account for the power of epic characters.

Kurnus, Hound of the End Time

Huge Outsider (Evil, Extraplanar, Fire, Lawful)

Hit Dice: 48d12+912 (1,488 hp)

Initiative: +11

Speed: 160 ft. (32 squares)

Armor Class: 50 (–2 size, +7 Dex, +10 insight, +5 luck, +20 natural), touch 30, flat-footed 43

Base Attack/Grapple: +48/+85

Attack: Bite +76 melee (4d6+43/19–20 plus 3d6 fire)

Full Attack: Bite +76 melee (4d6+43/19–20 plus 3d6 fire)

Space/Reach: 15 ft./10 ft.

Special Attacks: Breath weapon, fiery bite, howl of the apocalypse

Special Qualities: Damage reduction 16/epic, darkvision 60 ft., immunities, regeneration 34, rejuvenation, scent, spell resistance 34

Saves: Fort +45, Ref +33, Will +35

Abilities: Str 68, Dex 24, Con 48, Int 4, Wis 24, Cha 6

Skills: Hide +56, Jump +45, Listen +60, Move Silently +53, Spot +60, Survival +51*

Feats: Alertness, Awesome Blow, Blind-Fight, Cleave, Combat Reflexes, Great Cleave, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Improved Overrun, Improved Sunder, Iron Will, Power Attack, Snatch, Track, Weapon Focus (bite)

Environment: The Deepest Hell

Challenge Rating: 26

Treasure: None

Alignment: Lawful evil

Advancement: —

Level Adjustment: —

“The end is upon us, my disciples, for the gates of Hell have opened wide and Kurnus has been loosed upon the world! There is nowhere to hide from the beast’s maw or unholy howl. May the Stone protect you in the afterlife if I fail!”

—Favin Muhl, Knight of the Stone God

Kurnus is a coal-black mastiff that stands 18 feet at the shoulder. He weighs more than five tons.

Whispered of in fear by all, Kurnus is the harbinger of the end of the world - a messenger of doom, but not doom itself. A unique creature, he is a Huge hell hound chained in a deep, abysmal cave in the lowest domain of Hell. None dare approach him, not even fiends, for most fear death from Kurnus’ supernatural howl.

Kurnus does not speak, but understands Infernal.

Combat

Kurnus is a devastating opponent in melee, using his powerful bite against one foe, or his flaming breath to kill many foes at once. Faced with many determined opponents, Kurnus uses his incredible ability to sneak and ambush. He reserves his howl for large forces or those who anger him.

Kurnus’ natural weapons are considered epic, evil-aligned, and lawful-aligned for overcoming damage reduction.

Breath Weapon (Su): 20-foot cone, once every 2d4 rounds, damage 12d6 fire, Reflex DC 53 half. The save DC is Constitution-based.

Fiery Bite (Su): Kurnus deals an extra 3d6 points of fire damage every time it bites an opponent.

Howl of the Apocalypse (Su): Once per day, Kurnus can howl, unleashing tremendous destructive power. The howl kills or destroys up to 48 creatures within a 19,600-foot spread (3.7 miles), centered on Kurnus. A successful DC 32 Will save resists the effect, but targets within range still take 9d8 points of sonic damage. The save DC is Charisma-based.

Immunities (Ex): Kurnus is immune to ability damage, ability drain, death effects, death from massive damage, disease, all energy damage, energy drain, mind-affecting spells, paralysis, petrification, poison, polymorphing, stunning, and wounding.

Regeneration (Ex): Kurnus’ regeneration cannot be overcome, and he can only be truly slain by dealing him nonlethal damage equal to his full normal hit points plus his Constitution modifier (1,507) and then using a *wish* or *miracle* to keep him dead. Kurnus regrows severed limbs in 1d6 rounds. He can reattach a severed member instantly by holding it to the stump.

Rejuvenation (Su): Three times per day, Kurnus can restore himself to full hit points.

Skills: Kurnus has a +5 racial bonus on Hide and Move Silently checks. *He also receives a +8 racial bonus on Survival checks when tracking by scent, due to his keen sense of smell.

Argent Servitor

Argent servitors are the defenders of good in the world. Imbued with holy might to combat evil, the souls of argent servitors are filled with positive energy that emanates through every pore, covering them in a brilliant, silvery radiance. Argent servitors are not celestials. They are infused with divine power by the act of a good deity, and they are sworn to uphold the values of that divinity without question or deviation. Whole groups or bloodlines of creatures can be augmented with this template, creating what amounts to a new race.

Appearance Changes

An argent servitor looks very much like the base creature with a striking countenance often surrounded by a slight, silvery glow. The creature’s outward appearance takes on a near-angelic radiance that heralds its true nature.

Creating an Argent Servitor

“Argent Servitor” is a template that can be added to any creature that can have a good alignment (referred to hereafter as the “base creature”). An argent servitor differs from the base creature as follows.

Type: Change to outsider, unless the creature is a construct or undead. Constructs and undead retain their types. Add appropriate outsider subtypes (see Outsider Subtypes, page 123).

Hit Dice: In this template, Hit Dice stands for the argent servitor’s total character Hit Dice. Increase all current and future Hit Dice by one die type, up to a maximum of d12.

Speed: Speed increases by 10 feet in all modes of movement. If the base creature can fly, its maneuverability rating improves by one category to a maximum of good. If the base creature already had perfect maneuverability, it keeps that rating.

Armor Class: Argent servitors have a +4 sacred bonus to Armor Class against evil creatures.

Attack: An argent servitor’s natural weapons, and any weapon it wields, are considered good-aligned for the purpose of overcoming damage reduction.

Special Attacks: Argent servitors gain the following.

Holy Feedback (Su): Any evil creature that strikes an argent servitor with a melee attack takes holy damage equal to one-half of the blow’s original damage. Maximum holy feedback damage equals the argent servitor’s Hit Dice. The argent servitor still takes normal damage from attacks that hit it.

Vanquishing Blow (Su): When an argent servitor successfully deals a critical hit to an evil-aligned opponent, that opponent must immediately make a Fortitude save (DC 10 + one-half of the argent servitor’s HD + the argent servitor’s Charisma modifier) or die. Those not subject to Fortitude saving throws (such as undead) must make a Will saving throw instead. Vanquishing blow cannot affect opponents with more Hit Dice than the argent servitor.

Special Qualities: Argent servitors gain the following.

Damage Reduction (Su): An argent servitor has damage reduction equal to 1 + one-third of its Hit Dice (minimum 1) against everything but evil weapons.

Detect Evil (Su): Argent servitors can *detect evil* at will, per the spell, excepting that the effect goes straight to that of the third round as shown in the spell description. Caster level equals the argent servitor's Hit Dice.

Divine Health (Ex): An argent servitor is immune to all diseases, including those of a magical nature.

Resistances (Su): Argent servitors gain resistance to cold, electricity, and fire equal to 5 + one-half of their Hit Dice (maximum 30).

Sacrificial Healing (Su): An argent servitor may sacrifice some of its own life-essence (positive energy) to heal another. For each hit point sacrificed by the servitor, the recipient heals a hit point (up to the recipient's normal maximum). An argent servitor may sacrifice all but 1 of its hit points to heal other creatures.

The argent servitor can only regain hit points lost in this manner through normal healing. Healing of sacrificed hit points is doubled if the creature meditates for one hour, morning and evening. No activities of any kind may be undertaken while in this trance.

Saves: Argent servitors can add their Charisma bonus (positive only) to any saving throw against fear.

Abilities: Modify as follows: Strength +2, Constitution +2, Wisdom +2, Charisma +2.

Skills: All argent servitors can speak Celestial, in addition to any other languages of the base creature.

Organization: Same as base creature, though argent servitors are often unique individuals among normal members of the base creature species.

Challenge Rating: +1 plus 20% (maximum +4).

Alignment: Any good. If an argent servitor deviates from good, it loses its powers—possibly regaining the power (if the infraction was minor or against the creature's will) through returning to good and undergoing *atonement*.

Level Adjustment: +4.

Sample Argent Servitor

This example uses a unicorn as the base creature.

Argentate Unicorn

Large Outsider (Augmented Magical Beast, Native)

Hit Dice: 4d12+24 (50 hp)

Initiative: +3

Speed: 70 ft. (14 squares)

Armor Class: 18 (22) (–1 size, +3 Dex, +6 natural [+4 sacred against evil]), touch 12 (16), flat-footed 15 (19)

Base Attack/Grapple: +4/+14

Attack: Horn +12 melee (1d8+9)

Full Attack: Horn +12 melee (1d8+9) and 2 hooves +4 melee (1d4+3)

Space/Reach: 10 ft./5 ft.

Special Attacks: Holy feedback, vanquishing blow

Special Qualities: Damage reduction 2/evil, darkvision

60 ft., detect evil, divine health, immunity to poison, charm, and compulsion, low-light vision, magic circle against evil, resistance to cold 7, resistance to electricity 7, resistance to fire 7, sacrificial healing, scent, spell-like abilities, wild empathy

Saves: Fort +10, Reflex +7, Will +10 (+18 against fear)

Abilities: Str 22, Dex 17, Con 23, Int 10, Wis 23, Cha 26

Skills: Jump +22, Listen +12, Move Silently +9, Spot +12, Survival +9*

Feats: Alertness, Skill Focus (Survival)

Environment: Temperate forests

Organization: Solitary, pair, or grace (3–6)

Challenge Rating: 5

Treasure: None

Alignment: Always chaotic good

Advancement: 5–8 HD (Large)

Level Adjustment: +8 (cohort)

This magnificent and beneficent beast looks like a regal unicorn with a large horn and silvery hair. Argentate unicorns serve as guardians to other unicorns, whom evil and unscrupulous beings hunt for their horns, which can fetch up to 6,000 gp for use in various healing potions and devices.

Argentate unicorns speak Celestial, Sylvan, and Common.

Combat

Argentate unicorns either charge, impaling foes with their horns, or strike with their hooves. The horn is a +3 magic weapon, though its power fades if removed from the beast. An argentate unicorn's natural weapons are considered good-aligned for overcoming damage reduction.

Holy Feedback (Su): Any evil creature that strikes an argentate unicorn with a melee weapon takes one-half of the physical damage that it deals with the blow, up to a maximum of 4 points. The argentate unicorn takes the damage from such hits normally.

Vanquishing Blow (Su): When an argentate unicorn successfully deals a critical hit to an evil-aligned opponent, that opponent must immediately make a DC 20 Fortitude save or die. Those not subject to Fortitude saving throws (such as undead) may make a Will saving throw instead. Vanquishing blow cannot affect opponents with more than 4 Hit Dice. The save DC is Charisma-based.

Detect Evil (Su): An argentate unicorn can *detect evil* at will, per the spell, excepting that the effect goes straight to that of the third round as shown in the spell description. Caster level 4th.

Divine Health (Ex): An argentate unicorn is immune to all diseases, including those of a magical nature.

Magic Circle against Evil (Su): This ability continuously duplicates the effects of the spell. The argentate unicorn cannot suppress this ability.

Sacrificial Healing (Su): An argentate unicorn may sacrifice some of its own life-essence (positive energy) to heal another. For each hit point sacrificed, the recipient of the healing gains a hit point (up to the recipient's normal

maximum). An argentate unicorn may sacrifice all but 1 of its hit points to heal other creatures.

The argentate unicorn can only regain hit points lost in this manner through normal healing. Healing of sacrificed hit points is doubled if the creature meditates for one hour, morning and evening. No activities of any kind may be undertaken while in this trance.

Spell-Like Abilities: Once per day an argentate unicorn can use *greater teleport* to move anywhere within its home. It can teleport neither beyond the forest boundaries nor back from outside. An argentate unicorn can use *cure light wounds* three times per day and *cure moderate wounds* once per day (caster level 5th) by touching a wounded creature with its horn. Once per day it can use *neutralize poison* (DC 22, caster level 8th) with a touch of its horn. The save DC is Charisma-based.

Wild Empathy (Ex): This power works like the druid's wild empathy class feature, except that an argentate unicorn has a +6 racial bonus on the check.

Skills: Argentate unicorns have a +4 racial bonus on Move Silently checks. *Argentate unicorns have a +3 competence bonus on Survival checks within the boundaries of their forest.

Beast Lord

In the world of spirits, there exist paragons of animals—the guiding spirits of whole species or animal groups. These manifestations are accorded semidivine status, like celestials and elemental lords. Some beast lords dwell on specific planes, while others have their own courts in the spirit world. Usually, only one beast lord exists for each animal type, but sometimes multiple examples arise with disparate alignments and abilities. Some beast lords are worshiped by humanoids of various types and for a variety of reasons, propelling the beast lord to divine status.

Appearance Changes

A beast lord is a tremendously large manifestation of its kind. Its eyes sparkle with intelligence and metaphysical power, and it may wear jewelry or have other accoutrements, according to its preferences.

Creating a Beast Lord

“Beast Lord” is an inherited template that can be applied to any creature that already has the Elder Beast template (page 26) and Spirit template (page 145) applied to it (referred to hereafter as the “base creature”). The base creature must be of at least Large size and 20 Hit Dice (increase to this level if it's not) and always has the materialization and rejuvenation special attributes as a spirit, as well as the kin loyalty power of an elder beast. A beast lord differs from the base creature as follows.

Type: Change to outsider. Add appropriate outsider subtypes (see Outsider Subtypes, page 123). Beast lords with a good or evil alignment often have that subtype regardless of their home planes.

Hit Dice: Increase all current and future racial Hit Dice to d12s.

Armor Class: Natural armor improves by +8.

Attacks: A beast lord's natural weapons are considered epic for overcoming damage reduction. If the beast lord has alignment subtypes based on its home plane, its natural weapons and any weapon it wields are considered to be of the same alignments for overcoming damage reduction.

Special Attacks: The beast lord gains the following.

Kin Loyalty (Su): Beast lords always gain this ability from the Elder Beast template, but may use the power to affect even elder beasts.

Spells (Sp): Beast lords cast spells as a 20th-level spellcaster of any one class (your choice) besides one that must be devoted to a deity. Most common are druid and sorcerer (or shaman). The beast lord requires no material components for its spells.

Special Qualities: The beast lord gains the following.

Alternate Forms (Su): At will, the beast lord can assume the form of a Medium or smaller humanoid or of an animal of its own species (any size desired, up to the greatest dire example). This works as a *shapechange* spell cast by a 20th-level druid, but the beast lord can remain in one of its alternate forms as long as desired and change back into its normal form as a standard action.

Damage Reduction (Su): All beast lords have damage reduction 20/epic. Specific beast lords may be vulnerable to some other material as well.

Eyes of the Beast (Su): At will, a beast lord can cast *greater scrying* on any representative of its own species (normal, dire, elder, or monstrous). Caster level 20th.

Fast Healing (Ex): Beast lords heal hit point damage at a rate equal to one-third of their Hit Dice per round. Unlike normal fast healing, the beast lord can regrow lost limbs in 3d6 minutes but cannot reattach them.

Spell Resistance (Ex): Beast lords have spell resistance equal to 10 + one-half of their Hit Dice.

Saves: All of the beast lord's saves are recalculated as if each category were always a “good” save (like an outsider). Note this in a “Saves” category in the beast lord's combat description.

Abilities: Modify as follows: Intelligence +6, Wisdom +6, Charisma +6.

Skills: Beast lords treat Knowledge (nature) as a class skill.

Organization: Usually solitary, though a beast lord is often encountered with a few normal or dire animals.

Challenge Rating: +10 plus 20%.

Treasure: Double standard.

Alignment: Usually neutral. Beast lords are rarely lawful, but if an evil one exists, a good one exists as well. The reverse is not necessarily true.

Advancement: As an outsider, but with Hit Dice limited to those of a dire animal of the creature's type. Beast lords may also acquire character classes.

Level Adjustment: —

Sample Beast Lord

This example uses a 40-HD, Gargantuan dire tiger as the base creature.

Kaavaak, Lord of Noble Tigers

Gargantuan Outsider (Augmented Animal, Good, Incorporeal, Native, Spirit)

Hit Dice: 40d12+280 (540 hp)

Initiative: +2

Speed: 50 ft. (10 squares)

Armor Class: 39 (−4 size, +2 Dex, +6 deflection, +25 natural) materialized, 21 (−4 size, +2 Dex, +13 deflection) manifested

Touch: 14 materialized, 21 manifested

Flat-footed: 37 materialized, 19 manifested

Base Attack/Grapple: +40/+68

Attack: Claw +52 melee (2d6+16/19–20)

Full Attack: 2 claws +52 melee (2d6+16/19–20), bite +47 melee (2d8+8/19–20)

Space/Reach: 20 ft./15 ft.

Special Attacks: Improved grab, kin loyalty, manifestation, materialization, pounce, rake (2d6+16), spells, spirit touch

Special Qualities: +4 turn resistance (not against shamans), alternate form, damage reduction 20/epic or dire bear claws, darkvision 60 ft., eyes of the beast, fast healing 13, low-light vision, scent, see spirits, speech, spell resistance 30

Saves: Fort +29, Ref +24, Will +27

Abilities: Str 43, Dex 15, Con 25, Int 17, Wis 21, Cha 22

Skills: Hide +16*, Jump +36, Knowledge (arcana) +23, Knowledge (nature) +28, Knowledge (the planes) +15, Listen +31,

Move Silently +30, Search +5 [[+2 racial, +3 Int]], Spot +33, Swim +32

Feats: Alertness, Cleave, Combat Reflexes, Dodge, Expertise, Great Cleave, Improved Critical (claw), Improved Critical (bite), Mobility, Power Attack, Run, Spring Attack, Stealthy, Whirlwind Attack

Environment: Any

Organization: Solitary

Challenge Rating: 34

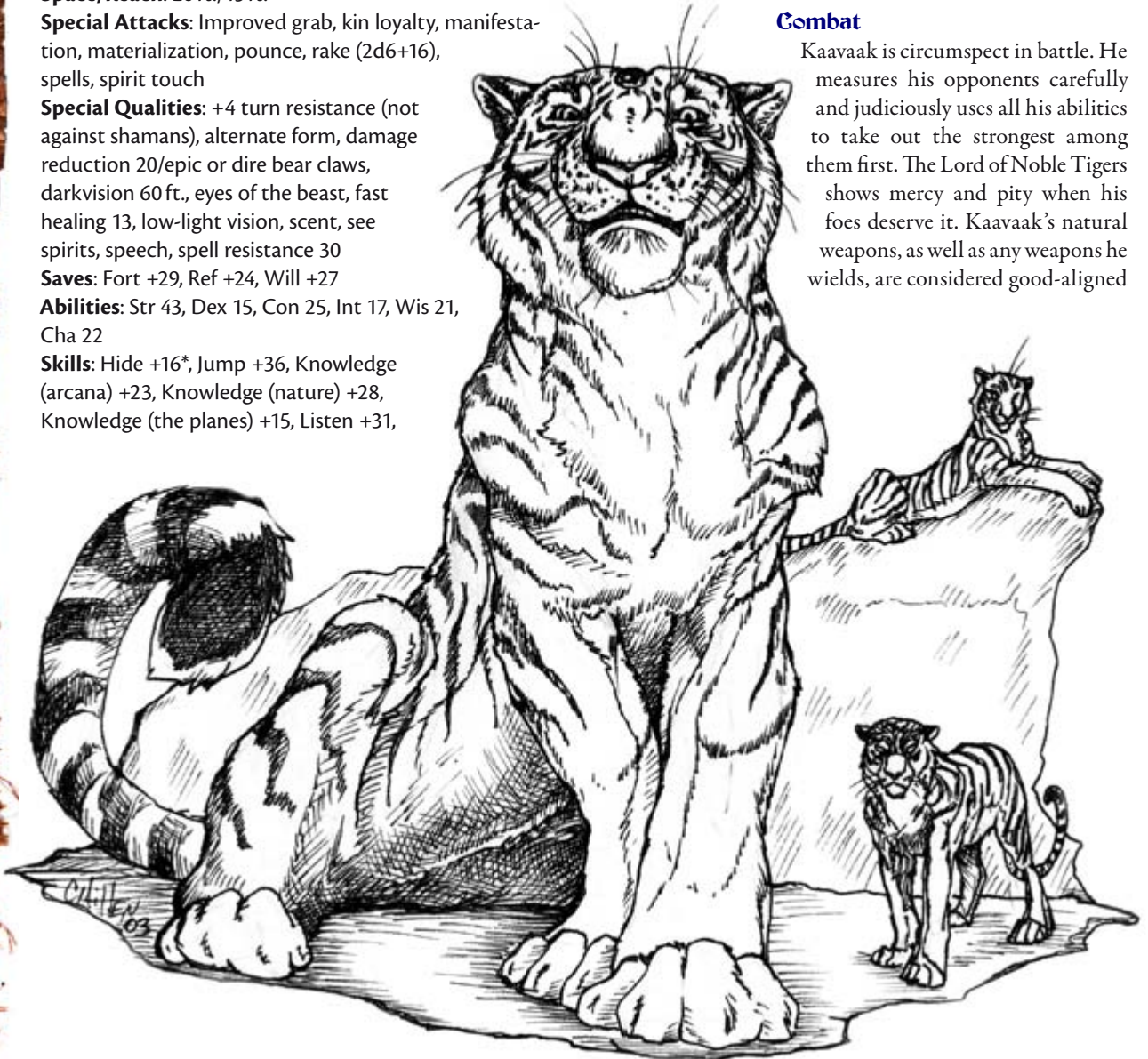
Alignment: Neutral good

Advancement: To 48 HD as an outsider or by character class.

Kaavaak is a tremendous, striped cat of regal and haughty bearing. He resides in a remote, southern jungle on the side of an ancient volcano. Propitiated to garner his protection from wicked creatures (especially rakshasas, which the Lord of Noble Tigers hates), Kaavaak is held as an icon of bravery and nobility by local warriors. He is often depicted crowned with a ruby the size of a human head (or larger).

Combat

Kaavaak is circumspect in battle. He measures his opponents carefully and judiciously uses all his abilities to take out the strongest among them first. The Lord of Noble Tigers shows mercy and pity when his foes deserve it. Kaavaak's natural weapons, as well as any weapons he wields, are considered good-aligned



for overcoming damage reduction. His natural weapons are considered epic for overcoming damage reduction.

Improved Grab (Ex): To use this ability, Kaavaak must hit with his bite attack. If he gets a hold, he can rake.

Kim Loyalty (Su): At will, Kaavaak may fix his gaze on any cat and affect that creature as if with a *greater charm* spell. A DC 36 Will saving throw negates the effect. Caster level 40th. The save DC is Charisma-based.

Pounce (Ex): If Kaavaak leaps upon a foe during the first round of combat, he can make a full attack even if he has already taken a move action.

Rake (Ex): Kaavaak can make two rake attacks with his hind legs at his full attack bonus against a held creature for 2d6+16 damage each. If Kaavaak pounces on an opponent, he can also rake.

Spells (Sp): Kaavaak casts spells as a 20th-level druid. He may cast without material components.

Spirit Touch (Su): Kaavaak can attack material beings while incorporeal (not ethereal), and may attack incorporeal beings while materialized, adding his Dexterity bonus to the attack roll, and rolling normal damage, replacing his Strength modifier with his Charisma modifier. He may also use his touch spells against material beings while incorporeal.

Alternate Forms (Su): At will, Kaavaak can assume the form of a Medium or smaller humanoid or of a tiger (any size desired, up to the greatest dire example). Kaavaak has also perfected the technique of appearing as a calico or orange-striped cat or kitten. This works as a *shapechange* spell cast by a 20th-level druid, but the beast lord can remain in one of his alternate forms as long as desired and change back into its normal form as a standard action.

Eyes of the Beast (Su): At will, Kaavaak can cast *greater scrying* (DC 23) on any tiger. Caster level 20th.

Manifestation (Su): Kaavaak dwells on the Ethereal Plane and, as an ethereal creature, he cannot affect or be affected by anything in the material world. When Kaavaak manifests, he partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. When manifested, Kaavaak remains partially on the Ethereal Plane, where he is considered corporeal. Opponents on either the Material Plane or the Ethereal Plane can attack him. Kaavaak's incorporeality helps protect him from foes on the Material Plane, but not from foes on the Ethereal Plane.

When Kaavaak is not manifested and is on the Ethereal Plane, his spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When he manifests, his spells continue to affect ethereal targets and can affect targets on the Material Plane normally, due to his spirit touch ability.

Kaavaak has two home planes, the Material Plane and the Ethereal Plane. He is not considered extraplanar when on either of these planes.

Materialization (Su): By taking a full-round action, Kaavaak can become corporeal like a normal creature on the Material Plane. He loses the benefits of the incorporeal

Kaavaak's Crown Ruby

The ruby Kaavaak wears is a minor artifact granted to him by the Lord of the Heavens, and it functions as a *gem of seeing* (divine) and a *crystal ball* with all possible powers. The artifact grants the Lord of the Noble Tigers a +6 deflection bonus to AC in all forms that stacks with his Charisma bonus. It changes size from Medium (6 feet in diameter) to Fine (3 inches in diameter) at Kaavaak's whim. Further, the artifact can manifest up to three *gems of seeing* at Kaavaak's command. No more than three of these gems can exist at any one time, and the created gems can be recalled to the *Crown Ruby* at any time and any distance.

subtype while materialized. When he materializes, he has all of its normal physical attributes and interacts with the Material Plane and its contents like a normal denizen of that plane. He also interacts with the Ethereal Plane as if he were a material being. Kaavaak can dematerialize, going back to manifested or ethereal, as a standard action.

Rejuvenation (Su): Kaavaak cannot be killed as long as neutral or good tigers exist in the world. So long as these animals do exist, Kaavaak restores himself in 2d4 days after being destroyed. Even the most powerful spells are only temporary solutions.

See Spirits (Su): At will, as a move action, Kaavaak can choose to see other spirits in an area (including incorporeal or ethereal undead, despite invisibility). Kaavaak cannot see other creatures under *invisibility* spells or similar effects, only spirits.

Saves: Kaavaak, as with all beast lords, calculates his saving throws as if he were an outsider—all his saves are good saves.

Skills: Kaavaak receives a +4 racial bonus on Hide and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8. He also receives a +8 racial bonus to hide checks when manifested or ethereal. (Gargantuan size grants –12 on Hide checks.)

Treasure

Kaavaak possesses vast wealth, including his minor artifact *Kaavaak's Crown Ruby* (see sidebar), and may be used as a story element to get a needed item into the heroes' hands.

Ebon Servitor

Ebon servitors are most often sentient beings who have willingly entered into a dark pact with an evil god or another powerful, evil outsider. These creatures have literally sold their souls to the forces of evil in order to gain power, money, fame, notoriety, or just for the thrill of being able to deal untold pain and suffering. Ebon servitors revel in their newly acquired abilities and are more than willing to use them to advance the cause of the evil they serve.

Ebon Servitors are sometimes referred to as "black," or simply "ebon" creatures. An ebon servitor orc is known

primarily as a “black orc,” and an ebon servitor minotaur is commonly called an “ebon minotaur.” Among wicked races, or via some twisted miracle, entire clans or groups have become ebon servitors—a stable race of true wickedness.

Appearance Changes

An ebon servitor is similar in many respects to the base creature in its appearance. However, many of the being’s outward features become twisted, gnarled, or distorted in some way—a telling sign of the pure evil that dwells in its heart. The skin, feathers, fur, or scales of the base creature turn the deepest jet-black and its eyes sometimes glow with the sickening green or red of the evil power that seethes within.

Creating an Ebon Servitor

“Ebon Servitor” is a template that can be added to any creature that can have an evil alignment (referred to hereafter as the “base creature”). An ebon servitor differs from the base creature as follows.

Type: Change to outsider, unless the creature is a construct or undead. Constructs and undead retain their types. Add appropriate outsider subtypes (see Outsider Subtypes, page 123).

Hit Dice: In this template, Hit Dice stands for the ebon servitor’s total character Hit Dice. Increase all current and future Hit Dice by one die type, up to a maximum of d12.

Armor Class: Natural armor improves by +2. In addition, the ebon servitor gains a +2 profane bonus to its AC against creatures of good alignment.

Attack: An ebon servitor’s natural weapons, and any weapon it wields, are considered evil-aligned for overcoming damage reduction.

Special Attacks: Ebon servitors gain the following.

Damage Feedback (Su): As a result of the pure essence of evil that dwells within an ebon servitor, any creature that strikes one with a melee attack takes a number of points of damage equal to the ebon servitor’s Hit Dice, with a maximum of one-half of the physical damage that was dealt with the original blow. The ebon servitor still takes normal damage from attacks that hit.

Smite Good (Su): Once per day, plus once per 5 Hit Dice, an ebon servitor may attempt to smite a good-aligned foe with a single melee attack. When smiting, the ebon servitor adds its Charisma bonus (if any) to the attack roll and deals 1 extra point of damage per Hit Die. If an ebon servitor accidentally smites a nongood creature, the smite has no effect and that use of the ability is wasted.

Special Qualities: Ebon servitors gain the following.

Damage Reduction (Su): An ebon servitor has damage reduction equal to 1 + one-third of its Hit Dice against everything but good weapons.

Detect Good (Su): An ebon servitor can *detect good* at will, per the spell, excepting that the effect goes straight to that of the third round as shown in the spell description. Caster level equals the ebon servitor’s Hit Dice.

Improved Darkvision (Ex): An ebon servitor always has darkvision with a range of 60 feet, or double the range of darkvision possessed by the base creature, whichever is better. In the area of *deeper darkness* or a similar spell, the ebon servitor may make a Will saving throw against the spell’s normal save DC to see in the darkness at half of its normal darkvision range.

Resistances (Su): An ebon servitor gains resistance to cold, electricity, and fire equal to 5 + one-half its Hit Dice (maximum 30).

Abilities: Modify as follows: Strength +2, Dexterity +2, Constitution +4, Wisdom –2.

Skills: All ebon servitors can speak Infernal or Abyssal, in addition to any other languages of the base creature.

Organization: Ebon servitors are often unique individuals among normal members of the base creature type.

Challenge Rating: +1 + 20% (maximum +4).

Alignment: Always evil.

Level Adjustment: +3.

Sample Ebon Servitor

This example uses an orc as the base creature. The orc warrior presented here had the following ability scores before racial adjustments: Strength 13, Dexterity 11, Constitution 12, Intelligence 10, Wisdom 9, Charisma 8.

Kava’at-zahal Orcs

Black Orc, 1st-Level Warrior

Medium Outsider (Augmented Humanoid [Orc], Native)

Hit Dice: 1d10+3 (8 hp)

Initiative: +1

Speed: 30 ft. (6 squares)

Armor Class: 16 (18) (+1 Dex, +2 natural, +3 studded leather armor, [+2 profane against good]), touch 11 (13), flat-footed 15 (17)

Base Attack/Grapple: +1/+5

Attack: Falchion +5 melee (2d4+6/18–20) or javelin +2 ranged (1d6+4)

Full Attack: Falchion +5 melee (2d4+6/18–20) or javelin +2 ranged (1d6+4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Damage feedback, smite good 1/day

Special Qualities: Damage reduction 1/good, detect good, improved darkvision 120 ft., light sensitivity, resistance to cold 5, resistance to electricity 5, resistance to fire 5

Saves: Fort +5, Ref +1, Will –3

Abilities: Str 19, Dex 13, Con 16, Int 8, Wis 5, Cha 6

Skills: Listen +1, Spot +1

Feats: Alertness

Environment: Kava’at-zahal Mountains

Organization: Gang (2–4), squad (11–20 plus 2 3rd-level sergeants and 1 leader of 3rd–6th level), or band (30–100 plus 150% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)

Challenge Rating: 1

Treasure: Standard

Alignment: Always chaotic evil

Advancement: By character class

Level Adjustment: +3

Kava'at is a fiendish godling of death and destruction. Long ago, the orcish hero Zahal dedicated himself to Kava'at and slaughtered settlement after settlement of humans and dwarves in a bloody war known as Zahal's Culling. The good folk of the region were brought under the sway of Zahal's tribe, and the orc warlord offered hundreds to his wicked deity. In blessing, Zahal's tribe was given evil power forged in the netherworld. Sadly for folk of good heart, these abilities bred true, and the Kava'at-zahal have remained dominant in all areas near their original homeland.

Kava'at-zahal orcs have jet-black skin, with bright red soft tissues (like gums). Their eyes and hair are also black, the hair graying and balding with age.

They speak Orc and Abyssal, occasionally learning Dwarven, Giant, Gnoll, Goblin, and Undercommon.

Combat

The Kava'at-zahal tribe is a ruthless, cannibalistic, and vile lot of orcs that rely on their enhanced strength and damage feedback abilities to overrun their opponents in hand-to-hand combat. A black orc warrior's unarmed attacks, and any weapon he wields, are considered evil-aligned for overcoming damage reduction.

Damage Feedback (Su): As a result of the pure essence of evil that dwells within a black orc, all successful melee attacks made against the creature deal 1 point of damage to the attacker.

Smite Good (Su): Once per day, a black orc may attempt to *smite good* with a single melee attack. When smiting, the orc deals 1 extra point of damage. If a black orc accidentally smites a creature that is not of good alignment, the smite has no effect and the use is wasted for the day.

Detect Good (Su): A black orc warrior can *detect good* at will, per the spell, excepting that the effect goes straight to that of the third round as shown in the spell description. Caster level 1st.

Improved Darkvision (Ex): In the area of *deeper darkness* or a similar spell, a black orc may make a Will saving throw against the normal spell DC to see 60 feet in the darkness.

Light Sensitivity (Ex): Black orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

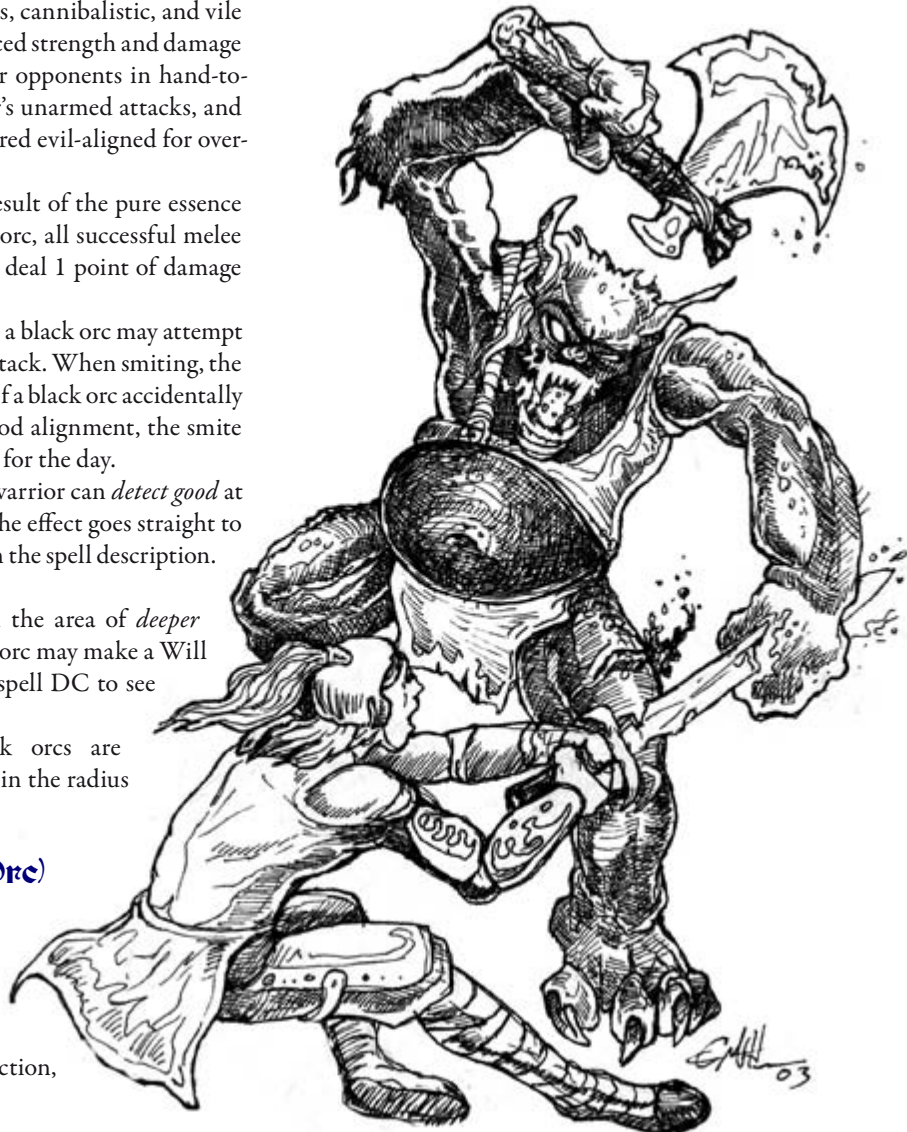
Kava'at-zahal (Black Orc) Characters

The orcs of this tribe favor the barbarian class. Kava'at-zahal clerics can choose two of the following domains: Chaos, Destruction, Evil, Strength, and War.

Black Orc Racial Traits

Kava'at-zahal orcs have the following characteristics.

- ☞ +6 Strength, +2 Dexterity, +4 Constitution, -2 Intelligence, -4 Wisdom, -2 Charisma.
- ☞ Medium.
- ☞ Outsider (Native).
- ☞ Hit Die increase (improves by one die step, up to d12).
- ☞ Black orc base land speed is 30 feet.
- ☞ **Natural Armor:** Black orcs have a +2 natural armor bonus. They also have a +2 profane bonus to AC against good-aligned creatures.
- ☞ **Natural Attack:** A black orc's unarmed attacks, and any weapon he wields, are considered evil-aligned for overcoming damage reduction.
- ☞ **Special Attacks** (see monster statistics and template): Damage feedback, smite good.
- ☞ **Special Qualities** (see monster statistics and template): Damage reduction, *detect good*, improved darkvision 120 feet, light sensitivity, resistances (cold, electricity, and fire).



- ☞ *Improvement:* A black orc's special attacks and qualities improve according to his total character level.
- ☞ *Evil Seed:* Black orcs are born evil. Only a *miracle* or *wish* can change this fact.
- ☞ *Automatic Languages:* Abyssal, Orc. *Bonus Languages:* Common, Dwarven, Giant, Gnoll, Goblin, Undercommon.
- ☞ *Favored Class:* Barbarian.
- ☞ *Level Adjustment:* +3.

Black Half-Orc Racial Traits

Kava'at-zahal orcs do produce half-orcs with diluted corruption. Such black half-orcs have dark gray to black skin, dark hair, and red eyes. Very rarely, such an abomination is raised among humans and even denies its own nature by having a good alignment. Black half-orcs have the following characteristics.

- ☞ +4 Strength, +2 Constitution, -2 Intelligence, -2 Wisdom, -2 Charisma.
- ☞ Medium. (Use half-orc height and weight, +1d4 to each modifier.)
- ☞ Outsider (Native).
- ☞ Black half-orc base land speed is 30 feet.
- ☞ *Natural Armor:* Black half-orcs have a +1 natural armor bonus.



- ☞ *Improved Darkvision (Ex):* A black half-orc can see in the dark out to 60 feet. A black half-orc may make a Will saving throw against the normal spell DC to see 30 feet in *deeper darkness* or a similar spell. This vision is black and white.
- ☞ *Detect Good (Sp):* 3/day, a black half-orc can *detect good*, per the spell, as a cleric of his character level.
- ☞ *Smite Good (Su):* Once per day, the black half-orc may attempt to smite good with a single melee attack. When smiting, he adds his Charisma bonus (if any) to the attack roll and deals 1 extra point of damage per character level. If a black half-orc accidentally smites a creature that is not of good alignment, the smite has no effect that use of the ability is wasted.
- ☞ *Light Sensitivity (Ex):* Black half-orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.
- ☞ +4 racial bonus on saves against cold, electricity, and fire.
- ☞ *Fear and Loathing:* Black half-orcs suffer severe prejudice in the lands where black orcs are known. Any Charisma, Diplomacy, or Bluff check is met with a -4 circumstance penalty. Further, NPCs are always treated as one step more unfriendly than they are to other characters (see the *Player's Handbook*, Chapter 4, *Influencing NPC Attitudes*), except in very specific circumstances determined by the DM.
- ☞ *Good Black Half-Orcs:* Good black half-orcs can exist, but such creatures are extremely rare. Despite the apparent paradox, such creatures do not lose their abilities against good. Black half-orcs cannot become paladins or clerics of good deities without losing the smite good ability. The evil is suppressed by such close affiliation with good.
- ☞ *Automatic Languages:* Orc (or Common if raised human). *Bonus Languages:* Abyssal, Common, Giant, Goblin. Black half-orcs raised by humans speak additional languages according to their culture.
- ☞ *Favored Class:* Barbarian.
- ☞ *Level Adjustment:* +1.

Ethereal

Like ghosts, ethereal creatures can travel back and forth from the Material to the Ethereal Plane with relative ease. Using their plane-shifting abilities to their full advantage, they can be either fearsome foes or valuable allies to a party of adventurers.

Appearance Changes

An ethereal being looks exactly like its counterpart on the Material Plane, except for occasional differences in physical coloration.

Creating an Ethereal

“Ethereal” is a template that can be added to any creature (referred to hereafter as the “base creature”). Ethereal beings differ from the base creature as follows.

Type: Add the extraplanar subtype.

Special Qualities: Ethereal creatures gain the following.

Darkvision (Ex): Ethereal creatures can see in nonmagical darkness up to a range of 60 feet, or the base creature’s range, whichever is better.

Ethereal Jaunt (Su): An ethereal creature can shift from the Ethereal Plane to the Material Plane as a free action, and shift back again as a move action. The ability is otherwise identical to the *ethereal jaunt* spell (caster level 15th), but it has an unlimited duration.

Ethersight (Su): While on the Material Plane, an ethereal creature can still see creatures on and features of the Ethereal Plane.

Environment: Ethereal Plane.

Challenge Rating +1.

Level Adjustment: +2.

Sample Ethereal

This example uses a kobold as the base creature.

Ether Kobold

Ethereal Kobold, 1st-Level Warrior

Small Humanoid (Extraplanar, Reptilian)

Hit Dice: 1d8 (4 hp)

Initiative: +1

Speed: 30 ft. (6 squares)

Armor Class: 15 (+1 size, +1 Dex, +1 natural, +2 leather), touch 12, flat-footed 14

Base Attack/Grapple: +1/–4

Attack: Spear +1 melee (1d6–1/x3) or sling +3 ranged (1d3–1)

Full Attack: Spear +1 melee (1d6–1/x3) or sling +3 ranged (1d3–1)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Darkvision 60 ft., ethereal jaunt, ethersight, light sensitivity

Saves: Fort +2, Ref +1, Will –1

Abilities: Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 8

Skills: Craft (trapmaking) +2, Hide +6, Listen +2, Move Silently +2, Profession (miner) +2, Search +2, Spot +2

Feats: Alertness

Environment: Temperate forests

Organization: Gang (4–9), band (10–100 plus 100% non-combatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th–6th level), warband (10–24 plus 2–4 ethereal monitor lizards), tribe (40–400 plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th–8th level, and 5–8 ethereal monitor lizards)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually lawful evil

Advancement: By character class

Level Adjustment: +2

Ether kobolds are short, reptilian humanoids with cowardly and sadistic tendencies. Their scaly skin ranges from dark cerulean to a violet-black color. They have glowing blue eyes and a nonprehensile tail. Ether kobolds wear ragged clothing, favoring violet and black. An ether kobold is 2 feet tall and weighs 35 pounds.

Ether kobolds speak Draconic with voices that are high-pitched, guttural, and watery all at the same time.

Combat

Ether kobolds like to attack with overwhelming odds—at least two to one—or trickery. Their natural ability to enter the Ethereal Plane makes this easy. They begin a fight by jaunting in from the Ethereal Plane in a melee ambush, jaunting back again as their move action.

Ethereal Jaunt (Su): An ether kobold can shift from the Ethereal Plane to the Material Plane as a free action,

and shift back again as a move action. The ability is otherwise identical to the *ethereal jaunt* spell (caster level 15th), but it has an unlimited duration.

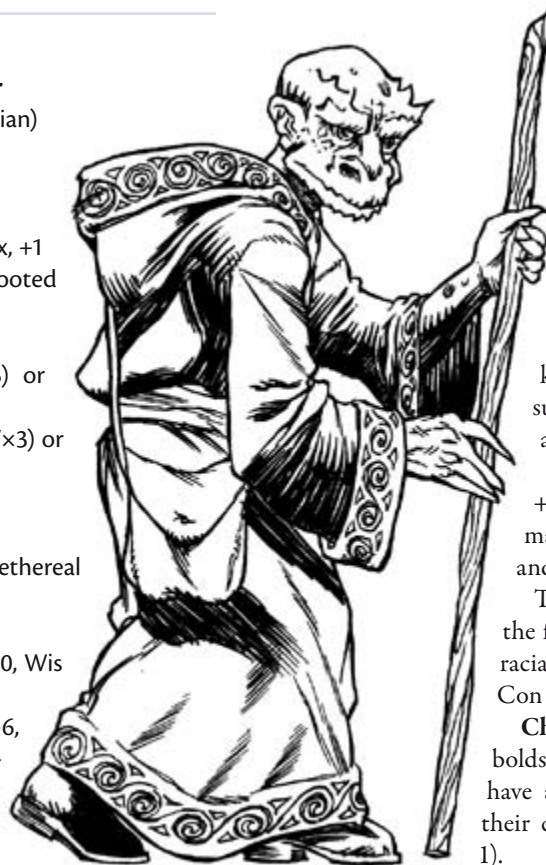
Ethersight (Su): While on the Material Plane, an ether kobold can still see creatures on and features of the Ethereal Plane.

Light Sensitivity (Ex): Ether kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Skills: Ether kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks.

The warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Challenge Rating: Ether kobolds with levels in NPC classes have a Challenge Rating equal to their character level –2 (minimum 1).



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Fallen

Nothing is eternal, not even those beings and alliances that seem to be. Goodness can be corrupted and the stalwart can be tempted. Even members of the celestial host stray from their paths, falling into pride, hate, unrighteous wrath, lust, and a host of other sins. These beings, if not cast out of the heavens for their crimes, can no longer stand the light of the celestial realms and gravitate to darker places. While not all of the fallen are evil, all have willingly turned from good.

Appearance Changes

Many of the fallen appear just as they did when they resided in the heavens. Some have begun to wear their iniquity outwardly, whether they want to or not, taking on shapes that are more fiendish. In general, the more wicked a fallen celestial is, the more likely it is to show corruption in its true form.

Creating a Fallen

“Fallen” is an acquired template that can be applied to any good outsider (referred to hereafter as the “base creature”). A fallen differs from the base creature as follows.

Type: A fallen is banished from its home plane. If it is evil, it is banished from all good planes. The fallen may choose a new home plane fitting its new alignment and gain that plane’s subtypes. Most fallen choose the Material Plane as a new home, and those who do and have the extraplanar subtype lose that subtype and replace it with the native subtype.

Example: A hound archon that fell into evil and chose the Material Plane as his new home plane would lose the extraplanar, good, and lawful subtypes and gain the native subtype.

Attack: A fallen that loses subtypes also loses the ability to overcome damage reduction related to those subtypes. If the fallen gains new subtypes, it gains abilities to overcome damage reduction associated with those subtypes.

Example: The hound archon mentioned earlier would no longer treat his weapons as good- or lawful-aligned. If the lawful evil archon made its home on a lawful evil plane, it would gain the appropriate subtypes and the associated ability to treat its weapons as lawful- and evil-aligned for overcoming damage reduction.

Special Attacks: Fallen gain the following.

Ability Changes: If the fallen has turned to evil, any ability it had that affected evil is reversed (*protection from evil* becomes *protection from good*). Good and neutral fallen turn these abilities against law or chaos (usually the opposite of the creature’s law or chaos alignment) instead, their connection with goodness broken. Any ability that cannot be changed is lost.

Aura of Emotion (Su): Evil and neutral fallen continually generate an aura of emotion, which they can suppress at will. All auras affect a 20-foot spread centered on the fallen. The aura’s save DCs equal 10 + one-half of the fallen’s HD

+ its Charisma modifier. The effects of the aura last while the victim is inside the aura and for a number of rounds after equal to the fallen’s Hit Dice.

Once per day, plus once per 5 racial Hit Dice, a fallen can generate a special effect by touching a specific opponent, which forces the opponent to make a similar saving throw. Any of these effects allow a save each round (at +1 for each previous round) to overcome them, but otherwise end in a number of rounds equal to the fallen’s racial Hit Dice.

Anyone who saves against or recovers from a fallen’s aura cannot be affected by that fallen’s aura for 24 hours. All of the aura’s effects are mind-affecting.

Choose one of the aura types that follow.

Despair: The fallen despairs its loss of heaven, and this misery is palpable to all of those around the creature. Anyone within the aura must make a Will save or suffer sadness so overwhelming that he takes a –2 morale penalty on all attack rolls, saves, and checks while within the aura. The fallen’s touch delivers heart-wrenching despair causing the victim to weep, cowering for 1 round and then becoming shaken.

Fear: The fallen experiences fear and loathing (good and neutral) or projects malice (evil) so strong that it unnerves any who encounter the creature. Anyone within the aura must make a Will save or become shaken. If the fallen touches an opponent and the save is failed, the victim becomes frightened.

Lust: The fallen experiences a metaphysical yearning that seeps into the minds of other beings. Anyone within the aura must make a Will save or experience a desire suitable to the character or being (perhaps even a desire for the fallen, if appropriate), taking a –1 penalty on all attack rolls, saves, and checks due to the distraction. The fallen’s touch works as a *lesser charm* spell (new spell, page 184).

Rage: The fallen’s anger at its loss is infectious. Anyone within the aura must make a Will save or seethe with anger. All creatures within the aura are treated as unfriendly, refusing to cooperate or help one another. With a touch, the rage overcomes all reason and forces the victim to fight as if raging like a barbarian against the nearest creature that is not the fallen or its allies.

Special Qualities: Fallen gain the following.

Forbiddance (Ex): A fallen outsider, whether through personal belief or actual divine decree, can never again enter its home plane. If the creature is actually evil, it is barred from all good planes.

Abilities: Fallen are often unique creatures with the elite ability score array.

Environment: Usually the Material Plane or a plane other than the fallen’s home plane.

Organization: Often solitary, though some fallen form groups with likeminded creatures.

Challenge Rating +1. Loss of significant abilities can lower the fallen’s Challenge Rating.

Alignment: Never good, often neutral, sometimes evil.

Level Adjustment: +1.

Make your Fallen Unique

Feel free to add unique abilities to your fallen. One of the best ways to do this is to grant a few abilities from the half-fiend template in the MM according to the fallen's Hit Dice. You might also give the creature a character class or unique prestige class for which it qualifies. Gain of significant fiend abilities should increase the creature's Challenge Rating by 1 or 2.

Sample Fallen

This example uses a hound archon hero as the base creature.

Bysumaen

Male Fallen Hound Archon, 1st-level Paladin/10th-level Blackguard

Medium Outsider (Archon, Native)

Hit Dice: 6d8+18 plus 11d10+33 (143 hp)

Initiative: +0

Speed: 30 ft. in full plate armor (6 squares); base speed 40 ft.

Armor Class: 34 (+9 natural, +11 +3 *spiked full plate armor*, +4 +2 *animated heavy steel shield*), touch 10, flat-footed 34

Base Attack/Grapple: +17/+22

Attack: +3 *cold iron greatsword* +26 melee (2d6+10/19–20) or bite +22 melee (1d8+5)

Full Attack: +3 *cold iron greatsword* +26/+21/+16/+11 melee (2d6+10/19–20) and bite +17 melee (1d8+2); or bite +22 melee (1d8+5)

Space/Reach: 5 ft./5 ft.

Special Attacks: Aura of despair, aura of evil, aura of menace, aura of rage, command undead (6/day (+3, 2d6+11, 8th), smite good, sneak attack +3d6, spells, spell-like abilities

Special Qualities: Change shape, damage reduction 10/good, darkvision 60 ft., empathic link, forbiddance, immunity to electricity and petrification, *magic circle against good*, poison use, scent, share spells, spell resistance 27, teleport, tongues

Saves: Fort +20 (+24 against poison), Ref +11, Will +13

Abilities: Str 21, Dex 10, Con 16, Int 8, Wis 14, Cha 16

Skills: Concentration +20, Diplomacy +9, Hide +1*, Jump –1 (+9 with ring), Knowledge (religion) +1, Listen +10, Ride +14, Sense Motive +14, Spot +10, Survival +2*, Tumble +2

Feats: Cleave, Power Attack, Improved Sunder, Leadership, Track, Weapon Focus (greatsword)

Challenge Rating: 16

Alignment: Lawful evil

Effective Character Level: 22nd

Bysumaen looks like a black-skinned humanoid with a canine head. Hairless and wickedly scarred, the fallen hound archon wears an eternal snarl. He is a corruption of everything a hound archon stands for.

Possessions: +3 *spiked full plate armor*, +2 *animated heavy steel shield*, +3 *cold iron greatsword*, *cloak of arachnida*, *ring of improved jumping*, *potions of cure serious wounds* (2), *potions of haste*, clothing.

Combat

Usual for his heritage, Bysumaen is straightforward in combat, using his magic to augment his melee abilities. He prefers to corrupt his greatsword and wade into the strongest enemy, sending his fiendish servant mastiff Hadrio after spellcasters. Bysumaen shows his enemies no mercy, unless they can serve him somehow if kept alive.

Smite Good (Su): Four times per day, Bysumaen can make a normal melee attack with a +3 bonus that deals an extra 10 points of damage against a good foe.

Spell-Like Abilities: At will—*aid*, *continual flame*, *detect good*, *message*. Caster level 6th.

Typical Blackguard Spells Prepared (3/3/2/1; save DC 12 + spell level): 1st—*corrupt weapon* (x3); 2nd—*bull's strength*, *cure moderate wounds*, *eagle's splendor*; 3rd—*cure serious wounds* (x2); 4th—*cure critical wounds*.

Aura of Despair (Ex): All enemies within 10 feet of Bysumaen take a –2 penalty on all saves.

Aura of Evil (Ex): Bysumaen's registers to *detect evil* as a 17-HD creature. (Normally, this would be equal to his blackguard level, but he's an evil outsider.)

Aura of Menace (Su): A vile aura surrounds Bysumaen. Any creature hostile to Bysumaen and within a 20-foot radius of him must succeed on a DC 18 Will save to resist its effects. Those who fail take a –2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit Bysumaen. A creature that has resisted or broken the effect cannot be affected again by the aura for 24 hours. The save DC is Charisma-based and includes a +2 racial bonus.

Aura of Rage (Su): Bysumaen continually generates an aura of rage, which he can suppress at will. (His aura is usually suppressed, unless he is alone on the battlefield.) This aura affects all in a 20-foot spread centered on the fallen hound archon. While within the aura, creatures are treated as unfriendly toward one another at best, refusing to cooperate or help each other. A DC 16 Will save negates the effect, which otherwise lasts 6 rounds.

Twice per day, Bysumaen can touch a foe and subject that opponent to a worse form of his aura. Rage overcomes all reason and forces the victim to fight as if raging like a barbarian against the nearest creature that is not Bysumaen or his allies. A DC 16 Will save negates the effect, and the recipient may make a saving throw each round (+1 on the roll per precious round affected) to throw off the effect. The maximum duration is 6 rounds.

Anyone who saves against or recovers from Bysumaen's aura cannot be affected by his aura again for 24 hours. The save DCs are Charisma-based. The aura and the touch are mind-affecting effects.

Change Shape (Su): Bysumaen can assume any canine form of Small to Large size. While in canine form, By-

summaen loses his bite, slam, and greatsword attacks, but gains the bite attack of the form it chooses. For the purposes of this ability, canines include any doglike or wolf-like animal of the animal type.

Empathic Link (Su): Bysumaen has an empathic link with Hadrio out to a distance of up to 1 mile. He cannot see through Hadrio's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated. Because of the empathic link between Hadrio and Bysumaen, the fallen hound archon has the same connection to a place or an item that Hadrio does.

Forbiddance (Ex): Bysumaen is barred from all good planes.

Magic Circle against Good (Su): A magic circle against good effect always surrounds Bysumaen. Caster level 6th. (The defensive benefits from the circle are not included in his statistics block.)

Poison Use: Bysumaen never risks poisoning himself when applying poison.

Share Spells (Ex): Bysumaen may have any spell he casts on himself also affect Hadrio if the latter is within 5 feet at the time. The fallen hound archon may also cast a spell with a target of "You" on Hadrio.

Teleport (Su): Bysumaen can use *greater teleport* at will, as the spell (caster level 14th), except that he can transport only himself and up to 50 pounds of objects.

Tongues (Su): Bysumaen can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

Skills: *While in canine form, Bysumaen gains a +4 circumstance bonus on Hide and Survival checks.

Hadrio, Bysumaen's fiendish servant mastiff (riding dog): CR —; Medium magical beast (extraplanar); HD 8d8+16; hp 52; Init +2; Spd 40 ft.; AC 21 (+2 Dex, +9 natural), touch 12, flat-footed 19; Base Atk +6; Grp +10; Atk/Full Atk Bite +10 melee (1d6+6); Space/Reach 5 ft./5 ft.; SA smite good, trip; SQ blood bond, damage reduction 5/magic, darkvision 60 ft., empathic link, improved evasion, low-light vision, resistance to cold 10, resistance to fire 10, scent, share saves, speak with blackguard, spell resistance 13; AL LE; SV Fort +16, Ref +10, Will +9; Str 18, Dex 15, Con 15, Int 8, Wis 12, Cha 6.

Skills and Feats: Jump +10, Listen +6, Spot +6, Survival +5*, Swim +3; Alertness, Improved Overrun, Power Attack, Track^B.

Magic Bite (Su): Hadrio's bite is considered a magic weapon for overcoming damage reduction.

Smite Good (Su): Once per day, Hadrio can make a normal melee attack that deals an extra 8 points of damage against a good foe.

Trip (Ex): If Hadrio hits with a bite attack, he can attempt to trip the opponent (+4 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip Hadrio.

Blood Bond (Ex): Hadrio gains a +2 bonus on all attack rolls, checks, and saves if it witnesses Bysumaen being threatened or harmed. This bonus lasts as long as the threat is immediate and apparent.

Improved Evasion (Ex): If Hadrio is exposed to any effect that normally allows him to attempt a Reflex saving throw for half damage, he takes no damage with a successful saving throw and half damage if the saving throw fails.

Scent (Ex): Can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Speak with Blackguard (Ex): Hadrio and Bysumaen can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Skills: Hadrio has a +4 racial bonus on Jump checks. *He has a +4 racial bonus on Survival checks when tracking by scent.

Description: Hadrio is a black mastiff with smooth, short fur and black eyes. He glistens like onyx.

The Blight Pack

Bysumaen leads a squad of five fallen hound archons that are all lawful evil. All of these fallen possess the despair aura. They resemble the good hound archons in the *MM* in every way, except they all project a *magic circle against good*, instead of *magic circle against evil*, and they can cast *detect good* at will as a spell-like ability, instead of *detect evil*.

Bysumaen is also the leader of a large cult of followers who see the fallen archon as an infernal patron. Among his followers is a green dragon (very young) named Marthusis. The dragon is Bysumaen's cohort.

Half-Genie

Half-genies are the progeny of genies who have reproduced with other creatures or magical amalgamations created by mysterious means. Generally, these offspring live their lives on either the genie's home plane or the home plane of their other parent (usually the Material Plane), but not both.

Appearance Changes

Half-genies are more handsome and imposing, with piercing eyes and a commanding presence. This charismatic aura is an unmistakable mark of their otherworldly heritage.

Creating a Half-Genie

"Half-Genie" is an inherited template that can be added to any living creature besides an elemental, plant, or ooze (referred to hereafter as the "base creature"). A half-genie uses the base creature's statistics and inherent racial special abilities except as noted below.

Type: Change to outsider. If they are native to an Elemental Plane, half-djinn and half-efreet gain the extraplanar subtype. Half-jann are native to the Material Plane and gain the native subtype. Half-efreet gain the fire subtype.

Hit Dice: Increase all current and future racial Hit Dice to d8s. In this template, Hit Dice stands for the base creature's total character Hit Dice, except where it is labeled as another type.

Speed: If the base creature can fly, its maneuverability rating improves by one class.

AC: Natural armor improves by +1 for half-djinn and half-jann. It improves by +3 for half-efreet.

Special Attacks: A half-genie gains the following, limited by its genie type.

Spell-Like Abilities: Half-genies with a Charisma score of 10 or higher possess spell-like abilities according to their genie type as specified in the tables below. Unless otherwise specified, the half-genie can use the spell-like ability once per day—any number of uses do not stack but are the half-genie's total uses per day. Caster level equals the half-genie's Hit Dice. *Plane shift* may only be used to travel to the Astral Plane, any Elemental Plane, or the Material Plane. An asterisk [*] indicates a new spell found in Chapter 14: Campaign Options.

Half-Djinni

Half-djinn gain the following.

| Hit Dice | Spell-Like Abilities |
|----------|---|
| 1–2 | <i>create food and water, create wine</i> (as <i>create water</i> but wine instead) |
| 3–4 | <i>minor creation, invisibility</i> (self only) |
| 5–6 | <i>fly</i> (perfect maneuverability) |
| 7–8 | <i>invisibility</i> (self only) 2/day |
| 9–10 | <i>fly</i> (perfect maneuverability) 2/day, <i>major creation, overland flight</i> (perfect maneuverability), <i>persistent image</i> |
| 11–12 | <i>wind walk, invisibility</i> (self only) 2/day |
| 13–14 | <i>fly</i> (perfect maneuverability) 3/day, <i>plane shift</i> |
| 15–16 | <i>plane shift</i> 2/day, <i>whirlwind</i> (transforms own body and all equipment into the whirlwind) |
| 17+ | <i>plane shift</i> 3/day |

Half-Efreeti

Half-efreet gain the following.

Heat (Ex): A half-efreeti's body deals additional fire damage whenever it hits in melee with a natural attack and each round it maintains a hold while grappling. This extra damage is equal to poor damage according to the half-efreeti's size and Table 1–3: Creature Attributes by Size (page 13).

| Hit Dice | Spell-Like Abilities |
|----------|--|
| 1–2 | <i>detect magic, produce flame, reduce*</i> |
| 3–4 | <i>detect magic</i> 2/day, <i>enlarge*</i> , <i>pyrotechnics</i> |
| 5–6 | <i>fly, gaseous form, invisibility, scorching ray</i> |

| | |
|-------|---|
| 7–8 | <i>enlarge*</i> 2/day, <i>wall of fire, produce flame</i> 3/day, <i>reduce*</i> 2/day |
| 9–10 | <i>fly</i> (perfect maneuverability) 2/day, <i>overland flight</i> (perfect maneuverability), <i>polymorph</i> (self only), <i>pyrotechnics</i> 3/day |
| 11–12 | <i>permanent image, scorching ray</i> 2/day |
| 13–14 | <i>detect magic</i> 3/day, <i>plane shift</i> |
| 15–16 | <i>enlarge*</i> 3/day, <i>plane shift</i> 2/day, <i>reduce*</i> 3/day |
| 17–18 | <i>plane shift</i> 3/day |
| 19+ | <i>wish</i> |

Half-Janni

Half-jann gain the following.

| Hit Dice | Spell-Like Abilities |
|----------|---|
| 1–2 | <i>speak with animals, create food and water</i> |
| 3–4 | <i>enlarge*</i> , <i>reduce*</i> |
| 5–6 | <i>fly</i> (15 ft., perfect maneuverability), <i>invisibility</i> (self only) |
| 7–8 | <i>enlarge*</i> or <i>reduce*</i> 2/day, <i>speak with animals</i> 2/day |
| 9–10 | <i>fly</i> (15 ft., perfect maneuverability) 2/day, <i>invisibility</i> (self only) 2/day, <i>overland flight</i> (15 ft., perfect maneuverability) |
| 11–12 | <i>ethereal jaunt</i> (1 hour only) |
| 13–14 | <i>fly</i> 3/day (15 ft., perfect maneuverability), <i>plane shift</i> |
| 15–16 | <i>plane shift</i> 2/day |
| 17+ | <i>plane shift</i> 3/day |

Special Qualities: Half-genies gain the following. They also gain abilities specific to their genie type.

Genie Blood (Ex): Half-genies are considered to be the base creature's race, outsiders, and their genie type for the purposes of racially specific abilities and effects.

Telepathy (Su): A half-genie can communicate telepathically with any creature within 50 feet that has a language.

Half-Djinni

Half-djinn gain the following.

Acid Resistance (Ex): Half-djinn have resistance to acid 30.

Half-Janni

Half-jann gain the following.

Fire Resistance (Ex): Half-jann have resistance to fire 5.

Elemental Endurance (Ex): Half-jann can survive on the Elemental Planes of Air, Earth, Fire, or Water for up to 24 hours. Failure to return to the Material Plane before that time expires causes a half-janni to take 1 point of damage per additional hour spent on the elemental plane, until it dies or returns to the Material Plane.

Abilities: Modify according to the following table.

| Genie Type | Str | Dex | Int | Wis | Cha |
|------------|-----|-----|-----|-----|-----|
| Djinni | +0 | +4 | +2 | +2 | +2 |
| Efreeti | +2 | +4 | +0 | +2 | +2 |
| Janni | +2 | +2 | +2 | +2 | +2 |

Skills: Concentration is a class skill for half-genies.

Feats: All half-genies gain Improved Initiative as a bonus feat.

Challenge Rating +1 for a half-djinni or half-janni, +2 for a half-efreeti. Add another +1 for significant spell-like abilities.

Alignment: Half-djinn tend toward good, and half-efreet tend toward evil.

Level Adjustment: +1 for half-jann, +2 for half-djinn, and +3 for half-efreet. These numbers do not include adjustments for the variable spell-like abilities.

Sample Half-Genie

This example uses a fire giant as the base creature and adds the Half-Efreeti template.

Truefire Giant

Large Outsider (Augmented Giant, Fire, Native)

Hit Dice: 15d8+75 (142 hp)

Initiative: +5

Speed: 30 ft. in half-plate armor (6 squares); base speed 40 ft.

Armor Class: 27 (–1 size, +11 natural, +7 half-plate armor) touch 9, flat-footed 27

Base Attack/Grapple: +11/+26

Attack: Masterwork greatsword +22 melee (3d6+16) or slam +21 melee (1d4+11 plus 1d4 fire) or rock +11 ranged (2d6+11 plus 2d6 fire)

Full Attack: Masterwork greatsword +22/+17/+12 melee (3d6+16) or 2 slams +21 melee (1d4+11 plus 1d4 fire) or rock +11 ranged (2d6+11 plus 2d6 fire)

Space/Reach: 10 ft./10 ft.

Special Attacks: Heat, rock throwing, spell-like abilities

Special Qualities: Genie blood, immunity to fire, low-light vision, rock catching, telepathy 50 ft., vulnerability to cold

Saves: Fort +14, Ref +6, Will +10

Abilities: Str 33, Dex 13, Con 21, Int 10, Wis 16, Cha 13

Skills: Climb +9, Concentration +8, Craft (weaponsmithing) +6, Intimidate +6, Jump +9, Spot +14

Feats: Cleave, Great Cleave, Improved Initiative^B, Improved Overrun, Improved Sunder, Iron Will, Power Attack

Environment: Warm mountains

Organization: Solitary or gang (2–5) among normal fire giants

Challenge Rating: 13

Treasure: Standard

Alignment: Always lawful evil

Advancement: By character class

Level Adjustment: +8

Truefire giants are powerfully built giants with hairless skin the color of dark copper. Considered blessed among their fire giant kin, truefire giants are slightly larger and more powerful than normal fire giants. Their outsider blood makes them potent fighters and allows them to live over 1,000 years. They have the best equipment among their clan.

Combat

Truefire giants fight much like normal fire giants, but their potent spell-like abilities allow them to attack from the air and flee beyond the reach of weaker foes.

Heat (Ex): A truefire giant's body deals 1d4 points of fire damage when it hits in melee with a slam and each round it maintains a hold while grappling.

Rock Throwing (Ex): The range increment is 120 feet for a fire giant's thrown rocks. See the Giant entry in the *MM* for more on rock throwing.

Spell-Like Abilities: 3/day—*detect magic*, *enlarge* (DC 12), *produce flame*, *pyrotechnics* (DC 13), *reduce* (DC 12); 2/day—*fly* (perfect maneuverability), *plane shift*, *scorching ray* (+12 ranged touch); 1/day—*gaseous form*, *invisibility*, *overland flight* (perfect maneuverability), *permanent image*, *polymorph* (self only), *wall of fire* (DC 15). Caster level 15th. The save DCs are Charisma-based.

Genie Blood (Ex): Truefire giants are considered giants, outsiders, and efreet for the purposes of racially specific abilities and effects.

Telepathy (Su): A truefire giant can communicate telepathically with any creature within 50 feet that has a language.

Immortal

Great deities reward unparalleled service with the gift of immortality. Before such a paragon of piety dies, it is bestowed with an undying quality and protected from harm. Far from being undead, immortals are chosen to live in perpetuity in order to continue their service to the divine order. It is important to note immortals, while timeless, can still be slain by conventional means. To do so is to court divine wrath, however. Further, many gods can simply restore their shining examples to life via (un)holy power.

Appearance Changes

An immortal looks exactly like the base creature's mortal form, but the base creature's physical attributes often change in minor ways (hair color is altered, skin looks different, and so on). The immortal is surrounded by a protective aura. This aura may be invisible or have a physical manifestation, but is always detectable via *detect magic* or *true seeing*.

Creating an Immortal

"Immortal" is an acquired template that can be added to any living creature with an Intelligence score greater than 2 besides an outsider (referred to hereafter as the "base creature"). An immortal differs from the base creature as follows.

Type: Change to outsider. Add appropriate subtypes (see Outsider Subtypes, page 123).

Hit Dice: In this template, Hit Dice stands for the immortal's total character Hit Dice. Increase all current and future Hit Dice by one die type, up to a maximum of d12.

Speed: If the base creature can fly, its maneuverability rating improves by one step, to a maximum of good. If the base creature had perfect maneuverability, it keeps that rating.

Armor Class: Immortals gain a +4 deflection bonus to Armor Class.

Special Attacks: Immortals gain the following.

Smite Alignment (Su): An immortal may attempt to smite chaos, evil, good, or law with a normal melee attack. Each immortal picks one of these alignments upon becoming immortal (or is granted one by the divine patron), and the smite ability is forever tied to that one alignment—it cannot be changed. An immortal adds its Charisma bonus (positive only) as a bonus on the attack roll and deals 1 extra point of damage per Hit Die. If an immortal accidentally smites a creature that is not of the appropriate alignment, the smite has no effect, and the attempt is wasted for the day. An immortal may attempt to smite a number of times per day equal to once plus once per 4 Hit Dice.

Special Qualities: Immortals gain the following.

Commune (Sp): Once per week, an immortal may cast *commune*, as the spell, to speak with its deity. Caster level equals the immortal's Hit Dice.

Fast Healing (Su): Immortals have fast healing 3.

Immunities (Su): Immortals are immune to ability damage and drain, disease, energy drain, fatigue, paralysis, poison, sleep spells and effects, starvation, and thirst. Immortals do not need to eat, breathe, drink, or sleep, but they may do any of these things if they wish.

Resistances (Su): Immortals have resistance 10 to acid, cold, electricity, and fire.

Timeless Body (Ex): An immortal's body does not age, nor can it die from aging. Immortals still gain ability score bonuses to mental ability scores for aging.

Abilities: Modify as follows: Strength +2, Constitution +2, Charisma +4.

Challenge Rating: +1 plus 10% (maximum +2).

Alignment: Usually that of the patron deity, or within one step.

Level Adjustment: +3.

Sample Immortal

This example uses a 12-HD (advanced) gibbering moulder as the base creature. The advanced moulder added its ability score increases to Dexterity. This immortal is a servant of chaos.

Mouth of Madness

Large Outsider (Augmented Aberration, Native)

Hit Dice: 12d10+108 (174 hp)

Initiative: +5

Speed: 10 ft. (2 squares), swim 20 ft.

Armor Class: 24 (–1 size, +1 Dex, +4 deflection, +10 natural), touch 14, flat-footed 23

Base Attack/Grapple: +9/+18

Attack: Bite +14 melee (1d2) or spittle +9 ranged touch (1d6 acid plus blindness)

Full Attack: 6 bites +14 melee (1d2) and spittle +9 ranged touch (1d4 acid plus blindness)

Space/Reach: 10 ft./10 ft.

Special Attacks: Blood drain, engulf, gibbering, ground manipulation, improved grab, smite law, spittle

Special Qualities: Amorphous, *commune*, damage reduction 5/bludgeoning, darkvision 60 ft., fast healing 3, immunities, resistance to acid 10, resistance to cold 10, resistance to electricity 10, resistance to fire 10, timeless body

Saves: Fort +13, Ref +7, Will +10

Abilities: Str 20, Dex 13, Con 28, Int 4, Wis 13, Cha 17

Skills: Listen +10, Spot +14, Swim +14

Feats: Alertness, Lightning Reflexes, Improved Initiative, Iron Will, Weapon Focus (bite)

Environment: Underground

Organization: Solitary

Challenge Rating: 9

Treasure: None

Alignment: Usually chaotic neutral

Advancement: —

Level Adjustment: —

A mouth of madness is a horrible creature seemingly drawn from a lunatic's nightmares. Although not evil, it thirsts after bodily fluids and seems to prefer the blood of intelligent creatures. A mouth of madness is about 8 feet across and 10 feet high. It weighs about 3,000 pounds.

Mouths of madness can speak Common, but seldom say anything other than gibberish.

Combat

A mouth of madness attacks by shooting out strings of protoplasmic flesh, each ending in one or more eyes and a mouth that bites at the enemy. It can send out six such members in any round.

Blood Drain (Ex): On a successful grapple check after grabbing, the grappling mouth attaches to the opponent. It automatically deals bite damage and drains blood, dealing 1 point of Constitution damage each round. A mouth can be ripped off (dealing 1 point of damage) with a DC 21 Strength check or severed by a successful sunder attempt (the mouth has 2 hit points). A severed mouth continues to bite and drain blood for 1d4 rounds after such an attack.

Engulf (Ex): A mouth of madness can try to engulf a Large or smaller opponent grabbed by three or more mouths. The opponent must succeed on a DC 23 Reflex save or fall and be engulfed. In the next round, the moulder makes twelve bite attacks instead of six (each with a +4 bonus). An engulfed creature cannot attack the

mouther from within. The previously attached mouths are now free to attack others. The save DC is Strength-based and includes a +2 racial bonus.

Gibbering (Su): As soon as a mouth of madness spots something edible, it begins a constant gibbering as a free action. All creatures (other than mouths of madness or gibbering mouthers) within a 60-foot spread must succeed on a DC 19 Will save or be affected as though by a *confusion* spell for 1d2 rounds. This is a sonic mind-affecting compulsion effect. A creature that successfully saves cannot be affected by the same mouth of madness's gibbering for 24 hours. The save DC is Charisma-based.

Ground Manipulation (Su): At will, as a standard action, a mouth of madness can cause stone and earth in all adjacent squares to become a morass akin to quicksand. Softening earth, sand, or the like takes 1 round, while stone takes 2 rounds. Anyone other than the mouther in that area must take a move-equivalent action to avoid becoming mired (treat as being pinned).

Improved Grab (Ex): To use this ability, a mouth of madness must hit with a bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Smite Law (Su): Four times per day, a mouth of madness may attempt to smite law with a normal melee attack. It gains a +3 bonus on the attack roll and deals 12 extra points of damage. If the mouth of madness accidentally smites a creature that is not lawful, the smite has no effect, and the attempt is wasted for the day.

Spittle (Ex): As a free action every round, a mouth of madness fires a stream of spittle at one opponent within 30 feet. The mouther makes a ranged touch attack; if it hits, it deals 1d4 points of acid damage, and the target must succeed on a DC 25 Fortitude save or be blinded for 1d4 rounds. Eyeless creatures are immune to the blinding effect, but are still subject to the acid damage. The save DC is Constitution-based.

Amorphous (Ex): A mouth of madness is not subject to critical hits. It cannot be flanked.

Commune (Sp): Once per week, the mouth of madness may cast *commune* as the spell. Caster level 12th.

Immunities (Su): A mouth of madness is immune to ability damage and drain, disease, energy drain, fatigue, paralysis, poison, sleep spells and effects, starvation, and thirst. It does not need to eat, breathe, drink, or sleep, but it may choose to do any of these things.

Timeless Body (Ex): A mouth of madness does not age, nor can it die from aging.

Skills: Thanks to their multiple eyes, mouths of madness have a +4 racial bonus on Spot checks. A mouth of madness has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It always can choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Mindbender

Reality is composed of certain constants. Even magic, which seems to defy natural laws, acts in accordance to principles that can be studied and quantified by wizards or exploited instinctively by sorcerers. However, a type of creature exists outside these laws. Its very being is a defiance of the natural order, like an optical illusion come to life. The sum of its angles does not add up to a constant figure; its limbs merge impossibly with its body. Merely examining one can drive a person insane, and the creatures act according to their own bizarre thought processes, which are unfathomable to anyone grounded in understood reality. These are the mindbenders.

It is theorized that long-dead deities or totally alien powers created these strange beings. Whether they act in accordance to some strange agenda or their goals are truly random can never be determined by the sane mind. What is certain is that their very existence is a danger to the fabric of reality.

Appearance Changes

Mindbenders are inexplicably shaped to the point of defying description, with their body parts merging in unfathomable ways. Even characters that see one clearly are hard pressed to remember the mind-bending experience. Such creatures are best described as vaguely shaped like their normal counterparts, but the observer's very senses and bodily processes rebel against the perception of it.

Creating a Mindbender

"Mindbender" is an inherited template that can be added to any creature (referred to hereafter as the "base creature"). A mindbender differs from the base creature as follows.

Type: Change to outsider. Mindbenders are always extraplanar.

Hit Dice: Increase all current and future racial Hit Dice to d8s. Unless otherwise noted, in this template Hit Dice stands for total character Hit Dice.

Special Qualities: Mindbenders gain the following.

Aberrant Behavior (Ex): Sentient mindbenders (that is, those with Intelligence scores of 3 or more) do not reason as we understand it. Instead, whenever confronted by a problem or situation that requires logical thought processes to handle, a mindbender must make a DC 15 Will save. If the creature succeeds, it has no further problem, but if it fails, it cannot fathom the answer and begins to act as if under a *confusion* spell. Mindbenders with Intelligence scores of 2 or less are forced to make this check at the beginning of any confrontation. After 24 hours, and each 24-hour period thereafter, the creature may make a new saving throw.

Immunity (Ex): Mindbenders are immune to mind-affecting effects.

Impossible Geometry (Ex): Due to the indescribable geometries a mindbender demonstrates, those who see one must make a Will save (DC 10 + one-half the mindbender's Hit Dice + its Charisma modifier). Those who make the

save are subconsciously aware that something is completely wrong with the thing and may avoid looking directly at it, but doing so grants the mindbender total concealment (50% miss chance) when combined with its space-time bending ability (do not roll both for an attack affected by concealment). Opponents choosing to look directly at the creature anyway are treated as having automatically failed this save.

Those who fail the initial Will save are required to make another Will save with their positive Intelligence bonus as a penalty on the roll. (Beings with greater intelligence are more likely to fail this saving throw.) Success renders the victim shaken for 2d6 rounds, but he suffers no other adverse effects and doesn't have to save against the same mindbender's impossible geometry again for 24 hours. If the save fails, the victim's mind has attempted to grasp the impossible angles of the creature and is driven insane, acting as if under the effects of a *confusion* spell. This condition can be instantly reversed with a *heal* spell or other insanity-curing magic. Every 24 hours, the insane being is allowed to try to recover with another Will saving throw at the same DC. Those who recuperate from this insanity without outside aid may be left with permanent psychological damage or personality quirks. This is a mind-affecting ability.

Improved Evasion (Ex): Due to the space/time bending nature of a mindbender, if it is exposed to any effect that normally allows a creature to attempt a Reflex saving throw for half damage, it takes no damage with a successful saving throw. The mindbender takes only half damage if it fails the save.

Space-Time Bending (Ex): The mindbender exists at right angles to normal existence. Because of this, the mindbender has a 20% chance to simply ignore any attack, spell, or other action targeting it. The mindbender may not voluntarily fail this check to allow a beneficial act to affect it.

Unnatural Aura (Su): All animals (and many children) can sense a mindbender when it is within 100 feet of them, and they will not willingly approach it.

Environment: Any.

Challenge Rating: +1 plus 20% (maximum +4).

Alignment: Always chaotic, never good.

Level Adjustment: —

Sample Mindbender

This example uses a eleven-headed pyrohydra as the base creature.



Bladeblaze Wurm

Huge Outsider (Augmented Magical Beast, Extraplanar, Fire)

Hit Dice: 11d10+58 (118 hp)

Initiative: +1

Speed: 20 ft. (4 squares), swim 20 ft.

Armor Class: 21 (–2 size, +1 Dex, +12 natural), touch 9, flat-footed 20

Base Attack/Grapple: +11/+25

Attack: 11 bites +16 melee (1d10+6)

Full Attack: 11 bites +16 melee (1d10+6)

Space/Reach: 15 ft./10 ft.

Special Attacks: Breath weapon

Special Qualities: Aberrant behavior, darkvision 60 ft., fast healing 21, immune to mind-affecting effects, impossible geometry, improved evasion, low-light vision, scent, space-time bending, unnatural aura

Saves: Fort +12, Ref +8, Will +5

Abilities: Str 23, Dex 12, Con 20, Int 2, Wis 10, Cha 9

Skills: Listen +9, Spot +9, Swim +14

Feats: Blind-Fight, Combat Reflexes^B, Iron Will, Toughness, Weapon Focus (bite)

Environment: Any

Organization: Solitary

Challenge Rating: 15

Treasure: 1/10 coins; 50% goods; 50% items

Alignment: Usually neutral

Advancement: —

Level Adjustment: —

Bladeblaze wyrms are terrible, roiling masses of intertwining necks, limbs, and heads, whose interlacing challenges the minds of all who view the creature. Their name comes from their toothy and fiery attacks.

Combat

Bladeblaze wyrms can attack with all their heads at no penalty, even if they move or charge during the round.

A bladeblaze wurm can be killed either by severing all its heads or by slaying its body. To sever a head, an opponent must make a successful sunder attempt with a slashing weapon. (The player should declare where the attack is aimed before making the attack roll—aiming for a head means looking directly at the wurm and all the ramifications thereof.) An opponent can strike at a wurm's heads from any position in which he could strike at the wurm itself, because the bladeblaze wurm's heads writhe and whip about in combat. An opponent can ready an action to attempt to sunder a bladeblaze wurm's head when the creature bites at him. Each of a wurm's heads has 10 hit points, and losing a head deals 5 points of damage to the body. A natural reflex seals the neck shut to prevent further blood loss. A bladeblaze wurm can no longer attack with a severed head but takes no other penalties.

Each time a head is severed, two new heads spring from the stump in 1d4 rounds. A bladeblaze wurm can never have more than twice its original number of heads at any one time, and any extra heads it gains beyond its original number wither and die within a day. To prevent a severed head from growing back into two heads, at least 5 points of cold or acid damage must be dealt to the stump (a touch attack to hit) before the new heads appear. A frost weapon (or similar effect) deals its energy damage to the stump in the same blow in which a head is severed. Cold or acid damage from an area effect may seal multiple stumps in addition to dealing damage to the wurm's body. A bladeblaze wurm does not die from losing its heads until all its heads have been cut off and the stumps sealed by cold or acid.

Targeted magical effects cannot sever a bladeblaze wurm's heads (and thus must be directed at the body) unless they deal slashing damage and can be used to make sunder attempts.

Breath Weapon (Su): Bladeblaze wyrms can breathe jets of fire 10 feet high, 10 feet wide, and 20 feet long. All heads breathe once every 1d4 rounds. Each jet deals 3d6 points of fire damage per head. A successful DC 20 Reflex save halves the damage.

Aberrant Behavior (Ex): A bladeblaze wurm must make a DC 15 Will save at the beginning of any confrontation. If it fails the save, it acts as if affected by a *confusion* spell. After 24 hours, and each 24-hour period thereafter, the creature may make a new saving throw to throw off the effect.

Impossible Geometry (Ex): Due to the indescribable geometries a bladeblaze wurm demonstrates, those who see one must make a DC 14 Will save. Those who make the save are subconsciously aware that something is completely

wrong with the thing and may avoid looking directly at it, but doing so grants the bladeblaze wurm total concealment (50% miss chance) when combined with its space-time bending ability (do not roll both for an attack affected by concealment). Opponents choosing to look directly at the creature anyway are treated as having automatically failed this save.

Those who fail the initial Will save are required to make another Will save with their positive Intelligence bonus as a penalty on the roll. (Beings with greater intelligence are more likely to fail this saving throw.) Success renders the victim shaken for 2d6 rounds, but he suffers no other adverse effects and doesn't have to save against the same bladeblaze wurm's impossible geometry again for 24 hours. If the save fails, the victim's mind has attempted to grasp the impossible angles of the creature and is driven insane, acting as if under the effects of a *confusion* spell. This condition can be instantly reversed with a *heal* spell or other insanity-curing magic. Every 24 hours, the insane being is allowed to try to recover with another DC 14 Will saving throw. Those who recuperate from this insanity without outside aid may be left with permanent psychological damage or personality quirks. This is a mind-affecting ability.

Improved Evasion (Ex): Due to the space/time bending nature of a bladeblaze wurm, if it is exposed to any effect that normally allows a creature to attempt a Reflex saving throw for half damage, it takes no damage with a successful saving throw. The bladeblaze wurm takes only half damage if it fails the save.

Space-Time Bending (Ex): The bladeblaze wurm exists at right angles to normal existence. Because of this, the bladeblaze wurm has a 20% chance to simply ignore any attack, spell, or other action targeting it. The bladeblaze wurm may not voluntarily fail this check to allow a beneficial act to affect it.

Unnatural Aura (Su): All animals (and many children) can sense a bladeblaze wurm when it is within 100 feet of them, and they will not willingly approach it.

Skills: Bladeblaze wyrms have a +2 racial bonus on Listen and Spot checks, thanks to their multiple heads. A bladeblaze wurm has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Feats: A bladeblaze wurm's Combat Reflexes feat allows it to use all its heads for attacks of opportunity.

Redeemed

As a celestial can fall to lust and worse, so too can the base and depraved beings of the netherworlds rise above their natures and bring light to the universe or at least do less harm than their base kin. This occurrence, unfortunately, is extremely rare. Worse, their erstwhile relatives often hunt the redeemed—the path of goodness then being doubly dire to tread. More commonly, fiends turn from a slavish

life of evil to pursue their own philosophies and desires without the burden of extremism. These latter monsters are just as frequently slain by their kin as some misguided celestial or group of heroes. Fiends that maintain an evil alignment, yet go against their station, are not redeemed. They're only rebellious.

Appearance Changes

Unlike the fallen, good redeemed always take on a more pleasant aspect. They may still be monstrous, but some change comes over them showing their new link to goodness (if any). Neutral fiends look much as they did in the abyss that spawned them, with only their attitudes to set them apart.

Creating a Redeemed

"Redeemed" is a template that can be applied to any evil outsider (referred to hereafter as the "base creature"). A redeemed differs from the base creature as follows.

Type: A redeemed is rarely accepted on any good plane, but neither is it barred from its home plane. Most redeemed choose the Material Plane as a new home, losing all alignment subtypes and the extraplanar subtype. Such a redeemed gains the native subtype.

Attack: A redeemed that loses subtypes also loses the ability to overcome damage reduction related to those subtypes. If the redeemed gains new subtypes, it gains abilities to overcome damage reduction associated with those subtypes.

Special Attacks: Redeemed lose any ability to summon other fiends. They gain the following.

Ability Changes: If the redeemed has turned to good, any ability it had that affected good is reversed (*protection from good* becomes *protection from evil*). Neutral redeemed turn these abilities against law or chaos (usually the opposite of the creature's law or chaos determiner) instead. Any ability that cannot be changed is lost.

Aura of Emotion (Su): Good redeemed continually generate an aura of emotion, which they can suppress at will. All auras affect a 20-foot spread centered on the redeemed. The aura's save DCs equal 10 + one-half of the redeemed's HD + its Charisma modifier. The effects of the aura last while the victim is inside the aura and for a number of rounds after equal to the redeemed's Hit Dice.

Once per day, plus once per 5 racial Hit Dice, a redeemed can generate a special effect by touching a specific opponent, which forces the opponent to make a similar saving throw. Any of these effects allow a save each round (at +1 for each previous round) to overcome them, but otherwise end in a number of rounds equal to the redeemed's racial Hit Dice.

Anyone who saves against or recovers from a redeemed's aura cannot be affected by that redeemed's aura for 24 hours. The aura and the touch are mind-affecting abilities.

Choose one of the aura types that follow.

Friendship: The redeemed's desire to do good spills into the atmosphere around it, creating a field of emotional

warmth. Creatures within the aura must make a Will save or feel friendliness wash over them, changing their attitudes to friendly toward the redeemed and everyone else nearby. Any attack ends the attacked creature's friendly attitude toward the attacking creature. The redeemed's touch works as a *lesser charm* spell (new spell, page 184).

Happiness: The redeemed's happiness is felt everywhere near it. Good and neutral creatures feel happy and upbeat, gaining a +1 morale bonus on all attack rolls, saving throws, and checks. Evil creatures that fail a Will save become uneasy, taking a -1 morale penalty instead. The redeemed's touch works as a *hideous laughter* spell.

Hope: The redeemed projects its hope for all things good. Anyone within the aura gains a +4 bonus on saves against fear, but evil creatures are also made uneasy by the feeling and take a -1 morale penalty on all attack rolls, saving throws (net +3 against fear), and checks. If an evil creature makes a Will save against the effect, that creature still gains the bonus against fear, but takes no penalties. The redeemed's touch opens the recipient's mind to his own crimes and the possibility of redemption, causing good or neutral creatures to become shaken. Evil creatures cower in shame for 1 round and then become shaken.

Special Qualities: Redeemed gain the following.

Vulnerability to Good (Ex): Redeemed are treated as if neutral for the purposes of determining the effects of spells that damage evil creatures. Some redeemed lose this disadvantage after spending many years in celestial realms or doing good.

Abilities: Modify as follows: Wisdom +2. Redeemed are often unique creatures with the elite ability score array.

Organization: Often solitary, though some redeemed form groups with like-minded creatures.

Challenge Rating +1. Loss of significant abilities can lower the redeemed's Challenge Rating.

Alignment: Sometimes good, often neutral, never evil.

Level Adjustment: +1.

Sample Redeemed

This example uses a succubus as the base creature. Rausalyn no longer has the succubus's energy drain or summon demon abilities, and lost 1 to her Challenge Rating and 2 to her Level Adjustment by giving up those powers. She has the elite ability array (+1 CR), distributed like so: Strength 8, Dexterity 13, Constitution 12, Intelligence 10, Wisdom 14, Charisma 15. A succubus gains a +2 racial bonus to all physical ability scores, a +6 to Intelligence and Wisdom, and a +16 to Charisma. Rausalyn added her ability score increase from 4 Hit Dice to Strength.

Rausalyn

Redeemed Succubus

Medium Outsider (Native)

Hit Dice: 6d8+12 (42 hp)

Initiative: +2

Speed: 30 ft. (6 squares), fly 50 ft. (average)

Armor Class: 24 (+2 Dex, +9 natural, +3 *bracers of armor* +3), touch 12, flat-footed 22

Base Attack/Grapple: +6/+6

Attack: Claw +6 melee (1d6)

Full Attack: 2 claws +6 melee (1d6)

Space/Reach: 5 ft./5 ft.

Special Attacks: Aura of happiness, spell-like abilities

Special Qualities: Damage reduction 10/cold iron or evil, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, resistance to cold 10, resistance to fire 10, spell resistance 18, telepathy 100 ft., tongues

Saves: Fort +7, Ref +7, Will +11

Abilities: Str 11, Dex 15, Con 14, Int 16, Wis 22, Cha 31

Skills: Bluff +21, Concentration +11, Diplomacy +14, Disguise +19* (+21 acting), Escape Artist +11, Hide +11, Intimidate +21, Knowledge (the planes) +12, Listen +23, Move Silently +11, Search +12, Spot +23, Survival +6 (+8 following tracks), Use Rope +2 (+4 with bindings)

Feats: Dodge, Mobility, Persuasive

Challenge Rating: 8

Alignment: Chaotic good

Advancement: 7–12 HD (Medium)

Effective Character Level: 13th

Rausalyn was redeemed long ago by a selfless act taken out of actual love for a mortal. A great priest who witnessed the act interceded on the succubus's behalf, and she was miraculously transformed. In her natural shape, she has striking blue eyes and silver hair. Her wings are still leathery like a demon's, but they have a pearlescent quality. The former succubus had to willingly give up her energy drain ability to be redeemed. She wanders the Material Plane now, in the guise of a human maiden, immortal and without a home, delighting in the love of mortal men and women.

Possessions: *Bracers of armor* +3, *ring of the chameleon*, traveler's outfit, jewelry (1,000 gp), 38 gp.

Combat

Rausalyn avoids combat when she can, using her considerable magical abilities instead.

Aura of Happiness (Su): Rausalyn continually generates an aura of happiness, which she can suppress at will. Any creature within a 20-foot spread centered on Rausalyn is affected. Good and neutral creatures feel happy and upbeat, gaining a +1 morale bonus on all attack rolls, saving throws, and checks. Evil creatures that fail a DC 23 Will save become uneasy, taking a –1 morale penalty instead.

Twice per day, Rausalyn can touch a creature, affecting it as if by *hideous laughter*. The recipient gets a DC 23 Will save to negate the effect each round (at +1 for each previous round). The effect otherwise lasts 6 rounds.

Anyone who saves against or recovers from Rausalyn's aura cannot be affected by it for 24 hours. Both effects of the aura are mind-affecting.

Spell-Like Abilities: At will—*greater charm* (DC 24), *detect evil*, *detect thoughts* (DC 22), *ethereal jaunt* (self +50

pounds of objects only), *polymorph* (self only, humanoid form only, no limit on duration), *suggestion* (DC 23), *greater teleport* (self +50 pounds of objects only). Caster level 12th. The save DCs are Charisma-based.

Telepathy (Su): Rausalyn can communicate telepathically with any other creature within 100 feet that has a language.

Tongues (Su): Rausalyn has a permanent *tongues* ability (as the spell, caster level 12th). She prefers verbal communication.

Skills: Succubi have a +8 racial bonus on Listen and Spot checks.

*While using her *polymorph* ability, Rausalyn gains a +10 circumstance bonus on Disguise checks.

Shadowborne

Shadowborne are beings either native to the Plane of Shadow or so suffused with the essence of shadow that they can function perfectly well on that umbral plane. Primarily hunters and assassins, most shadowborne skulk about in the dark recesses of their home plane, only occasionally journeying to the material world to fulfill their curiosity. They are fearsome beings to confront, not because of their raw strength, but because of insidious powers linked to the very essence of shadow.

Appearance Changes

Shadowborne creatures look like a hazy, translucent version of the equivalent creature on the Material Plane (or any other plane, for that matter).

Creating a Shadowborne

“Shadowborne” is a template that can be added to any creature except an outsider (referred to hereafter as the “base creature”). A shadowborne differs from the base creature as follows.

Type: Change to outsider, unless the creature is a construct or undead. Constructs and undead retain their types. Add appropriate outsider subtypes (see *Outsider Subtypes*, page 123).

Special Attacks: Shadowborne gain the following.

Shadow Strike (Su): For one round per Hit Die per day, a shadowborne creature treats its natural attacks as partially incorporeal. It makes touch attacks to strike foes during this time and uses its Dexterity modifier instead of Strength on attack rolls. It also deals damage without the benefit of its Strength modifier. The rounds in which this ability can be used need not be consecutive.

Special Qualities: Shadowborne gain the following.

Darkvision (Ex): Shadowborne can see in nonmagical darkness up to a range of 120 feet, or the base creature's range, whichever is better.

Light Sensitivity (Ex): Shadowborne detest bright light and take a –2 morale penalty on all attack and damage rolls, skill checks, and saves while exposed to natural or magical sources of bright, pure light (such as a *daylight* spell).

Shadow Blend (Su): In any condition of illumination other than full daylight or a *daylight* spell, a shadowborne can disappear into the shadows, giving it total concealment. Artificial illumination, even *light* or *continual flame*, does not negate this ability.

Shadow Shift (Su): Shadowborne may enter and leave the Plane of Shadow as a move action, so long as it is in a shadowy or dark area. Light the equivalent of a *daylight* spell blocks use of this ability. In the region of shadow, the creature can move at a rate of up to seven miles every 10 minutes, moving normally on the borders of the Plane of Shadow but much more rapidly relative to the Material Plane. Thus, the creature can use this ability to travel rapidly by stepping onto the Plane of Shadow, moving the desired distance, and then stepping back onto the Material Plane. The creature knows where it will come out on the Material Plane.

Skills: Shadowborne have a +10 racial bonus on Hide checks in dark or shadowy areas and a +4 racial bonus on Move Silently checks.

Challenge Rating: +1 plus 10% (maximum +2).

Level Adjustment: +3.

Sample Shadowborne

This example uses a phase spider as the base creature.

Darkjaunt Crawler

Large Outsider (Augmented Magical Beast, Extraplanar)

Hit Dice: 5d10+15 (42 hp)

Initiative: +7

Speed: 40 ft. (8 squares), climb 20 ft.

Armor Class: 15 (–1 size, +3 Dex, +3 natural), touch 12, flat-footed 12

Base Attack/Grapple: +5/+12

Attack: Bite +7 melee (1d6+4 plus poison)

Full Attack: Bite +7 melee (1d6+4 plus poison)

Space/Reach: 10 ft./5 ft.

Special Attacks: Poison, shadow strike (5 rounds/day, bite +7 melee touch [1d6 plus poison])

Special Qualities: Darkvision 120 ft., ethereal jaunt, light sensitivity, low-light vision, shadow blend, shadow shift

Saves: Fort +7, Ref +7, Will +2

Abilities: Str 17, Dex 17, Con 16, Int 7, Wis 13, Cha 10

Skills: Climb +11, Hide –1*, Move Silently +15, Spot +4

Feats: Ability Focus (poison), Improved Initiative

Environment: Plane of Shadow

Organization: Solitary or cluster (2–5)

Challenge Rating: 6

Treasure: None

Alignment: Always neutral

Advancement: 6–8 HD (Large); 9–15 HD (Huge)

Level Adjustment: —

Darkjaunt crawlers are aggressive predators that can move quickly from the Ethereal Plane or Plane of Shadow to attack opponents on the Material Plane. A typical darkjaunt

crawler's body is 8 feet long. It weighs about 700 pounds.

Darkjaunt crawlers cannot speak.

Combat

Darkjaunt crawlers hunt on the Plane of Shadow and the Material Plane. Once the spider locates prey, it shifts to the Ethereal Plane to move and attack, attempting to catch its victim flat-footed. The spider shifts in, bites its victim with a shadow strike, and retreats quickly back to the Ethereal Plane. Such arachnids use their shadow shift abilities to escape if necessary. For tracking prey over long distances, darkjaunt crawlers use their ethereal jaunt ability to move in the Ethereal Plane.

Ethereal Jaunt (Su): A darkjaunt crawler can shift from the Ethereal Plane to the Material Plane as a free action, and shift back again as a move action (or during a move action). The ability is otherwise identical to *ethereal jaunt* (caster level 15th).

Poison (Ex): Injury, Fortitude DC 17, initial and secondary damage 1d8 Con. The save DC is Constitution-based.

Shadow Strike (Su): For 5 rounds per day, a darkjaunt crawler treats its bite as partially incorporeal. The rounds in which this ability can be used need not be consecutive.

Light Sensitivity (Ex): Darkjaunt crawlers detest bright light and take a –2 morale penalty on all attack and damage rolls, skill checks, and saves while exposed to natural or magical sources of bright, pure light (such as a *daylight* spell).

Shadow Blend (Su): In any condition of illumination other than full daylight or a *daylight* spell, a darkjaunt crawler can disappear into the shadows, giving it total concealment. Artificial illumination, even *light* or *continual flame*, does not negate this ability.

Shadow Shift (Su): Darkjaunt crawlers may enter and leave the Plane of Shadow as a move action, so long as it is in a shadowy or dark area. Light the equivalent of a *daylight* spell blocks use of this ability. In the region of shadow, the creature can move at a rate of up to seven miles every 10 minutes, moving normally on the borders of the Plane of Shadow but much more rapidly relative to the Material Plane. Thus, the creature can use this ability to travel rapidly by stepping onto the Plane of Shadow, moving the desired distance, and then stepping back onto the Material Plane. The crawler knows where it will come out on the Material Plane.

Skills: A darkjaunt crawler has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened. The darkjaunt crawler has a +4 racial bonus on Move Silently checks. *It has a +10 racial bonus on Hide checks in dark or shadowy areas.

Spirit

Animistic cultures believe nature is alive with nonmaterial forces, and the world itself is merely the body of a great spirit. All creatures have a spiritual nature and cast reflections in a parallel world near the Material Plane. Spirits

dwelt in that other place, sometimes visiting our world when called or when matters dictate. Many spirits are tied to specific locales as guardians or manifestations of some metaphysical relevance the place has.

This template can be used to create spirits that are all the same, or differing creatures of the same apparent type. It is also an opportunity to introduce monsters to your world as some sort of otherworldly beings when a physical counterpart doesn't normally appear there.

Appearance Changes

Spirits look like their material counterparts when manifested or encountered on their own plane. When the spirit is not materialized, but is manifested, it looks translucent and parts of it may seem misty or disembodied.

Creating a Spirit

"Spirit" is a template that can be added to any creature (referred to hereafter as the "base creature"). A spirit differs from the base creature as follows.

Type: Add the incorporeal and spirit subtypes. See the sidebar for more information on the spirit subtype.

AC: Natural armor only applies to ethereal encounters. When the incorporeal spirit creature manifests (see Special Qualities), its natural armor bonus is +0. However, it gains a deflection bonus equal to 1 + its Charisma bonus (minimum 1). Spirits capable of materialization have their normal natural armor bonus instead of the deflection bonus to AC when materialized.

Attacks: A spirit's natural attacks may only affect other ethereal beings unless the spirit manifests or materializes (see Special Attacks below).

Special Attacks: Spirits retain the special attacks of the base creature, but may only affect other ethereal beings unless manifested or materialized. All spirits have the manifestation ability and 1d4 of the following.

Ethereal Spellcaster (Su): One or more of the spirit's spells or spell-like abilities can be cast from the Ethereal Plane to the Material Plane, and vice versa. The spell's level cannot exceed one-fifth of the spirit's Hit Dice, and casting time is always doubled. Less harmful spells are most appropriate for this ability (*dancing lights*, *ghost sound*, *open/close*, and so on.)

Manifestation (Su): Every spirit has this ability. A spirit dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a spirit manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested spirit can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested spirit can pass through solid objects at will, and its own attacks pass through armor. A manifested spirit always moves silently. A manifested spirit can strike with its touch attack or with a ghost touch weapon. A manifested spirit remains partially on the Ethereal Plane, where it is not incorporeal. Opponents on either the Material Plane or the

Ethereal Plane can attack a manifested spirit. The spirit's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcasting spirit is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting spirit manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested spirit's touch spells don't work on nonethereal targets.

A spirit has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Materialization (Su): By taking a full-round action, the spirit can become corporeal like a normal creature on the Material Plane. It loses the benefits of the incorporeal subtype while materialized. When it materializes, the spirit has all of its normal physical attributes and interacts with the Material Plane and its contents like a normal denizen of that plane. The spirit also interacts with the Ethereal Plane as if the spirit were a material being (ethereal beings are invisible and incorporeal). A spirit can dematerialize, going back to manifested or ethereal, as a standard action.

Possession (Su): An ethereal or manifested spirit can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 10th or the spirit's Hit Dice, whichever is higher), except that it does not require a receptacle. To use this ability, the spirit must move into the target's space; moving into the target's space to use the possession ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 15 + spirit's Charisma modifier). A creature that successfully saves is immune to that same spirit's possession for 24 hours, and the spirit cannot enter the target's space. If the save fails, the spirit vanishes into the target's body.

Spell-Like Abilities: The spirit has the Spellpowered template (page 75) and spells related to its duties or particular nature. Common spells for spirits include: *animate objects*, *bestow curse*, *bleed*, *cause fear*, *confusion*, *contagion*, *curse*, *dancing lights*, *deathwatch*, *dream*, *etherealness*, *faerie fire*, *ghost sound*, *improved invisibility*, *invisibility*, *light*, *open/close*, *seeming*, *sleep*, *suggestion*, *telekinesis*, and *tongues*.

Spirit Touch (Su): The spirit can attack material beings while incorporeal (not ethereal) and may attack incorporeal beings while materialized. When the spirit makes such an attack, it uses its Dexterity modifier in place of Strength modifier on melee attack rolls for melee attacks, and it uses its Charisma modifier in place of its Strength modifier on damage rolls where Strength applies. A spirit with this ability may also use its touch spells against material beings while incorporeal.

Special Qualities: Spirits gain the following.

See Spirits (Su): At will, a materialized spirit can choose to see other spirits in an area (including incorporeal or

Spirit Subtype

Some games, especially those with shamans, have spells and abilities that work on spirits. The spirit subtype simply indicates that a creature is vulnerable to such spells and abilities and nothing else. Corporeal entities can also be spirits, and their ilk can include outsiders, elementals, extraplanar creatures, native outsiders, naturally incorporeal or ethereal creatures, undead, and even fey.

The preceding list refers to creatures that have not had the Spirit template applied to them, but can be considered spirits by the virtue of their natures. That is, it is possible to have a cosmology where all fey are considered nature spirits, but those spirits don't have the Spirit template. The same cosmology might have versions of fey with the Spirit template applied, creating a distinction between fey from the mortal realm and those from another world.

Outsiders and the Spirit Template

One might apply the Spirit template to outsiders anyway, to give them the possession ability or to create an interesting and unique cosmology. Perhaps all outsiders in your world are spirits instead of entities from other planes. Alternatively, the planes could

exist, but be inhabited entirely by spirits instead of corporeal outsiders. What if outsiders are treated as spirits, but can only materialize on their home plane? Possibilities abound.

Stacking With Spirits

The spirit template offers a unique opportunity for stacking—it doesn't change the creature's base type and doesn't really alter its abilities in a way that interferes or complicates most other templates. You could turn a vampire into a spirit, thus making something like the gaki from Asian myth or add the template to (physically superior) human or elf sorcerers (perhaps with the Enchanted template) and call them "sidhe," not unlike those in Celtic legends.

Spirit Equipment

Spirits can have treasure and equipment. Any equipment they carry is affected by their powers. For instance, if a spirit has a sword, that sword enters and leaves the Material Plane with the spirit, even becoming corporeal when the spirit materializes. A spirit with the spirit touch powers can use its items on material subjects within the parameters of that ability, while the ethereal spellcaster ability allows the spirit to use spellcasting magic items that fit ethereal spellcasting's limitations, such as

wands, across the planar boundary between the Material Plane and the Ethereal Plane.

Spirit Turning

If some characters can turn or rebuke spirits in your campaign, the spirit turning ability functions against creatures with the Spirit subtype like a cleric's turning ability works against undead. You may relate the ability to alignment, just like a cleric's turning, excepting that a good individual with this ability can turn evil spirits and rebuke and command good ones—an evil character with the ability does just the opposite. Neutral spirits react as the character chooses, either turned or rebuked. Alternatively, those who have such influence over spirits may always rebuke and command a spirit, no matter what its alignment or theirs.

You may allow clerics to turn evil spirits and rebuke good spirits with positive energy, and vice versa. Such an ability replaces the turn undead class feature or a level of spellcasting. Druids might gain this ability in place of a level of spellcasting ability. The method of use is the same as for the cleric's turn undead ability, except the ability affects creatures with the spirit subtype. A character that can turn spirits may apply the Extra Turning feat to this ability.

ethereal undead, despite invisibility). The spirit cannot see other creatures under *invisibility* spells or similar effects, only spirits.

Rejuvenation (Su): (Optional) It's difficult to destroy some spirits through simple combat. With this quality, a slain spirit restores itself in 2d4 days. Even the most powerful spells are often only temporary solutions. A spirit that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + spirit's level or HD) against DC 16. As a rule, the only way to get rid of a spirit for sure is to determine the reason for its existence and destroy it. The exact means varies with each spirit and may require a good deal of research.

Turn Resistance (Ex): If nonshamans can turn spirits, a spirit has +4 turn resistance against anyone besides a creature with the shaman class.

Abilities: Modify as follows: Charisma +4.

Skills: Spirits receive a +2 racial bonus on Listen, Search, and Spot checks. They have a +8 racial bonus on Hide checks when manifested or ethereal.

Challenge Rating: +2.

Level Adjustment: Variable. Usually +3 or more.

Variant Spirit

A special form of spirit can be made with either *fabricate spirit* or *fabricate greater spirit* (new spells in Chapter 14). This spirit is called a vorthr (vor-THAR; singular and plural). The vorthr is an exact duplicate of the focus creature, without equipment, but with the Spirit template. Vorthr are usually created as guardians and, since they are replicas of the focus creature, are willing to take such duty, residing in an area for all time if need be. In such a case, the vorthr is provided with whatever will make it comfortable, including equipment, and is left in the place in question.

Many vorthr have the possession special attack and rejuvenation—some are even able to take possession of animated dead and constructs. Such spirits leave their guarded location only if they have failed to protect it or once specified conditions are met. Failed vorthr may track those who violated their guarded place, while vorthr who complete their task usually fade back into the ether and cease to exist.

If mortals in your cosmology cannot create spirits, consider the vorthr a manifestation of the focus creature from the realm of dreams or mind and archetypes. This gives you

an excuse to vary the called vorthr from the focus creature in some way, or make it an idealized version.

Sample Spirit

This example uses an otyugh as the base creature.

Garbage Spirit

Large Aberration (Incorporeal, Spirit)

Hit Dice: 6d8+9 (36 hp)

Initiative: +0

Speed: 20 ft. (4 squares)

Armor Class: 17 (–1 size, +8 natural), touch 9, flat-footed 17 to ethereal creatures; 10 (–1 size, +1 deflection), touch 10, flat-footed 10 to material creatures when manifested

Base Attack/Grapple: +4/+8

Attack: Tentacle +4 melee (1d6)

Full Attack: 2 tentacles +4 melee (1d6) and bite –2 melee (1d4)

Space/Reach: 10 ft./10 ft. (15 ft. with tentacle)

Special Attacks: Constrict 1d6, contagion, disease, improved grab

Special Qualities: +4 turn resistance (not against shamans), darkvision 60 ft., scent

Saves: Fort +3, Ref +2, Will +6

Abilities: Str 11, Dex 10, Con 13, Int 5, Wis 12, Cha 10

Skills: Hide +7*, Listen +8, Search –1, Spot +8

Feats: Alertness, Toughness, Weapon Focus (tentacle)

Environment: Underground

Organization: Solitary, pair, or cluster (3–4)

Challenge Rating: 6

Treasure: Standard

Alignment:

Usually neutral

Advancement:

7–8 HD (Large);

9–18 HD (Huge)

Level Adjustment: —

These spirits inhabit areas used for refuse and trash containment for centuries, eating the spiritual manifestations of the garbage. It's common for material otyughs to occupy the same area. A typical garbage spirit has a body 8 feet in diameter and weighs about 500 pounds.

Garbage spirits speak Common, though it may be an archaic form.

Combat

Garbage spirits are not very aggressive, but they wield disease as a brutal weapon. They only use their contagion ability when offended or attacked.

Contagion (Sp): At will—*contagion* (filth fever only, DC 13). Caster level 6th.

Constrict (Ex): A garbage spirit deals automatic tentacle damage with a successful grapple check.

Disease (Ex): Filth fever-bite, Fortitude DC 14, incubation period 1d3 days; damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Improved Grab (Ex): To use this ability, a garbage spirit must hit with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

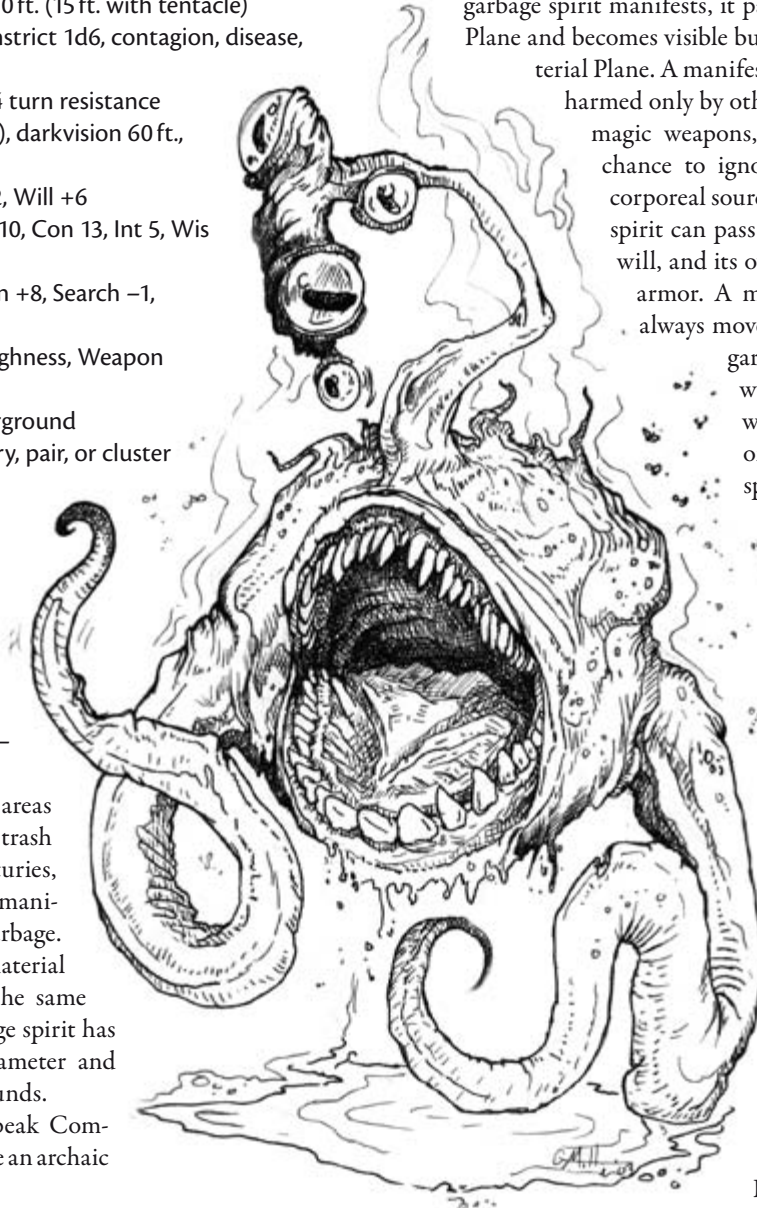
Manifestation (Su): A garbage spirit dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a garbage spirit manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested garbage spirit can be

harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested garbage spirit can pass through solid objects at will, and its own attacks pass through armor. A manifested garbage spirit always moves silently. A manifested

garbage spirit can strike with its touch attack or with a ghost touch weapon. A manifested garbage spirit remains partially on

the Ethereal Plane, where it is not incorporeal. Opponents on either the Material Plane or the Ethereal Plane can attack a manifested garbage spirit. The garbage spirit's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcasting garbage spirit is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work



normally against ethereal targets. When a spellcasting garbage spirit manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally due to its spirit touch ability.

A garbage spirit has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Spirit Touch (Su): The garbage spirit can attack material beings while incorporeal (not ethereal) and may attack incorporeal beings while materialized. When the spirit makes such an attack, it uses its Dexterity modifier in place of Strength modifier on melee attack rolls for melee attacks, and it uses its Charisma modifier in place of its Strength modifier on damage rolls where Strength applies. A garbage spirit with this ability may also use its touch spells against material beings while incorporeal.

Skills: Spirits receive a +2 racial bonus on Listen, Search, and Spot checks. *A garbage spirit has a +8 racial bonus on Hide checks when in its lair, due to its natural coloration, and an additional +8 racial bonus on Hide checks when manifested or ethereal (this latter bonus is included in the stat block).

Voidspawn

According to the sages of old, certain creatures are inexplicably drawn to the powerful energies of utter destruction. These beings share an affinity for the void and seek to join with it in oblivion, believing or sensing it to be the ultimate fate of all existence. Somehow, in very rare instances, beings become suffused with a minute amount of the energy of ultimate annihilation, making them carriers of the void and harbingers of doom to those who encounter them.

Appearance Changes

A voidspawn looks like the base creature, but is shrouded by a translucent, crackling field of seething black emptiness. Its eyes change to the deepest of black color, with no visible retina or pupil. Over time, noticeable and distinguishing bits and pieces of a voidspawn become less distinct and, sometimes, disappear entirely—leaving a transmogrified and ever-eroding visage of what the base creature once was.

Creating a Voidspawn

“Voidspawn” is an acquired template that can be added to any creature (referred to hereafter as the “base creature”). A voidspawn differs from the base creature as follows.

Type: Change to outsider, unless the creature is a construct or undead. Constructs and undead retain their types. Add the native subtype, if appropriate. Creatures with the lawful subtype lose that subtype. All creatures gain the chaotic subtype.

Armor Class: Voidspawn have a swirling field of protective energy that grants a +4 deflection bonus to Armor Class.

Attack: A voidspawn’s natural weapons, as well as any weapons it wields, are considered chaotic-aligned for overcoming damage reduction.

Due to the entropy around it, the voidspawn deals extra damage with its natural attacks. The damage is equal to good damage for the creature’s size according to Table 1–3: Creature Attributes by Size (page 13). The maximum extra damage is 1d8, however, and it cannot exceed the original attack’s damage. The damage is doubled on a critical hit. Creatures warded against chaos take only half of this supplemental damage (round down, minimum 0), while creatures with the chaotic subtype are immune to it.

Special Attacks: Voidspawn gain the following.

Annihilating Strike (Su): Whenever a voidspawn makes a successful critical hit with a natural attack, the struck opponent must make a Fortitude save (DC 10 + one-half of the voidspawn’s HD + its Charisma modifier) or have its body disintegrated by the powerful energy of utter annihilation manifested by the strike. Those who make the save take the normal damage from the critical hit.

Annihilating Touch (Su): Once per day, plus once per 5 Hit Dice, a voidspawn can use its entropic field to disintegrate nonsentient objects. The voidspawn must touch the object or make a touch attack against a carried or worn item. Carried or magic items are entitled to a Fortitude saving throw (DC 10 + one-half of the voidspawn’s HD + its Charisma modifier). Up to a 10-foot cube of nonsentient matter is affected, so the ability disintegrates only part of any very large object or structure. Objects that make the save still take 2d6 points of damage plus 1d6 per 4 Hit Dice the voidspawn possesses.

The voidspawn may use this ability as a free action (still limited in uses per day) against an object that strikes it. If the striking object is destroyed, it deals no damage to the voidspawn.

This field goes off randomly as well, starting at 2d10% at the beginning of a day, increasing 2d10% per hour, and resetting to the base 2d10% when it does finally discharge. Roll against the generated percentage every hour—the voidspawn never knows when the discharge is about to occur. When the field spontaneously discharges, everything touching or touched by the voidspawn must make a save as indicated above. This includes the floor of a room, water surrounding a swimming voidspawn, and so on. The ability still only affects 10 cubic feet of matter, but makes it impossible for a voidspawn to keep items for long.

Aura of Fear (Su): The voidspawn constantly radiates energies that cause fear in normal beings. Creatures within a 30-foot radius of a voidspawn must succeed on a Will save (DC 10 + one-half of the voidspawn’s HD + its Charisma modifier) or become frightened for 1 round plus 1 round per 2 HD the voidspawn possesses. Those who make the save cannot be affected by the same voidspawn’s aura for 24 hours. This is a mind-affecting fear effect. Opponents with more Hit Dice than the voidspawn are unaffected.

Special Qualities: Voidspawn gain the following.

Resistances (Ex): Entropy protects the voidspawn, granting it resistance to acid, cold, fire, electricity, and sonic damage equal to its Hit Dice.

Self-Annihilation (Su): (Optional) The voidspawn runs a cumulative 1% chance per month that it will need to make a Fortitude save (DC 5 + 1 per previous attempt) or succumb to its own annihilation energy, being utterly destroyed forever. Ultimately, all voidspawn are destroyed by their internal energies.

Abilities: Modify as follows: Charisma +2.

Organization: Usually solitary, occasionally in small groups (the smallest the base creature offers).

Challenge Rating: +1 plus 30% (maximum +4).

Alignment: Always chaotic, never good.

Level Adjustment: +2.

Sample Voidspawn

This example uses a cachalot whale as the base creature.

Ender Whale

Gargantuan Outsider (Augmented Animal, Chaotic, Native)

Hit Dice: 12d8+87 (141 hp)

Initiative: +1

Speed: Swim 40 ft. (8 squares)

Armor Class: 20 (−4 size, +1 Dex, +4 deflection, +9 natural), touch 11, flat-footed 19

Base Attack/Grapple: +9/+33

Attack: Bite +17 melee (4d6+12 plus 1d8 entropy)

Full Attack: Bite +17 melee (4d6+12 plus 1d8 entropy) and tail slap +12 melee (1d8+6 plus 1d8 entropy)

Space/Reach: 20 ft./15 ft.

Special Attacks: Annihilating strike, annihilating touch, aura of fear

Special Qualities: Blindsight 120 ft., hold breath, low-light vision, resistance to acid 12, resistance to cold 12, resistance to electricity 12, resistance to fire 12, resistance to sonic 12

Saves: Fort +15, Ref +9, Will +6

Abilities: Str 35, Dex 13, Con 24, Int 2, Wis 14, Cha 8

Skills: Listen +15*, Spot +14*, Swim +20

Feats: Alertness, Diehard, Endurance, Improved Natural Attack (bite), Toughness

Environment: Temperate aquatic

Organization: Solitary

Challenge Rating: 10

Treasure: None

Alignment: Chaotic neutral

Advancement: 13–18 HD (Gargantuan); 19–36 HD (Colossal)

Level Adjustment: —

This sperm whale is surrounded by roiling, black energy and streaked with white on its hide.

Combat

Ender whales are wantonly destructive. They attack with little provocation, seeking the annihilation of all they encounter. An ender whale's natural weapons are considered chaotic-aligned for overcoming damage reduction.

Annihilating Strike (Su): Whenever an ender whale makes a successful critical hit with a natural attack, the struck opponent must make a DC 15 Fortitude save, or have its body disintegrated by the powerful energy of utter annihilation manifested by the strike. Those who make the save take the normal damage from the critical hit. The save DC is Charisma-based.

Annihilating Touch (Su): Three times per day, an ender whale can disintegrate nonsentient objects. The ender whale must touch the object or make a touch attack against a carried or worn item. Carried or magic items are entitled to a DC 15 Fortitude saving throw. Up to a 10-foot cube of nonsentient matter is affected, so the ability disintegrates only part of any very large object or structure. Objects that make the save still take 5d6 points of damage. The save DC is Charisma-based.

The ender whale may use this ability as a free action (still limited in uses per day) against an object that strikes it. If the striking object is destroyed, it deals no damage to the ender whale.

This field goes off randomly as well, starting at 2d10% at the beginning of a day, increasing 2d10% per hour, and resetting to the base 2d10% when it finally discharges. Roll against the generated percentage every hour. When the field spontaneously discharges, everything touching or touched by the ender whale must make a save as indicated above. This includes water surrounding a swimming ender whale.

Aura of Fear (Su): The ender whale constantly radiates energies that cause fear in normal beings. Living creatures within a 30-foot radius of an ender whale must succeed on a DC 15 Will save or become frightened for 7 rounds. Those who make the save cannot be affected by the same ender whale's aura for 24 hours. Opponents with more Hit Dice than the ender whale are unaffected. This is a mind-affecting fear effect. The save DC is Charisma-based.

Blindsight (Ex): Ender whales can “see” by emitting high-frequency sounds, inaudible to most other creatures, which allow them to locate objects and creatures within 120 feet. A *silence* spell negates this and forces the ender whale to rely on its vision, which is approximately as good as a human's.

Hold Breath (Ex): An ender whale can hold its breath for a number of rounds equal to 8 × its Constitution score before it risks drowning.

Skills: An ender whale has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *An ender whale has a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsight is negated.

War Aspect

Deities rely on their minions to perform various tasks. One of the many responsibilities is to engage in warfare with the armies of other deities. Although infrequent, the need does arise from time to time to battle for supremacy of the planes. When these great conflagrations occur, deities turn to their most trusted lieutenants, the war aspects. These beings are considerably more powerful than the standard planar hosts and are entrusted with tactical command of divine legions.

Appearance Changes

A war aspect is usually wreathed in luminous brilliance and visible power, inspiring awe in all that view it. Their countenances are stern, and their voices powerful and commanding.

Creating a War Aspect

“War Aspect” is an acquired template that can be added to any outsider (referred to hereafter as the “base creature”). The base creature should be advanced to at least 50% of maximum or have several character levels. A war aspect differs from the base creature as follows.

Speed: If the base creature can fly, its maneuverability class improves by one (maximum of perfect).

AC: War aspects may add their Charisma bonus as a deflection bonus to Armor Class.

Special Attacks: War aspects gain the following.

Brilliant Strike (Su): A war aspect can channel its divine powers through its melee or ranged weapon, making the weapon a brilliant energy weapon (see Chapter 7 of the *DMG*) for a number of rounds equal to its Charisma bonus. These rounds need not be used consecutively.

While charged with brilliant energy, the war aspect’s weapon deals extra damage to creatures of a single opposing alignment. The aspect may choose any one alignment (chaotic, evil, good, or lawful) each time this ability is activated. The alignment cannot be the same as any element of the war aspect’s alignment. If the war aspect’s weapon strikes a creature with the selected alignment element, that creature must make a Fortitude save (DC 10 + one-half the war aspect’s HD + the war aspect’s Charisma bonus) or take an extra 6d6 points of damage.

Wrath of the Planes (Su): Once per day, a war aspect can call down a column of divine energy to strike its foes. The effect is as a *flame strike* spell cast by a cleric of a level equal to the war aspect’s Hit Dice, except that all of the damage is divine (not fire), and the radius of the effect is 20 feet.

Special Qualities: War aspects gain the following.

Damage Reduction (Su): A war aspect’s existing damage reduction improves by 5.

Spell Resistance (Ex): A war aspect’s spell resistance improves by 5. If the war aspect has no spell resistance, it gains spell resistance equal to its Hit Dice.

Voice of Command (Su): Three times per day, a war aspect can use its powerful voice to inspire courage in its

allies. All creatures allied to and within 10 feet per Hit Die the war aspect possesses gain a +2 morale bonus on attack rolls, saves, and checks. In addition, all of the war aspect’s allies within the area become immune to fear for the ability’s duration. The effects of this ability last for a number of rounds equal to 5 + the war aspect’s Charisma bonus.

Abilities: Modify as follows: Charisma +6. War aspects are often unique creatures with the elite ability score array.

Organization: Usually solitary, though sometimes with a host of other celestials.

Challenge Rating +1.

Level Adjustment: +2.

Sample War Aspect

This example uses an astral deva (advanced) as the base creature. Vushwiyael gained 6 Hit Dice from her advancement, and she has the elite ability score array (Strength 15, Dexterity 14, Constitution 13, Intelligence 10, Wisdom 12, Charisma 8). Astral devas get racial bonuses of +12 Strength, +10 Charisma, and +8 to all other ability scores. She added +1 to Strength for gaining more than 4 Hit Dice in her advancement. In the design phase, Vushwiyael’s mace was improved to a +4 weapon and her caster level for her spell-like abilities was increased to match her Hit Dice.

Vushwiyael

Astral Deva War Aspect

Medium Outsider (Angel, Extraplanar, Good)

Hit Dice: 18d8+90 (174 hp)

Initiative: +10

Speed: 50 ft. (10 squares), fly 100 ft. (perfect)

Armor Class: 38 (+6 Dex, +7 deflection, +15 natural), touch 23, flat-footed 38

Base Attack/Grapple: +18/+27

Attack: +4 *heavy mace of disruption* +32 melee (1d8+17 plus stun) or slam +27 melee (1d8+13)

Full Attack: +4 *heavy mace of disruption* +32/+27/+22/+17 melee (1d8+17 plus stun) or slam +27 melee (1d8+13)

Space/Reach: 5 ft./5 ft.

Special Attacks: Brilliant strike, spell-like abilities, stun, wrath of the planes

Special Qualities: Damage reduction 15/evil, darkvision 60 ft., immunity to acid, cold, and petrification, low-light vision, protective aura, resistance to electricity 10 and fire 10, spell resistance 35, tongues, uncanny dodge, voice of command

Saves: Fort +18 (+22 against poison), Ref +17, Will +16

Abilities: Str 28, Dex 22, Con 21, Int 18, Wis 20, Cha 24

Skills: Concentration +26, Diplomacy +30, Escape Artist +27, Hide +27, Intimidate +28, Knowledge (nobility and royalty) +25, Knowledge (the planes) +25, Knowledge (religion) +25, Listen +28, Move Silently +27, Sense Motive +26, Spot +28, Use Rope +6 (+8 with bindings)



Feats: Alertness, Cleave, Great Cleave, Great Fortitude, Improved Initiative, Power Attack, Weapon Focus (heavy mace)

Challenge Rating: 19

Treasure: No coins, double goods, standard items

Alignment: Lawful good

Advancement: 19–36 HD (Large)

Effective Character Level: 28th

Vushwiyael is an athletically proportioned angel with silvery wings. Her hair is also silver and her eyes are like ice, flashing with blue flame when the deva is angry or in battle. Always swathed in a glittering robe of blue samite, the deva is cold, calculating, and loyal to a fault while leading angelic armies against the forces of evil. She stands almost 8 feet tall and weighs nearly 300 pounds.

Combat

Vushwiyael is fearless in combat. She leads from the front and confronts the mightiest foes to protect her troops.

Her slam attacks, as well as any weapons she wields, are treated as good-aligned for the purpose of overcoming damage reduction.

Brilliant Strike (Su): Vushwiyael can channel her divine powers through her mace, making it a brilliant energy weapon (see Chapter 7 of the *DMG*) for up to 7 rounds.

These rounds need not be used consecutively. While charged with brilliant energy, Vushwiyael's mace deals extra damage to evil creatures. If struck by Vushwiyael's mace, an evil creature must make a DC 26 Fortitude save or take an extra 6d6 points of damage.

Wrath of the Planes (Su): Once per day, Vushwiyael can call down a column of divine energy to strike her foes. The effect is as a *flame strike* spell cast by an 18th-level cleric (DC 20), except that all of the damage is divine (not fire), and the radius of the effect is 20 feet.

Spell-Like Abilities: At will—*aid*, *continual flame*, *detect evil*, *discern lies* (DC 21), *dispel evil* (DC 22), *dispel magic*, *holy aura* (DC 25), *holy smite* (DC 21), *holy word* (DC 24), *invisibility* (self only), *plane shift* (DC 22), *polymorph* (self only), *remove curse* (DC 20), *remove disease* (DC 20), *remove fear* (DC 18); 7/day—*cure light wounds* (DC 18), *see invisibility*; 1/day—*blade barrier* (DC 23), *heal* (DC 23). Caster level 18th. The save DCs are Charisma-based.

Stun (Su): If Vushwiyael strikes an opponent twice in one round with her mace, that creature must succeed on a DC 28 Fortitude save or be stunned for 1d6 rounds. The save DC is Strength-based.

Protective Aura (Su): Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the angel. Otherwise, it functions as a *magic circle against evil* and a *lesser globe of invulnerability*, both with a radius of 20 feet (caster level 18th). This aura can be dispelled, but the angel can create it again as a free action on its next turn. (The defensive benefits from the circle are not included in Vushwiyael's statistics block.)

Tongues (Su): Vushwiyael can speak with any creature that has a language, as though using a *tongues* spell. Caster level 18th. This ability is always active.

Uncanny Dodge (Ex): Vushwiyael retains her Dexterity bonus to AC when flat-footed, and she cannot be flanked except by a rogue of at least 22nd level. She can flank characters with the uncanny dodge ability as if she were an 18th-level rogue.

Voice of Command (Su): Three times per day, Vushwiyael can use her powerful voice to inspire courage in her allies. All creatures allied to and within 180 feet of Vushwiyael gain a +2 morale bonus on attack rolls, saves, and checks. In addition, allies within the area become immune to fear for the ability's duration. The effects of this ability last for 12 rounds.

Chapter 12:

Plants

Plants can be fearsome hunters in a fantasy world, even though few players consider them such. With the Plantform template in hand, you'll be able to create plants your players will never forget.

Plantform

Often created by powerful druids or nature deities to protect sacred glens, groves, and other natural areas, plantforms are most often found in the role of ardent guardians. Not merely mindless automatons, plantforms are as intelligent and creative as their fleshy kin, and they are able to improvise to outwit those who would defile their wards.

Some of plantforms are merely new species that happen to resemble animal beings.

Appearance Changes

Plantforms are very similar in appearance and form to the creature upon which they are based. However, their features are altered significantly to reflect their plant nature, such as leaves or moss instead of hair, bundles of vines for arms and legs, trunk-like torsos, thorns instead of claws, and so forth. Plantforms generally do not possess finer features such as nostrils, fingernails, and the like, although they do retain the same contours and shapes in locations where those features would occur in the normal version of the creature.

Creating a Plantform

"Plantform" is a template that can be added to any creature (referred to hereafter as the "base creature") except constructs, elementals, plants, and creatures antithetical to a plant form, such as many creatures with the fire subtype. A plantform differs from the base creature as follows.

Type: Change to plant. Plantforms do not have the augmented subtype.

Hit Dice: Change all current and future racial Hit Dice to d8s. Those transformed by infectious spores or pollen (see special attacks) lose all class Hit Dice and associated attributes.

Base Attack: Recalculate as if the creature were always of the plant type.

Attacks: Plantforms with no natural attacks gain a slam attack that deals good damage according to the creature's size and Table 1-3: Creature Attributes by Size (page 13).

Special Attacks: Plantforms gain 1d4-1 additional special attacks. These can be selected or rolled randomly (roll d%). Many results may be duplicated, granting the plantform an additional use of the ability or a +2 racial

bonus on the ability's save DC. Results that cannot stack, such as constrict or blood draining, should be re-rolled.

Roll Special Attack

01-04 **Animate Tree (Sp):** Once per day per 4 Hit Dice, the plantform can animate a single tree of its size or smaller as a full-round action at a range of 25 feet + 5 feet per 2 Hit Dice. The tree uproots itself and animates over the next full round, and it then follows the directions of the plantform that awakened it. Such animated trees have the same statistics as an animated object of the same size (see the Animated Object entry in the *MM*). The tree acts as directed by the plantform that animated it for 1 hour per Hit Die of the animating plantform or until dismissed. It returns to its original place once the animation ends or it is dismissed. Further, if the magic animating the tree is somehow dispelled, it takes root where the magic fades. This is the equivalent of a 4th-level spell. Caster level equals the plantform's Hit Dice.

05-08 **Blood Draining (Ex):** The plantform gains the Vampiric Creature template (page 76).

09-13 **Constrict (Ex):** Via vine-like appendages, the plantform can constrict with a successful grapple check against creatures one size smaller than it or smaller. This attack deals good damage according to the creature's size and Table 1-3: Creature Attributes by Size. The plantform can still move (if it's strong enough to carry its victim) while constricting, but it cannot use any attack requiring the constricting appendages.

14-20 **Entangle (Sp):** Once per day, plus once per day per 2 Hit Dice (minimum 1), the plantform creature can animate plants around itself at a range of 25 feet + 5 feet per 2 Hit Dice. The spell otherwise functions as an *entangle* spell with a caster level equal to the plantform's Hit Dice.

21 **Group Attack (Ex):** In some of the special attacks in this list, the attacks allow one use per certain number of Hit Dice. Instead of allowing a lesser creature to use the attack once, consider allowing a group of plantforms that equal that Hit Dice measure to enact the attack as a group effort. Determine the areas of effect for some of those effects in the same way, but add the areas occupied by smaller creatures together. The saving throw is determined by counting the Hit Dice of all the participants in the concerted effort and the aver-

- age Constitution modifier. Each lesser creature can participate in the attack only once per day.
- 22–30 *Improved Grab (Ex)*: To use this ability, the plantform must hit with a natural attack.
- 31–35 *Poison, Paralysis (Ex)*: The plantform's natural attacks (including, possibly, simple contact) deliver a paralysis agent. Any opponent struck by the plantform's natural attack must make a Fortitude saving throw (DC 10 + one-half of the plantform's HD + its Constitution modifier) or take initial and secondary Strength damage equal to medium damage according to the plantform's size and Table 1–3: Creature Attributes by Size.
- 36–37 *Poison, Lethal (Ex)*: The plantform's natural attacks deliver a lethal poison. Any opponent struck by the plantform's natural attack must make a Fortitude saving throw (DC 10 + one-half of the plantform's HD + its Constitution modifier) or take initial and secondary Constitution damage equal to medium damage according to the plantform's size and Table 1–3: Creature Attributes by Size.
- 38–42 *Sap, Adhesive (Ex)*: The plantform exudes a thick sap that acts as a powerful adhesive, holding fast any creatures or items touching it. A sap-covered plantform automatically grapples any creature it hits with its natural attack(s). The creature then adds its Hit Dice + its Constitution modifier to subsequent grapple checks. With a standard action, the plantform automatically deals damage with a single natural attack each round to a single creature stuck to it. The plantform may make a full attack to deal damage to multiple stuck targets (or to stuck targets and nonstuck targets).
- A weapon that strikes a sap-coated plantform is also stuck fast unless the wielder succeeds at a Reflex save (DC 10 + one-half of the plantform's Hit Dice + its Constitution modifier). A successful Strength check (same DC) is needed to pry it off. Strong alcohol dissolves the sap. A pint of wine or a similar liquid weakens it, but the plantform still has half its normal bonus on grapple checks. The plantform can dissolve its sap at will, but the substance does not break down after the creature dies (see the Aberrant template [page 18] for a treasure possibility).
- 43–44 *Sap, Caustic (Ex)*: The plantform exudes sap that acts as a powerful acid or base, which also sticks to any creatures or items touching it. The sap allows the plantform to deal additional damage with its natural attacks equal to medium damage according to the plantform's size and Table 1–3: Creature Attributes by Size. Further, the caustic sap sticks to the item that it touches, delivering damage for an additional round per 3 Hit Dice the plantform creature possesses (maximum 5 rounds). Strong alcohol dissolves the sap and

stops the damage. Most plantforms with such sap are immune to acid.

For a more biologically viable form of this sap, the sap only damages living matter via an intense cellular reaction and is not actually caustic. Such sap doesn't affect objects at all. A plantform with this inflammatory sap is not immune to acid.

- 45–55 *Sap, Irritant (Ex)*: Any form of direct skin-to-skin contact with the plantform delivers an irritant agent. A living creature making such contact must make a Fortitude saving throw (DC 10 + one-half of the plantform's HD + its Constitution modifier) or break out in an intense, weeping rash. Such creatures take a –1 penalty on all attack rolls and checks for 1d4 days (at least when using the affected appendage).
- 56–60 *Aroma or Light Pollen, Harmless (Ex)*: The plantform exudes a harmless but distinct aroma of your choice. Aromas travel on the wind up to 100 feet + 10 feet per Hit Die of the plantform delivering the aroma. Aromas do not produce any sort of obscuring cloud, but can be affected by wind direction, doubling in range downwind and decreasing to half range upwind.
- 61–65 *Aroma or Light Pollen, Charming (Ex)*: This aroma has the same range described in harmless aroma. Once per day per 2 Hit Dice the plantform possesses, it can release a strong aroma or fine pollen that attracts those who interact with the substance. The normal effect is per *lesser charm* (Will save negates, DC 10 + one-half of the plantform's HD + its Charisma modifier). Plantforms with 7 or more Hit Dice may have *greater charm* instead but may only use it once per day per 4 Hit Dice. An opponent that makes the save still finds the aroma pleasant and attractive. One who fails the save seeks out the plantform creating the aroma and reacts according to the appropriate spell. You may want pick a specific type of creature toward which the aroma is aimed, which may even include vermin since the scent is a physical influence. A creature that saves against an aroma cannot be affected by the same plantform's aroma for 24 hours. (Both spells are new and appear in Chapter 14.)
- 66–69 *Aroma or Light Pollen, Dominating (Ex)*: This aroma has the same range described in harmless aroma. Once per day per 7 Hit Dice the plantform possesses, it can release a strong aroma or fine pollen that attracts and subjugates the minds those who interact with the substance. The normal effect is per *lesser dominate* (Will save negates, DC 10 + one-half of the plantform's HD + its Charisma modifier). Plantforms with 20 or more Hit Dice may have *greater dominate* instead but only once per day per 15 Hit Dice. An opponent that makes the save still finds the aroma pleas-

ant and attractive. One who fails the save seeks out the plantform creating the aroma and reacts according to the appropriate spell. Both effects last 1 day per Hit Die the plantform possesses. You may pick a specific type of creature toward which the aroma is aimed. A creature that saves against an aroma cannot be affected by the same plantform's aroma for 24 hours. (Both spells are new and appear in Chapter 14.)

70–73 *Aroma or Light Pollen, Sickening (Ex)*: Any living creature that smells the plantform's aroma must make a Fortitude save (DC 10 + one-half of the plantform's HD + its Constitution modifier) or become sickened for a number of rounds equal to good damage and the plantform's size according to Table 1–3: Creature Attributes by Size. A creature who successfully saves or recovers from the stench cannot be affected by the same plantform's stench for 24 hours.

74–77 *Spores or Heavy Pollen, Nondamaging (Ex)*: The plantform may use spores or thick pollen to produce a cloud that spreads a distance from the plantform equal to the creature's space (creatures with a fighting space less than 5 feet create a cloud that fills only their own square). The spores obscure all sight, including darkvision, beyond 10 feet. A creature within 10 feet has concealment (20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target). The spores settle out of the air at a rate of 1 round per Hit Die the plantform possesses. A moderate wind (11+ mph) disperses the spores in 4 rounds; a strong wind (21+ mph) disperses the spores in 1 round.

78–79 *Spores or Heavy Pollen, Blinding (Ex)*: Once per day, plus once per 3 Hit Dice, the plantform releases blinding spores (Fortitude save, DC 10 + one-half of the plantform's HD + its Constitution modifier). An opponent that makes the save is shaken while in the cloud and one round after leaving it. One who fails the save is blinded while in the cloud and for 1d6 minutes after leaving it. Any opponent that fails the save by 5 or more is blinded permanently. These spores otherwise work like nondamaging spores.

80–81 *Spores or Heavy Pollen, Hallucinogenic (Ex)*: Once per day, plus once per 4 Hit Dice, the plantform releases spores causing strange (sometimes pleasant, sometimes horrible) hallucinations (Fortitude save negates, DC 10 + one-half of the plantform's HD + its Constitution modifier). An opponent that makes the save is shaken while in the cloud and one round after leaving it. One who fails the save begins to behave randomly for a number of minutes equal to the plantform's Hit Dice, as indicated on the following table:

| 1d10 | Behavior |
|------|--|
| 1–2 | Wander away for 1 minute (unless prevented, probably following a pleasant image) |
| 3–7 | Sit and do nothing for 1 minute (except look about at the sights) |
| 8–9 | Attack nearest creature for 1 round (fearing for your life) |
| 10 | Act normally for 1 round |

Roll again on the chart at the end of each result. Wandering creatures leave the scene. Attackers are not at any special advantage when attacking them. Behavior is checked at the beginning of each creature's turn (or every minute, if desired). Any affected creature that is attacked automatically retaliates against its attackers on its next turn. A creature who saves against the spores cannot be affected by the same plantform's spores for 24 hours. These spores otherwise work like nondamaging spores.

82 *Spores or Heavy Pollen, Infectious (Ex)*: Once per day, plus once per 5 Hit Dice, the plantform releases spores that cause a transformation disease (Fortitude save, DC 10 + one-half of the plantform's HD + its Constitution modifier). An opponent that makes the save is nauseated while within the cloud and for 1d4 rounds after leaving it. Anyone who fails the save contracts a disease that deals 1d3 points of Wisdom damage per day. During the course of the disease, the victim suffers intense pain and hallucinations. He or she cannot eat (suffering starvation as normal) and begins to show signs of plantlike growths as the disease progresses. If the victim's Wisdom is reduced to 0, he or she is allowed a final Will saving throw (same DC). If that save fails, the victim becomes an NPC plantform creature under the control of the infecting plantform. *Remove disease* ends this infection immediately. Once the transformation is complete, only a *wish* or *miracle* can restore the affected creature.

83–86 *Spores or Heavy Pollen, Noxious (Ex)*: Once per day, plus once per 2 Hit Dice the plantform possesses, the plantform releases nauseating spores. Living creatures in the cloud are nauseated (Fortitude negates, DC 10 + one-half of the plantform's HD + its Constitution modifier). Nausea last as long as the creature is in the cloud and for 1d4+1 rounds after it leaves the cloud. (Roll separately for each nauseated character.) Those who succeed on their saves but remain in the cloud must continue to save each round.

87–92 *Thorns or Needles, Fixed (Ex)*: The plantform's entire body is covered in long, hooked thorns. Plantforms with thorns are always considered

armed and their attacks always deal lethal damage. The thorns allow the plantform's successful grapple checks to deal extra damage equal to poor damage for the plantform's size according to Table 1-3: Creature Attributes by Size. Fixed thorns also grant the plantform a +2 racial bonus on grapple checks.

93-95 *Thorns or Needles, Projectile (Ex)*: The plantform can launch a volley of thorny projectiles and hit its target by making a normal ranged attack roll to hit a target. Each volley contains a number of thorns equal to the maximum amount for a poor damage die according to the plantform's size and Table 1-3: Creature Attributes by Size, and they have a range increment equal to five times the plantform's Space. Each volley deals good damage for the plantform's size according to Table 1-3: Creature Attributes by Size, and the damage includes one-half of the plantform's damage bonus to Strength. The thorns threaten a critical on a 19 or 20. A plantform can launch a number of volleys per day equal to its Hit Dice.

96-100 *Vines (Ex)*: The plantform gains two vines that literally function as limbs, granting the creature one additional slam attack each round per two vines. The slam attacks may be used as secondary attacks in conjunction with other natural attacks, or they may be used as primary attacks on their own. The slams gained deal medium damage for the plantform's size according to Table 1-3: Creature Attributes by Size.

Each vine that makes a successful grapple attack on a single opponent adds +2 bonus on subsequent grapple checks against the same opponent. Further, vines allow a plantform to grapple and pin opponents, while keeping its other appendages free to attack and threaten its area. The creature still takes a -1 circumstance penalty to AC for each grappled opponent. Improved grab improves the utility of the vines, but it is not automatically included with them.

A plantform with thorns deals thorn damage with its vines. Vines, thorns, and blood drain (see above) together allow a plantform to drain blood through its vines along with thorn damage. Further, vines may be used to constrict if the plantform has that ability (each additional vine on one opponent adding one-half of the original damage). Thorns also add to this constrict damage.

Each vine can take one-fifth of the hit points of the base plantform before being severed.

Special Qualities: Plantforms have all the traits of the plant type. Plantforms gain 1d3-1 additional special qualities. These can be selected or rolled for randomly (roll d%). Some results can be duplicated.

Roll Special Quality

01-20 *Regeneration (Ex)*: The plantform regenerates at a rate equal to 3 plus one-quarter of the plantform's Hit Dice. Normally, fire and acid can overcome this regeneration. In some cases, cold or some other form of energy is more appropriate. If it loses a limb or body part, the lost portion regrows in (15/regeneration rate in hit points, round down) d6 minutes (minimum 1d6). The creature can reattach the severed member instantly by holding it to the stump.

21-40 *Resistances (Ex)*: Plantforms are often resistant to substances and forms of energy that do not readily affect the plant matter of which the creature is composed. For example, a wet, mossy creature might be resistant to fire. Each time this ability is rolled, the plantform gains resistance to energy 10, which may be allocated to any energy type in 5-point increments.

41-55 *Tremorsense (Ex)*: The plantform creature can detect the location of any other creature or object in contact with the ground within a number of feet of itself equal to its Reach \times 10 feet.

56-75 *Vulnerability to Energy (Ex)*: The plantform has a vulnerability to a certain kind of energy effect (typically either cold or fire). Such a creature takes half again as much (+50%) damage as normal from the effect, regardless of whether a saving throw is allowed, or if the save is a success or failure.

76-100 *Woodlike Hide (Ex)*: The plantform has a woodlike hide and structure and therefore a damage reduction of 5/slashing. Rolling this ability a second time grants the plantform damage reduction 10/slashing. A third time grants the plantform damage reduction 10/ slashing and adamantine.

Saves: Saves are recalculated for the creature as if it were always of the Plant type.

Abilities: Modify as follows: Strength +2, Dexterity -2, Constitution +2, Wisdom +2.

Skills: A plantform in appropriate overgrown surroundings receives a +8 circumstance bonus on Hide checks. In vegetated areas that are more sparsely populated by plants, a plantform receives half this bonus. If they can speak, plantforms usually speak Sylvan instead of one language automatic to their race.

Challenge Rating: A plantform has Challenge Rating 1 per 4 Hit Dice. Use the guidelines with Table 1-7: Creature Challenge Rating to help you determine additional modifications to Challenge Rating based on the plantforms special attacks and qualities.

Alignment: Plantforms are often neutral.

Advancement: Plantforms advance via the plant type with Hit Dice ranges equal to those of the base creature. If the base creature is allowed a character class, so is the plantform. Plantforms always favor the druid class if Wisdom is

15+, the ranger class if Wisdom is 11 to 14, or barbarian if Wisdom is 10 or less.

Level Adjustment: Variable.

Sample Platform

This example uses a troll as the base creature.

Thornfell Giant

Large Plant

Hit Dice: 6d8+42 (69 hp)

Initiative: +1

Speed: 30 ft. (6 squares)

Armor Class: 15 (–1 size, +1 Dex, +5 natural), touch 10, flat-footed 14

Base Attack/Grapple: +4/+17

Attack: Claw +10 melee (1d6+7); or needles +4 ranged (1d8+3/19–20)

Full Attack: 2 claws +10 melee (1d6+7) and bite +5 melee (1d6+3); or needles +4 ranged (1d8+3/19–20)

Space/Reach: 10 ft./10 ft.

Special Attacks: Needles, rend 2d6+10, thorns

Special Qualities: Damage reduction 5/slashing, darkvision 90 ft., low-light vision, regeneration 5, scent, tremorsense 100 ft.

Saves: Fort +12, Ref +3, Will +4

Abilities: Str 25, Dex 12, Con 25, Int 6, Wis 11, Cha 6

Skills: Listen +6, Spot +7

Feats: Alertness, Iron Will, Track

Environment: Cold mountains

Organization: Solitary or gang (2–4)

Challenge Rating: 6

Treasure: Standard

Alignment: Usually neutral

Advancement: By character class

Level Adjustment: +6

Thornfell giants are massive, humanoid-shaped bipeds composed of leafy and moss-like plant matter and a woody internal structure, with arms that almost drag along the ground. The giants have wicked thorns all over that grow from inside the plant mass, the largest of which can be found on the ends of creature's appendages and in an orifice that is much like a mouth. Near that opening, on a bulbous head, are two dark eyes and a long nose.

A typical thornfell giant stands 9 feet tall and weigh about 350 pounds. They speak Sylvan.

Combat

Thornfell giants are slow to anger, but they are also fearless and

relentless. They entangle their foes before taking out one opponent at a time.

Needles (Ex): The thornfell giant can launch a volley of thorny projectiles and hit its target by making a normal ranged attack roll to hit a target. Each volley contains four needles and deals 1d8+3 points of damage. A volley has a range increment of 50 feet, and the thornfell giant can launch six volleys per day.

Thorns (Ex): The thornfell giant's entire body is covered in long, hooked thorns. It gains a +2 racial bonus on grapple checks and deals an additional 1d4 points of damage with a successful grapple check.

Rend (Ex): If a thornfell giant hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+10 points of damage.

Regeneration (Ex): Fire and acid deal normal damage to a thornfell giant. If a thornfell giant loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Tremorsense (Ex): A thornfell giant can detect and pinpoint any creature or object within 100 feet in contact with the ground.



Chapter 13: Undead

Undead are among the most feared creatures in fantasy games. Their life-stealing power has laid many heroes in an early grave, from which they themselves rose as blights on the world. The templates in this chapter will allow you to make undead that will surprise and horrify.

Creating Undead

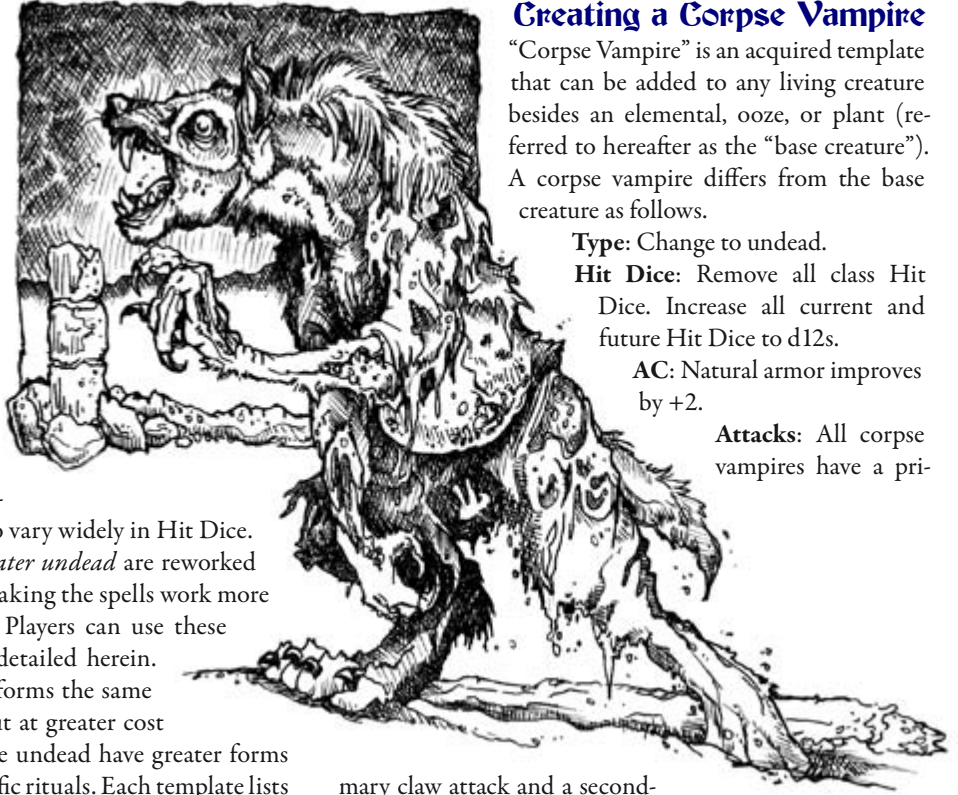
Creating undead becomes trickier when templates allow a single type of undead to vary widely in Hit Dice. *Create undead* and *create greater undead* are reworked (page 185) with the goal of making the spells work more in tune with the templates. Players can use these spells to create the undead detailed herein. The *ritual of dark calling* performs the same sort of magic as the spells but at greater cost and risk. Finally, many of the undead have greater forms that can be created with specific rituals. Each template lists the appropriate ritual.

Corpse Vampire

Nosferatu, mullo, and dreaded hopping vampires all have one thing in common—they are corpses animated by an evil and animalistic will to feed on the living. Not truly sentient, these abominations are like a spiritual plague that can infest almost any creature. Only the bodies of the truly vile or terribly corrupted animate thusly, and corpse vampires, resistant to many things that normally affect life-drinking undead, are confusing to those experienced with sentient bloodsuckers. Fortunately, corpse vampires are nowhere near as potent.

Appearance Changes

Corpse vampires look like what their namesake indicates—walking cadavers, with bloated and blood-filled innards. The eyes of a corpse vampire glow slightly with the red light of animal rage, and the creature often lairs where it died or was buried, even going so far as reburying itself each dawn. Corpse vampires of speaking creatures sometimes talk, haltingly, of things that meant something to them in life, but these vocal meanderings are often non sequitur or meaningless.



Creating a Corpse Vampire

“Corpse Vampire” is an acquired template that can be added to any living creature besides an elemental, ooze, or plant (referred to hereafter as the “base creature”). A corpse vampire differs from the base creature as follows.

Type: Change to undead.

Hit Dice: Remove all class Hit Dice. Increase all current and future Hit Dice to d12s.

AC: Natural armor improves by +2.

Attacks: All corpse vampires have a pri-

mary claw attack and a secondary bite attack, unless the base creature already has a more impressive set of natural attacks or lacks the proper appendages to have claws. In that case, the creature just has a bite attack. The claws and bite deal damage according to the base creature’s original type and its size on Table 1–3: Creature Attributes by Size (page 13). Creatures that already possess claw or bite attacks deal damage as if they were one size larger according to Table 1–5: Increased Damage by Size (page 14).

Special Attacks: A corpse vampire maintains all the special attacks of the base creature, except those requiring an active metabolism (meaning Constitution). Supernatural and spell-like attacks are usually maintained, using Charisma in place of Constitution to calculate save DCs. Corpse vampires gain the following.

Blood Drain (Ex): A corpse vampire can attempt to suck blood from a living victim with its fangs by making a successful grapple check. If it pins its opponent, it can attempt a single bite as a free action. Thereafter it drains blood, dealing Constitution damage each round the pin is maintained. The creature can drain a number of points per round equal to the amount of poor damage it can deal for its size (see Table 1–3). An amount of zero (“—”) means the creature drains one point of temporary Constitution every two rounds, plus two rounds per zero result below the indicated size.

Corpse vampires require 1 point of Constitution per Hit Die in the form of blood every day, often retiring for the evening when they've had their fill. Each day this quota is not met, the corpse vampire loses one Hit Die temporarily. As the starvation progresses, the corpse vampire seems to rot. If the corpse vampire loses its final Hit Die, it is destroyed and looks like a badly rotted corpse.

When a starving corpse vampire feeds adequately, in an amount equal to its normal requirement plus the number of Hit Dice previously lost, it immediately regains one lost Hit Die, and the other lost Hit Dice return at the rate of one per day.

Create Spawn (Ex): An appropriate creature slain by a corpse vampire's blood drain attack rises as a corpse vampire 1d3 nights after its death if it fails a Will save (as if it were alive, DC 10 + one-half of the corpse vampire's HD + its Charisma modifier). Evil creatures take a -6 penalty on the save, while chaotic evil creatures take a -10 penalty. These new corpse vampires are not under the control of the original corpse vampire in any way.

Improved Grab (Ex): If the corpse vampire hits with a claw (or bite, if that's the creature's primary attack), it deals normal damage and may attempt to start a grapple as a free action without provoking an attack of opportunity.

Special Qualities: A corpse vampire has all the special qualities of the base creature, besides those prohibited by the parameters detailed in Special Attacks. Corpse vampires gain the following.

Damage Reduction (Ex): A corpse vampire is tough and gets damage reduction 2/—.

Fast Healing (Ex): Corpse vampires heal 2 points of damage each round so long as they have at least 1 hit point. A corpse vampire harmed by blood loss, sunlight, or garlic cannot heal that damage until all its other damage has been healed, and even then only heals a number of points equal to its Hit Dice per day.

Flashbacks (Ex): From time to time, the corpse vampire sees something that reminds it of its life. At the start of every encounter, a 5% chance exists that the corpse vampire notices something about a single opponent (randomly determined, if more than one opponent is present) that causes it to recall its life. If this happens, the corpse vampire takes no action for 1 round, except for acting erratically (pacing, mumbling to itself, speaking, staring, and so on), and thereafter takes a -2 morale penalty on all attack rolls directed at that opponent.

If actually faced with something (that it does not usually carry) or someone important from its life, such as a loved one, a corpse vampire must make a DC 15 Will saving throw, or go mad for 2d6 rounds, taking actions according to this chart:

| Roll | The corpse vampire... |
|------|--|
| 1 | ...cowers (and weeps, cries, or mutters if appropriate). |
| 2-7 | ...acts toward the subject as it would have in life (speaking, showing affection or disdain, and so on). |

8-9 ...attacks the subject or the one carrying the important object.

10 ...acts normally for one round.

Even if the corpse vampire makes the save, it may pay special attention to the object of its past life. Dialogue on the subject is usually angry and accusatory, though it may have any basis that is dramatic in effect. This behavior is always disturbing.

Light Sensitivity (Ex): Corpse vampires take a -1 circumstance penalty on attack rolls in brightly lit areas, including the radius of a *daylight* spell.

Resistance to Cold (Ex): A corpse vampire has resistance to cold 10.

Abilities: Modify as follows: Strength +4, Wisdom -2. The Charisma and Intelligence scores of the base creature are halved with a minimum of 3 or that of the base creature, whichever is lower. As undead creatures, corpse vampires have no Constitution score.

Skills: Corpse vampires receive a +4 racial bonus on Listen and Spot checks.

Feats: A corpse vampire loses any feat for which it no longer qualifies, replacing lost feats with Toughness. Corpse vampires gain Alertness, Improved Initiative, and Toughness as bonus feats.

Organization: Solitary, pair, pack (2-5).

Challenge Rating: +1.

Alignment: Always chaotic evil.

Level Adjustment: +4.

Corpse Vampire Weaknesses

Like supernatural vampires, corpse vampires have a number of weaknesses.

Bleeding: Corpse vampires have blood and can bleed (such as when struck with a wounding weapon). Such bleeding, however, only lasts until the wound heals via the corpse vampire's fast healing ability. If the vampire somehow bleeds to 0 hit points, it is destroyed.

Garlic: Garlic, a blood tonic, is poisonous to corpse vampires. The juice of a garlic clove functions as if it were an acidic poison (this is an exception to the rule that undead are immune to poison)—Fortitude DC 16, 1d8 hit points of initial and secondary damage. When damaged by garlic in this way, the corpse vampire suffers burning agony causing a -1 morale penalty on attack rolls and checks for 2d6 rounds. Each application has a limit of one successful strike, in the manner of poisoned weapons.

An entire one-ounce vial of garlic juice injected into or consumed by the corpse vampire raises the Fortitude DC to 20 and deals 4d6 hit points of initial and secondary damage. The agony of such damage is terrible and the morale penalty increases to -4.

Heart Vulnerability: A wooden or bone piercing weapon thrust into a corpse vampire's heart destroys it instantly. To strike the heart while the corpse vampire is not helpless requires the attacker announce his intentions and to get a critical hit. Wood-hafted weapons with metal heads may

be used for this purpose, the critical strike pushing the wooden haft into the vampire's heart. Striking at the heart draws an attack of opportunity.

Sunlight: Corpse vampires cannot stand sunlight. Exposing one to sunlight for a full round causes it to take damage equal to its maximum hit points, destroying it instantly. A corpse vampire exposed to sunlight for less than a round loses a percentage of its hit points equal to the percentage of the round spent in the light. Cover reduces the damage by half, while improved cover reduces the damage to 0.

Sample Corpse Vampire

This example uses a gnoll as the base creature.

Gnoll Corpse Vampire

Medium Undead (Augmented Humanoid [Gnoll])

Hit Dice: 2d12+3 (16 hp)

Initiative: +4

Speed: 30 ft. (6 squares)

Armor Class: 17 (+3 natural, +2 leather armor, +2 heavy steel shield), touch 10, flat-footed 17

Base Attack/Grapple: +1/+5

Attack: Claw +5 melee (1d4+4) or bite +5 melee (1d4+4) or shortbow +1 ranged (1d6/×3)

Full Attack: 2 claws +5 melee (1d4+4) and bite +0 melee (1d4+2), or shortbow +1 ranged (1d6/×3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Blood drain, create spawn, improved grab

Special Qualities: Damage reduction 2/—, darkvision 60 ft., fast healing 2, flashbacks, light sensitivity, resistance to cold 10

Saves: Fort +3, Ref +0, Will -1

Abilities: Str 19, Dex 10, Con —, Int 4, Wis 9, Cha 4

Skills: Listen +7, Spot +8

Feats: Alertness^B, Improved Initiative^B, Power Attack, Toughness^B

Environment: Warm plains

Organization: Solitary, pair, pack (2–5)

Challenge Rating: 2

Treasure: Standard

Alignment: Always chaotic evil

Advancement: By character class

Level Adjustment: +5

Gnoll corpse vampires are moldering, blood-swollen creatures with fiery eyes and rotting equipment.

Gnoll corpse vampires speak Gnoll.

Combat

Gnoll corpse vampires usually fight like beasts, with straightforward tactics and no mercy. Occasionally, they remember to shoot at fleeing foes.

Blood Drain (Ex): A gnoll corpse vampire can suck blood from a living victim with its fangs by making a suc-

cessful grapple check. If it pins its opponent, it can attempt a single bite as a free action. Thereafter it drains blood, dealing 1d3 points of Constitution damage each round the pin is maintained.

Gnoll corpse vampires require 2 Constitution points of blood every day, often retiring for the evening when they've had their fill. Each day this quota is not met, the gnoll corpse vampire loses one Hit Die temporarily. As the starvation progresses, the gnoll corpse vampire seems to rot. If the gnoll corpse vampire loses its final Hit Die, it is destroyed and looks like a badly rotted corpse.

When a starving gnoll corpse gets 3 points of Constitution in blood, it recovers its lost Hit Die.

Create Spawn (Ex): An appropriate creature slain by a gnoll corpse vampire's blood drain attack rises as a corpse vampire 1d3 nights after its death if it fails a DC 10 Will save. Evil creatures take a -6 penalty on the save, while chaotic evil creatures take a -10 penalty. These new corpse vampires are not under the control of the original gnoll corpse vampire in any way.

Improved Grab (Ex): If the gnoll corpse vampire hits with a claw, it deals normal damage and may attempt to start a grapple as a free action without provoking an attack of opportunity.

Fast Healing (Ex): A gnoll corpse vampire harmed by blood loss, sunlight, or garlic cannot heal that damage until all its other damage has been healed, and even then only heals a number of points equal to its Hit Dice per day.

Flashbacks (Ex): See the Corpse Vampire template.

Light Sensitivity (Ex): Gnoll corpse vampires take a -1 circumstance penalty on attack rolls in brightly lit areas, including the radius of a *daylight* spell.

Skills: Gnoll corpse vampires receive a +4 racial bonus on Listen and Spot checks.

Desiccated

Aptly called the "horrors of the sands" or the "dried ones," desiccated are a special type of undead created from the dried remains of creatures that have perished in the brutal environments of the world's deserts. Skilled necromancer know how to raise desiccated, and these unloving abominations are often used as guardians of ancient tombs, forgotten libraries of arcane knowledge, secret oases, or other locations deemed important by their creator. Dried ones are often found under the command of a mummy lord or another, similar greater undead being.

Appearance Changes

Desiccated are the dried, shriveled remains of the base creature and look only vaguely similar to their previous incarnation. Hollow eye-sockets, missing patches of skin or fur, and a withered musculature, clinging to the sun-bleached and intermittently exposed bones, are all characteristics of a dried one. Specimens exist that have far more frightening and appalling features.

Creating a Desiccated

“Desiccated” is an acquired template that can be added to any living creature besides an elemental or ooze (referred to hereafter as the “base creature”). A desiccated differs from the base creature as follows.

Type: Change to undead.

Hit Dice: Remove all class Hit Dice. Increase all current and future Hit Dice to d12s.

AC: Natural armor improves by +4.

Attack: The desiccated gains a slam attack if it does not already possess a natural attack. Damage for the slam is usual for the base creature’s type and size according to the types in Chapter 1 and Table 1–3: Creature Attributes by Size (page 13).

Special Attacks: A desiccated has all the special attacks of the base creature, except those requiring an active metabolism (meaning Constitution). Supernatural and spell-like attacks are usually maintained, using Charisma in place of Constitution to calculate save DCs. Desiccated gain the following.

Create Spawn (Su): Any living creature with a skeletal structure that dies from the Constitution drain of a desiccated creature rises as a skeleton within 1d4 rounds. Its flesh turns to dust and sloughs off. A desiccated creature can only create skeletons from creatures that have fewer Hit Dice than it does. The desiccated can control up to twice its Hit Dice in animated spawn. Any spawn that exceed this limit cause older skeletons to become uncontrolled. The desiccated chooses which spawn it gives up.

Dehydration (Su): The natural attacks of a desiccated creature deal Constitution damage equal to medium damage for the base creature’s size, according to Table 1–3: Creature Attributes by Size. A Fortitude save (DC 10 + one-half of the desiccated creature’s HD + its Charisma modifier) negates this damage. Any creature immune to dehydration is also immune to this attack.

Special Qualities: A desiccated creature has all the special qualities of the base creature, besides those prohibited by the parameters detailed in Special Attacks. Desiccated gain the following.

Blindsight (Ex): Desiccated no longer possess visual organs (and lose all forms of vision) but can ascertain all foes within 60 feet via a mystical awareness of life. Beyond this range, the creature is considered blind.

Damage Reduction (Ex): Desiccated have damage reduction against all but bludgeoning weapons equal to 1 + one-quarter of their Hit Dice.

Desert Walker (Ex): Desiccated do not take any movement penalties in deserts or other arid terrain.

Immunities (Ex): Desiccated are immune to fire and cold damage.

Turn Resistance (Ex): Desiccated have +2 turn resistance.

Abilities: As undead, desiccated have no Constitution score.

Skills: Desiccated have a +8 racial bonus on Listen checks and a +4 racial bonus on Hide and Move Silently checks when moving on sand or desert terrain.

Environment: Any desert.

Organization: Solitary or gang (2–4). Some desiccated hunt in packs (7–12).

Challenge Rating Remove all Challenge Rating modifiers due to class levels. +1 plus 20% (maximum +2).

Alignment: Any evil, favoring neutral evil.

Level Adjustment: +4.

Sample Desiccated Creature

This example uses an *athach* as the base creature. This desiccated doesn’t use the weapons of the *athach*, and it lost its Constitution-based poison attack.

Duneshambler

Huge Undead (Augmented Aberration)

Hit Dice: 14d12 (91 hp)

Initiative: +1

Speed: 50 ft. (10 squares)

Armor Class: 21 (–2 size, +1 Dex, +12 natural), touch 9, flat-footed 20

Base Attack/Grapple: +10/+26

Attack: Slam +16 melee (1d6+8 plus 2d4 Con) or rock +9 ranged (2d6+8)

Full Attack: Slam +12/+7 melee (1d6+8 plus 2d4 Con), and 2 slams +12 melee (1d6+4 plus 2d4 Con), and bite +12 melee (2d8+4 plus 2d4 Con); or rock +5 ranged (2d6+8), and 2 rocks +5 ranged (2d6+4)

Space/Reach: 15 ft./15 ft.

Special Attacks: Create spawn, dehydration

Special Qualities: +2 turn resistance, blindsight 60 ft., damage reduction 4/bludgeoning, desert walker, immune to fire and cold

Saves: Fort +4, Ref +5, Will +10

Abilities: Str 26, Dex 13, Con —, Int 7, Wis 12, Cha 6

Skills: Climb +9, Hide –3*, Jump +18, Listen +15, Move Silently +5*, Spot +7

Feats: Alertness, Cleave, Multiweapon Fighting, Power Attack, Weapon Focus (bite)

Environment: Temperate desert

Organization: Solitary, blight (duneshambler plus 1d6 skeletons), or affliction (2–4 plus 3d6 skeletons)

Challenge Rating: 10

Treasure: ½ coins; double goods; standard items

Alignment: Always chaotic evil

Advancement: 15–28 HD (Huge)

Level Adjustment: +9

The duneshambler is a hulking, misshapen biped. It stands 18 feet tall and weighs about 2,000 pounds.

A duneshambler speaks a crude dialect of Giant.

Combat

Duneshamblers charge into melee combat unless their opponents are out of reach, in which case they throw rocks.

Create Spawn (Su): Any living creature with a skeletal structure that dies from the Constitution drain of a

duneshambler rises as a skeleton within 1d4 rounds. Its flesh turns to dust and sloughs off. A duneshambler can only create skeletons with 14 or fewer Hit Dice, and it can control up to 28 Hit Dice of spawn. Any spawn that exceed this limit cause older skeletons to become uncontrolled. The duneshambler chooses which spawn it gives up.

Dehydration (Su): The natural attacks of a duneshambler deals Constitution drain, but a DC 15 Fortitude save negates this damage. Any creature immune to dehydration is also immune to this attack.

Blindsight (Su): A duneshambler cannot see, but it can ascertain all foes within 60 feet via a mystical awareness of life. Beyond the range of this ability, the duneshambler is considered blind.

Desert Walker (Ex): Duneshamblers do not take any movement penalties in deserts or other arid terrain.

Skills: Duneshamblers have a +8 racial bonus on Listen checks and a +4 racial bonus on Hide and Move Silently checks when moving on sand or desert terrain.

Fleshbound Vampire

Fleshbound vampires are bloodsucking undead possessing superior physical abilities. Although they are undead, they can breed with each other (or suitable humanoids) to produce young or infect humanoids by forcing them to ingest vampire blood. Damaged by sunlight, garlic, and silver, these vampires are not bound to coffins and lack many of the strange abilities often attributed to supernatural vampires.

Appearance Changes

Fleshbound vampires appear just as they did in life, although they are often paler than their living counterparts, and their eyes sometimes reflect light, like those of a cat. These vampires cast shadows and have reflections in mirrors. It's unlikely that a fleshbound vampire's true nature can be guessed by appearance alone.

Creating a Fleshbound Vampire

"Fleshbound Vampire" is an acquired template that can be added to any living creature besides an elemental, ooze, or plant (referred to hereafter as the "base creature"). A fleshbound vampire differs from the base creature as follows.

Type: Change to undead.

Hit Dice: In this template, Hit Dice stands for total character Hit Dice. Increase all current and future Hit Dice to d12s.

AC: Natural armor improves by +2.

Attacks: A fleshbound vampire without natural attacks gains a slam attack. The slam deals normal damage for the base creature's type and size as determined by the parameters of creature type in Chapter 1 and Table 1-3: Creature Attributes by Size (page 13).

Special Attacks: Extraordinary special attacks with Constitution-based DCs become supernatural, and their DCs become Charisma-based. Fleshbound vampires even

retain the ability to reproduce biologically. Fleshbound vampires gain the following.

Blood Drain (Ex): A fleshbound vampire can attempt to suck blood from a living victim with its fangs by making a successful grapple check. If it pins its opponent, it can attempt a single bite as a free action. Thereafter it drains blood, dealing Constitution damage each round the pin is maintained. The creature can drain a number of points per round equal to the amount of poor damage it can deal for its size (see Table 1-3). An amount of zero ("—") means the creature drains one point of temporary Constitution every two rounds, plus two rounds per zero result below the indicated size.

Fleshbound vampires require 1 point of Constitution per Hit Die in the form of blood every day, often retiring for the evening when they've had their fill. Each day this quota is not met, the fleshbound vampire loses one Hit Die temporarily. As the starvation progresses, the fleshbound vampire looks more gaunt, corpse-like, and animalistic, until it resembles the undead thing it really is. If the fleshbound vampire loses its final Hit Die, it is destroyed and looks like a shriveled corpse.

When a starving fleshbound vampire feeds adequately, in an amount equal to its normal requirement plus the number of Hit Die previously lost, it immediately regains one lost Hit Die, and the other lost Hit Dice return at the rate of one per day.

Create Spawn (Ex): An appropriate creature slain by a fleshbound vampire's blood drain attack rises as a fleshbound vampire the next night after its death. These new fleshbound vampires are not under the control of their parent fleshbound vampire in any way.

Special Qualities: Those extraordinary abilities based on the base creature's metabolism become supernatural. Fleshbound vampires gain the following.

Damage Reduction (Su): A fleshbound vampire's undead body is tough, giving the creature damage reduction 10/silver.

Fast Healing (Ex): A fleshbound vampire heals 5 points of damage each round so long as it has at least 1 hit point. A fleshbound vampire harmed by blood loss, garlic, silver, or magic weapons cannot heal that damage until all of its other damage has been healed, and even then the vampire only heals at a rate of 1 point of damage per hour. A fleshbound vampire can only heal a number of hit points of damage from sunlight per day equal to its own Hit Dice.

Infectious Blood (Ex): Fleshbound vampire blood has infectious and addictive qualities (see Drinking Fleshbound Vampire Blood).

Resistances (Ex): A fleshbound vampire has resistance to cold 10 and resistance to electricity 10.

Slow Regeneration (Ex): Fleshbound vampires can slowly regrow lost limbs over the course of 1d6 days, but it cannot reattach severed limbs.

Turn Resistance (Ex): A fleshbound vampire retains much of its mortal nature and thus has turn resistance

equal to 1 + one-quarter of the fleshbound vampire's Hit Dice.

Abilities: Modify as follows: Strength +4, Dexterity +4, Charisma +2. As undead, fleshbound vampires have no Constitution score.

Skills: Fleshbound vampires receive a +6 racial bonus on Listen and Spot checks.

Feats: Fleshbound vampires gain Alertness, Combat Reflexes, Improved Initiative, Lightning Reflexes, and Toughness as bonus feats.

Organization: Solitary, pair, gang (2–5), or troop (2–5 plus 2–5 blood pawns).

Challenge Rating: +1.

Alignment: Any nongood.

Level Adjustment: +4.

Drinking Fleshbound Vampire Blood

Fleshbound vampires have infectious blood. A few alternatives exist as to how this blood affects the living, which can all be used together, or you can pick one or more. The default is the blood pawn option, facilitating the Blood Pawn template. Most persons of good heart consider knowingly drinking vampire blood a vile act. Paladins and clerics of deities offended by the undead who willingly engage in or suffer any of the following results from meddling with vampire blood lose their powers. Such unfortunates must have *atonement* cast on their behalf to restore what was lost.

Blood Pawn

Creatures who drink the appropriate amount of blood from a fleshbound vampire gain the Blood Pawn template (page 33), following that template's parameters.

Corpse Vampire

Any appropriate creature that drinks or otherwise ingests the blood of a fleshbound vampire comes back as a corpse vampire if it dies with the blood still in its system. Such a creature gains the Corpse Vampire template (page 158).

Fleshbound Vampire

Any creature of the appropriate type that is disabled or dying and drinks the blood of a fleshbound vampire immediately stabilizes, but transforms into a fleshbound vampire over the next 24 hours.

Dhampire

Any appropriate creature that ingests the blood of a fleshbound vampire (amount set by the DM) must make a Fortitude saving throw (DC 10 + one-half of the fleshbound vampire's HD + its Charisma modifier + 1 per previous drink) or gain the Dhampire template (see the Half-Template metatemplate's variants, page 113). It is a dhampirelike creature, not a true dhampire. A dhampire that is created in this way and subsequently loses the Dhampire template immediately takes aging effects as normal for its species. If such a creature has lived past its racial maximum,

it dies and withers. Such dhampirelike creatures may be addicted to blood as delineated in the Blood Pawn template.

The afflicted dhampirelike creature begins to hunger for blood, and must make a Will saving throw (DC as per the earlier Fortitude save) against drinking the blood of any sentient creature it sees bleeding (wounded in combat, and so on). If the infected creature does drink, it must make a similar saving throw to resist drinking its victim dry. Killing another sentient creature in this manner causes the dhampirelike creature to die and transform into a full fleshbound vampire (losing the Dhampire template abilities altogether) after the next day has passed into night.

The only way to redeem the dhampirelike creature is to kill the fleshbound vampire from which the original blood came, thereby cutting the metaphysical tie. Doing so allows the creature to revert to normal over the next 24 hours. Killing the vampire from whom the blood came has no effect on a victim who has already transformed (or is transforming due to having drunk the blood of a sentient creature) into a fleshbound vampire.

Healing

Blood from a fleshbound vampire heals 2 points of damage for every 1 hit point worth of blood. It rots quickly when removed from the fleshbound vampire, though a *gentle repose* spell can preserve the blood for the spell's duration. A container with a *gentle repose* effect can also preserve the blood. This option works very well if combined with a less attractive option.

Fleshbound Vampire Characters

An alignment change from good prevents the use of certain abilities and advancement in certain classes. A fleshbound cleric must dedicate himself to another deity, if his current divinity will not accept an undead cleric. All fleshbound vampire clerics rebuke and command undead instead of turning them. Fleshbound vampire sorcerers and wizards retain enough mortal nature not to lose familiars.

Fleshbound Vampire Reproduction

As indicated in the template, fleshbound vampires can reproduce biologically. To do so requires a partner of the appropriate species that is either alive or also a fleshbound vampire. The offspring of a fleshbound vampire and a living being is a dhampire (see the Dhampire sample of the Half-Template metatemplate). Two fleshbound vampires produce another fleshbound vampire that ages like a normal member of the species until it reaches adulthood, at which point aging ceases.

Fleshbound vampires only rarely have children with other fleshbound vampires, preferring to create spawn through their create spawn ability. More than a few powerful fleshbound vampires have entire mortal bloodlines related to them, however.

Fleshbound Vampire Weaknesses

Like supernatural vampires, fleshbound vampires have a

number of weaknesses. These weaknesses are exactly like those of a corpse vampire (see the Corpse Vampire template, page 158) except as follows.

Bleeding: Even though a fleshbound vampire can bleed, it has some control over its own blood and may use the Concentration skill (DC 10 + twice the amount of bleeding in hit points) to stop bleeding. This check is a move action that does not draw attacks of opportunity, and it must be made each round, or the bleeding resumes (unless the wound causing the bleeding has healed).

Heart Vulnerability: A wooden or silver piercing weapon must be used to pierce the heart of a fleshbound vampire.

Sample Fleshbound Vampire

This example uses a 4th-level human fighter as the base creature. Pavil has the elite array arranged like so: Strength 15, Dexterity 14, Constitution 13, Intelligence 8, Wisdom 10, Charisma 12. He added his 4th-level ability score increase to Strength.

Pavil

Male Human Fleshbound Vampire, 4th-Level Fighter
Medium Undead (Augmented Humanoid)

Hit Dice: 4d12+3 (34)

Initiative: +8

Speed: 30 ft. (6 squares)

Armor Class: 25 (+4 Dex, +2 natural, +6 +1 *elven chain*, +3 +1 *heavy steel shield*), touch 14, flat-footed 21

Base Attack/Grapple: +4/+9

Attack: +1 *keen scimitar* +11 melee (1d6+8/15–20) or masterwork composite longbow (+4 Str bonus) +9 ranged (1d8+4/x3)

Full Attack: +1 *keen scimitar* +11 melee (1d6+8/15–20) or masterwork composite longbow (+4 Str bonus) +9 ranged (1d8+4/x3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Blood drain, create spawn

Special Qualities: +2 turn resistance, damage reduction 10/silver, fast healing 5, infectious blood, resistance to cold 10, resistance to electricity 10, slow regeneration

Saves: Fort +4, Ref +7, Will +3

Abilities: Str 20, Dex 18, Con —, Int 8, Wis 10, Cha 14

Skills: Appraise +0, Climb +5, Handle Animal +4, Intimidate +4, Jump +5, Listen +8, Ride +6, Spot +8, Swim +3

Feats: Alertness^B, Cleave^B, Combat Reflexes^B, Improved Initiative^B, Improved Sunder^B, Iron Will, Lightning Reflexes^B, Power Attack, Toughness^B, Weapon Focus (scimitar), Weapon Specialization (scimitar)^B

Challenge Rating: 5

Alignment: Neutral evil

Effective Character Level: 8th

A murderer, Pavil was cast out into the wilderness by his north-dwelling clan. He fared well there, preying on those unfortunate enough to cross his path and eventually falling in with similar ne'er-do-wells. This all changed when

Pavil's band took a young girl from a passing group of strangers for sport—what was good in Pavil made him protect her. When her kinsman, an immortal blood-drinker, came to find the girl, Pavil was the only man given any sort of mercy. When he awoke, a fine blade lay by his side, but all of his other treasures were gone.

Now Pavil acts by night as he did in life. He's a robber, a cutthroat, and a brigand. Despite his cruelty and avarice, he will not harm children or violate women, nor will he harm members of his old clan.

Pavil looks human—blonde and robust, with ice-gray eyes, and long, braided locks. He still sports a wide mustache and dresses in fine furs and jewels.

Possessions: +1 *elven chain*, +1 *heavy steel shield*, +1 *keen scimitar*, masterwork composite longbow (+4 Str bonus), quiver (20 arrows), *potion of inflict moderate wounds*, *potion of bull's strength*, jewelry and furs (500 gp), 76 gp.

Combat

Pavil is very aggressive and not very smart, relying overmuch on his superior quickness and resilience to give him the edge in melee combat.

Blood Drain (Ex): Pavil can attempt to suck blood from a living victim with his fangs by making a successful grapple check. If he pins his opponent, he can attempt bite as a free action. Thereafter he drains blood, dealing 1d3 points of Constitution damage each round the pin is maintained.

Pavil requires 4 Constitution points of blood each day. Each day this quota is not met, he loses one Hit Die temporarily. As the starvation progresses, Pavil looks more gaunt, corpse-like, and animalistic, until he resembles the undead thing he really is. If Pavil loses his final Hit Die, he is destroyed and looks like a shriveled corpse.

When starving, if Pavil feeds adequately, in an amount equal to 4 + Hit Dice previously lost, he immediately regains one lost Hit Die, and the other lost Hit Dice return at the rate of one per day.

Create Spawn (Ex): An appropriate creature slain by Pavil's blood drain attack rises as a fleshbound vampire the next night after its death. These new fleshbound vampires are not under Pavil's control in any way. (Pavil usually burns those he slays.)

Fast Healing (Ex): If Pavil is harmed by blood loss, garlic, silver, or magic weapons, he cannot heal that damage until all of his other damage has been healed, and even then he only heals at a rate of 1 point of damage per hour. Pavil can only heal 4 points of damage from sunlight per day.

Infectious Blood (Ex): Pavil's blood has infectious and addictive qualities (see Drinking Fleshbound Vampire Blood).

Slow Regeneration (Ex): Pavil regrows lost limbs over the course of 1d6 days, but he cannot reattach severed limbs.

Skills: Fleshbound vampires receive a +6 racial bonus on Listen and Spot checks.

Paleoskeleton

Paleoskeletons are the fossilized remains of long-dead creatures animated by special rituals associated with spirits of the earth. Shamans or druids who know the proper rites can summon these undead dinosaurs as guardians. Evil clerics have necromantic arts that allow them to raise similar creations, though fossil skeletons associated with mere negative energy are much weaker.

Appearance Changes

A paleoskeleton simply looks like the skeleton of the beast from which it came. Close examination or touch reveals the fossilized nature of the bones.

Creating a Paleoskeleton

“Paleoskeleton” is an acquired template that can be applied to any dinosaur, prehistoric animal, or any other living creature appropriate for fossil remains (referred to hereafter as the “base creature”). A paleoskeleton differs from the base creature as follows.

Type: Change to undead. Paleoskeletons have the earth subtype.

Hit Dice: Remove all class Hit Dice. Increase all current and future Hit Dice to d12s.

Speed: Winged paleoskeletons fly via supernatural means.

AC: Natural armor changes to a number based on the paleoskeleton’s size, as shown on the following table.

| Size | Natural Armor |
|--------------|---------------|
| ≤ Tiny | +1 |
| Small | +2 |
| Medium | +4 |
| Large | +6 |
| Huge | +8 |
| ≥ Gargantuan | +10 |

Attacks: A paleoskeleton loses any attack that requires fleshy parts to work.

Special Attacks: Extraordinary special attacks with Constitution-based DCs become supernatural, and their DCs become Charisma-based. Any attack that requires flesh, such as swallow whole, is lost. Paleoskeletons gain the following.

Fossilize (Su): Once per day, plus once per 8 Hit Dice, a paleoskeleton can make a touch attack as a standard action, without provoking attacks of opportunity. Any opponent struck by this attack must succeed on a Fortitude save (DC 10 + one-half of the paleoskeleton’s HD + its Charisma modifier) or be affected as if by a *flesh to stone* spell. Caster level equals to the paleoskeleton’s Hit Dice.

Primal Roar (Su): A paleoskeleton can unleash an eerie roar once every 1d4+1 rounds. Creatures within 100 feet of the paleoskeleton must succeed on a Will saving throw (DC 10 + one-half of the paleoskeleton’s HD + its Cha-

isma modifier) or become shaken for 2d6 rounds. Any creature succeeding on the Will save is immune to roars from the same paleoskeleton for 24 hours. This is a sonic, mind-affecting fear effect to which any creature with more Hit Dice than the roaring paleoskeleton is immune.

Special Qualities: Extraordinary abilities based on the base creature’s metabolism become supernatural, but those based on fleshy parts are lost. Paleoskeletons gain the following.

Damage Reduction (Ex): Paleoskeletons are comprised of fossilized bone. They have damage reduction 8/—.

Immunity to Cold (Ex): Paleoskeletons are immune to cold.

Turn Resistance (Ex): Because of their spiritual nature, paleoskeletons get turn resistance equal to 1 plus one-quarter of their Hit Dice (maximum +10).

Abilities: Modify as follows: Dexterity +2, Charisma +2. Paleoskeletons, as undead, have no Constitution score. The mental attributes of the base creature are maintained.

Feats: Paleoskeletons gain Improved Initiative as a bonus feat.

Environment: Any.

Challenge Rating: +1 plus 20% (maximum +3).

Alignment: Always neutral.

Level Adjustment: +5 (cohort).

Sample Paleoskeleton

The following example uses a triceratops as the base creature.

Triceratops Paleoskeleton

Huge Undead (Augmented Animal, Earth)

Hit Dice: 16d12+12 (116 hp)

Initiative: +4

Speed: 30 ft. (6 squares)

Armor Class: 16 (–2 size, +8 natural), touch 8, flat-footed 16

Base Attack/Grapple: +12/+30

Attack: Gore +20 melee (2d8+15)

Full Attack: Gore +20 melee (2d8+15)

Space/Reach: 15 ft./10 ft.

Special Attacks: Fossilize, powerful charge, primal roar, trample 2d12+15

Special Qualities: +5 turn resistance, damage reduction 8/—, darkvision 60 ft., immunity to cold, low-light vision, scent

Saves: Fort +10, Ref +10, Will +8

Abilities: Str 30, Dex 11, Con —, Int 1, Wis 12, Cha 9

Skills: Listen +13, Spot +12

Feats: Alertness, Improved Initiative^B, Iron Will, Toughness (4)

Environment: Any

Organization: Solitary

Challenge Rating: 12

Treasure: None

Alignment: Always neutral

Advancement: 17–32 HD (Huge); 33–48 HD (Gargantuan)

Level Adjustment: —

This skeletal triceratops has a body about 25 feet long and weighs about 8,000 pounds.

Combat

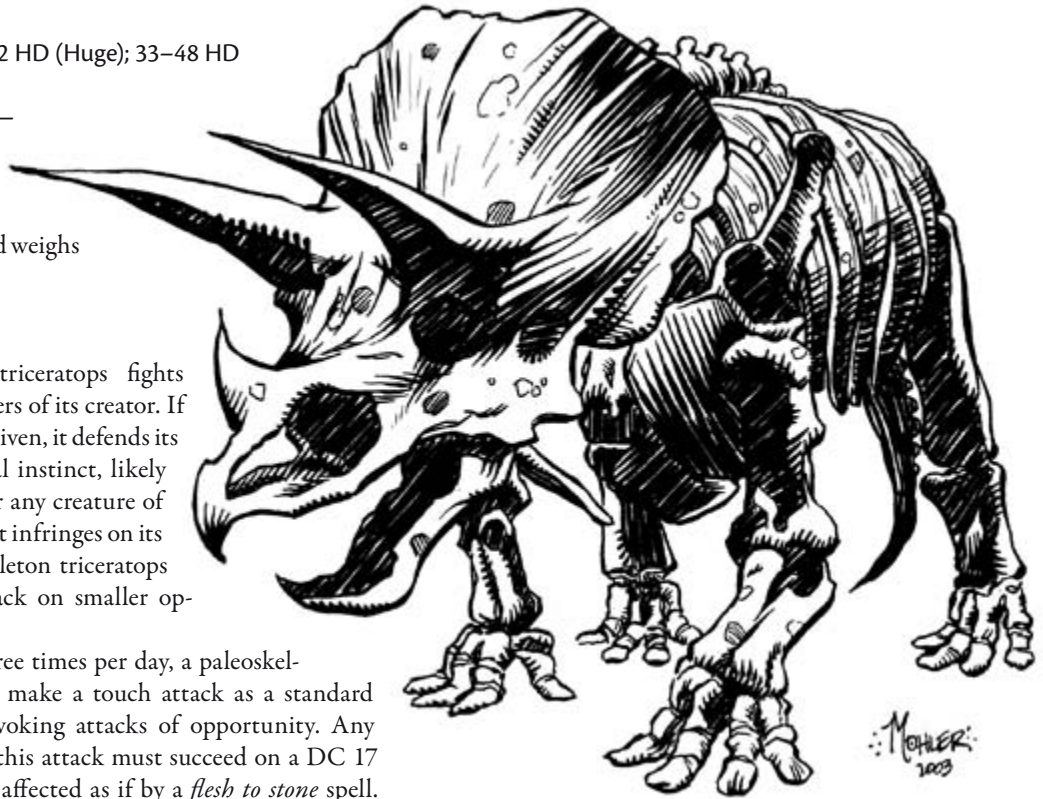
The paleoskeleton triceratops fights according to the orders of its creator. If no orders have been given, it defends its territory with animal instinct, likely to charge and skewer any creature of at least Large size that infringes on its territory. A paleoskeleton triceratops uses its trample attack on smaller opponents.

Fossilize (Su): Three times per day, a paleoskeleton triceratops can make a touch attack as a standard action, without provoking attacks of opportunity. Any opponent struck by this attack must succeed on a DC 17 Fortitude save or be affected as if by a *flesh to stone* spell. Caster level 16th. The save DC is Charisma-based.

Powerful Charge (Ex): When a triceratops charges, its gore attack deals 4d8+20 points of damage.

Primal Roar (Su): A paleoskeleton triceratops can unleash an eerie roar once every 1d4+1 rounds. Creatures within 100 feet of the paleoskeleton triceratops must succeed on a DC 17 Will saving throw or become shaken for 2d6 rounds. Any creature succeeding on the Will save is immune to roars from the same paleoskeleton triceratops for 24 hours. This is a sonic, mind-affecting fear effect to which any creature with more Hit Dice than the roaring paleoskeleton triceratops is immune. The save DC is Charisma-based.

Trample (Ex): Reflex half DC 28. The save DC is Strength-based.



Creating a Skinhusk

“Skinhusk” is a template that can be added to any living creature that has a skin (referred to hereafter as the “base creature”). A skinhusk differs from the base creature as follows.

Type: Change to undead. Skinhusks don’t gain the augmented subtype.

Hit Dice: Remove all class Hit Dice. Increase all current and future Hit Dice to d12s.

Speed: If the base creature can fly, the skinhusk retains that ability but its maneuverability decreases by one category (minimum of poor).

Base Attack: Recalculate as if the base creature were always undead (Hit Dice \times .5).

Attack: The skinhusk gains a slam attack if it does not already possess a natural attack. Damage for the slam is usual for the base creature’s type and size according to the types in Chapter 1 and Table 1–3: Creature Attributes by Size (page 13).

Special Attacks: A skinhusk has all the extraordinary special attacks of the base creature, except those requiring an active metabolism (meaning Constitution), internal organs, sensory organs, or a tongue. Supernatural and spell-like attacks are lost. Skinhusks gain the following.

Energy Drain (Su): Living creatures hit by a skinhusk’s natural attack gain one negative level. For each negative level bestowed, the skinhusk gains 5 temporary hit points. A skinhusk can use its energy drain ability once per round.

Filled Core (Su): Skinhusks are often filled with various substances that damage those who strike the creature in melee. When the skinhusk takes piercing or slashing damage, some of its filling spurts out of the creature into

Skinhusk

An idea born of the vilest necromantic depravation, the skinhusk is a hollow shell of a creature’s skin, animated to undeath by rituals of unspeakable evil.

Appearance Changes

Created from the flayed skin, muscle, and bone of a creature, skinhusks bear a strong but chilling and twisted resemblance to their former, living incarnations. A skinhusk has prominent stitches where the skin was sewn together prior to animation. Skinhusks often lack eyes, tongues, or other facial features. The skin also takes on a ghastly pallor that is sickening to behold, although this telltale sign of the skinhusk’s true nature can only be seen in the brilliance of daylight or its magical equivalent. Skinhusks cannot talk or make any vocal sounds whatsoever.

the square adjacent to the skinhusk where the attack came from. This usually hits the attacker with the contents of the skinhusk. If the attack was a ranged attack or reach weapon, the eruption still occurs into the appropriate adjacent square, possibly hitting anyone there. A creature possibly hit by a spurt is allowed a Reflex save (DC 10 + one-half of the skinhusk's HD + its Dexterity modifier) to avoid the spurt. Choose among the following.

Brown Mold: A skinhusk filled with brown mold radiates cold. The skin of the skinhusk shields the creature's opponents from the full brunt of the mold, so those within 5 feet take only 1d6 points of cold damage per round. Fire damage dealt to the skinhusk causes the mold to erupt and cover the ground in the area the skinhusk currently occupies. A single attack that deals points of cold damage in excess of one-half the skinhusk's hit points destroys the mold within the skinhusk. If the skinhusk is destroyed while the mold still lives, the skinhusk breaks open, filling its Space with brown mold. See Chapter 3, *Dungeon Ecology*, Slimes, Molds, and Fungi of the *DMG* for more on brown mold.

Caustic or Flammable Substance: The inside of the skinhusk is filled with bladders of acids, bases, alchemist's fire, or similar substances (such as caustic gas). A single spurt deals acid or fire damage equal to medium damage for the skinhusk's size according to Table 1–3: Creature Attributes by Size (page 13). Further, the skinhusk explodes when it is destroyed, dealing damage of the same type and die type in an amount equal to one-half of its Hit Dice in a burst centered on the skinhusk. The burst extends from the skinhusk in a radius equal to the skinhusk's Space. Those caught in the burst may make a Reflex save to take half damage.

Disease: The skinhusk is filled with a contagion. Appropriate diseases are inhaled or contact, such as cackle fever and slimy doom (see Chapter 8 of the *DMG* for more on diseases)—inhaled diseases do not allow a Reflex save to avoid infection. The skinhusk explodes when it is destroyed, covering a burst extending from the skinhusk in a radius equal to the creature's space with the disease.

Poison: The skinhusk is filled with bladders of inhaled or contact poison (see Chapter 8 of the *DMG* for more on poisons). Inhaled poisons do not allow a Reflex save to avoid contact. The skinhusk explodes when it is destroyed, covering a burst extending from the skinhusk in a radius equal to the creature's space with the poison.

Yellow Mold: The skinhusk is filled with virulent yellow mold. The mold spurts a cloud of poisonous spores

whenever the skinhusk is slashed open or pierced. The mold is protected from fire and light by the skinhusk, but if the skinhusk is destroyed by fire, so is the mold. If the skinhusk is destroyed while the mold still lives, the skinhusk breaks open, filling its Space with yellow mold and a 10-foot burst extending from the skinhusk with yellow mold spores. See Chapter 3, *Dungeon Ecology*, Slimes, Molds, and Fungi of the *DMG* for more on yellow mold.

Special Qualities: A skinhusk has all the extraordinary special attacks of the base creature, except those requiring an active metabolism (meaning Constitution), internal organs, sensory organs, or a tongue. Supernatural and spell-like attacks are lost. Skinhusks gain the following.

Blindsight (Su): Skinhusks no longer possess visual organs but can ascertain all foes within 60 feet via a mystical awareness. Beyond this range, the creature is considered blind.

Damage Reduction (Ex): Skinhusks have damage reduction 5/slashing.

Immunities (Ex): Skinhusks are immune to acid, cold, and fire.

Turn Resistance (Ex): Skinhusks have +2 turn resistance.

Saves: Recalculate as if the base creature were always undead (good Will save only).

Abilities: Skinhusks are mindless undead, and therefore have no Intelligence score, a Wisdom of 11, and a Charisma of 1. As undead, skinhusks have no Constitution score.

Skills: None, although all skinhusks have a +4 racial bonus on Move Silently checks.



Feats: Replace all allowed feats with the Toughness feat.

Environment: Any.

Organization: Solitary, pair, or gang (2–5).

Treasure: Usually none.

Challenge Rating: Calculate as if the creature were always undead (1 CR per 4 Hit Dice) and add +3.

Alignment: Always neutral evil.

Level Adjustment: —

Sample Skinhusk

This example uses a dire bear as the base creature.

Dire Bear Skinhusk

Large Undead

Hit Dice: 12d12+15 (93 hp)

Initiative: +1

Speed: 40 ft. (8 squares)

Armor Class: 17 (–1 size, +1 Dex, +7 natural), touch 10, flat-footed 16

Base Attack/Grapple: +6/+20

Attack: Claw +15 melee (2d4+10)

Full Attack: 2 claws +15 melee (2d4+10) and bite +10 melee (2d8+5)

Space/Reach: 10 ft./5 ft.

Special Attacks: Energy drain, filled core (brown mold), improved grab

Special Qualities: +2 turn resistance, blindsight 60 ft., damage reduction 5/slashing, immunities (acid, cold, fire), scent

Saves: Fort +4, Ref +5, Will +8

Abilities: Str 31, Dex 13, Con —, Int —, Wis 11, Cha 1

Skills: Move Silently +5

Feats: Toughness (5)

Environment: Any

Organization: Solitary or pair

Challenge Rating: 6

Treasure: None

Alignment: Always neutral evil

Advancement: 13–16 HD (Large); 17–36 HD (Huge)

Level Adjustment: —

This massive creature looks like a large grizzly with bony protrusions and a patchwork of stitches in its hide.

Combat

A dire bear skinhusk attacks by tearing at opponents with its claws.

Energy Drain (Su): Living creatures hit by a skinhusk dire bear's natural attack gain one negative level. For each negative level bestowed, the skinhusk dire bear gains 5 temporary hit points. A skinhusk dire bear can use its energy drain ability once per round.

Filled Core (Brown Mold) (Su): The skinhusk dire bear is filled with brown mold, which deals 1d6 points of cold damage to those within 5 feet of the skinhusk. Fire damage dealt to the skinhusk dire bear cause the mold to erupt

and cover the ground in the area the skinhusk currently occupies. A single attack that deals 47 or more points of cold damage destroys the mold within the skinhusk. If the skinhusk dire bear is destroyed while the mold still lives, the skinhusk breaks open, filling its Space with brown mold. See Chapter 3, *Dungeon Ecology*, Slimes, Molds, and Fungi of the *DMG* for more on brown mold.

Improved Grab (Ex): To use this ability, a dire bear skinhusk must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Terror Vampire

Familiar are tales of vampires, how these ruthless barons of the undead world leech the very lifeblood from the living in order to perpetuate their abominable existence. Few have actually met one of these horrors, and a still smaller number have survived to tell the tale.

However, not all vampires live by consuming blood. Some live off the fear they create in the hearts of other beings, draining psychic and physical energies from their terrified victims. This particular strain of vampire is known as the fear-drinker or terror vampire.

Appearance Changes

Terror vampires have a chilling and otherworldly aspect to their appearance. They are at once compelling and revolting, both charismatic and odious. Although these monsters strongly resemble the forms they had in life, there are a few discernible signs that belie their true nature, such as a sickly pallor to the skin, hauntingly feral eyes, and clawlike fingernails.

Creating a Terror Vampire

“Terror Vampire” is an acquired template that can be added to any living creature besides an elemental, ooze, or plant (referred to hereafter as the “base creature”). A terror vampire differs from the base creature as follows.

Type: Change to undead.

Hit Dice: In this template, Hit Dice stands for total character Hit Dice. Increase all current and future Hit Dice to d12s.

AC: Natural armor improves by +4.

Attacks: A terror vampire without natural attacks gains a slam attack. The slam deals normal damage for the creature's type and size as determined by the parameters of creature type in Chapter 1 and Table 1–3: Creature Attributes by Size. A terror vampire's natural weapons are considered magic for overcoming damage reduction.

Special Attacks: Extraordinary special attacks with Constitution-based DCs become supernatural, and their DCs become Charisma-based. Terror vampires gain the following.

Absorb Fear (Ex): As a full-round action, the terror vampire may deal 1 point of Wisdom damage per round to all creatures within 60 feet made to cower by its aura

of fear ability. Creatures dealt this damage are entitled to another Will save each round (+1 to the roll per previous attempt) to overcome the aura's effect. Those that do are shaken for 1d6 rounds thereafter.

The terror vampire may also drain individual creatures that are suffering from any form of fear. To do so, the terror vampire must make a successful grapple check against the creature. If it gets a pin, it may lock eyes with the opponent as a free action and deal 1d4 points of Wisdom drain each round it maintains the pin and eye contact. Blind creatures and creatures without eyes are not immune to this attack.

The terror vampire gains 1 temporary hit point per point of Wisdom damage it deals. It gains 5 temporary hit points per point of Wisdom drain it deals.

Create Spawn (Su): A creature slain by a terror vampire's energy drain rises as a terror vampire spawn (see template of the same name in this section) 1d4 days after death. If the creature cannot qualify for the Terror Vampire Spawn template, it does not rise. Potential spawn with more Hit Dice than the terror vampire do not rise.

A humanoid or monstrous humanoid with 5 or fewer Hit Dice that is reduced to 0 Wisdom by a terror vampire's absorb fear attack rises as a terror vampire spawn (see Terror Vampire Spawn following the template) 1d4 days after death. A creature with 5 or more Hit Dice instead returns as a terror vampire.

In either case, the new terror vampire or spawn is under the command of the terror vampire that created it and remains enslaved until its master's destruction. At any given time a terror vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed terror vampires or terror vampire spawn. A terror vampire that is enslaved may create and enslave spawn of its own, so a master terror vampire can control a number of lesser terror vampires in this fashion. A terror vampire may voluntarily free enslaved spawn in order to enslave new spawn, but once freed, a terror vampire or terror vampire spawn cannot be enslaved again.

Children of the Night (Su): Once per day, as a standard action, a terror vampire can call forth a number of spider swarms equal to good damage for the creature's size +1, a number of ravens equal to good damage for the creature's size ×5, or a clutch of Tiny vipers equal to good damage for the creature's size ×2. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) Use Table 1–3: Creature Attributes by Size (page 13) to determine the die type used for this power. The called creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Energy Drain (Su): Living creatures hit by a terror vampire's natural attack gain two negative levels. For each negative level bestowed, the terror vampire gains 5 temporary hit points. The save DC to remove a negative level equals 10 + one-half of the terror vampire's HD + its Charisma modifier. A terror vampire can use its energy drain ability once per round.

Fear Aura (Su): A terror vampire generates an aura of fear in a 60-foot emanation centered on itself. All creatures entering this area must make a Will save (DC 10 + one-half of the terror vampire's HD + its Charisma modifier) or cower until it saves. It may save against the aura each round. If a creature cowed by this ability is attacked, it immediately stops cowering and becomes shaken for 2d6 rounds. Those who succeed the save are still shaken for 1d6 rounds. An opponent that is affected by the fear aura and recovers, or one having successfully saved against it, is immune to the same terror vampire's fear aura for 24 hours. This is a mind-affecting fear effect.

Special Qualities: Those extraordinary abilities based on the base creature's metabolism become supernatural. Terror vampires gain the following.

Damage Reduction (Ex): A terror vampire's undead body is tough, giving the creature damage reduction 10/cold iron and magic.

Fast Healing (Ex): A terror vampire heals 5 points of damage each round so long as it has at least 1 hit point. Damage from sunlight or fire can only be healed at a rate of 1 point per round. If reduced to 0 hit points or fewer, a terror vampire automatically assumes shadow form and attempts to escape. It must reach its lair within 3 hours or be utterly destroyed. Once at rest, it rises to 1 hit point after 1 hour, then resumes healing at the rate of 5 hit points per round.

Resistances (Ex): A terror vampire has resistance to electricity 20 and resistance to cold 20.

Shadow Form (Su): As a standard action, a terror vampire can take the form of a fearsome-looking shadow (not the undead creature, just a shadow). In this form, the terror vampire can move at its normal speed and is insubstantial and unable to interact with the physical world. It gets a +10 circumstance bonus on Hide checks in shadowy or dark areas. The shadow form can travel through any opening that light can breach and on any surface that can hold a shadow. The shadow form cannot enter any area lit by bright, pure light, such as the area of a *daylight* spell.

Turn Resistance (Ex): A terror vampire has +4 turn resistance.

Abilities: Modify as follows: Strength +4, Dexterity +4, Intelligence +2, Wisdom +4, Charisma +6. As undead creatures, terror vampires have no Constitution score.

Skills: Terror vampires receive a +8 racial bonus on Hide, Intimidate, Listen, Move Silently, Search, Sense Motive, and Spot checks.

Feats: Terror vampires gain Alertness, Combat Reflexes, Dodge, Improved Initiative, and Lightning Reflexes as bonus feats, assuming the base creature meets the prerequisites and doesn't already have these feats.

Organization: Solitary, pair, gang (1 plus 2–5 terror vampire spawn), or troupe (1–2 plus 2–5 terror vampire spawn)

Challenge Rating: +2.

Treasure: Double that of the base creature.

Alignment: Always chaotic evil.

Level Adjustment: +7.

Terror Vampire Characters

Terror vampires are always chaotic evil, which causes characters of certain classes to lose some class abilities. In addition, certain classes take additional penalties.

Clerics: Terror vampire clerics lose their ability to turn undead but gain the ability to rebuke undead. This ability does not affect the vampire's controller or any other vampires that a master controls. A terror vampire cleric has access to two of the following domains: Dread, Evil, Gloom, or Trickery.

Sorcerers and Wizards: Terror vampire sorcerers and wizards retain their class abilities, but if a character has a familiar other than a raven or snake, the link between them is broken, and the familiar shuns its former companion. The character can summon another familiar, but it must be a raven or a snake.

Terror Vampire Spawn

Terror vampire spawn are creatures with fewer Hit Dice than the terror vampire that created them, most often 4 or fewer Hit Dice. This variant shows how terror vampire spawn differ from terror vampires. All rules not changed by this variant stay the same as the Terror Vampire template, such as allowed creature types, changing type to undead, rules for changing special attacks, save DC formulas, and racial ability score bonuses. Terror vampire spawn are equally vulnerable to attacks that slay terror vampires (see Terror Vampire Weaknesses). Terror vampire spawn differ from terror vampires as follows.

AC: Natural armor improves only by +2.

Special Attacks: Terror vampire spawn only gain the following.

Absorb Fear (Su): The terror vampire spawn may drain individual opponents that are suffering from any form of fear. To do so, the spawn must make a successful grapple check against the opponent. If it gets a pin, it may lock eyes with the opponent and deal 1d4 points of Wisdom damage. Blind creatures and creatures without eyes are not immune to this attack. Each point of Wisdom the opponent loses provides the terror vampire spawn with 1 temporary hit point.

Energy Drain (Su): Living creatures hit by a terror vampire spawn's natural attack gain one negative level. For each negative level bestowed, the terror vampire spawn gains 5 temporary hit points. A terror vampire spawn can use its energy drain ability once per round.

Instill Fear (Su): The terror vampire spawn can direct its gaze at a single opponent within 30 feet. That opponent must make a Will saving throw (DC 10 + one-half of the spawn's HD + its Charisma modifier) against the effect or cower in fear. Those who succeed on the save are still shaken for 1d3 rounds. If a creature cowed by this ability is attacked, it stops cowering and becomes shaken for 1d6 rounds. An opponent that is affected by instill fear and recovers, or one having successfully saved against it, is immune to the same terror vampire spawn's instill fear attack for 24 hours. This is a mind-affecting fear effect.

Special Qualities: Terror vampire spawn only gain the following.

Damage Reduction (Su): Terror vampire spawn have damage reduction 5/cold iron.

Fast Healing (Ex): A terror vampire spawn heals 2 points of damage each round. Damage from sunlight and fire is healed at a rate of 1 every other round. If reduced to 0 hit points or fewer, a terror vampire spawn automatically assumes shadow form and attempts to escape. It must reach its lair within 3 hours or be utterly destroyed. Once at rest, it rises to 1 hit point after 1 hour, then resumes healing at the rate of 2 hit points per round.

Resistances (Ex): A terror vampire spawn has resistance to electricity 10 and resistance to cold 10.

Shadow Form (Su): As the Terror Vampire template.

Turn Resistance (Ex): Terror vampire spawn have +2 turn resistance.

Skills: Terror vampire spawn receive only a +4 racial bonus on Hide, Intimidate, Listen, Move Silently, Search, Sense Motive, and Spot checks.

Feats: Terror vampire spawn only gain Alertness, Improved Initiative, and Lightning Reflexes as bonus feats.

Challenge Rating: Only +1.

Advancement: Terror vampire spawn do not advance unless freed from enslavement. They then advance as the base creature would.

Level Adjustment: —

Terror Vampire Weaknesses

Terror vampires recoil from a strongly presented holy symbol. A terror vampire cannot stand the sound of laughter or anything to do with love. These things don't harm the terror vampire—they merely keep it at bay.

Animals can detect the presence of a terror vampire, acting nervous and vocal when one is within 120 feet. Like normal vampires, terror vampires cannot enter a building unless invited in by someone with the authority to do so. They may freely enter public or abandoned places, since these are by definition open to all.

Simply reducing a terror vampire's hit points to 0 or below incapacitates but doesn't destroy it. However, exposing a terror vampire to direct sunlight disorients it and instantly robs it of one-half of its hit points. It can take only a single move action or attack action and is destroyed utterly in the next round if it cannot escape. Driving a gold or gold-plated shaft through a terror vampire's heart instantly paralyzes the monster. However, it returns to life if the shaft is removed, unless the body is destroyed.

Sample Terror Vampire

This example uses a harpy as the base creature.

Terror Harpy

Medium Undead (Augmented Monstrous Humanoid)

Hit Dice: 7d12 (45 hp)

Initiative: +8



Speed: 20 ft. (4 squares), fly 80 ft. (average)
Armor Class: 19 (+4 Dex, +5 natural), touch 14, flat-footed 15
Base Attack/Grapple: +7/+9
Attack: Club +9 melee (1d6+2) or claw +9 melee (1d3+2)
Full Attack: Club +9/+4 melee (1d6+2) and 2 claws +4 melee (1d3+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Absorb fear, captivating song, children of the night, create spawn, energy drain, fear aura
Special Qualities: +4 turn resistance, damage reduction 10/cold iron and magic, darkvision 60 ft., fast healing 5, resistance to cold 20, resistance to electricity 20, shadow form
Saves: Fort +2, Ref +11, Will +8
Abilities: Str 14, Dex 19, Con —, Int 9, Wis 16, Cha 23
Skills: Bluff +14, Hide +12, Intimidate +18, Listen +17, Move Silently +12, Perform (oratory) +8, Search +11, Sense Motive +11, Spot +13
Feats: Alertness^B, Combat Reflexes^B, Dodge, Flyby Attack, Improved Initiative^B, Lightning Reflexes^B, Persuasive
Environment: Temperate marshes
Organization: Solitary, pair, gang (1 plus 2–5 terror vampire spawn), or troupe (1–2 plus 2–5 terror vampire spawn)
Challenge Rating: 6
Treasure: Double standard
Alignment: Always chaotic evil
Advancement: By character class
Level Adjustment: +10

This harpy is wide-eyed and drawn, its pale flesh tight over its emaciated frame.

Combat

Terror harpies use their captivating songs to draw in prey. They then use their fear auras to cow victims and begin feeding. A terror vampire harpy's natural attacks are considered magic for overcoming damage reduction.

Absorb Fear (Ex): As a full-round action, the terror harpy may deal 1 point of Wisdom damage per round to all creatures within 60 feet made to cower by its fear aura ability. Creatures dealt this damage are entitled to another Will save each round (+1 to the roll per previous attempt) to overcome the aura's effect. Those that do are shaken for 1d6 rounds thereafter.

The terror harpy may also drain individual creatures that are suffering from any form of fear. To do so, the terror harpy must make a successful grapple check against the creature. If it gets a pin, it may lock eyes with the opponent as a free action and deal 1d4 points of Wisdom drain each round it maintains the pin and eye contact. Blind creatures and creatures without eyes are not immune to this attack.

The terror harpy gains 1 temporary hit point per point of Wisdom damage it deals. It gains 5 temporary hit points per point of Wisdom drain it deals.

Captivating Song (Su): When a terror harpy sings, all creatures (other than terror harpies or harpies) within a 300-foot spread must succeed on a DC 19 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same terror harpy's song for 24 hours. The save DC is Charisma-based.

A captivated victim walks toward the terror harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. (Thus, a fighter cannot run away or attack but takes no defensive penalties.) A victim within 5 feet of the terror harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the terror harpy sings and for 1 round thereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save.

Create Spawn (Su): A creature slain by a terror harpy's energy drain rises as a terror vampire spawn (see template of the same name, page 170) 1d4 days after death. If the creature cannot qualify for the Terror Vampire Spawn template, it does not rise.

A creature with 5 or fewer Hit Dice that is reduced to 0 Wisdom by a terror harpy's absorb fear attack rises as a terror vampire spawn (see the Terror Vampire Spawn template, page 170) 1d4 days after death. A creature with 5 or more Hit Dice instead returns as a terror harpy.

In either case, the new terror vampire or spawn is under the command of the terror harpy that created it and remains enslaved until its mistress' destruction. At any given time

a terror harpy may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed terror vampires or terror vampire spawn. A terror vampire that is enslaved may create and enslave spawn of its own, so a master terror harpy can control a number of lesser terror vampires in this fashion. A terror harpy may voluntarily free enslaved spawn in order to enslave new spawn, but once freed, a terror vampire or terror vampire spawn cannot be enslaved again.

Children of the Night (Su): Once per day, as a standard action, a terror harpy can call forth 1d6+1 spider swarms, an unkindness of 5d6 ravens, or a clutch of 2d6 Tiny vipers. The called creatures arrive in 2d6 rounds and serve the terror harpy for up to 1 hour.

Energy Drain (Su): Living creatures hit by a terror harpy's natural attack gain two negative levels. For each negative level bestowed, the terror harpy gains 5 temporary hit points. A DC 19 Fortitude save removes a negative level. The save DC is Charisma-based. A terror harpy can use its energy drain ability once per round.

Fear Aura (Su): A terror harpy generates an aura of fear in a 60-foot emanation centered on itself. All creatures entering this area must make a DC 19 Will save or cower until it saves. It may save against the aura each round. If a creature cowed by this ability is attacked, it immediately stops cowering and becomes shaken for 2d6 rounds. Those who succeed the save are still shaken for 1d6 rounds. An opponent that is affected by the fear aura and recovers, or one having successfully saved against it, is immune to the same terror harpy's fear aura for 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based.

Fast Healing (Ex): A terror harpy heals 5 points of damage each round so long as it has at least 1 hit point. Damage from sunlight or fire can only be healed at a rate of 1 point per round. If reduced to 0 hit points or fewer, a terror harpy automatically assumes shadow form and attempts to escape. It must reach its lair within 3 hours or be utterly destroyed. Once at rest, it rises to 1 hit point after 1 hour, then resumes healing at the rate of 5 hit points per round.

Shadow Form (Su): As a standard action, a terror harpy can take the form of a fearsome-looking shadow (not the undead creature, just a shadow). In this form, the terror harpy can move at its normal speed and is insubstantial and unable to interact with the physical world. It gets a +10 circumstance bonus on Hide checks in shadowy or dark areas. The shadow form can travel through any opening that light can breach and on any surface that can hold a shadow. The shadow form cannot enter any area lit by bright, pure light, such as the area of a *daylight* spell.

Skills: Terror harpies have a +4 racial bonus on Bluff. They have a +12 bonus on Listen checks and a +8 racial bonus on Hide, Intimidate, Move Silently, Search, Sense Motive, and Spot checks.

True Mummy

The true mummy is the pinnacle of the embalmer's art—a

sentient undead as powerful as many liches. The problem with becoming one is that almost all the vital work for the creation of the true mummy occurs after the death of the person to be preserved, and no guarantees can be had that the embalmer will do the job correctly or that he will not steal the immortal power of the true mummy for his own, leaving the mummy as a nearly mindless automaton of the gods of death.

Generally, someone who becomes a true mummy had an overwhelming goal motivating her toward eternal life. This goal propels the new mummy through her undeath.

Appearance Change

A true mummy is a preserved corpse animated by divine necromancies. Unlike traditional mummies, the true mummy remains in good physical condition, avoiding the fate of the dull-minded corpses that are lesser mummies. At the end of the embalming process, a true mummy simply appears as a thin body wrapped in fine linen, which is covered with ritual writings. Some traditions do not cover the mummy's head, or unwrap the mummy completely after a successful ritual. Such mummies may even look almost alive. True mummies may wear and use any clothing or equipment that a living creature of their base type can.

Creating a True Mummy

"True Mummy" is an acquired template that can be added to any living creature with an Intelligence score greater than 3, other than an elemental, an ooze, or a plant (referred to hereafter as the "base creature"). A true mummy differs from the base creature as follows.

Type: Change to undead.

Hit Dice: In this template, Hit Dice stands for total character Hit Dice. Increase all current and future Hit Dice to d12s.

AC: Natural armor improves by +4.

Attacks: A true mummy without natural attacks gains a slam attack. The slam deals normal damage for the base creature's type and size as determined by the parameters of creature type in Chapter 1 and Table 1–3: Creature Attributes by Size.

Special Attacks: Extraordinary special attacks with Constitution-based DCs become supernatural, and their DCs become Charisma-based. True mummies gain the following.

Gaze of Despair (Su): Under the withering gaze of the long-dead mummy, a viewer must succeed on a Will save (DC 10 + one-half of the true mummy's HD + its Charisma bonus) or cower in fear for 1d6+1 rounds, remaining shaken for the next 3d6 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours.

Special Qualities: Those extraordinary abilities based on the base creature's metabolism become supernatural. True mummies gain the following.

Damage Reduction (Ex): True mummies have damage reduction 10/—.

Fast Healing (Ex): As long as the true mummy is in possession of its sacred vessels (see Sacred Vessels section), it regains hit points at an exceptionally fast rate, even when reduced below zero hit points. Each round the true mummy heals 5 + one-half of the its Hit Dice in hit points. The mummy recovers even from the utter destruction of its body.

Immunities (Ex): The true mummy is immune to cold, electricity, and polymorphing.

Turn Resistance (Ex): A true mummy has turn resistance equal to 1 plus one-third of its Hit Dice.

Abilities: Modify as follows: Strength +6, Wisdom +2, Charisma +2. As an undead creature, the true mummy has no Constitution score.

Feats: A true mummy gains Toughness as a bonus feat.

Challenge Rating: +2.

Treasure: Standard.

Alignment: Usually evil.

Level Adjustment: +6.

Becoming a True Mummy

A true mummy is always created via a long ritual that is planned before the aspiring mummy's death. This ritual requires the sacred vessels detailed here.

Sacred Vessels

The core element of becoming a true mummy is the removal of the organs during the embalming process and placing them into specially prepared sacred vessels, which in turn store the true mummy's essential soul and persona. Unless the true mummy is separated from these sacred vessels, no mere physical attacks can ever slay it due to its fast healing.

Each would-be true mummy must make (or have made) three sacred vessels. The sacred vessels are usually small stone or clay jars (sometimes metal) just large enough to contain the fresh organs to be placed within. Many also have rings mounted upon their top so they may be hung from a rope or cord. A sacred vessel has a hardness of 12 and 30 hit points, with a spell resistance of 12 + the creator's level.

The sacred vessels contain some of the essential energies of the embalmed true mummy. Each jar contains one or more organs, and each organ is linked to a specific ability. The liver is linked to Intelligence, stomach and small and large intestines to Wisdom, and spleen and lungs to Charisma. If any are destroyed, the true mummy can be killed, and only a *wish* or *miracle* can restore the creature. Destruction of one or more of the jars also causes the mummy to lose her former self over the course of 39 days divided by the number of jars destroyed. She begins to forget things, lose class abilities, and act erratic and aggressive. Once this process is complete, the mummy is a desecrated true mummy (see True Mummy Variant) and the sacred vessels become nonmagical (except for their hardness and hit points).

For creatures other than the mummy, these essential aspects of the true mummy can be put to great use. Owning one of the vessels grants a +1 sacred bonus to the ability score to which the jar is linked. Further, one jar may be used

as a focus for evil or necromantic spells, granting +1 to the user's caster level for such spells (or +2 if the spell is both evil and necromantic). Using a jar for the level bonus depletes its spiritual energies, and can only be used to provide the bonus once per Hit Die of the true mummy. Once the soul is depleted, the jar is considered destroyed, reverting to a nonmagical vessel (except for hardness and hit points). Using a sacred vessel in either way is an evil act, no matter what the alignment of the mummy.

A true mummy can track her sacred vessels unerringly (and cannot be destroyed until they are). She can use the jars as foci for *scrying* or *clairvoyance/clairaudience* (if she possesses either ability), as if the area in which they lie is known. Further, the mummy may treat any area containing her sacred vessels as very familiar for the purposes of *teleport* or similar magic.

Strong varies; CL 13th; Craft Wondrous Item, *death ward*, *dimensional anchor*, *gentle repose*, *small miracle*, *spell resistance*; Price: 30,000 gp per jar. The would-be true mummy must sacrifice 3,600 experience points in the process of the jars' creation.

Variant True Mummy

The following variant is what a true mummy becomes if its sacred vessels are destroyed. This variant also allows the true mummy template to be used to create a mummy like that in the *MM*.

Desecrated True Mummy

If the true mummy's sacred vessels are destroyed, the creature loses all memories of its former life and becomes the abomination that follows. A desecrated true mummy usually has a true mummy as its base creature, but this variant can be applied to any creature that qualifies for the True Mummy template.

Hit Dice: Remove all class Hit Dice. Double remaining racial Hit Dice. If the true mummy had character levels, the desecrated true mummy has 1 additional Hit Die for every 2 character levels lost.

Base Attack: Recalculate according to new Hit Dice and the undead type (Hit Dice \times .5)

Speed: Reduce base land speed by 10 feet, to a minimum of 10 feet or that of the base creature, whichever is lower.

Armor Class: Natural armor improves by +6 over that of the true mummy.

Special Attacks: Desecrated true mummies lose all of the true mummy's special attacks. They gain the following.

Despair (Su): At the mere sight of a mummy, the viewer must succeed on a Will save (DC 10 + one-half of the desecrated true mummy's HD + its Charisma modifier) or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours.

Mummy Rot (Su): Supernatural disease-slam, Fortitude DC 10 + one-half of the desecrated true mummy's HD + its Charisma modifier, incubation period 1 minute; damage 1d6 Con and 1d6 Cha. Unlike normal diseases, mummy

rot continues until the victim reaches Constitution 0 (and dies) or is cured as described below.

Mummy rot is a powerful curse resulting from the mummy's desecrated state, not a natural disease. A character attempting to cast any conjuration (healing) spell on a creature afflicted with mummy rot must succeed on a DC 20 caster level check, or the spell has no effect on the afflicted character.

To eliminate mummy rot, the curse must first be broken with *break enchantment* or *remove curse* (requiring a DC 20 caster level check for either spell), after which a caster level check is no longer necessary to cast healing spells on the victim, and the mummy rot can be magically cured as any normal disease.

An afflicted creature that dies of mummy rot shrivels away into sand and dust that blow away into nothing at the first wind.

Special Attacks: Desecrated true mummies lose all of the true mummy's special qualities. They gain the following.

Damage Reduction (Ex): Desecrated true mummies have damage reduction 5/—.

Vulnerability to Fire (Ex): A desecrated true mummy's form shrivels and dries, making it vulnerable to fire. The mummy takes half again as much (+50%) damage as normal from the effect, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Abilities: Modify as follows: Strength +8, Intelligence -4. Penalized abilities cannot be reduced below 3 or that of the base creature, whichever is lower.

Skills: Recalculate using the desecrated true mummy's new Hit Dice and Intelligence bonus. Class skills for a desecrated true mummy are Hide, Listen, Move Silently, and Spot.

Feats: Reselect based on new Hit Dice. A desecrated true mummy favors Alertness and any of the true mummy's original feats it can still qualify for.

Challenge Rating: 1 per 4 Hit Dice +3.

Advancement: Desecrated mummies can advance in undead Hit Dice to double their initial Hit Dice (no size change). While desecrated true mummies lose all memories of their former lives, they maintain strong personalities and may advance by character class if the base creature could do so.

Level Adjustment: —

Sample True Mummy

The following example uses a 10th-level human transmuter as the base creature. Kaminheni has the elite array arranged like so: Strength 8, Dexterity 14, Constitution 10, Intelligence 15, Wisdom 12, Charisma 13. She increased her Intelligence by 1 point at 4th and 8th level.

Kaminheni, the Traveler

Female Human True Mummy, 10th-level Transmuter

Medium Undead

Hit Dice: 10d12+3 (73 hp)

Initiative: +2

Speed: 30 ft. (6 squares)

AC: 21 (+2 Dex, +4 natural, +2 armor, +3 deflection), touch 15, flat-footed 19

Base Attack/Grapple: +5/+7

Attack: +2 *quarterstaff* +9 melee (1d6+5 [used two-handed]) or slam +7 melee (1d3+2) or masterwork light crossbow +8 ranged (1d8/19–20)

Full Attack: +2 *quarterstaff* +9 melee (1d6+5 [used two-handed]) or slam +7 melee (1d3+2) or masterwork light crossbow +8 ranged (1d8/19–20)

Space/Reach: 5 ft./5 ft.

Special Attacks: Gaze of despair, spells

Special Qualities: +4 turn resistance, damage reduction 10/—, darkvision 60 ft., fast healing 10, immunities

Saves: Fort +4, Ref +6, Will +10

Abilities: Str 14, Dex 14, Con —, Int 17, Wis 14, Cha 15

Skills: Concentration +12, Craft (carving) +7, Knowledge (arcana) +13, Knowledge (dungeoneering) +13, Knowledge (history) +13, Knowledge (the planes) +13, Knowledge (religion) +13, Spellcraft +13

Feats: Brew Potion^B, Combat Casting, Craft Wand^B, Dodge, Mobility, Scribe Scroll^B, Silent Spell^B, Spell Penetration, Still Spell, Toughness^B

Challenge Rating: 12

Alignment: Lawful neutral

Effective Character Level: 16th

Kaminheni is striking in aspect, with pale, sculpturesque features, red lips, and dark, plaited hair adorned with ancient jewelry. She looks like a living statue more than a human being, especially with her utterly black eyes, and under her clothes she is still wrapped in her funerary linens. Her voice is low and resonant.

The Traveler is interested only in knowledge, having given up the pleasures of the body while still in the flowering of youth. She is cold and distant, her mind always occupied with some mystery. Yet, it is told in stories of her passing that her personality is not without humor.

Though her true name is known only to her, it is rumored the Traveler was once a princess—one gifted with the final power of eternal life. She now wanders the land in search of lost lore and magical power, immortal and alone.

Kaminheni speaks Celestial, Draconic, Infernal, and Common.

Possessions: *Bracers of armor* +2, +2 *quarterstaff*, masterwork light crossbow, quiver (20 masterwork bolts), *cloak of resistance* +1, *ring of climbing*, *ring of protection* +3, *wand of flame arrow* (CL 5th, 17 charges), *wand of magic weapon* (CL 1st, 7 charges), scroll baldric and cases (arcane, CL 10th: *animate rope*, *comprehend languages* (2), *erase* (2), *knock*, *gaseous form*, *screaming*, *teleport*), potion case (*inflict serious wounds*, *inflict moderate wounds* (2), *invisibility*, *truth*), *handy haversack*, travel spellbook, journal, ink, pen, tiny gold chest, jewelry (2,500 gp), 30 pp.

Spell Book: 0—all in *PHB* besides enchantment and evocation; 1st—*animate rope*, *comprehend languages*, *dis-*

guise self, endure elements, erase, expeditious retreat, feather fall, magic weapon, message, shocking grasp, reduce, shield; 2nd—alter self, blur, knock, levitate, resist energy, scare, summon swarm; 3rd—clairaudience/clairvoyance, dispel magic, flame arrow, fly, gaseous form, haste; 4th—arcane eye, dimension door, minor globe of invulnerability, scrying, stone shape; 5th—Leo's secret chest, passwall, shadow evocation, teleport.

Combat

Kaminheni avoids direct combat unless it serves her purposes. Then she uses her gaze and magic to prevent close-quarters fighting for as long as possible. If the fight is not one in which she wishes to participate, she flees. However, she is well aware of her form's attributes, and is not afraid of confrontation.

Gaze of Despair (Su): DC 17 Will save or cover in fear for 1d6+1 rounds, remaining shaken for the next 3d6 rounds. Whether or not the save is successful, that creature cannot be affected again by Kaminheni's despair ability for 24 hours. The save DC is Charisma-based.

Typical Wizard Spells Prepared (4+1/5+1/5+1/4+1/3+1/2+1, base save DC 14 + spell level,): 0—*detect magic* (2), *mage hand* (2), *read magic*; 1st—*disguise self, expeditious retreat, feather fall, shield* (2), *shocking grasp*; 2nd—*blur, levitate, knock, resist energy, scare* (DC 15), *summon swarm*; 3rd—*clairaudience/clairvoyance, dispel magic, fly, gaseous form, haste*; 4th—*arcane eye, dimension door, minor globe of invulnerability, stone shape*; 5th—*passwall, shadow evocation* (DC 18), *teleport*.

Fast Healing (Ex): As long as the Kaminheni is in possession of her sacred vessels (currently in *Leo's secret chest*), she regains hit points at an exceptionally fast rate, even when reduced below zero hit points. Kaminheni recovers even from the utter destruction of her body.

Immunities (Ex): Kaminheni is immune to cold, electricity, and polymorphing.

Undead-Blooded

Occasionally a male sentient undead under the effects of the *veil of life* spell (new spell, page 190) uses his mortal time to engage in acts other than sabotage and espionage. A female of the same base species as the undead in question, if impregnated and brought to term, invariably gives birth to twins—one stillborn and one seemingly alive and normal. The living twin bears the mark of his conception as one of the undead-blooded.

A female undead impregnated while under the effects of the *veil of life* miscarries when the spell expires. If the spell is extended for the full duration of her species' gestation period, she gives birth to a single undead-blooded without the stillborn twin.

Fleshbound vampires can carry young like their living counterparts. Many undead-blooded are descendants of these prolific and twisted blood-drinkers.

Undead-blooded souls are marred by the taint of their necromantic origins, and some become powerful necro-

mancers in their own right. More often, their sensitivity to necromancy results in a powerful and natural revulsion, leading to their existence as hunters of the risen dead.

Appearance Changes

Undead-blooded are pale and have a touch of otherworldly unpleasantness about them. Many have unusual features, such as albinism or white hair.

Creating an Undead-Blooded

“Undead-Blooded” is an inherited template that can be added to any living creature that reproduces sexually besides an elemental, outsider, or plant (referred to hereafter as the “base creature”). An undead-blooded differs from the base creature as follows.

Hit Dice: Hit Dice in this template stands for total character Hit Dice.

Special Attacks: Undead-blooded gain the following.

Necromancy Affinity (Ex): Undead-blooded cast spells from the necromancy school of magic at +1 caster level.

Smite Undead (Su): Once per day, plus once per 5 Hit Dice, an undead-blooded can attempt to smite undead with one normal melee attack. The undead-blooded adds its Charisma bonus (if positive) as a bonus on the attack roll and deals 1 extra point of damage per Hit Die. The smite has no effect, but is still used up for that day, if the undead-blooded uses it on a creature that is not undead.

Special Qualities: Undead-blooded gain the following.

Darkvision (Ex): Undead-blooded can see in nonmagical darkness up to a range of 60 feet, or the base creature's range, whichever is better.

Detect Undead (Sp): At will, an undead-blooded can cast *detect undead*. Caster level equals the undead-blooded's character Hit Dice.

Light Sensitivity (Ex): One-third of all undead-blooded are sensitive to bright light, taking a –1 circumstance penalty on attack rolls in bright sunlight or within the radius of a *daylight* spell.

Necromantic Resistance (Ex): The undead-blooded's necromantic origin grants it a +2 racial bonus on saves against ability damage, ability drain, death effects, disease, energy drain, mind-affecting effects, poison, paralysis, sleep, and stunning.

Abilities: Modify as follows: Wisdom+2. Undead-blooded seem almost unnaturally alert and sensitive and wise beyond their years.

Skills: An undead-blooded's stare is unnerving and cold, seeming to inspect a person's very soul. It grants it a +2 racial bonus on Intimidate checks.

Level Adjustment: +1.

Sample Undead-Blooded

The following example uses a halfling ranger 2/paladin 3 as the base creature. Sven uses the elite ability score array arranged like so: Strength 15, Dexterity 14, Constitution 8, Intelligence 12, Wisdom 10, Charisma 13. He increased his Charisma to 14 at 4th level.

Sven Varian

Male Lekassi*, 2nd-level Ranger/3rd-level Paladin

Small Humanoid (Halfling)

Hit Dice: 2d8–2 plus 3d10–3 (24 hp)

Initiative: +3

Speed: 20 ft. (4 squares)

AC: 18 (+1 size, +3 Dex, +4 mithral shirt), touch 14, flat-footed 15

Base Attack/Grapple: +5/+2

Attack: +1 *short sword* +10 melee (1d4+2/19–20) or masterwork composite shortbow (+2 Str) +10 ranged (1d4+1/x3)

Full Attack: +1 *short sword* +8 melee (1d4+2/19–20) and masterwork short sword +8 melee (1d4/19–20); or masterwork composite shortbow (+2 Str) +10 ranged (1d4+1/x3)
Space/Reach: 5 ft./5 ft.

Special Attacks: Favored enemy (undead +2), lekassi traits, smite evil 1/day, smite undead 2/day

Special Qualities: Aura of courage, aura of good, darkvision 60 ft., detect evil, detect undead, divine grace, divine health, lay on hands 6/day, lekassi traits, light sensitivity, wild empathy +4 (+0 magical beasts)

Saves: Fort +8, Ref +10, Will +7; +2 racial bonus on saves against ability damage, ability drain, death effects, disease, energy drain, mind-affecting effects, poison, paralysis, sleep, and stunning; +2 morale bonus on saves against fear

Abilities: Str 13, Dex 16, Con 8, Int 12, Wis 12, Cha 14

Skills: Climb +7, Diplomacy +4, Heal +2, Hide +11, Intimidate +4, Jump +7, Knowledge (dungeoneering) +4, Knowledge (religion) +5, Listen +7, Move Silently +7, Search +4, Sense Motive +6, Spot +4, Survival +6

Feats: Iron Will, Track^B, Two-Weapon Fighting^B, Weapon Finesse

Challenge Rating: 5

Alignment: Lawful good

Effective Character Level: 6th

*Lekassi is the halfling word for Sven's undead-blooded race.

Sven Varian is an albino halfling whose mother died birthing him and his stillborn sister. The halfling's long hair is stark white and his skin is only slightly ruddier, with a bluish tint from the underlying veins. Unlike normal albinos, Sven's eyes are grey and cutting. He is quiet and watchful, respectful and humble, but righteous to the core. Wordlessly putting the needs of others before his own, Sven seeks neither fame nor fortune in his quest to slay the unliving. Simple clothing of gray hues adorns Sven's wiry frame, and he wears a wide-brimmed hat to protect himself from the bright light of the sun.

Sven speaks Halfling, Infernal, and Common.

Possessions: Mithral shirt, +1 *short sword*, masterwork short sword, masterwork composite shortbow (+2 Str), quiver (10 masterwork arrows, 5 masterwork silver arrows, 1 masterwork blessed arrow), *potion of cure light wounds* (3), *silversheen* (2), holy water (3), traveler's outfit, 40 gp.

Combat

Sven is a judicious fighter and a brave leader. Honor never outweighs the safety of his comrades.

Favored Enemy (Ex): Sven gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against undead. He gains the same bonus on weapon damage.

Lekassi Traits (Ex): See Lekassi Racial Traits.

Smite Evil (Su): Once per day, Sven may attempt to smite evil with one normal melee attack. He adds +2 on the attack roll and deals 3 extra points of damage. If he smites a creature that is not evil, the attempt is still used.

Smite Undead (Su): Twice per day, Sven may attempt to smite an undead creature with one normal melee attack. He adds +2 on the attack roll and deals 5 extra points of damage. If he smites a creature that is not undead, the attempt is still used.

Aura of Courage (Su): Sven is immune to fear and each ally within 10 feet of him gains a +4 morale bonus on saving throws against fear effects.

Detect Evil (Sp): *Detect evil* at will as the spell. Caster level 3rd.

Detect Undead (Sp): *Detect undead* at will as the spell. Caster level 5th.

Divine Health (Ex): Sven is immune to disease.

Lekassi Characters

Lekassi (singular and plural) are extremely rare in halfling clans, even though their name is the halflings' word for the undead-blooded among them. Halfling undead-blooded pass their traits along to their progeny without dilution.

Lekassi Racial Traits

Lekassi have the following characteristics.

☞ –2 Strength, +2 Dexterity, +2 Wisdom.

☞ Small.

☞ Lekassi base speed is 20 feet.

☞ **Darkvision (Ex):** A lekassi can see in the dark out to 60 feet. This vision is black and white.

☞ **Detect Undead (Sp):** At will, a lekassi can cast *detect undead*. Caster level equals the lekassi's character level.

☞ **Necromancy Affinity (Ex):** Lekassi cast spells from the necromancy school of magic at +1 caster level.

☞ **Smite Undead (Su):** Once per day, a lekassi can attempt to smite undead with one normal melee attack. The lekassi adds his Charisma bonus (if positive) to his attack roll and deals 1 extra point of damage per character level. The smite has no effect, but is still used up for that day, if the lekassi uses it on a creature that is not undead.

☞ +1 racial bonus on attack rolls with slings and thrown weapons.

☞ +1 racial bonus on all saving throws.

☞ +2 morale bonus on saving throws against fear (stacks with the +1 above).

☞ +2 racial bonus on saves against ability damage, ability

drain, death effects, disease, energy drain, mind-affecting effects, poison, paralysis, sleep, and stunning.

☞ +2 racial bonus on Climb, Intimidate, Jump, Listen, and Move Silently checks.

☞ *Automatic Languages:* Halfling and Common. *Bonus Languages:* Dwarven, Elven, Gnome, Goblin, Orc.

☞ *Favored Class:* Rogue.

☞ *Level Adjustment:* +1.

Variant Undead

A number of variants exist for undead, and many weird forms of these creatures exist. From perversions of nature that maintain the soul of the once-living creature to abominations that retain the abilities of a creature with supernatural potency, these variants will keep your players guessing.

Exoskeleton

The Skeleton template (see the Skeleton entry in the *MM*) can be applied to creatures with exoskeletons as much as those with internal bones. For a wicked surprise, use the Greater Skeleton template or Greater Zombie template (both following this section) to maintain such a creature's poison.

Greater Undead

Greater undead are undead that maintain the extraordinary qualities of a creature by converting such powers to supernatural ones. Such a creature also retains the memories, class levels, base attack bonus, saves, skills, and feats of the base creature, while gaining all parts of an undead template not associated with recalculations based on the undead type or loss of character level. Greater undead can be created using the versions of *create undead* or *create greater undead* found in this book. Some specific considerations follow.

Type: Change to undead. With reference to modifying other undead templates, greater undead do gain the augmented subtype, and they don't lose any subtypes.

Special Attacks: A greater undead retains all the base creature's special attacks. Extraordinary special attacks with Constitution-based DCs become supernatural and their DCs become Charisma-based.

Special Attacks: A greater undead retains all the base creature's special qualities. Those extraordinary abilities based on the creature's metabolism become supernatural.

Saves: Saves stay the same as those of the base creature. Loss of a Constitution score means a +0 modifier on Fortitude saves.

Skills: Same as base creature, adding any bonuses offered by the normal undead template.

Feats: Same as base creature, adding any bonus feats offered by the normal undead template.

Organization: Usually the same as the base creature or solitary.

Challenge Rating: Alter Challenge Rating for the loss of any significant abilities. The creature's class levels apply to Challenge Rating, of course.

Treasure: Same as base creature.

Alignment: Same as base creature (usually evil).

Advancement: A greater undead can be created at any advancement level possible for the base creature, but cannot advance in racial Hit Dice after its creation. A creature that can advance by character class can still do so.

Greater Skeleton

Use the Skeleton template in the *MM*, but a greater skeleton can have any amount of Hit Dice, limited only by the base creature's Hit Dice. Greater skeletons differ from normal skeletons as per the general rules for greater undead that preceded this entry and as follows.

Hit Dice: Increase all current and future Hit Dice to d12s. The only limit on a greater skeleton's potential Hit Dice is the caster level of the spellcaster who creates them.

Speed: Winged greater skeletons retain the ability to fly via supernatural means.

Abilities: Modify as for the Skeleton template, except a greater skeleton's Intelligence, Wisdom, and Charisma scores remain the same as the base creature.

Challenge Rating: +1.

Level Adjustment: +1, unless the skeleton lost more than 5 points of natural armor.

Greater Zombie

Use the Zombie template in the *MM*, but a greater zombie can have any amount of Hit Dice, limited only by the base creature's Hit Dice. Greater zombies differ from normal zombies as per the general rules for greater undead that preceded this entry and as follows.

Hit Dice: Increase all current and future Hit Dice to d12s. Do not double racial Hit Dice. The only limit on a greater zombie's potential Hit Dice is the caster level of the spellcaster who creates them.

Speed: Flying creatures lose no maneuverability.

Special Qualities: A greater zombie does not gain the normal zombie limitation of single actions only.

Abilities: Modify as for the Zombie template, except a greater zombie's Intelligence, Wisdom, and Charisma scores remain the same as the base creature.

Challenge Rating: +1.

Level Adjustment: +1.

Hardened

Hardened undead are corporeal undead specially treated to be tougher and more resilient. They differ from base undead as follows.

AC: Natural armor improves by +1.

Special Qualities: Hardened undead gain the following.

Damage Reduction (Ex): Hardened undead have damage reduction 5/—.

Variant Vampires

These variants provide expanded use for the Vampire template and vampire spawn found in the *MM*.

Changing the Vampire Template

Altering the Vampire template from the *MM* in the following ways allows the template more leeway. The template can be applied to any living creature besides an elemental, ooze, or plant.

Special Attacks: Extraordinary special attacks with Constitution-based DCs become supernatural, and their DCs become Charisma-based. Make the following changes to the vampire's special attacks.

Blood Drain (Ex): A vampire's blood drain scales as blood drain does in the Vampiric Creature template (page 76).

Children of the Night (Su): Once per day, as a standard action, a vampire can call forth a number of rat swarms equal to good damage for the creature's size +1, a number of bat swarms equal to medium damage for the creature's size +1, or a pack of wolves equal to good damage for the creature's size × 3. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) Use Table 1–3: Creature Attributes by Size (page 13) to determine the die type used for this power. The called creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Dominate (Su): This ability functions as shown in the *MM*, but it uses a *lesser dominate* spell (new spell, page 186) instead of *dominate person*. Caster level equals the vampire's Hit Dice or 12th, whichever is higher.

Create Spawn (Su): A creature slain by a vampire's energy drain rises as a vampire spawn 1d4 days after burial. If the creature cannot qualify for the Vampire Spawn template (later in this section), it does not rise. Potential spawn with more Hit Dice than the vampire do not rise.

If the vampire instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or fewer Hit Dice or as a vampire if it had 5 or more Hit Dice. (Enslaving works as per the *MM*'s Vampire template.)

Undead Vampires

The vampire template can even be applied to other undead. Energy drain should only rarely stack above two levels, though.

Vampire Spawn

Vampire spawn are humanoids or monstrous humanoids (and other creatures you allow) with fewer Hit Dice than the vampire that created them, most often 4 or fewer Hit Dice. This variant shows how vampire spawn differ from vampires. All rules not changed by this variant stay the same as the Vampire template, such as allowed creature types, changing type to undead, rules for changing special attacks, save DC formula, and racial ability score bonuses. Vampire spawn are equally vulnerable to attacks that slay vampires (see Vampire Weaknesses in the *MM*). Vampire spawn differ from vampires as follows.

AC: Natural armor improves by +3.

Special Attacks: Vampire spawn only gain the following.

Blood Drain (Ex): A vampire's blood drain scales as blood drain does in the Vampiric Creature template (page 76).

Dominate (Su): A vampire spawn can crush an oppo-

nent's will just by looking into his or her eyes. This is similar to a gaze attack, except that the vampire spawn must use a standard action, and those merely looking at it are not affected. Anyone the vampire spawn targets must succeed on a Will save (DC 10 + one-half of the vampire spawn's HD + its Charisma modifier) or fall instantly under the vampire spawn's influence as though by a *lesser dominate* spell. The ability has a range of 30 feet. Caster level equals one-half of the vampire spawn's Hit Dice or 5th, whichever is higher.

Energy Drain (Su): Living creatures hit by a vampire spawn's natural attack gain one negative level. For each negative level bestowed, the vampire spawn gains 5 temporary hit points. A vampire spawn can use its energy drain ability once per round.

Special Qualities: Vampire spawn only gain the following.

Damage Reduction (Ex): Vampire spawn have damage reduction 5/silver.

Fast Healing (Ex): A vampire spawn heals 2 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Once at rest in its coffin, it is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 2 hit points per round.

Gaseous Form (Su): At will, as a standard action, a vampire spawn can assume *gaseous form* as the spell, but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability. Caster level equals one-half of the vampire spawn's Hit Dice or 6th, whichever is higher.

Resistances (Ex): Vampire spawn have resistance to electricity 10 and resistance to cold 10.

Spider Climb (Ex): A vampire spawn can climb sheer surfaces as though with a *spider climb* spell.

Turn Resistance (Ex): Vampire spawn have +2 turn resistance.

Skills: Vampire spawn only gain a +4 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks.

Feats: Vampire spawn only gain Alertness, Improved Initiative, and Lightning Reflexes as bonus feats.

Challenge Rating: Only +1.

Advancement: Vampire spawn do not advance unless freed from enslavement. They then advance as the base creature would.

Level Adjustment: —

Alternative Vampire Spawn

Alternatives to vampire spawn include the possibility of low-HD creatures slain by a vampire becoming corpse vampires or even fleshbound vampires, using the Corpse Vampire template (page 158) or Fleshbound Vampire template (page 162). Only your imagination and the metaphysics of your game world are limits.

Appendix I: Campaign Options

This section presents a number of options usable in a modular fashion to alter your campaign. Some allow you to explain the existence of a templated monster in your setting, while others simply work from the template theme to provide more options to you and your players.

Skills and Feats

Skills and feats are essential to determining a character's true capabilities. The options presented here support the capabilities of characters found elsewhere in this book or the implementation of options found in this book.

Skills

A few new uses for the skills appear in this section.

Control Shape (Uis)

Moon wildlings can control whether or not they change forms. In fact, the change is only involuntary on occasions when the wildling is injured or on the night of the full moon. Then the wildling can use Control Shape to resist the change, though few do.

Check: Moon wildlings make checks to resist involuntary changes and to change form when they want to. An injured wildling must also check for an involuntary change after accumulating enough damage to reduce his or her hit points by one-quarter and again after each additional quarter lost (save DC same as for full moon). The closer the moon is to full, the easier it is for a moon wildling to change form.

| Task | DC |
|---|----|
| Resist involuntary change (full moon, injury) | 15 |
| Voluntary change (full moon) | 10 |
| Voluntary change (half moon) | 15 |
| Voluntary change (quarter moon) | 20 |
| Voluntary change (no moon) | 25 |

Retry: Check for an involuntary change each time a triggering event occurs. On a failed check to make a voluntary return to normal form, the creature must remain in wildling form until the next dawn, when he or she automatically returns to normal form.

Craft (Embalming)

Embalming is the art of preparing a body for burial in such a way that preservation is maximized. The craft of embalming a body to prepare it for use in a magical ritual is a

more difficult job, given the perishable materials involved. This craft comprises all forms of preparation, from basic embalming to mummification to preparation for reanimation as undead.

| Desired Treatment | DC | Cost ¹ |
|---|----|-------------------|
| Ready a body simply for burial | 10 | 5 gp |
| Ready a body well for burial | 15 | 20 gp |
| Ready a body intricately for burial (mummy) | 20 | 100 gp |
| Prepare a body for <i>animate dead</i> | 20 | 50 gp |
| Prepare a body for <i>create undead</i> | 25 | 200 gp |
| Prepare a body for <i>create greater undead</i> | 25 | 300 gp |

¹ *This is the market price of the process. (Many poor or simple folk don't bother with embalming their loved ones for burial.) Those using the skill need only pay one-third this cost for raw materials. Multiply this cost by the same number as indicated under the Carrying Capacity column on Table 1–2: Creature Size Statistics (page 12) to get the actual cost for creatures of varying sizes.*

Success with a check to ready a body for burial halts decay for a time, prepares skin and hair for a brief viewing, and clothes the deceased in proper garments, all while preventing odor or decay from distracting mourners at the funeral. The body ceases to decay up to one week in temperate conditions, half that in tropical conditions, and up to a month (or longer) in cold conditions. It decays slower than normal thereafter.

Mummy embalming is an extremely long and involved process that requires desiccation of the body, soaking in natron salts, removal of the brain and organs, varnishing with resin and preservatives, and wrapping with long bands of linen interspersed with protective symbols.

Preparing a skeletal corpse for animation involves removing all skin and flesh by boiling but preserving cartilage and ligaments in place for proper range of motion of the animated bones. It also hardens foot and hand bones for greater durability. Preparing a fleshy corpse for animation preserves it from quick decay, keeping the flesh intact by draining the most easily corrupted fluids and removing unnecessary organs (such as

the lungs and intestines) that are often the first site of rot. A corporeal undead creature successfully prepared with this skill gains the Hardened variant (page 177). An incorporeal undead prepared with this skill gains +1 hit point per Hit Die from the respect shown its body.

Craft (Taxidermy)

A DC 15 check prepares the skin, fur, hair, and/or feathers of a dead creature for long-term display as a memorial or trophy. Cost is the same as readying a body well for burial with Craft (embalming). Craft (taxidermy) is also used to create skinhusks and skinrugs, either taking a DC 20 Craft (taxidermy) check. Cost for these two is the same as preparing a body for *create undead*. A skinhusk may be given the Hardened variant only if its creator succeeds on a DC 25 Craft (taxidermy) check.

Feats

Feats are a staple of character customization, and they allow new rules to be implemented with an eye toward game balance. This section explores feats that allow the use of options appearing elsewhere in this book. The metamagic feats detailed here, for instance, have been altered to consider spell templates and the feats granting them. A new type of feat, the ceremonial feat, is also explained.

Feats in this section are explicated as follows.

Feat Name [Type of Feat]

Description of what the feat does or represents in plain language.

Prerequisite(s): This is a list of abilities or conditions the character must possess or meet to take the feat. The prerequisite entry is absent if a feat has no prerequisite.

Benefit: What the feat enables a possessing character to do, in game rule terms, is delineated here.

Normal: This tells what a character who does not have this feat is limited to or restricted from doing. If lacking the feat causes no particular drawback, this entry is absent.

Special: Additional facts about the feat are listed here such as if and how the feat may be selected more than once.

New Feat Descriptions

The five new feats in this section supplement those found in the *Player's Handbook* and *DMG*. These feats are designed to work with rules or creatures presented in this book.

Cleave Asunder [General]

Your powerful blows plow through flesh and steel.

Prerequisites: Cleave, Improved Sunder.

Benefit: If you deal an object enough damage to destroy or break it, you may follow through with an additional attack as if you dropped a foe using the Cleave feat. The subsequent attack may be used against any opponent or object within range. If you have Great Cleave, you may make additional attacks for each opponent dropped or object destroyed.

Special: A fighter may select Cleave Asunder as one of his fighter bonus feats.

Gross Training [General]

Your training includes skills not normally available to those of your profession.

Benefit: You may choose two skills. These skills are now class skills for all of your classes. (Each individual Craft, Knowledge, or Profession skill counts as a separate skill.)

Special: You may take this feat multiple times, choosing two new skills each time.

Dragon Breath [Racial]

You have the supernatural ability to use a breath weapon somewhat like the dragon in your bloodline.

Prerequisites: Con 15, dragon-blooded or half-dragon. Dragon-blooded must select this feat for the first time at 1st level only.

Benefit: You gain a weak breath weapon as detailed in the Breath Weapon template. Half-dragons instead gain one die of damage and one additional use of their breath weapon per day.

Special: You may take this feat multiple times. Each time you take it, choose one of these effects: you gain an additional die of damage or one use per day. You are vulnerable to any damage your breath deals that exceeds your energy resistance.

Dragon Weapons [Racial]

You have natural weapons like a dragon.

Prerequisites: Con 13, dragon-blooded.

Benefit: You have teeth and claws (but no bonus attacks), which may be used as natural weapons. These attacks deal good damage as if you were two sizes smaller than you are (see Table 1–3, Creature Attributes by Size on page 13).

Short Stature [Racial]

You are short and slight by the standards of your race.

Prerequisites: Must be a half-breed that comes from a coupling of a Medium and Small species. May only be taken at 1st level.

Benefit: You are Small (but your ability scores do not change). You get a +1 size bonus to AC and on attack rolls, along with a +4 size bonus on Hide checks. Unfortunately, you deal unarmed damage as a Small creature, must use smaller weapons, and can carry only three-quarters of what a Medium creature with your Strength could.

Special: The DM may allow normally Medium species to take this feat, reflecting genetic dwarfism.

Spells

In this section appear 56 new or altered spells. A few spells find a place here because they make certain concepts easier to deal with. For instance, spells such as *lesser charm* and *reduce* make it easier to have nonhuman spellcasters affect one another with such spells without seriously unbalancing the game—if used, such spells replace their counterparts of the same level in the *Player's Handbook*. Others spells exist simply to reinforce this book's holism on certain topics.

Of particular note in this case are those spells allowing the creation of undead and those expanding the possibilities in dealing with constructs. *Create undead* and *create greater undead* found their way here, because the versions of the same spells in the *Player's Handbook* are inadequate when trying to create certain versions of undead with highly variable Hit Dice. Construct-affecting spells are a product of construct concepts presented in this book. These spells should all be exceptions to a construct's magic immunity. The *mend damage* and *deal damage* spells should also work on all constructs, and these spells replace the spells *mending* and *make whole* from the *Player's Handbook*.

Any spell that lists a domain in its level, such as Animal 3, is an optional replacement for the indicated domain's spell of that level. With such spells, you may replace the spell listed in the *Player's Handbook* or you may allow the spell as an alternate that a player can choose. Choosing a spell as an alternate domain spell is a permanent change to a character's domain list—a character may only have one domain spell per spell level.

Spell Lists

The new spells are categorized according to class and level on the following lists. An ^M or ^F appearing at the end of a spell's name in the spell lists denotes a spell with a material or focus component, respectively, that is not normally included in a spell component pouch. An ^X denotes a spell with an experience-point component paid by the caster.

Bard

The following spells supplement the bard spell list found in the *Player's Handbook*.

0-Level Bard Spells

Deal Light Damage: Touch attack, deals 1d8 points of damage to constructs or objects, bypasses 1 point of hardness/level (max 5).

Mend Light Damage: Restores 1d8 points of damage to constructs or objects, +1/level (max +5).

1st-Level Bard Spells

Charm, Lesser: One creature with the same amount or fewer HD as you and no more than one size larger becomes friendly.

Deal Moderate Damage: Touch attack, deals 2d8 points of damage to constructs or objects, bypasses 1 point of hardness/level (max 10).

Mend Moderate Damage: Restores 2d8 points of damage to constructs or objects, +1/level (max +10).

2nd-Level Bard Spells

Block Commands: Block communication between construct and master.

Deal Serious Damage: Touch attack, deals 3d8 points of damage to constructs or objects, bypasses 1 point of hardness/level (max 15).

Hold, Lesser ^F: Paralyze one creature with the same amount or fewer HD as you and no more than one size larger.

Mend Serious Damage: Restores 3d8 points of damage to constructs or objects, +1/level (max +15).

3rd-Level Bard Spells

Anticonstruct Ward: Constructs cannot perceive the warded creatures and act as if they are not there.

Charm, Greater: A creature of any size and HD becomes friendly.

Deal Critical Damage: Touch attack, deals 4d8 points of damage to constructs or objects, bypasses 1 point of hardness/level (max 20).

Mend Critical Damage: Restores 4d8 points of damage to constructs or objects, +1/level (max +20).

4th-Level Bard Spells

Charm, Mass Lesser: Make several weak creatures or one strong creature friendly.

Dominate, Lesser: Control the actions of one creature with the same amount or fewer HD as you and no more than one size larger.

Hold, Greater ^F: Paralyze one creature.

Reign Construct: Calm a berserk construct.

5th-Level Bard Spells

Destroy: Deals 10 points of damage/level (max 200) to a construct or object.

Make Whole: Restores 10 points of damage/level (max 200) to a construct or object.

6th-Level Bard Spells

Charm, Mass Greater: Make several creatures or one very strong creature friendly.

Cleric

The following spells supplement the cleric spell list found in the *Player's Handbook*.

0-Level Cleric Spells (Orisons)

Deal Light Damage: Touch attack, deals 1d8 points of damage to constructs or objects, bypasses 1 point of hardness/level (max 5).

Mend Light Damage: Restores 1d8 points of damage to constructs or objects, +1/level (max +5).

1st-Level Cleric Spells

Deal Moderate Damage: Touch attack, deals 2d8 points of damage to constructs or objects, bypasses 1 point of hardness/level (max 10).

Detect Spirits: Determine the presence, number, and strengths of spirit auras.

Mend Moderate Damage: Restores 2d8 points of damage to constructs or objects, +1/level (max +10).

2nd-Level Cleric Spells

Conjure Vampire Blood^F: Creates 1 hp of vampire blood/level, creates and sustains blood addiction.

Deal Serious Damage: Touch attack, deals 3d8 points of damage to constructs or objects, bypasses 1 point of hardness/level (max 15).

Gloomlight: Creates bright light in 60-ft. radius that only works for creatures with darkvision.

Hold, Lesser^F: Paralyze one creature with the same amount or fewer HD as you and no more than one size larger.

Mend Serious Damage: Restores 3d8 points of damage to constructs or objects, +1/level (max +15).

3rd-Level Cleric Spells

Deal Critical Damage: Touch attack, deals 4d8 points of damage to constructs or objects, bypasses 1 point of hardness/level (max 20).

Mend Critical Damage: Restores 4d8 points of damage to constructs or objects, +1/level (max +20).

Reign Construct: Calm a berserk construct.

Veil of Life: Grants the appearance of true life to a single corporeal undead creature.

4th-Level Cleric Spells

Create Vampire Blood^{M F}: As *conjure vampire blood* except it can confer the Blood Pawn template.

5th-Level Cleric Spells

Create Undead^M: Creates corpse vampires, desiccated creatures, ghosts, ghouls, greater skeletons, greater zombies, shadows, skinhusks, and wights.

Destroy: Deals 10 points of damage/level (max 200) to a construct or object.

Form of Life: As *veil of life*, but also affects incorporeal undead.

Make Whole: Restores 10 points of damage/level (max 200) to a construct or object.

6th-Level Cleric Spells

Dead Eyes: Temporarily possess the body or spirit of a single undead creature.

7th-Level Cleric Spells

Create Greater Undead^M: Creates devourers, fleshbound vampires, ghosts, greater desiccated, mohrgs, mummies, spectres, terror vampires, vampires, and wraiths.

Small Miracle^X: Replicates the effect of any cleric spell of 6th level or lower or any spell of 5th level or lower.

Druid

The following spells supplement the druid spell list found in the *Player's Handbook*.

0-Level Druid Spells (Orisons)

Deal Light Damage: Touch attack, deals 1d8 points of damage to constructs or objects, bypasses 1 point of hardness/level (max 5).

Mend Light Damage: Restores 1d8 points of damage to constructs or objects, +1/level (max +5).

1st-Level Druid Spells

Deal Moderate Damage: Touch attack, deals 2d8 points of damage to constructs or objects, bypasses 1 point of hardness/level (max 10).

Mend Moderate Damage: Restores 2d8 points of damage to constructs or objects, +1/level (max +10).

2nd-Level Druid Spells

Bestial Aspect: Take on an aspect of an animal or vermin, gaining one of that creature's abilities for the duration of the spell.

Deal Serious Damage: Touch attack, deals 3d8 points of damage to constructs or objects, bypasses 1 point of hardness/level (max 15).

Mend Serious Damage: Restores 3d8 points of damage to constructs or objects, +1/level (max +15).

3rd-Level Druid Spells

Bestial Aspect, Greater: As *bestial aspect*, except two of the chosen creature's abilities are gained.

Bestial Aspect Other: As *bestial aspect*, except the ability can be conferred on another.

Deal Critical Damage: Touch attack, deals 4d8 points of damage to constructs or objects, bypasses 1 point of hardness/level (max 20).

Mend Critical Damage: Restores 4d8 points of damage to constructs or objects, +1/level (max +20).

5th-Level Druid Spells

Bestial Aspect Other, Greater: As *greater bestial aspect*, except the abilities can be conferred on another.

Destroy: Deals 10 points of damage/level (max 200) to a construct or object.

Make Whole: Restores 10 points of damage/level (max 200) to a construct or object.

6th-Level Druid Spells

Ensorcel Scrying^{M X}: Grants a creature the Scrying template.

Fabricate Spirit^{M X}: Creates a spiritual incarnation of a living creature that can be controlled by the caster.

7th-Level Druid Spells

Animate Paleoskeleton^M: Summons a primal spirit to animate the remains of a prehistoric beast that can be controlled by the caster.

Small Miracle^X: Replicates the effect of any druid spell of 6th level or lower or any spell of 5th level or lower.

8th-Level Druid Spells

Fabricate Greater Spirit^{M X}: As *fabricate spirit*, only more powerful spirits can be created.

Ranger

The following spells supplement the ranger spell list found in the *Player's Handbook*.

3rd-Level Ranger Spells

Bestial Aspect: Take on an aspect of an animal or vermin, gaining one of that creature's abilities for the duration of the spell.

Shaman

The following spells supplement the shaman spell list found in *The Shaman's Handbook*.

1st-Level Shaman Spells

Detect Spirits: Determine the presence, number, and strengths of spirit auras.

5th-Level Shaman Spells

Fabricate Spirit^{M X}: Creates a spiritual incarnation of a living creature that can be controlled by the caster.

6th-Level Shaman Spells

Ensorcel Scrying^{M X}: Grants a creature the Scrying template.

7th-Level Shaman Spells

Animate Paleoskeleton^M: Summons a primal spirit to animate the remains of a prehistoric beast that can be controlled by the caster.

Fabricate Greater Spirit^{M X}: As *fabricate spirit*, only more powerful spirits can be created.

Sorcerer/Wizard

The following spells supplement the sorcerer/wizard spell list found in the *Player's Handbook*.

0-Level Sorcerer/Wizard Spells (Cantrips)

Transmutation

Deal Light Damage: Touch attack, deals 1d8 points of damage to constructs or objects, bypasses 1 point of hardness/level (max 5).

Mend Light Damage: Restores 1d8 points of damage to constructs or objects, +1/level (max +5).

1st-Level Sorcerer/Wizard Spells

Enchantment

Charm, Lesser: One creature with the same amount or fewer HD as you and no more than one size larger becomes friendly.

Transmutation

Deal Moderate Damage: Touch attack, deals 2d8 points of damage to constructs or objects, bypasses 1 point of hardness/level (max 10).

Enlarge: A single creature and its equipment (if any) are increased by one size category.

Mend Moderate Damage: Restores 2d8 points of damage to constructs or objects, +1/level (max +10).

Reduce: A single creature and its equipment (if any) are reduced by one size category.

2nd-Level Sorcerer/Wizard Spells

Abjuration

Block Commands: Block communication between construct and master.

Divination

Detect Spirits: Determine the presence, number, and strengths of spirit auras.

Illusion

Gloomlight: Creates bright light in 60-ft. radius for creatures with darkvision.

Necromancy

Conjure Vampire Blood ^F: Creates 1 hp of vampire blood/level, creates and sustains blood addiction.

Transmutation

Deal Serious Damage: Touch attack, deals 3d8 points of damage to constructs or objects, bypasses 1 point of hardness/level (max 15).

Mend Serious Damage: Restores 3d8 points of damage to constructs or objects, +1/level (max +15).

3rd-Level Sorcerer/Wizard Spells

Abjuration

Anticonstruct Ward: Constructs cannot perceive the warded creatures and act as if they are not there.

Reign Construct: Calm a berserk construct.

Conjuration

Shadow Path: Transports you and allowed creatures/objects to a dark or shadowed location within range.

Enchantment

Hold, Lesser ^F: Paralyze one creature with the same amount or fewer HD as you and no more than one size larger

Transmutation

Bestial Aspect: Take on an aspect of an animal or vermin, gaining one of that creature's abilities for the duration of the spell.

Deal Critical Damage: Touch attack, deals 4d8 points of damage to constructs or objects, bypasses 1 point of hardness/level (max 20).

Mend Critical Damage: Restores 4d8 points of damage to constructs or objects, +1/level (max +20).

Veil of Life: Grants the appearance of true life to a single corporeal undead creature.

4th-Level Sorcerer/Wizard Spells

Abjuration

Bind Construct: Freezes a construct in place.

Enchantment

Charm, Greater: A creature of any size and HD becomes friendly.

Necromancy

Create Vampire Blood ^{M^F}: As *conjure vampire blood* except it can confer the Blood Pawn template.

Transmutation

Bestial Aspect, Greater: As *bestial aspect*, except two of the chosen creature's abilities are gained.

Bestial Aspect Other: As *bestial aspect*, except the ability can be conferred on another.

Enlarge, Mass: As *enlarge*, but affects multiple creatures.

Reduce, Mass: As *reduce*, but affects multiple creatures.

5th-Level Sorcerer/Wizard Spells

Enchantment

Charm, Mass Lesser: Make several weak creatures or one strong creature friendly.

Dominate, Lesser: Control the actions of one creature with the same amount or fewer HD as you and no more than one size larger.

Hold, Greater ^F: Paralyze one creature.

Transmutation

Destroy: Deals 10 points of damage/level (max 200) to a construct or object.

Form of Life: As *veil of life*, but also affects incorporeal undead.

Make Whole: Restores 10 points of damage/level (max 200) to a construct or object.

6th-Level Sorcerer/Wizard Spells

Conjuration

Usurp Construct: Summons another elemental spirit of your choosing to temporarily place a construct under your control.

Evocation

Utterdark: Creates a dense field of darkness that cannot be penetrated by darkvision, blocks sunlight, and counterspells light-based spells.

Illusion

Phantasmal Aspect: Creates a reassuring or terrifying image of you in the minds of affected creatures.

Transmutation

Bestial Aspect Other, Greater: As *greater bestial aspect*, except the abilities can be conferred on another.

Ensorcel Scrying ^{M^X}: Grants a creature the Scrying template.

7th-Level Sorcerer/Wizard Spells

Enchantment

Hold, Mass Lesser ^F: As *lesser hold*, but affects more creatures.

Necromancy

Create Undead ^M: Creates corpse vampires, desiccated creatures, ghosts, ghouls, greater skeletons, greater zombies, shadows, skinhusks, and wights.

Dead Eyes: Temporarily possess the body or spirit of a single undead creature.

Transmutation

Exchange Minds: You place your mind inside the body of an unawakened construct.

8th-Level Sorcerer/Wizard Spells

Enchantment

Charm, Mass Greater: Make several creatures or one very strong creature friendly.

Evocation

Voidburst: Explosion of negative energy deafens, deals 1d4 negative levels and 3d6 points of cold damage.

Transmutation

Rebuild ^M: Restores and commands a destroyed construct.

9th-Level Sorcerer/Wizard Spells

Conjuration

Shadow Well: Creates a gate to the shadow plane that summons forth shadows to serve you.

Enchantment

Dominate, Greater: As *lesser dominate*, except the spell is not limited by creature type or HD.

Hold, Mass Greater ^F: As *greater hold*, but affects more creatures.

Necromancy

Create Greater Undead ^M: Creates devourers, fleshbound vampires, ghosts, greater desiccated, mohrgs, mummies, spectres, terror vampires, vampires, and wraiths.

Transmutation

Expropriate Construct ^{M^X}: You take permanent command of a construct from its creator or rightful master.

Domains

The following domains supplement those found in Chapter 11 of the *Player's Handbook*. Spells marked with an asterisk (*) are new spells found in this book.

Construct Domain

The Construct domain is the purview of clergy dedicated to deities or forces that promote artificial life, constructs, knowledge, life in general, and magic.

Granted Power: Reduce experience point and base monetary costs by 25% on constructs you personally create.

Construct Domain Spells

- Mend Moderate Damage** *: Restores 2d8 points of damage to constructs or objects, +1/level (max +10).
- Block Commands** *: Block communication between construct and master.
- Anticonstruct Ward** *: Constructs cannot perceive the warded creatures and act as if they are not there.
- Bind Construct** *: Freezes a construct in place.
- Make Whole** *: Restores 10 points of damage/level (max 200) to a construct or object.
- Usurp Construct** *: Summons another elemental spirit of your choosing to temporarily place a construct under your control.
- Exchange Minds** *: You place your mind inside the body of an unawakened construct.
- Rebuild** *: Restores and commands a destroyed construct.
- Expropriate Construct** *: Take permanent command of a construct from its creator or rightful master.

Dread Domain

The Dread domain issues from deities who use fear as a weapon, and thus is favored by divine beings that espouse evil, fear, madness, or tyranny.

Granted Power: Add Intimidate to your list of cleric class skills. You can impose the terrible presence of your domain on others, granting yourself a +4 circumstance bonus on one Intimidate check per day per four levels of cleric you possess.

Dread Domain Spells

- Cause Fear**: One creature of 5 HD or less flees for 1d4 rounds.
- Scare**: Panics creatures of fewer than 6 HD.
- Suggestion**: Compels subject to follow stated course of action.
- Crushing Despair**: Subjects take -2 on attack rolls, damage rolls, saves, and checks.
- Dominate, Lesser** *: Control the actions of one creature with the same amount or fewer HD as you and no more than one size larger.

- Phantasmal Aspect** *: Creates a reassuring or terrifying image of you in the minds of affected creatures.
- Eyebite**: Target becomes panicked, sickened, and comatose.
- Nimbus of Fear** *: You are shrouded in a black and violet cloud of sinister radiance, inspiring dread in all lesser creatures.
- Antipathy**: Object or location affected by spell repels certain creatures.

Gloom Domain

Gloom is a domain of those deities who dwell in darkness or the deep underground. Their homes are filled with shadow, and few have good intent.

Granted Power: You can see in any form of darkness for a number of rounds per day equal to your cleric level. These rounds need not be used consecutively.

Gloom Domain Spells

- Gloomlight** *: Creates bright light in 60-ft. radius that only works for creatures with darkvision.
- Darkness**: 20-ft. radius of supernatural shadow.
- Deeper Darkness**: Object sheds supernatural shadow in 60-ft. radius.
- Shadow Path** *: Transports you and allowed creatures/objects to a dark or shadowed location within range.
- Utterdark** *: Creates a dense field of darkness that cannot be penetrated by darkvision, blocks sunlight, and counterspells light-based spells.
- Shadow Evocation**: Mimics evocation below 5th level, but only 20% real.
- Shadow Walk**: Step into shadow to travel rapidly.
- Voidburst** *: Explosion of negative energy deafens and deals 1d4 negative levels and 3d6 points of cold damage.
- Shadow Well** *: Creates a gate to the shadow plane that summons forth shadows to serve you.

Spell Descriptions

The spells are presented here in alphabetical order, with the exception of those starting with the words greater, lesser, and mass. Those spells are listed according to their primary relevant name, such as charm for *mass greater charm* or *lesser charm*.

Animate Paleoskeleton

Necromancy

Level: Animal 8, druid 7, shaman 7

Components: V, S, M

Casting Time: 1 hour

Range: Close (25 ft. + 5 ft./2 levels)

Target: One set of fossils

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You summon a primal spirit to occupy the fossils of a deceased prehistoric beast. The fossils include most of the upper portion of the creature's skull and 20% of the creature's other bone mass, but the power of the spell creates the missing parts of the skeleton out of the local rock. The raised paleoskeleton must have no more Hit Dice than your caster level, or the spell automatically fails.

The created paleoskeleton is not under your control, but you can attempt to command it and secure its loyalty with a wild empathy check. See the Paleoskeleton template (page 165).

Material Component: Volcanic ash, obsidian, and amber worth at least 50 gp per Hit Die of the creature raised.

Anticonstruct Ward

Abjuration

Level: Bard 3, Construct 3, sorcerer/wizard 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Targets: One creature touched per level

Duration: 10 minutes/level (D)

Saving Throw: Will negates (see text)

Spell Resistance: Yes

Constructs cannot perceive the warded creatures and act as if they are not there. Unintelligent constructs get no saving throw, unless their master is within 60 feet and can see the warded creatures—then the constructs use their master's Will save bonus. Intelligent constructs get a saving throw, using their own Will or that of their master (if the master meets the distance/sight limitation above), whichever is better. Any offensive action against the fooled construct ends the spell. This magic circumvents any construct's magic immunity, because the spell is not cast on the construct itself.

Bestial Aspect

Transmutation

Level: Animal 2, druid 2, ranger 3, sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

You take on an aspect of an animal or vermin, gaining one of that creature's abilities for the duration of the spell. Extraordinary abilities that are not a function of a much different body type (like a snake's or octopus's constrict ability) may be gained. You can choose to climb or swim like the animal in question, at its speed or your own, whichever is less. You may grant yourself an enhancement bonus to natural armor up to +1 plus an additional 1

per three caster levels, but the bonus cannot be greater than the selected animal's natural armor. Bite or claw attacks can be chosen, but these attacks (and any other natural attack) use your normal base attack bonus and deal damage according to your own size and type (per Chapter 1), using your Strength bonus on damage. Unfortunately, unless you have proficiency with the natural weapons you acquire, all attack rolls are at -4 due to your lack of familiarity. Despite this, you are considered armed when using the attack gained. Finally, you can acquire an animal's ranks in any one of its skills up to a number of ranks equal to your caster level but not exceeding the animal's own ranks. Add your own relevant ability modifier to come up with the total skill bonus. Any ability falling under a category not listed above cannot be gained, and once an ability is chosen it may not be changed. (See *MM*, Chapter 2, Animals for the possibilities).

During the duration of the spell, you take on very subtle animalistic features like those of the selected creature. Giving yourself a lion aspect might give you cat-like eyes. An aspect of a spider might darken the skin and bloat the belly.

Material Component: A part of the animal you wish to imitate. The part used must have some significance to the ability gained, such as a claw for claw attacks.

Bestial Aspect, Greater

Transmutation

Level: Animal 3, druid 3, sorcerer/wizard 4

This spell functions like *bestial aspect*, except you may grant yourself two abilities from the animal in question. You might be able to take on some abilities normally forbidden by *bestial aspect*, like granting yourself a poisonous bite after granting yourself fangs, using a spider aspect. If you do grant yourself poison, the save DC and damage are determined by your size and ability scores, though the potency of the poison is based on the animal type. You can also grant yourself proficiency with a natural attack as one option.

Limited alteration of the body is possible, such as using one option to make your body flexible, and the other to grant yourself a constrictor snake's constrict ability or making your arms tentacle-like and then gaining the octopus's constrict ability. Extra arms may be added (two per ability granted), but these limbs do not grant extra attacks. You could grow wings with this spell, the ability to fly with speed limitations as those listed in *bestial aspect*, and average maneuverability. Burrowing becomes possible at one-quarter your normal speed, since you can grant yourself claws and then burrowing.

Unnatural changes are not possible. For example, to gain a scorpion's sting, you may not transform your hand into the stinger; you must grow the scorpion's tail, and then add

poison. Some attack modes are inconvenient or impossible to gain or use due to this limitation.

During the duration of the spell, you take on obvious animal features like those of the selected creature. The lion aspect might give you short, yellow fur, a bestial appearance, a shaggy head of hair, and cat-like eyes. An aspect of a spider might plate your skin with brittle chitin, bloat your belly, and grow useless, extra eyes on your face and head.

Bestial Aspect Other

Transmutation

Level: Animal 3, druid 3, sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Willing corporeal living creature touched

Duration: 1 minute/level (D)

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This spell functions like *bestial aspect*, except the caster may bestow the ability on another creature. Creatures of greater than Huge size only gain the bite or claw attacks of a Huge creature. The subject always retains its own ability if the ability is better than that granted by the spell. The subject of this spell may choose to revert to its normal form at will.

Bestial Aspect Other, Greater

Transmutation

Level: Animal 5, druid 5, sorcerer/wizard 6

This spell functions like *greater bestial aspect*, except the caster may bestow abilities on another creature. It is limited in the same manner as *bestial aspect other*.

Bind Construct

Transmutation

Level: Construct 4, sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One construct

Duration: Concentration + 1 round/level (D)

Saving Throw: Will negates (see text)

Spell Resistance: Yes

The targeted construct freezes in place, making a saving throw each round to break the binding. Additionally, a construct may use its master's Will save bonus if the master is within 60 feet. A bound construct is still aware and may activate any ability that does not require motion, but cannot take any physical actions.

Material Component: A small amount of the material from which the target construct is made. This component is pinched between the fingers (or similar appendage) as the spell is cast.

Block Commands

Abjuration

Level: Bard 2, Construct 2, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 minute/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

The target of this spell cannot communicate in any manner with a construct. Victims so affected cannot give commands, mental or otherwise, to controlled constructs. Further, a construct's special abilities that work through a link to its controller (such as a shield guardian's *shield other* and *guard* qualities) cannot be utilized. Constructs react normally to their master normally, but cannot understand any command they are given.

Charm, Greater

Enchantment (Charm) [Mind-Affecting]

Level: Bard 3, sorcerer/wizard 4

Target: One living creature

Duration: One day/level

This spell functions like *lesser charm*, except that you may affect a creature of any size and Hit Dice.

Charm, Lesser

Enchantment (Charm) [Mind-Affecting]

Level: Bard 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell enables you to charm one creature with the same amount or fewer Hit Dice as you and no more than one size larger. The creature's attitude is immediately changed to friendly. You may subsequently try to influence the creature as is normally allowed, with Diplomacy checks or wild empathy, for instance. If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw. Any act by you or your apparent allies that threatens the charmed creature breaks the spell.

Charm, Mass Greater

Enchantment (Charm) [Mind-Affecting]

Level: Bard 6, sorcerer/wizard 8

Components: V

Targets: One or more creatures, no two of which can be more than 30 ft. apart

Duration: One day/level

This spell functions like *greater charm*, except that *mass greater charm* affects a number of creatures whose combined Hit Dice do not exceed twice your level, or at least one creature regardless of Hit Dice. If you have more

potential targets than you can affect, you choose them one at a time until you choose a creature with too many Hit Dice.

Charm, Mass Lesser

Enchantment (Charm) [Mind-Affecting]

Level: Bard 4, Sorcerer/wizard 5

Components: V

Targets: One or more creatures, no two of which can be more than 30 ft. apart

Duration: One day/level

This spell functions like lesser charm, except that *mass lesser charm* affects a number of creatures whose combined Hit Dice do not exceed your level, or at least one creature of up to twice your level. If you have more potential targets than you can affect, you choose them one at a time until you choose a creature with too many Hit Dice.

Conjure Vampire Blood

Necromancy [Evil]

Level: Cleric 2, sorcerer/wizard 2

Components: V, S, F

Casting Time: 1 standard action

Range: Close 25 ft. + 5 ft./2 levels

Effect: 1 hit point of vampire blood/level

Duration: 1 day

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

You create 1 hit point worth of vampire blood per caster level. This blood may be drunk to allow the drinker to maintain the Blood Pawn template (page 33), but it is too weak to grant that template. Such blood reinforces blood addiction in a blood pawn, requiring a saving throw against the spell to avoid addiction. Each drink of the blood adds +1 to the save's DC.

Blood created with this spell can feed a blood-draining creature. An amount of blood worth 2 hit points equals 1 Constitution point for that purpose. Creatures without the Blood Pawn template need not fear addiction to this blood.

Focus: A dehydrated vampire heart from a vampire destroyed no more than 13 months prior to the casting of this spell. The blood pumps out of the heart. One such focus is good for thirteen castings of this spell, then it crumbles to dust.

Create Greater Undead

Necromancy [Evil]

Level: Cleric 7, Death 7, sorcerer/wizard 9

Components: V, S, M

Casting Time: 1 hour

Range: Close (25 ft. + 5 ft./2 levels)

Target: One corpse

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell must be cast at night. You create even more potent undead than those created with *create undead*, limited to de-

vourers, fleshbound vampires, ghosts, greater desiccated, mohrgs, mummies, spectres, terror vampires, vampires, and wraiths. You can raise 4 Hit Dice of these types of undead +2 Hit Dice per level you are over 13th. You may also use this spell to create undead listed in the *create undead* spell, starting at 7 Hit Dice and gaining +2 Hit Dice per level over 13th.

Created undead are not automatically under your control. You may attempt to command the undead as it forms with a turning check. A *wish* or *miracle* spell puts a creature of the types listed in this spell under your control.

Material Component: A jet gem worth 50 gp per Hit Die of the raised creature.

Create Undead

Necromancy [Evil]

Level: Cleric 5, Death 5, Evil 5, sorcerer/wizard 7

Components: V, S, M

Casting Time: 1 hour

Range: Close (25 ft. + 5 ft./2 levels)

Target: One corpse

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell must be cast at night. You can create powerful kinds of undead: corpse vampires, desiccated, ghastrs, ghouls, greater skeletons, greater zombies, shadows, skinhusks, and wights. You can raise 3 Hit Dice of these types of undead +1 Hit Die per level you are above 9th. Thus, a 12th-level character could raise any of these undead that have 6 Hit Dice or less.

Other created undead are not automatically under your control, but you may attempt to command the undead as it forms with a turning check. A *limited wish* or *small miracle* spell puts the creature under control automatically.

Material Component: A jet gem worth 50 gp per Hit Die of the raised creature.

Create Vampire Blood

Necromancy [Evil]

Level: Cleric 4, sorcerer/wizard 4

Components: V, S, M

This spell works like *conjure vampire blood*, including addictive properties. The blood created can grant the Blood Pawn template as well. To gain that template, the drinker must consume the appropriate amount of blood. See the Blood Pawn template (page 33) for more information.

Material Components: A vampire heart and a vampire fang, both of which must have been removed from a vampire that was destroyed no more than 13 days prior to the casting of this spell. The blood pumps out of the heart, which dissolves as the blood appears.

Dead Eyes

Necromancy

Level: Cleric 6, sorcerer/wizard 7

Components: V, S, F

Casting Time: 1 minute

Range: Long (400 ft. + 40 ft./level)

Targets: You and an undead creature (see text)

Duration: 10 minutes/level (D)

Saving Throw: Will negates (see text)

Spell Resistance: Yes

You place your body in suspended animation and project your mind into the body or spirit of an undead creature within range and sight (including scrying). Intelligent undead are entitled to a Will save against the possession. You control the actions of the possessed creature, retaining your own Intelligence and mental abilities. Spells available to the possessed creature may be cast as if they were your own, as can your own spells. You may speak through the inhabited undead, though the speech is in an amalgam of its voice and yours.

If the range of the spell is exceeded, it ends immediately. You can vacate one undead creature for another within range as a full-round action. Any host creature that is destroyed before you vacate it forces you to make a Will save (DC 20) or die. Success ends the spell and stuns you for 1d10 rounds.

Focuses: A lit brazier of black iron, a large chunk of pure crystal, and a cap made from the skin of a sentient creature (for evil undead) or a golden circlet (good undead).

Deal Critical Damage

Transmutation

Level: Bard 3, cleric 3, druid 3, sorcerer/wizard 3

This spell functions like *deal light damage*, except that it deals 4d8 hit points of damage that bypasses 1 point of an object's hardness per caster level (maximum 20).

Deal Light Damage

Transmutation

Level: Bard 0, cleric 0, druid 0, sorcerer/wizard 0

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Construct or object touched

Duration: Instantaneous

Saving Throw: Will half (harmless; object)

Spell Resistance: Yes (harmless; object)

You transmute a damaged object or construct, damaging its structural integrity. This creates breaks and flaws, dealing 1d8 hit points of damage that bypasses 1 point of an object's hardness per caster level (maximum 5).

Deal Moderate Damage

Transmutation

Level: Bard 1, cleric 1, druid 1, sorcerer/wizard 1

This spell functions like *deal light damage*, except that it deals 2d8 hit points of damage that bypasses 1 point of an object's hardness per caster level (maximum 10).

Deal Serious Damage

Transmutation

Level: Bard 2, cleric 2, druid 2, sorcerer/wizard 2

This spell functions like *deal light damage*, except that it deals 3d8 hit points of damage that bypasses 1 point of an object's hardness per caster level (maximum 15).

Destroy

Transmutation

Level: Bard 5, cleric 5, druid 5, sorcerer/wizard 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Construct or object touched

Duration: Instantaneous

Saving Throw: Will half (object)

Spell Resistance: Yes (object)

You ruin the physical integrity of an object or construct, dealing it 10 points of damage per caster level up to a maximum of 200 points of damage at 20th level. The damage does not ignore an object's hardness.

Detect Spirits

Divination

Level: Cleric 1, shaman 1, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Quarter circle emanating from you to the extreme of the range

Duration: Concentration, up to 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

You can detect the aura that surrounds spirits (see the Spirit template, page 145). The amount of information revealed depends on how long you study a particular area or subject:

1st Round: Presence or absence of spirit auras.

2nd Round: Number of spirit auras in the area and the strength of the strongest spirit aura present. If the you are of opposite alignment to the detected spirit, the strongest spirit aura's strength is "overwhelming" (see Aura Strength), and the strength is at least twice your character level, you are stunned for 1 round and the spell ends. While you are stunned, you can't act, you lose any Dexterity bonus to AC, and attackers gain a +2 bonus on attack rolls against you.

3rd Round: The strength and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Strength: The Hit Dice of the spirit determines the strength of the aura:

| Strength | Hit Dice |
|--------------|----------------|
| Dim | Lingering aura |
| Faint | 1 or less |
| Moderate | 2–4 |
| Strong | 5–10 |
| Overwhelming | 11+ |

Length Aura Lingers: How long the aura lingers depends on its original strength:

| Strength | Duration |
|--------------|------------------|
| Faint | 1d6 minutes |
| Moderate | 1d6 × 10 minutes |
| Strong | 1d6 hours |
| Overwhelming | 1d6 days |

Each round, you can turn to detect things in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Dominate, Greater

Enchantment (Compulsion) [Mind-Affecting]

Level: Sorcerer/wizard 9

Target: One creature

This spell functions like *lesser dominate*, except that the spell is not restricted by creature type or Hit Dice.

Dominate, Lesser

Enchantment (Compulsion) [Mind-Affecting]

Level: Bard 4, Dread 5, sorcerer/wizard 5

Components: V, S

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: One day/level

Saving Throw: Will negates

Spell Resistance: Yes

You can control the actions of a creature with the same amount or fewer Hit Dice as you and no more than one size larger, through a telepathic link that you establish with the subject's mind.

If you and the subject have a common language, you can generally force the subject to perform as you desire, within the limits of its abilities. If no common language exists, you can communicate only basic commands, such as "Come here," "Go there," "Fight," and "Stand still." You know what the subject is experiencing, but you do not receive direct sensory input from it, nor can it communicate with you telepathically.

Once you have given a *dominated* creature a command, it continues to attempt to carry out that command to the exclusion of all other activities, except those necessary for

day-to-day survival (such as sleeping, eating, and so forth). Because of this limited range of activity, a Sense Motive check against DC 15 (rather than DC 25) can determine that the subject's behavior is being influenced by an enchantment effect (see the Sense Motive skill description).

Changing your instructions or giving a *dominated* creature a new command is the equivalent of redirecting a spell, so it is a move action.

By concentrating fully on the spell (a standard action), you can receive full sensory input as interpreted by the mind of the subject, though it still can't communicate with you. You can't actually see through the subject's eyes, so it's not as good as being there yourself, but you still get a good idea of what's going on.

Subjects resist this control, and any subject forced to take actions against its nature receives a new saving throw with a +2 bonus. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as you and the subject are on the same plane. You need not see the subject to control it.

If you don't spend at least 1 round concentrating on the spell each day, the subject receives a new saving throw to throw off the domination.

Protection from evil or a similar spell can prevent you from exercising control or using the telepathic link while the subject is so warded, but such an effect neither prevents the establishment of domination nor dispels it.

Enlarge

Transmutation

Level: Sorcerer/wizard 1, Strength 1

Components: V, S, M

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 minute/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell causes instant growth of a living creature with equal or fewer Hit Dice to you and your natural size or smaller, doubling its height and multiplying its weight by 8. This increase changes the creature's size to the next larger one, granting all bonuses and penalties associated with that change (see Table 1–4: Creature Changes by Size on page 13). This spell doesn't change the target's speed.

If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials en-

closing it—the spell cannot be used to crush a creature by increasing its size.

All equipment worn or carried by a creature is similarly enlarged by the spell. Melee and projectile weapons affected by this spell deal more damage. Other magical properties are not affected by this spell. Any enlarged item that leaves an enlarged creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage, and projectiles deal damage based on the size of the weapon that fired them. Magical properties of enlarged items are not increased by this spell.

Multiple magical effects that increase size do not stack.

Enlarge counters and dispels *reduce*.

Material Component: A pinch of powdered iron.

Enlarge, Mass

Transmutation

Level: Sorcerer/wizard 4

Target: One living creature/level, no two of which can be more than 30 ft. apart

This spell functions like *enlarge*, except that it affects multiple creatures.

Ensnorel Scrying

Transmutation

Level: Druid 6, shaman 6, sorcerer/wizard 6

Components: V, S, M, XP

Casting Time: 1 hour

Range: Touch

Target: One creature; see text

Duration: Permanent; see text

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

You grant a creature the Scrying template. The target must be an animal, magical beast, plant, or vermin with an intelligence score lower than 3, be an undead creature with no intelligence score, or be a familiar or construct belonging to you.

While this spell's duration is permanent, the magic is unaffected by any effect that dispels magic besides *Mord's disjunction*.

Material Components: A diamond worth 50 gp per Hit Die of the created scrying. You must also use 1 Constitution point of your own blood, either feeding it to the recipient or smearing it over the target creature. If the scrying is ever killed or destroyed, you immediately take 1 point of Constitution drain.

XP Cost: 50 experience points per Hit Die of the created scrying.

Exchange Minds

Transmutation

Level: Construct 7, sorcerer/wizard 7

Components: V, S, DF, M

Casting Time: Two full rounds

Range: Touch

Target: Creature controlling a construct

Duration: 1 minute/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

This spell places the consciousness of the master of an unawakened construct into that construct, allowing him to control the construct's actions. The recipient's body crumples to the floor, inert and helpless, while the construct gains the master's mental ability scores, skills, feats, Will save, and all other mental abilities (such as spellcasting). Physical abilities and special attacks and qualities are normal for the construct, except that it becomes susceptible to mind-affecting spells for the duration of the master's occupation (if the master is susceptible).

When the duration expires, the consciousness of the master switches back into his body, and the construct's back into its. If the caster's body has been destroyed, he dies. If the construct is destroyed while the master inhabits it, he also dies. Spells that raise the dead still affect the dead master and his body, according to their rules. The construct is subject to the rules for the construct type.

Expropriate Construct

Transmutation

Level: Construct 9, sorcerer/wizard 9

Components: V, S, M, XP

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One unawakened construct

Duration: Instantaneous

Saving Throw: Will negates (see text)

Spell Resistance: Yes

You take permanent control of a construct from its rightful master (if any). To resist the spell the construct uses its own Will save bonus, or that of its creator or legitimate master, whichever is higher. Should the Will save fail (and you overcome the construct's spell resistance), the construct obeys you as if you were its master, overriding any other form of influence. If some focus (such as a shield guardian's amulet) is required to use some of the construct's abilities (like the shield guardian's *shield other* ability), you need not possess the focus to access those abilities. The construct otherwise obeys your commands and treats you as its master.

Material Component: One pound of the material from which the construct is constructed and a diamond worth 100 gp per Hit Die of the construct to be expropriated.

XP Cost: The caster must pay one-quarter of the experience cost for creating the construct upon the spell's completion or any time within 24 hours of casting the spell. Until the experience is expended, the construct stands dormant and unresponsive. If the construct is attacked, it fights back. The original master or set of orders regains control after the 24 hours are up, if the experience is not expended.

Fabricate Greater Spirit

Conjuration (Creation)

Level: Druid 8, shaman 7

Components: V, S, M, F, XP

Casting Time: 3 hours

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Creates a spirit based on focus creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You create even more potent spirits than those created with *fabricate spirit*, but it functions like that spell. You can raise 10 Hit Dice + 2 Hit Dice per caster level you possess above 15th, and may only bring the creature under control with a *miracle* spell, a successful turning check to command it, or a negotiation. The focus creature takes 2d4 points of Wisdom damage, instead of 1d4.

Fabricate Spirit

Conjuration (Creation)

Level: Druid 6, shaman 5

Components: V, S, M, F, XP

Casting Time: 3 hours

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Creates a spirit based on focus creature

Duration: Instantaneous

Saving Throw: Will negates (see text)

Spell Resistance: No

You can create one or more spirits very much like an example of a living creature that is present, by summoning ambient spiritual energy in the multiverse, the realm of the mind, and a small portion of the focus creature's (or your own) essence. The focus creature may not have more than 2 Hit Dice + 1 Hit Dice per caster level you possess above 10th level, and the created spirits are limited to the same level of Hit Dice. Thus, a 12th-level caster could raise any spirit that has 4 Hit Dice or less. This means he could raise 8 spirits of a ½-HD creature, or one spirit of a 3-HD creature. Only one type of spirit may be created per casting, and the DM determines its actual powers, though you have some influence with a successful Spellcraft Check (DC 25). This spell's casting must begin at noon, midnight, dusk, or dawn.

Created spirits are not automatically under your control, but you may attempt to command the spirit as it forms with a turning check or by using a *small miracle* spell. Even if you fail, you may try to negotiate with the spirit using Diplomacy or wild empathy as appropriate. The spirits are initially Indifferent toward you and usually require some compensation for service. If you manipulate the spirit to a Helpful attitude, it agrees to perform some service for you, even a long-term one. Long tasks require you to care for the spirit or place it in an area it enjoys, or it may abandon its assignment.

Focus: This spell requires a living example of the creature of which you wish to make a spiritual copy. If the focus creature is unwilling, it must be helpless and it gets a Will save to negate the spell, and if the save succeeds, you take 1d4 points of temporary Wisdom damage. On a successful casting, the focus creature takes 1d4 points of temporary Constitution and Wisdom damage, which the caster may choose to take instead—this is an expenditure of spiritual energy on the part of the focus creature, from which the new spirit is formed. Ability damage dealt by this spell may only be healed by *heal* or similar high-level spells.

Material Component: The short ceremony requires incense and mundane prepared herbs, something attractive to the created spirit, and crystals worth 25 gp per Hit Die of the created spirit.

XP Cost: You must pay 20 experience points per Hit Die of the created spirit.

Form of Life

Transmutation

Level: Cleric 5, sorcerer/wizard 5

Components: V, S, DF/M

Casting Time: 1 standard action

Range: Close (25 ft + 5 ft / 2 levels)

Target: One undead creature

Duration: Permanent (D) or 10 minutes/level(D) (see text)

Saving Throw: Will negates

Spell Resistance: Yes

This spell functions as *veil of life* (page 190), but it gives a corporeal undead the seeming until the creature wishes to assume its normal form. This spell also works on incorporeal undead, but functions fully as a *veil of life* spell.

Arcane Material Component: One ounce of blood and an ounce of flesh from the target's native species, taken less than one day before casting (or preserved via *gentle repose*).

Gloomlight

Illusion (Shadow)

Level: Cleric 2, Gloom 1, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: Permanent

Saving Throw: None

Spell Resistance: No

The touched object sheds bright light in a 60-foot radius, but the light is only visible to creatures with darkvision. In the area, such creatures can see as if the area were lit (in color) and suffer no penalty even if they are normally sensitive to actual light. Darkvision can still be used to see outside of the radius of the spell. Magical darkness and light temporarily suppress *gloomlight*.

Hold, Greater

Enchantment (Compulsion) [Mind-Affecting]

Level: Bard 4, Law 6, sorcerer/wizard 5

Components: V, S, M/DF

Target: One creature

This spell functions like *lesser hold*, except that it affects any living creature that fails its Will save, regardless of Hit Dice.

Arcane Material Component: One hard metal bar or rod, which can be as small as a three-penny nail.

Hold, Lesser

Enchantment (Compulsion) [Mind-Affecting]

Level: Bard 2, cleric 2, sorcerer/wizard 3

Components: V, S, F/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: 1 round/level (D); see text

Saving Throw: Will negates; see text

Spell Resistance: Yes

The subject, which may only have as many or fewer Hit Dice as you and can be no more than one size larger, becomes paralyzed and freezes in place. It is aware and breathes normally but cannot take any actions, even speech. Each round on its turn, the subject may attempt a new saving throw to end the effect. (This full-round action does not provoke attacks of opportunity.)

A winged creature who is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

Arcane Focus: A small, straight piece of iron.

Hold, Mass Greater

Enchantment (Compulsion) [Mind-Affecting]

Level: Sorcerer/wizard 9

Targets: One or more living creatures, no two of which can be more than 30 ft. apart

This spell functions like *greater hold*, except as noted in the parameters.

Hold, Mass Lesser

Enchantment (Compulsion) [Mind-Affecting]

Level: Sorcerer/wizard 7

Targets: One or more humanoid creatures, no two of which can be more than 30 ft. apart

This spell functions like *lesser hold*, except as noted in the parameters.

Make Whole

Transmutation

Level: Bard 5, cleric 5, Construct 5, druid 5, sorcerer/wizard 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Construct or object touched

Duration: Instantaneous

Saving Throw: Will negates (harmless; object)

Spell Resistance: Yes (harmless; object)

You transmute a damaged or destroyed object or construct, restoring 10 hit points of damage per caster level, up to a maximum of

200 points at 20th level. This spell cannot reinstate the powers or charges of broken magic items, nor does it reanimate a destroyed construct.

Mend Critical Damage

Transmutation

Level: Bard 3, cleric 3, druid 3, sorcerer/wizard 3

This spell functions like *mend light damage*, except that it repairs 4d8 hit points of damage +1 point per caster level (maximum +20).

Mend Light Damage

Transmutation

Level: Bard 0, cleric 0, druid 0, sorcerer/wizard 0

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Construct or object touched

Duration: Instantaneous

Saving Throw: Will half (harmless; object)

Spell Resistance: Yes (harmless; object)

You transmute a damaged object or construct, causing it to reassume its normal, unmarred form. This repairs breaks and flaws, restoring 1d8 hit points of damage +1 point per caster level (maximum +5). A casting of this spell can make partial repairs, with multiple castings resulting in repairs that are more complete. An item is completely repaired when its hit points are fully restored. This spell cannot reinstate the powers or charges of broken magic items, nor does it reanimate a destroyed construct. Only the physical item or construct body can be restored.

Mend Moderate Damage

Transmutation

Level: Bard 1, cleric 1, Construct 1, druid 1, sorcerer/wizard 1

This spell functions like *mend light damage*, except that it repairs 2d8 hit points of damage +1 point per caster level (maximum +10).

Mend Serious Damage

Transmutation

Level: Bard 2, cleric 2, druid 2, sorcerer/wizard 2

This spell functions like *mend light damage*, except that it repairs 3d8 hit points of damage +1 point per caster level (maximum +15).

Nimbus of Fear

Necromancy [Fear, Mind-Affecting]

Level: Dread 8

Components: V, S, M, DF

Casting Time: 1 full round

Range: Personal

Area: 120-ft.-radius emanation centered on you

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

You are shrouded in a black and violet cloud of sinister radiance, inspiring dread in all lesser creatures. You gain a +4 enhancement bonus to your Charisma score for the duration of the spell. Creatures within the area and with fewer than 8 Hit Dice or levels cease whatever they are doing and are compelled to pay attention to you. All such creatures are considered shaken. To take any hostile action toward you, such a creature must make a Will save or cower before your dark majesty for the duration of the spell. Creatures with 8 Hit Dice or more may pay attention to you, but are not shaken unless they attempt to take hostile action toward you and fail a Will save.

When you speak, all listeners telepathically understand you, even if they do not understand the language. While the spell lasts, the caster can make a *suggestion* to creatures in the area with fewer than 8 Hit Dice, as if using the *mass suggestion* spell (Will save negates). Creatures with 8 Hit Dice or more aren't affected by this power.

Material Component: Powdered bone from a lich.

Phantasmal Aspect

Illusion (Phantasm) [Fear, Mind-Affecting, see text]

Level: Dread 6, sorcerer/wizard 6

Components: V, S

Casting Time: 1 standard action

Range: Personal

Area: Line of sight up to 100 ft. + 10 ft. per level

Duration: 1 round/level (D)

Saving Throw: Will negates (see text)

Spell Resistance: Yes

You shroud yourself in energies that tap into the subconscious of any who see you. When the spell is cast you must decide if this experience is a pleasant one or a fear effect. Once the spell is cast, the effect cannot be changed. Those who arrive in the area after the spell is cast must save against it, but those who have already successfully saved need not make another saving throw against the same casting.

The pleasant version of the spell makes those observing you see someone they expect or know; groups allied with one another see the same person. The illusion is perfect in every way, including all senses, so no Disguise check is needed. You get a +10 circumstance bonus on any subsequent Bluff, Diplomacy, or similar check against your opponents. If you say or do anything totally inappropriate, the viewers get another save.

The fearful version makes each creature who sees you experience a terrifying vision of a nightmare humanoid from his own subconscious. The illusion is perfect as per the pleasant effect above. Any creature with the same or fewer Hit Dice than your own must make a Will saving throw. Those who fail are affected

depending on how many fewer Hit Dice they have than your own caster level, as follows:

| Number of Fewer HD | Effect |
|--------------------|------------|
| 9 or more | Cowering |
| 5–8 | Panicked |
| 2–4 | Frightened |
| 1 or less | Shaken |

Rebuild

Transmutation

Level: Construct 8, sorcerer/wizard 8

Components: V, S, M, DF, XP

Casting Time: 10 minutes

Range: Touch

Target: Destroyed construct touched

Duration: Instantaneous

Saving Throw: None (see text)

Spell Resistance: No

You restore the body of a destroyed construct, and it sees you as its master. Three-quarters of the construct must be intact for the spell to work, and it cannot have lain destroyed for more than 1 month per caster level. The construct returns with the Ablative template (page 79), but is otherwise whole. A *limited wish* cast before this spell can obviate the time limit, but only a *wish* can make the construct more than ablative.

Divine Material Components: A vial of sacred water and a diamond or crystal worth 5,000 gp.

Arcane Material Components: A 1-pound piece of the material from which the construct is made and a diamond or crystal worth 5,000 gp.

XP Cost: You must pay 5% of the original experience point cost to create the construct.

Reduce

Transmutation

Level: Sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 minute/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell causes instant diminution of a creature with equal or fewer Hit Dice to you and your natural size or smaller, halving its height, length, and width and dividing its weight by 8. This decrease changes the creature's size to the next smaller one, granting all bonuses and penalties associated with that change (see Table 1–4: Creature Changes by Size on page 13). This spell doesn't change the target's speed.

All equipment worn or carried by a creature is similarly reduced by the spell. Melee and projectile weapons deal less damage.

Other magical properties are not affected by this spell. Any reduced item that leaves the reduced creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them).

Multiple magical effects that reduce size do not stack.

Reduce counters and dispels *enlarge*.

Material Component: A pinch of powdered iron.

Reduce, Mass

Transmutation

Level: Sorcerer/wizard 4

Target: One living creature/level, no two of which can be more than 30 ft. apart

This spell functions like *reduce*, except that it affects multiple creatures.

Reign Construct

Abjuration

Level: Bard 4, cleric 3, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One berserk construct

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You cause the targeted construct to cease berserk activities and reset its berserk chance to 0%. This spell is only effective against berserk constructs, because the elemental spirit animating them has broken free. It works against any construct, including those whose berserk ability reads "no known method can reestablish control." This is one such method.

Shadow Path

Conjuration (Teleportation)

Level: Gloom 4, sorcerer/wizard 3

Components: V

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: You and touched objects or touched willing creatures weighing up to 100 lb./level

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

You instantly transport yourself and any allowed, touched targets from your current location to any other spot within range, so long as the other location contains shadow or darkness. You arrive exactly in the spot desired, whether by visualizing the area or stating the direction. After casting this spell, you can't take another action until your next turn.

If you arrive in a place already occupied by a solid body or an area that contains no darkness or shadow, you and those with you become trapped on the Plane of Shadow.

Each round you are trapped in the Plane of Shadow, you may make a Will save (DC 25) to return to the Material Plane at a random open space within 50 feet with a safe surface and suitable darkness. If there is no space within 50 feet, make a Will save each minute to arrive in an appropriate area within 200 feet of the intended destination. If there is no such place, you are trapped on the Plane of Shadow until rescued (or you leave by some other means).

Shadow Well

Conjuration (Calling, Creation) [Evil]

Level: Gloom 9, sorcerer/wizard 9

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: A gateway to the Plane of Shadow

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

You create an aperture, 5 to 20 feet in diameter (your choice), leading to the Plane of Shadow, oriented in any direction or angle you desire (like beneath a foe). The gate always leads to the exact location you desire on the Plane of Shadow, or a random one if the destination is not set. A deity on the Plane of Shadow may stop the gate from opening.

The two-dimensional sides of the portal on the Material Plane are black and provide total concealment to anything behind the gate; anything moving through them is instantly shunted to the Plane of Shadow. The same sides appear smoky and translucent on the Plane of Shadow, providing one-quarter concealment to those behind the gate. The gate does not transport anything from the Plane of Shadow to the Material Plane.

So long as you remain within range of the gate, you may (as a move action) cause the gate to belch forth 3d4 shadows. These creatures appear and act immediately, acting again on your initiative in the following rounds—they are under your complete control, acting as you direct via a telepathic link. Should the *shadow well* be closed or dispelled, the shadows vanish.

Small Miracle

Evocation

Level: Cleric 7, druid 7

Components: V, S, XP

Casting Time: 1 standard action

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: None

Spell Resistance: Yes

A small miracle lets you create nearly any type of effect. It can do any of the following.

⇒ Duplicate any cleric (or druid) spell of 6th level or lower.

⇒ Duplicate any wizard/sorcerer spell of 5th level or lower.

⇒ Undo the harmful effects of many other spells, as per *limited wish*.

⇒ Have any other effect whose power level is in line with the above effects.

A duplicated spell allows saving throws and spell resistance as normal (but the save DC is for a 7th-level spell). When a *small miracle* duplicates a spell that has an experience point cost, the character must pay that cost or 300 experience points, whichever is more. When a *small miracle* spell duplicates a spell with a material component that costs more than 1,000 gp, the character must provide that component.

XP Cost: 300 experience points or more.

Usurp Construct

Conjuration (Summoning)

Level: Construct 6, sorcerer/wizard 6

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One unawakened construct

Duration: 1 minute/level (D)

Saving Throw: Will negates (see text)

Spell Resistance: Yes

You summon a minor elemental force that temporarily dominates the one animating the targeted construct. Any attempt to control a construct with Hit Dice totaling more than twice your caster level automatically fails. To resist the spell the construct uses its own Will save bonus or that of its creator or legitimate master, whichever is higher. Should the Will save fail (and you overcome the construct's spell resistance), the construct obeys you as if you were its master, overriding any other form of influence. If some focus (such as the shield guardian's amulet) is required to use some of the construct's abilities (like the shield guardian's *shield other* ability), you must possess the focus to access those abilities. The construct otherwise obeys your commands.

An unfortunate side effect of this method of control is that the construct is treated as a summoned creature for the duration of the spell. Thus, *protection from evil* and similar spells are effective against the usurped construct. Further, spells like *dismissal* and *banishment* act as a targeted *dispel magic* against this spell, *banishment* providing +4 to the caster's level check.

Utterdark

Evocation [Darkness]

Level: Gloom 5, sorcerer/wizard 6

Components: V, S

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Effect: 20-ft./level-radius spherical emanation

Duration: 1 day/level (D)

Saving Throw: None

Spell Resistance: No

You create an area of darkness so black that even creatures with darkvision cannot see into

it. Sunlight cannot penetrate the darkness, and any light spell of equal or lower level is instantly dispelled. Any other spell that relies upon light (such as *searing light*) and is of a lower or equal level is also dispelled.

Veil of Life

Transmutation

Level: Cleric 3, sorcerer/wizard 3

Components: V, S, DF/M

Casting Time: 1 standard action

Range: Close (25 ft + 5 ft / 2 levels)

Target: One corporeal undead creature

Duration: 10 minutes/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell gives a seeming of life to a corporeal undead creature, making it look like a living member of the race it was before death and undeath. The target regrows flesh, blood, and organs, gaining the ability eat, drink, breathe, and perform all other bodily functions. A transmuted undead creature can reassume its undead form at will as a move action. This spell does not confer sentience, and merely animated undead are quickly revealed under scrutiny.

Arcane Material Component: One ounce of blood from the target's native species, drawn less than one day before casting (or preserved via *gentle repose*).

Voidburst

Evocation [Cold, Darkness]

Level: Gloom 8, sorcerer/wizard 8

Components: V, S, DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 5 ft./level-radius spread

Duration: Instantaneous

Saving Throw: Reflex partial (see text)

Spell Resistance: Yes

Voidburst causes a chilling globe of inky blackness infused with negative energy to radiate forth from the spot you designate. The *voidburst* removes all air from the area and evokes a peal of thunder upon its disappearance. All creatures within the globe are deafened, dealt 1d4 negative levels, and dealt 3d6 points of cold damage. A successful save negates the deafness and negative levels and reduces damage by half. The negative levels return in one hour each with no chance of becoming permanent.

Undead are instead healed 1d8 points of damage per two caster levels (maximum 10d8). Undead are not deafened by the spell, but may take cold damage as appropriate.

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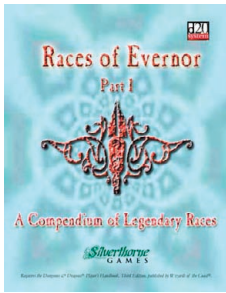
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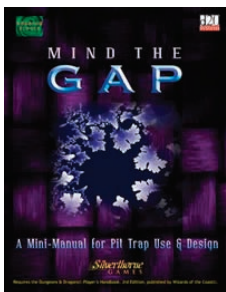
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